

Autumn in Lampfire Hills by Purah (Antony Huso) Nov 1999

Note: Some download sites only host the original T1 version of this mission, but AntiMatter_16 released a Newdark updated version of this classic mission in 2014 available at: http://www.mediafire.com/download/o8gbwpehaq2l8gi/Lampfire_2.1a.zip or at http://darkfate.org/view/details/files/fan_missions/thief1/autumn_in_lampfire_hills/Lampfire_2.1a.zip.url

Important

If Playing the ND version. Darkloader does not recognise the Newdark engine and so this mission will appear in Darkloader as a T2 mission until you manually instruct Darkloader otherwise.

Install the FM in your FM folder as usual. Launch Darkloader, select *Lampfire Hills* but don't start it, close Darkloader instead. In your Darkloader directory, open Darkloader.ini and search for *Lampfire Hills*.

Replace type=2 by type=1 then save and start Darkloader again.

Note: In the original version the in-game stats says there is **4906** loot available, but only **4206** is actually available. In the Newdark update this error has been corrected.

Note: This mission will show up in Darkloader as 'Lampfire hills' and in FMsel as 'Lampfire' or possibly 'fire' (olddark).

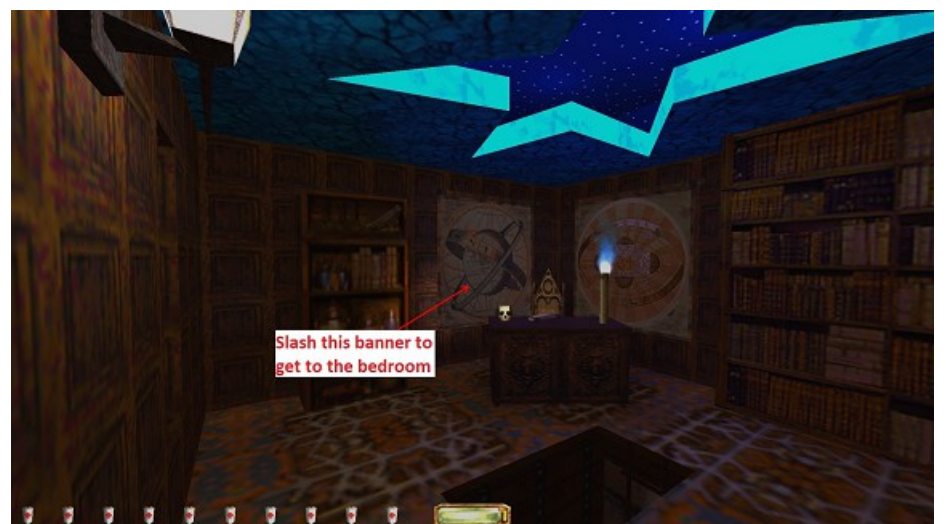
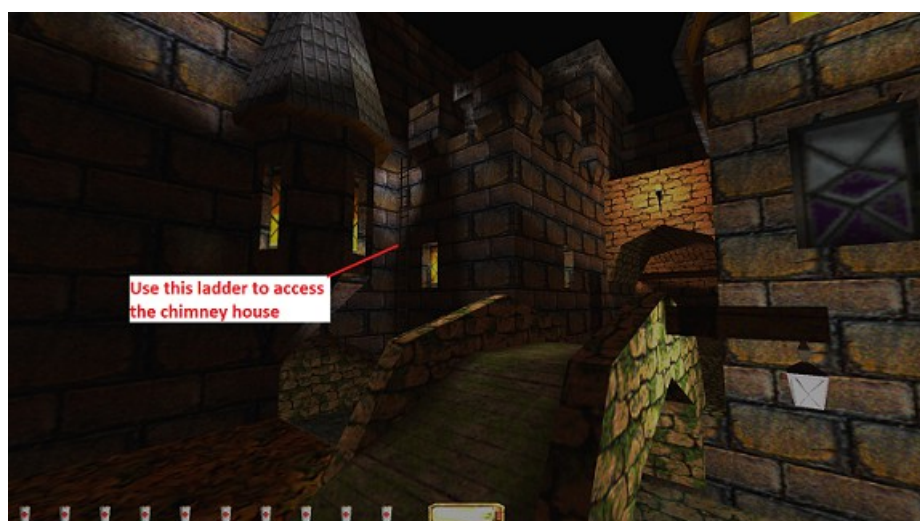
Objectives:

- # Break into the Alarus House and steal the antique dagger.
- # Find out the secret of the locked switch & steal whatever is behind it.
- # Find the companion to the dagger-a jewelled sword. (Hard & Expert)
- # Find the Keepers' lost gold medallion for yourself. (Expert only)
- # Make it back to your cottage alive.
- # Don't Kill any Innocents. (Hard & Expert)

Mission map and mini-walk

Grab your sword from the footlocker (opened with your cottage keys already in your inventory), and the rest of your gear from the table and shelf downstairs, then head off into town where you need to find the follow buildings, most of these are easily found from the ground with a couple needing to be accessed from the roof level.

The Psychic's house: The first building you come to on your right as you come down the steps from your cottage. Use the ladder in the north corner at the bottom of the steps. In the Psychic's house you need to find the **Psychic's key** by slashing the banner behind the desk to find the bedroom. In the bedroom pick the wall safe behind the picture of the Trickster.



Chimney House: At the north end of the map.

Beak's grocery: Opposite the steps you came down from your cottage.

The Keeper's library: At the south end of the map, you can enter from the steps west of the bakery or from the balcony opposite the bakery. There are a couple of books and a scroll to read.

Brimstone tavern: On the right down the slope, west from the bakery. There is a tough-ish purse to frob off a thief at the bottom of the steps. If the thief sees you, you will not be able to frob him, even if you wait for a time behind him. You need to get behind him without him seeing you by rope arrowing up to the walkway above the tavern front door and making your way downstairs.

Candlemaker's house: Rope arrow up to the balcony opposite the tavern.

Weapons store: Jump across to the ledge from the tavern walkway.

Alarus' house: Entered via the secret basement trap door, collect the *Antique Dagger* from the bedroom.

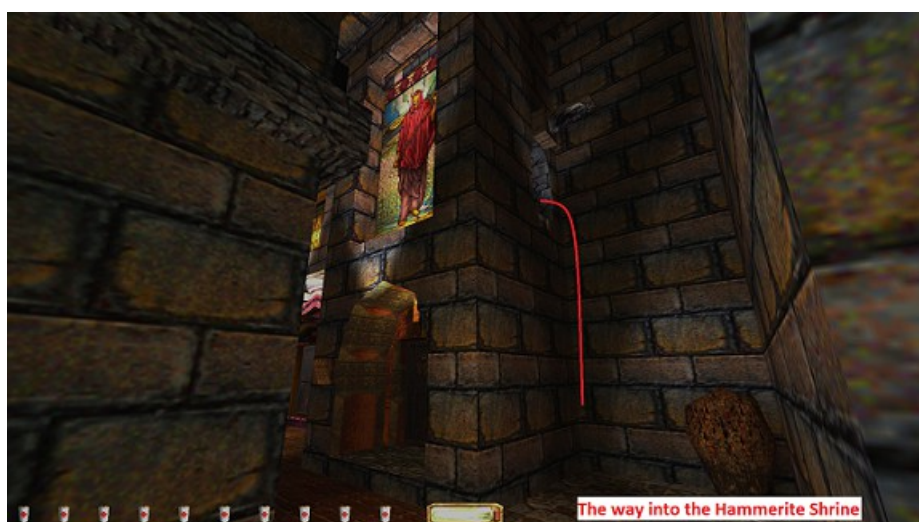
Objective Complete: Break into the Alarus House and steal the antique dagger.



Hammerite Temple: Off the north passageway, if you feeling brave go through the front doors, if not you can use the sewers for another way in. Going via the sewers you will come across a couple of tombs, frob a lever between 2 of the tombs to open a hatch and you can then enter the Temple.

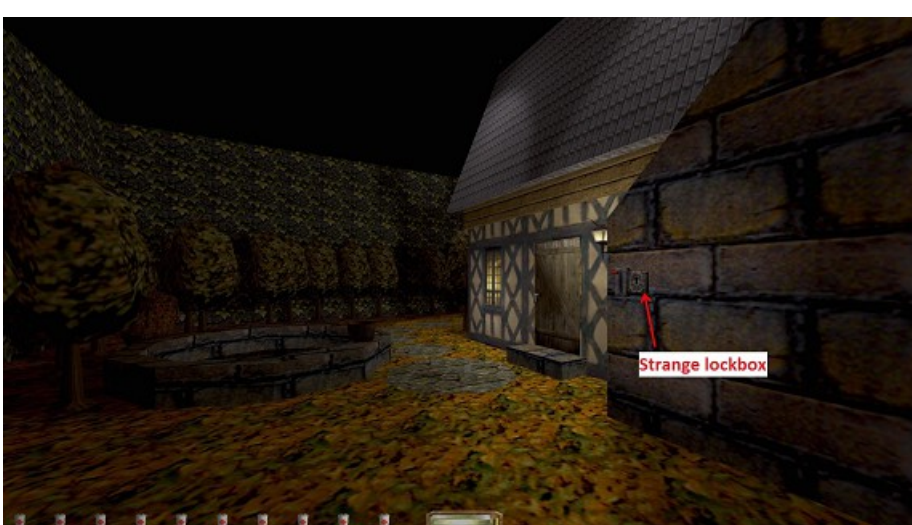


Hammerite Shrine: Next door to Beak's grocery. Rope arrow up to the gargoyle on the right hand side of the Shrine's front door and jump in through the window. In here you will find *Sorrack's Key*, rope arrow up to the beams by the bell, there's a hidden lever above the beam near the roof.



Once you have cleaned out all of the above locations you then need to head to the sewers which are accessed by the locked metal door by the Keeper's library, use the *Psychic's key* or you can use the gate at the end of the long underwater tunnel in the sewers under the Hammerite temple.

You can also get into Sorrack's underground hideaway directly by using *Sorrack's Key* on the 'strange lockbox' on the north side of Garrett's house, which open a hidden hatch in the fireplace in Garrett's house.



Sewers: You may find the water in the sewers is not very clear if you are playing with a mod installed. From the big square room with the small spider in it and a large square water pool, you can either go down the [west slope](#) or you can swim [south through the tunnel](#) in the pool of water.

[Going west](#) down the slope you'll find a zombie and beyond that a large water cistern. Back at the zombie if you mantle into the water butt you'll find the **Keeper's library**, where you will find the **Keeper's Medallion** in a money box **Objective Complete:** *Find the Keepers' lost gold medallion for yourself.*



Use a boulder to climb into the crawl space in the NW corner to get to the **Ancient Kings tomb** by frobbing the button at the end of the corridor.

[Heading south](#) from the square room swim through the water tunnel and mantle out of the water, but **DO NOT** frob the button on the wall yet, head down the corridor to first to find the **Keeper's library & Keeper's Medallion** and then return to frob the button.

Drop down carefully, avoiding the spikes underneath and find your way into Sorrack's underground hideaway.

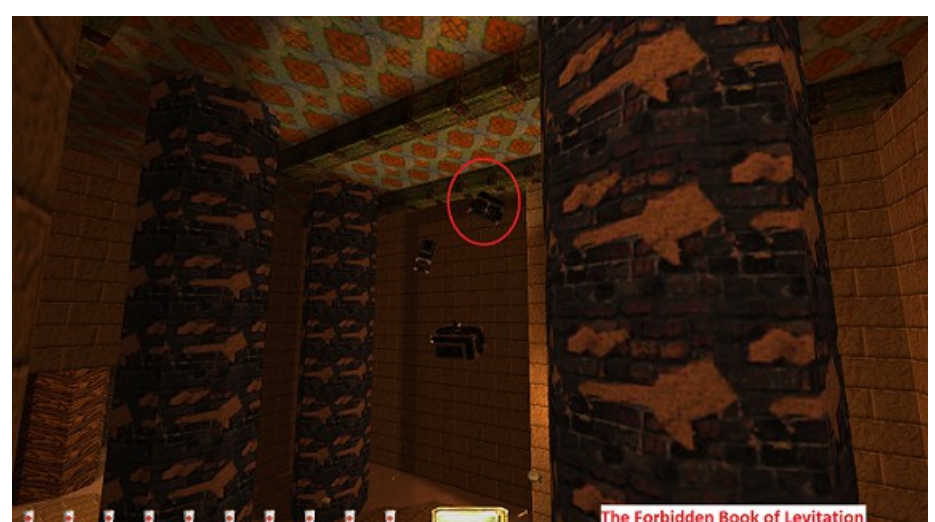


Sorrack's underground hideaway:

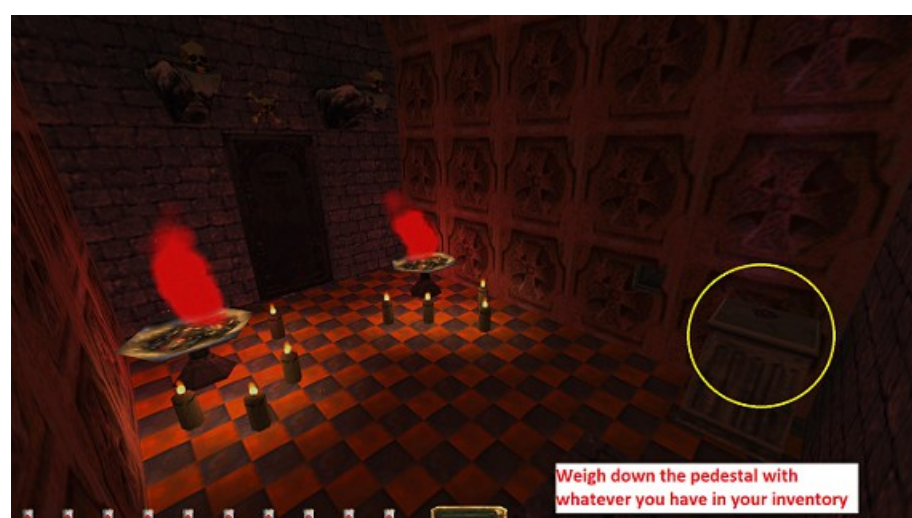
First you need to find the 'Ancient King's Tomb', in the fire arrow trap room, frob the button behind the boulder in the corner of the corridor you first entered from to open a hidden door in the main room to enter the upper level of Sorrack's hideaway.

Sorrack is indestructible, so it's best to avoid him, you can get to the King's tomb from the upper room by frobbing a lever on the east pillar near the ceiling, then rope arrowing down into the King's tomb. In the main room, look up to the ceiling and see 3 floating chests, you need to rope up to each of them, open them with Sorrack's key and collect loot from 2 of the chests and **The Forbidden Book of Levitation** from the third.

Objective Complete: *Find out the secret of the locked switch & steal whatever is behind it.*



Now head under the stairs, jump across the blocks to the far side and use everything in your inventory to hold down the pedestal to open the locked door and collect the **Jewelled Sword** **Objective Complete:** *Find the companion to the dagger-a jewelled sword.*

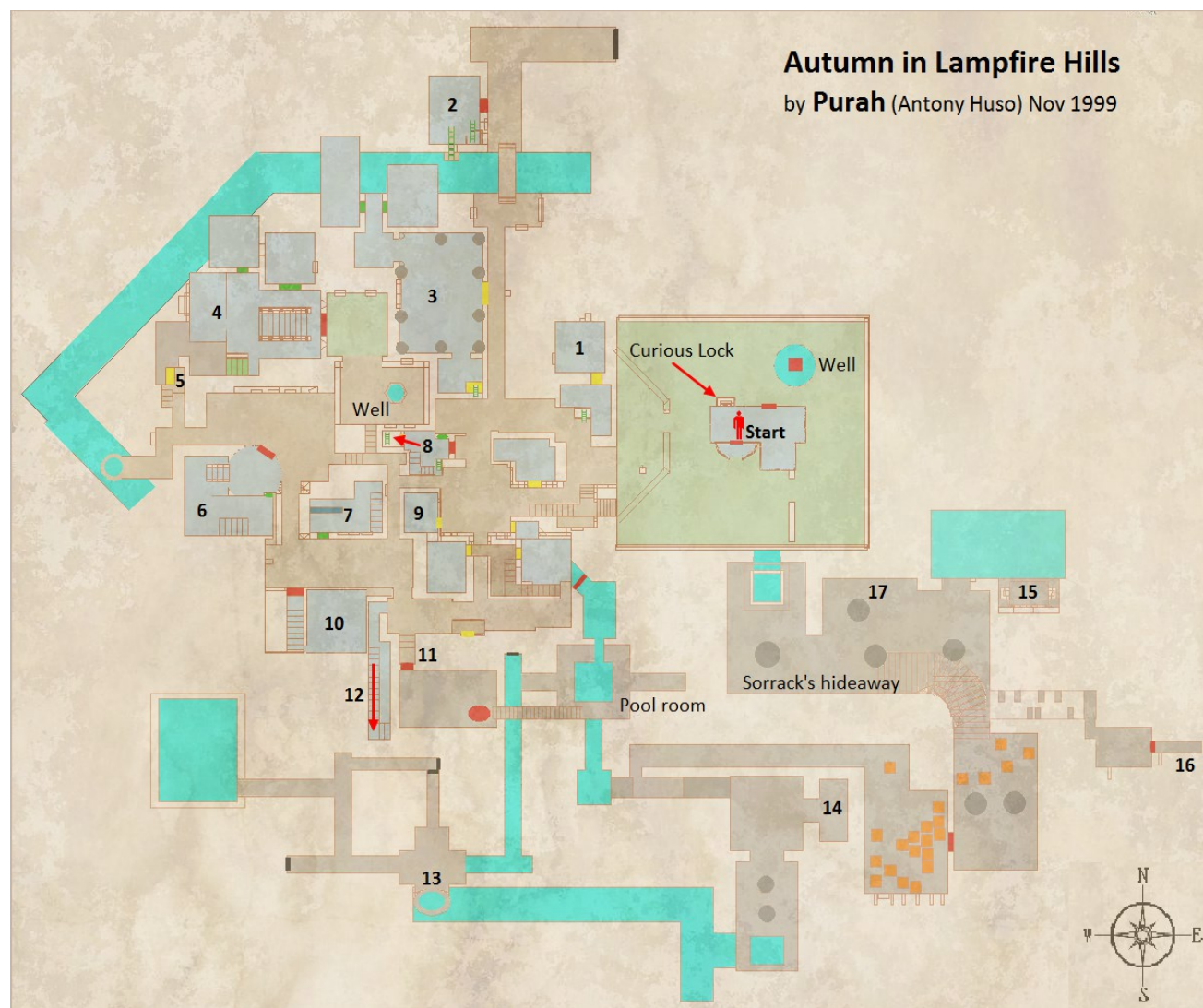


All you need to do now is to find your way back to Garrett's cottage, the quickest way being to jump into the water in the room to the east of the levitating chests and swim up to the top of the second larger circular hole, pulling a lever at the top to open the well.

Mission Complete

Key Locations	
Garrett's cottage key	in your inventory
Psychic's key	in the safe behind the banner in the bedroom
Alarus' key	on the female servant
Chimney house key	on the floor in front of the bookcase
Sorrack's key	in the Hammerite shrine, in a secret room
Weapons shop footlocker key	on table in weapons shop

Autumn in Lampfire Hills		by Purah (Antony Huso)		Lootlist	
Area	Location	Position	Loot	Value	Total
City Streets	bottom steps	guard	purse	100	100
	near library	guard	purse	100	200
Psychic house	bedroom	safe	silverstack	12	212
House opp Beak's Grocer		table	3 silverstack	36	248
Beak's Grocer	shelf	money box	5 goldstack	125	373
	upstairs	table	candlestick	50	423
Brimstone Inn	behind bar	shelf	2 fine wine	100	523
	by stairs	thief	purse	100	623
	top floor	table	2 copperstack	10	633
	"	"	2 silverstack	24	657
"	"	"	goldstack	25	682
Weapons shop	bedroom	Hammer	purse	100	782
	"	table	3 goldstack	75	857
	"	"	gold ring	100	957
	display area	footlocker	2 silverstack	24	981
Alarus house	cellar	shelf	fine wine	50	1031
	foyer	top of stairs	indigo vase	100	1131
	kitchen	mantlepiece	2 candlestick	100	1231
	library	footlocker	goldstack	25	1256
	bedroom	footlocker	candlestick	50	1306
	Alarus' room	table	4 goldstack	100	1406
	"	"	purse	100	1506
"	"	blue chest	purse	100	1606
Candlemaker's house	bedroom	woman	purse	100	1706
		counter	2 candlestick	100	1806
		money box	goldstack	25	1831
Chimney house		mantlepiece	gold vase	100	1931
Hammer temple	temple	desk	2 candlestick	100	2031
		Hammer	purse	100	2131
		altar	gold hammer	75	2206
		table	green vase	50	2256
	bedroom	footlocker	silver nugget	50	2306
	sleeping Qtrs	by bed	gemstone	100	2406
Hammer Shrine	secret room	table	purse	100	2506
	"	"	gold goblet	25	2531
Sewers	large pool		gold nugget	100	2631
	library	money box	gold coin	400	3031
Sorrack's rooms	upper room	dead body	purse	100	3131
	lower room	King's tomb	tiara	125	3256
			necklace	200	3456
			gem ring	100	3556
	middle room	floating chest 1	purse	100	3656
	"	floating chest 2	purse	100	3756
	under stairs	by brazier	6 statues	450	4206
Expert only	Total Loot Available			normal	3906
Hard & Expert only				hard	4006
				expert	4206



Legend

1. Psychic's key & **Psychic's key**
2. Chimney house
3. Hammerite Temple
4. Alarus's house & **Antique Dagger**
5. Entrance to Alarus's house
6. Weapons store
7. Brimstone tavern
8. Hammerite Shrine & **Sorrack's key** (arrow)
9. Beak's bakery
10. Candlemaker's house
11. Entrance to sewers
12. Stairs to Keepers Library (not shown)
13. Water butt
14. **Keeper's Medallion**
15. King's Tomb
16. **Jewelled Sword**
17. **Book of Levitation**