

THIEF

THE DARK PROJECT

MASTER
YOUR
THIEVING
SKILLS!



EIDOS
INTERACTIVE

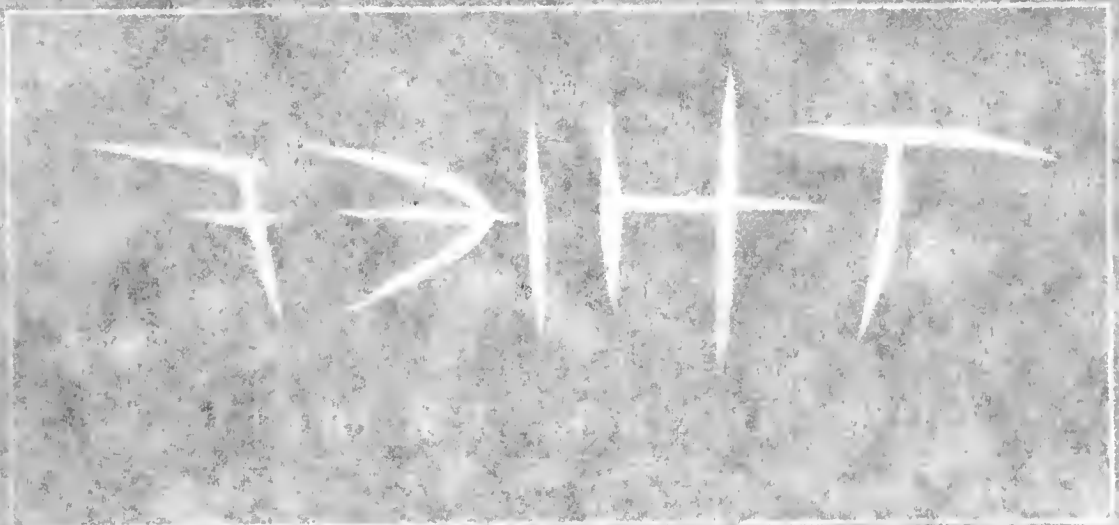


Steve Honeywell

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THE DARK PROJECT

*Prima's
Official Strategy Guide*



Palmer's
Official Stenographer's Guide

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Official Strategy Guide*

Steve Honeywell

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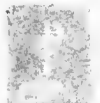
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Contents



CHAPTER 1

Thief: The Dark Project 1

The Story of Garrett 2

The Cast of Characters 4

A Note on Difficulty Levels 5

How to Use This Book 6



CHAPTER 2

The Tools of the Trade 7

Weaponry 8

 The Sword 8

 The Blackjack 9

 The Bow 11

 Broadhead Arrows 12

 Water Arrows 13

 Fire Arrows 13

 Moss Arrows 14

 Gas Arrows 15

 Rope Arrows 16

 Noisemaker Arrows 17

Keys 18

Lockpicks 19

Bombs and Mines 20

 Flash Bombs 19

 Explosive Mines 21

 Gas Mines 22

Potions 22

 Healing Potions 22

CONTENTS

Air Potions	23
Speed Potions	24
Holy Water	24
Treasure	25
Silence	26
Shadows	27



CHAPTER 3

Enemies 29

Human Enemies	30
Guards	30
Bow Guards	31
Hammers	32
Hammerite Priests	33
The Undead	34
Zombies	34
Haunts	35
Apparitions	36
Humanoids	37
Craymen	37

Apebeasts	38
Bugbeasts	39
Beasts	40
Burricks	40
Spiders	41
Exploding Frogs	43
Other Enemies: Fire Elementals	44



CHAPTER 4

General Strategy 45

Combat Strategies	46
A Change in Attitude	46
Your Advantages	47
Stealth	47
Surprise	49
Height	50
Darkness	51

CONTENTS

Thieving Strategies	52
Risk vs. Reward	52
Taking What Is Offered	53
Equipping Strategies	53



CHAPTER 5

The Training Mission and Lord Bafford's Manor 55

Training	56
Lord Bafford's Manor	59
Getting In	60
Using the Sewers	60
The Well and the Basement	62
On the First Floor	65
On the Second Floor	66
Getting Out	68



CHAPTER 6

Break from Cragcleft Prison 69

The Mission 70

The Mines 71

Sneaking Through the Factory 75

The Prison Level and Cutty 77

 Finding Cutty 77

 Issyt and Getting to the Officer's Quarters 80

Finding the Map 81

Getting Basso and Getting Out 83



CHAPTER 7

Down in the Bonehoard 85

The Mission 86

CONTENTS

The First Catacombs.	87
The Burrick Caves.	91
The Halls of Echoing Repose	92
The Mystic's Heart.	93
The Mystic's Soul.	97
The Horn of Quintus.	100



CHAPTER 8

Assassins 105

The Mission.	106
A Change in Plans.	106
Breaking In	111
The Top Floor	112
The First Floor	115
The Basement and Ramirez.	115
Escape	116



CHAPTER 9

The Sword 119

The Mission	120
Getting In	121
Nabbing the Sword	125
Finding More Loot	128
Looting the Garden	129
Looting the House	132



CHAPTER 10

The Haunted Cathedral 133

The Mission	134
Finding the Cathedral	135

CONTENTS

Following the Eye	141
Other Requirements	145
The Serpentine Torc.	145
The Watchman's Grave	147



CHAPTER 11 ***The Lost City 149***

The Mission.	150
Finding the Lost City	151
The Residential District.	154
The Talisman of Water.	156
The Civic Center	156
The Crypt	158
The Talisman of Fire	160
Through the Arena	160
The Elemental Tower.	162
Getting Out	165

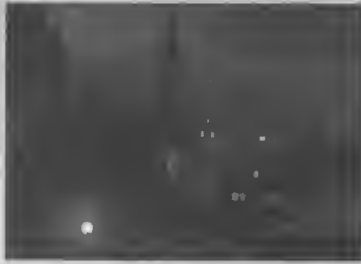


CHAPTER 12

Undercover 167

The Mission.	168
First Steps.	169
Finding the Five Switches	171
Getting the Key.	171
The Old Kitchen and the Inquisitor's Room	173
The Garden and the Graveyard	177
The Reliquary	179
Nabbing the Talisman	179
Escaping	181

CONTENTS



CHAPTER 13

Return to the Cathedral 183

The Mission.	184
Getting The Eye	185
The Spirit of Murus.	190
Inside St. Yora's.	191
Around St. Tennor's.	193
Through St. Jenel's	195
The Graveyard.	197
Getting Out	198



CHAPTER 14

Escape! 201

The Mission.	202
----------------------	-----

Through the Maze 203
 Into the Maze 203
 Getting to the Basement 206
Into the Basement 209
Getting Out 211



CHAPTER 15

Strange Bedfellows 213

The Mission 214
The Destroyed Temple 215
Finding the Hammers 217
Finding the Priest 222
 The Long Corridor 222
 The Priest 224



CHAPTER 16

Into the Maw of Chaos 229

The Mission 230

Down the Slope 231

 The Initial Run 231

 The Ice Fields 233

 Entering Constantine's Lair 235

The Tree and the Gorge 237

 Through the Tree. 237

 Across the Lava Fields. 239

The Trickster Foiled 241

 Replacing The Eye. 241

 The Trickster's Demise. 244



APPENDIX

Maps 245

Mission Maps 246

- Training Mission Map 246
- Lord Bafford's Manor Maps 247
- Escape from Cragcleft Prison Maps 249
- Down in the Bonehoard Map 252
- Assassins Maps 253
- The Sword Map 255
- The Haunted Cathedral Map 256
- The Lost City Maps 257
- Undercover Maps 258
- Return to the Cathedral Maps 261
- Escape! Map 263
- Strange Bedfellows 264
- Maw of Chaos Map 267



Chapter 1

*Thief:
The Dark Project*

THE STORY OF GARRETT

The City is an odd combination of magic and machine, a world where mystical spells live side by side with strict religious fanaticism and massive factories producing the latest in technological progress. In the City, there are those who seek to preserve law and order and those who work to maintain a higher law. Naturally, there are also those who work toward their own ends and for their own gain. And then there is Garrett.

Garrett grew up on the streets of the City, living from hand to mouth and picking the occasional pocket to survive. It was a desperate existence, filled with hunger and suffering and no small amount of fear. The City was run in large part by the Hammerites, a religious order of both surpassing power and strict, puritanical beliefs. To the Hammers, thievery was one of the greatest of all sins, and any thief captured by the Hammers could expect painful and lingering punishment.

Although stealing wasn't the most comfortable way to live, it was the only way Garrett knew. One day Garrett saw an interesting and likely target on the street. A man dressed in black was walking through the crowd of City folk, almost completely unnoticed by the other people. Garrett felt that the man was worth approaching and attempted to steal his purse.

It proved to be a turning point in Garrett's life when the shadowy



Figure 1-1
Garrett is "recruited"
by a Keeper.

CHAPTER 1: Thief: The Dark Project

man caught the young thief trying to steal his purse. The man was someone called a Keeper, a member of a secret organization cloaked in darkness and mystery. Few people in the City had even heard of the Keepers, and even fewer had seen one. Garrett's ability to see the man indicated a rare talent—the sort of talent that the Keepers recruited.

The Keepers sought to maintain the balance of things. While the religious Hammers fought their constant battle against their legendary enemy, the Trickster, the Keepers worked to maintain the status quo. Garrett was the most promising acolyte they had recruited in years.

The Keepers taught Garrett much. He learned how to move silently, how to blend with shadows. Thanks to the Keepers, Garrett also learned how to defend himself with sword, blackjack, and bow. He discovered how to climb, jump, and swim.

But Garrett had no desire to become a Keeper. He used their training to become an exceptional thief. While good thieves are fairly common in the City, Garrett's Keeper training makes him nearly unstoppable. With a reliable fence named Cutty, Garrett is generally able to keep his head above water, finding lucrative prizes to snatch. The nature of his business keeps him at odds with the local Hammer temples, and there is always the threat of his severed ties with the Keepers resurfacing. Still, Garrett has returned to the life he has always known, and now has the skills to survive.

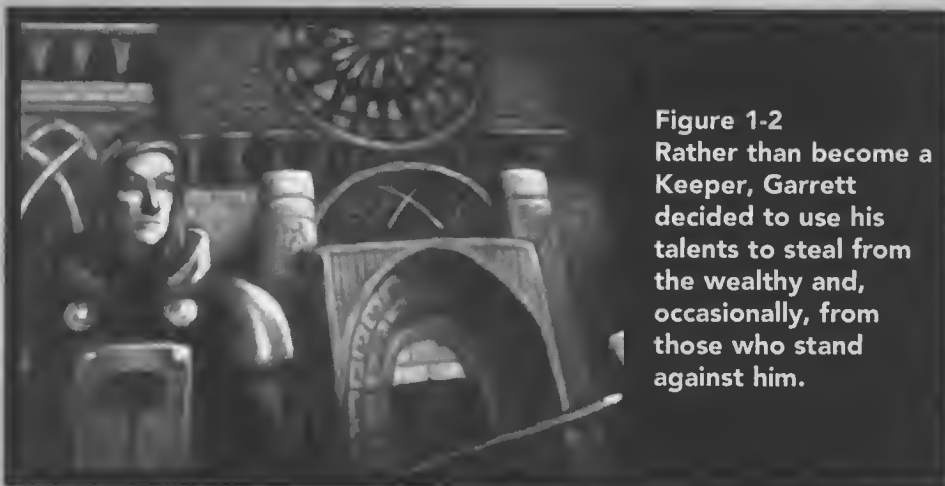


Figure 1-2
Rather than become a Keeper, Garrett decided to use his talents to steal from the wealthy and, occasionally, from those who stand against him.

THE CAST OF CHARACTERS

- ◆ **Garrett**—This is you, boy of the streets turned Keeper acolyte turned professional thief. Your skills are unmatched, but so is your list of enemies.
- ◆ **Cutty**—Garrett's fence. While Cutty is as disreputable as they come in terms of the law and the Hammerites' wrath, he is a source of good information and is fair to those who steal for him.
- ◆ **Ramirez**—Although on the outside Ramirez is a reputable businessman, the truth is that he runs a large racketeering organization. He is a significant rival of Cutty and has been rumored to want Garrett dead.
- ◆ **Constantine**—An eccentric and wealthy collector of rare antiquities, Constantine is not above using sly methods to obtain his prizes.
- ◆ **Viktoria**—An agent of Constantine.
- ◆ **The Order of the Hammer**—Self-appointed guardians of order and truth, they also are effectively the police, judge, jury, and executioner when it comes to the criminal element. They seek to hold back the chaotic forces of nature through their accomplishments. Because of this, the Hammers are the source of many of the technological marvels in the City. They worship a being known to them as The Builder.

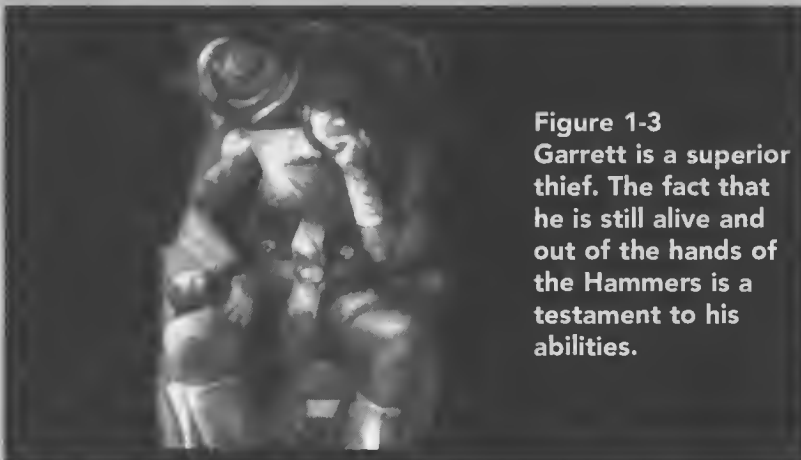


Figure 1-3
Garrett is a superior thief. The fact that he is still alive and out of the hands of the Hammers is a testament to his abilities.

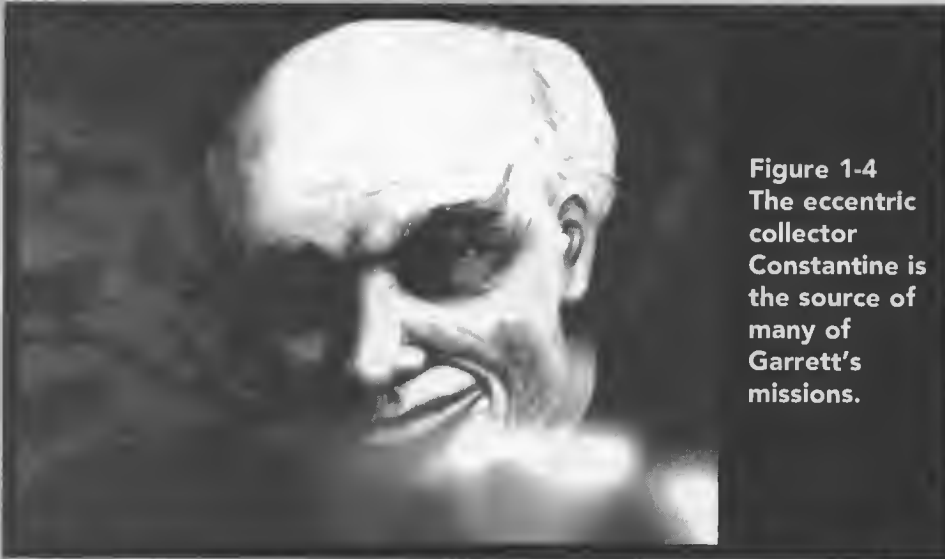


Figure 1-4
The eccentric collector Constantine is the source of many of Garrett's missions.

- ◆ **The Trickster**—The enemy of the Hammers, the Trickster is portrayed by them as a being of evil, chaos, and natural corruption. Most believe that the Trickster is simply a myth created by the Hammers to keep their religion afloat.
- ◆ **The Keepers**—A shadowy organization whose true goals are not known and whose methods are as clouded in mystery as they themselves are.

A NOTE ON DIFFICULTY LEVELS

Thief: The Dark Project has three levels of difficulty: Normal, Hard, and Expert. Each offers considerable challenge for gamers.

On the more difficult levels of *Thief* you're required to accomplish additional tasks on each mission. For example, on the Normal level of difficulty, you may have to steal 1,000 gold worth of items, while on the Hard level you're required to steal 1,500. On many of the Expert-level missions, you're required to complete your tasks without killing any of your enemies. Plus, there are often more enemies and fewer items on the harder levels.

Because of this, the mission walkthroughs in this book are usable for any level of difficulty. It is entirely possible to play the game on the Normal level of difficulty and complete all the objectives for Hard or Expert. Hints and paths are shown for completing all the missions as if you were playing on the Expert level of difficulty.

HOW TO USE THIS BOOK

As just mentioned, this book has been created with the Expert player in mind in the sense that all the mission requirements for the Expert level of difficulty have been included. Because of this, if you're playing *Thief: The Dark Project* on a lower level of difficulty, you may not have to achieve all the objectives that are listed in the mission walkthroughs.

Additionally, while this book does include everything needed to get through all the missions regardless of difficulty level, it does not necessarily include everything there is to find in *Thief*. *Thief* is a complex game, filled with shadowy areas, traps, and treasure. The walkthroughs on the following pages show the best path from start to finish on each of the missions. However, they do not show the *only* path. Danger and reward may lurk around corners left unexplored or up flights of stairs not investigated. These areas are left for the interested player to discover.



Figure 1-5
This looming cathedral will offer different challenges for each level of difficulty.



Chapter 2
***The Tools
of the Trade***

WEAPONRY

Although a good thief uses his wits more than his muscles, there comes a time when a good weapon is all that stands between him and feeding the local crow population. If you're cautious, you won't have to defend yourself often, but you will certainly need to use your weapons at some time. Using the right weapon for the job is how you stay alive to pull in more loot from the unsuspecting.

The Sword

A couple of feet of cold, hard steel can deter many of the thugs you run across. More importantly, it's the best tool for keeping the swords of others from running you through. In addition to their offensive capability, swords can be used to block the attacks of other swords, preserving your precious health.

There are drawbacks to using a sword, though. For starters, having your sword drawn slows you down, making it more difficult to escape from someone chasing you. More important is that a drawn sword calls attention to itself. It's more difficult to hide effectively with your sword



Figure 2-1
The sword is good for close-in combat, but you can expect to take some damage from your enemy's weapon in such fights.



Figure 2-2
Your sword
can be used
to hack down
doors if you
don't have the
keys and your
lockpicks
don't work.

drawn, and even when you're not trying to hide, having your sword out is more likely to make people notice you.

A third, and critical, drawback is the fact that you are not a true swordsman as a thief. Your sword can be used to deliver a killing blow to a wounded foe or to take out those not prepared for combat. But you simply are no match against a skilled foe or someone who makes his living by the blade. You're built for sneaking and jumping, and a sword is a heavy, unwieldy instrument. It's therefore to your benefit to keep your sword in its scabbard as much as possible.

Backstabbing with the sword, though, now there's a thief skill worth having. If you backstab an unsuspecting enemy (or shoot one with an arrow) you get the ambush bonus for damage. Your attack will do five times the amount of damage as normal. Usually resulting in a quick kill.

The Blackjack

Now the blackjack, or sap, is a true thief's weapon. It's a small, weighted club that can be swung much like a hammer. The blackjack is extremely effective against all enemies except elementals and the undead. A single swing of this weapon is likely to knock such a foe



senseless. If you get in a good, solid hit with the blackjack while your victim cannot see you then they should fall unconscious. Even if your foe is searching for you. An enemy on full alert can be knocked out if they've been blinded by a flashbomb.



The biggest problem with the blackjack is that it offers no real protection against an enemy holding a sword. You can't block an incoming slash with your puny club, so you'll often get in only one or two swings.

Despite this drawback, there are some real benefits to using this weapon. First, because it's small, it doesn't slow you down when drawn. Also, having the blackjack ready to use doesn't make you more noticeable, unlike the sword. More importantly, an enemy who is effectively brained with the blackjack will crumple to the ground in a heap, unable to shout out a warning or even a convincing death scream. Along the same lines, your blackjack doesn't leave those nasty, telltale bloodstains on stones or carpeting, and this helps in keeping the rest of the populace calm while you go about your business.

The Bow

The bow is the most versatile weapon available to you, and is probably the weapon you'll use the most. You can strike from range using the bow, and can kill or disable enemies quickly and effectively from hiding, often without revealing your location.

Like having the sword drawn, carrying the bow around ready to use



Figure 2-5
The bow is an excellent weapon to use against unsuspecting enemies.



Figure 2-6
When used with holy water, your water arrows are quite effective against the undead.

will slow you down and will make you much more visible when you're trying to hide. Additionally, having a bow ready to fire tends to make people more than a little nervous. The biggest problem with the bow, however, is aiming. Arrows lose height the farther they travel, and moving enemies can be hard to hit. It takes a lot of practice and a lot of patience to use a bow well. Also, it takes more time to get off a shot with your bow than with your other weapons. Unless you pull back fully on the string, your arrows will arc more and broadheads will do less damage.

One of the nicest things about using the bow, however, is that unlike your other weapons, you can use it while crouching. The biggest plus to bow use is the variety of arrows available.

Broadhead Arrows

The basic arrow is the broadhead arrow. This weapon, when used by a skilled Bowman, can kill an unwary opponent with a single hit. A hit with this weapon is about as powerful as a sword strike, but its usefulness both from range and from cover makes it an ideal default weapon for the careful thief.

Water Arrows

Versatile and useful, water arrows are good to have in virtually every situation. The most common use of this item is to extinguish fires and torches, which adds to the shadows and makes it easier to hide. In situations in which errant bloodstains might alert guards or other creatures, water arrows can be used to wash away the evidence before anyone (or anything) spots it. While these uses are important, the most potent use of this arrow by far is in combination with holy water. When imbued with this blessed liquid, water arrows can wreak tremendous havoc on the undead.



Figure 2-7
Water arrows
have many
different uses.
You'll want
these on
every mission
you
undertake.

Fire Arrows

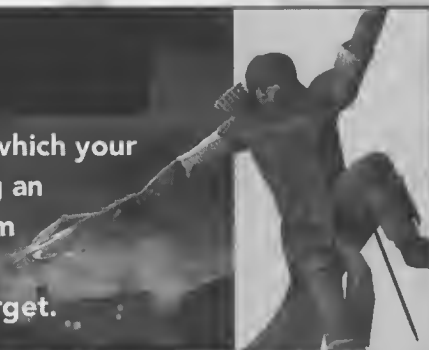
These arrows are not subtle. When fired, they travel on a flat trajectory until they hit something. When they do hit, they explode, causing tremendous damage to whatever they strike, and probably hurting anything and everything else in the immediate vicinity. Even better, these arrows are potent against zombies as well as living targets. They can also be used to relight torches that have been extinguished.



Figure 2-8
Fire arrows are potent weapons, but using them will make your location obvious to anyone or anything in the area.

TIP

Use these arrows only in situations in which your target is a good distance away. Hitting an enemy with one of these arrows from point-blank range will cause almost as much damage to you as to your target.



Moss Arrows

There are times when subtlety is more important than brute force, especially for a thief. When you need extra help in sneaking around or coming up on a guard without alerting him, the moss arrow is the device of choice. When a moss arrow strikes a surface, it releases a small cloud of soft moss that sends off additional moss patches around it when it lands. Walking on moss is almost completely silent. These arrows are essential to maintaining your secrecy when you're on tile and metal floors.



Figure 2-9
Use moss
arrows in
places where
silence is
essential.

Gas Arrows

Rare and expensive, the gas arrow is one of the most effective weapons at your disposal. When this weapon strikes a target, it sends forth a



Figure 2-10
Rare and
powerful, gas
arrows are
easy to waste.
With practice,
these will be
the best
weapon in
your arsenal.

small cloud of knockout gas that incapacitates any living creature it strikes. One of the major benefits of using this arrow is that it incapacitates foes without killing them. With practice, it's possible to knock out several enemies with a single arrow, provided those enemies are close to each other.

TIP

Use the gas arrows sparingly. They are hard to find and easy to waste. Be sure of your shot before you let fly.



Rope Arrows

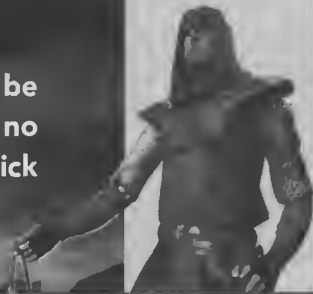
Rope arrows are useless as weapons but are great for climbing to hard-to-reach places or making quick escapes. Useful only with wooden surfaces, a rope arrow that strikes will latch on and drop a long rope that



Figure 2-11
Rope arrows allow you to climb up to areas that would otherwise be inaccessible.

CAUTION

Unlike other arrows, rope arrows can be reused. If you have fired a rope arrow and no longer need it where it is, simply right-click when the arrow is highlighted, and it will return to your inventory.



can then be climbed. Many times, the only way to get to necessary items is by using a rope arrow.

Noisemaker Arrows

At times, being a thief is a lot like being a magician. Sleight of hand and misdirection can often help you more than shadows or brute force. In some situations the noisemaker arrow is a real boon. When launched, this arrow creates an odd noise that will cause guards and many



Figure 2-12
The noisemaker arrow creates a distraction and hopefully allows you to sneak away in the chaos.

wandering creatures to investigate the source. While their backs are turned, you will usually have a few seconds to sneak behind them. Keep in mind that once your targets figure out what was making that noise, they'll likely figure out that something is up.

Another use for the noisemakers is to gather a group of enemies. This can be useful to follow up with a group attack, such as a gas arrow, or to get two groups to gather and start fighting each other, such as the zombies and burricks in The Lost City mission.

KEYS

In your thieving activities, you'll find a lot of locked doors and chests. Although this shouldn't be much of a deterrent for a competent thief, it's a lot easier to get at what is behind those locked doors if you have the right key. You'll come across many keys in the course of your missions, sometimes lying out in the open and other times on the belts of passing guards. Keys are worth collecting, since they make your missions faster and easier. It's quicker and quieter to open doors with keys than with your lockpicks or by hacking them down with your sword.



NOTE

There are some locked doors that cannot be opened with your sword or lockpicks. For these doors, the correct key must be found.

LOCKPICKS

When the right key isn't available, nothing beats a good set of lockpicks. Lockpicks allow you to open many chests and doors that you would have to ignore otherwise. There are two problems with lockpicks that make them less than perfect. First, it takes time to pick a lock, and the more time it takes, the more chance you have of being discovered. Second, lockpicks make noise, which also attracts attention. Still, they're much quieter than hacking down doors.

CAUTION

If one of your lockpicks isn't working, try the other one. Often, you'll need to use both lockpicks to open a lock.

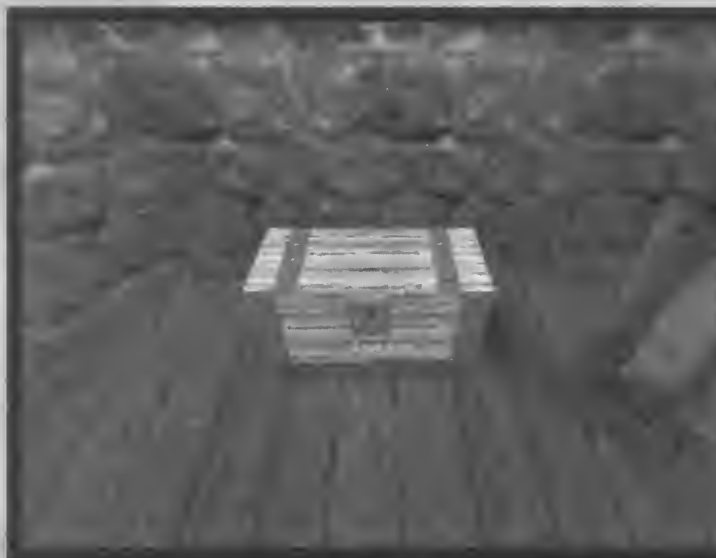
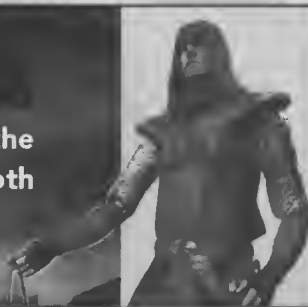


Figure 2-13
Lockpicks allow you to open chests and doors that would otherwise keep their secrets from you.

BOMBS AND MINES

Flash Bombs

When you need to create a real distraction and want to do more than just get the guards to turn their backs, flash bombs are the way to go.



Figure 2-14
Flash bombs are difficult to use well, but can blind your enemies for several valuable seconds.



Figure 2-15
When used successfully, flash bombs can completely disorient all the enemies in the immediate area.

These devices explode, causing no damage but creating a blinding white light. Anything with eyes that sees the flash will be blind and disoriented for a few seconds, allowing you the chance to move in for the kill or to get away quickly. Flash bombs also can be used to kill off the undead. They have a wide range of effect so they're useful against groups and swift-moving haunts.

Explosive Mines

Explosive mines are encased explosives that detonate with incredible force when triggered, generally killing or at least seriously wounding anything in the blast radius. You can toss mines into the likely path of guards to trip them up. Make sure when using them that you don't throw them where you'll need to walk.

If a mine is in your way, you can set it off by shooting it or throwing something at it.

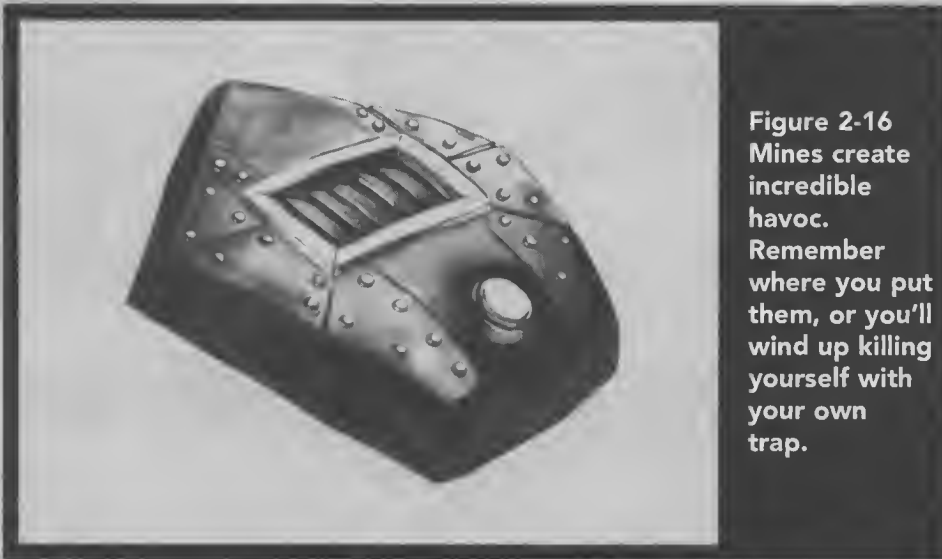


Figure 2-16
Mines create incredible havoc. Remember where you put them, or you'll wind up killing yourself with your own trap.

Gas Mines

Gas mines are similar to gas arrows. When triggered, a gas mine releases a small cloud of knockout gas that incapacitates anything in the immediate vicinity. Like explosive mines, gas mines are effective deterrents to pursuit, and a gas mine dropped in the path of oncoming enemies will stop them in their tracks. Be careful that you're not in the area when a gas mine is triggered, or you'll take a few points of damage (though you won't be knocked out).

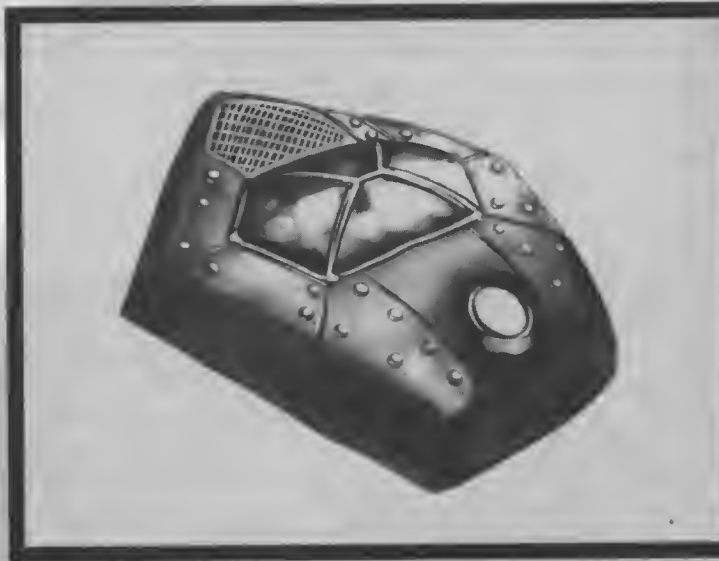


Figure 2-17
Gas mines have the same basic effect as gas arrows, but are even more rare.

POTIONS

Healing Potions

Try as you might to remain unscathed, you'll nevertheless take some damage during the course of your adventures. Whether it comes from the attacks of vicious creatures or mindless zombies, the sword of an enraged guard, or a fall that was just a little too high, you will be hurt, and you'll want to heal yourself. That's the purpose of the small flasks

TIP

Healing potions don't work instantly. The hit points you get back will reappear over time, usually in a few seconds. Keep this in mind, because using a healing potion when you're almost dead won't stop an incoming sword blow from killing you. :



of healing potions. When downed, these potions restore several hit points, making you ready to fight again.

Air Potions

Long swims are dangerous. When your air runs out, you'll start taking damage immediately, and you'll continue to take damage until you break the surface of the water you're in. Air potions, also called breath potions, are a great solution for this problem. With an air potion, you



Figure 2-18
Air potions, or breath potions, are especially useful for long swims. When your air runs out, you can get another lungful without surfacing.

can fill up your lungs with air again and continue to swim. These potions aren't common, but they are good to have for any mission that features a lot of swimming.

Speed Potions

For the fastest of fast getaways, nothing beats a speed potion. Quaffing this magical elixir makes you much faster than you are normally. In general, you'll want to use these potions for times when you need to move quickly and want to outpace your pursuing enemies. These potions are very expensive.

Holy Water

Blessed by a priest of the Hammer, holy water is effective against evil creatures, particularly the undead. When a water arrow is imbued with holy water, simply use the holy water and it combines with your water arrow, it becomes a very potent weapon. In addition to the holy water vials you can buy at the start of a mission or will find along the way,

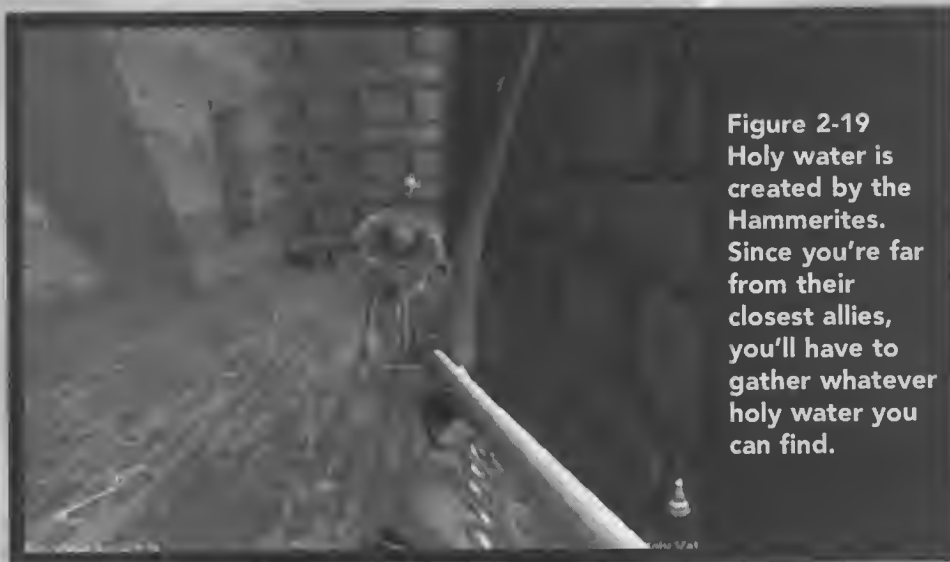


Figure 2-19
Holy water is created by the Hammerites. Since you're far from their closest allies, you'll have to gather whatever holy water you can find.

you'll also come across some holy water founts that will offer the same benefit to your water arrows if used.

TREASURE

Here's the reason you became a thief in the first place. Treasure comes in three basic varieties: gold, gems, and goods. Many of the items you find on your missions will have a value above and beyond the actual mission goals. Any money you make on a mission can be used to purchase equipment before your next mission. Grabbing the goblets, plates, jewelry, and money pouches you find in your looting will help you throughout the game. Many times, your mission objectives will include an amount of gold, gems, and goods that you must recover. Whenever you see something that might be of value, take it.



Figure 2-20
You find
treasure in the
most unlikely
places.

SILENCE

Despite the effectiveness of your various weapons, silence is truly golden to a thief. By being quiet, you can make your way past guards who are otherwise diligent in their duties. Silence is the watchword of the careful thief. You must be constantly aware of the noise that you're making and the proximity of your enemies. Too much noise, or any noise at all when guards or enemies are close by, will get you caught.

Just as important as preventing yourself from being discovered, keeping quiet allows you to hear what is going on around you. Creatures and guards make noise as they walk their patrols. Guards whistle and hum to themselves, zombies groan, and burricks snort. All of them make noise with their footfalls as they move back and forth. If you aren't making any noise, you'll be able to pick up on the sounds around you. By being aware of your environment, you give yourself a better chance to succeed and limit your chances of being captured or attacked.



Figure 2-21
Silence is critical when you're being stalked or when you're tailing someone.

An important factor to remember in keeping quiet is the type of floor you are walking on. Carpets, sand, earth, and moss are very quiet. Stone and wood will effect a normal volume footfall while metal, tile, and gravel are very loud. Be aware of where you step.

SHADOWS

Combined with silence, shadows are probably your most useful tool. You can secrete yourself in shadows and become almost completely invisible to your enemies. Many times, they can walk right next to you and, thanks to your abilities, will be completely unaware of your presence. Using shadows is often the only way to get from one place to another without being discovered.

Remember that shadows are only as useful as you allow them to be. Moving through them makes you more visible than standing still, and

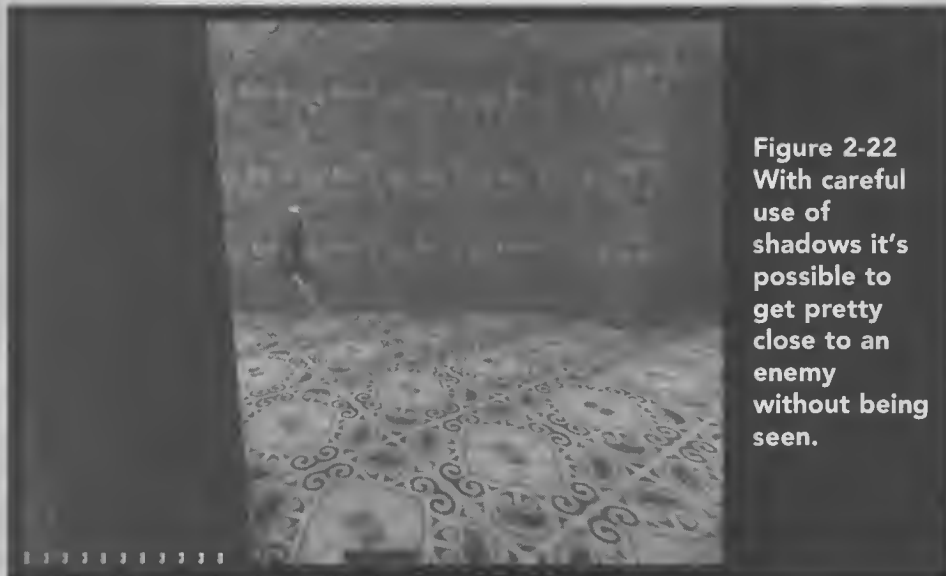


Figure 2-22
With careful use of shadows it's possible to get pretty close to an enemy without being seen.

TIP

Often, crouching will help you hide as well. Crouching will often allow you to be completely obscured by cover, and many shadows also are low to the ground. If you think you should be in shadows but are still brightly lit, try ducking.



having a weapon drawn will often negate the hiding power of the shadows. Keep your eye on the visibility meter at the bottom center of your screen. When it's dark, so are you, and when it's brightly lit, you are as well. Stay near walls and corners as much as possible because you're much less visible in these areas.



NOTE

When the colored dot on the visibility indicator is black you'll be invisible except to creatures almost bumping into you.



Chapter 3
Enemies

HUMAN ENEMIES

Many times, the bulk of your enemies are as human as you are. Especially in your early missions, you'll be hiding from the not-always-keen gaze of guards and Hammers who don't have the benefit of superior senses, as some of your less human enemies have. This doesn't mean that you should consider these enemies less than capable of splitting your head open should they find the need to do so. Still, it's often easier to sneak past humans than it is to get by others.

Guards

Generally speaking, guards are about what you would expect of hired swords. They are fairly diligent about making their rounds and protecting their charges but aren't necessarily willing to go out of their way to put their lives in danger. If threatened, they won't hesitate to kill an unwary thief, and if wounded, they are quick to bring in backup and shout for help.

Like most of the creatures you encounter in *Thief*, guards can be dispatched with a single shot, sword thrust, or swing of a blackjack as long



Figure 3-1
In general, guards earn their pay, but don't expect them to fight to the death with you. If you want to keep them from alerting others, you'll have to either kill them or keep out of sight.

as they are caught unawares. If they see you coming, it will take a few arrows to the vitals or hits with a sword to dispose of them. Up close, they are fairly deadly but tend to be fairly defensive fighters. Remember, they are being paid for their service and, although being a guard carries with it a certain amount of risk, they're content to keep you at bay by blocking your attacks until another guard can come in and kill you. Dispatch them quickly, or expect a long fight.

Bow Guards

The twin brothers of the typical guards are those few who carry bows. You won't encounter them often but will need to deal with them on occasion. For the most part, they're identical to their sword-carrying kin. They'll happily pin you to the nearest wall with a flurry of arrows should they spot you, but they won't tend to go out of their way to put themselves in the line of fire. They have pretty good aim, but it takes a few seconds for them to get off a shot, and in the time between their raising their bow and firing, you often have the chance to slip away or get into some nearby shadows.

For the most part, you want to avoid encounters with bow guards. Because they can hit with effect from a good distance away and usually

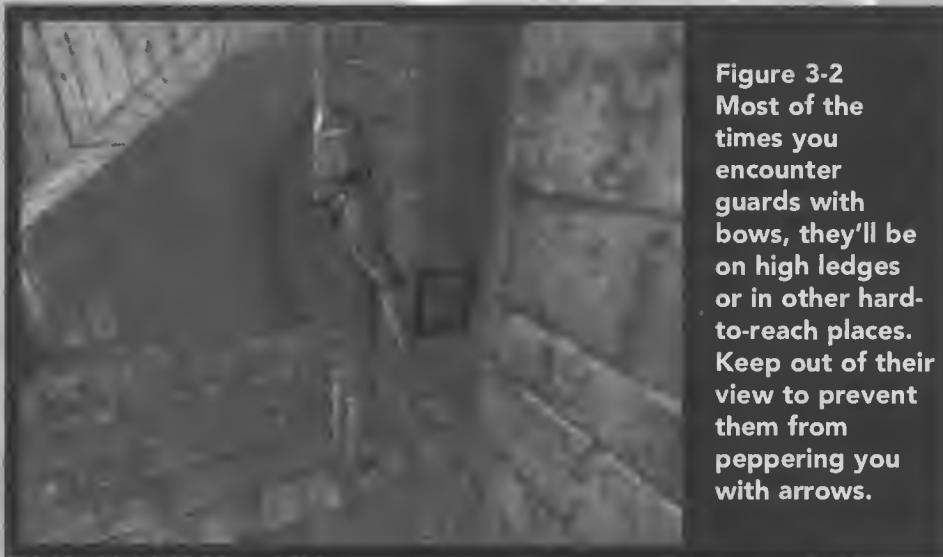


Figure 3-2
Most of the times you encounter guards with bows, they'll be on high ledges or in other hard-to-reach places. Keep out of their view to prevent them from peppering you with arrows.

have the advantage of height over you, they are difficult to defeat when alerted. Up close, you have a tremendous advantage, because you can attack much more quickly and effectively with your sword than they can with the bow. They'll run off if wounded seriously, but if you're quick, they shouldn't go more than a few steps before you quell them.

Hammers

Hammers, or Hammerites, are religious fanatics devoted entirely to their puritanical beliefs. Hammers detest chaos, nature, and theft and strive for order and precision. You'll be facing them on only a few of your missions, but you will have plenty of time to learn to hate them. They are fierce and determined foes, dogged and merciless in their attacks on anything that stands in their path. They attack with massive hammers, the symbol of their faith, and they can swing these weapons with great effect and surprising speed and agility.

The Hammers' most formidable quality is the strength of their faith. They are completely fearless and willing to die in defense of their beliefs. Should a Hammer spot you, he will attack without question until you are killed. If wounded, Hammers will run off, shouting warnings the



Figure 3-3
Completely devoted to their faith, the Hammers make difficult opponents because of their fanaticism.

whole way, then return to the fray to kill you when others have been alerted. They swing their weapons with incredible speed, often striking from several different directions in a matter of seconds, making it difficult for you to defend yourself against them. Your only defense is to avoid their gaze or to kill them quickly, preferably from a long way away.

Hammerite Priests

Rare in the extreme, these practitioners of the highest level of the Order of the Hammer look defenseless, but are quite powerful. When enraged, they launch a spell at their foes that resembles a glowing magical hammer. They also do not hesitate to call in reinforcements as soon as they are alerted to the presence of an enemy. Between attacks, they run to and fro, shouting alerts to the nearest Hammers, thus making themselves difficult targets to hit.

Hammerite priests are hard to kill because they're hard to hit and take a lot of punishment. The only good thing about fighting them is that there is generally a long time between attacks, and if there is a little distance between you and the priest, you can easily avoid the spell. Encounter them only when you absolutely have to, and avoid them otherwise.



Figure 3-4
Hammer priests have power and take a long time to die unless you drop them quickly when they are unawares.

THE UNDEAD

It would be nice if the world consisted only of living opponents, but this simply is not the case in *Thief*. You'll run across the minions of the undead frequently, starting as early as your second mission following training. Because of the nature of the enchantment that renders them undead, these creatures are immune to gas arrows and gas mines, and blackjack attacks. Plus they are very resistant to broadhead arrow attacks. In many cases special efforts must be taken to slay them quickly. Because of this, you'll be on the run from them more often than you'll stand your ground and fight them.

Zombies

The lowest form of undead creature is the zombie. Simply reanimated corpses, zombies shamble along, completely mindless and generally unaware of anything going on around them. They have gray, pallid skin and have already started rotting away, their spines showing clearly. Zombies are slow and easy to fool but, once they spot a living creature, are completely set on a course of killing anything in their path. Hacking away at them with a sword or plunking them with arrows does little to stop them, or even slow them down. They can regenerate any damage except that done by fire or holy water. Plus some zombies are surrounded by a cloud of biting insects. It is easy to tell when a zombie is truly killed, it will fly apart in a shower of limbs.

The only really good thing about zombies is that they are slow. Even those that have been alerted to the presence of an enemy are slow to act, shambling behind their intended victim at a pace slower than your normal rate of walking. Other than that, they are tough foes, and destroying them requires a pair of holy water arrows, two fire arrows (or one if it hits square), or three flash bombs. Unless they are directly in your path, they're easier to avoid or run past, since it's nearly impossible for them to catch up with you.



Figure 3-5
Once a zombie has found a likely victim, very little short of utter destruction will stop it from destroying its target.

Haunts

The unquiet corpses of slain Hammers, haunts are disturbing in a number of ways. Unlike living Hammers, haunts carry swords and can use them with great effect. What is more disturbing about them is that, except for their skeletal appearance and tattered clothing, they behave much like living creatures. When they hear a noise, they creep along, sword raised high, to look for its source. And when they spot an enemy, they are quick to attack and nearly impossible to hide from. You won't see a lot of these undead beasts, and the few you do encounter will make you happy they are so rare.

There is no upside to fighting haunts. Like their zombie brethren, haunts are determined foes, unwilling to break off their attacks until they are destroyed. What's worse, they are fast and able to keep up with even the swiftest of thieves. While three flash bombs will take them out just as they'll take out a zombie, you'll need three holy water arrows or two fire arrows to dispatch one of these foul beasts. Avoid them for the most part, since holy water is usually scarce and they close in too quickly for you to get off three shots before they're within striking range with their swords.



Figure 3-6
Powerful, angry, and unwilling to quit the fight until destroyed, haunts should generally be avoided.

Apparitions

As haunts are to Hammers, apparitions are to Hammer priests. These spectral beings are difficult to spot because they are almost completely transparent. From a distance, an apparition looks like a reddish shimmer, while up close it can be seen for what it truly is, the ghost of a dead priest. Like their living counterparts, apparitions attack with spells instead of physically. When alerted, they shoot forth a spread of three mystical skulls that cause tremendous damage when they hit. Apparitions can be slowed with holy water arrows and flash bombs, and they do have the normal vulnerabilities of the undead. However, apparitions have about twice the endurance to damage of haunts.

Keep away from these vicious creatures. They attack relentlessly, although it takes them a few seconds to prepare for their next attack. After firing a barrage of skulls, apparitions tend to run, much like Hammer priests. The best method of dealing with them is simply to keep away from them. Should they attack while you're close to them, you'll be hit by the entire spread of magical skulls, which is often fatal. If you can avoid their first attack, you usually can get around them and out of range before they can work up another spell.



Figure 3-7
Apparitions
are tough to
spot, but if
one hits you
with its spell,
you'll know it!

HUMANOIDS

The nefarious Trickster recruits anything and everything to its cause, including warped and twisted creatures that appear to be at least partially human. A combination of man and beast, humanoids tend to feature the worst and most deadly aspects of both sides of their parentage. You will face these monsters mainly on your later missions, after you have retrieved The Eye for Constantine.

Craymen

A hideous combination of crab and human being, craymen attack with vicious pincers. In addition to their fast and powerful attack, craymen are blessed with a thick, tough carapace that serves as armor. There are two types of craymen, the lesser yellow type and the blue "CrayBeasts" found later in the game. The blue type serve the Trickster while the yellow craymen seem cast off and masterless. Perhaps they were a prototype of the Trickster's nefarious experiments? At any rate, either type takes extra damage from fire. So, fire arrows are the preferred attack.

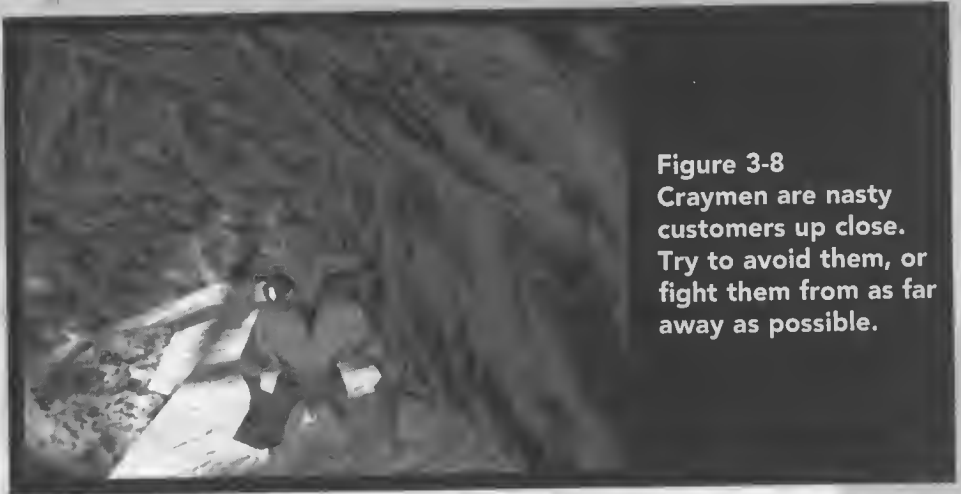


Figure 3-8
Craymen are nasty customers up close. Try to avoid them, or fight them from as far away as possible.

There is very little that is good or beneficial about these creatures. They are relentless in their attacks and more than willing to fight. You will want to stay out of the range of their vicious claw attacks, especially because they are difficult to block or dodge. Hit them from a distance and from a height if possible, or avoid them entirely. They are thankfully rare.

Apebeasts

A horrifying combination of human and ape, apebeasts are without question one of your deadliest foes. Quick to anger and quick with their swords, apebeasts are cunning and vicious creatures. When one of their number has been slain, other nearby apebeasts will set up a hideous wailing that often brings more of their brethren to the area. They are nimble and active foes, often leaping out of the way of melee attacks only to jump in and strike quickly with their swords.

The only positive thing about apebeasts is that they are a little less hardy than your other foes, taking fewer hits to kill. Otherwise, they are an absolute nightmare. They're fast, able to catch up with you quickly if you decide to flee, and, when within striking distance, strike with incredible speed with their sharp swords. These creatures must be dispatched from a distance and quickly. When injured, they will scamper off to get help, so make every shot count.



Figure 3-9
Apebeasts are fast and vicious and, close in, can kill you more quickly than any other foe you face.

Bugbeasts

Looking like nothing so much as a human in a praying mantis suit, a bugbeast is a horrible foe. When alerted, these creatures send forth swarming clouds of stinging insects that hover in place, biting and stinging for



Figure 3-10
There is no good range from which to attack bugbeasts, but range is better than hand-to-hand. Never let them get this close.

tremendous damage. In combat, they're durable and hard to stop. They are thankfully rare and, if surprised, can be eliminated quickly.

There are a few weaknesses to the attack of this creature. The cloud of insects a bugbeast sends forth is slow and stays in the same place once it strikes. If you see the attack coming, you should be able to dodge out of the way easily. Another real plus is that the normal walking pace of a bugbeast is pretty slow, making it an easy target for an arrow. The best way to deal with bugbeasts is to knock them out with gas arrows, which will completely eliminate their attack. Don't get close to them, because there is no way to dodge the painful insect cloud when you're only a few feet away.

BEASTS

While intelligent creatures are the hardest to battle, many of your fiercest enemies are animals. These beasts are often looking to do nothing more than protect their own lairs, but will deal with any intrusion harshly until either you or they are stopped. These creatures can be found on virtually all of the missions except those that deal entirely or at least significantly with human opponents. Even then, you might spot a few of these animals lurking around.

Burricks

A sort of lizard-dog combination, burricks have powerful, muscular bodies covered with a thick, scaled hide. While their jaws look fierce, they will not bite an enemy who blunders into their area. Instead, burricks attack with a poisonous, caustic gas cloud that has a surprisingly long range and even more surprising potency. Once they spot an enemy, burricks will happily attack until they are killed, but it is possible to leave the general area of their prowling, which will cause them to stop their attack.

Surprise and a height advantage are your best allies against these beasts. For all their power and difficulty to stop, burricks don't appear to have very good senses other than sight. It's possible to completely avoid detection by these monsters if you remain motionless in the

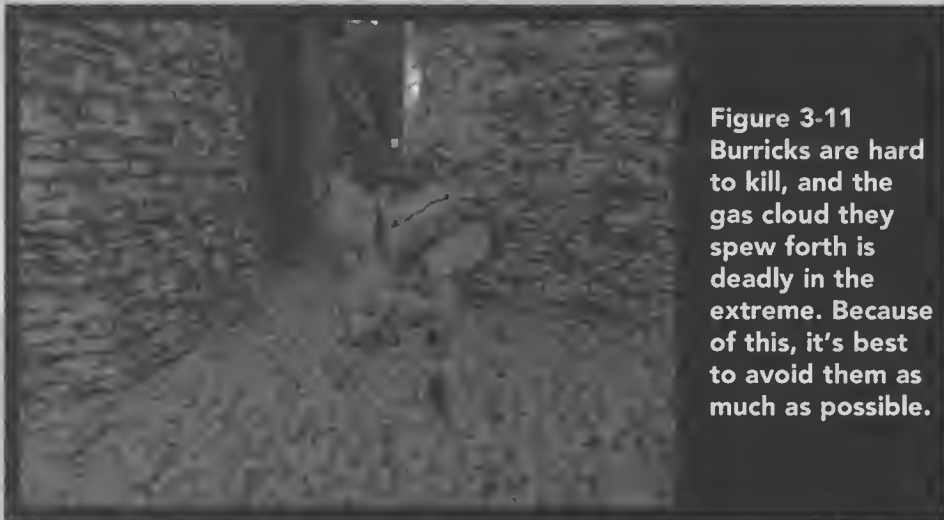


Figure 3-11
Burricks are hard to kill, and the gas cloud they spew forth is deadly in the extreme. Because of this, it's best to avoid them as much as possible.

shadows as they walk past. Because of burricks' strength and durability, avoiding them is easier than killing them.



NOTE

Zombies and burricks will fight each other, and the zombies will always win, because they are immune to the burricks' gas attack. Any mission that holds both burricks and zombies gives you the opportunity to set up melees between your enemies.

Spiders

Spiders come in three varieties. The first is a small, harmless type that appears in the sewers in your first real mission and at a few other selected points in your journeys. These spiders get underfoot but are relatively harmless and can be easily avoided.

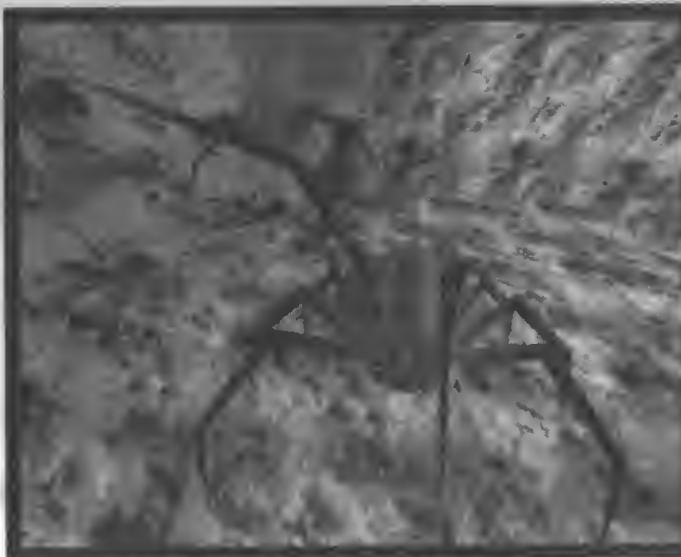


Figure 3-12
Huge and vicious, the dark green spiders attack and will unquestionably follow unless you kill them or outpace them.



Figure 3-13
Smaller than their dark green cousins, red spiders are far more deadly.

The larger, dark green spiders can be deadly. When confronted, these creatures jump into the air and attack from behind. They pack a vicious bite and can be difficult to kill off. When surprised, they go down easily, and if you press your attack, you can generally hack them apart with your sword before they get a chance to retaliate. An amusing tactic is to jump over the spider and then attack while they are disoriented.



Figure 3-14
Hard to spot
because of
their small
size,
exploding
frogs are far
more deadly
than their
miniature
frames
suggest.

Additionally, these spiders aren't fast, and if you run past them, you should be able to outdistance them.

The final, and deadliest, form of spider is the large red type. From a distance, this spider launches a purple magic missile that hits for surprisingly lethal damage. Up close, these spiders shoot forth a stream of webs that makes their target a sitting duck for all of their future attacks. When you spot these spiders, you must kill them instantly, or simply run past them. If you let them get in a few attacks, or get too close, you'll be restoring your last saved position. If you can bunch up a few of them with a noisemaker arrow or other diversion, you can get them to "chain-react." It's fun to watch and only costs one fire arrow.

Exploding Frogs

While it sounds funny, a run-in with one of these creatures is not entertaining. Appearing in the last few missions, these deadly creatures attack anything they see that isn't another of The Trickster's minions. When in range, they explode with tremendous force, stripping away hit points. Because they are able to hop a good distance, they are almost impossible to avoid entirely. The best way of taking one out is to hit it with a fire

arrow from a distance. A single hit, or even a close call, will pop one like a balloon. Of course, you have to see them first. Keep your ears open. When you hear a high-pitched trilling, there's at least one frog close by. If you can bunch up a few of them with a noisemaker arrow or other diversion, you can get them to "Chain-react." It's fun to watch on fire arrow.

OTHER ENEMIES: FIRE ELEMENTALS

Fire elementals don't look like much at first. They consist of a flaming, floating ball of flame trailing out a tail of burning gas and fire. Don't let their simple appearance fool you. Fire elementals possess the ability to strike at you from range and with great power. When they spot you, fire elementals increase their speed tremendously, zipping around and becoming very hard to hit. Worse, they launch powerful fireballs that strike with both speed and accuracy.

The natural enemy of the fire elemental is water. Water arrows extinguish them immediately and with little fuss. Don't let them get too close. Instead, launch your water arrows at them and keep backpedaling. You'll generally only have a problem with them if they attack in groups and spot you before you get a bead on them. Don't let yourself run out of ammunition.

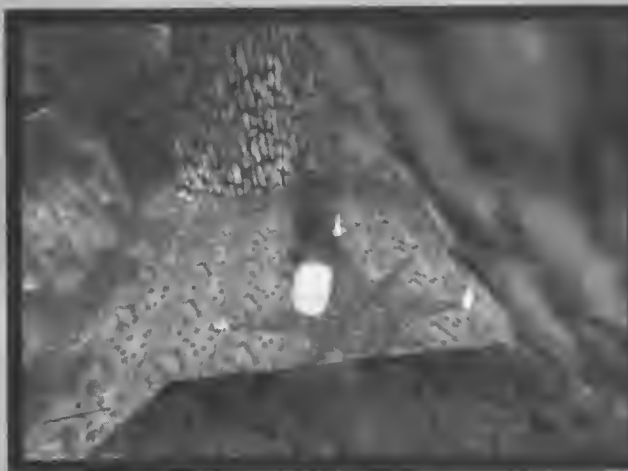


Figure 3-15
Fire elementals can be easy to kill, as long as you have the right ammunition. When one of these creatures is enraged, though, it can whittle you down quickly.



Chapter 4
General Strategy

COMBAT STRATEGIES

A Change in Attitude

Generally speaking, first-person-perspective games like *Thief: The Dark Project* are slaughterfests. Your objective in these games is to rush forward, killing everything in your path. Anyone who approaches *Thief* with that mindset is going to find their career as a thief to be a short and painful one.

You simply don't have the muscle, durability, or raw power of weaponry to confront every enemy you see. Even at your healthiest, you're only a couple of sword blows or arrow hits away from having to restart. None of your weapons is more powerful than your enemies', and many of the attacks you'll sustain are much more powerful than those you can dish out. More importantly, you'll rarely be able to heal yourself within a mission. The healing potions you bring with you are often all you get, and even those you do find restore only four hit points.

It's important to remember that your job in these missions is to avoid rather than attack, to sneak instead of slaughter. Dueling it out

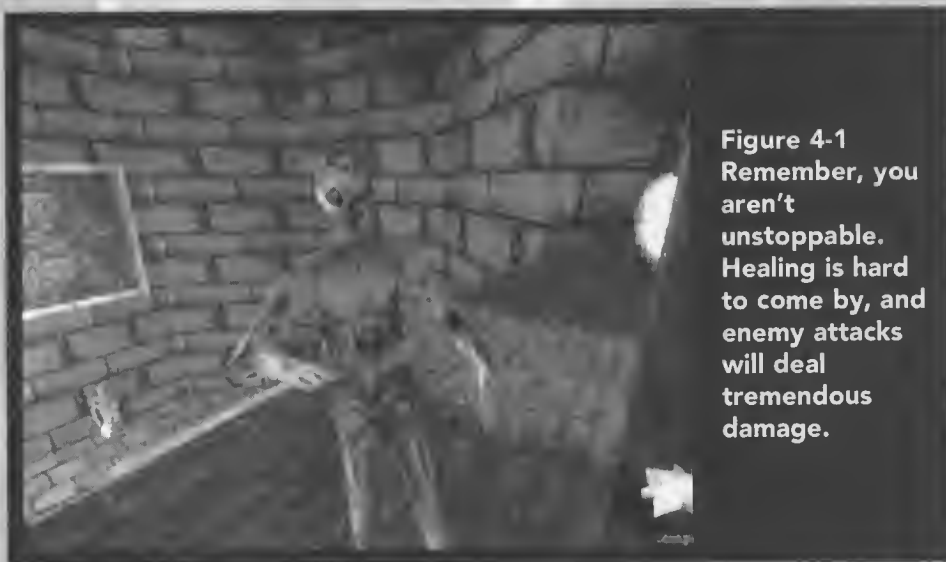


Figure 4-1
Remember, you aren't unstoppable. Healing is hard to come by, and enemy attacks will deal tremendous damage.

toe-to-toe with most of your enemies will get you killed, or at least so badly wounded that any further attacks will kill you.

In short, although there are times when it's worthwhile to kill something, you should avoid combat most of the time. Sometimes making a kill is the easiest way to get through an area, but getting through without slaughter is almost always the preferred solution.

Your Advantages

All that having been said, there are times when you have no choice but to defend yourself. Situations arise in which you must kill or knock out the enemy ahead of you, either because it's blocking your path or because it will kill you if you don't act first. In these instances, you must maximize your advantages. Since you can't compete in terms of durability or health, you must use other means to succeed.

Stealth

The best way to avoid combat is to use stealth, period. If your enemies never hear you coming, they won't know to turn around and look for you. This is especially true if your enemy currently has his back turned.



Sound carries, and walking on a tile or metal surface makes considerable noise. Your moss arrows will come in very handy for helping you stay quiet on otherwise noisy surfaces.

Stealth is also one of your most important tools when it comes to combat. By keeping quiet, you have the ability to plan your shots with your arrows. If you're sneaky, you can keep an enemy from knowing you're taking aim at him and have the opportunity to get in the first, and often fatal, strike. Moving slowly and cautiously should be your choice unless otherwise noted in the mission walkthroughs, or when you're being pursued.

A big part of stealth is using your blackjack whenever possible because it allows you to take down an enemy instantly. An enemy killed with an arrow or the sword will have a few seconds to scream out a death rattle. Another benefit to using the blackjack is that it knocks its victims unconscious; this is helpful on missions where killing enemies is prohibited.

Another major benefit to keeping quiet is that you'll be able to hear everything going on around you. If you keep your own footsteps as quiet as possible, you'll be alerted to the sounds of approaching guards or creatures. This will give you the chance to hide or set up an ambush.



Figure 4-3
If you're quiet, guards are unaware of your presence and you can pick their pockets.



Figure 4-4
There are times when you have to fight. When confronted, use your advantages to keep out of harm's way.

Surprise

The natural accompaniment to stealth is surprise. Attacking from surprise is a tremendous benefit to you. If your enemies don't know you're in the area and their guard is down, they will often fall to a single strike of your sword, a well-placed arrow, or one shot with your blackjack.

When you must attack, your best chance of getting through with little damage and trouble is to hit your enemies while they are unaware. An enemy actively looking for you—or worse, actively charging or

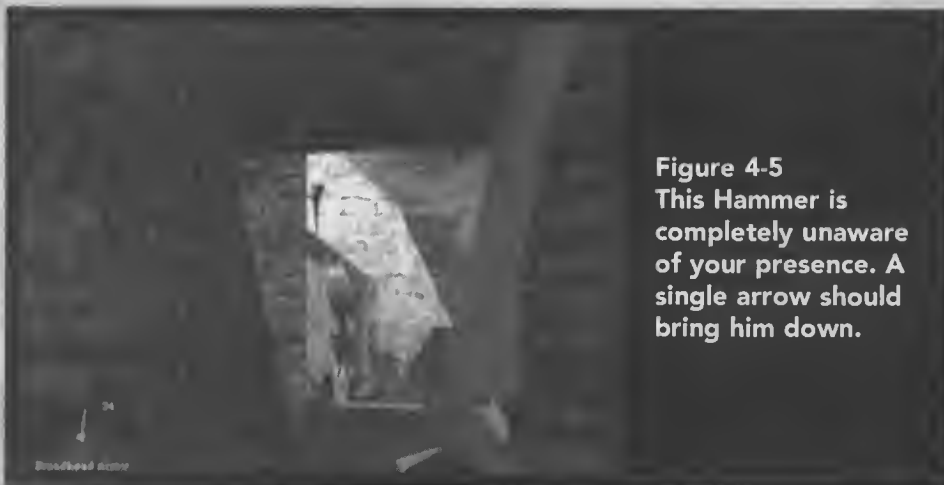


Figure 4-5
This Hammer is completely unaware of your presence. A single arrow should bring him down.

attacking—generally takes several hits to kill. When you feel the need, hit from behind and move carefully to avoid arousing your enemy's attention.

TIP

Most of the time, you get only one chance to attack with surprise. Make that first shot count. In cases where several enemies are in the same area, hitting one will alert the others that you're there.



Height

Rope arrows are more than simply a method of climbing up to hard-to-reach places. One of the real benefits of these arrows is that they allow you to get above your enemies. Whenever you can, attack your enemies from above.

Most of the time, enemies alerted to your presence by an attack or noise will look on the same level that they're on. They don't tend to look up. Because of this, even alerted enemies are easy to kill by sniping. Hunt as they will, they won't find you. They won't even notice a rope from a rope arrow.

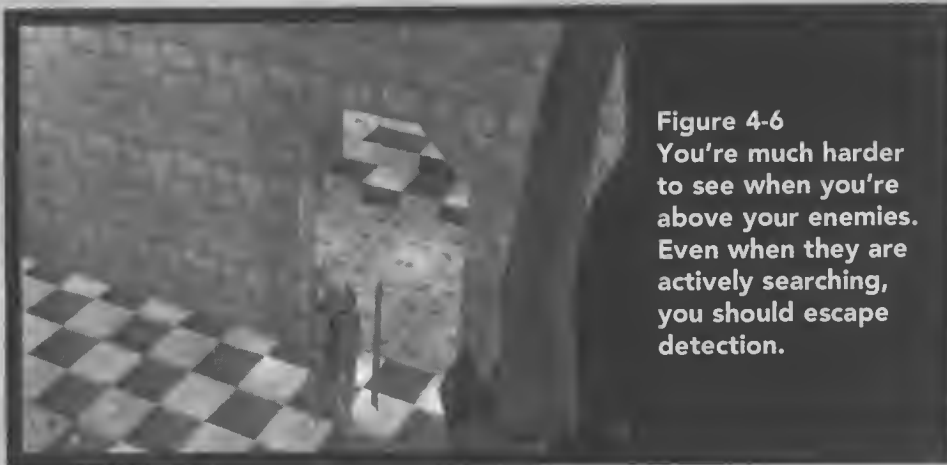


Figure 4-6
You're much harder to see when you're above your enemies. Even when they are actively searching, you should escape detection.

Another real benefit of attacking from high up is that about half your enemies can't hit you from range. Standing above a group of apebeasts, even if they know where you are, will result in nothing more than using them for target practice. Range is always important because it keeps you out of immediate harm's way and gives you a chance to dodge, but height often prevents your enemies from retaliating at all.

Darkness

Like stealth, you can use darkness in several important ways. Staying in the shadows and using your ability to hide will keep you out of almost as many fights as moving quietly. If an enemy hears you but can't see you, there is no way he can attack. Unless an area is brightly lit, try to stick to the shadows as much as possible, even when there are no apparent enemies around.

One of the more useful items you carry on virtually every mission is your water arrows. Using them to douse torches allows you to set up ambushes in areas that would otherwise be bright, making you easy to spot. Places where you must walk frequently or where guard traffic is heavy are perfect places to use your water arrows.

Another benefit of shadows is that you can hide other things there as well, namely bodies. Opponents you've killed or knocked unconscious can be dropped in dark corners, preventing others from spotting them and becoming suspicious.

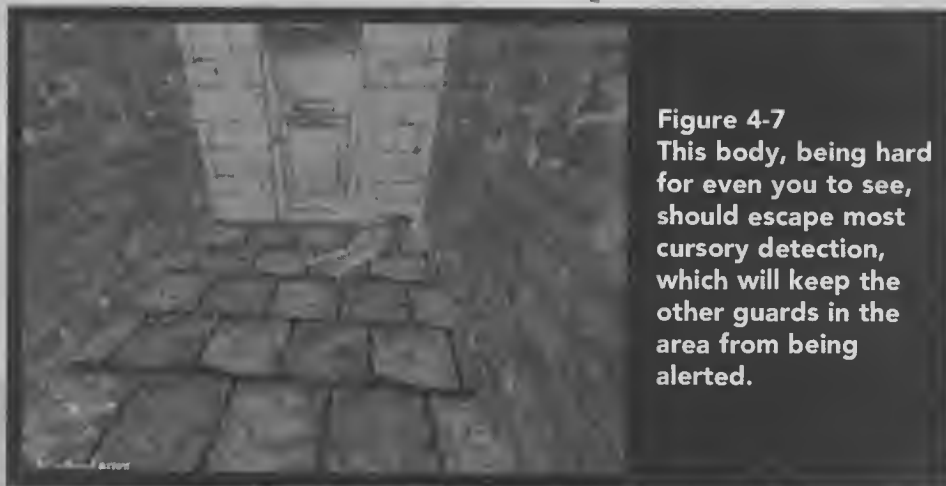


Figure 4-7
This body, being hard for even you to see, should escape most cursory detection, which will keep the other guards in the area from being alerted.

THIEVING STRATEGIES

Skillful theft, and not combat, is the main goal of *Thief*. In many of your missions, you'll be required not only to achieve a major goal but also to steal other items of worth. Even when you've met your goals in terms of your objectives of stealing, grabbing additional loot is always worthwhile. The more money you can collect, the more you can equip yourself for the subsequent mission. Often, all that stands between having an extra healing potion in the next mission and having to go without that backup is loot worth only 50 gold in treasure. Remember that any loot not spent directly after a mission doesn't carry over.

Risk vs. Reward

In any event, you must always balance the risk of stealing something against the reward of having that item. Having to go through several guards to nick a treasure worth a few dozen gold pieces is probably more trouble than it's worth. On the other hand, finding an opportune moment to slip inside a room to nab a few hundred gold is well worth the effort.

There is no hard-and-fast rule for taking risks or stealing treasure. What is simple for one person is risky and difficult for another. In any case, before attempting to gain a particularly difficult prize, consider whether you need the treasure. Also, if you aren't sure of your ability to steal a treasure, save your position before your attempt.

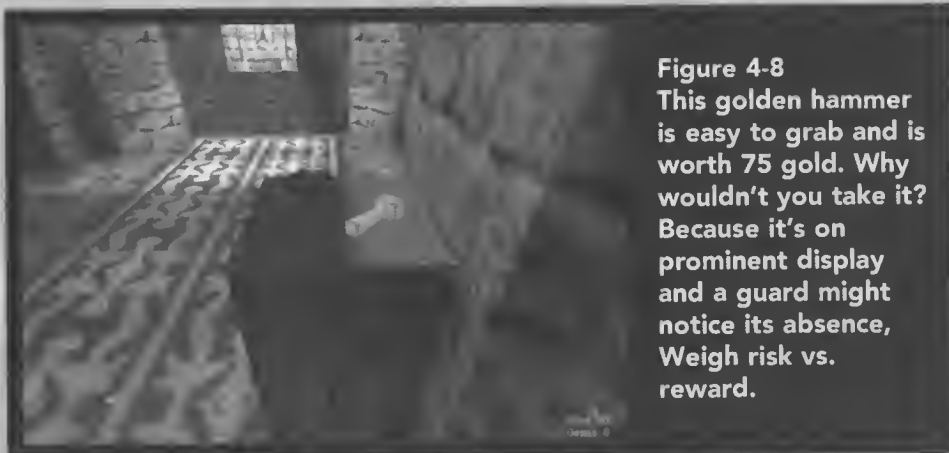


Figure 4-8
This golden hammer is easy to grab and is worth 75 gold. Why wouldn't you take it? Because it's on prominent display and a guard might notice its absence. Weigh risk vs. reward.

Taking What Is Offered

Keep in mind that the idea of treasure is all in the mind of the thief. While stacks of coins or gems are easily recognized as treasure, you can also steal goods like rare bottles of wine or well-crafted cups. These items count as treasure also. Don't hesitate to pick something up just because it doesn't look like a gem or a gold candlestick.

Also, on all your missions you'll find supplies like various arrows, health potions, mines, and flashbombs. These are just as much treasure as any gold you find. An extra flashbomb or two can get you through some difficult areas, as can a gas arrow or a mine. Having a few extra broadhead arrows gives you the chance to knock off extra guards or enemies. Other items, like holy water, water arrows, and fire arrows, have multiple uses and should not be passed up when spotted.



Figure 4-9
Never pass up an opportunity to improve or expand your arsenal.

EQUIPPING STRATEGIES

Personal preference and experience will dictate a lot of what you bring with you on your missions. Also, you will naturally be limited by the amount of money you have. Here are a few good rules for equipping yourself:

- ◆ If you start with a couple of healing potions, you probably don't need to buy additional ones. Try to carry at least two on every mission.

- ◆ On missions where you have a lot of swimming to do (especially the Haunted Cathedral, and the Lost City) buy an air potion before starting, if you can.
- ◆ You shouldn't need more than a couple of rope arrows on any mission, especially since you can reuse them.
- ◆ Gas arrows and gas mines are expensive, but if you use them carefully, you can knock out several enemies at once with them. Buy them when you have the money and the opportunity.
- ◆ On missions where you'll be facing the undead, holy water, water arrows, and flash bombs are necessary. Buy as much as you can.
- ◆ If you don't have gas arrows, fire arrows are a good substitute. They do tremendous damage and will hurt anything in their blast radius when they strike.
- ◆ If you can't think of something to buy, consider additional broadhead arrows. Most enemies will take multiple hits if alerted, and an extra 10 arrows can mean the difference between getting through and getting killed.
- ◆ Since loot is only carried over directly after a mission and powerups do not carry over, feel free to spend as much as you can and use your powerups where needed.



Figure 4-10
On missions where the undead play a prominent role, extra holy water and water arrows are the best thing you can buy.



Chapter 5

*The Training
Mission and Lord
Bafford's Manor*

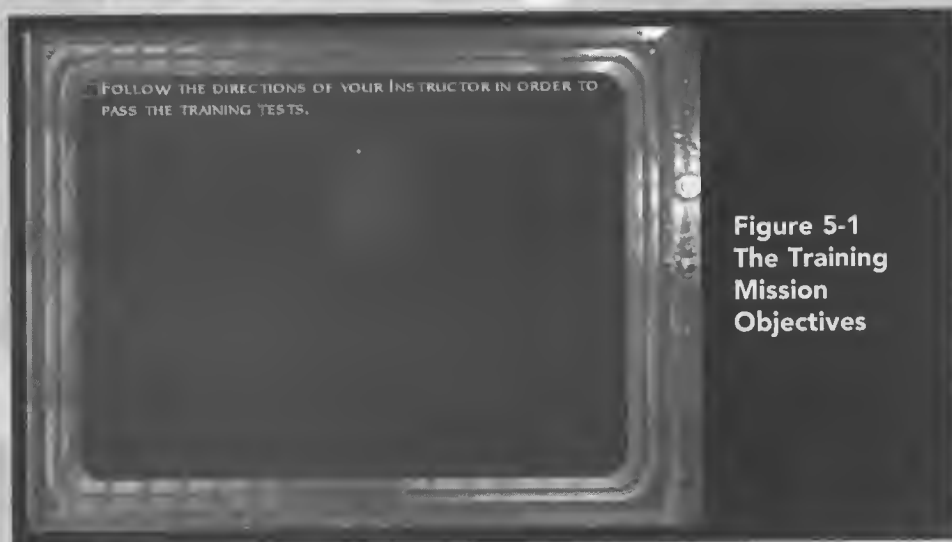
TRAINING

The training mission is designed to give you an idea of how the controls in *Thief: The Dark Project* work. If this is your first or second time playing, it's a very good idea to go through the training mission. After all, if you discover that you can't climb a rope or make a jump when no one is chasing you, how well are you going to do when your life is on the line? If you've played *Thief* before, you can skip the training.

Your first task is to use shadows to move unseen. Walk around a little in the room, and keep your eye on the meter at the lower center of the screen. The brighter this becomes, the more visible you are. To make it to the other side, you need to weave back and forth to avoid the pools of light.

The next task is similar but involves moving silently. Before stepping out, take a look at the floor. The carpeted areas are naturally much quieter than those covered in metal. Step on the metal a few times just to get an idea of the sound it makes and how loud it is. Then follow the carpet to the stairs and go up.

Now it's time to get your weapons. At the end of a long corridor, you'll find a sword and a bow and quiver of arrows. Get these and arm the bow, then walk into the compound. The targets for the arrows are



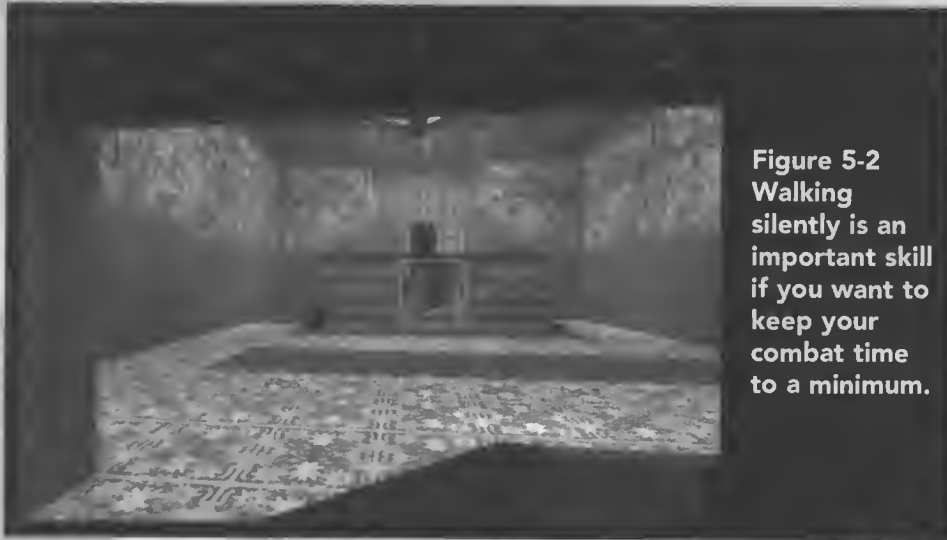


Figure 5-2
Walking silently is an important skill if you want to keep your combat time to a minimum.



NOTE

Don't worry about getting caught in these first two areas. If the instructor sees or hears you, you'll only have to try again.

off to your left. Take a few practice shots. You'll notice that you need to aim a little high on your shots—if you aim directly at one of the bull's-eyes, your arrow will hit well below it. When you're satisfied with your ability using the bow, draw the sword and take a few swings at the dummy behind you. It will drop as soon as you connect with a right slash, a left slash, and an overhead strike.

Your next challenge is sparring. Don't sweat this too much. Get in a few good swings and, if possible, practice blocking your opponent's attacks. Once you get a few hits in, you can stop sparring or continue until you get hit many, many times. In either case, grab everything from the table and use the key to open the locked door.

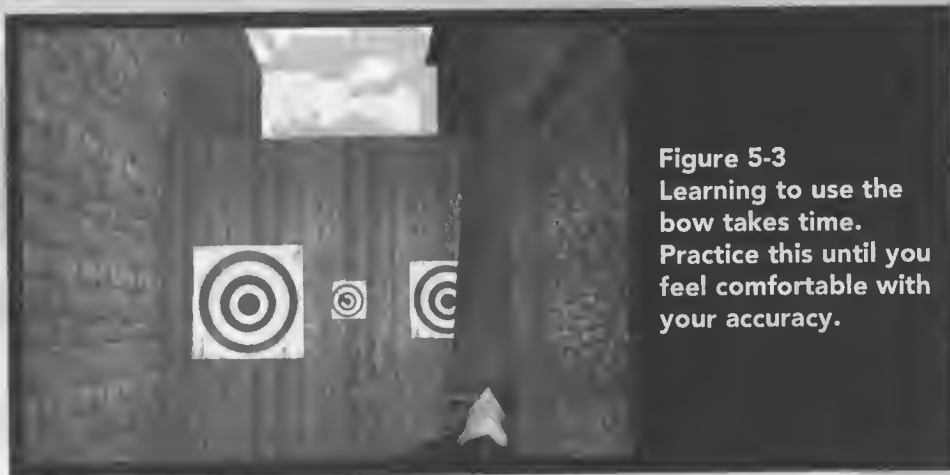


Figure 5-3
Learning to use the bow takes time. Practice this until you feel comfortable with your accuracy.

TIP

On Expect level after sapping with your partner, grab the key from the table. Run into the hallway the partner came from before he enters it again and it shuts you out. Run to the locked door and use the key on it. Just inside is an Easter egg.



Next come your movement skills. Climb up the rope and leap onto the platform, then run forward and jump the gap over to the other side. You'll also get some practice in mantling (pulling yourself up on higher



NOTE

If you want some practice swimming, jump into the stream rather than over it. When you're satisfied, climb the rope again and leap the gap successfully.

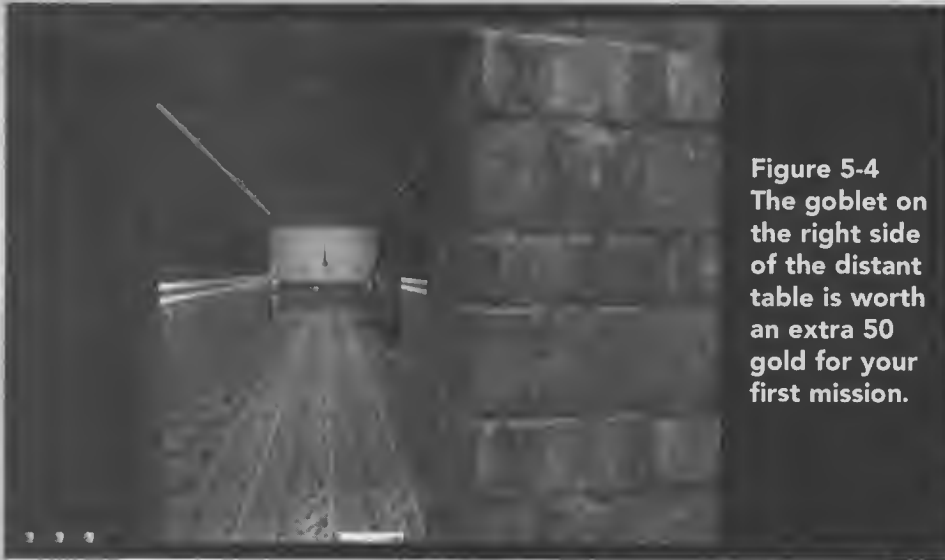


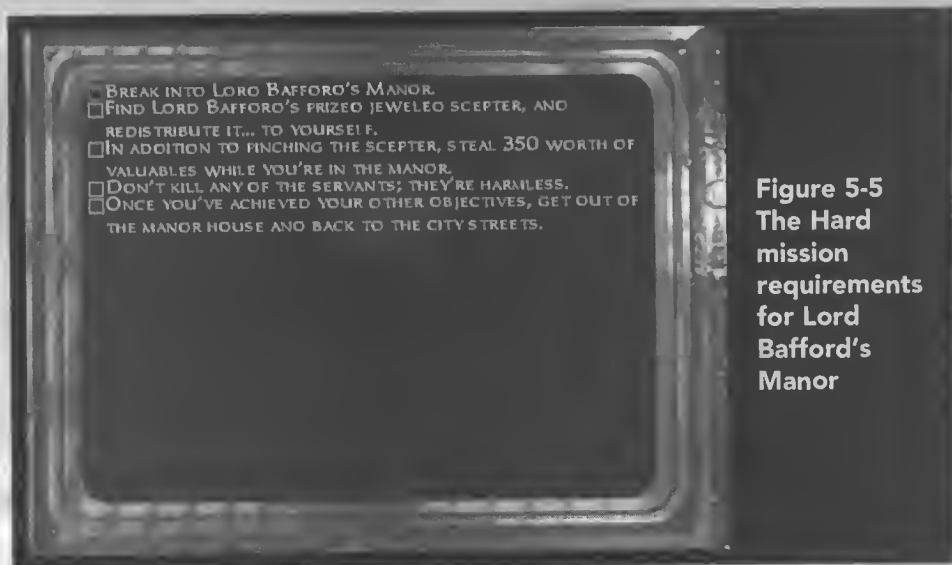
Figure 5-4
The goblet on the right side of the distant table is worth an extra 50 gold for your first mission.

ledges) here. Stick around to practice if you like, because the next time you use these skills, you'll be doing so when a single misstep could be your last. Once you go through the red door at the end, the mission will end quickly. However, if you're fast, you can make it down the hall and grab the item on the right side of the table. It will give you an extra 50 gold to spend on your first mission.

LORD BAFFORD'S MANOR

Lord Bafford is a rich man, and to an enterprising thief such as yourself, it makes sense that he might want to redistribute some of that wealth to the less fortunate—like you, for instance. He has just received a new jeweled scepter that is certainly worth a great deal of money. Your fence, Cutty, has suggested that you break into Bafford's Manor and liberate the scepter. He's promised you a top reward for successfully stealing it.

Your basic goals are to get into Bafford's Manor, steal the scepter, and get out again. On the Hard level of difficulty, you must also steal 350 gold worth of other items and avoid killing any of the helpless servants that may be wandering around the Manor. On Expert, you must



come away with twice as much loot, or 700 gold. More importantly, in this most difficult level, you're forbidden from killing anyone.

Getting In

There are two ways to get into Bafford's Manor. The first is the dangerous and wasteful way, through the front door and past the three guards standing there. It is possible to kill all three of the guards and walk right through the front door. Not only does this put you very near your main goal of getting the scepter, but it saves considerable time and trouble. However, it's difficult and usually gets you seriously injured. More to the point, wanton killing and frontal assaults are not what being a thief is all about. The better way in is through the sewers.

Using the Sewers

From the start of the mission, walk forward. You'll soon be in an open area with a large building ahead and to the right. That's the house you'll be breaking into. If you continue walking straight ahead, you'll see the front entrance and the three guards stationed there. To find the sewers, though, turn to the right and walk around the house. You'll see an

entrance to the sewer, which appears as a hole in the ground with a ladder leading down. Pass up this entrance and the one in the distance ahead. When you pass the first sewer entrance, keep an eye out for the next left turn. Take it and continue walking forward. You'll pass through a gateway, and to your right will be a third ladder leading down. This is the one you want.

At the bottom of the ladder, turn right. You'll see several corridors in front of you. You want the one on the right. As you turn right, you'll see a door almost immediately. Open it and walk in. Check the ground, because there is a pouch of valuables here. Then flip the switch on the back wall and leave this small room. Walk out and turn right, and turn right again immediately. The switch just opened the grate that was here. Walk through to the ladder and climb up.

There is a guard stationed here. On the Normal or Hard level of difficulty, you can use your bow and shoot him in the neck, in the head, or square in the back to kill him quickly. On Expert, you'll need to leave him alive. In either case, you need to get the key hanging on his left hip. This will open the door he's guarding. Once the door is open, walk in and jump down the well.



Figure 5-6
Use this
ladder down
to the sewers
to get into
Bafford's
Manor.



Figure 5-7
You need the key on the guard's belt to get through the door and into the well. You can either kill him or pick his pocket, open the door, and dive in before he can react.

The Well and the Basement

At the bottom of your long drop, you'll find yourself underwater. Swim up and get your bearings. There's only one way to go, so follow it until you come to the large round area with water trickling down from the ceiling. Once here, look around beneath you until you find the small hole toward the bottom of the pool. When you see it, dive down and swim through—you have plenty of air for this short swim, so don't fret much about it.

You'll surface in a small hidden pond. There's a chest on a far ledge surrounded by a trio of spiders. Swim over to the chest and open it for some extra treasure, then swim back through the tube to the round room. You don't have to worry about the spiders. In fact, you don't even need to get out of the water to open the chest.

Back at the round room, swim forward again until you come to an area off to the right with dry land. Walk up and into the basement of Bafford's Manor. You'll be in a storeroom with a few barrels. Ignore them—they don't have anything of value in them. Instead, go to the door and open it, and proceed into the next area. It's another storeroom. Walk cautiously in here, because there's a guard close by. Move in and very carefully approach the window slit at the far side of the



room. You'll eventually see a guard walking past on his rounds. When he walks by headed toward your right, he's going away from your path, and it's safe to move. Go through the opening and turn right, walking



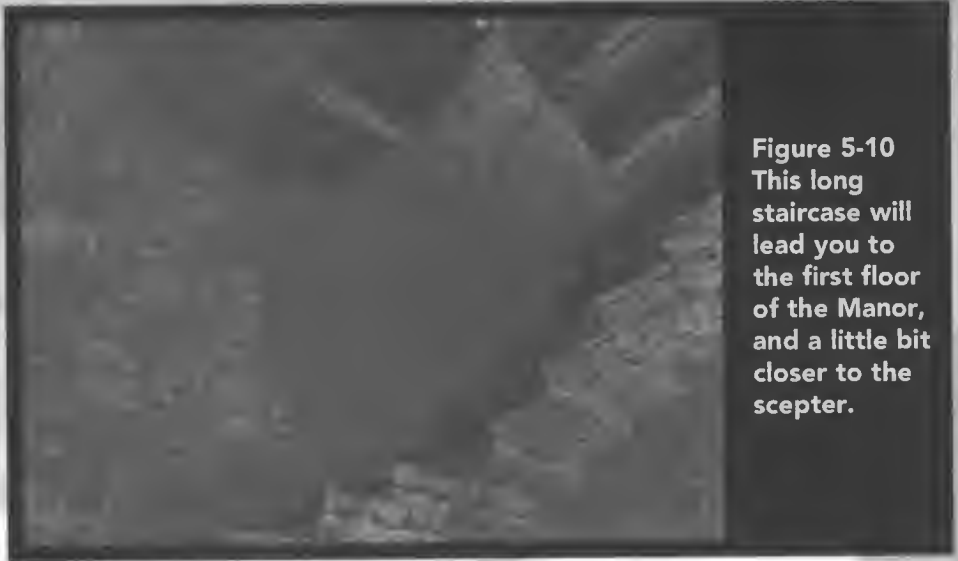


Figure 5-10
This long staircase will lead you to the first floor of the Manor, and a little bit closer to the scepter.

all the way to the end of the corridor. Take another right turn, and eventually you'll find yourself in another group of storage rooms.

Maneuvering through this set of rooms is trickier. If you look to the left as you enter the first room, you'll see a guard standing watch over an exit in the distance. You need to get through that doorway. Unfortunately, from where you're standing, he's too far away to shoot, and from the other storerooms, the shot is blocked from most positions by a number of barrels. Moving up on him directly is a bad plan, because the floor is metallic in a few spots directly in your path. You have a couple of choices.

If you can, walk around in these storerooms and line up a good close shot on the guard. An arrow to the neck will put him out of commission permanently and allow you access to the stairs leading up to the main floor of Bafford's Manor. If you're unable to kill anyone because you're playing the Expert level, you'll need to lure the guard away by making some noise in the storerooms. When he steps away from the door to investigate the noise, make a break for it. Head into the room he was guarding and go left. At the end of the room, you'll find a long stone staircase. Head up and onto the first floor.

On the First Floor

There are no guards near this first area on the ground floor, but there are a few servants. Walk out the door and turn right. Go past the first branch off to your right and keep walking past the room with the sleeping servant. Take the right turn just after this room and walk all the way to the end of the hall. Once here, turn left and follow the hallway until it ends in a reddish door.

TIP

When you walk past the sleeping servant and turn right, you'll find a door at the end of this corridor off to your right. Open it and snag the valuable item off the top shelf here, but be careful: the cook is standing nearby.



Head into this next area carefully. Although it's unguarded, the area just beyond it is heavily fortified with guards and may be a little troublesome. You want to walk out the opposite end of this oddly



Figure 5-11
If you aren't careful about the noise you're making, a guard will come quickly to investigate. Use extreme caution.

shaped corridor and take a quick left. There's an open hallway here, with a set of stairs to your immediate left. Ignore these and walk forward until you reach another set of stairs to the left. Take these up to the next room, and take the next flight of stairs up as well. This will take you to a tower room over the second level. Walk down the other staircase from this room to reach the second floor of the Manor.

On the Second Floor

There is a courtyard here that you can ignore. Walk through the covered corridor to the door at the end. It will be to your right as you exit the tower. The room beyond is a library. Scout around for trinkets, then open the door opposite the one you entered and step very carefully into the hallway beyond.

Two guards are patrolling this hallway, both walking in a counter-clockwise pattern. You've entered the hallway from a door that they don't see as they make their normal rounds. Sit and wait quietly as the guards pass. Just as the first guard gets to the end of the hallway and turns left, the second guard will appear. You need the key he is carrying on his belt. Whether you get it by killing him or by cautiously picking his pocket is immaterial. When he is dead or when he has turned the



Figure 5-12
Even though the guards are this close, they won't see you when you exit through this door.

corner at the end of the hall, move forward to the alcove on your right. You'll pass by a door that you can ignore. There's a set of stairs leading down to a small room with a door on each side. Open either one.

TIP

To make your life a little easier if you're playing on one of the levels that allows you to kill the guards, kill both of the guards in this hallway. That way, you don't need to worry about them later.



In the next room, there is a single guard. You must do one of two things: either drop him with a well-placed arrow or distract him so that he leaves. Either will allow you to get to Bafford's throne room behind him. The scepter is hanging on a pair of hooks behind the throne in this treasury. Once you've grabbed it, all that remains to be done is to make your escape.



Figure 5-13
You must eliminate, or at least bypass, the guard in front of Bafford's treasury.

Getting Out

You'll leave a different way, since it's the most efficient. Walk out of the throne room and back into the hallway. Turn right and take another right at the next door. This is Bafford's bedroom. He's not there at the moment, but a lot of his stuff is. You can score some excellent merchandise in here, so don't pass it up. When you've collected everything, go back to the hallway and turn right again. This time, go past the corridor branch to the left and open the door in the left wall at the end of the corridor.

It's another library, and there's some cash to be found here. Get it and walk to the other end of the library. This puts you back just outside the courtyard.

You need to get back into the tower rooms, and the one you want is up the first staircase to your right. Go up, then head down the other staircase once you get there. Head down the next staircase back to level one.

Sneak out of the stairwell and turn left. Take the next left you can, and walk until you see the switch sitting against one of the pillars. Throw the switch to open the nearby gate back to the outside and leave, having completed all of your mission goals.



Figure 5-14
Once you reach this switch, the exit is only a few seconds away.



Chapter 6

*Break from
Cragscleft Prison*

THE MISSION

The Hammerites, true to their straight-laced and closed-minded ways, take a dim view of your occupation and that of your fence, Cutty. While you were on the Bafford job, the Hammerites found Cutty's hiding place and arrested him, putting him in the remote Cragscleft Prison. The entrance to this prison is heavily guarded, and getting in through the front door isn't the way to go unless you've just been arrested. Fortunately, there's a mine below the prison, and it breaks the surface at points. Unfortunately, the mine is currently abandoned because the reports say that it's haunted.

Your basic task is to make your way through the mines and find the cell block where Cutty is being held. Break him out of prison and escape with him. On the Hard level of difficulty, you also need to find at least 500 gold worth of valuable Hammerite goods to take away with you so that the trip isn't a complete monetary loss. Additionally, you must locate Issyt the beggar and get back your Hand of Glory. On Expert, not only must you find 1,000 gold worth of Hammerite goods, but you also must locate Basso the Boxman and break him out along with Cutty. And again, you're prohibited from killing anyone.

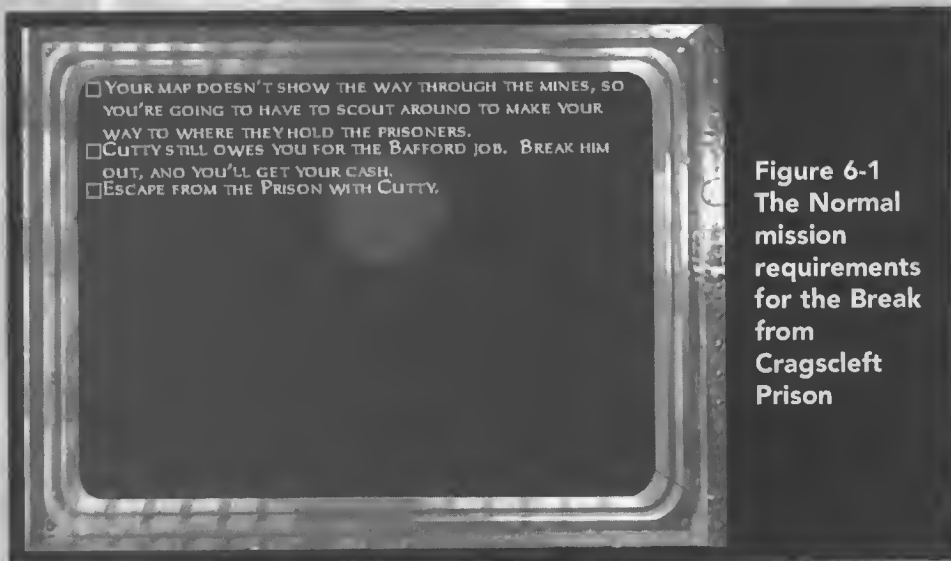


Figure 6-1
The Normal mission requirements for the Break from Cragscleft Prison

TIP

Don't buy the tips at the start of the mission. The first tells you that there is a holy water fount on the top level of the mines, while the second tells you that Cutty is being held in cell block 4. You won't spend enough time in the mines to make the first tip useful, and the second tip is information you'll get anyway as you reach the prison level.



THE MINES

Getting through the mines can be extremely difficult if you aren't careful. They're crawling (literally) with undead zombies that are immune to virtually all of your attacks. Your goal here should be to sneak your way up through the mines as quickly as possible so that you can avoid the bulk of the confrontations.

To start, you need to get to the mines themselves. Walk over to the large depression in the ground and jump in. There's really only one path you can swim, so take it. This will take you into the mines themselves. You'll be starting on the level next to the bottom. Crawl out of the water and walk forward, following the mine cart tracks. Walk around the deadfall and into the mines proper. On Normal difficulty there will be a room with a holy water Font on this level.

Ahead of you is a corpse surrounded by a cloud of insects. Avoid both and continue to walk straight ahead down the tracks. After you take a few steps, the corridor will branch. Take the short right branch, and when it stops, head to the left. This corridor will open into a larger area with a pair of corridors running left and right. Take the closest one on the right.



Figure 6-2
Although the body here isn't that of an active zombie, the insect cloud that surrounds it will strip away your health.

Down that first hallway to the right, you'll soon come to an open area with a device at the back of the room that's still working. There's also a very active zombie in this room. Move in and, avoiding the zom-



Figure 6-3
If you're quick, you should be able to jump into the area in the right wall before the zombie has time to notice you and react.

CHAPTER 6: Break from Cragcleft Prison

bie, jump onto the ledge in the wall on the right. Crawl up this incline until you reach the end. It opens up into a small room with three bodies.

One of these three bodies is a zombie, so you should move quickly in here. Come out of the tube and go straight ahead, hugging the left wall. In the corner, there is another ledge to jump onto and crawl up. This will lead you eventually to a high room with a destroyed bridge. There's no way to repair the bridge, so you need to find another way across. Look to the left and jump down onto the narrow ledge. Follow it around the area to the other side of the broken bridge. Also, take a look out to the left. You should catch a glint of something against the far wall. If you jump over to the ledge here, you can snag a silver nugget worth 50 (it's a gold nugget worth 100 on Normal).

Climb up onto the other half of the destroyed bridge, then get on the railing. From here, mantle up to the corridor that lies above this bridge. Now it's time to move very cautiously. The next couple of actions are very important and must be carried out with care and precision.

Walk up the incline and take a quick look around. To your left is a device for calling up an elevator. To your right is a zombie surrounded by another cloud of insects. Click on the top button of the device to call the elevator up to this level, then run past the zombie down the



Figure 6-4
You'll use the ledge to your left to gain access to the opposite end of the bridge. Once there, you can climb up to the corridor above it.



Figure 6-5
The zombie on the right will be a problem, but you must call up the elevator using the box on the left side of the screen.

corridor to the right. If you're quick, it won't get a shot in on you and it won't be able to keep up with you after you get past it.

Run straight ahead until this corridor ends, then turn right. There's a sign here that tells you the factory is in this direction. Follow the tracks around, being careful of the skeleton sitting in the middle of the tracks—it will launch its skull at you if you aren't careful. Keep going straight ahead until you come to an open area with a ladder on the right side. Climb up the ladder and look around. There is 200 gold worth of treasure here in the wall. When you have it, go back down the ladder and through the doorway next to the ladder. Jump up on the small rise here and look around. Walk to the left of the fallen beam and onto the paved area. The first right leads to the stairway up to the factory, but it's guarded by a pair of Hammerite guards.

If you're able to slay the guards, do so—preferably with arrows while hiding. You must be very careful moving through this area, because a few active zombies are still on this level. If you aren't able to kill anyone, you'll need to use a noisemaker arrow to distract the guards long enough to allow you to walk up the stairs.



Figure 6-6
Go through
the passage
leading to the
paved area. It
leads to the
staircase up
to the factory.

SNEAKING THROUGH THE FACTORY

Start through the factory by walking forward to the two doors, one on each side of the corridor. The door to the left leads through the storage area, and the Hammerite guard here makes it difficult to pass through. The corridor leads to the control room, which has a metal (and noisy) floor, and another Hammerite stands over the lever that must be flipped to allow access to the hallway beyond. Your best bet is to move through the door on the right, through the machine room.

This is not particularly easy, though. A Hammerite guard stands here as well, but he spends a good portion of his time with his back turned. He generally stands to your right in the corridor off the power station just before the machine room. Sneak by him and go through the machine room to the corridor beyond. Once you get there, follow the hallway to the right and take the first branch to the right. You can take this branch to the right into the factory itself. Since you have no real need to access the freight elevator you can ignore the other branch.

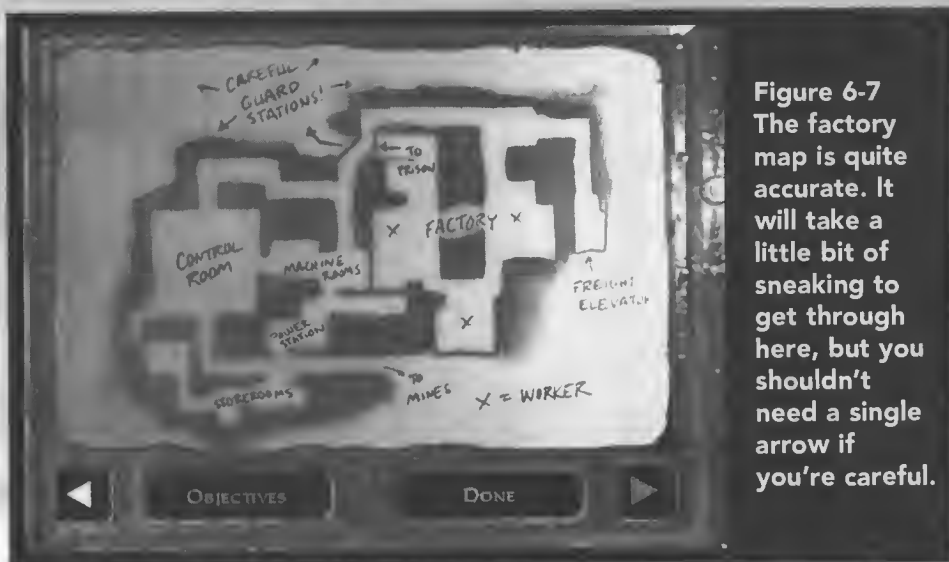


Figure 6-7
The factory map is quite accurate. It will take a little bit of sneaking to get through here, but you shouldn't need a single arrow if you're careful.



Figure 6-8
You'll have to get past this guard to make it through the power station and machine room. It's best to sneak by him and not waste your arrows, but move quickly so that he doesn't see you.

You'll enter the factory from a catwalk above the factory. There are three Hammerites in here making hammers with molten metal. Fortunately, they're occupied, so if you crouch and move slowly, they won't



be alerted to your presence. Follow the wooden catwalk all the way around to the end and take the stairs down. You must sneak past the Hammerite that is manufacturing weapons here. Be patient and move very slowly, and he won't catch sight of you. Beyond him and to the right is the entrance to the prison level.

THE PRISON LEVEL AND CUTTY

Finding Cutty

As you come to the prison level, you'll hear a pair of Hammerites talking about Cutty in cell block 4. Crouch down and sneak in, staying in the shadows. After a few moments, one of the guards will walk past you, giving you the opportunity to steal the key on his belt. Do so, and let him walk on. When he is gone, carefully sneak past the guard that is still here and move into the prison proper.



Figure 6-10
Lifting the key off this guard isn't very difficult. Just stay crouched in the shadows and he'll never see you.

You'll come to a sign that shows the direction to the various cell blocks. Follow the sign toward cell blocks 3 and 4. After a little more time in this corridor, you'll come to another area with a guard. Again,

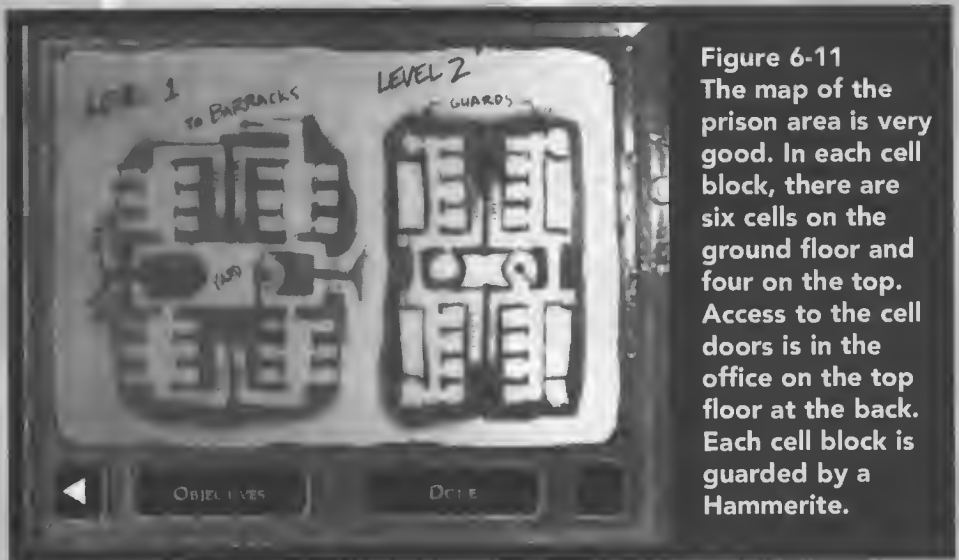


Figure 6-11
The map of the prison area is very good. In each cell block, there are six cells on the ground floor and four on the top. Access to the cell doors is in the office on the top floor at the back. Each cell block is guarded by a Hammerite.



Figure 6-12
Flip this
switch to
open the
door to
Cutty's cell.

by staying crouched in the shadows and moving very carefully, you should be able to get past him and up the stairs. Go left here toward cell block 4.

You're on the bottom floor of the cell block and must make it inside to get to the top. The best bet is to annoy the guard here with an arrow. Go for a kill shot if you can. If you can't kill him, wound him, and when he runs forward, go through the cell block into the corridor beyond. Hide in the shadows here and wait for the Hammerite to pass, then run in and go all the way to the back of the top floor. Flip the bottom left switch to open the door to Cutty's cell. Now get back down the stairs, again hiding in the shadows to avoid being seen by the Hammerites. As you leave the corridor, Cutty will be in the first cell on your left.

Unfortunately for you, Cutty is in no shape to travel. As a way of paying you for the Bafford job, he'll tell you that another thief, Felix, has made plans to find and steal the Horn of Quintus. The Hammerites have taken his notes and put them in their evidence box in the officers' quarters. Plus he'll mention a hidden passage there as well. Cutty then dies, and your objectives change. You must get those plans to get out successfully.

Issyt and Getting to the Officers' Quarters

On the Normal difficulty level, you now need to get to the barracks, located the next level up. Players at both the Hard and Expert levels must first locate Issyt the beggar, and Expert players must further rescue Basso the Boxman. Basso is going to have to wait, since he is unconscious and needs to be carried out. He's baggage you don't need right now. Issyt's remains are in cell block 1, which is where you need to go anyway.

This part is tough. From the bottom floor of cell block 4, look to the right. There's an open area here with a Hammerite guard. Use a noise-maker arrow to distract him, and when he goes away, go diagonally through the room and over to the ground floor of cell block 1. Again, you'll need to either kill or distract the guard at the back of this cell block to gain entrance.

Issyt's remains are on the second floor, in the second cell from the back. Flip the switch next to the bottom one on the right to open the cell door and look in. One of Issyt's hands is your Hand of Glory, so grab it. Then return to the first level and walk back as if you were going to head back down the cell block. Instead, turn left and follow the sign up to the barracks level. The stairway is unguarded, so you shouldn't have much trouble getting there.



Figure 6-13
Issyt's remains
are in cell
block 1 on the
top level.

FINDING THE MAP

At the top of the stairs, you'll find a large open room with a guard patrolling it. Avoid this for now, instead going straight down the hallway. There are two doors to the right worth investigating. Behind each is a chest. The first holds 100 gold worth of treasure, while the second holds 10 arrows. Collect both, then hide in the room to the left to avoid detection from the patrolling guard.



Figure 6-14
Before heading into the shrine area, go through the corridor to the right for some extra goodies.



Figure 6-15
Wait for this guard to go past before trying to get access to the officers' quarters down the hallway to the right.

Sneak back the way you came in, toward the main room. Move in and sit tight, waiting for the patrolling guard to wander past. When he does, move forward and take the corridor to the right, going up the stairs on the right. At the top are the officers' quarters.

Move straight ahead until the corridor ends, then turn left. Go to the door here and open it, and open the door to the immediate right. Follow this corridor to the door at the end, open it, and walk through. Now crouch down.

There is a wandering guard here who shouldn't see you. He's walking up and down the path to the left. You want to steal the key off his belt when he gets close. Grab it, then head back the way you came.

TIP

If you're quick, don't open that door for access to the guard. Stand just inside by the window. When he moves toward the left, you'll have a second to snatch the key from him.



NOTE

On Expert difficulty, Felix's notes aren't in the locker. Another prisoner took them, and then died in a secret room. The room is just off the guard station for cell blocks 3 and 4, through a crawlspace. His corpse has loot no matter what difficulty you're playing.

Now look around. Explore this office until you find the cabinet. Use the key you just stole to open it and grab the treasure here as well as Felix's notes. Cut down the banner to find a secret exit on Normal and

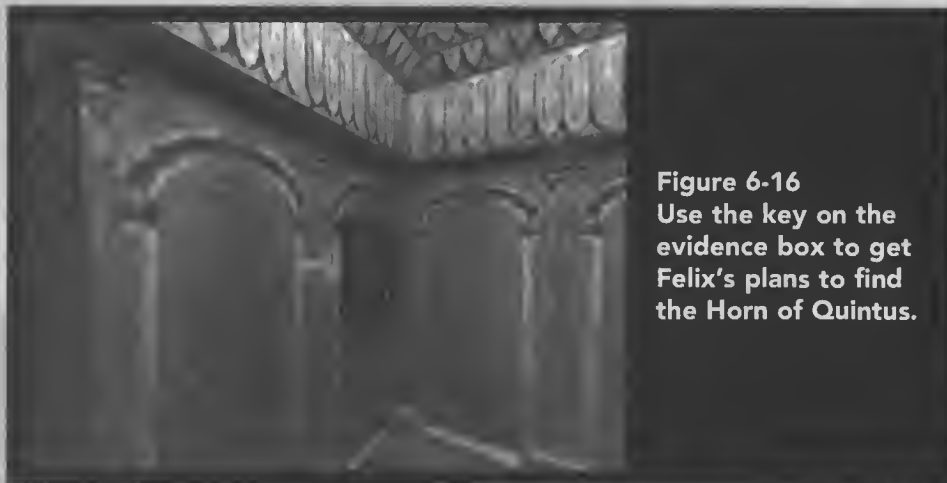


Figure 6-16
Use the key on the evidence box to get Felix's plans to find the Horn of Quintus.

Hard or loot on Expert. Then head out and over to the door at the other end of the corridor outside this room. Behind this door is another cabinet holding more treasure and a healing potion. Get everything, then go back down to the prison level.

GETTING BASSO AND GETTING OUT

If you don't need to save Basso the Boxman, you can leave now by following the signs back to the factory or using the passage in the officer's quarters. Use your map to keep yourself on course. You'll be sneaking past several guards as you head out of the prison level.

If you do need to rescue Basso, you'll find him in cell block 3. As you enter the cell block, he's in the middle cell on the right on the bottom floor. Unfortunately, you'll have to carry him out. As with the other cell blocks, you must get the guard to move so that you can open the cell, then sneak through to the controls. Get Basso and head back toward the factory.

In the factory, you'll simply be retracing the steps that you made going through the other way. Your objective is to get back to the top level of the mines, then to get back to the elevator you called up when



Figure 6-17
It's possible to get Basso's body out without opening his cell, but sneaking away while carrying him is a difficult task.

you first came by this way. Follow your original path back to the mines, and move past the zombie to get to the elevator. Hit the second button from the top to drop the elevator down to the third level of the mines.

Now turn left. There's only one path to follow, so wander down the hallway until you reach the ladder. Climb down the ladder and jump down to the next level. Follow the corridor here until you spot the opening on the right. Walk through this opening, and you'll drop into the flooded quarry. Stroll out of the water and you're done.



Figure 6-18
Head down this ladder and keep following the only pathway ahead of you to find the exit from Cragscleft.



Chapter 7

*Down in the
Bonehoard*

THE MISSION

It should come as no surprise that your next mission is to retrieve the Horn of Quintus that Felix went after. With no chance of being paid for the Bafford job, you've got to find a way to make some cash, and soon. There's a set of lockpicks for 4,000 gold you've had your eye on, and you'll need a big score to get them.

On the Normal level, your only tasks are to get in and snag the Horn. On Hard, you also have to find both 1,000 gold worth of merchandise in the Bonehoarde and the legendary gem, The Mystic's Soul. On Expert level, you have to find 2,000 gold worth of goods in the Bonehoarde, The Mystic's Soul, and The Mystic's Soul's sister gem, The Mystic's Heart.

- SEARCH THROUGH THE ANCIENT BONEHOARD AND PROCURE THE LEGENDARY HORN OF QUINTUS.
- IN ADDITION TO GARNERING THE HORN OF QUINTUS, FIND AND STEAL THE FABLED GEMSTONE, 'THE MYSTIC'S SOUL.'
- WHAT USE DO THE DEAD HAVE FOR THEIR TREASURES, ANYHOW? RELIEVE THEM OF AT LEAST 2000 WORTH OF VALUABLES.
- THE MYSTIC'S SOUL HAD A SISTER STONE, CALLED 'THE MYSTIC'S HEART,' ALSO THOUGHT TO BE IN THE BONEHOARD. FIND IT. MAKE IT YOURS.
- ONCE YOU HAVE WHAT YOU CAME FOR, GET BACK TO THE SURFACE.

Figure 7-1
The Expert
mission
objectives.

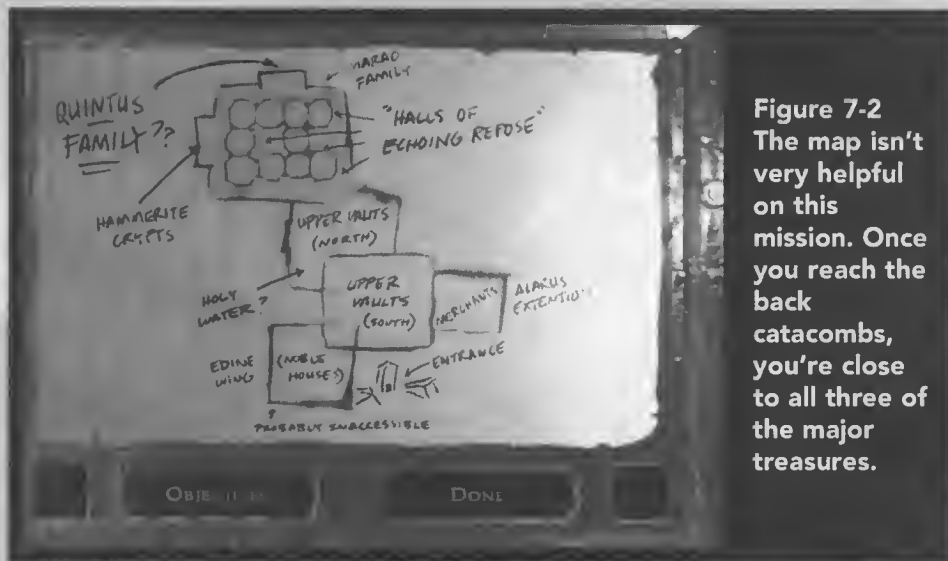


Figure 7-2
The map isn't very helpful on this mission. Once you reach the back catacombs, you're close to all three of the major treasures.

THE FIRST CATACOMBS

The route through the first set of catacombs is fairly linear. There's really only one path to follow, and if you move quickly, you won't have much trouble getting through. You start outside the Bonehoard with the entrance in front of you. There's also a dead body on the ground, something you should always view with suspicion anytime you're walking around an area that's reputed to be haunted. This body, in fact, is a zombie that will rise up and attack if you get too close, so avoid it entirely as you walk to the opening. Climb down here and follow the tunnel to the open area with the rope hanging down.

You'll have to jump to this rope and start shinnying down, but don't go too fast. There is a very active, very angry zombie waiting for you on the ground floor, although it doesn't see you yet. If you look around, you'll see some ledges against one of the walls. Jump from the rope to the middle ledge, then hop down to the next one and turn to face the room. You'll notice a passage on the left side of the room. When the zombie has its back turned, jump down and run through that opening, make a hard turn to the left, and run up the stairs.



Figure 7-3
Climb down this rope and into the upper catacombs. You'll need to watch out for zombies at all times.

At the top of the stairs, turn right and follow the hallway around. It ends in a short ramp that will drop you down to a lower floor. Slide down the ramp and turn left when you reach the bottom. Walk forward into the large room and head to the right, going out the other passage here. Take the first set of stairs up that you find. Continue following the passage at the top of the stairs. It branches to the left at one point. If you take the left fork, you'll wind up at a dead end in a room with a holy water font. Instead, continue forward until you come to the crypt area. You'll see an urn on a high ledge, and if you look closely, you'll also see a pair of holes in the wall next to it.

This is a time for caution. That urn is worth getting, but simply walking up and taking it releases a group of spears from the adjacent wall. The way to get the urn is to crouch and crawl forward, triggering the trap so the spears fire over your head. Then stand, collect the urn, crouch again, and crawl back. With the urn in your possession, go up the short staircase here and into the next room.

There's nothing here of note except for a hole in the floor with a rope leading down. Shiny down into a hallway and head to the left. Being very careful of the dormant zombie on the floor, look into the alcove and open the chest for some additional treasure. Then head back

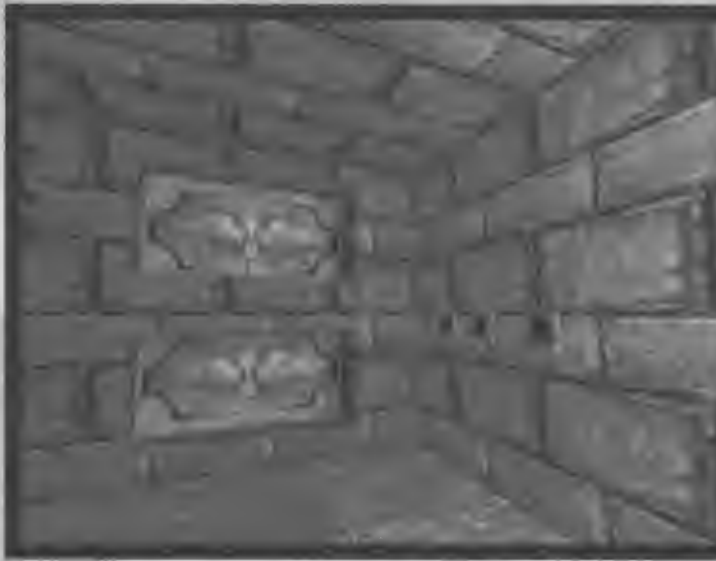


Figure 7-4
It's dangerous to steal this urn, but it's a worthwhile find. Crouch to get to it safely.

toward the rope. Go past it and jump into the pool of water here. Swim down and straight ahead until you can surface again, then turn around and climb out. You'll be facing a small room with a pair of blue chests.



Figure 7-5
These chests contain valuable items but are trapped. Open them carefully!

Open the chests, but stand next to them when you open them up. The one on the right is particularly worth opening because it holds a half dozen fire arrows. These are easy to get and will be needed if you want to collect The Mystic's Heart.

There is another cache of fire crystals a bit further on. When you get to the tunnel with the wooden plank, go right to the shaft with water at the bottom. Past a room with spear traps you'll find six fire crystals. You can, however, complete the level with only the fire arrows in the blue chest.

CAUTION

Standing in front of these chests can be seriously harmful or even fatal! Opening them releases a powerful spear designed to skewer the incautious.

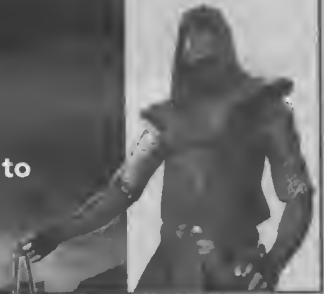


Figure 7-6
Move away from the ladder quickly, or this boulder will kill you. You have only a second or two to get away once you step down.

Once you have the arrows, walk back around the pool to the other side and turn to the right. You'll find a hole in the floor with a ladder leading down. Take it down, but be very careful. At the bottom of the ladder is a large pressure plate that releases a boulder from overhead when stepped on. Once down the ladder, you must move quickly to get out of the way of this rock, or you'll be horribly crushed where you stand. From here, enter the large opening on the right side of the room. This leads to the burrick caves.

THE BURRICK CAVES

Burricks are horrible creatures able to efficiently strip away your health, so you need to move quickly through this area. Enter the cave and head through it. You'll find arrows scratched into the walls. Follow them but in the direction opposite the way they are pointing. The first section is pretty linear, so don't worry about getting lost. When you come to a T-intersection, hold up for a second and wait. It's likely that a burrick is patrolling the area. Wait until it moves off to your right, then enter the tunnel and head to the left.

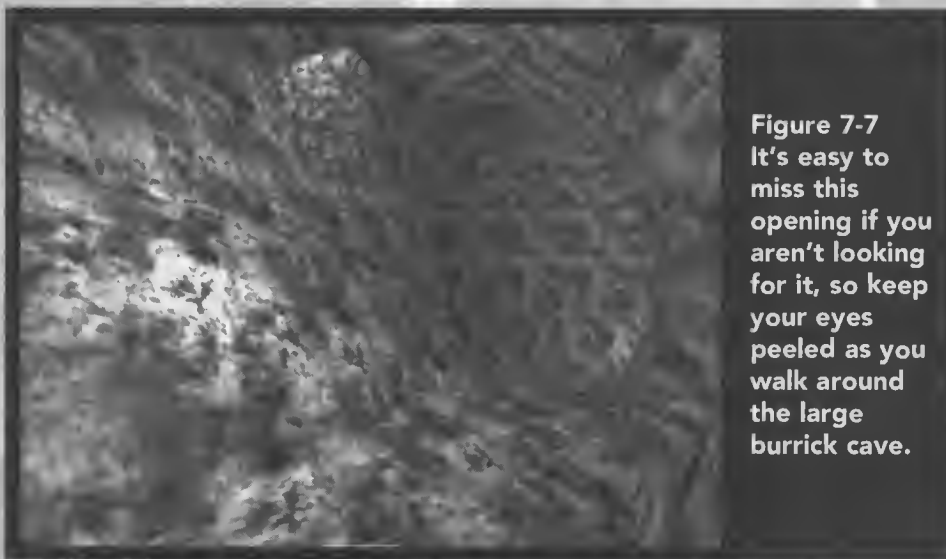


Figure 7-7
It's easy to miss this opening if you aren't looking for it, so keep your eyes peeled as you walk around the large burrick cave.



Figure 7-8
The Halls of Echoing Repose lie just ahead, along with the main parts of your mission.

Continue following this tunnel around until it opens up into a large cavern. There are many burricks here, but they shouldn't be a problem. Hug the left wall and walk around the room. Eventually, you'll spot an opening up the wall. This is where you want to climb up. You'll recognize this opening by its greenish tint and the rope arrow placed near it. Climb and mantle up until you can stand, then walk forward until you reach a huge cavern with a ledge running on your side of the wall.

Step down onto the ledge and turn left. Follow the ledge until you come to the large, reddish opening on your left. Looking through it, you'll see several tombs in the distance. The two gems and the Horn of Quintus lie through this opening, so this is where you'll go next.

THE HALLS OF ECHOING REPOSE

Getting into these catacombs is easy. Still, you must be prepared for what is to come next. Ahead of you lie a number of difficult and nasty traps, along with more zombies than you can kill with your current arse-

nal. Much of your time is going to be spent running frantically from the enemies you see. Fortunately, the zombies aren't very bright and, with some luck, you can get by them without taking much damage.

The Mystic's Heart

It's easy to get lost in these hallways, but getting to The Mystic's Heart shouldn't be too difficult. Walk forward into the catacombs and go straight ahead. Take the right-hand corridor every time you have a choice, and you'll stay on the right track. Still, several zombies in your

TIP

If a zombie is in a narrow corridor and spots you, back up and wait until it comes into a wider area. When it does, you can run around it without worrying about getting trapped.



Figure 7-9
The zombies will come right after you in the large room, and there are simply too many of them to deal with. Don't try to fight them—run past them as fast as you can.



path will make things a little interesting. Use your holy water and water arrows if you need to, but don't use your fire arrows—you'll need them later.

Keep heading down these right-hand corridors until you come to an open room with a lot of zombies. Run over to the long ramp in the center of the room and head up quickly. The zombies will happily follow you up the ramp, so don't dawdle. There's another zombie waiting for you at the top of the ramp, but you probably won't have time to deal with it at this point, so don't. At the top of the ramp, climb up the ladder on the back wall; at the top of the ladder, jump over to the high ledge toward the center of the room.

Walk around the ledge to the opening and head through. You'll come to a large room with a corridor through the middle and a ramp going up each side. Both ramps and the corridor lead to the other side of this room and a locked door. The ramps sweep up and then back down to put you near the door. The burrick standing in the center of the corridor should discourage you from going that way, so take one of the ramps to the doorway. If you are playing on Normal or Hard difficulty, the door will be locked with no way to get through, so you can avoid this area.



Figure 7-10
You need to jump down from beam to beam while avoiding the purple missiles to reach the floor below.

CHAPTER 7: *Down in the Bonehoard*

Go through the door and down the corridor behind it until it ends. You'll be at the top of a huge room with crisscrossing beams at different levels. Small purple lights fire through the room, seemingly at regular intervals. These purple missiles are very harmful if they hit you, but usually are not fatal. Still, you want to avoid them as much as possible.

Crawl out onto the top beam and keep looking down. Not only must you drop down from beam to beam toward the bottom floor, but you also must avoid being hit by the magical purple missiles as much as possible. Watch them as they fire to get a feel for their timing, then carefully drop down to the next beam. Continue moving along the beams, resting in areas that are safe from the missiles before dropping lower. Using a few save positions during your decent is extremely helpful because this is an arduous task.

At the bottom, walk through the doorway and toward the next room. Before going in, read the plate on the floor. All of the Guardian statues are standing on triangle-shaped bases, facing one of the points of the base. This is the direction that the Guardian is aimed. Crossing in front of this point in the triangle will cause the Guardian to launch a fireball at you, which will kill you instantly. To get through, walk straight ahead from the door, keeping to the right of the statue just inside the



Figure 7-11
Getting through the statues is tough, but The Mystic's Heart lies on the other side.



Figure 7-12
This powerful creature would like nothing more than to find you. Move carefully and slowly to avoid detection.

door. Walk all the way to the back wall. Slide around the pillar here and face the center of the room. Walk up to the next pillar and go around it. Weave your way through the next pillars, heading to the right of the next and to the left of the third. Walk straight ahead to the wall and turn right and go through the doorway.

On the far side of the room is the final challenge to your getting The Mystic's Heart. Hug the left side of the doorway and carefully step in, sliding left immediately. As soon as you set foot in the room, a huge and powerful skeleton appears and starts stalking you. Regardless of what you do, every time you move, it will hear you and search for a few moments before returning to the center of the room. You must go slowly and carefully to the far side of the room, hugging the wall all the way.

Once you're near the blue chest, open it and grab The Mystic's Heart. Then head into the small, brightly lit alcove. This is a teleporter that will take you back to the hallway above the rafters where you first began your descent into this area. Turn and go back down the hallway toward the burrick and use the ramps again to avoid its detection. Walk back to the ladder that leads up here and climb down. It's time now to find The Mystic's Soul.

The Mystic's Soul

At the bottom of the ladder, a zombie is still waiting for you, but you have the chance to deal with it now. Use your holy water and send a couple of water arrows down its gullet. Then, facing the ladder, turn right and follow the ledge. Avoid the wooden ramp that leads off to the left and continue forward, hugging the right wall. Keep following the ledge until you find a doorway in the corridor. For players of Normal difficulty, there will be a metal door here, and the passage in to the Mystic's Soul is blocked.

Move through the room beyond and into the dark area. You'll see four sliding blocks on the floor that will not budge no matter what you try. You'll also notice five metal doors in the room, all of which are locked. You'll hear the shuffling and groaning of zombie just on the other side. The solution to this puzzle is the fire arrows you collected earlier. There are five unlit torches around the room. Use the arrows to light the torches. Not only will this cause the four central sliding tiles to move, revealing a well, but it will cause the doors to open as well, releasing five angry zombies. Jump down into the well and swim straight down.



Figure 7-13
Lighting the torches gives you access to The Mystic's Soul, but you'll need to move fast to stay away from the zombies.

TIP

To avoid the zombies, stand on the sliding tiles while you shoot the fire arrows. When the tiles open, you'll be deposited into the well, or you'll at least be in a good position to move into it quickly.



Swim forward until you can surface again. You'll be in a huge room with a gigantic set of stairs at the other end. Take a look around. On the wall behind you, you'll see a number of openings and a ladder. You'll see even more openings by the stairs ahead of you and on the pillars that line the sides of the room. This room has more traps in it than any other in the catacombs, and getting through is difficult.

Your best course of action is to hug one of the walls, either left or right, as you walk toward the stairs. Step carefully as you approach the



Figure 7-14
This room has lots of traps, but you're safe until you get to the staircase.

CHAPTER 7: Down in the Bonehoard

stairs because the floor just in front of them is booby-trapped. Setting foot here releases a cloud of purple missiles, fireballs, and spears launching from the stairs themselves and the pillars along the sides of the room. If you're cautious and take it one step at a time, you'll remain outside the field of fire. Jump onto the railing next to the stairs and work your way up to the top.

Now comes the really tricky part. If you've stepped on the stairs, you will be hit by a massive cloud of purple missiles from the back wall, and taking The Mystic's Soul from its cradle sends forth dozens of fireballs from the openings just behind it. To avoid the fireballs, grab the skull on the floor here and put it on the pressure plate next to the Mystic Soul, then get the gem. Work your way back down the stairs, using the railing, of course, and around the wall again, then climb up the ladder and go through the narrow corridor at the top. At the end, drop down. This puts you in the room just outside where you lit the torches. Rund back into the hallway and shut the door behind you. Then head back the way you came, all the way to the ladder you climbed to find The Mystic's Heart.



Figure 7-15
Getting caught in this storm of spears and magic will kill you instantly and painfully. Keep to the walls.

TIP

If you want to avoid the pressure plates a different way, use rope arrows in the wooden beams overhead and swing from rope to rope to get to the stair railings.



THE HORN OF QUINTUS

Now it's time to get the Horn itself. Walk past the ladder and around to the other corridor. There are fireballs being launched into the hallway from the room here, so wait patiently, timing your passage past the room so that you aren't hit. Move down the hallway, heading right



Figure 7-16
You'll be heading up that large ramp soon, but there are still some challenges ahead on your way to the Horn of Quintus.

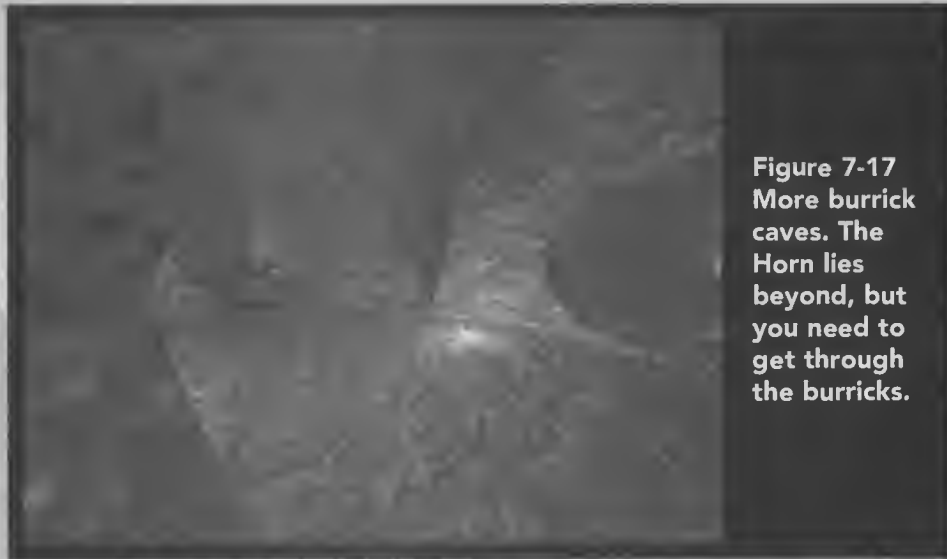


Figure 7-17
More burrick caves. The Horn lies beyond, but you need to get through the burricks.

whenever possible. You'll come to a circular room with a set of stairs going up. Take them, then walk up the huge ramp that you come to.

At the top of the ramp, there are more of those purple magic missiles to deal with. The four posts on the platform fire their missiles at regular intervals, so timing your passage is not difficult. Make your way around the platform to the single exit from this area and follow the hall until it ends. The only other way to go besides back the way you came is through the burrick caves to your right.

Go into the burrick caves and bear to your right through the first opening. Head left then, but keep your eyes trained toward the right side. You should spot a pair of burricks guarding a passageway to a crypt. Getting to that crypt is essential. With some luck, you can walk right past the burricks without being attacked. Otherwise, unlimber your bow and have at them, then run through when the way is clear.

The next area isn't that difficult, but it requires some agility to get through. You'll be climbing up to the third level of platforms here. Walk around the room until you find the ladder heading up to the first



Figure 7-18
These burricks guard the way to the Quintus tombs, the location of the fabled Horn.



Figure 7-19
This vertical room isn't difficult, but a single misstep will likely be your last.

CHAPTER 7: *Down in the Bonehoard*

platform. Climb up, then walk around again, looking for a ladder set against the wall. Jump to it and climb again, jumping down to the second-tier platform from the top.

From the second platform, walk around again until you see yet another ladder leading up. Jump over to it and climb again, leaping down to the third tier from the top. From here, walk around until you see the catwalk leading through the center of the room. At the far side is the Horn of Quintus, the object of your quest. If you're playing at Normal difficulty, your job is now over.

Hard and Expert level players must now contend with a cave full of angry burricks. There are two good ways to do this. First, if you can coax those by the door to follow you back into the large room that held the Horn of Quintus, you can climb up out of the range of their attack and snipe at them from the ledges above. Otherwise, you can attempt to run past them. They may give chase to you, which should not be a problem if they continue to follow. Burricks and zombies will fight each other, so leading a burrick or two into the area filled with zombies will



Figure 7-20
The Horn of Quintus, in all its glory. Fortunately for you, this is a prize worthy of your efforts!

keep both sets of enemies busy long enough for you to run out unmo-
lested. On the Hard and Expert levels, you must now retrace your steps
back through the Bonehoarde and return to the surface.

Or, if you enjoy a climb, there's another exit. High up in these Octag-
onal Vaults there is a barrel sitting on the edge of a precipice. The exit
is nearby.



Chapter 8
Assassins

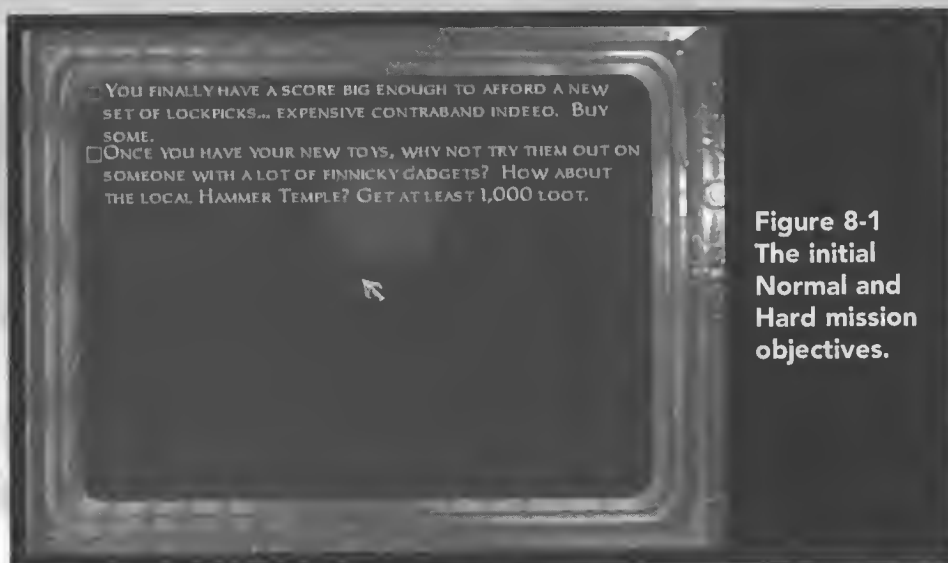


Figure 8-1
The initial
Normal and
Hard mission
objectives.

THE MISSION

At the beginning, your mission seems pretty simple. With the money you've made from selling the Horn of Quintus, buy a set of lockpicks. Then use them to boost at least 1,000 gold worth of stuff from a local Hammerite temple. The mission is identical on both the Hard and Expert levels, with the added admonition on Expert against killing anything.

A CHANGE IN PLANS

As soon as the mission starts, your objectives will change drastically. You'll be standing in the store where you just purchased the lockpicks when an arrow crashes through the window and kills the merchant. Take a moment and get your bearings. Look around the shop and grab what you can. You'll find a variety of specialized arrows and a few flash bombs. Then head out of the store.

A pair of men will be lurking in the street. One is confident that the



Figure 8-2
That arrow was meant for you. Fortunately, you were in another part of the store. Of course, with this threat, you'll have to cancel your plans to rob the Hammerites tonight.

person he just killed with an arrow was you. Naturally, you have to follow them to find out who sent them to kill you. You need to stick close enough to see where they're going but remain far enough back so they won't see you if they look back or hear you crossing some of the noisier ground.

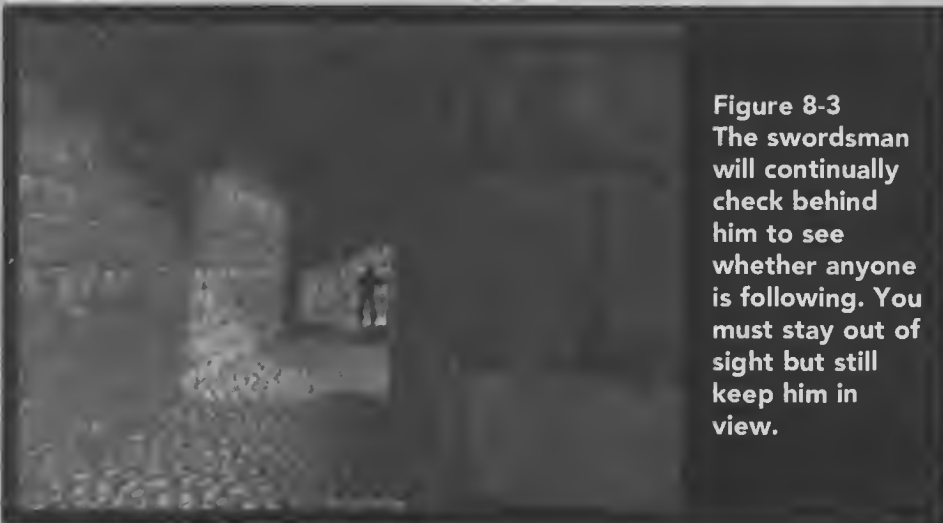


Figure 8-3
The swordsman will continually check behind him to see whether anyone is following. You must stay out of sight but still keep him in view.

From the store, follow the men straight through the opening to the left. The swordsman will look back when he's halfway down the passage, so make sure you're out of sight when he gets there. When he turns away again, continue to follow. They'll cross the metal bridge next, and you have to be very careful when you follow them here. Wait a second before you attempt to follow, because they'll hear you if you're too close. Use a moss arrow to quiet your steps. After crossing the bridge, the two assassins will follow one of several paths. Keep your eyes and ears open and cross the bridge as quickly as possible. Chances are good they'll head to the right after crossing the bridge, but sometimes they do go to the left.

Regardless of the path they take, the two assassins eventually will come to a wharf area with a large wooden walkway going through it. They'll go up this and continue on. Don't get too close here because this is a noisy walkway, and following too closely will cause you to lose the mission. Continue all the way up to the top of this wooden platform and take a right at the top. Your path is basically straight from here, with a slight jog to the right at one point. You'll end up just outside the mansion of the crime boss Ramirez. When you get here, your objectives will change.



Figure 8-4
Use corners
and shadows
to stay out of
view while
keeping your
quarry in your
sights.



Figure 8-5
Ramirez's house lies at the end of this street. You'll have to break in and make Ramirez pay for the attempt on your life.

When playing at the Normal difficulty level, your new mission is to steal the purse from Ramirez's belt, snag 1,000 gold worth of items, and get back out with your skin intact. Players at the Hard difficulty level will need 1,500 gold of items and also must escape with Ramirez's silver

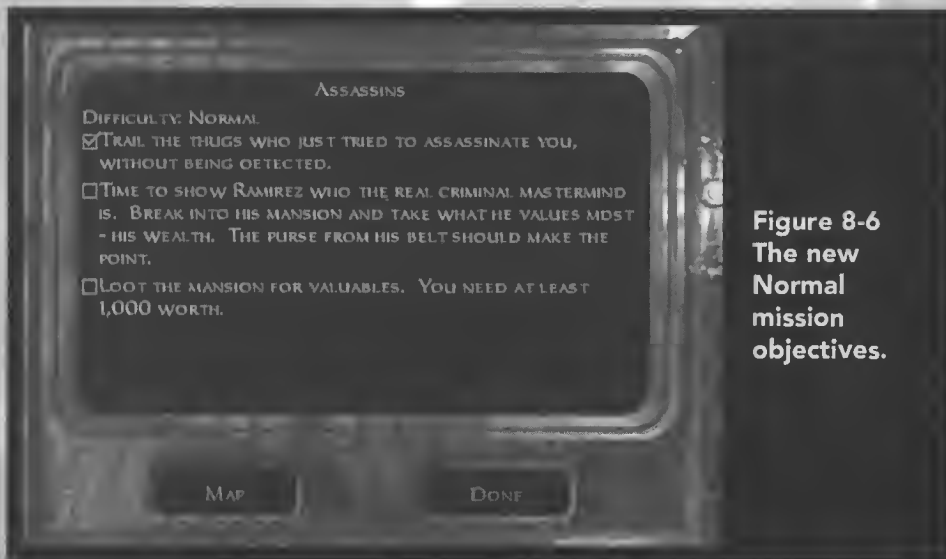


Figure 8-6
The new Normal mission objectives.



Figure 8-7
The city map isn't very useful, but it can give you a general idea of where you are when chasing Ramirez's men. You want to get to the far left side.

fireplace poker. On Expert, you'll need to grab a full 2,000 gold worth of items along with the poker. Additionally, no one is to be killed.

The problem now is actually breaking into Ramirez's house without getting caught. The front gate is heavily guarded, at least initially.

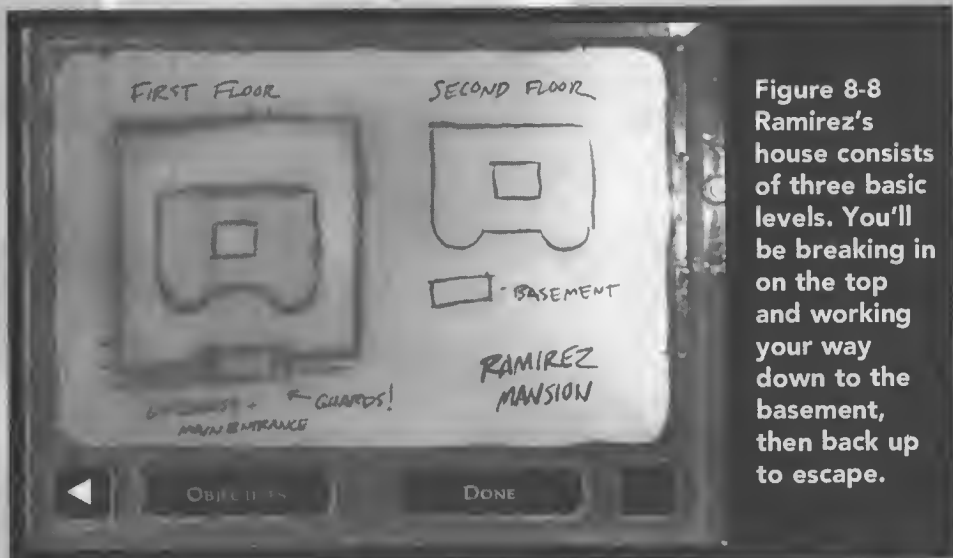


Figure 8-8
Ramirez's house consists of three basic levels. You'll be breaking in on the top and working your way down to the basement, then back up to escape.

You're going to have to find a nice place in the shadows and sit tight until the guards that are patrolling the area continue on their rounds. It will take a minute, so be patient.

You can also take the more physical route. Just to the east of the gate is a tall building with wooded shutters. Grab a crate from further down the street and fire a rope arrow into the shutters. Climb up with the crate and then stand on it to reach the top of Ramirez's wall. Drop down and you're inside.

BREAKING IN

Ramirez's grounds are heavily guarded in places, so you'll have to trick the guards to get in. The front of the house is one of these heavily guarded areas, so you'll need to be especially careful here. Once the guards have cleared out, move through the gate and check the area to make sure no guards are approaching. There are some good shadowy areas here to hide in, so if guards approach, just sit tight and let them pass. When the way is clear, head down the path on the right.

The gravel on this path is very noisy, but for once, the noise will work to your advantage. Directly above you on the wooden platform is



Figure 8-9
The path to the right is the quickest and safest way to get to the entrance to Ramirez's house.

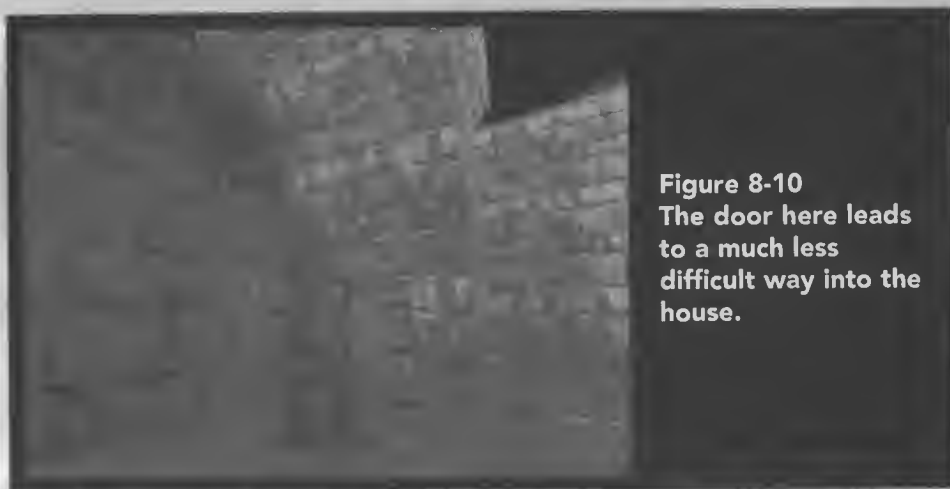


Figure 8-10
The door here leads to a much less difficult way into the house.

a guard armed with a bow. As you walk down the path, you'll make enough noise for him to hear you. Listen carefully, and when he runs off, hightail it off the path and run to the right. By the time he gets back, you'll be long gone. Get to the corner of the yard and stop.

You have two choices now. The first, and quicker, option is to turn left and run forward, jumping into the pool. Climb up the ladder and open the door at the top. Walk inside the small alcove here, turn around, and jump across the gap and onto the red roof across from you. From the roof, move left and jump down onto the balcony.

If you want a slightly less acrobatic entrance, go through the door in the outer wall at the corner here. Head up the stairs and through the door at the top to the ledge on the outer wall. Go up the short staircase and open the door, then open the door to your immediate left. This will put you in the same spot you would have reached if you had climbed up the ladder from the pool below. Jump to the roof and slide over to the balcony.

THE TOP FLOOR

The top floor of the house is where you'll pick up the bulk of your loot. From the balcony, open the door and walk into the library. Find the

loose book in the dark corner to the right of the fireplace. It opens a secret panel on the other side of the fireplace. Walk through, and you'll hear a conversation between some guards about the failed hit on you tonight. Then go back to the library and head through the door into the hall. Don't let the two people see you. Listen to their conversation and wait until they leave. Take the first door on your right and grab everything in the room. There's a lot of good treasure in here to pick up.

Go through the other door in this room and turn right in the hallway. Follow this hallway around two turns to the left, ignoring both sets of stairs you pass. After you turn the second corner, take a right down the next hallway and open the door at the end. This is Ramirez's bedroom, and there are a lot of items here that are worth taking. Make sure you open the chest to get the bronze-colored key because you'll need it later.

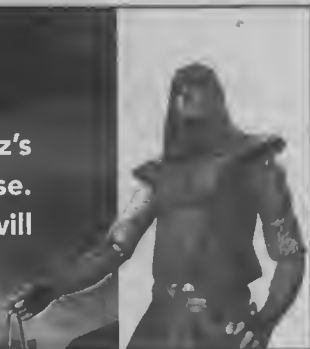
Now fire a water arrow into the fireplace to douse the fire. Crouch and crawl in. To your left is a switch on the wall. Flip it to reveal another hidden passage. You'll find the silver fireplace poker here and some additional goodies worth nabbing.



Figure 8-11
The library is your entrance point to Ramirez's house, and it will be your exit point as well.

CAUTION

You'll find a button on the wall in Ramirez's room and in several other spots in the house. Do not push these buttons—doing so will put all the guards on alert.



Look at the fireplace now. There is a door on each side of it. Make sure to investigate both—especially the one on the right, because the bath chamber holds a number of goodies worth taking. When you're done taking everything of value, head back out into the hallway and turn right at the end. Go into the next two doors to your right and steal all the worthwhile valuables in these two rooms as well.

When you're done with these thieving activities, return to the hallway and go right again. The next door leads to what looks like a Hammerite shrine. Walk through it and go through the door on the other side. Take the set of stairs down to the first floor of the house, where the really delicate part of your mission begins.



Figure 8-12
Getting the silver fireplace poker is necessary on both the Hard and Expert levels.

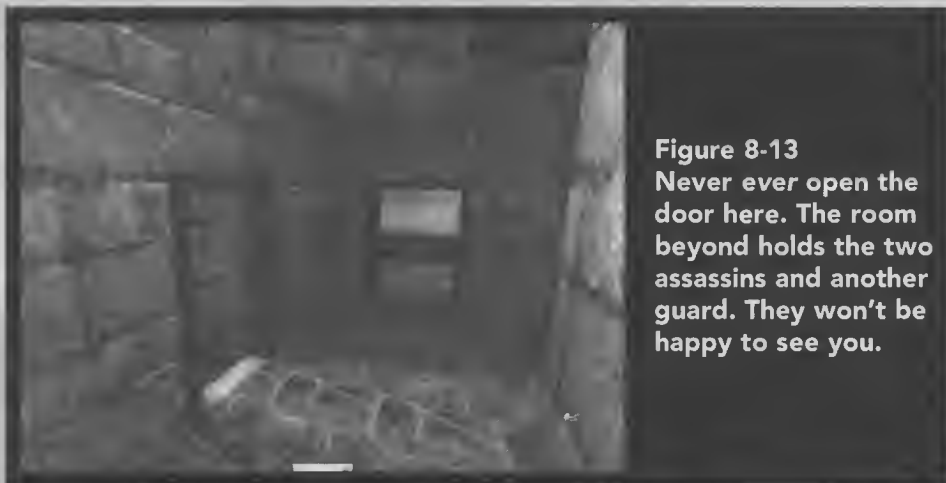


Figure 8-13
Never ever open the door here. The room beyond holds the two assassins and another guard. They won't be happy to see you.

THE FIRST FLOOR

Wait on the stairs. The bottom floor of the house is heavily patrolled, and there is a good chance that a guard will come in the next few moments. You must be very careful and stay tight in the shadows when he passes. When the coast is clear, go down the stairs, ignoring the door to the left, and out into the hallway. Head left.

Keep out of sight. Eventually, a guard will pass, headed toward the left. This is your cue to leave. From the door you came in, take the door on the left back into the hallway. Go straight until the hall ends and turn left. Take the stairs down and into the basement.

THE BASEMENT AND RAMIREZ

There's really only one main path to follow in the basement. Go straight, following the corridor around until you come to a T-intersection. When you get here, turn right and you'll see a long ramp with a door at the end. You need to get through this door. If you snagged the bronze-colored key in Ramirez's bedroom, use it on this door. Otherwise, you'll have to rely on your lockpicks to get you through.

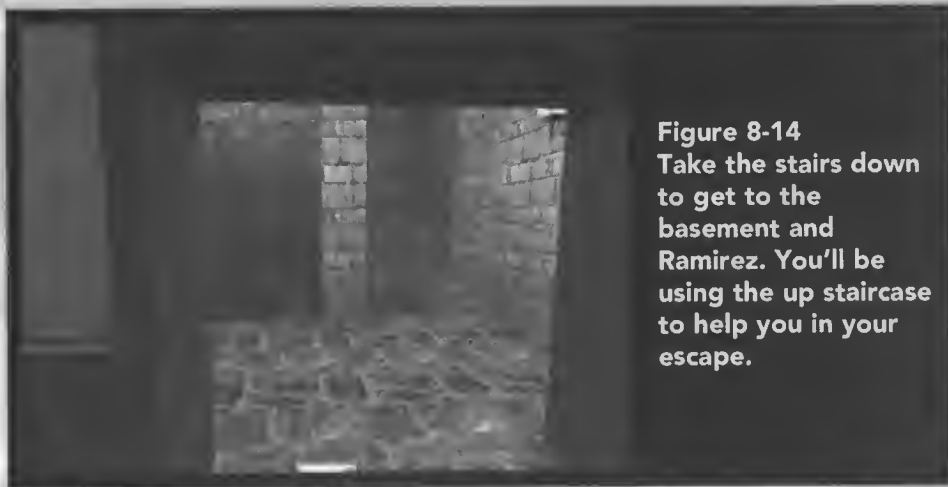


Figure 8-14
Take the stairs down to get to the basement and Ramirez. You'll be using the up staircase to help you in your escape.

When you've gotten through the door, go left. The first opening to your left is the room you're looking for. Ramirez is here, counting his money and hatching his criminal plots. If you're quiet and careful, he won't hear or see you, and you should be able to filch his purse without much trouble. You'll have completed the major part of your mission. If you're playing Normal or Hard, you can kill him for good measure. Now it's time to get out. Normal players won't have to escape, the mission will simply end.

ESCAPE

Now it's time to get out of the house. For the most part, you'll follow the path you used to come in, but you'll bypass a number of guards. Head up the basement the way you came in, going up the long ramp and turning left at the top. Keep following the hallway until you get to the stairs. Make sure there aren't any guards around, then head up, turn left, and continue up the stairs all the way to the top. If absolutely no guards see you, or if you've blackjacked those who have and hidden the bodies, then all you need to do is get out of the mansion. Usually, though, you'll have to take a mad dash through the streets back to your home turf.



Figure 8-15
Once you get through
this door, you'll be
close to the end of
this mission.



Figure 8-16
With Ramirez this
unsuspecting, it
almost seems
unsportsmanlike to
shoot him.

Back on the top floor, walk clockwise around the hallway until you come back to the library where you entered the house. Go straight through and jump off the balcony and into the water. Let the current carry you out.

The current will carry you back to the area with the long wooden platform that you crossed on your way to Ramirez's house. There may be guards around, so you'll need to be careful. Climb up the ladder and start running. Follow the general path you followed at the start of the

mission, but when you get to the store, keep going, following the streets to get back to your own neck of the woods. Use the map, and keep moving. If you use a judicious mixture of speed potions and flash bombs, the guards shouldn't be able to draw a bead on you or get close enough to hit you with their swords. Once you're on your home turf, you only need to survive a few seconds before the mission ends.



Figure 8-17
Hopefully, not many guards will be pursuing you when you get back here.



Figure 8-18
You've got to be wary of the guards, who will try to keep you from getting back to your home turf.

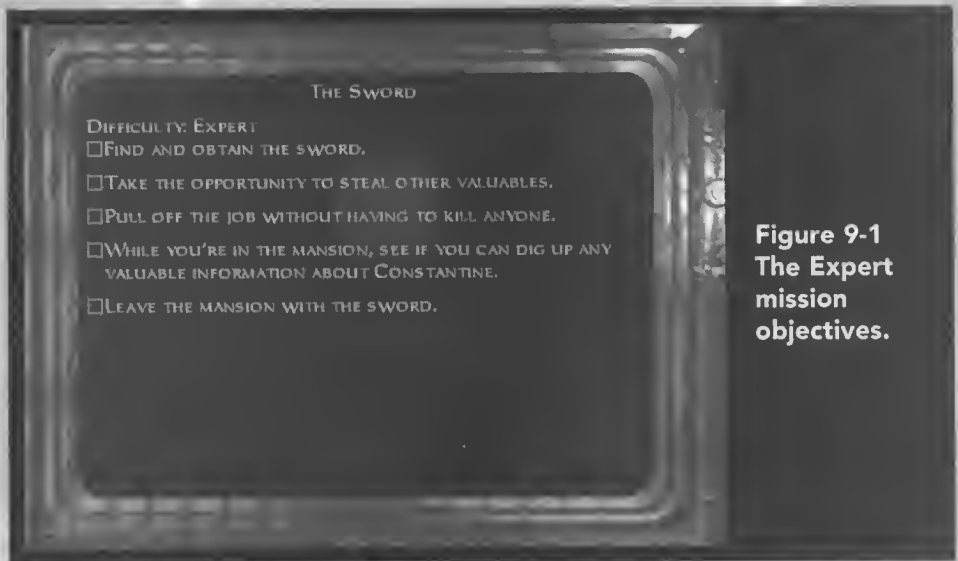


Chapter 9
The Sword

THE MISSION

With the Ramirez job complete, you've been weighing your options, hoping for a good new mission or at least a decent idea for making a little money. The waiting stops with the arrival of Victoria, who has a job for you. An eccentric man named Constantine has built a huge and insane house in the City. Within it is a sword of incredible value. You've been hired to retrieve the sword, and hopefully this will mean enough cash to keep you out of danger for a little while.

The task at hand seems simple enough on the surface. On the Normal level of difficulty, you need to get in, steal the sword and at least 500 gold worth of other items, and then get back outside the house. On the Hard level, you must lift an additional 1,200 gold worth of items. On Expert, you must nab a full 1,500 gold worth of merchandise and avoid killing anyone. Additionally, you have to dig up some information on this mysterious Constantine.



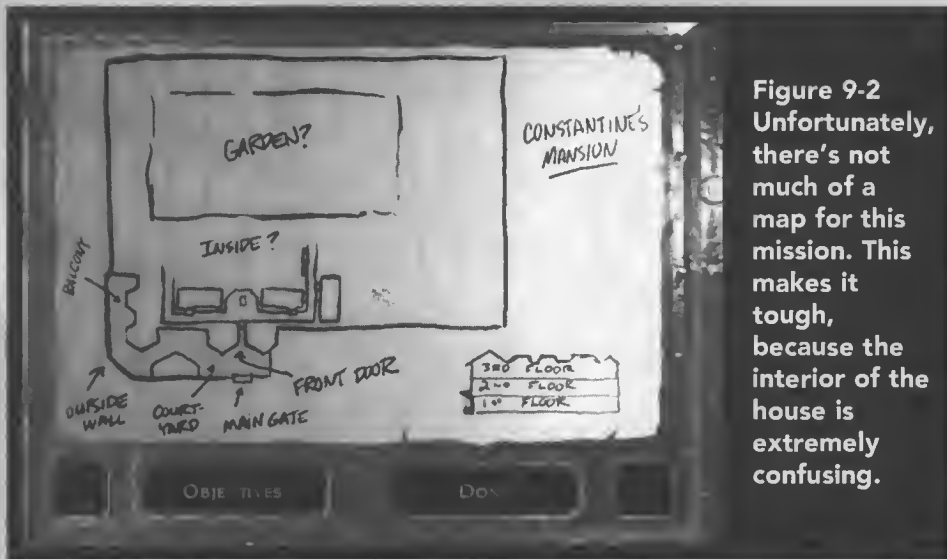


Figure 9-2 Unfortunately, there's not much of a map for this mission. This makes it tough, because the interior of the house is extremely confusing.

GETTING IN

To start, you might as well get a little extra cash before you go in. Turn to the right and head toward the main entrance to the house. Crouch in the shadows around the corner here and wait. After a minute or so, a guard will walk by. He's carrying 100 gold on his belt, and it's a perfect opportunity to lift it from him. When he walks back into the house, go back to your starting position and head all the way around to the corner. Arm a rope arrow and shoot it straight up into the wooden roof. Climb up and jump onto the balcony.

Look to the left and grab the three stacks of coins here. Then head through the doorway to your right, since you're unable to open the door out of this room. Climb down the ladder and walk carefully into the next room. There's a flash bomb in the back corner that is worth nabbing. Carefully open the door into the main hallway and look around. Several guards patrol this outer hallway, but you'll have time to sneak down the hall when the coast is clear. Head into the hallway, go left, and enter the first door on the right.

Walk toward the back of the room you've entered and examine the lower part of the pillar. There's a safe here that you should open using

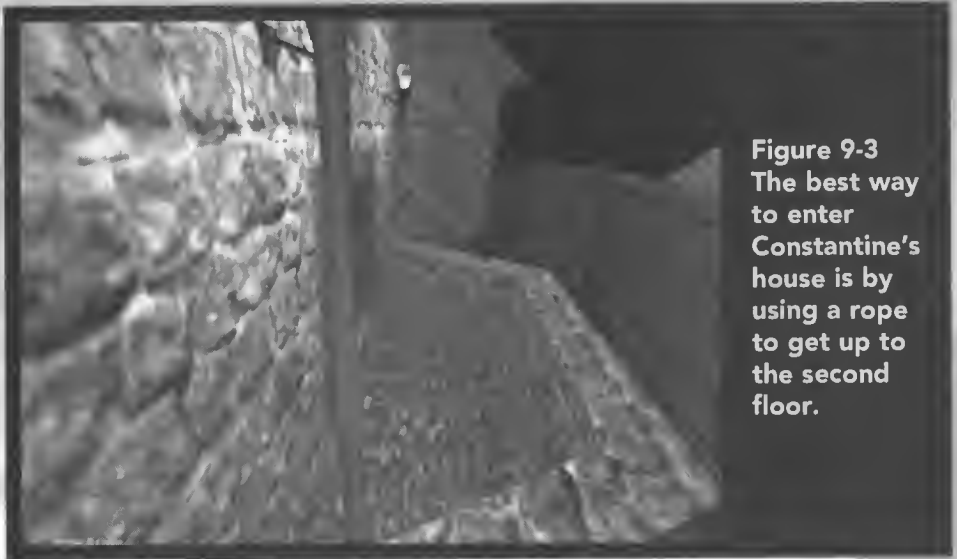


Figure 9-3
The best way to enter Constantine's house is by using a rope to get up to the second floor.

your lockpicks. Inside is a little more loot and a healing potion that is well worth taking. With the safe emptied, go back into the hallway and head right, pass through the opening to your left, and go up the stairs.



Figure 9-4
Get a little practice with your lockpicks on this safe. The treasure inside is good, and the healing potion will be a huge help.

At the top of the stairs, you'll notice that the floor in front of you is missing. You'll have to jump over the gap, either to the room directly ahead of you or to the corridor on the right. If you jump into the corridor, head around the corner to the left and take the first door that you come to on the left. This leads into the same room.

Look under the odd wall hanging at the back of the room for a nugget of gold. Open the door to the left (the one on the opposite end of the room if you entered from the hall) and stand back to avoid the trap. Walk into the next room, grab the loot off the table, and leave, closing the door behind you. Then head back into the hallway. Take the

CAUTION

Although the opening by the stairs is safe, both of the doors in this room are trapped. The one in the hallway launches a fireball when a pressure plate is stepped on, and the other launches a purple magic missile when the door is opened.



Figure 9-5
Missing floors are just a few of the oddities in Constantine's house. You'll need to stay on your toes to survive all of the traps.

next door on your right and open the two chests. There's another healing potion in one of them that will almost certainly come in handy down the road. Then go back into the hall and turn right.

In the upstairs dining room there is a secret door in the ceiling. Use a rope arrow to reach it. Once inside, walk only on the gold trim. Open the two chests and collect the mine on the floor. In the hallway with the slanted wall, skip the doors and walk forward around the corner.

Once around this corner, investigate all of the doors you find, picking up loot and being very wary of any wall coverings. Many of the chests and items are trapped so that opening them releases a cloud of

TIP

Before you reach the stairs down, you'll spot a pair of locked doors on your left. These lead to Constantine's bedroom. Get the loot inside, and look next to the left side of the bed. You will need the key here to loot Constantine's office later in the level.



Figure 9-6
This odd hallway is one of the many bizarre features of Constantine's house.



Figure 9-7
You must pick the key off this guard's belt to gain access to the top floor and the sword.

magic at you. Make sure that you're out of the line of fire when you open any chests, but don't let the danger deter you from grabbing the loot. When you come to the first set of double doors on the right, open them and head down.

There are two torches burning on the first landing. Snuff the one on the right and continue down the stairs to the bottom. Snuff both of the torches here and wait. A guard will wander by soon, and he's carrying a key you need. Wait until he walks past, then snag the key. Be patient because his path will take him into the hallway to your right and then back around. Wait until he disappears to your left before heading back up the stairs to the second floor. Back here, go out in the hall and one door to the right. Open it with the key and head up to the top level.

NABBING THE SWORD

Now that you're on the top level, it's time to make your play for the Sword of Constantine. This is tough, and it will require supreme sneaking abilities and agility. From the staircase, turn left and go around the corner. Head through the tunnel directly in front of you and walk straight, bearing right as the corridor bends. Walk out into the void room and pick up the gem and nugget on the floor here. You'll need to jump across the void to the other platform, but this shouldn't be a problem.

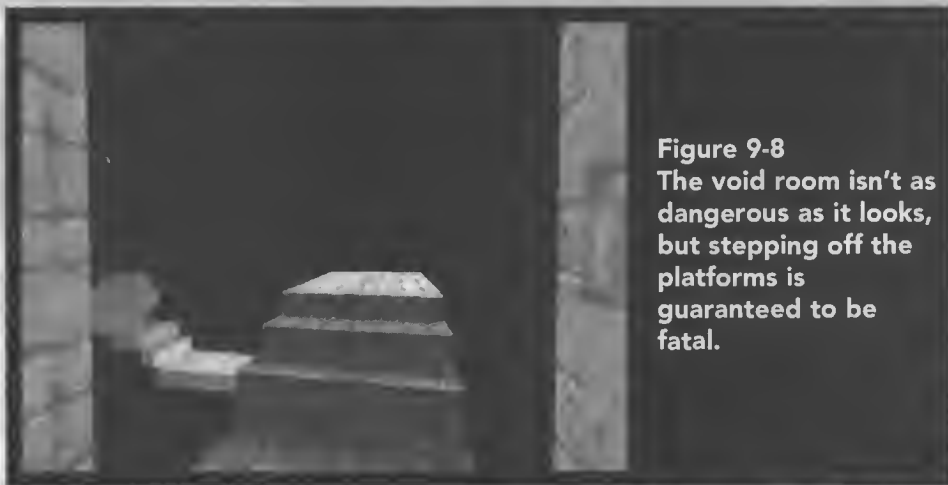


Figure 9-8
The void room isn't as dangerous as it looks, but stepping off the platforms is guaranteed to be fatal.

Leave the void room now and crawl to your left. There is a hallway here and a tunnel leading up. Take the tunnel and follow it along its twists and turns. When it ends, you'll be above a hallway with a patrolling guard. There is a rope hanging from the ceiling and another tunnel beyond on the opposite wall. Jump across to the rope and then jump into the next tunnel. Follow it up and to the left, where it ends, opening into a large area. There are also two guards standing here.

If you're playing on Normal or Hard level of difficulty, kill the guards

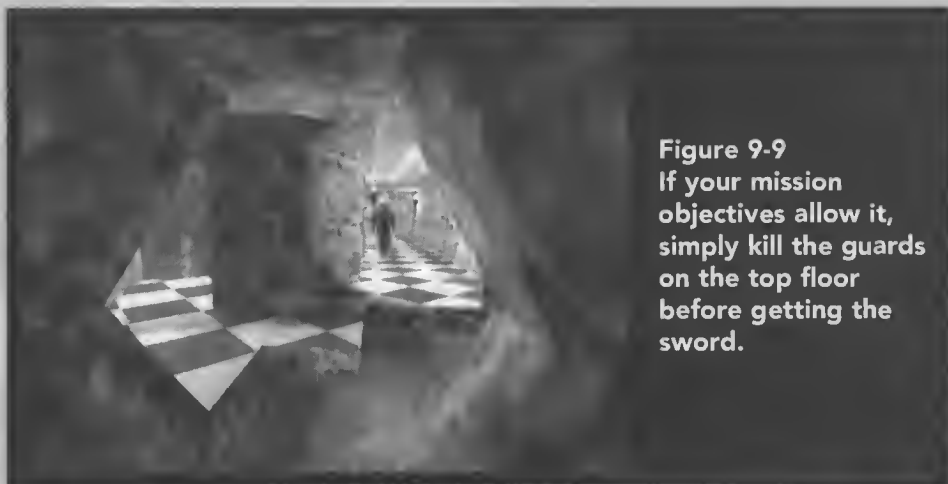


Figure 9-9
If your mission objectives allow it, simply kill the guards on the top floor before getting the sword.

with your arrows, then walk into the hallway. If you're playing on Expert, you'll need to distract the guards, with either a noisemaker arrow or a flash bomb, before continuing. When the guards are out of the way, crawl out and walk to the edge of the platform. It overlooks a large, octagonal room. In front of you, floating in the air, is Constantine's sword.

Crouch and look up. Shoot a rope arrow into the greenish ceiling around the top of the room, fairly close to the skylight in the center. Jump over to the rope and grab on, inching down a little. Reach over and grab the sword, which is why you're in this insane house in the first place. Then, with the sword in your possession, jump back to the top



NOTE

If you move forward and right in the tunnel once you reach the top floor, then take the sloping tunnel up, you can reach a hallway that runs directly above the sword. The projection here is what keeps the sword magically suspended. If you destroy it, the sword will fall to the ground.



Figure 9-10
Rope arrows are useful for more than just getting into places. When there is tight security, they also provide a way to steal valuable goods.



Figure 9-11
Navigate your way through this room to get back to the stairs leading to the main part of the house.

floor where you just came from, duck back under the low wall you crawled from, and head back down.

Unfortunately, you can't go back the same way you came, since there is no way to make the jump in the void room from this side. Crawl back to where you left the void room. As you did on your way up, you'll have to use the rope in the hallway to get across to the other tunnel as you work your way down. When you're out of the green tunnels and back in the tiled hallway, stand up. Bear right, then head up the short ramp to your left. Keep moving toward your left now until you spot a room that looks like it came from a carnival funhouse, with the floor tilting at various insane angles. Walk through it and straight ahead, taking the next right. The tunnel here leads back to the stairs you climbed to get to the third floor. Now it's time to grab some more valuables before leaving for good.

FINDING MORE LOOT

If you're playing on the Normal difficulty level, you should have more than enough loot to leave. Head back to the second floor and walk around the hallway to get to the open spot in the floor next to the stairs back down to the first floor, and head back to where you came in. Jump back to your rope and climb down to the ground to finish the mission.

On Hard and Expert, you'll need more valuables before you can leave for good. From the third floor, go back down one flight of stairs to the hallway on the second floor. Walk out and head to the right, ignoring the unopened door to your left. Go all the way to the end and up the ramp to your right. Open the chest here carefully, making sure that you're out of the way of the traps on the walls, and avoid the obvious pressure plate on the floor. Then go back to the hallway and head down to the first floor.

Looting the Garden

Back in the darkened stairwell on the first floor, wait. The guard you lifted the key from is still walking his rounds, and you need to make sure that he's gone from the area before you try for more goodies. Let him walk around the stairwell and the hall outside, then head to the right down the corridor to the garden. Be careful here because there is a guard who will come in from the right. Make sure he's not there before you move in and hide in a shadowy area.

When the guard arrives, carefully tail him through the greenhouse. The first room in the greenhouse holds a little loot in the back left corner, as does the room with the red, white, and blue flower beds just



Figure 9-12
The
greenhouse
contains
Constantine's
office and
some valuable
goods.

beyond. The guard will move on into another greenhouse room. Follow him again, but don't go through the corridor. Instead, move into the room and down the stairs to the door. Unlock it with your key and head in. The room beyond looks confusing, but all paths lead basically to the same place: Constantine's desk. Get everything here, then go back to the greenhouse and out to the corridor. Use your key on the door here and get the two urns from this closet. When the coast is clear, run out into the hall, turn left, and jump into the pool. Swim down.

You're going to use the waterways to travel through the garden now, snagging a little extra loot for your troubles. Additionally, you can get some extra water arrows if you look sharp under the water. Swim into the next room and catch your breath again. This is a large room dominated by a tree in the center. It is, in fact, where you first entered the garden. Swim down again and look around for an opening under the water. Swim through this and into a small stream running through the garden.

Now swim against the current as far as you can. You'll come to an open room with a corridor on your left and a set of stairs on the right. Go up the stairs and follow the hallway until you come to a door at the end. Go in and grab the goblets on the back altar. Jump back into the water and swim with the current. Keep your eyes open and look to



Figure 9-13
Make sure
you check in
corners and
around walls
for all of the
doors and
treasure in
Constantine's
house.



Figure 9-14
It's easy to miss this opening, but it's the best way to get into the main part of the garden.

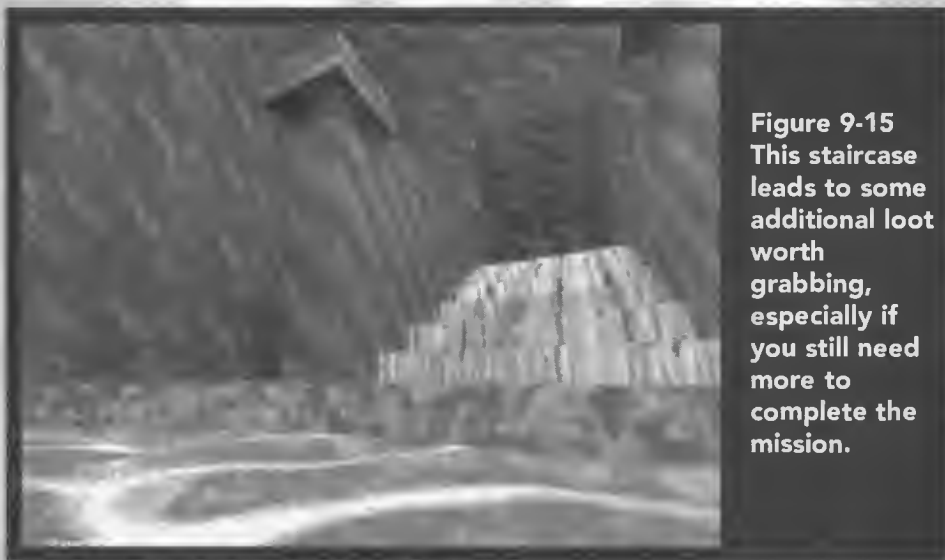


Figure 9-15
This staircase leads to some additional loot worth grabbing, especially if you still need more to complete the mission.

the left. Where the water branches off, swim through. This puts you back in the place where you entered the garden area. When you can, get back to the staircase up to the second floor where you stole the guard's key near the start of the mission.

Looting the House

At this point, if you're playing on Hard, you have enough loot to leave. Head up the staircase and follow the second floor hallway all the way back to the gap in the floor, and open the door here with the key you have stolen. This puts you right back on the balcony you entered the house from. Climb down your rope and leave.

However, on Expert you'll still need a little more loot. From the staircase, wait until the guard has made his next round and go out into the hallway toward the garden. Turn left and pass the corridor, taking the first door on the left. This takes you into the bar area. It's patrolled, so keep your eyes open for guards. Fortunately, there is a handy alcove you can hide in behind the bar itself. When the coast is clear, move behind the bar and open the panel, taking the gold cups behind it. Then get back to the staircase and again hide in the shadows and wait for the guard.

You still need a last bit of gold. The patrolling guard will wander past you again and will head left down the hallway. As he does, move out carefully. As soon as he rounds the far corner, run like blazes and take the first door on your left. This will reveal a library with a valuable urn on a table. Take the urn, which should put you above the 1,500 gold you need. Turn around and run for the staircase, and go up to the second floor.

To leave, all you need to do is retrace your path on the second floor back to where you entered and climb down your rope to the ground below.

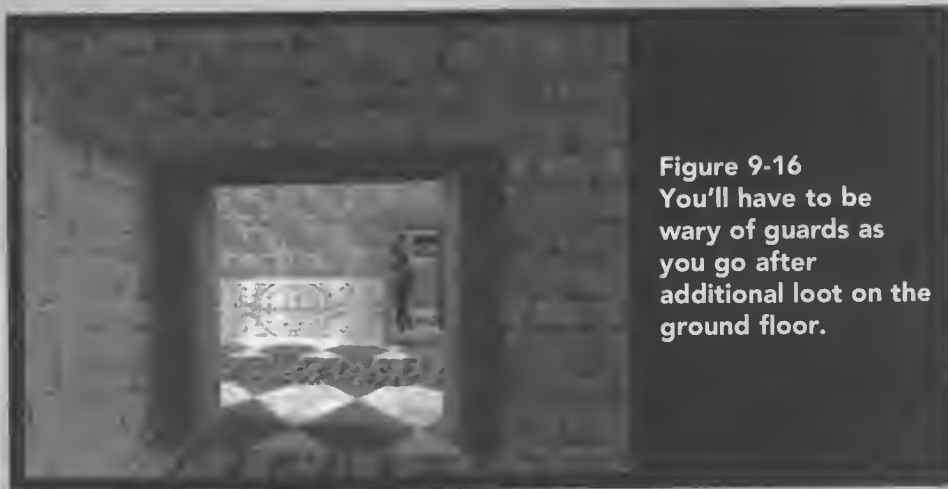


Figure 9-16
You'll have to be wary of guards as you go after additional loot on the ground floor.



Chapter 10

***The Haunted
Cathedral***

THE MISSION

It turns out that the person who hired you to steal Constantine's sword was Constantine himself. In effect, he was giving you a test to see whether your thieving skills matched up both to your reputation and to his needs. Constantine is an eccentric, as should have been obvious from the interior of his house. He is a collector of rare and unique objects, many of which can only be acquired through surreptitious means. That's where you come in.

Your job, in this case, is to enter the ruined part of the City and find the old, ruined Hammerite temple. Inside, you are to find and steal The Eye, a gem of incredible powers by all reports. This part of the City has been sealed off for years because of a tremendous cataclysm that occurred here. Naturally, the area is reputed to be haunted, both by wandering zombies and by the spirits of the Hammerites who died in defense of their cathedral. On the Normal level of difficulty, you must also find 750 worth of loot. On Hard, you must locate 1750 worth of loot and discover the legendary Serpentyle Torc before leaving. On Expert level, the Watchman's Grave also must be located and an offering must be left to him, and 2000 worth of items must be looted.

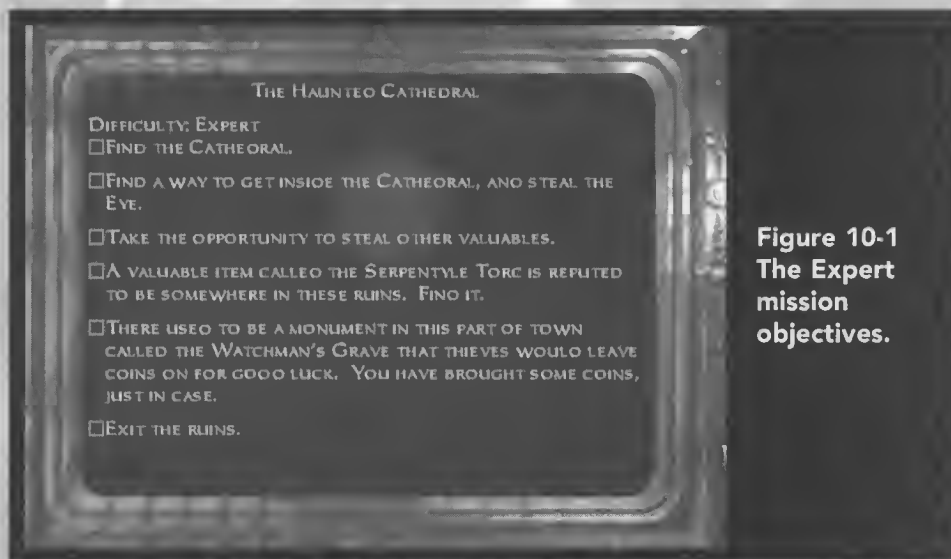


Figure 10-1
The Expert
mission
objectives.

FINDING THE CATHEDRAL

You begin in the southwest corner of the map. It's important to note that you have Constantine's sword. The magical blade will not make you any more visible while wielding it. You may as well start looking for valuables immediately, since finding them will be important to you regardless of the difficulty level you're playing on. Move forward over the hill, and turn to the right. Jump over the hill here and work your way to the back corner. Duck down to find the plate under the ruined building. Now head back toward where you started, but instead of turning left to get back to your beginning location, walk straight ahead from the hill. This mission is a good one for mines. Leave them around streets with heavy enemy traffic. You may return to discover dead burricks or piles of zombie parts.

Take the next left, which will be the only way you can go, then follow the road around the next right corner. You'll be walking next to a large fallen roof beam. Walk forward toward the light on the ground, and bear to the right when you get to it. Go around the next corner to the left, and you'll see a large ramp. There are a couple of zombies in this area, so you'll want to move quickly now. Head up the ramp, and move forward all the way to the wall.

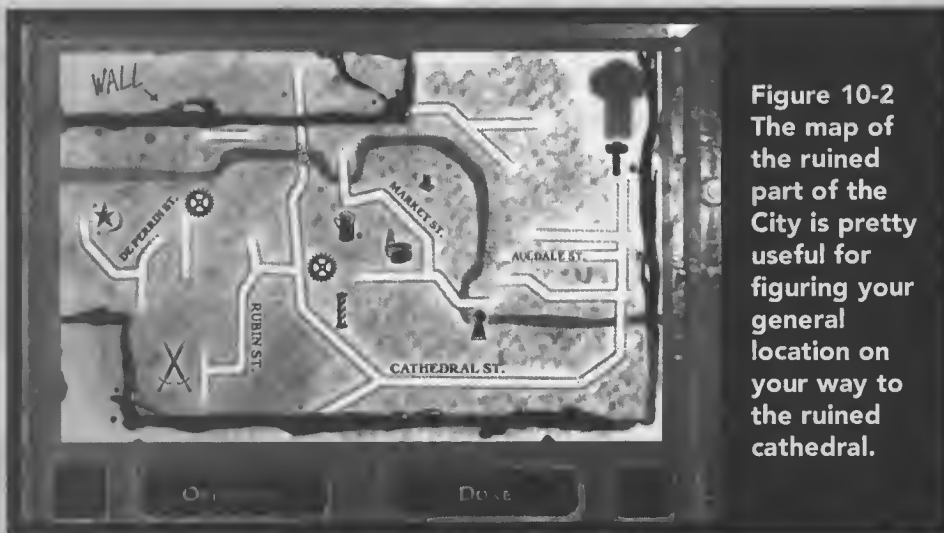




Figure 10-3
Run up this ramp to find the quickest way to the cathedral.

Once at the wall, turn right and go through the passage here. Keep moving forward until you come to the street sign for De Perrin Street. It has been knocked to the ground. Make a very quick left. You'll be facing a strange console, and a very angry burrick will be coming toward you. Run past the burrick and through one of the two openings on the back wall, jumping into the water.

This console, and four others in this mission, control lights in various places. All of them look like the one here, two of them are noted on your

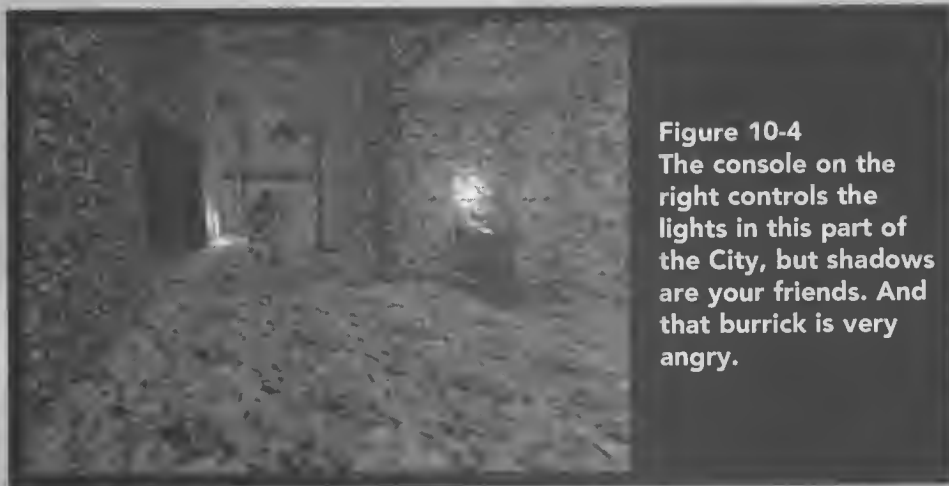


Figure 10-4
The console on the right controls the lights in this part of the City, but shadows are your friends. And that burrick is very angry.

map with a gear icon. You can search them out (one of them requires a key to be turned on) and the result will be a much better lit area.

They are not necessary, however, and the lights definitely cut down on those friendly thief-hiding shadows

In the water, turn to the right. You'll see an underwater opening that you need to get through. You might want to get your breath potion ready to use or else you'll probably lose a little health on your next swim. Move toward the opening, and when you get close, swim down.

TIP

This is a tough swim coming up. It's a good idea to save your position before you attempt the swim.



Head through the tunnel, turning right, then left. Take another right up the long tunnel, then go left at the end and break the surface. Swim over to the chunk of rock in the middle of the pool and climb up. Then look around. The walkway around the pool is a good distance from where you're standing, but there is one spot that jags out a little closer.

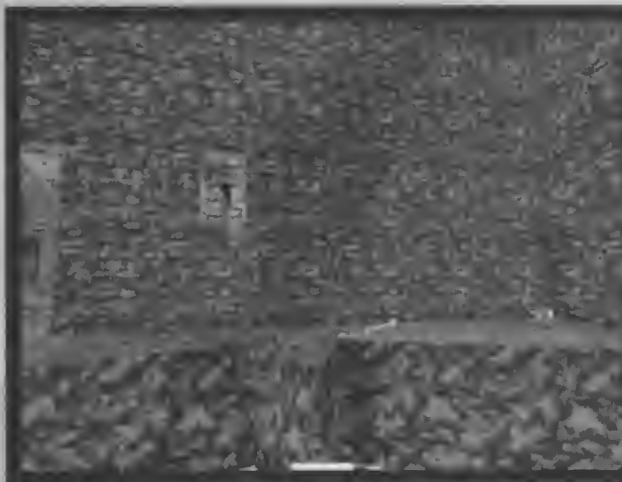


Figure 10-5
Use a rope arrow to get over to this piece of the ledge that sticks out to make it to the main platform.

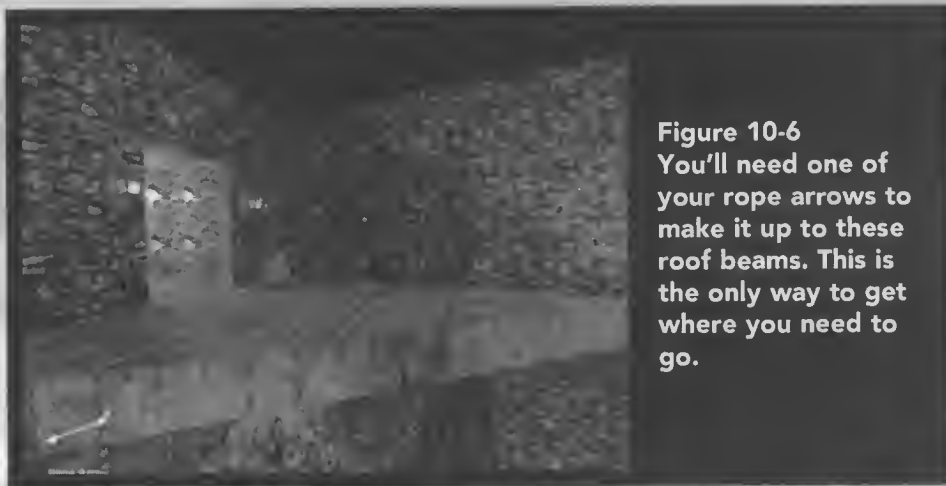


Figure 10-6
You'll need one of your rope arrows to make it up to these roof beams. This is the only way to get where you need to go.

Use a rope arrow to get to it, then look down and grab the key sitting here. Now walk into the main part of the room. You're in the pub, marked by a mug on the map.

Hard and Expert players will have a crayman to deal with in the pub. Look up. You'll see a number of crossbeams above you. Arm a rope arrow and shoot it into one of the beams, then climb up. When you're at the top, mantle all the way up. Walk along the beams to the more solid platform in the back corner, then head through the pub to the door at the back side. You'll have to use your lockpicks to open this portal as quickly as possible.

You'll find yourself on Market Street and in the company of numerous zombies. You can attempt to simply slay them yourself but there's a more stylish way to use them. Further south and east, near the Keeper's grotto, there are several burricks.

If you get some zombies to chase you over to the burricks, or if you use a noisemaker arrow or fire arrow to create a disturbance, you can get the two groups to fight each other. Let the zombies kill off the burricks, then you can take care of the zombies, or just let them go back on patrol.

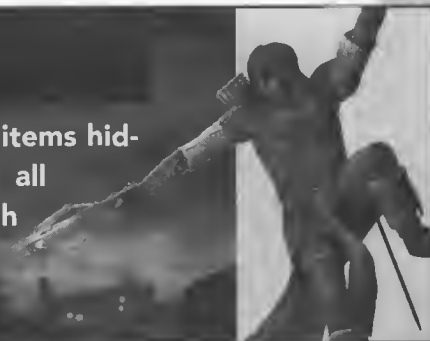
You can take care of a number of things. Search through the buildings as you go down Market Street. Be wary of the occasional burrick, but with a little luck, you shouldn't have any resistance. There are many valuables behind the doors into the shops, as well as a few healing and



Figure 10-7
You must move fast over the bridge to avoid the attacks of the spider and the two burricks that patrol this area.

TIP

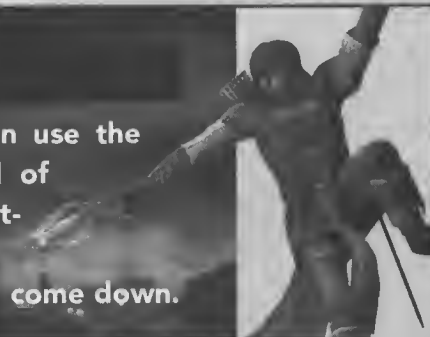
This mission has a lot of loot and items hidden around. One tip is to check all the places on the map marked with icons. There is usually something of interest in those spots.



air potions worth taking. Keep heading down Market Street until you come to an area difficult to get through because of fallen beams and a large built-up hill.

TIP

To get to Market Street you can use the drawbridge at the western end of Cathedral Street. There are buttons near the drawbridge, shoot the lower one and the bridge will come down.



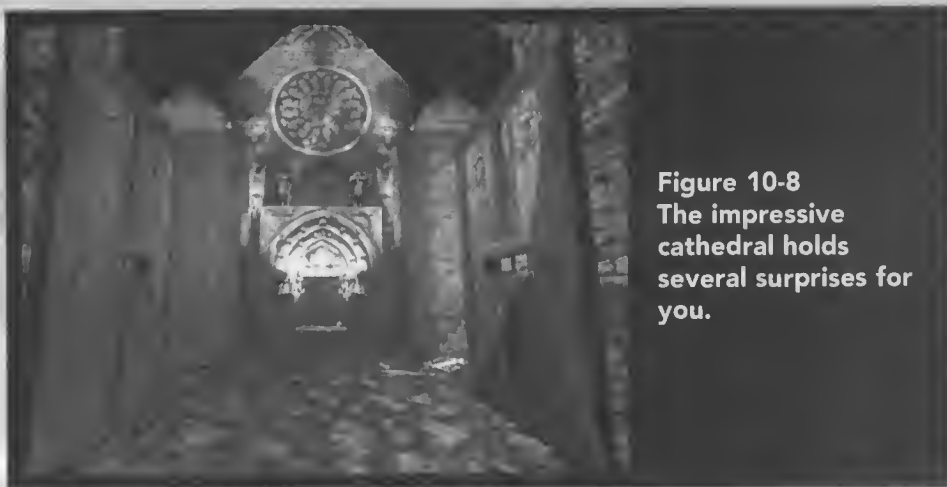


Figure 10-8
The impressive cathedral holds several surprises for you.

TIP

The only Hammer ghost you need to worry about is the one on the ground. He'll fire spells at you, but if you keep moving, he shouldn't be able to hit you.



Climb up the hill and jump down the hole at the top. Kill the spider inside and look around. You'll find a few treasures here, as well as another healing potion, which may come in very handy in a few moments. Mantle back out and continue forward down the street until you come to the wooden bridge to your left.

Run over the bridge, flying past the burricks that guard it. Take the first left, running through the small puddle around the destroyed building, then keep following the only open path ahead of you. Enter the destroyed building through the open end that used to be the base and crawl to the back for some additional loot. Then move out and head to the left. Again, go straight until you see the door way across the street. Go through and keep walking forward until you find yourself back on the street.

From here, run straight ahead and take the first left. The spirits of a couple of dead Hammers are guarding the area, but you should be able to run past them. Head up the huge staircase to the outside of the cathedral.

FOLLOWING THE EYE

When you get to the temple, turn to the right and run all the way around. Keep your ears open because you'll be getting a ghostly message from The Eye itself. It will tell you that to rescue it, you must unlock the way into the cathedral. The Keepers have sealed the way. To enter, you must find the Keepers' grotto and, while standing on the pedestal there, relight the torches by the statue.

Now it's time to leave. Go back to the main entrance to the cathedral and run back down the stairs to the street below. Again, you'll need to avoid the Hammer ghosts here. Turn right and move into the ruined building you climbed through to get here.

TIP

If you used all your fire arrows on the zombies earlier, don't retreat right away. From the staircase, move all the way to the back wall and get the two fire arrows from the ledge. There's also a gem on the ground worth 100 gold.

Follow your path all the way back to the wooden bridge where you ran past the burricks. Before you get to it, you'll see another bridge to your left. This leads directly to the Keepers' grotto. Move in. Be careful when you do this because you won't have a lot of room to run. Make sure the burricks aren't around, or they will slaughter you. The spider is easy to deal with if you need to kill it.

In the grotto, fire a rope arrow into one of the beams along the ceiling. Climb up, then jump over to the pedestal. Look down and grab the





Figure 10-9
If you head all the way around the cathedral and mantle up the walls at the back, you can get a look into the temple that houses The Eye.

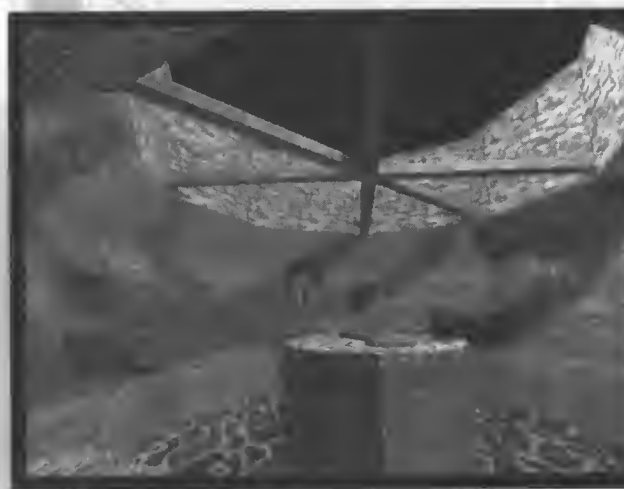


Figure 10-10
You'll need another rope arrow to get to the pedestal.

healing potion and the holy water here. Make sure you're standing on the metal, keyhole-shaped platform, then turn and look at the statue. Arm your fire arrows and light the two torches. This will open one of the panels on the wall. Jump back to the area around the pedestal and mantle into the new opening.

Keep walking until you come to a barred door. There are a couple of pedestals here with ruined statues next to them. Jumping onto the right pedestal opens the door, while standing on the left pedestal opens the bars. Unfortunately, neither stays open long enough to allow you to



Figure 10-11
You'll need to weigh down both pedestals to open both the door and the bars.

jump across and have both doors open at once. To get them open, pick up some of the statue pieces and place them on the right pedestal. When the door opens up, run and jump onto the other pedestal to release the bars. When the bars open, run through and flip the switch on the right just inside the door. These doors will stay open now.

Move forward, and quickly go down the stairs and around the corner to the right. A few arrow traps will fire behind you but they won't hit you if you run. Or you can search out the pressure plates and walk around them or weight them down with rubble. When you come to the door, use your lockpicks and quickly get the door open. The wall behind you has started moving in, and if you don't get the door opened in time, you'll be crushed. With the door open, move forward into the room beyond.

TIP

If you don't want to take the chance of getting crushed, shoot a rope arrow into the ceiling and climb up, then jump over the door to the room beyond. You can use your lockpicks to open the door on the inside without any fear of dying.



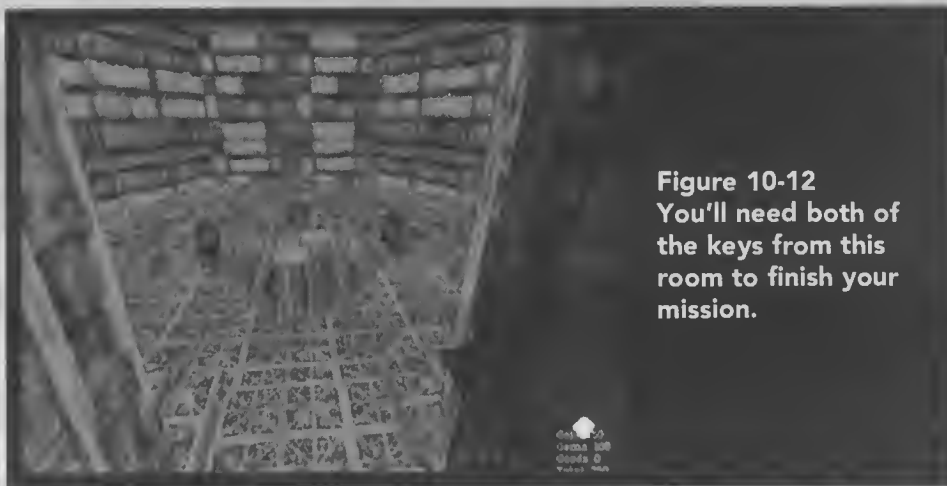


Figure 10-12
You'll need both of the keys from this room to finish your mission.

There is a door on each side of this room, but the one on the right is locked and cannot be opened yet. Go instead to the one on the left and open it. Read the two parchments and grab the stone key and the gold key off the table. This is what you need to open the other door, so head there now and go in.

Beyond this door is a strange, octagonal table and a book. Read the book, then look at the table. Your mission objectives will change again, this time requiring you to find the Keepers' key. This, as it turns out, is

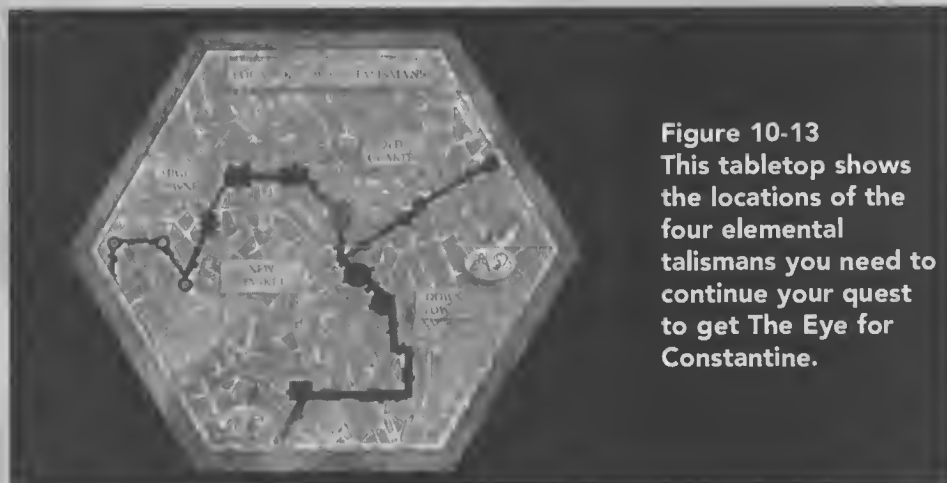


Figure 10-13
This tabletop shows the locations of the four elemental talismans you need to continue your quest to get The Eye for Constantine.

the stone key you took from the last room. If you're playing the mission on the Normal difficulty level, your tasks are now done as long as you have been diligent at picking up the treasure you find, and you'll head to the next mission. On Hard and Expert, you'll still have a few tasks to take care of.

OTHER REQUIREMENTS

It's time now to find the Serpentyle Torc and the Watchman's Grave. You'll need to head back to the Keepers' grotto to get to both of these locations. Conveniently enough, both of these areas are located around Market Street, and they are relatively close to each other. You'll want to nab the Torc first and finish with the Watchman.

The Serpentyle Torc

From the grotto, move back to Market Street, taking a left past the bridge and crossing the wooden bridge here. Take the next right to head down Market Street, and follow it along to the end. When you come to the next wooden bridge on your right, cross it, and keep moving forward. You'll come to a long, steep ramp on your left that leads to a drawbridge. Head down it, but hug the left wall.

Jump onto the low wall here, and mantle up to the wall above. Stand and take a look around. You'll spot a door on your left across the narrow wall. Walk across, then jump over to the door and use your lock-picks. Move through this structure and jump through the window and all the way down to the ground below. Move forward from here to the front of the mansion.

Walk up to the door and look down. Use the doormat to get under it and find the key to the house, then use this key on the door. Move in carefully. An active haunt patrols this house (similar to the creature guarding The Mystic's Heart in the Bonehoarde) and two haunts on Expert level. Make sure it's not near the doorway, and move into the house. Thankfully, this house is dark, so if you don't get directly in its path or make a lot of noise, the haunt won't see you. Move in, and when

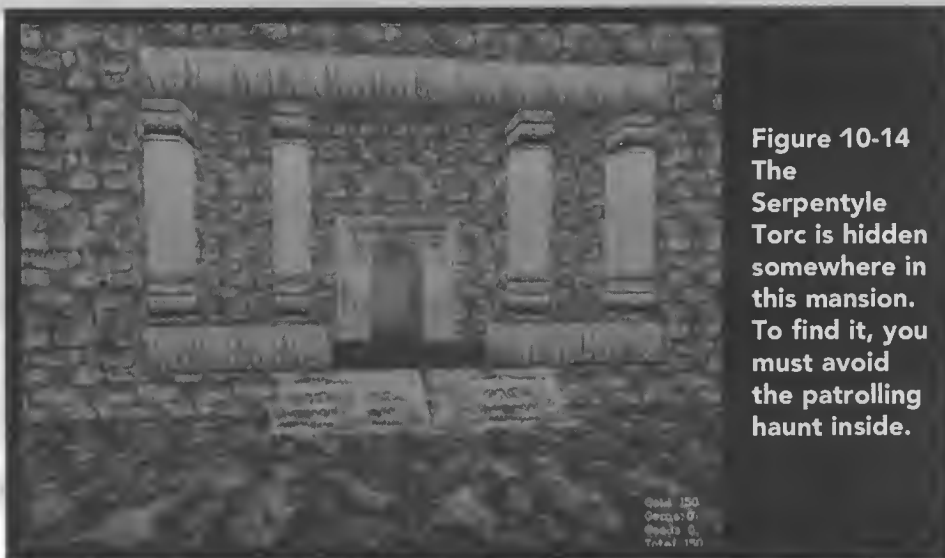


Figure 10-14
The
Serpentyle
Torc is hidden
somewhere in
this mansion.
To find it, you
must avoid
the patrolling
haunt inside.

the haunt appears, follow it through the house and up the ramp. Find a good corner to hide in, and let it go past you as it returns downstairs.

At the end of the path on the top floor is a large bedroom. Go in and get to the chest near the head of the bed. You'll have to use both lockpicks to open this chest, but it's worth it, because the Serpentyle Torc is inside. There's more loot, earth crystals, and holy water in the mansion. If you've been picking up treasure along Market Street, your job is done now if you are playing on the Hard difficulty level. On Expert, there is still one job remaining.

TIP

If you don't want to worry about the haunt, use some holy water and kill it with three water arrows.





Figure 10-15
You can hide behind the headboard to open this chest, and the roving haunt will never spot you.

The Watchman's Grave

Leave the mansion and mantle back up the walls you dropped down to get here. Back toward Market Street, drop down and go up the long, steep ramp to get to the top. Turn right and cross back over the wooden bridge, then turn left to get to the heart of Market Street. Move forward, and keep your view trained up and to the left. After a few seconds, you'll spot a high, second-story door. Stop, and arm a rope arrow.

Directly across from this door is a building with a few wooden beams along the roof. As you face this building, fire a rope arrow into the wooden beam on the right and climb up. At the top of the rope, turn around and look over at the door. You should be able to jump from the rope to this door without much difficulty. However, if you go into the building the beam pokes out of, you'll find a Fire arrow at the top.

Use your lockpicks on the door and open it up. Go into the room beyond and open the next door as well. There are spiders here so fire a rope arrow into the side of one of the wooden beams. Now drop down to the ground and look around. From where you came in, the Watchman's Grave is to your right. Dash to it, and place your coins on



Figure 10-16
Once again,
your rope
arrows prove
to be
invaluable for
accomplishing
your goals.

the plate in front of it. Then run to the rope and climb it before the spiders find you. This will end your mission, sending you off for the next challenge ahead.

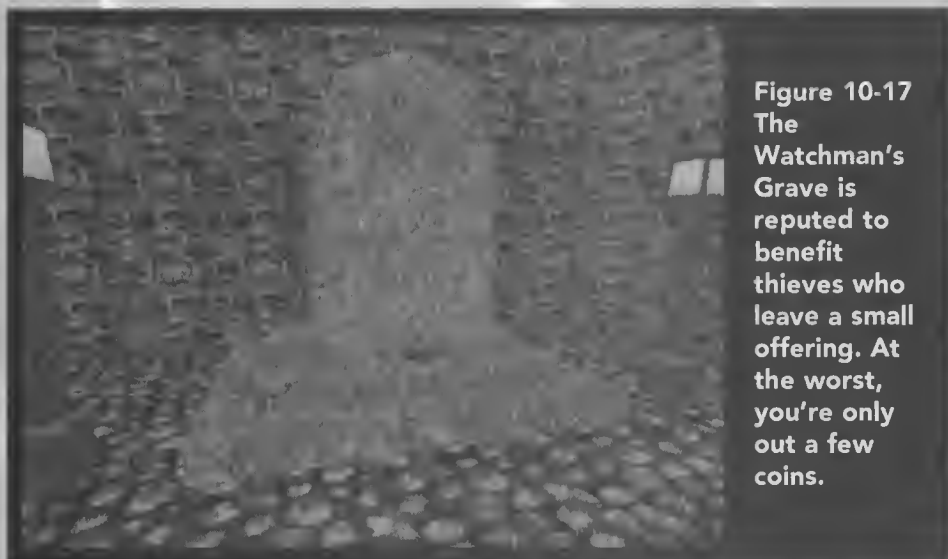


Figure 10-17
The
Watchman's
Grave is
reputed to
benefit
thieves who
leave a small
offering. At
the worst,
you're only
out a few
coins.



Chapter 11
The Lost City

THE MISSION

To get The Eye for Constantine, you'll need to locate the four elemental talismans. Two of these talismans, Fire and Water, have been hidden by the Keepers somewhere in a place called the Lost City, which was destroyed by a massive cataclysm years ago. Although the Lost City is in ruins, there is a way in through a cleft in the river. The job ahead of you is to find your way in, get the two talismans hidden there, and get back out with your skin still in one piece.

On the Normal difficulty level, you need only find the Lost City, get the two talismans, and get back out. Players on the Hard difficulty level must also find the medallions dropped by a party of Keepers sent in to map the Lost City. Additionally, you must extract 1500 worth of valuables from the ruins. The Expert objectives are the same, but at this level you must recover 2000 in valuables, at least 500 of which must come in the form of gems.

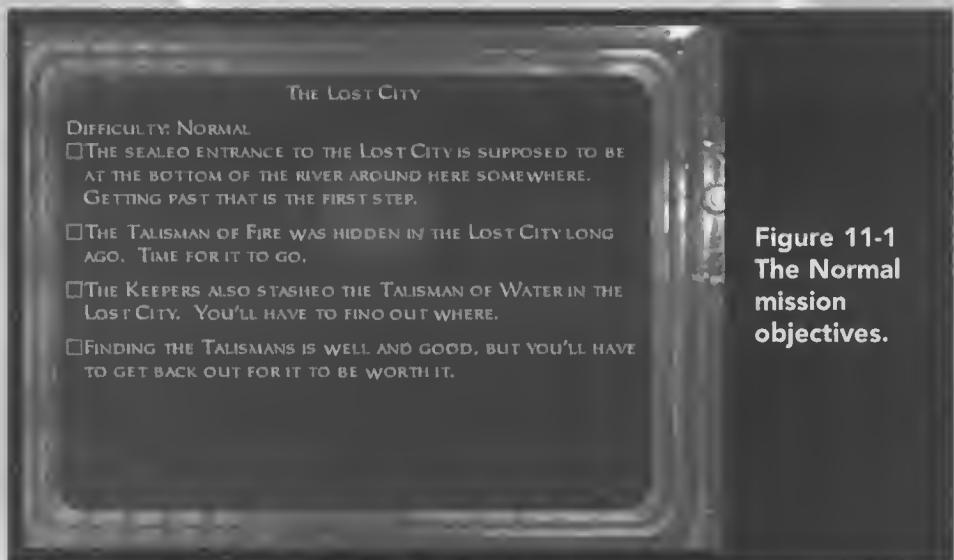


Figure 11-1
The Normal
mission
objectives.

FINDING THE LOST CITY

Before you start the mission, you might want to purchase a breath potion—it will make your entrance through the river much less painful. Also, you'll want as many water arrows as you can get your hands on. At the start of the mission, walk forward and go around the corner to the right. Jump into the narrow waterway and swim down, going through the opening on the right. Surface on the other side and take a minute to get your breath back. The next swim is long and difficult, and a breath potion will be a huge help.



NOTE

Make sure you buy a tip referring to the masks in the Lost City. If you do, you can sell the masks you find. If you don't, the masks will be worthless.

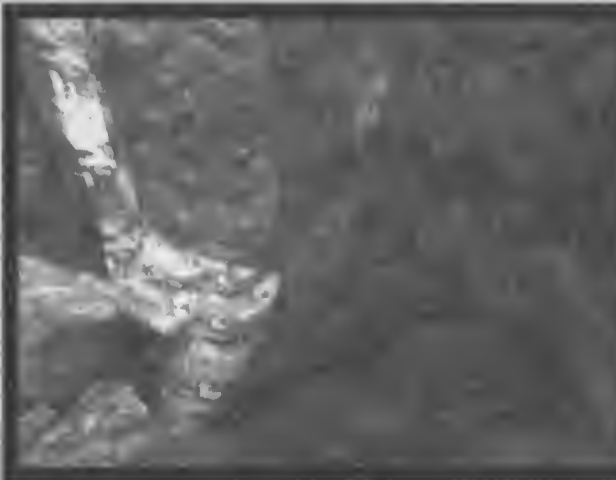


Figure 11-2
Go through the opening on the left to reach the surface. If you have a breath potion, be ready to use it soon.

Let the current carry you along a little, then swim down and forward. You will basically be following the only path ahead of you for a little while here. Swim around the corner to the right, then head down around the obstruction. Ahead of you is an opening on your left. Take it, and swim down and to the right. Then break the surface. The current here is swift, so swim to the right side and climb up on the ledge quickly.

Walk forward on the ledge, avoiding the spiders here. Jump over the waterfall to the other side, and again walk around the spider. Go through the opening and drop down to the next lower ledge. Continue down to the next ledge and go through the opening to your left. Walk forward to the T-intersection.

CAUTION

If you miss one of the two ledges to the right, you will be swept down the waterfall. This isn't fatal, or even damaging, but it is time consuming. If you go down the waterfall, you'll have to mantle up the ledges around the pool to get back to the top.

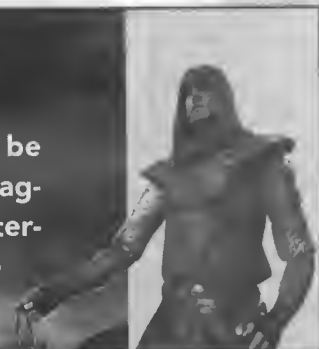


Figure 11-3
If you take the right fork at the T-intersection, you'll get a view of the Talisman of Fire.

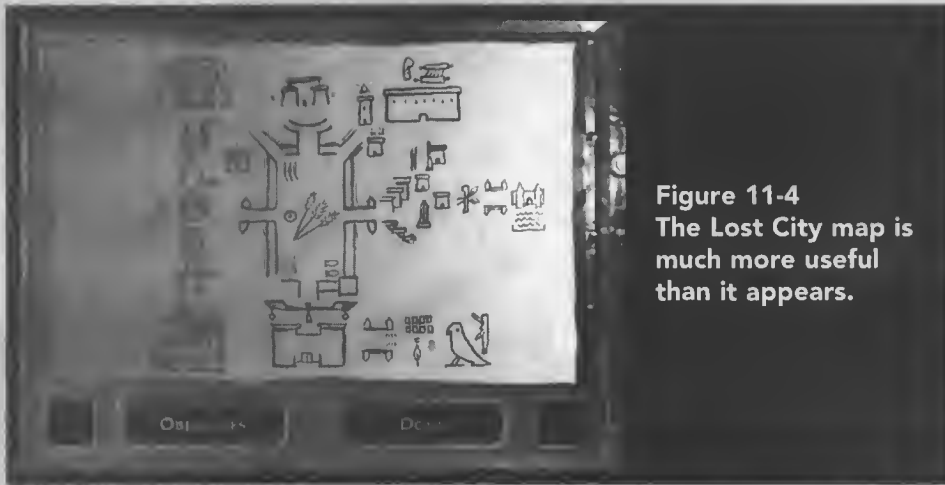


Figure 11-4
The Lost City map is much more useful than it appears.

Take the left branch and go through the fire trap ahead of you. There is really only one way to go, so follow the tunnels until they open up on the roof of a large building. You are now standing on the roof of the library in the Lost City. On your map, this is in the top right corner. Walk around the roof until you come to the opening. Drop down and go through the middle door. Pass through the first room to the next one and drop through one of the windows being careful to crouch and go slowly (this is easier than fighting through the patrolling burricks). Walk out the large door and turn left, then right at the obelisk. You are now standing just outside the residential district of the Lost City.



NOTE

If you don't mind an encounter with the burricks in the library a sizeable cache of loot, including gems, can be found in the lower library. The treasure will especially help satisfy the gems requirement for Expert players.

THE RESIDENTIAL DISTRICT

The residential area is heavily patrolled by burricks, so you need to get out of the way immediately. Move in when the burrick is off patrolling other areas and mantle onto the building immediately to your left. If you look up, you'll spot a fire arrow on the higher roof here. Again, wait for the burrick to walk past and leave around the corner, then follow it. Instead of going around the corner, though, mantle onto the low roof of the last building on the right. Turn and face the street and jump across, mantling onto the next roof.

Hop from roof to roof until you come to the end. When the burrick isn't around, jump down and turn to your right. Move forward down the street and mantle up onto the first roof on your left past the arch. Again, jump across the street and mantle onto the roof here. Follow these roofs all the way to the back of the cave and turn left. Keep following the roofs until you find a balcony with an opening to the right. Drop down onto the balcony and follow the path here.

The path leads back and down and tends to bear toward the left. When it splits off to the left, move forward and get a look at the town square. There will probably be a fire elemental or two moving around here, so if you're confident of your ability with the bow, douse them with water arrows. Then go back and take the branching passage. Keep

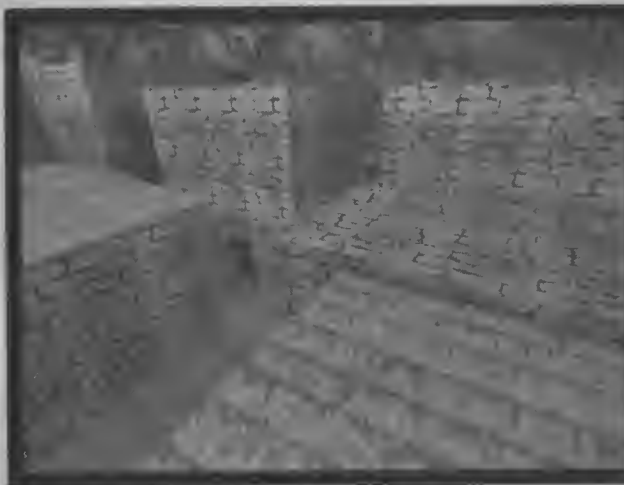
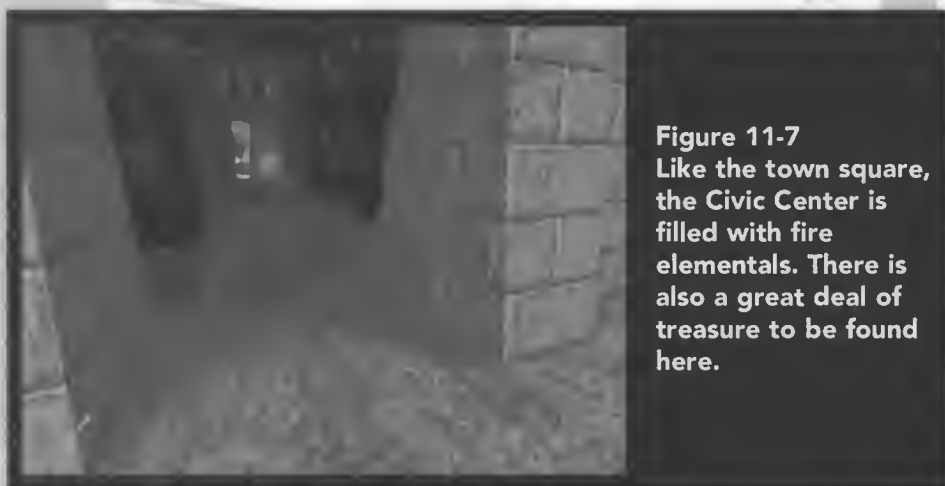
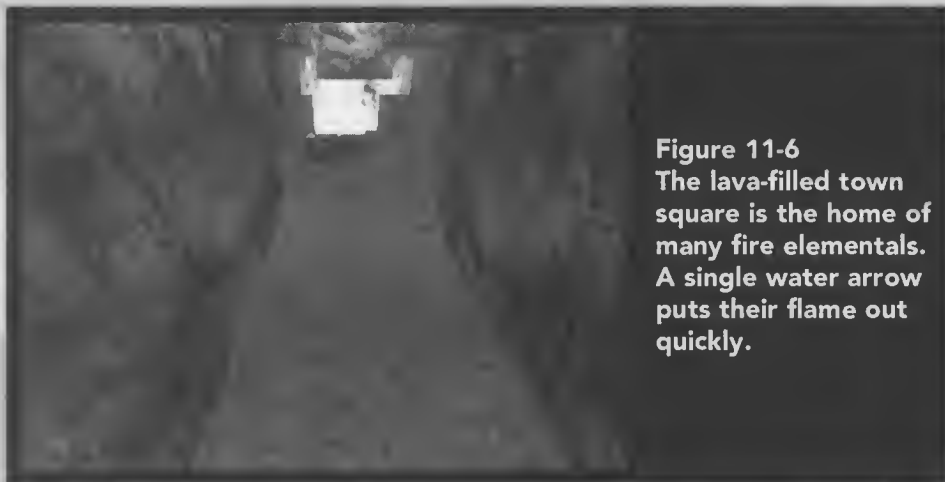


Figure 11-5
Burricks are a constant worry in this part of the Lost City. Once you've left the residential district, though, you won't see many of them.



TIP

A large cache of items and loot is rumored to be in the building beyond the metal gates and lava pool. It's very tricky to get to, but the rewards are great.



following it through left turns, jumping over a small lava stream at one point, until you come to the roof of a large building. Jump down, making sure to clear the lava.

Now head through the gateway to your left. Ahead of you is a large obelisk with what looks like scales of justice carved onto it. Arm yourself with water arrows and step forward into the Civic Center.

THE TALISMAN OF WATER

The Civic Center

In the front hall of the Civic Center, you'll encounter two fire elementals. Douse them both, then take a look around. Covering the walls are large blue crystals. Grab them—not only is each one worth 15 gold, but each counts as a gem. When you have completely looted this room, return to the place where you entered.

Now take the first opening on the right from the way you came in. This opens out into a stage area. Grab the masks off the stage, then go up the stairs and through the doorway on the right. Head to the right in the hallway here, then shinny through the hole in the side of the building. Follow the path here all the way to the next giant obelisk. It's a long walk, but there is no danger either from creatures or from the terrain.

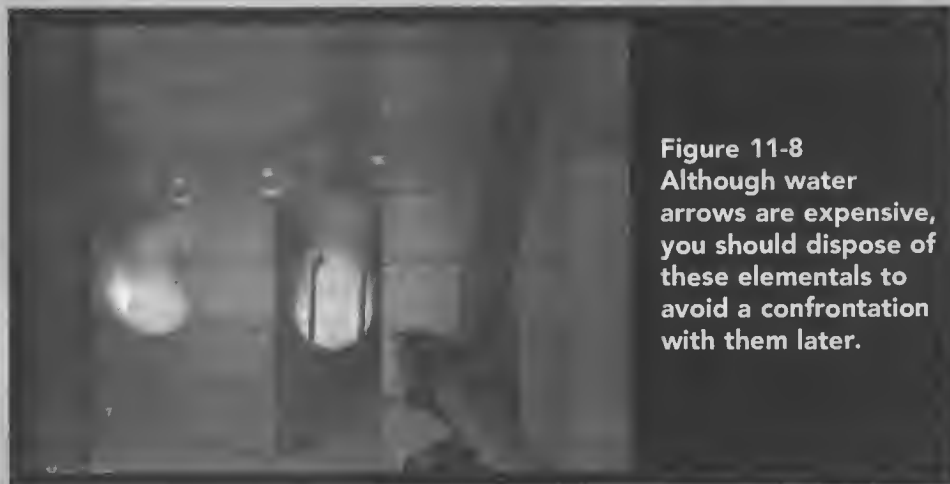


Figure 11-8
Although water arrows are expensive, you should dispose of these elementals to avoid a confrontation with them later.



Figure 11-9
Welcome to the burial grounds. You'll be spending a lot of time on rooftops in this area.

This is the burial grounds, which leads into the crypt area. Walk between the mausoleums until the first turn to the right, then mantle up onto one of them. Jump from crypt to crypt over the lava. You want to keep the main river of lava on your left for the most part. You'll come



Figure 11-10
This dead Keeper possesses one of the two medallions you need on Hard or Expert difficulty.

eventually to a spot where the crypts are much lower. Keep going, and jump across to the plateau and the ruined campsite.

Explore this area. You'll find a lot of useless rubble and bones, but there are two items of value here. First, the decapitated skeleton has a medallion near it. Players on the Hard and Expert levels of difficulty must take this. You'll also find a journal worth reading. When you're done, walk forward to the large crypt and head down the stairs.

The Crypt

This crypt houses the Talisman of Water. Walk down the steep staircase and keep going until you find the gap in the floor. Put a rope arrow into the beam across the middle of the gap and swing across. Continue down the stairs, but go slowly. Crouch down, and stay crouched. Below the first staircase is a pressure plate that will cause a huge spiked plate to swing down. If you're standing, you'll take tremendous damage. Past the trap, move into the room beyond and drop down the hole in the back left corner.

Go into the room beyond. Go through the last door on the left before the stairs and nab the lever off the pedestal. Head back to the main room and down the stairs. The last room on the right contains



Figure 11-11
Duck! This spike trap will skewer you if you aren't careful.



some additional loot. Take it, then jump into the water at the back of the room and swim through. The Talisman of Water is here. Get it and go back, all the way to the outside of the crypt. A number of craymen will be populating the area around the crypt and the Civic Center after you take the Talisman of Water. Stay sharp.

TIP

Don't worry about the spike trap on your way back. If you keep moving, it won't hit you. Also, after you swing back over your rope, try to collect your arrow for use later.



Back outside the crypt, follow your path all the way back to the Civic Center. Be especially careful of the lava when going through the burial ground. Once back in the Civic Center, leave through the main entrance and step just outside the gateway past the obelisk. It's time now to find the Talisman of Fire.

THE TALISMAN OF FIRE

Through the Arena

Rather than going back the way you came, you will head over to the arena area. Past the Civic Center, take the first left up the large ramp. There is really only one path to follow here, so continue going down the road ahead of you. Investigate any buildings you can for additional arrows, and when you cross over the narrow lava bridge, scoot out along the ledge and get the four water arrows. When you jump over the lava stream using the stepping stones, you will be at the arena.

There are several angry craymen in this area. Since you need to spend some time here, you should kill them off with your fire arrows. At first, your route through the arena is pretty obvious because there are no branching paths. Walk down the long ramp and around to the right. Pass by the risers and enter the doorway. From here, step out the next doorway into the hall. Take the first left here and get the loot from the windowsill, then go through the doorway into the next room. Cross the

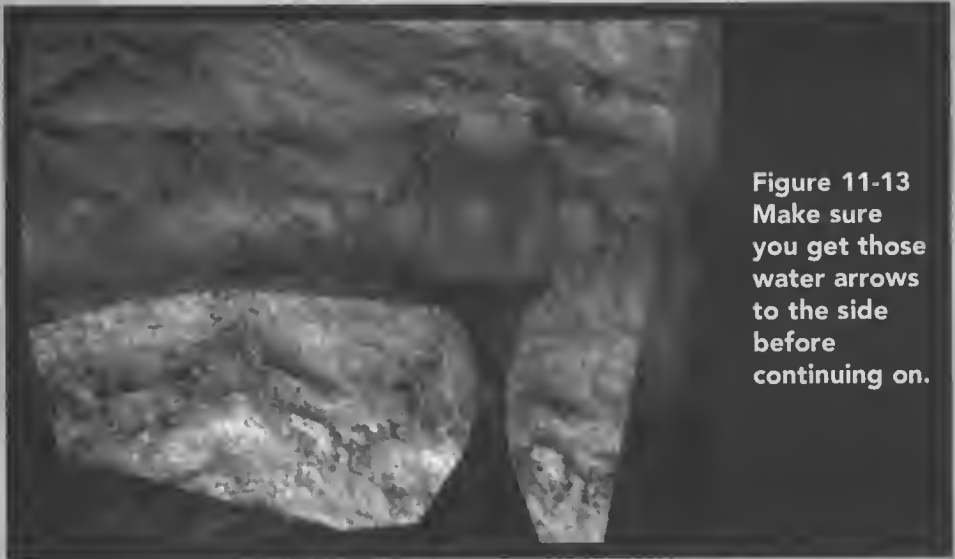


Figure 11-13
Make sure
you get those
water arrows
to the side
before
continuing on.



Figure 11-14
The arena is a large and impressive building. It's easy to get turned around inside, but it's difficult to get truly lost.

hallway to the room opposite and go through the low passage. Drop down to the secret treasure area and collect everything of value. Climb back up and return to the hall. Take a right and make another immediate right and go down the stairs.

At the bottom of the stairs, follow the corridor around to the large machine. Walk up to the vertical slit here and insert the lever you grabbed back in the crypt. Then flip the lever to the up position. This drops the bridge from the arena back to the main part of the Lost City. Go back up the stairs and take the next short staircase to the right. This leads to an equally short staircase down. Take it, then make a hard left and enter the main arena hallway. Ahead of you is the bridge you just dropped, but you aren't leaving quite yet.

Shoot a rope arrow into the beam crossing this hallway and climb up, mantling onto the beam itself. Shoot arrows into the two craymen here, then shinny across the beam to the main floor. Hunt around for the third mask and take it with you, as well as any other good valuables you find. When you're done, go back down the ladder, collect the rope arrow, and head across the bridge.



Figure 11-15
Make sure the lever is flipped up, or you'll find it difficult to leave this area.

The Elemental Tower

Next you'll need to go to the Elemental Tower. The path to the tower is interesting and convoluted. Past the bridge, walk forward, using the railing to cross over the lava flow. Jump up the broken brick pieces to the next building and go all the way through to the staircase leading down on the right. At the bottom of the stairs, step through the window to the ledge below, then head left along the ledge. Mantle up to the next plateau, then walk to the right, taking the first staircase you see. Walk out the opening at the bottom, then move left to the ruined campsite.

Search the area. You'll find another water arrow, three rope arrows, and the second medallion here. When you've finished looting, keep following the path. Just beyond the campsite, make a very hard right and continue on, walking by the discarded spinal column lying on the ground. Head down the slope.

Next you'll come to an area with a large statue that looks like it might be sinking slowly into the lava. Jump across the pool to the far side and scramble up to the top. Edge in through the window and,



Figure 11-16
This ruined campsite holds a necessary item and a few other useful ones.

TIP

Keep an eye out for fire elementals here. There's a good chance that one will be on the prowl in your immediate vicinity when you walk out.



being very careful not to fall, get to the near platform. Jump across the room to the opposite platform and drop down to the ground. Walk through the door and across the open area to the Elemental Tower.

Go in. All you need to do at first is run up the two staircases to the third floor of the tower. Once here, take a few seconds and grab anything of value you find. When you're satisfied that you have all of the goods, edge through a window and lower yourself onto the ledge just



Figure 11-17
The Elemental Tower is an impressive structure. It's also the home of the Talisman of Fire.

outside. Now walk around the building on the ledge. Keep your eyes trained up. You're looking for a wooden crossbeam that is directly above a window. When you spot this, fire a rope arrow into the wood and climb up.



Figure 11-18
The Talisman of Fire in all its glory. With this collected, you're almost done with this mission, and you're halfway to getting the four talismans you need to steal The Eye.

Continue along the ledge until you come to the second window. Climb in here to the stairway. Take it up to the top and move forward into the room with the Talisman of Fire. Grab the talisman, then head to the bottom of the tower.

GETTING OUT

The safest, albeit slowest, way to get back to safety is to follow your path from the Elemental Tower back through the arena all the way to the Civic Center. It takes some time to do this and will require that you mantle up on a lot of walls. Still, you already know what lies this way. Stay on your guard, though, numerous fire elementals appear when you take the Talisman of Fire.

When you get back to the Civic Center, take a left, heading through the large opening. Walk straight ahead. This will take you right past the huge obelisk for the market area (it has three pieces of wheat carved on the far side). Walk straight ahead again, bearing right. Through this passage you'll see a ruined gate ahead to your left. Jump through the hole in the wall to your right. Ignore the first passage to your right and walk forward.

When this path ends, you'll be back on a balcony in the residential district. Mantle up on the building on your left and retrace your steps over the buildings back to the library. Once here, head in through the main entrance.

CAUTION

Remember, there is a pair of burricks in the library if you didn't kill them earlier.



Bear left, and when you can't go forward any more, make a left and then another left. Take the stairs all the way to the top floor. From the stairs, head right, all the way to the room with the rubble piled in it. Mantle up to the roof. Now all you need to do is follow this pathway all the way back to the waterfall. Once here, you've left the Lost City, and the mission ends.



Figure 11-19
Once the waterfall is back in your sights, your mission is over.



Chapter 12
Undercover

THE MISSION

With two of the Talismans recovered, you're halfway to getting what you need to reenter the old Hammerite cathedral and recover The Eye for Constantine. The other two Talismans are located at the heart of the active Hammer temple in the City. Since the Hammers are not your closest friends, especially after your actions at Cragscleft Prison, you'll need to get in by clandestine means. In short, you're going to make your attempt on the Talismans in broad daylight, by posing as a Hammer novice. There are several different ways to complete this mission. Each has its benefits.

On the Normal difficulty level, you must enter the Hammer temple, locate the two Talismans and steal them, and get out with your skin intact. On Hard, you must also abscond with 1500 worth of items and make off with the Hammers' legendary First Hammer, located in their Reliquary. On Expert, you must also grab the First Hammer, plus you must snatch 2400 worth of items, and you are prohibited from killing any of the Hammers in the temple. You might want to pick up some extra gas arrows for this mission, especially if you're playing at the Hard or Expert level.

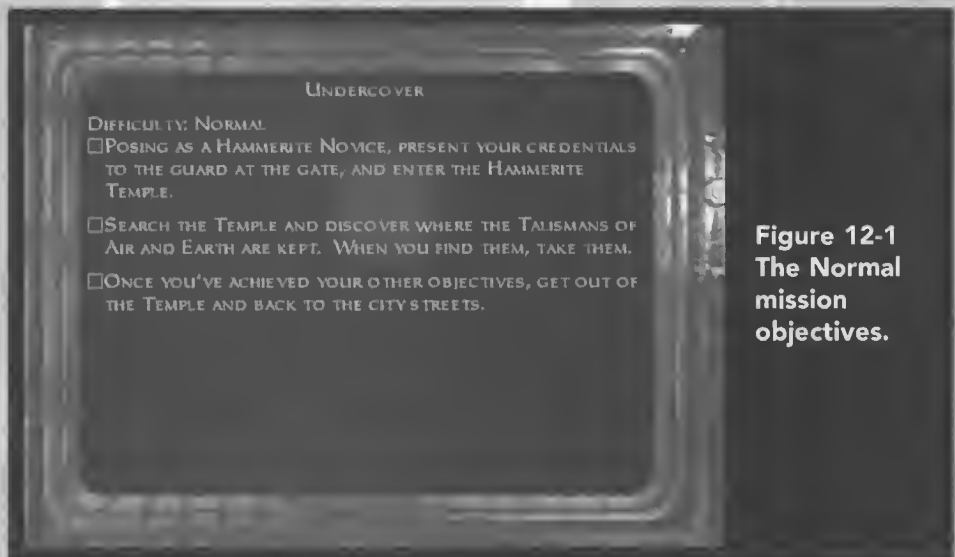


Figure 12-1
The Normal mission objectives.

FIRST STEPS

You start out in the streets near the Hammer temple. Walk forward, bearing left around the corner and then right. When you spot the large archway to your left, go through it and walk boldly up to the Hammerite at the gate. Hand him the scroll in your possession (and take a moment to read it as well) and he will allow you access into the temple.

What you will discover from the scroll that allows you to enter the temple is that any area marked with an inverted red hammer is off-limits to you. Should you be caught entering or leaving one of these areas, you'll be instantly guilty of breaking the rules for novices, and you will be hunted down and slaughtered. Naturally, you'll have to go into some of these areas to complete your quest. You just have to make sure that you aren't spotted.

Once inside the Hammer temple, walk around the gigantic hammer statue in the center of the room and open the door opposite your entrance point. This takes you into the main part of the temple. You'll notice a long staircase leading down, but you aren't going to take it yet. You've got a little work to do first on the top level.



Figure 12-2
The guard at the gate will let you into the temple only if you present him with the scroll in your possession.

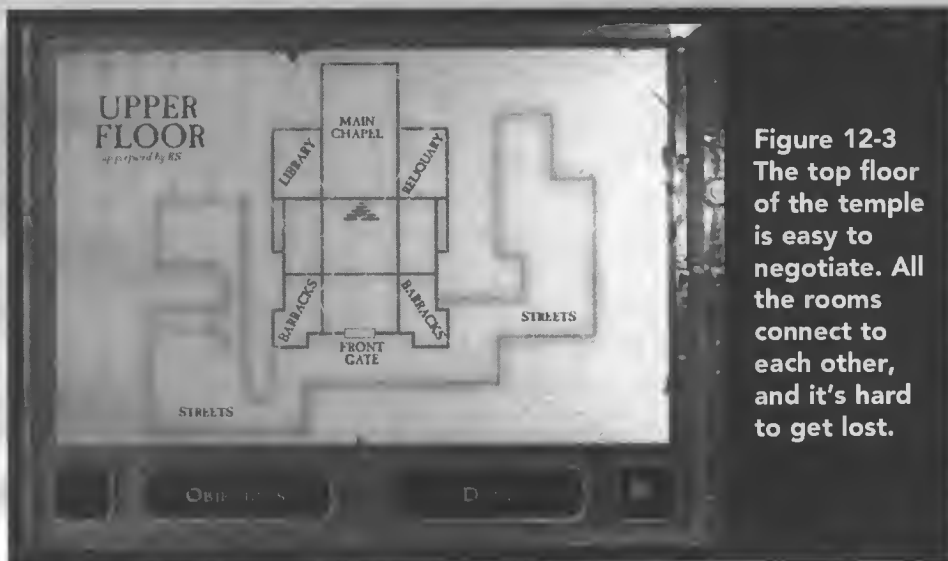


Figure 12-3
The top floor of the temple is easy to negotiate. All the rooms connect to each other, and it's hard to get lost.

From where you entered this room, take the closest door on the right. Directly ahead of you, in the next room, are a scroll and a book on the table. Grab the scroll, which will appear in your inventory as a piece



Figure 12-4
The First Hammer is sitting on the middle pedestal. You'll have a tough time getting it without alerting the guards.

of papyrus. This is the Wallbuilder's Prayer, which you will need to get the Talismans from where they are lying. Continue along through this room and out the door on the left. This will take you to a balcony. Walk down the balcony and into the Reliquary, where artifacts important to the Hammer faith are kept. You can ignore the conversation, but you should take a look at the three items on the stands. The one in the middle is the First Hammer, a required item if you're at Hard or Expert level of difficulty. Don't grab it yet, though.

Instead, return to the large staircase and head down to the next lower level.

FINDING THE FIVE SWITCHES

Getting the Key

The next part of the mission is quite tricky, and it will probably take you several attempts to work it correctly. A number of Hammer guards are in the area, and you need to make sure you aren't spotted. From the bottom of the staircase, make a right followed by another right and walk down the hallway here. When the coast is clear, duck into the first door on the right. It's one of those rooms with an inverted red hammer, so you must be careful.

TIP

In both of these hallways, there are several rooms with inverted hammers. If you wish, you can sneak inside and loot them—most have a few items worth taking. It's a good idea to do all your looting before you start flipping the switches.

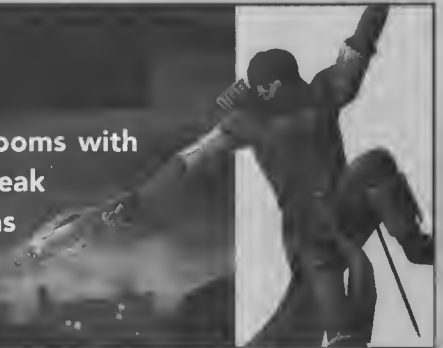




Figure 12-5
If you can catch the priest off guard, you'll have a much easier time getting rid of him.

There is a very angry priest inside the room, and he is tough to kill. So don't try. Instead, knock him out with a gas arrow and close the door behind you. With a little luck, he will not have raised much of a fuss and the Hammer guards are still unaware that you aren't really a novice. Explore his room, and grab the key off his back table and the hammer on the small shrine. The hammer is essential to Expert level players. Then carefully go back out into the hallway and to the left. Run back up the staircase to the top floor.

Return to the Reliquary, and this time, go out the door near the artifacts. Continue going through the doors ahead of you until you reach a locked door. The key you stole from the priest's room is a master key and will open everything in the entire temple. When there are no guards nearby, open the door and go in, closing it behind you. Use the key on the chest here, which will contain a scroll. Reading the scroll will tell you what you must do to get the Talismans.

In short, you must find and flip five hidden switches that are dispersed around the temple. One is in the old kitchen, another in the Inquisitor's torture chamber, the third in the garden, the fourth in the graveyard, and the fifth in the Reliquary. It's time to go flip some switches.

The cage containing the Talismans can only be opened when the five locks have been released; the lock-releases are placed in various locations about this Temple. One resides with Brother Mason. One is behind the Skull of St. Yora. One is in the kitchen, by the oven. One is behind the rack which loosens men's tongues. One is behind the Keystone Tree. The locks must be released within the span of five minutes; when all of the locks are released, the Talisman Cage can be opened. Then, he who removes the Talismans must first recite the Prayer of the Wallbuilder.

Figure 12-6
Not only must you find and trigger all five switches, but you must do it in only five minutes or they will all reset.

TIP

If you don't want to go to the trouble of knocking out the priest and getting into the locked room in the library, you don't have to. Since you know of the five switches without reading the scroll, you can simply go and flip them without finding the scroll.



The Old Kitchen and the Inquisitor's Room

Get back to the large staircase and take it down. Return to the hallway outside the priest's room, but pass it by, continuing all the way to the end of the hall. Take the first corridor to the left and take the staircase here all the way down to the storage room.

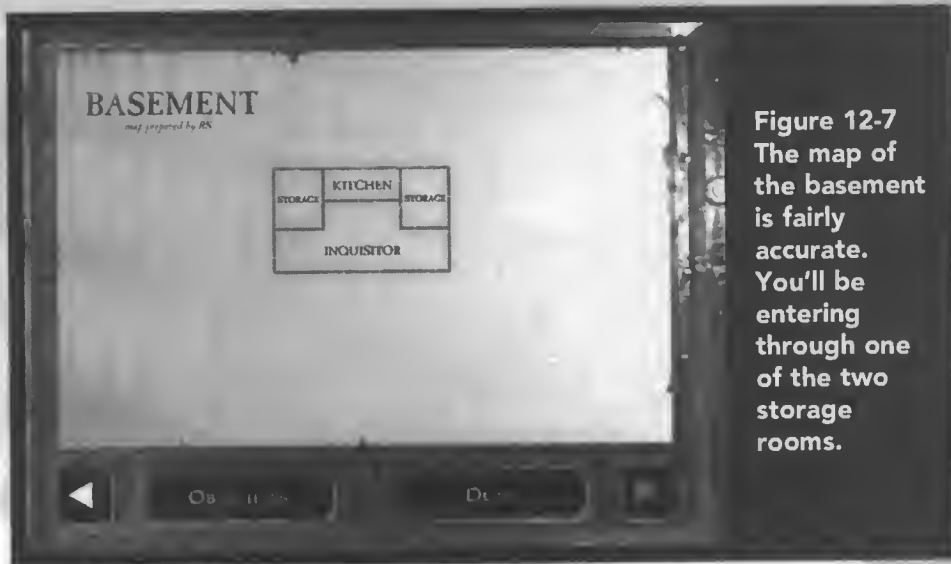


Figure 12-7
The map of the basement is fairly accurate. You'll be entering through one of the two storage rooms.



Figure 12-8
The old kitchen now houses treasure. You'll net almost 700 gold worth of cash and gems when you sneak in here.

Now sit and wait. A guard is patrolling the hallway outside this room, walking counterclockwise. Wait for him to pass, then walk out into the hall. Follow him from a safe distance, and keep going around the corners behind him. Eventually, you'll see a door on your left lead-



NOTE

If you didn't get the key from the priest, you'll need to pick this lock.

ing into the central area of this hall. When the guard turns the next corner, open the door with the key and go in, closing it behind you.

Inside, take a look around. This is the old kitchen, which is currently being converted into a treasure room. Open the three chests and get all the coins from the floor. Look around the broken wall and hit the switch on the back wall. With the switch flipped, go back to the door and return to the hallway, but be careful that the guard doesn't spot you leaving.

Go around the hallway again, staying behind the guard. On the opposite side of the hall is a doorway to your right. Head in, being as quiet as possible. The Inquisitor is currently asleep on his bed, and if you stay on the carpet, he won't wake up. If you're able to shoot off an arrow, a single one will generally kill him, but killing him isn't necessary. There's a small stack of coins on one of his tables that you can take if you wish, but getting to the coins will wake him up. In any case, you want to go across the room and into the torture chamber.

In the torture chamber, look right and walk over to the rack. Walking on the metal floor will probably wake the Inquisitor. Tread lightly. On the wall behind it is the second switch. Flip it, then walk past the iron maiden and take the corridor to the right. This leads down into the crypt area. Going here isn't necessary, but there is a lot of treasure here that you may wish to collect.

Down in the crypt are two guards. You should be able to snag a couple of urns here without getting caught, and a little exploration will reveal a staircase up. This leads back to the storage rooms around the



Figure 12-9
You don't need to kill the old Inquisitor, but a single arrow will keep him from attacking you should you make too much noise around him.

old kitchen. Head up, and take a look around for another staircase leading back up. Take it. You are going to hit the switches in the garden and the graveyard next.



Figure 12-10
Looting the crypt is profitable, but you might want to do it before flipping the switches in the old kitchen and the torture chamber.

The Garden and the Graveyard

From the stairs, return to the main hallway and get back to the large staircase. Go through one of the two openings across from the staircase and head to the right. Going this way will lead out into the garden.

Don't worry about being accosted by the Hammers here because this is a place where you're allowed to be. However, you want to make sure that you are alone here when you flip the switch. When no one is in the garden with you, walk to the wall across from the entrance and turn right. Move behind the trees and look up. The switch you want is above you, under the eaves. Flip it, then return inside.

Walk straight through the training rooms here all the way to the other side. This is the Hammers' graveyard. Walk in, and follow the path. There is a conversation between a pair of Hammers taking place in the central area. Go all the way to the back. Again, you're allowed to be here, although you can't get too close to the two tombs in the back. When the coast is clear, enter the second tomb from the back and look up. The fourth switch is here. Flip it, and on your way out, get the five urns from the tombs as long as it's safe. Return to the large staircase and go back to the top floor.

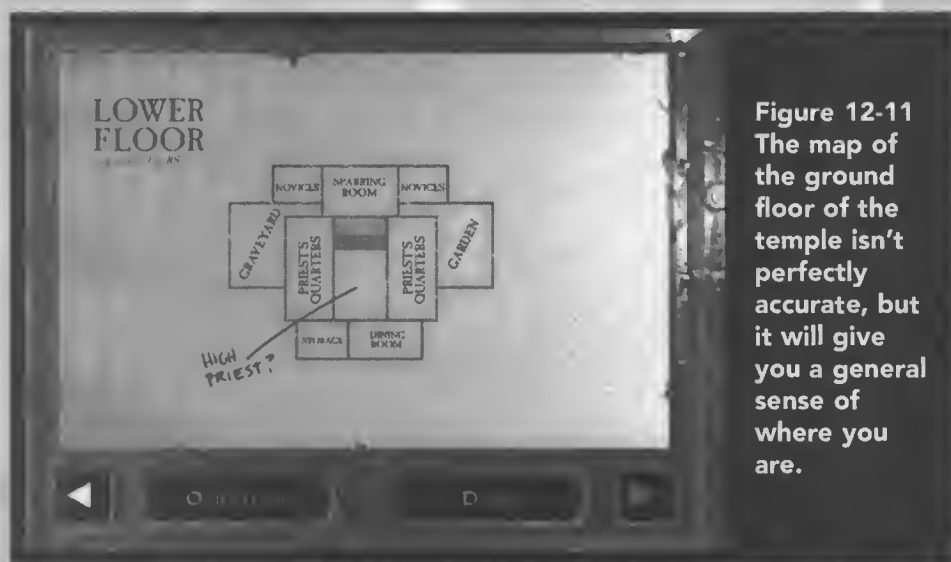


Figure 12-11
The map of the ground floor of the temple isn't perfectly accurate, but it will give you a general sense of where you are.



Figure 12-12
The garden switch is well hidden under the eaves. Make sure you're alone in the garden when you flip it.



Figure 12-13
Brother Mason's tomb is the one on the right. The fourth switch is in the ceiling of his crypt.

The Reliquary

Go back to the Reliquary. A guard is standing here, but he won't take notice of what you're doing. Make sure that you and this stationary guard are the only ones in the room, and walk over to the pedestal on the right. The fifth and final switch is on the back of this pedestal. It's the one with the skull on it if you get a little mixed up.

Flipping this final switch should reward you with an odd noise that indicates that all of the switches have been flipped. The way to the Talismans is now clear. Return to the large staircase and go down.

NABBING THE TALISMANS

Go back to the stairs that lead down to the basement, but this time take the corridor to the side and follow it all the way around. At the back, there is an opening to the outside. Step through, and you'll be in a large chamber holding the Talismans on the far side.

If you're carrying the hammer from the priest's room, when you step onto the platform, a bridge will appear from the opposite side of the



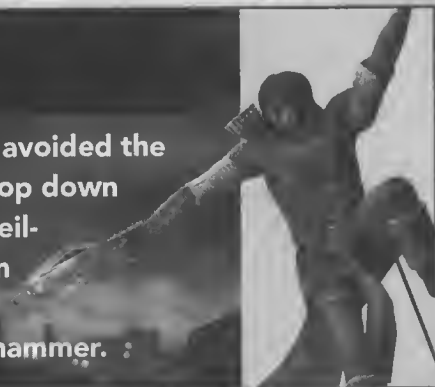
Figure 12-14
The Talismans are in the cell on the right. Nabbing them will give you everything you need to return to the haunted cathedral.



Figure 12-15
There they are, the Talismans of Earth and Air. Read the Wallbuilder's Prayer to disable the force field around them and get ready to run.

TIP

If you aren't carrying the hammer because you avoided the priest, you can still get up to the Talismans. Drop down to the floor and shoot a rope arrow into the ceiling. Climb up, then jump over to the platform where the Talismans are. However, in Expert, there is no rope arrow. You have to have the hammer. :



room. Walk across and enter the cell on the left. Flip the switch here to open the bars leading to the Talismans. Enter this cell now.

You'll notice that the Talismans have a strange glow around them. This force field will strip away your health if it is active when you attempt to pick up either Talisman. To get rid of the force field, stand in the cell with the Talismans and read the Wallbuilder's Prayer that you nabbed at the start of the mission. This counters the spell but will also set off the alarm. All of that sneaking has gotten you this far, but you'll now have to run for the exit.

ESCAPING

Go back across the bridge and out into the hallway. Take a left and follow the hall around. The guards are on full alert at this point, so there may be a few of them in the halls ahead of you. Run through and get to the large staircase. Run up and go to the left.

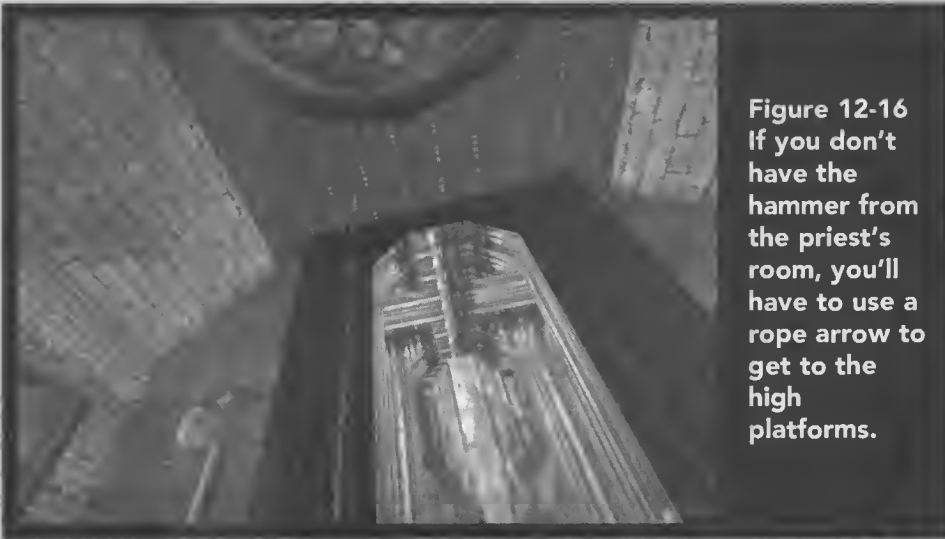


Figure 12-16
If you don't have the hammer from the priest's room, you'll have to use a rope arrow to get to the high platforms.

TIP

If you've gone through this mission without the priest's key, getting back is a little tougher. Go down your rope, then collect the arrow and shoot it again near the other high platform. Climb up and back to the hallway. This takes a little more time, but you won't have guards around you when you try it, so you should be fine.

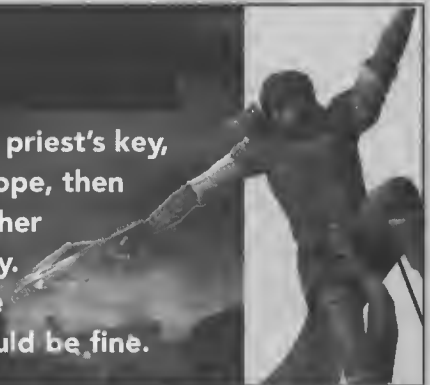




Figure 12-17
Back on the streets you can rest easy and smug, knowing that you have escaped with the Hammers' precious artifacts.

You're going to head toward the Reliquary, even if you don't need the First Hammer. Get out to the balcony and jump over the wall onto the low roof below. From here, drop down to the streets, and the mission will end.

If you need the First Hammer, run past the balcony and into the Reliquary. Drop the guard (and anyone else in the room) with a gas arrow, grab the First Hammer off the middle pedestal, and run back to the balcony and jump off and down to the streets.



Chapter 13
Return to the
Cathedral

THE MISSION

With the four Talismans in your possession, you now are able to enter the old haunted cathedral and steal The Eye. Once The Eye is in your grasp, Constantine will give you the massive payoff he promised, and you can go about retiring in style for the rest of your days. This will be the toughest mission you've faced so far, but it will definitely be worth it. Stock up on flash bombs, holy water, and fire arrows to deal with the undead creatures you'll encounter.

Regardless of the difficulty level, the job at hand is to use the four Talismans to open the way into the cathedral and nab The Eye. Once you have it, you must find a way out of the cathedral area. There will be

TIP

You may want to get the two bodies out of the cathedral before you steal The Eye since the cathedral becomes very hazardous after you take it. See the section called "The Graveyard" for more details.

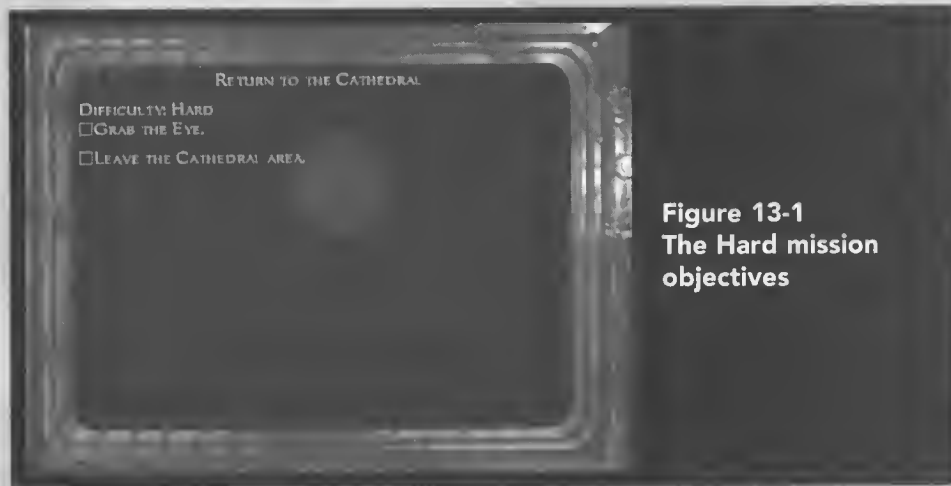
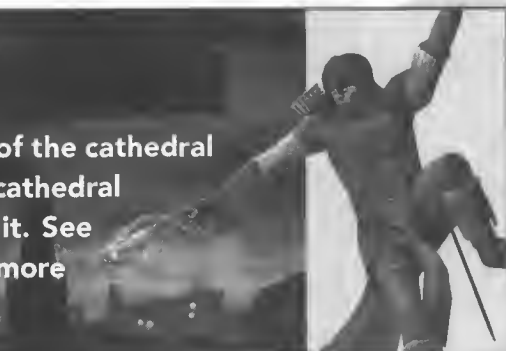


Figure 13-1
The Hard mission objectives

some opportunities for looting here and there but, in general, you'll be too busy escaping from the shambling dead things that will be chasing after you to worry much about treasure.

GETTING THE EYE

Your mission begins directly outside the cathedral. The gates behind you are closed, effectively sealing off the nasties from the street. However, this means that you can go in only one direction: forward. Use the four Talismans on the appropriate statues around the doorway and go in.

TIP

You don't have the resources to do much fighting on this mission. Most of the time you'll be running and hiding from the undead creatures. Fight only when you have to on this mission. Wasting your fire arrows, water arrows, and holy water will get you killed quickly.

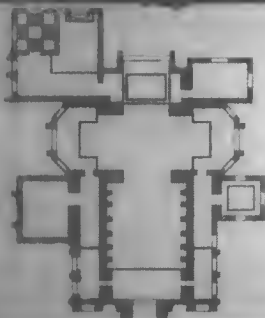


Figure 13-2
The map of the cathedral is excellent and will serve you very well through the first part of this mission.

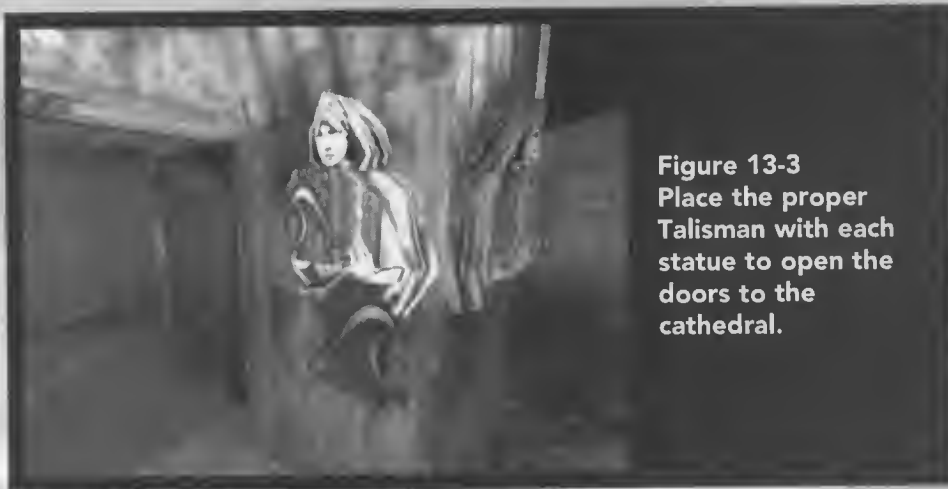


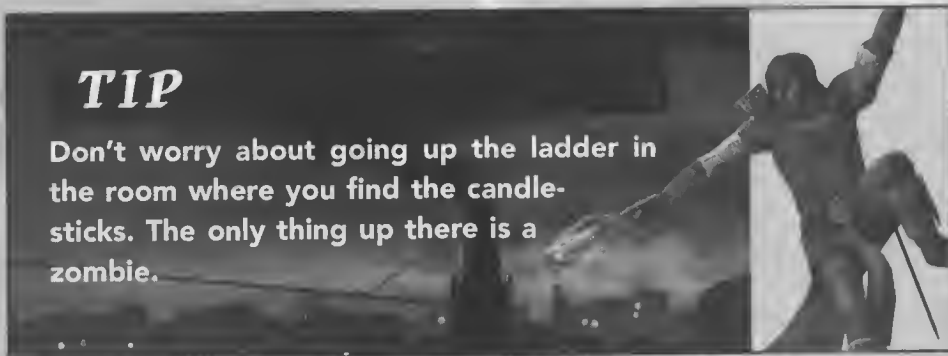
Figure 13-3
Place the proper
Talisman with each
statue to open the
doors to the
cathedral.

Turn right and go through the door, then through the other door in this small room. Move forward into the long, narrow room and pick the lock on the door to the right. Get the loot from inside and return to the entrance to the cathedral. Avoid the double doors to your right and open the door across from you. Again, go through the other door in this room and into the long, narrow room beyond. Pick the lock on the door to the left and get the loot. Return to the long room and walk to the door on your left. Prepare your flash bombs and get ready to move.

This is where things get fun. Open the door and sneak in. There are three or four zombies and three haunts in this room. Creep forward to the haunt in the center of the room and get his attention. Hopefully, you'll also attract the attention of the other two haunts and most of the

TIP

Don't worry about going up the ladder in the room where you find the candlesticks. The only thing up there is a zombie.





NOTE

There is a switch in the cathedral basement that turns on the elevators in the area. Flip it before you steal The Eye. The elevators will let you use the winter tunnels effectively.

zombies. When they get close, use three flash bombs to wipe them out. Run up to the altar (The Eye is floating about 15 feet above you) and go through the door on the right.

Get the water arrow off the fountain and the holy water from the corner. Now take stock of yourself. If you've been wounded, use the fountain. It is, effectively, a never-ending healing potion, though it does take time to fill up after you drink from it. When you're fully healed, get a vial of holy water ready and arm your water arrows. Open the door back to the main altar area and look around. There's a good chance that a couple of undead creatures are still thumping around in here. Dispatch them quickly with holy water arrows.



Figure 13-4
The huge number of enemies in the main part of the cathedral is best countered with the judicious use of flash bombs.



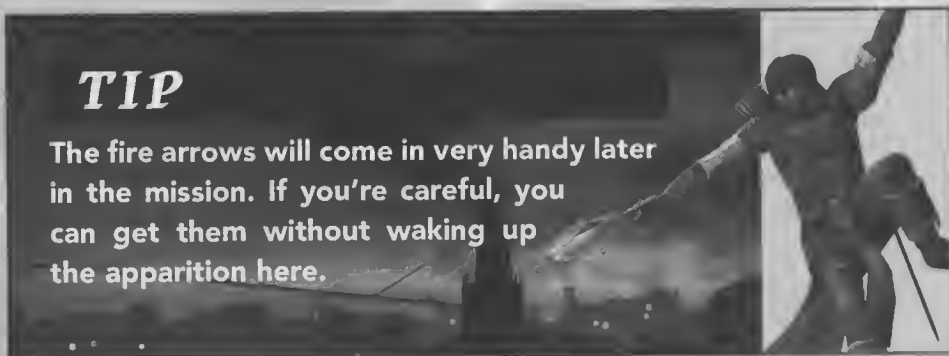
Figure 13-5
You must walk carefully on the beams across the top level. A misstep is at best a major inconvenience, and at worst, fatal.

From the room with the fountain, walk past the altar and open the door on the other side. There is an apparition in here, so you'll have to move quickly. Run in, past the apparition, which will be to the right, and open the door. You'll see a set of stairs going up and another heading down. Go up, all the way to the top floor, and open the door at the top.

Inside this room are two more doors. You can't open the one on the left, so don't worry about it. Instead, open the other one and walk out across the beam. Once you get to the beam, the apparition will stop chasing you, and you'll be fairly safe. Follow the beams and rooms here,

TIP

The fire arrows will come in very handy later in the mission. If you're careful, you can get them without waking up the apparition here.



getting any loot and opening all the chests that you find. Keep going across the beams until you come to a locked door. Pick the lock and move in carefully, grabbing the loot and the fire arrows from the table. Then walk back out on the beam and drop down to the platform below.

On Hard and Expert levels there is a locked door on this platform as well, directly beneath the door you just unlocked. Pick the lock to this door and enter the room. There is a small balcony to your left as you enter. Walk out onto the balcony, and you'll see The Eye at your level. You must now jump over to the top of the hammer pedestal and take The Eye. When you have it, drop down to the bottom floor.

TIP

It's a difficult jump to land directly on top of the hammer to get The Eye. You may want to put a rope arrow into the wooden beam above the altar to help you make the jump more easily.



Figure 13-6
The Eye floats next to you, just waiting to be grabbed. With it, you can return to Constantine and retire in style.

THE SPIRIT OF MURUS

You have The Eye now, and a look at your map will show you that you must get out the back of the cathedral to find the cloister gate. Don't bother with the front door. The Eye has locked it. Go through the door that led to the stairs to the top floor of the temple. This time, though, you aren't going to take these stairs. Inside the door, turn right and run directly past the apparition. Open the door and enter the garden.

In front of you is a spirit that looks somewhat different from the normal apparition. This is the spirit of Murus, the only undead creature around the old cathedral that isn't intent on handing you your head. He will welcome you to the area and will offer to help you if you help him. Walk past him and take the first right. Drop down the broken staircase to the ground below.

Murus will appear down here. He'll tell you that if you want his help in leaving, you must help him as well. To start, you must locate his rosary, which is somewhere in St. Yora's. Take the left path from Murus and walk up the staircase. This is the entrance to St. Yora's, where Murus' rosary lies hidden.

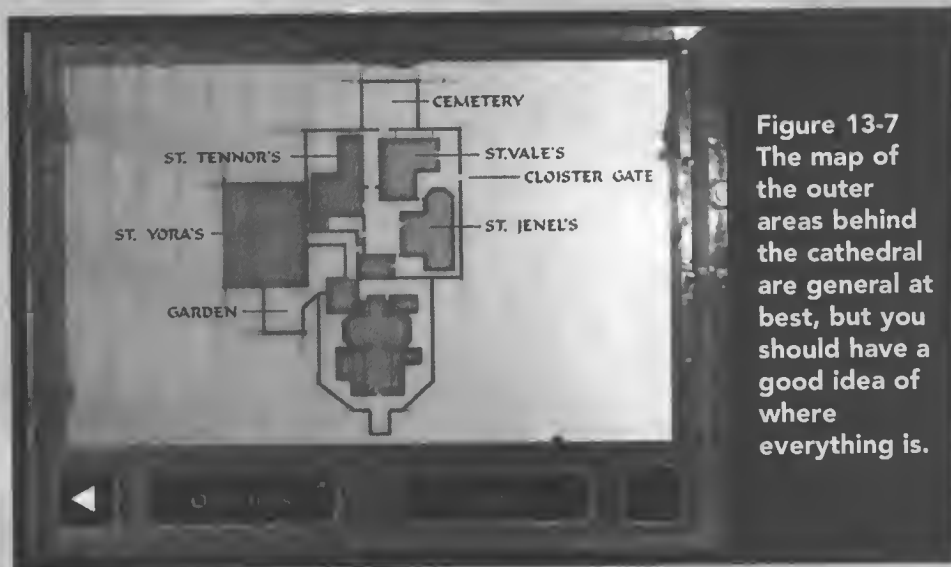


Figure 13-7
The map of the outer areas behind the cathedral are general at best, but you should have a good idea of where everything is.



Figure 13-8
Murus thinks you're a new disciple. It doesn't really matter whether you are or not, since he has what you need to leave this area.

Inside St. Yora's

Open the door into St. Yora's and walk in. There shouldn't be anything around you, so you can take it easy for the moment. Turn right and head up the staircase. There's really only one way you can go up here, so walk forward and get to the large sarcophagus. Snag the water arrows, then go through the hole in the wall. Be very careful now because there are a couple of active zombies up here. Walk through this small chamber to the door. Open it, and head right through the next door and out into the hallway. Turn left and walk around the hallway to the first doorway on the right. Duck inside and walk to the back room. Open the chest to get Murus' rosary. (You'll need to use your lockpicks on Hard and Expert).



NOTE

There are some fire arrows in the kitchen of St. Yora's. You need to fire a rope arrow into the wooden ceiling above the oven to get them.

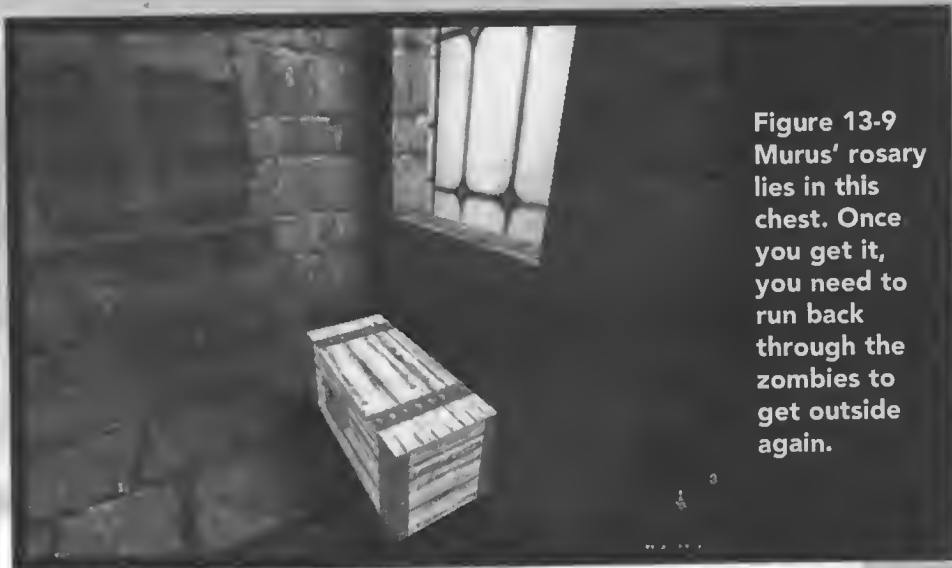


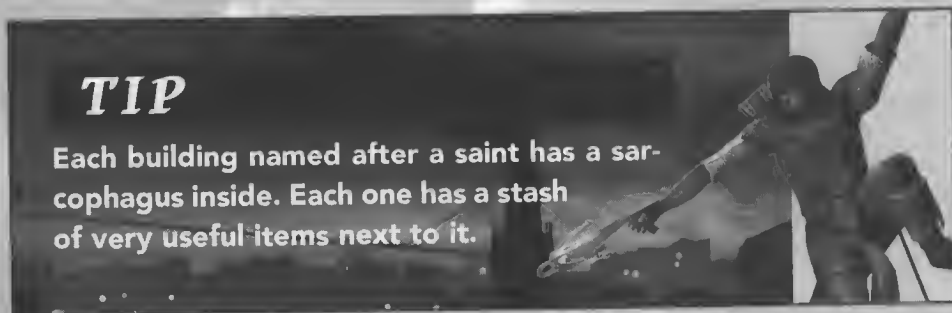
Figure 13-9
Murus' rosary lies in this chest. Once you get it, you need to run back through the zombies to get outside again.

Turn around and run back through the hallway. Drop down the large crevice to the ground floor. Steal the healing potion off the table and run out of the room through the exit to the left of where you came down. The door ahead of you is where you entered St. Yora's. Go out the same way and return to the last place you spoke with Murus.

He's there waiting for you again, and he will congratulate you on recovering his rosary. He tells you next that you'll need a holy symbol. With the number of undead creatures running around here and the extent of the desecration, the chance of finding a good holy symbol is next to nothing. Murus suggests you use the machinery in St. Tendor's to create a new holy symbol. This is where you head next.

TIP

Each building named after a saint has a sarcophagus inside. Each one has a stash of very useful items next to it.



Around St. Tendor's

Go through the opening at the bottom of the broken staircase and into the cloister area. Make sure there are no undead walking around, and go left. The first door on your left is the entrance to St. Tendor's. Go in, and walk through the open doorway to the corridor beyond.

Turn left in the corridor and follow it around to the room at the end. Inside is the machinery that Murus spoke of. Grab the mold on the bottom right from the floor; it should look like a hammer. Place it under the machine and pull the left lever. This will close the mold and prepare it for use. Then flip the lever on the right to pour the molten metal into the mold. When the holy symbol is ready, use the left lever again to open the mold and take the holy symbol.

TIP

The noise of the machinery might attract some haunts or zombies. While the holy symbol is being made, retreat to the doorway and hide in the dark alcove.



Figure 13-10
It takes a little time for the holy symbol to be produced, stay out of sight of the doorway and stay still while you wait. You should be safe.

Go back to the hallway and walk through St. Tennor's. Take the staircase at the end up to the second floor and jump across to the ledge on the other side of the room. From here, jump over to the metal chute and slide down to the small courtyard outside.

Take a look at the small shed here. There is a candle on top that you'll need eventually, so you may as well get it now. Use a rope arrow or just jump onto the shed and climb up, then mantle to the roof. Get the candle, then crouch and retrieve your rope arrow. Then jump back to the chute and climb up. Leave St. Tennor's by the entrance you came in, returning to the cloister area. You can also just climb the ladder around the side of St. Tennor's.

Before going back to Murus, you'll take a short trip through St. Vale's. Go forward from St. Tennor's to the corner and open the gate. Walk through and turn to the right. The large doors ahead of you are the cloister gates, where you'll be going when you've finished helping Murus. Walk around the corner and through the door on the left into St. Vale's.

Shoot a rope arrow into the balcony on the left and climb up, mantling up to the top floor. Walk around the balcony and get the prayer book, then go retrieve your rope arrow. Drop back down to the ground floor and leave. Return to the broken staircase outside St. Yora's and speak with Murus again.



Figure 13-11
You will need the candle later. Take it now and you won't have to return to St. Tennor's later.



Figure 13-12
Zombies hit hard, but you're quite a bit faster than they are. Move quickly to avoid this one guarding the stairs.

Through St. Jenel's

Murus will tell you that you have everything you need to do the favor for him, and that he will meet you in the graveyard next to his grave. However, to finish the mission, you have a couple of things to do in St. Jenel's first. Go back through the archway to the cloister and into the building directly across from you.

Walk forward inside the building and drop down to the basement level. Press the button to get the elevator back to the top floor and walk out toward the staircase. Don't take the stairs. Instead, hug the left wall to the overhanging balcony. Drop down and open the blue chest



NOTE

There are winter tunnels between all the cloister buildings except St. Yora's. You can use these as shortcuts. In one room you'll find a mural with a row of red dots above it. Shoot or press the rightmost and you'll reveal a secret supply room.

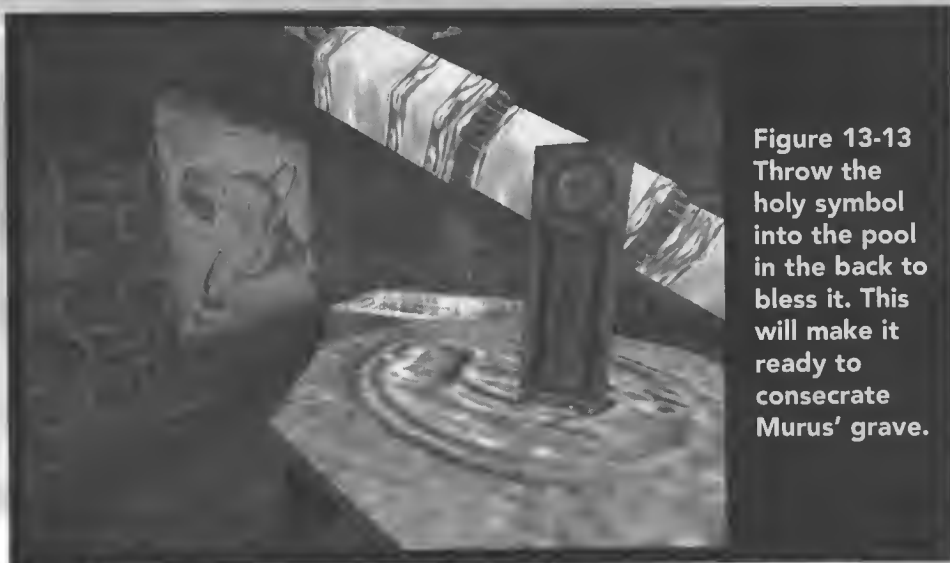


Figure 13-13
Throw the holy symbol into the pool in the back to bless it. This will make it ready to consecrate Murus' grave.

here to nab the cemetery key. Snag the loot off the table and run past the zombie up the stairs.

Get back on the elevator and press the button to go to the lower floor. Step off the elevator and into the room beyond. Go forward toward the table and take a hard left. Pick the lock on the door here and go in, taking the long staircase all the way to the observatory at the top. The staircase is dark and dangerous, use a fire arrow to light a torch or two. If you read the book on the table, you'll discover that the Hammers have determined that the moon has mystical properties. Throw the holy



NOTE

The graveyard is made up of several connected areas arranged like a box. Murus' grave is opposite the entrance on the other side of the wall.



Figure 13-14
It's impossible to miss Murus' grave.

symbol you created into the small pool here, then retrieve it. The water in the pool has blessed the holy symbol, making it ready for use.

Go back down the stairs now and to the elevator. Take it to the top floor and leave St. Jenel's the way you came in.

The Graveyard

When you leave St. Jenel's, take a right and walk to the gate. Open the gate and walk through. Ahead of you and slightly to the right, you'll see the locked gates of the cemetery. Use the key on the gates and go through. Arm yourself with fire arrows and use a couple on the zombie you find skulking around in here. Wander through the graveyard until you find Murus standing by an old grave.

When you find Murus, he'll tell you exactly what to do. You must touch his tombstone with the rosary, then place the candle on the stone and read the prayer. Touch the gravestone with the blessed holy symbol, and Murus' grave will have been blessed. With his soul finally at peace, he can rest easily now.

Unfortunately, Murus doesn't have a key to the cloister gate. Instead, he gives you a key to the old armory on the top floor of the cathedral. You'll have to go back to the cathedral if you want to leave in one piece.



Figure 13-15
As a reward for giving him eternal rest, Murus gives you the key to the old armory in the cathedral. You've got a few more things to do before you can leave.

On Hard and Expert difficulty you have other tasks to perform. You must bury Murus's two friends and, on Expert, kill all the haunts in the area.

The two friends are Brother Renault, found in the wine cellar of the cathedral, and Brother Martello, whose corpse is in the north eastern part of the cathedral attic. You must collect the bodies and toss them in their graves.

There are nine haunts. Three in the cathedral, one between St. Yora's and the garden, four that wander in the cloister, and one in the alchemy lab in the winter tunnels.

An unaware haunt can be killed with one backstab of your most powerful sword attack. Mines are also a good strategy against wandering haunts. If you're in trouble you can use flash bombs, but remember that they're rare at Expert difficulty.

GETTING OUT

Leave the cemetery and go back to the broken staircase by St. Yořa's. Reenter St. Yora's and get ready to move. Walk straight forward into the room where you grabbed the healing potion and go left through the



Figure 13-16
All the zombies you didn't kill the first time you ran through St. Yora's are still here. Don't waste time trying to kill them now, either.

other doorway. Follow the hallway here all the way around to the left until it ends in a large room. The doorway to your right leads back into the garden between St. Yora's and the cathedral. Leave by this door, and get your holy water ready to use.



Figure 13-17
This explosive device should be powerful enough to blow open the cloister gates.

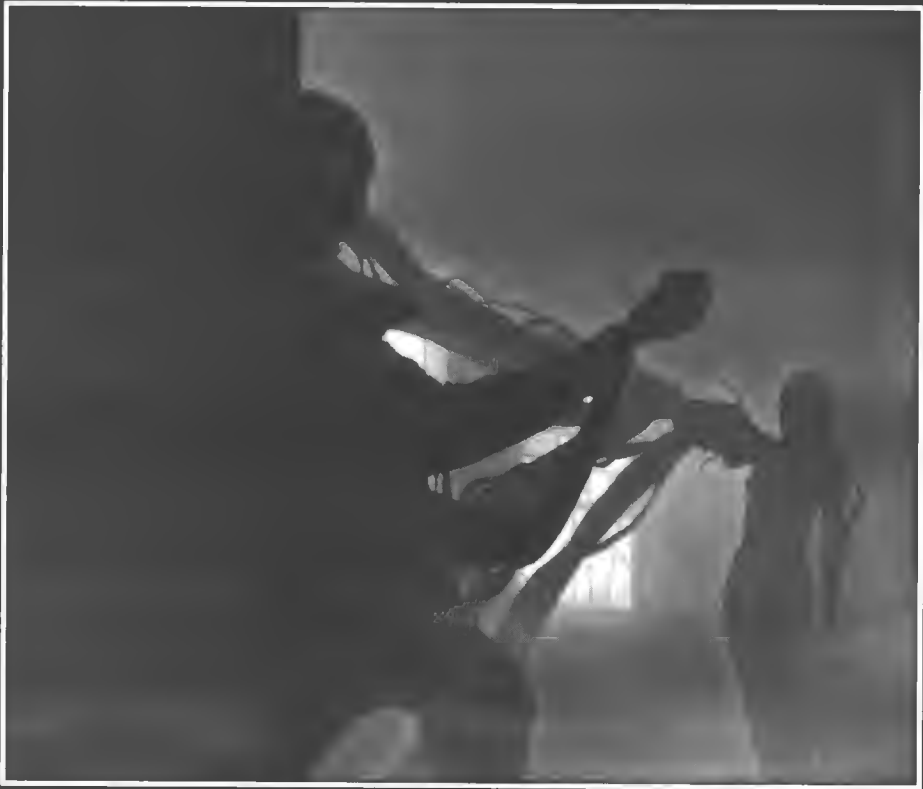
The garden is home to an apparition. Other undead will walk in and out of St. Yora's building. Since you really don't want these creatures following you, use a holy water vial and kill them off. When the way is clear, go back through the door leading into the cathedral. Run around the apparition and go to the right, taking the door to the staircase. Return again to the third floor and open the door at the top.

In this room, use the armory key you got from Murus on the left door. Inside, you'll find a parchment, an explosive device, and a few fire arrows. Read the parchment and get the explosive and the arrows. Once you have these, return to the garden and drop down the broken staircase again. Don't use all the fire arrows. You'll need one to get out.

Run out now to the cloister gates near St. Vale's. Drop the explosive device by the gates and back up to the shadow area across from it. Not too close or you'll get hurt. Launch one of your fire arrows into the device and the gates will be blown open. Run out, and the mission will end.



Figure 13-18
Once the
gates are
open, you're
home free.



Chapter 14
Escape!

THE MISSION

It's all been a ruse. You return to Constantine with The Eye, ready to claim your 20 million and retire in style, when it becomes apparent that you've been played for a sucker. Constantine and Viktoria are not what they seem, and when they both transform themselves into bizarre creatures before you, you realize that not only are you a dupe for their plans, but you're in way over your head. Constantine and Viktoria pluck one of your eyes from your head and use it to power up the gem. They then leave you to the tender mercies of their horrible creatures. However, you've been tracked by a group of Keepers who release you.

You must escape from Constantine's twisted home. You'll be starting in familiar territory, but the ways you know to the surface are blocked. The only way out is through Constantine's minions. On both the Normal and Hard levels of difficulty, you must escape from Constantine's home with your skin. Expert players also must find out something about what Constantine is planning to do with The Eye now that he has it.

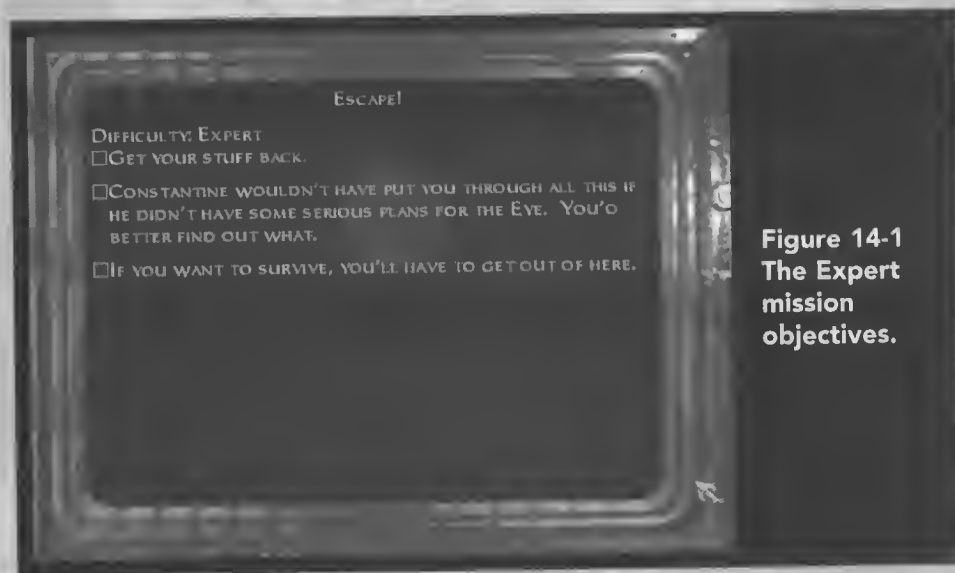


Figure 14-1
The Expert mission objectives.

THROUGH THE MAZE

Into the Maze

You start in the altar area outside Constantine's garden. Chances are good that you looted this area during the mission to steal Constantine's sword. When you were here last, there was a door in the room that you could not open. It's open now, though. Before going through it, check around the altar area and get the useful items here. On Normal difficulty there is a gas crystal near the doors. You won't get any broadhead arrows, but you'll find your blackjack and some noisemakers and rope arrows. Then head out the door.

It's risky but you can use your blackjack against apebeasts and bugbeasts to save on arrows. You'll have to be sneaky enough to strike from behind, but one good blow should drop them instantly. If you can spare a flashbomb drop one near a group of foes and then blackjack them while they stagger.

TIP

All around this mission, you'll find fruits. Grab these and eat them. Each will add a couple of hit points back to your total.



Check the fires burning here and grab any fire arrows you see. Head down the stairs and go either right or left. You should crouch down at this point because there are some nasty creatures below you, including a bugbeast and a couple of ratmen. There is a good chance they'll spot you if you're standing, and you're in no condition for direct combat. While crouched down, fire a rope arrow into the ceiling and jump off the balcony onto the rope. Climb up and jump across to the small alcove above the floor. Get all the goodies here, and lean out and snag the gas arrow next to the niche you're in.

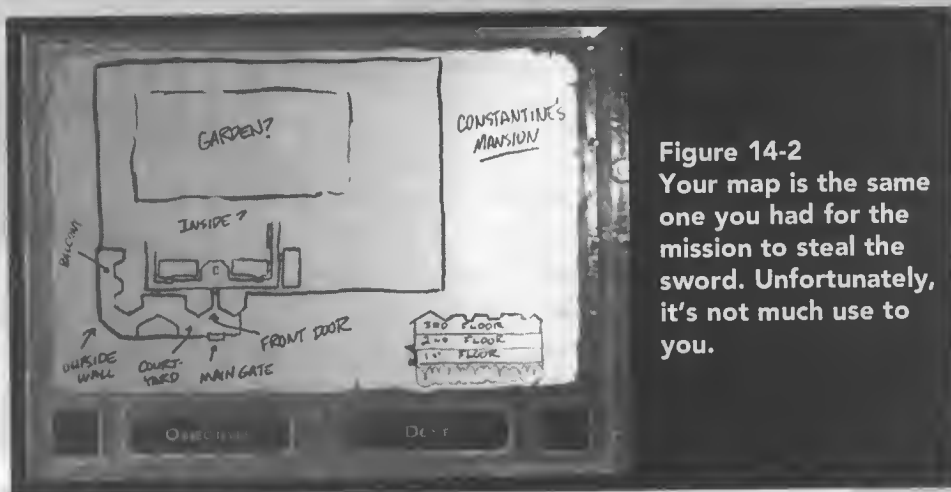


Figure 14-2
Your map is the same one you had for the mission to steal the sword. Unfortunately, it's not much use to you.

The best way to move on is to use the gas arrow on as many of the creatures below as possible. Regardless of how many creatures you use the gas arrow on, you should use it on the bugbeast without hesitation. Slay the apebeasts with broadhead arrows if you don't catch them in the gas cloud. Climb down the rope but not off it. Get your rope arrow back and fall to the ground.

Now go through the leftmost exit from the stairs down and take left passages until you come to a dead end with a vertical pool. Step

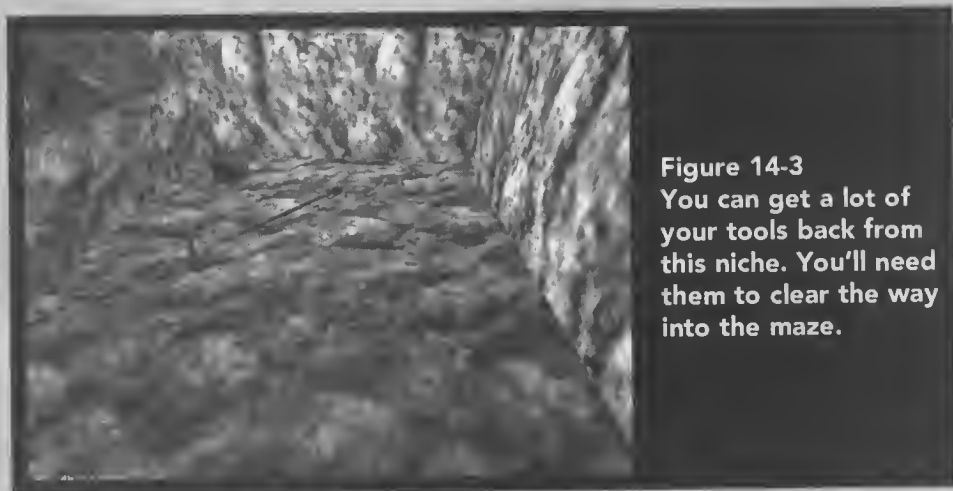
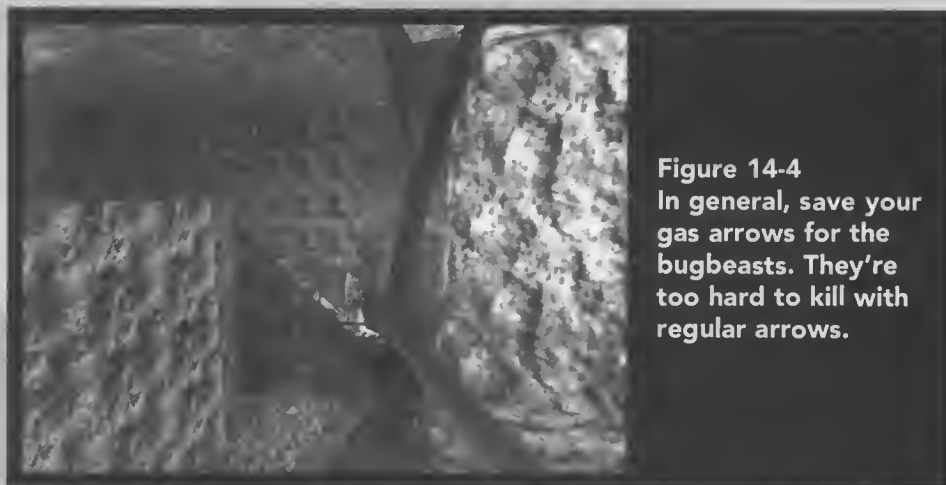
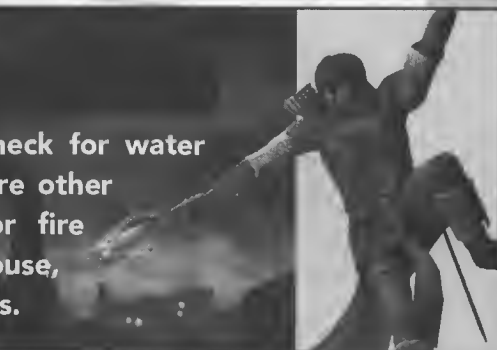


Figure 14-3
You can get a lot of your tools back from this niche. You'll need them to clear the way into the maze.



TIP

Any time you see water, check for water arrows. Any time you see fire other than torch flames, look for fire arrows. If you see a tree house, check it for devices and items.



into the pool and grab the water arrows, then return to the stairs. On your way back, make sure you get the gas arrow, and drop the patrolling apebeast.

Near the vertical pool you'll find a spider tunnel. Expert players have to go in and through them. They lead to a tree house. This one is guarded by a few beasties, either frogs or bugbeasts depending on the difficulty level.

Inside the tree house is a book that you must read to fulfill the Expert objectives. Also there are plenty of very useful items. Loot the house then head back the way you came.

Getting to the Basement

Now that you're back at the stairs, it's time to get serious about getting through the basement and finding some help for dealing with Constantine. This time, you're going to go through the rightmost exit from the stairs. Go left in the room beyond and through the tunnel, getting the arrows off the ground. When this path ends in a T-intersection, turn right. Make sure the bugbeast and apebeasts in this area aren't around, then shoot a rope arrow into the canopy above and climb up. Jump over to the platform and explore. You'll find some ammunition and supplies up here, which should help you out. While up here, snipe at the apebeasts and drop the bugbeast with the gas arrow you grabbed earlier. Make sure to watch out for the bugbeasts's and fire elemental's ranged attacks.

While up here, you can also go through the tunnel. There is a gas arrow at the end that is definitely worth having. When you've got everything, drop back down to the ground, and retrieve the rope arrow. Go back to the T-intersection and go forward into the next room. Head to the right here, and go through the long tunnel.



NOTE

These lower levels are your chance to stock up on items and weapons. Take that chance since there are hardly any in the upper part of the mansion. You need all the help you can get upstairs and the items down here are the only help you'll get.

As you go through this tunnel, you can grab a few water arrows. You'll also have to kill off a spider or two on your way to the next large area. This path will end on a platform overlooking some sort of shrine on the ground. Fire a water arrow into the fire elemental and take a look around. Jump to the higher platform on the left and snag the gas arrow here. You can also put another rope arrow into the ceiling by the platform on the other side and get the water arrows here. A few more apebeasts patrol this area, and hitting them from above will keep you out

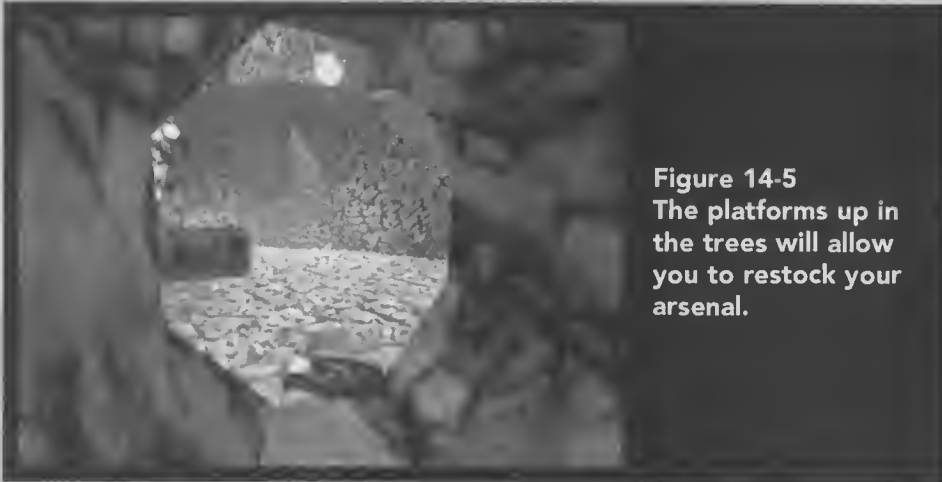


Figure 14-5
The platforms up in the trees will allow you to restock your arsenal.

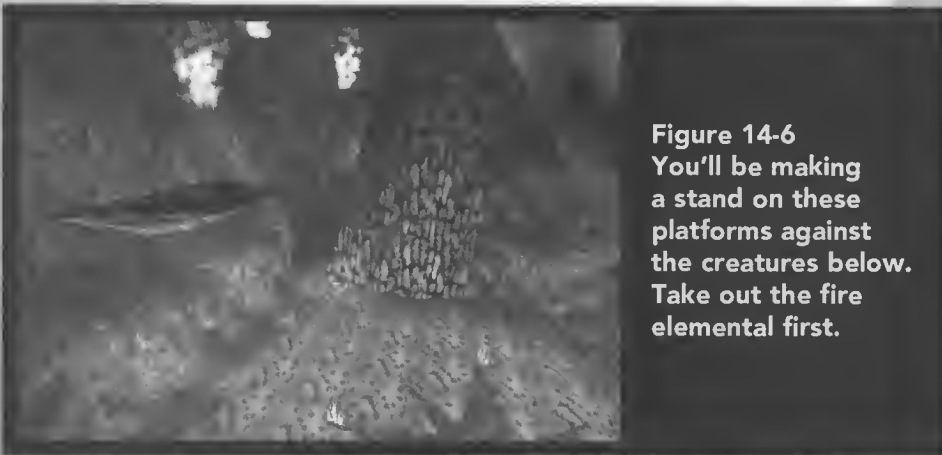


Figure 14-6
You'll be making a stand on these platforms against the creatures below. Take out the fire elemental first.

of range. If you didn't drop the bugbeast earlier, there's a good chance it will appear now.

When the apebeasts are dead or unconscious, drop down to the ground and walk into the large, open area. Take the tunnel on the left until you get to the next large room dominated by the tree at its center. Use another rope arrow to get up to the platform and take a look around. Don't miss going through the opening and into the tree. Get the arrows here and read the book. It's a journal of Constantine's and it suggests that either he is a highly placed agent of the Trickster, or he is the Trickster himself.

The world as I once knew it was a place of magic - full of mystery and inhabited by creatures of glamour and terror. The men who lived there lit their bonfires and wondered at what crept and lurked in the darkness outside their weak circles of light. All their dreams, their aspirations and dreads, come from that darkness.

Now, as the forces of "progress" cover the meadows in brick and cobblestone, as they replace the majestic loft of tree with the blocky ponderousness of building, they also light the world in their electric, active glare. With the lighting of the shadows, man loses his ability to fear, and to dream.

Figure 14-7
Constantine's journal is a wealth of information. Too bad the only information it contains is bad news.



Figure 14-8
You'll get very good at sniping at apebeasts in this mission. Try to kill them with your first shot, since arrows will always be in short supply.

When the apebeasts in this area are taken care of, drop back to the ground. Head up the ramp here and go left at the T-intersection. You'll see a room ahead that looks like it belongs in a normal basement. Slay the apebeast with an arrow and move in carefully. Three other apebeasts patrol this area.

INTO THE BASEMENT

Although your map has shown you to be in Constantine's basement this whole time, you're now in something that actually resembles a real basement and not some evil forest. When there are no apebeasts around, move through the room and into the corridor beyond. Douse the torch with a water arrow and wait.

Eventually, the three apebeasts in this area will come this way. If you can, hit them with arrows when they're still unaware of your presence. When you have killed them all, walk forward down the hallway and go right at the end of the hall. Walk forward now until you get to the wall, then go right followed by an immediate left. You'll have to walk across a metal floor here, but with the apebeasts out of the way, this shouldn't be much of a problem.

Take the first left on this floor and go up the ramp. You'll still be on a metal floor, but there aren't any enemies close by. When you get back to the carpeting, turn right, then take the next left. You'll be spending a long time in this hallway because there are a few more apebeasts to deal with here. Extinguish the torches as you go down the hall, then duck into the alcove to the left.

Again, apebeasts will walk past on patrols, but if you've been careful, they shouldn't know that you're around. Drop all three of them however you can, but make sure you still have a few gas arrows in your

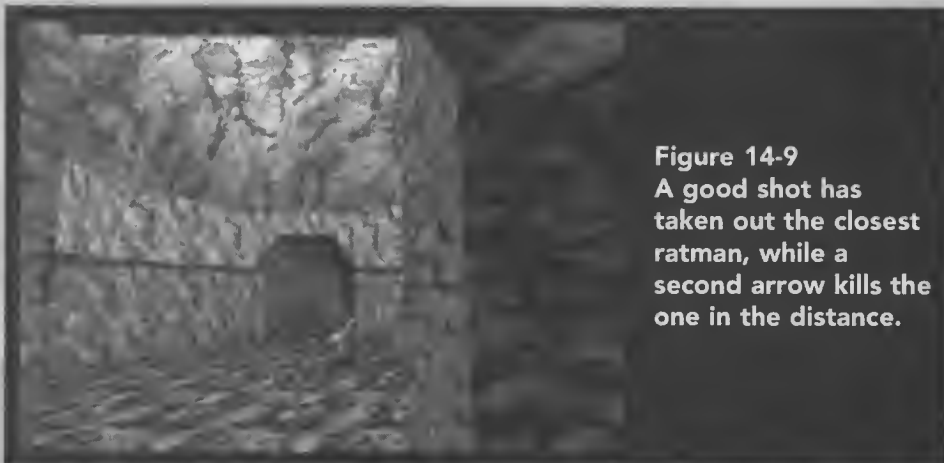


Figure 14-9
A good shot has taken out the closest ratman, while a second arrow kills the one in the distance.



Figure 14-10
Watch out for the apebeasts around corners. They are wickedly fast with their swords and should be attacked with a sword only when you're desperate.

inventory for the next floor. You can use your broadhead arrows without much fear at this point because you won't have much use for them on the top floor.

With these apebeasts out of the way, go back to the hall and all the way to the corner on your left. Continue around the corner, and take the first left, running past the spider here. Take the next two rights until you get to the door. Open it, and you're at a set of stairs. Climb up them to the first level of Constantine's house.



Figure 14-11
At the top of the stairs, you'll be in territory you should recognize. However, some significant changes have taken place in Constantine's house.

GETTING OUT

If you don't recognize where you are, this is a first-floor staircase you spent some time in during the mission to steal the sword. You crouched here and stole a key from a guard so you could get to the top floor.

You have two choices, blasting through the front door, or a more quiet exit through the balcony you entered through in *The Sword*.

To get to the balcony you have to go through the storage room in the south west corner of the mansion's bottom floor. Defeat those foes that would prevent you from leaving then climb the ladder in the corner tower to the second floor. You'll have to be sneaky but you can get out this way.

Or you can make a dash for the door and make a lot of noise.

Go right from the stairs and into the hallway. Go left then, and follow the hallway all the way around to the kitchen area. You will likely run across a apebeast, so drop him. You'll also have a run-in with an exploding frog creature. Since you know it's here, try and spot the frog from a distance and pop it safely.

At the kitchen, shoot a gas arrow at the ratman standing guard, then enter the room. From here, go left into the dining room and get the fire arrows off the table. Again, there is probably a ratman patrolling through this room. If you still have two gas arrows, use one on him. If not, kill him with fire arrows, broadhead arrows, or whatever else you

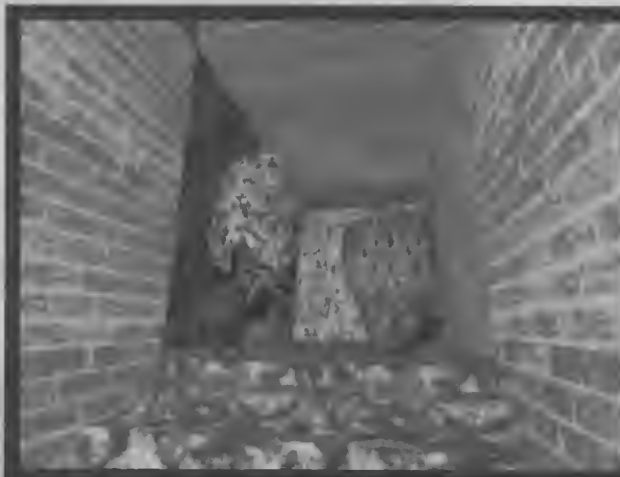


Figure 14-12
The top floors of the house have been sealed off. To get out, you'll need to make a run for the front door.



Figure 14-13
If you're low on gas arrows, you'll have to make do with broadhead arrows to get rid of your foes.

have in your arsenal. In a worst-case scenario, blind this ratman with a flash bomb and run through the room into the hallway.

In the hallway, arm yourself with a gas arrow and go left. Follow the corridor around the corner, and start aiming at the bugbeast standing in your way. Launch the arrow at it, then run past, taking the first door on the right, which leads outside. You should have a jump on the other bugbeast and the apebeasts on the other side of the hallway, so you should get to the door before they can react and hit you. Watch out for the exploding frogs by the door.

Once you're outside, the mission will end.



Figure 14-14
The way out is heavily guarded. A gas arrow and a lot of speed will be the best and least painful way out.



Chapter 15
**Strange
Bedfellows**

THE MISSION

The state of Constantine's house reveals just how serious the situation has become, and its chaotic nature now makes a little more sense. Things are now serious enough that you're looking anywhere for an ally to stop the Trickster. One unlikely but potentially powerful ally is the Order of the Hammer. You've been a thorn in the Hammers' side lately, especially with your break-in at Cragcleft Prison and your stealing the Talismans of Earth and Air from under their noses. Still, the Hammers are among the few people who believe that the Trickster really exists. If you can enlist their support, it's possible that you can still thwart the Trickster's plans.

Your objectives are the same no matter which level you're playing. You must return to the Hammer temple where you stole the Talismans and break in. Because you're currently wanted by the Hammers, you must avoid any direct or indirect confrontations with them. Additionally, you must find someone in charge who not only can give you more information about the Trickster, but can possibly help you in defeating him as well.

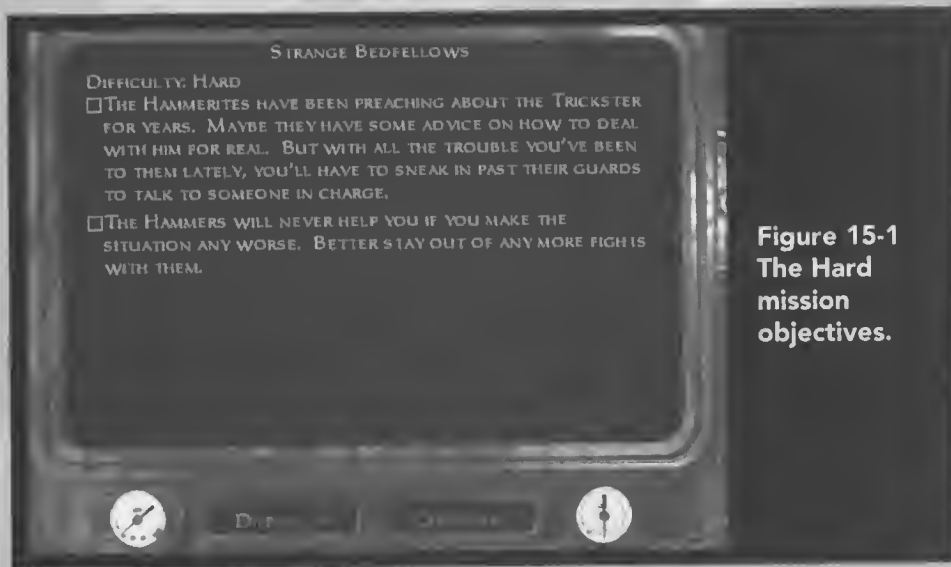


Figure 15-1
The Hard
mission
objectives.

THE DESTROYED TEMPLE

You begin in the same place where you began the Undercover mission, out in the streets near the Hammer temple. Everything seems to have changed. Death and destruction are everywhere. Bodies litter the streets, and everything appears to be destroyed. The doors of the Hammer temple have been ripped off the hinges, and no other living soul seems to be in the area.

Still, you must press on. Right outside the Temple doors is a goon supply of broadhead arrow in the quiver by the bowman's body. Enter the temple, and explore the two rooms to the side. Since you're beginning the mission with few broadhead arrows, grab the ones on the floor in these two rooms. These should help you feel a little safer. You'll notice that your objectives change as soon as you enter the temple—rather than finding someone in charge, you must now find whether the Hammers have survived the assault at all.

For Hard and Expert you also need to retrieve the Builder's Chisel for the Hammers (you'll be given details later). On Expert there is the added restriction of avoiding bugbeasts. If you engage one in combat of any sort or take any damage from one, then the objective becomes to slay every bugbeast in the level.



Figure 15-2
The Hammer temple is in a sorry state after the reappearance of the Trickster. It's possible that some Hammers are still alive somewhere in there.



Figure 15-3
Pick the locks carefully, and make sure you can still get a look into the area where your enemies are.

Once you've collected all the arrows from the floor, open the door into the temple proper and look in. A few enemies are patrolling the area beyond. Step carefully into the corridor and grab the arrows, then head right and go through the doorway at the end of the corridor. Grab some more arrows and move through the door across from where you entered, back to the balcony. You can cross the open area and go to the left door into the Chapel. It is unlocked.

Now walk through the ruined Reliquary and move carefully into the hall beyond. You'll have to pick the lock on the door here, so keep a

TIP

The top floor of the Temple has some arrows to grab. If you fight to the large staircase you can find an armory downstairs with several items. It's behind a locked door inside the left corridor after you go down the stairs.



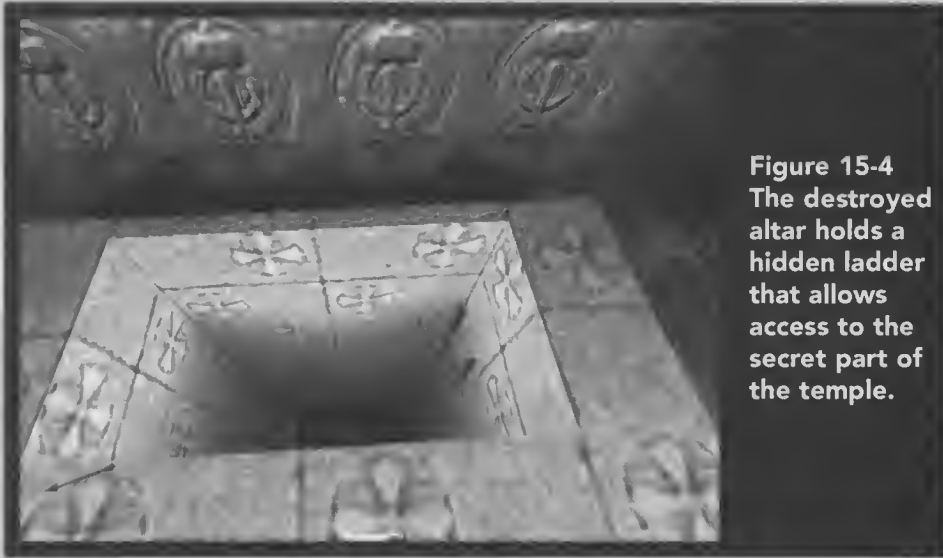


Figure 15-4
The destroyed altar holds a hidden ladder that allows access to the secret part of the temple.

watch for the patrolling bugbeast in the room with the large stairs leading down. When you've picked the lock, enter the chapel area and again grab the arrows from the floor. Walk up to the remains of the altar and climb down the ladder into the subbasement of the temple.

FINDING THE HAMMERS

The subbasement is heavily patrolled by apebeasts. You can kill them if you want to, but with care and patience, you can just avoid them all. If you stick to the shadows and move quickly across the brightly lit areas, you should have no trouble picking your way past them.

The carnage in the subbasement is almost total. The bodies of dead Hammers and apebeasts, and even an occasional bugbeast, litter the floors. Don't let this bother you too much, but realize that the situation here is still very serious. The Hammers don't control this area—if they did, the bodies would have been cleaned up by now.

To get to where you need to go, you'll be taking left passages for the most part. When there are no apebeasts in the area, move away from the ladder and through the opening ahead of you and into the tunnel beyond.



Figure 15-5
The apebeasts have a stranglehold on this part of the basement. You'll need to be careful going through here or use your arrows to good effect.

The Hammers have carved out a few rooms in this tunnel complex, but you don't have the luxury of hiding behind closed doors. A few barrels here can serve as an impromptu hiding place, and you'll often find a good number of deep shadows behind the columns holding up the ceiling.

Take every leftmost passage until you find the dead Hammer under a cloud of insects. If you look beyond him, you'll see a fountain of holy water that has been toppled. There's nothing of value in that room, and a spider is lurking there, so avoid it. Instead, take the next passage to the right from there and continue moving forward. As you exit the room and look down the tunnel, you'll see a ramp leading down in the distance. The Builder's Chisel is nearby. You haven't been asked to get it yet, but you may as well make the trip now.

Go past the ramp and bear right then take the left fork into a spider's lair. The Builder's Chisel is behind the fallen pew. Then head back to the ramp.

Again, wait for the apebeasts to finish their patrols in the area, then make a run for the ramp. At the bottom of the ramp, you'll emerge into a large, circular area with three levels. You'll be on the top level along with the bodies of two dead Hammers. The next level down has a cross-



Figure 15-6
The ramp lies to your right here, but you'll need to wait for the apebeasts to pass by.



Figure 15-7
This circular area holds three levels. You need only concern yourself with the top two.

shaped wooden walkway spanning the center. All the way at the bottom, you can see a couple of creatures, including another bugbeast, walking around.

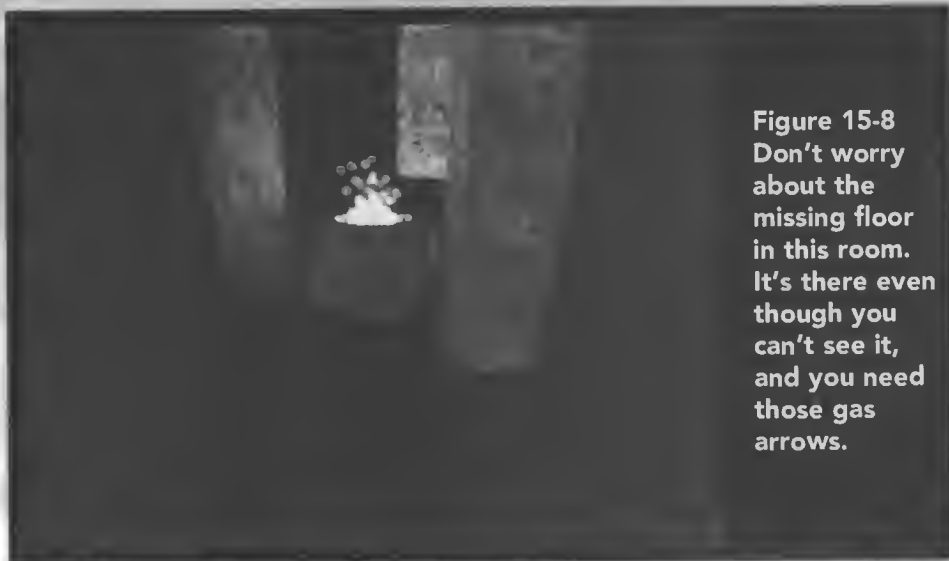


Figure 15-8
Don't worry about the missing floor in this room. It's there even though you can't see it, and you need those gas arrows.

Around to the right of where you entered this area is a locked door. You can't open this door with your lockpicks, so you'll have to get the key. Walk around the upper walkway to the opening on the other side and go through. This leads to a ramp heading down to the next level.



Figure 15-9
This Hammer guard will tell you of the current troubles of the temple, and give you a key and a map to assist you in finding the priest.

TIP

Don't use these gas arrows! You'll need them soon, and having two of them makes it much easier to complete your eventual goal.



You emerge on the middle level in a small alcove with two tiny rooms off of it. In the right one, you can get a few moss arrows, while the one on the left holds some fire arrows. Get them, then lean out so that you can look at the walkway. The apebeast patrolling the walkway must be dealt with. When he is dead, walk straight across the walkway, avoiding both the left and right crosspieces. You can use the moss arrows on the wooden walkway to avoid confrontation.

On the far side is another alcove with two rooms. The right room is a water area. Jump in and get the water arrows in the central dry area. The left room looks much like the void room back in the mission to retrieve Constantine's sword. Don't worry about stepping in—the floor is simply invisible. Snag the gas arrows here and leave, going through the tunnel that leads to a long spiral staircase heading down.

At the bottom of the stairs, you'll find yourself face-to-face with a Hammer guard. He recognizes you and tells you of the current plight of the temple. The high priest has been captured by the Trickster's creatures. The Hammers dare not risk an attack because the apebeasts would kill the priest as soon as they are threatened. However, someone with your talents seems well suited to the task of rescuing the man. The guard will give you a key and a map and send you on your way. On Hard or Expert he will also tell you about the Builder's Chisel which, of course, you already have.

FINDING THE PRIEST

The Long Corridor

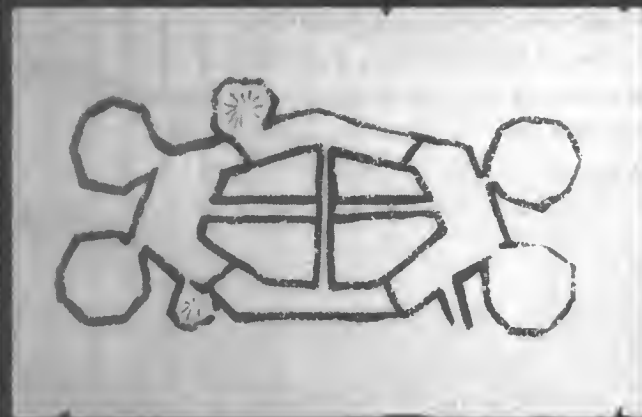
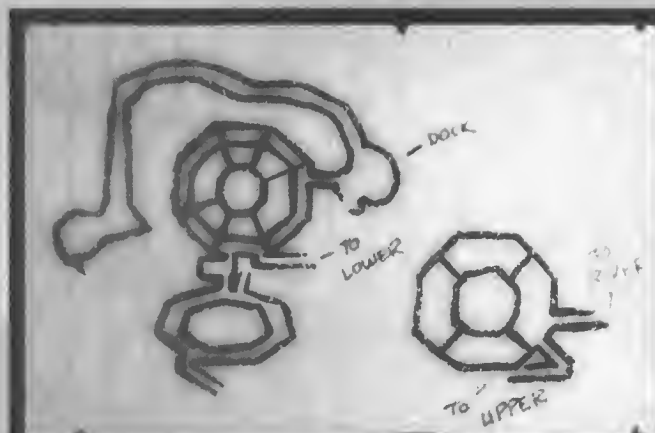
After you have the key and the map, you need to get back to the top level of the circular area. Retrace your steps all the way up to the locked door at the top and use your new key to open it. As soon as you do,



Figure 15-10
Use water arrows to darken the corridor and help you keep out of sight of the apebeasts.



Figure 15-11
Use the side rooms to hide from the apebeasts as they patrol the corridor.



Figures 15-12
The maps given to you by the Hammerite are excellent, even if they don't contain much detail.

back up just in case a apebeast is patrolling in the area. This next area is quite dangerous and requires a lot of precision, timing, and patience.

Walk forward through the door and then through the opening ahead. Take an immediate left into the corridor beyond. A number of apebeasts and bugbeasts are shuffling around in this area, so you must move carefully. When there is nothing in the immediate vicinity, shoot a water arrow to douse the torch on the left wall, and put the bow away.

You're going to stick to the corridor here, avoiding the rooms in the middle so you don't have to worry about the bulk of the creatures. Each time you approach a torch, use one of your water arrows to douse it and darken the area.

As you walk, you'll frequently run across the patrolling apebeasts. You can get into a fight with them if you wish, but there is no need. Fortunately, there are a number of privies along the left side of the corridor where you can hide when one of the apebeasts gets close.

Follow this corridor all the way to the end. Take the ramp down and into the next, and most tense, area of this mission.

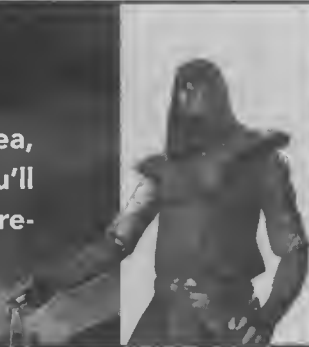
The Priest

There are three exits from the room at the bottom of the ramp. The one on the right leads back up to another room in the corridor you just came from. The one straight ahead holds three apebeasts and the priest. Unfortunately, you can't get through either of these doors at the moment because you'll be spotted. Your only choice is to go through the exit on the left.

This room holds two apebeasts. Fortunately, they are currently standing with their backs to you, facing a fire. Move in and hug the left wall, going as slowly as you can to make as little noise as possible. Keep going all the way to the opposite side of the room and go through the exit here. The next room also contains a pair of apebeasts. You want the exit to the immediate right as you enter the room. You'll be heading into a room that has a cloud of insects in it.

CAUTION

If you're discovered at any time in this area, the apebeasts will kill the priest, and you'll fail the mission. You must be quiet and careful, and keep your weapons sheathed.



The room to the right here, through the insects, has a bugbeast in it. Avoid an encounter by going straight through the room to the exit directly across from where you entered. You'll walk into a room with a skeleton on the floor. Turn left and go through the doorway in front of you again. This room, like many of the others, holds two apebeasts around a fire. They're over in the left corner. You need to go all the way to the back and out the doorway on the right.



Figure 15-13
Although the priest lies in the room straight ahead of you, the apebeast in the doorway prevents you from going directly to him.

You're now on the opposite side of the room with the priest. Duck in and hug the left wall. Slide around until you get up close to the priest. Crouch down next to him and keep your eyes on the closest apebeast. He'll regularly turn and face the fire, then turn back and look toward you. When he turns away, arm a gas arrow and drop him with it. Immediately start readying another gas arrow and aim for the area between the other two apebeasts. They'll be alerted to your presence, but they won't know where you are. As they start searching for you, they'll get close to each other. When they are near each other, launch your second gas arrow and take them both out.



NOTE

There are plenty of shadows so it is possible to rescue the priest without gas arrows. When the apebeast is looking at the door, stay motionless. Whenever it turns back to the fire then you can move.



Figure 15-14
You'll need both of your gas arrows to take down these three apebeasts. Take out the one closest to you first, then drop the other two.



With the apebeasts out of the way, pick up the priest and walk through the exit opposite the one you entered. This puts you back into the first room on this level. Rather than going across the room to the long ramp up, take an immediate left and go up the ramp here.

You'll emerge in a room that has a sort of makeshift dock area. Drop the priest on the raft here and climb aboard. When you're ready, hit the lever, and the raft will launch and start floating downstream with the current. Pick up the unconscious priest again and wait.

The raft will follow the stream along, eventually dropping down a very gentle waterfall. Let it carry you and the priest all the way to shore, then disembark and carry the priest over to the hammer-shaped window slit. Drop him and the Builder's Chisel here, and the mission will end successfully.



Figure 15-16
At this window,
your mission
will end
successfully.
Now all that is
left is stopping
Constantine.

Expert difficulty players will have to take a back door route. Take the priest back to the room you entered the level on. In the second room to your left you'll see a pair of apebeasts by a fire. Lay the priest down and take care of your obvious foes. You can sneak up and blackjack one at a time, if you're good.

When you're done, grab the priest again and open the door with the key the Hammer guard gave you. The hallway leads to the hammer-shaped window where you must deposit the priest and the Builder's Chisel.



Chapter 16
Into the Maw
of Choas

THE MISSION

The time has come for a final reckoning with Constantine. Your worst suspicions have been proven correct. Constantine is truly the Trickster, and he plans to use The Eye to open a rift in the world, allowing his horrible minions to come through and spread across the world. Since you are the one who stole The Eye in the first place, it follows that you must be the one to stop the Trickster and his evil. You must descend into the Maw of Chaos and locate the Trickster. You will be carrying a false Eye that was created by the Hammers, which you will need to finish the job.

On both the Normal and Hard difficulty levels, your task is simply to find Constantine and replace The Eye with the False Eye created with the Builder's Chisel by the Hammers. On the Expert level, you must also close the Portal that the Trickster is creating so that his creatures cannot come through and attack the Hammer temple and the rest of the City. To close the Portal you'll need one of each of the four types of elemental arrows: one moss, one fire, one water, and one gas. Make sure you have one of each at the end of the mission.

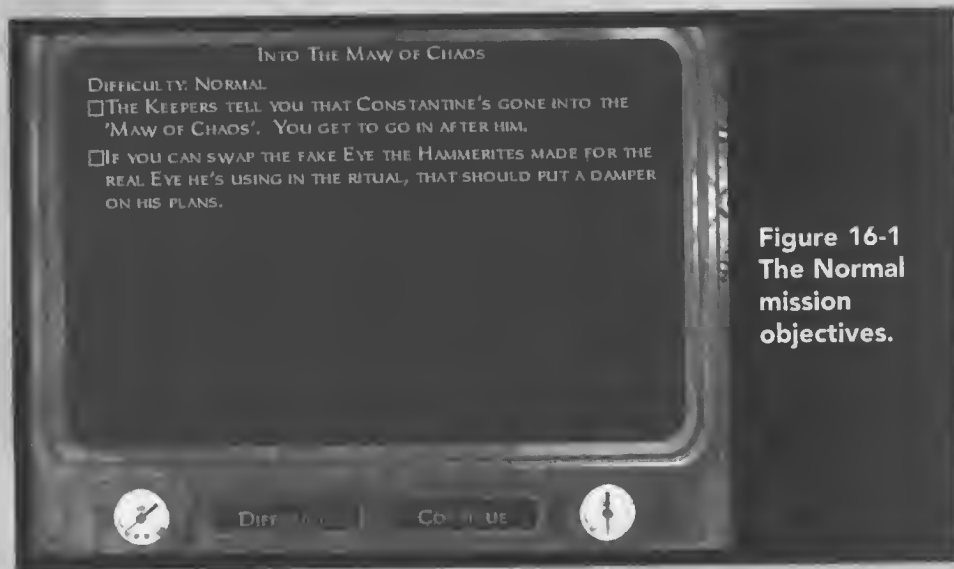


Figure 16-1
The Normal
mission
objectives.

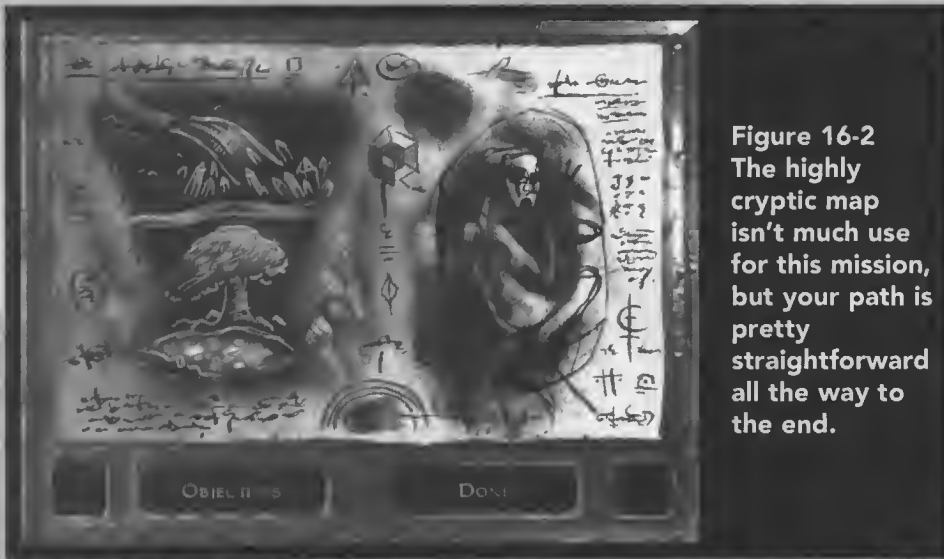


Figure 16-2
The highly cryptic map isn't much use for this mission, but your path is pretty straightforward all the way to the end.

DOWN THE SLOPE

The Initial Run

Your initial run into the Maw of Chaos is long and difficult, and filled with danger. Between you and the entrance into Constantine's world stand a number of creatures, including several bugbeasts, ratmen, and some craymen. The way down is also littered with some specialized arrows, including a few gas arrows, that would certainly be worth having. Still, there is a way to the bottom that is much less risky. Expert players, though will need gas arrows to close the Maw Portal.

Rather than fighting the creatures in your way, often from positions where they can get at you easily, you can simply run forward as fast as possible, dodging around the creatures that patrol this long and dangerous ramp. Don't stop for anything—just start running. You'll be flying past a number of enemies as you run, but they generally won't have the time to attack you, and by the time they have turned around and can chase after you, you'll often be long gone down the path. While



Figure 16-3
Your entrance into the Maw of Chaos looks tame, but it will get dangerous quickly.



Figure 16-4
Rather than face the enemies on the path, run past them, and you shouldn't take much damage.

this does mean that you'll pass by a number of items, gas arrows in particular, that could prove helpful later on, you will avoid having direct confrontations with a number of dangerous enemies.

Start running down the paved path in front of you, and follow the stairs down. This is a long descent, but don't worry about taking wrong

turns or finding a dead end. As long as you stay on the path, you can't go wrong. When the floor turns from the lighter colored paving to the stone of the cave walls, take a sharp left turn and keep running past your enemies. Eventually, you'll come to what looks like a room carved out of the rock. Go through the doorway on the left and into the next area. Run to the left and drop down to the lower platform immediately below. Follow the platforms down to the next opening and go through. Things should be a little easier now, since the majority of the enemies in this area are behind you.

TIP

At the top of your run, you might want to run next to the path to avoid the creatures who may get in your way. Just stay next to the path and run alongside it.



Keep going forward, but don't move too fast. There's a sudden drop-off ahead of you that leads straight into a lava pit. You'll want to skirt this along the ledge to the right. Move ahead until you start seeing the large blue crystals sticking up from the floor. This starts the next, and more dangerous, leg of your descent.

The Ice Fields

The blue crystals that jut from the rocks here are nasty. Just touching them will strip away your hit points. Worse, you'll often need to negotiate your way around them while walking on slippery ice. Your first test here isn't very difficult. Step carefully onto the ice and collect the water arrows near the crystals. Follow the ice field down until you get your feet on solid ground again, then go forward again.

The next area is quite daunting. You're confronted with a large, steep slope of ice with blue crystals jutting from it. Step lightly onto the ice and immediately start backpedaling. You'll shoot down this ramp at



Figure 16-5
There are a couple of safe paths through the middle of the blue crystals. Be careful here, and watch the crystals at the end.

a high speed, and the narrow strip of rock at the bottom is covered with the deadly blue ice crystals. Only by running backwards as fast as possible can you prevent yourself from being impaled. When you get to the bottom, take a breath and turn to the right.



Figure 16-7
This huge ice ramp is dangerous. Keep backpedaling and use your left and right movement to prevent yourself from being skewered by a blue crystal.

Turn right and arm yourself with a water crystal. There is a fire elemental in the next room, and there aren't many good places to hide. Move in carefully and stand in a shadowy area, then douse the elemental when it gets within range. Check the fire for some fire arrows, and walk carefully over the lava bridge. Past the bridge, head right through the next cave, then left down a very steep ramp. Keep going until the path appears to vanish. This is the longest and steepest drop yet. When you're ready, drop down.

This ramp is effectively a slalom course. The first part is stone, but it quickly changes to ice. Use your left and right movement to skid out of the way of the blue ice crystals, and run backwards to control your speed as best you can. Steer right on the slope and backpedal down the first portion of the drop. This should let you get up on the stone bridge. At the end of the bridge is a fire crystal and a few healing fruits. At the bottom, turn right and move forward. It's time to enter Constantine's realm.

Entering Constantine's Lair

The odd structure in front of you is the way into Constantine's lair, but there appears to be no way in. It's too high to jump onto, and the spikes



Figure 16-8
You'll have to follow the waterfall and the gravity-defying waterway to enter the top of the large pedestal in front of you.

around the top prevent mantling up. Worse, it's made of the same blue crystal as the stalagmites in the caves above. Walk over to the backward waterfall (it's flowing *up* instead of down) and jump in.

After a few seconds, you'll break the surface and will be moving along at a good clip. The current is very swift through most of this area, so you'll have to be quick to get where you need to go. Continue swimming forward, ducking down into the water when you run out of head room. Again, break the surface as quickly as possible and let the current carry you.

The next part of this is the most dangerous. You'll be forced underwater again, and the current will carry you up and around a large bend. You must rotate around so that you're facing in the right direction. Let the current carry you, and swim forward as well. Around a couple more tight bends, keep your eyes to the left. You should be just about out of air, when there appears to be a break in the water to the left side. Move carefully out of the current into this small alcove. When you get your breath back, jump back into the current and let it carry you along.

After a few seconds, the waterway will deposit you in a large pool of water that is somehow suspended above the ground. If you look

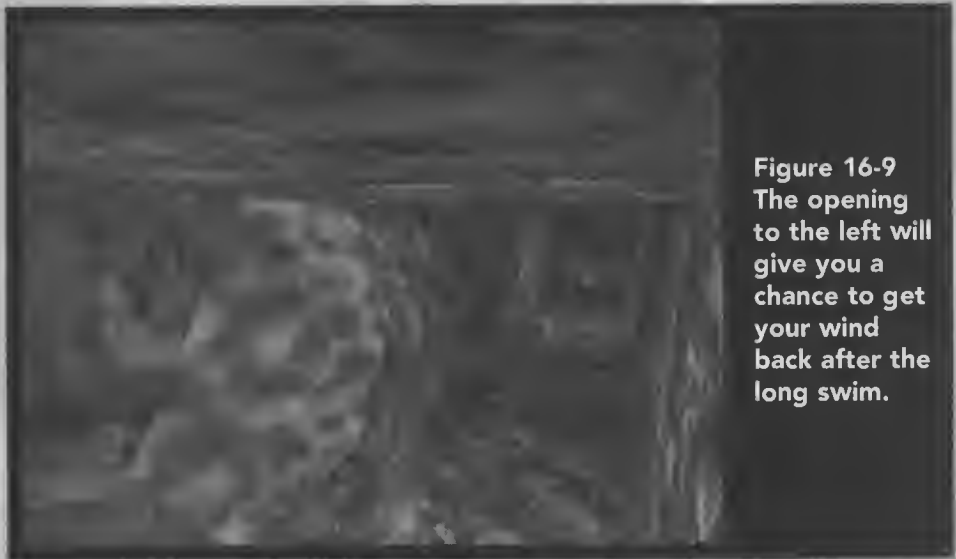


Figure 16-9
The opening to the left will give you a chance to get your wind back after the long swim.

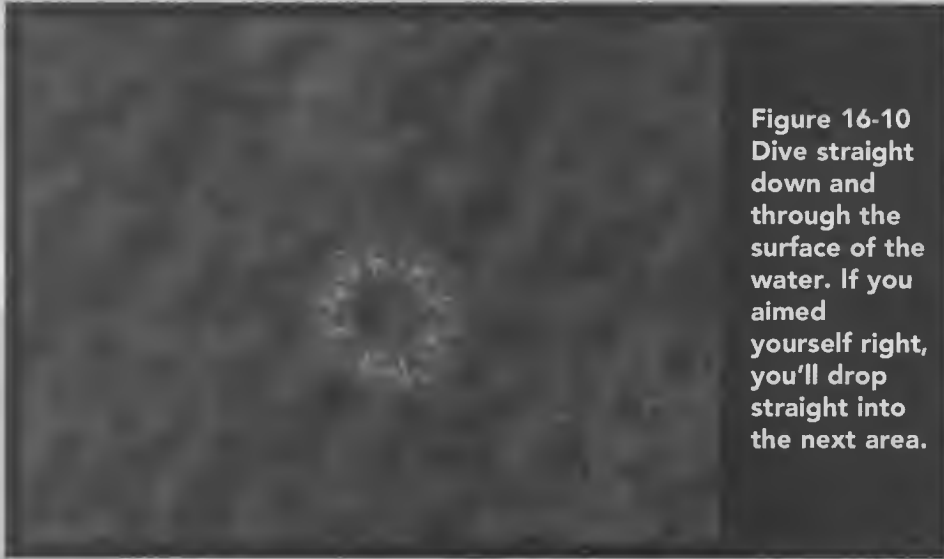


Figure 16-10
Dive straight
down and
through the
surface of the
water. If you
aimed
yourself right,
you'll drop
straight into
the next area.

down, you'll see the top of the blue ice pedestal. Position yourself directly over the center and swim down. You'll fall out of the pool, directly into the top of the pedestal and into the water below. Let the current carry you up to the surface, and get back onto dry land.

THE TREE AND THE GORGE

Through the Tree

Now that you're out of the water, go forward into the large area dominated by the biggest tree you've ever seen. Go around to the right, being as cautious as possible. You'll need to deal with a couple of ratmen here. Take them down, and continue walking around the tree until you come to the large, gaping entrance leading into the trunk. There are healing fruits down here and useful moss arrows up on the ledges.

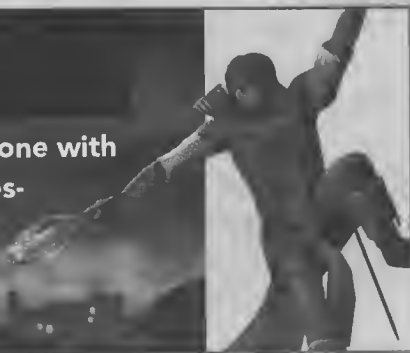
There are several spiders here. Run around them and mantle up onto the ledge, then mantle up to the next higher ledge. Fire a rope arrow into the ledge across from you and jump over to it, climbing up.



Figure 16-11
Use rope arrows, jumping and mantling to get to the top of this series of ledges inside the tree. Once you get to the first ledge, the spiders won't be much trouble.

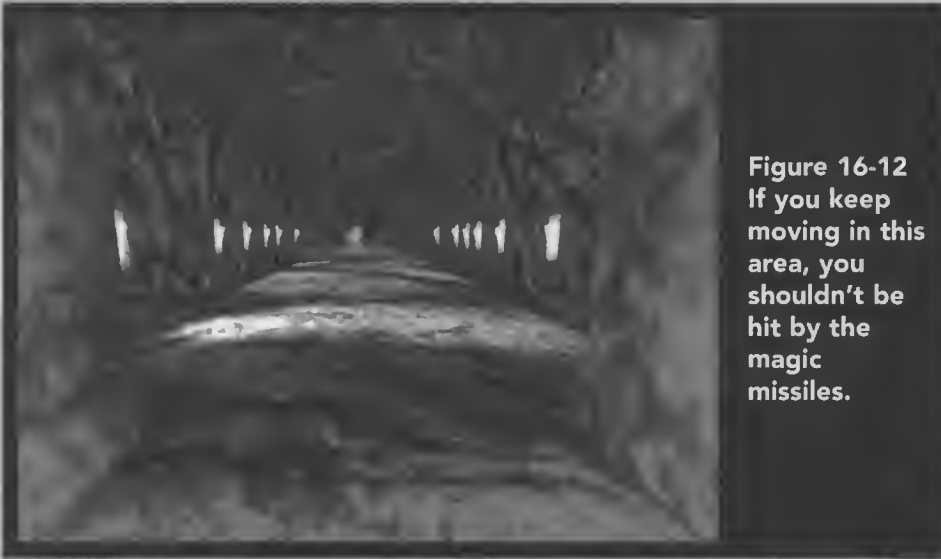
TIP

The best way to get around the spiders is to kill one with an arrow. The others will be alerted to your presence and will charge after you. When they have all come out of the tree, run around them and mantle up to the first ledge.



You'll have to mantle and climb up the ledges above you to get to the top. It's sometimes helpful to fire a rope arrow into the next higher ledge and use that to pull yourself up rather than trying to jump and mantle. At the top, climb through the opening and keep walking.

You'll come to a large, long room with purple lights along the sides. These purple lights fire purple magic missiles at you when you step in front of them, so you'll need to move quickly through this next area. Start running, and take out the Apebeast standing guard at the end.



Stopping for too long here is fatal, so be very careful about where you take a break to kill the apebeast.

It's the lit areas that trigger the missiles. If you stick to the shadows you should be able to sneak in safety and snipe the apebeast.

Across the Lava Fields

On the other side of the large room, you'll come to a series of caves. All or most of these caves are large, and the floors are filled with deadly lava. You'll need to stick to the ledges that run along the left walls to avoid falling to your death. This path is also guarded by a number of Apebeasts. Take them out as you see them, preferably with arrows or fire arrows. Move carefully, because early in this series of ledges and tunnels there is a sudden drop-off where you'll need to jump across the lava to reach the other side.

There really is only one way to go through these caves. The general rule is to move swiftly when you can—that is, after the jump and when there are no Apebeasts in the vicinity. Move slowly only when your path is blocked by a Apebeast. Around one corner, you'll glimpse some blue



Figure 16-13
Apebeasts are a constant worry in these lava caves.

crystals on a distant platform. Be careful here because that platform holds a bugbeast. Behind the bugbeast is the Maw Portal.

On Expert you'll need to destroy it before going on to Constantine's Ritual. You need to hit the four bubbling corners. Fire a gas arrow at the lower right corner, a fire arrow at the bottom left, a water arrow at the upper right, and a moss arrow at the upper left. The moss arrow is the hardest to hit with, you may want to attempt it last.

TIP

If you can manage to knock a Apebeast back, there is a good chance you can knock it off the ledge and into the lava below.



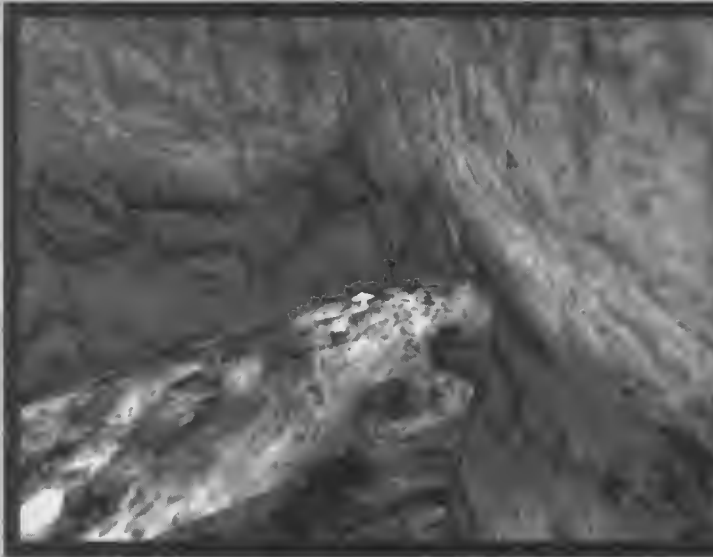


Figure 16-14
Get over the wall here to find Constantine. You're very close to finishing now.

You'll come to what looks like a dead end, with a high rock wall in front of you. Look up. Some vines are hanging down here. Climb up one and jump over to the wall. From here, leap to a vine on the other side and climb down. This will put you just outside the area where Constantine is casting his spell to release his horde of minions.

THE TRICKSTER FOILED

Replacing The Eye

Ahead of you is a massive seven-pointed star drawn on the ground. Constantine, in his form of the Trickster, is currently casting spells on each of the pedestals at the points of the star. The Eye stands on an eighth pedestal in the center of the platform. You must get to The Eye and swap it with the false gem you carry before Constantine has finished his enchanting.



Figure 16-15 Whatever you do, don't let Constantine spot you. If he catches sight of you, there's no chance to switch your gem for The Eye.



Figure 16-16 With the real Eye in your possession, you can hide back in the shadows and wait for Constantine's doom.

TIP

Constantine will just be starting his incanting when you reach him. He casts a spell on the right back pedestal first, followed by the close one on the left, the one farthest back, the closest one on the right, the left back pedestal, then the rightmost and the leftmost. The best chance you have to get to the center is when he is walking to the farthest pedestal back or to the back left pedestal.



Watch Constantine. When he starts walking to a pedestal that is turned away from you, you'll have a minute to get to The Eye. Walk carefully because the sound here will carry. You may want to use a few moss arrows to help you move more silently. Once at The Eye, switch it with the false gem, and carefully get back to cover. Hide in the shadows so that Constantine can't see you, and wait.

If you're out of moss arrows, you can walk around the edge of the ritual floor. Don't step on it—it's loud. Find a ledge that you can climb up on. From the edge fire rope arrows into the ceiling, making sure to get one directly over The Eye.

Now jump from rope to rope, shinny down and switch The Eye with the False Eye. Then you can climb up and watch from your vantage point above the action.

The Trickster's Demise

All you need to do is wait. When Constantine finishes his spell, he'll realize that he has been tricked, the false gem will lash out and kill him, and the mission will end.

Naturally, the Keepers will want to have some words with you when all has been said and done. Still, after all this, retirement seems like a viable option.

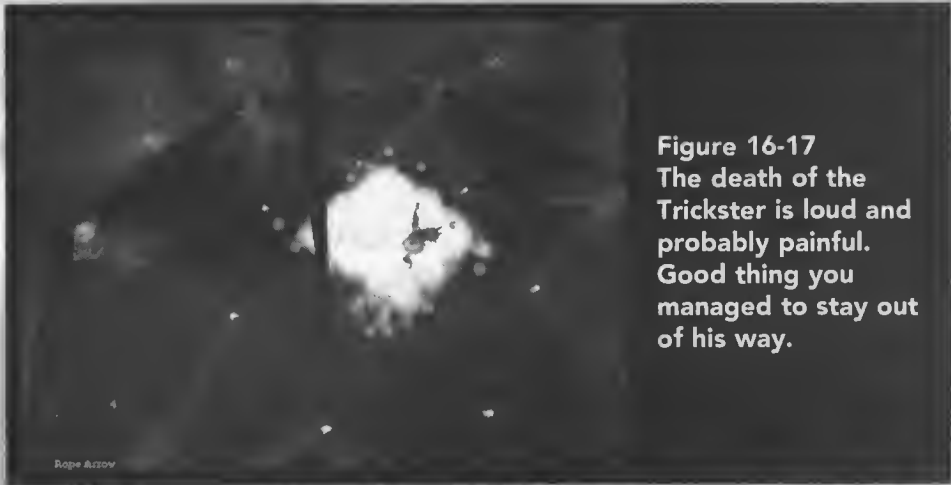
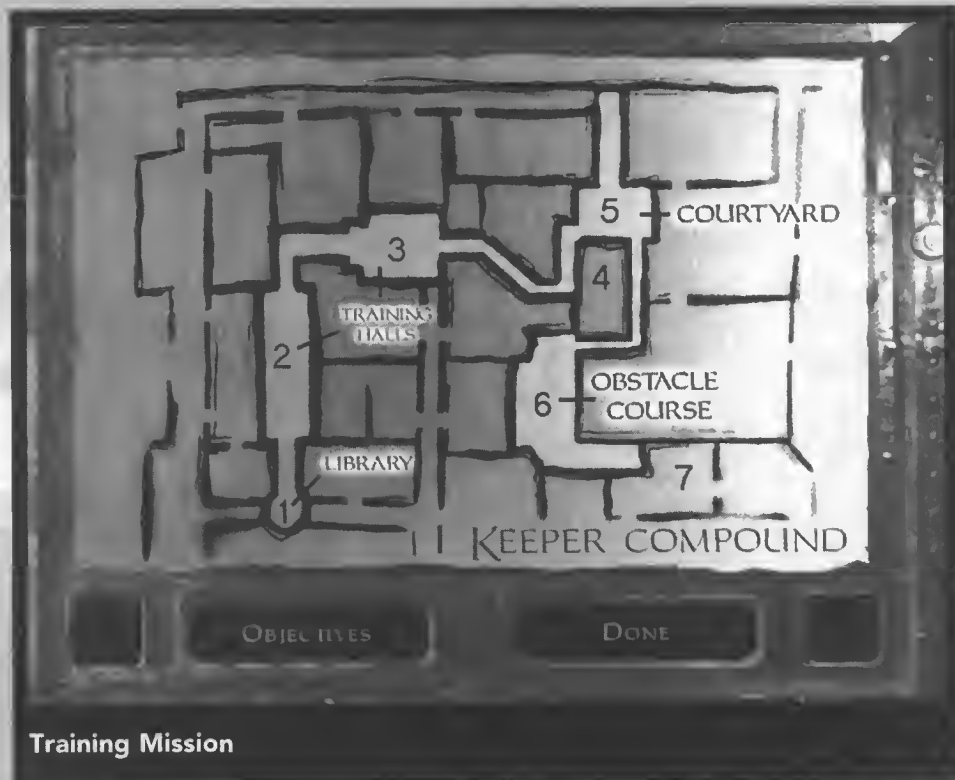


Figure 16-17
The death of the Trickster is loud and probably painful. Good thing you managed to stay out of his way.



Appendix
Maps

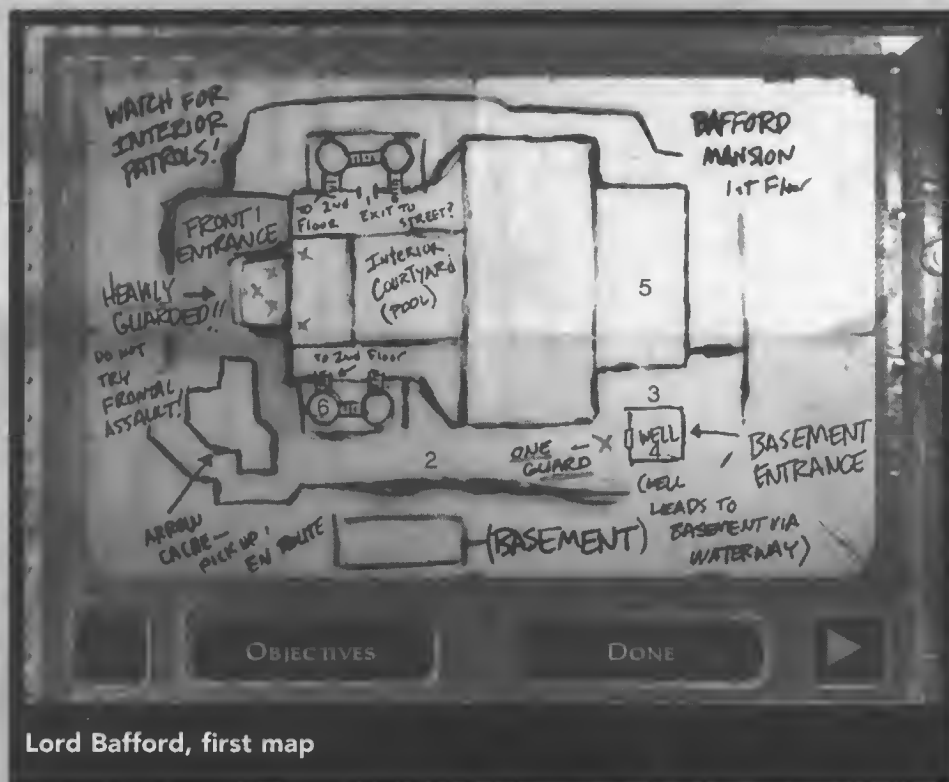
MISSION MAPS



Training Mission

Training Mission Map

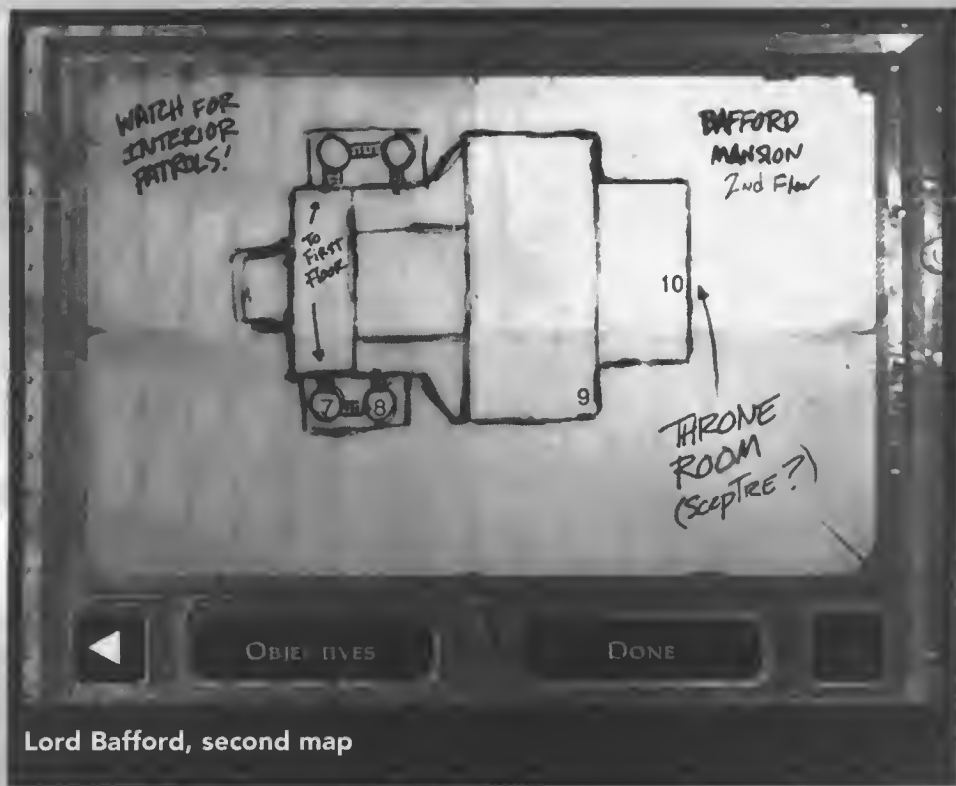
- 1 Start here.
- 2 You must sneak up to the Keeper without being seen here.
- 3 You must sneak up to the Keeper without being heard here.
- 4 Get your weapons here.
- 5 You will learn to use your weapons here.
- 6 Learn to climb, jump, and mantle here.
- 7 Exit through the red door here to end training.



Lord Bafford, first map

Lord Bafford's Manor Maps

- 1 Start here.
- 2 You can take the passage through the sewers over to the well here.
- 3 Emerge from the sewers here.
- 4 Steal the key from the guard and drop down the well here.
- 5 You emerge from the basement here.
- 6 Get to the second story via this tower.



Lord Bafford, second map

- 7 You reach the second floor here.
- 8 Walk down the stairs to get to the right corridor on the second floor
- 9 Pick the guard's pocket to steal his key in this area.
- 10 The scepter is here.



Cragscleft Prison, first map

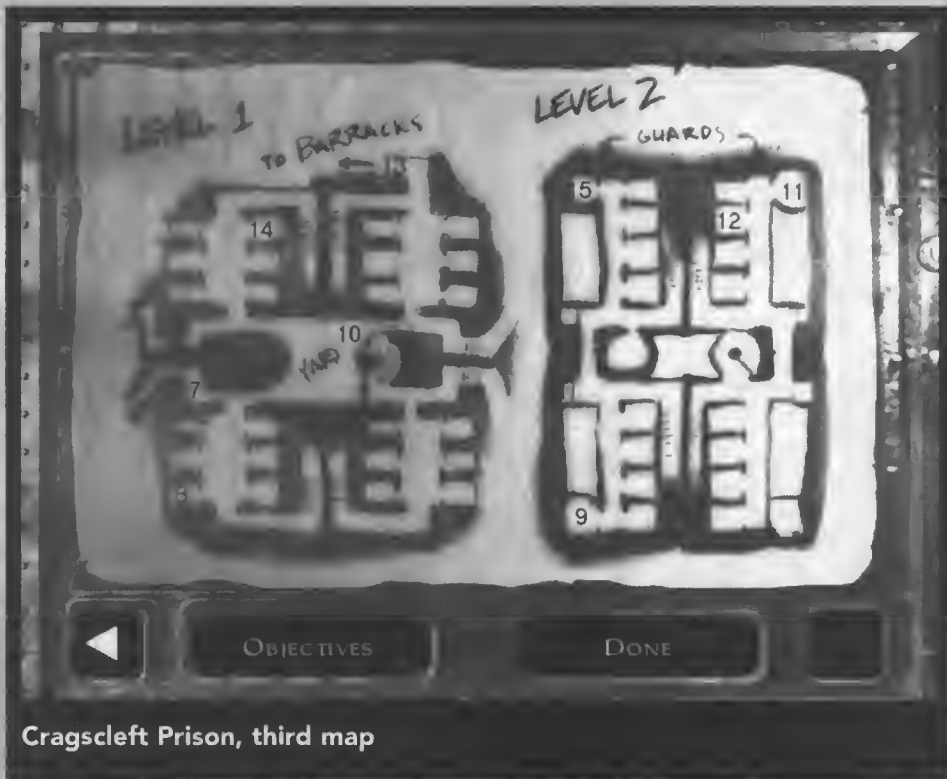
Escape from Cragscleft Prison Maps

- 1 Drop into the water and enter the mines here.
- 2 Reach the factory via the staircase.



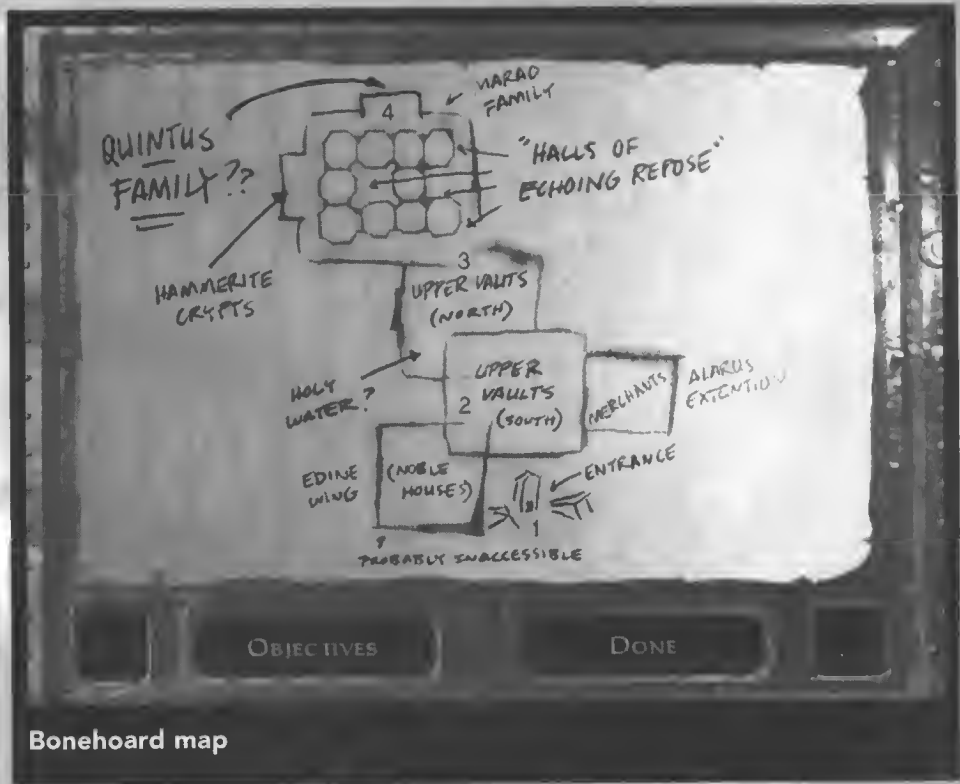
Cragcleft Prison, second map

- 3 You enter the factory from the mines here.
- 4 Take the door on the right to avoid the bulk of the Hammer guards
- 5 This first corridor to the right leads to the best way to get to the prison through the factory proper.
- 6 Leave through this exit to reach the prison level.



Cragscleft Prison, third map

- 7 You enter the prison level here.
- 8 Cutty is in this cell
- 9 Open the door to Cutty's cell with the controls here.
- 10 You must sneak through the yard to this door to get to the barracks.
- 11 The controls here allow access to the cells in this area.
- 12 Your Hand of Glory is in this cell.
- 13 Go through here for access to the barracks.
- 14 Basso the Box is here.
- 15 The controls to free Basso are here.



Bonehoard map

Down in the Bonehoard Map

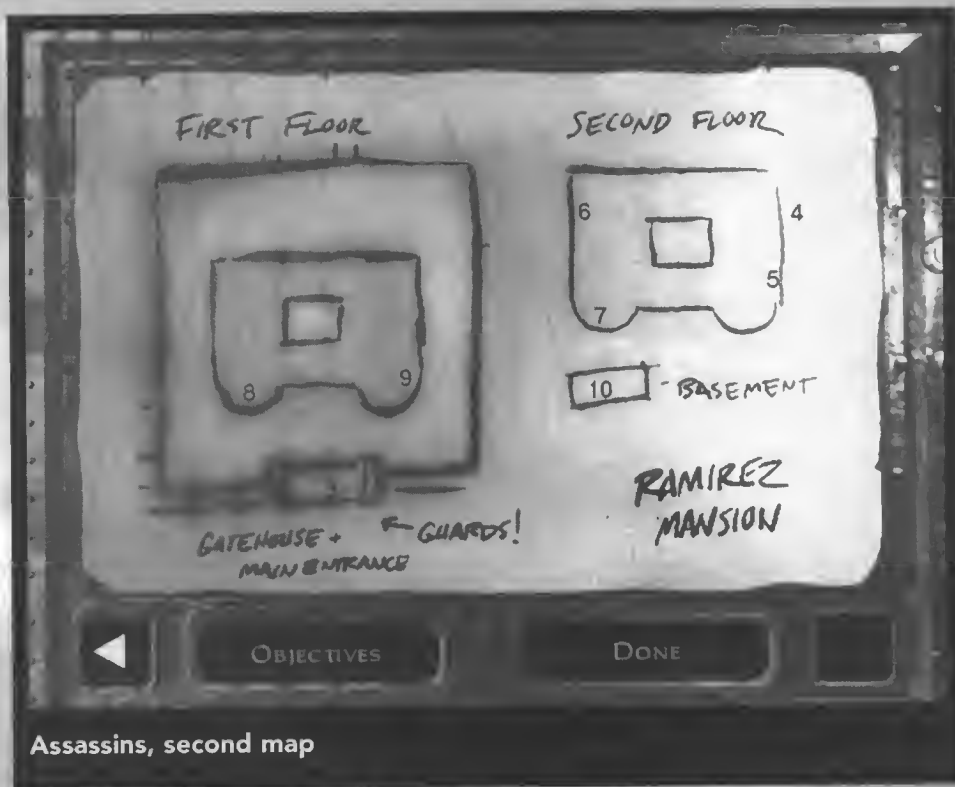
- 1 Start here.
- 2 Enter the Bonehoard here.
- 3 Enter the main catacomb area here.
- 4 The Horn of Quintus lies here.



Assassins, first map

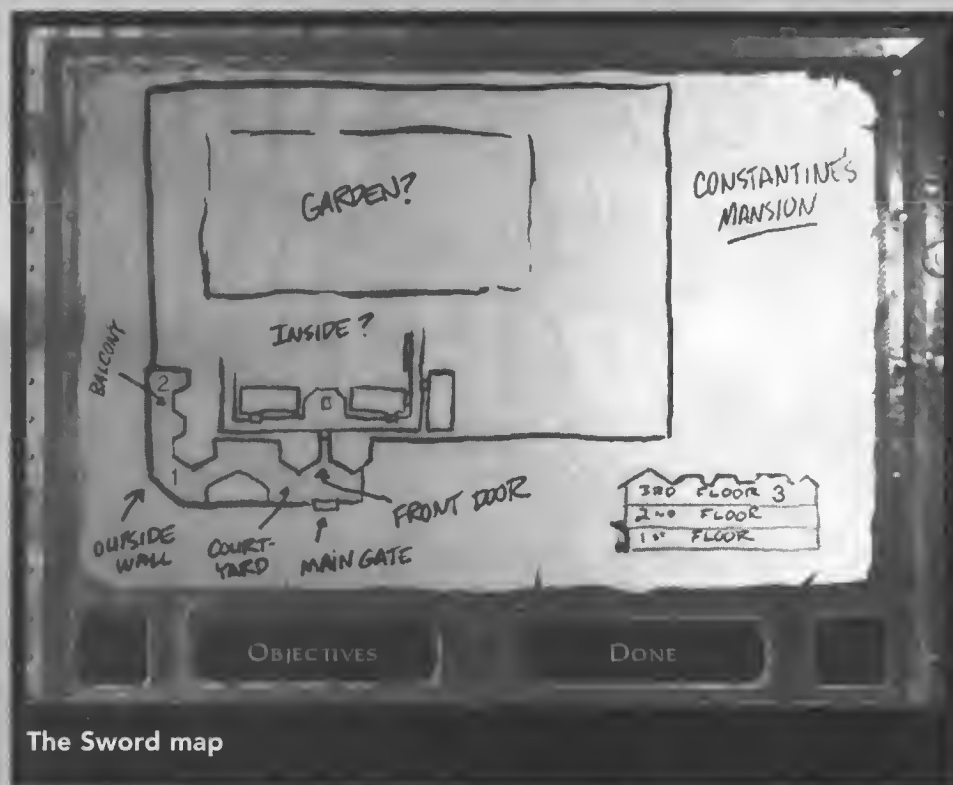
Assassins Maps

- 1 Start here.
- 2 Ramirez's house is here.



Assassins, second map

- 3 Sneak through the gate to enter the grounds of the house
- 4 The roof eave to the library is here.
- 5 Use the balcony to enter the second floor of the house.
- 6 Ramirez's bedroom and the silver poker are here.
- 7 Take these stairs to the first level.
- 8 You emerge on the first level here.
- 9 The stairs down to the basement are here.
- 10 Ramirez is in his counting room in the basement.



The Sword map

The Sword Map

- 1 Start here
- 2 Use a rope arrow to get to the second floor balcony.
- 3 The sword is approximately here on the top floor.



The Haunted Cathedral map

The Haunted Cathedral Map

- 1 Start here.
- 2 Use the waterway to get to Market Street.
- 3 The Hammer temple is back in this corner of the map.
- 4 The Keeper's grove is here.
- 5 The Serpentyle Torc can be found in the mansion here.
- 6 The Watchman's Grave is here.



The Lost City map

The Lost City Map

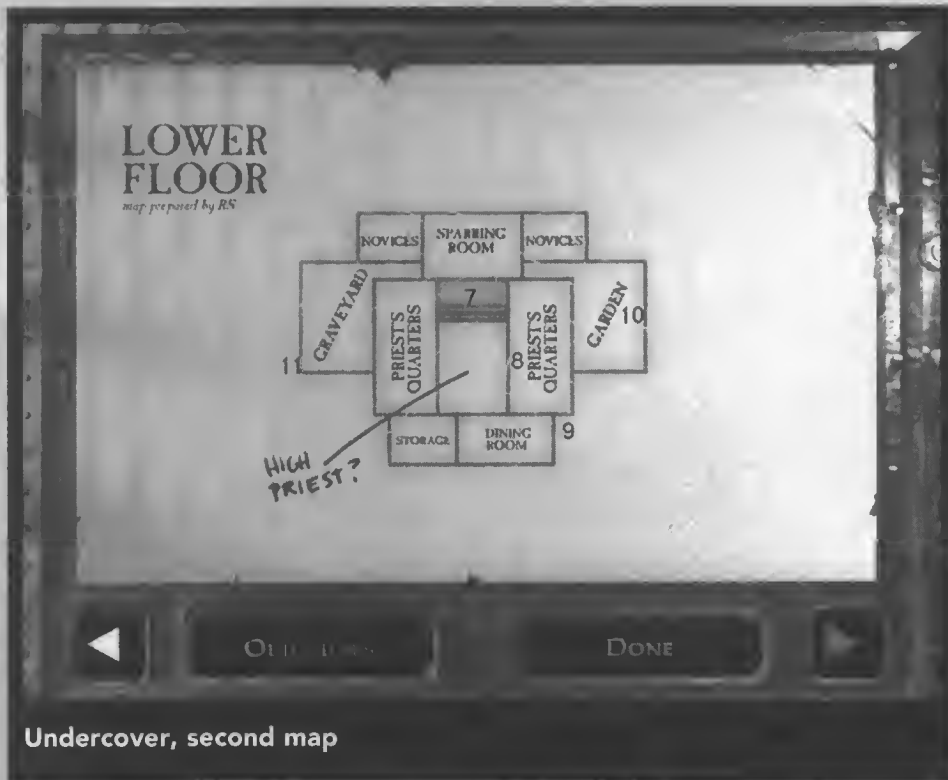
- 1 Enter into the city via the library.
- 2 The residential area is just south of the library entrance.
- 3 The market is in the center of the lost city.
- 4 The Civic Center is here.
- 5 The Talisman of Water can be found in the crypt area here.
- 6 You must go through the arena to get to the Elemental Tower.
- 7 The Talisman of Fire is on the top floor of the tower.



Undercover, first map

Undercover Maps

- 1 Start here.
- 2 Use your scroll to gain entrance to the temple
- 3 The Wallbuilder's Prayer is here.
- 4 The First Hammer and one of the switches are here.
- 5 Directions for finding the Talismans are here.
- 6 These stairs lead to the main level.



- 7 You reach this level from the stairs here.
- 8 The high priest is here.
- 9 The stairs down to the next level are here.
- 10 The garden switch is here.
- 11 The graveyard switch is here.



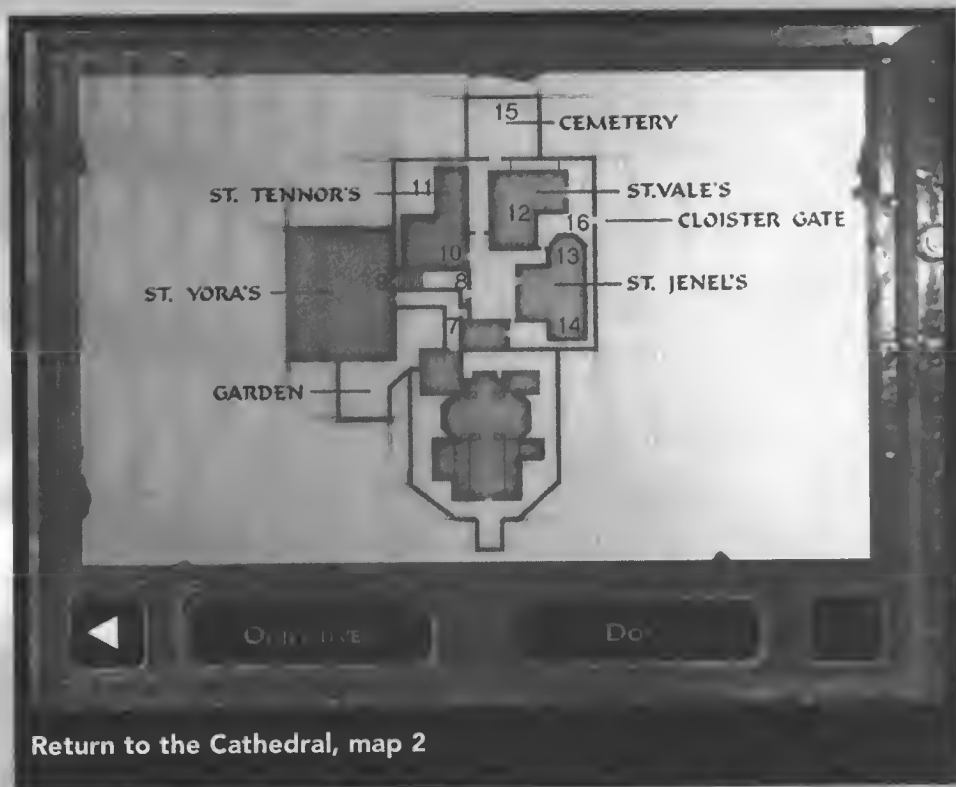
Undercover, third map

- 12 You enter this level here.
- 13 The kitchen switch is here.
- 14 The final switch is here.



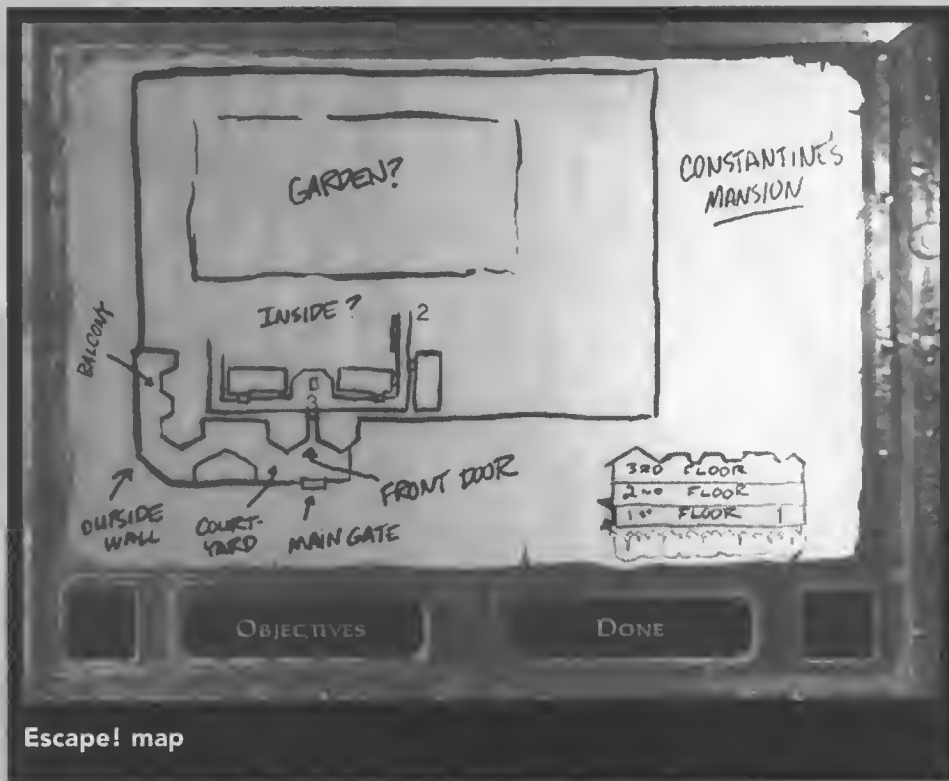
Return to the Cathedral Maps

- 1 Enter the cathedral here.
- 2 Use your flashbombs to destroy the host of undead creatures.
- 3 The Eye is here.
- 4 There is a holy water fountain here.
- 5 The stairs here lead up to the top level of the cathedral.
- 6 This doorway leads to the courtyard.



Return to the Cathedral, map 2

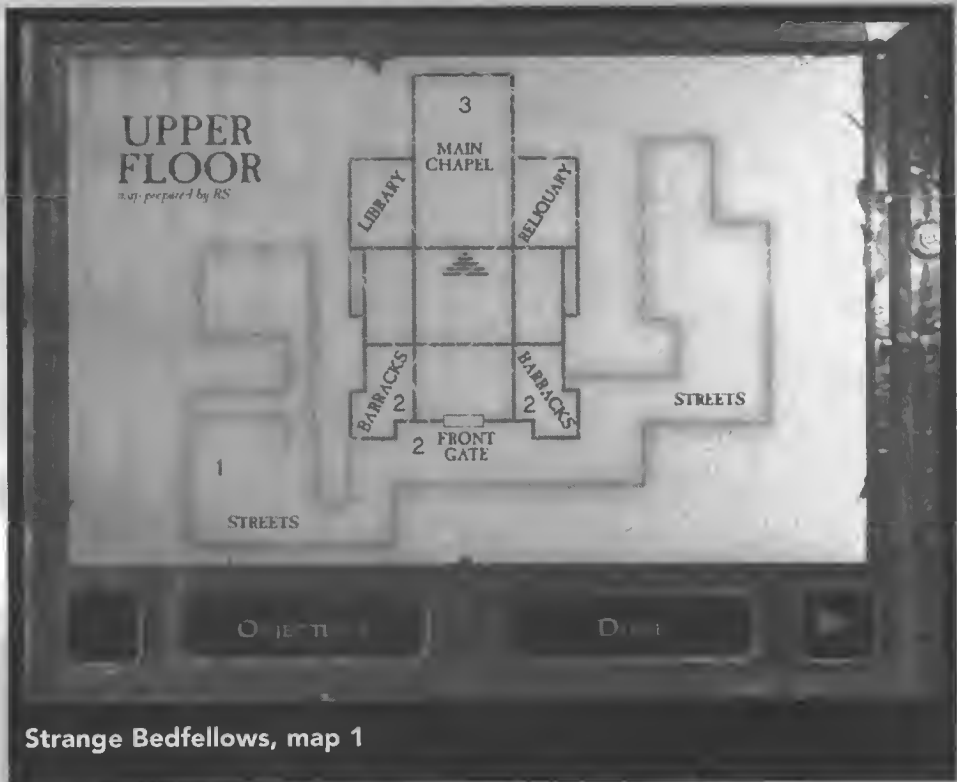
- 7 Murus first appears here.
- 8 Murus appears here until you have everything you need to bless his gravesite.
- 9 Enter St. Yora's to find Murus' rosary.
- 10 Make a holy symbol using the machinery in St. Tennor's.
- 11 The candle is located in this courtyard.
- 12 The prayer book is here.
- 13 Get the cemetery key from this room.
- 14 Bless the holy symbol in the pool in the observatory.
- 15 Murus' gravesite is here.
- 16 Use the explosives on the gate to allow you to leave the cathedral area.



Escape! map

Escape! Map

- 1 Start here
- 2 You emerge from the sub-basement approximately here.
- 3 Leave through the front entrance.



Strange Bedfellows, map 1

Strange Bedfellows Maps

- 1 Start here.
- 2 Extra broadhead arrows can be found here.
- 3 The ladder under the altar is here.



Strange Bedfellows, map 2

- 4 You enter the central level of the circular room here.
- 5 Get the gas arrows here.
- 6 You will find the Hammers at the bottom of this staircase.



Strange Bedfellows, map 3

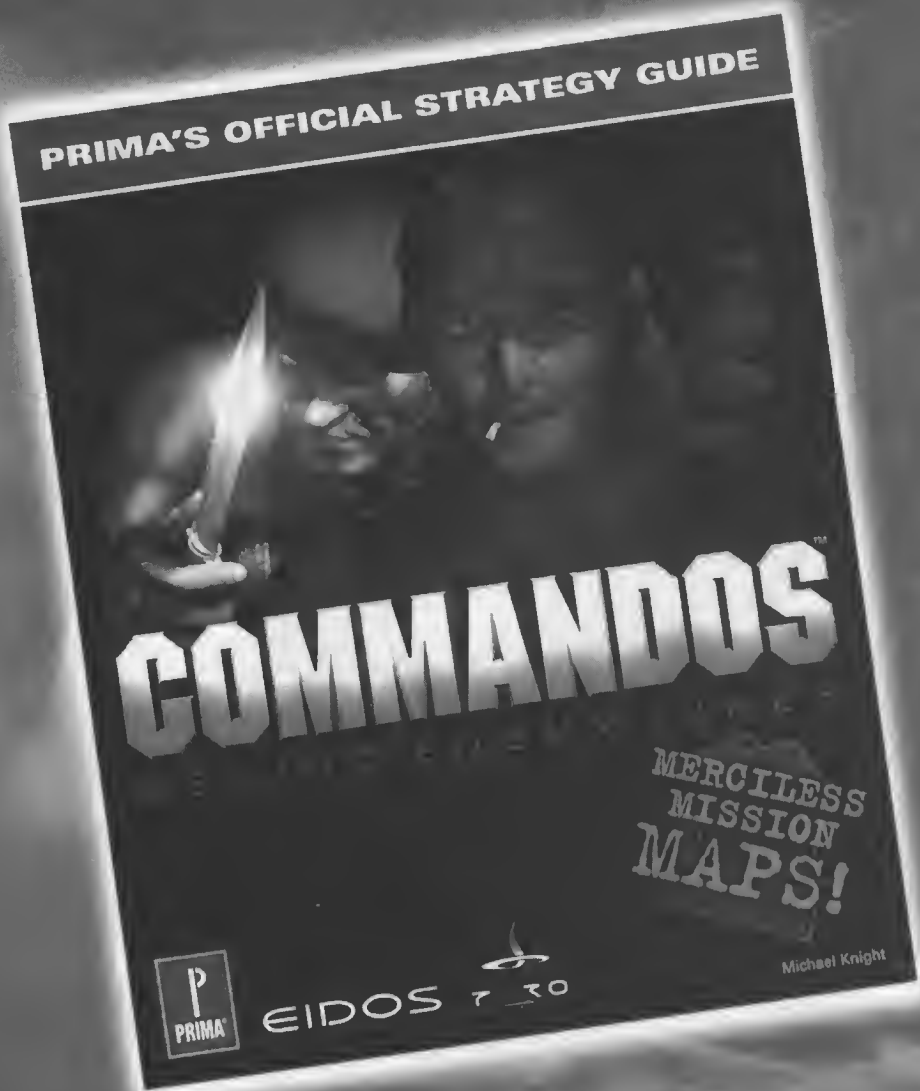
- 7 Use the key from the Hammers to open this door.
- 8 Douse the torches along this hallway.
- 9 Go down this ramp to reach the Hammer priest
- 10 The raft at the dock will lead you to the Hammers once you have the priest.
- 11 The Hammers are hiding out here.
- 12 Tunnel back to the Hammers.



Maw of Chaos map

Maw of Chaos Map

- 1 Start here.
- 2 The ice slide
- 3 The great tree



to order, call prima at
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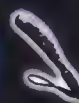




SNEAK, CLIMB, HIDE, STEAL. ALL IN A DAY'S WORK



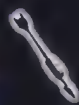
COMPLETE LIST OF WEAPONS AND ITEMS



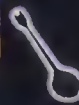
WALKTHROUGHS FOR NORMAL, HARD, AND EXPERT LEVELS



LISTS OF ALL ENEMIES



LOCATIONS OF ALL THE LOOT SO YOU CAN ROB YOUR TARGETS BLIND



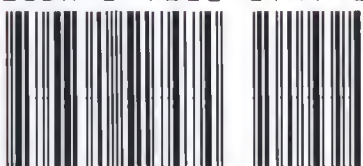
TIPS FOR USING STEALTH INSTEAD OF VIOLENCE



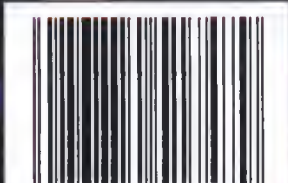
STRATEGIES TO HELP YOU MASTER YOUR THIEVING SKILLS

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