

Keyhunt

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Small Stock Resource (SSR) Contest Submission Winner

There are 2 secrets in this mission:



In a tight staircase, look for this recess, which contains a small switch. It opens a door down the stairs.



There's a small switch here that moves the statue.

Objectives:

- Solve the mystery behind the key.
- When you're done, exit the cemetery.

Walkthrough by Nightwalker

You begin in the cemetery just as dawn is breaking. Go over to the Fountain of Morning Light and take out 2 water arrows. Wait for a Hammer guard to walk by and take the scroll he is carrying. Apparently the Fountain is known to sanctify items dropped into it. Interesting! Take a good look at the church (no, a REALLY good look) then go over to the caretaker's door, read the Cemetery Regulations and open the shutters. Reach inside and pick up his spectacles, which will go into your inventory. Don't drop items like this. Some of them are necessary to complete the mission. Move the bowl on the table to find a coin (+10) then go around to the back of the building.

Look on the ledge to the left of the statue against the back wall and you'll find a small lever. Flip it to find **Secret #1**. The statue will pivot and behind it is a small silver statue (+15 = 25). Walk over to the doors of Crypt 6 and unlock it with the Mysterious Key that was in your inventory at the beginning of the mission.

Climb down the ladder, up the next one and you'll emerge in a storage room. Take 2 purple urns (+50 = 75) from the shelves then go through the doorway and cross to the north room. You'll see a box surrounded by 4 burning candles but no obvious way to open the box. Leave the room and go down the stairs. Turn left (S) down a ramp and along a hallway to a door at the end. Pick up a purple vase (+25 = 100) from the ledge to the left and read the plaque above the door:

4 small lights need to die and be reawakened in the order of their remaining life.

Remember the 4 candles and the box upstairs? Go back up, put out all the candles by frobbing them and then relight them (frob them again) from the shortest one to the tallest one. (Back left corner, front right corner, front left corner, back right corner) The box will open and inside is a jeweled dagger, which goes into your inventory. Return to the door and "use" the dagger on the dagger that is above the plaque. It will lock into place and the door will open.

Enter the room and read the note on the wall. It tells you that this is the first of 4 levers you need to find and operate. It also says that when you have completed this task, you need to return to the room where you found the dagger and look up.

Walk back along the hallway to the base of the stairs and down the north ramp. Descend the spiral stairs to the first landing and enter a room that is patrolled by a mage. Read the message over the open doorway to the east:

The path before you is only free if you illuminated more than three.

Hmmm! Must mean the braziers in this room. You'll see buttons placed on the walls around the room. Push the buttons until you get all 4 braziers lit and then go through the doorway and along the hall. Pick up "**Another Mysterious key**" that is lying beside the dead mage in the hallway. (Aren't you glad you solved the puzzle!) and enter the room at the end. This is the final resting place of Lady Randall and read the plaque which says that she is filled with misery because her body is decaying here. Jump up on the bed and you'll notice that her left arm lights up. Remember that for later. Look behind the headboard for a purple goblet (+15 = 115) that's lying on the floor then return to the spiral stairs and start down.

On the next landing, you'll find the room of the Shadow Tree. The plaque here says there can be life even in a place of death. Shoot a water arrow at the tree on the ceiling and it will grow some moss arrows. Rope arrow up and grab them then continue out the other side of the room and into The Hammer Sanctuary. The plaque here says:

Show humility before the Effigy and your patience shall be rewarded.

Enter, kneel before the statue and wait. After a few seconds a scroll will appear in the small depression in front of it. Pick it up and you'll see it's the **Crypt Plans**. You now have a map of the crypt.

Return to the spiral stairs and start down. There's an empty alcove in the wall on the right. Check it carefully and you'll find a tiny switch. Frob it to find **Secret #2**. Go down the stairs to bottom and turn to your left where a door has opened to a secret room. Inside there's a bottle of holy water and some water arrows. Leave this room and turn left. Walk along a hallway to the corner and turn left. Just past the first pillar on the left, look for a purple goblet (+15 = 130) that's tucked into an alcove low in the wall. Turn left at the corner and read the plaque on the wall. It says

*Three numbers can be found in this message.
Remember them, for they are crucial to pass unharmed.*

If say it out loud, you'll hear the numbers "3" "4" and "2". Look at the ceiling above each archway opposite the plaque and you'll see a number. Walk through the middle one, which has the number "3" above it then walk through the right-hand (S) one in the next row, which has a "4" above it. The one straight ahead has a "2" above it so go through it and turn left. Open the shutters in the wall and you'll be confronted with a head! Yikes! Read the plaque above it and you'll hear about poor Brother Anton who fell because of his bad eyesight. Remember the spectacles you picked up from the caretaker's desk? Put them on his face and a door will open in the floor in the other corner. Climb down the ladder and you'll find the **second lever**. Flip it then climb back up the ladder. You can see where Brother Anton fell to his death. Rope arrow down through the opening and take "**Yet Another Mysterious Key**" from the floor beside his body. Read the plaque in the middle of the floor and you'll find you're in the Hall of Clues. Read the plaque on each pillar and you'll find clues to help you solve the puzzles in the mission:

1. Her favourite item would now make her scream if you held it before her.
2. A place where sound is your enemy gets much easier if you've watered the plant.

3. To grant someone eternal life, he shall be given what might have saved his life.
4. A face of stone desires a disguise that has bathed in the new day's essence.

There's a gold goblet (+15 = 145) sitting on the crossbars above the middle of the room. You can get it by just jumping and frobbing while you're in mid-air. Pick up a rope arrow that's lying on the edge of one pillar ledge then climb back up the rope and leave the room.

From the clues, you may have deduced that you need a mask. You saw one earlier if you paid attention to what I said. Go back outside and look up at the main building. You'll see it's decorated with masks. You may also remember the list of rules. One of them was not knocking things off by throwing things. Well, an arrow might work, right? Use a broadhead to dislodge one of the masks then take it over to the Fountain and drop it in. Pick it up and you'll see that is now "The Mask of the Morning". Go all the way back down to the level with the number puzzle but turn right instead of left and go down another set of stairs.

You'll enter a room with panels on 3 walls and a narrow ledge running around the upper area. Sink a rope arrow into the wooden beam nearest the sunburst design and jump into the opening above it. You'll find yourself in a room with yet another dead Mage. Beside him is lying the "**Surprisingly, It's a Mysterious Key**" key. There's nothing else in here so jump back to your rope and descend to the floor. Put another rope arrow into the wooden beam nearest the statue. When you get near enough to it, you'll see the head lights up. Remember the clue about the face of stone desiring a disguise? This is it. "Use" the Mask of the Morning on it and the panel in the east wall of the room will open. You can hear a haunt patrolling in there so move quietly.

He's wearing a Hand Mirror which you will need so take it then examine the red plaques in the corners of the room. The one in the NE corner is already lit. Stand on the one in the NW corner then walk counter clockwise over each of the other red plaques and they will light up. When you've got them all lit, a panel in the east wall will slide open, revealing the **third lever**. Flip it, pick up a silver statue (+15 = 160) from a ledge in the main room (Bonus objective complete! You've found all the loot.) and go back up the stairs to the next floor then back up the spiral stairs to the level where you found Lady Randall's room.

"Use" the mirror on her right hand and her ghost will appear, suitable distressed by what she has seen. She'll open the door in the west wall, run through and disappear. You'll find the **fourth lever** inside the room so flip it and Garrett will say "That should do it!". Return to the room where you found the dagger and look at the ceiling. You'll see an opening in one corner. Rope arrow up through it and you'll find yourself facing 4 locks. Use each of the 4 keys you found in them and the door to your right will open. You'll be in a room with a chest in the middle. Treasure! Pick it open and "poof", you're gassed. You'll find you've been transported to another room. There's a scroll floating above the central pedestal that explains everything that's been going on and you've solved the mystery of the key. It seems Garrett is a pretty smart fellow! *Objective complete!* Walk through the portal that appears and you'll find yourself in another section of the graveyard. Walk into the second area and the mission will end.

- Congratulations, you've found all the loot! (Bonus)
- For this feat you get the title 'Haunt Slayer.' (Bonus)