

Disorientation

Melan (Gabor Lux)

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Objectives:

- Steal Lady Azamlarg's sceptre
- Loot Goal: 1000 (Normal), 1600 (Hard), 2400 (Expert)
- Don't kill anyone who is unarmed.
- Don't kill Lady Azamlarg.
- Once you have accomplished your tasks, leave Darksmoke district the way you came.

Key Listing

(Listed in order of appearance.)

Key Name	Location	Opens
Tarnished Key	Floor of small shop with note to Gill. Shop is located near where you emerge from the canal after your ride down the water falls.	1. Lockbox under bed in maintenance room ¹ 2. North exit door from maintenance room 3. 2 doors in alley north of maintenance room 4. East door overlooking canal 5. Door leading out to waterfall ²
Palace Key	Foot of St. Tennor statue (Appears AFTER you drop the hanged man in the tavern's cellar.)	1. Door behind Old Bell tavern 2. Two gates 3. Door West of wagon behind tavern
Palace Grounds Key	Table in palace library near Lady A.	Door to outside top of stairs
Alchemist's Key	Reached by "loose brick" in statue shop ³	Door below blue alchemy sign
Key Found Far Underground	On ground near broken sword in trashed room at bottom of elevator shaft	Gate at top of elevator shaft ⁴
Beaurigard Estate Key	Coffee table in room off of small chapel	Door near small market and gong guard
Escape Route Key	1. Table with Garrett's equipment 2. Hanging on wall near escape door	Door top of stairs near bell tower Door behind bar near ground drain

¹ Frob around the green tapestry hanging down near the bed to move it.

² Rope down into the waterfall and creep around ledge to get to this door.

³ The loose brick is partially hidden behind a large crate. It's VERY hard to see and frob this key.

⁴ This elevator is located across from the Brosius manor and close to where you find the hanged man.

NOTE

Look at your map. You begin in the NE corner, on Trundle Street. Read your instructions on getting a hanged man from the gallows and taking it to Tennor's Plaza. Go South until you come upon a small gate that will be on your left. Pick it, enter, and dive into the water. It will take you on a merry ride South. At the end, climb the ladder. The hanged man will be nearby.

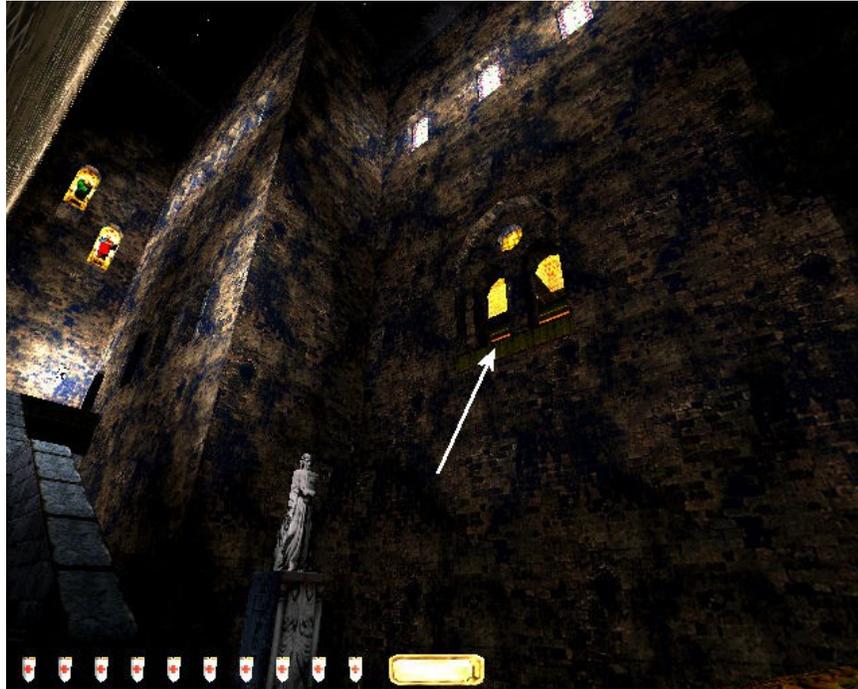
Take the corpse to the Old Bell tavern (see map) and drop him on the bed in the cellar. Once you do that, the Palace Key will appear at the foot of St. Tennor's statue in front of the tavern.

Where's the sceptre?

In a small room in the corner of the palace library.

I have the Palace Key, but how do I get inside? The letter said I need rope, but I don't see anywhere to use it,

There's a yard at the bottom of a long stairway. Look up at the windows (see screenshot).



Fire a rope into the window shown to get into the palace.

Who is Lady Azamlarg?

She's in the palace library and carries a sword. When you rope up into the window, she'll be to your left, a couple of rooms away.

How do I open the gate in the Lady's palace?

You can't.

What do the four valves and the big lever do in the maintenance room? Do they somehow open the big port door?

They do nothing except spin and throw the lever. There's nothing behind the port door. If you tinker with them long enough, Garrett will say something. Other than that, forget it.

How do I get down into the Keeper library?

You have to stack a few crates to do it. Plan on spending 30 minutes schlepping crates up to the library walkway.

Much of this mission involves rooftop work. So it behooves the player to always be looking up for places to fire rope arrows to access areas not otherwise reachable. As such, ALWAYS retrieve your ropes when possible. A good rule of thumb: if there's wood, it's probably there for a reason.

The following screenshots may help you:



Fire 3 ropes (left) to get up to the room shown on the right (The uppermost beam is completely in shadow.) Once you get up there, look for a lever to open the secret door (circled). Enter in and you'll find the Beaurigard Estate key.

Of course, there's a much easier way into this loft. (BELOW)



(LEFT) Rope up and scramble up the roof halfway. A ledge takes you around the tower. (RIGHT) A hop, skip, and a jump will take you to this upper courtyard. Note the vine on the far wall.



Chains are good bridges to inaccessible rooms. They lead to treasure that can't be reached by other means.



Find this building, rope up to the roof and squeeze through the fence.
(Photo courtesy pnowak)



Rope up to these planks with three crates to get into the adjacent room. Drop down into the water and find a tool box. Then look for a grate.



Mantling into the small grate while in the water is best done by mantling up onto the underwater structure, pointed to by the arrow in the screenshot here.

Once inside, you'll be in the haunted area, where you'll find the Key Found Far Underground.



(LEFT) Rope down and find the tunnel. (RIGHT) The elevator shaft has a pick-able gate that requires you make several up-and-down trips before you can open it.

Where is the Escape Key?

In the Lady's palace, frob a gargoyle head on top of a bookcase to open a secret door to the elevator.

The second key is located near the scepter room. Frob a lever on top of the bookcase in the scepter room.

How do I get into the Cragscleft Gate?

There are three gates in the city that lead to other areas. The only one that you can access is the one near where you begin the mission (before you swim downstream). There are a couple of ways if getting to this area. Following the screenshots above will get you there.

A loot list can be found in the **Concepts** folder in your Thief 2 directory.