

Mortuos Liber

(Book of the Dead)

Beltzer

June 24th 2014

Objectives:

- Steal Sheriff Argus' ring.
- Do not harm the sheriff in any way.
- Loot Goal: 3000 (Normal), 3500 (Hard), 4000 (Expert)
- Go back to your room.

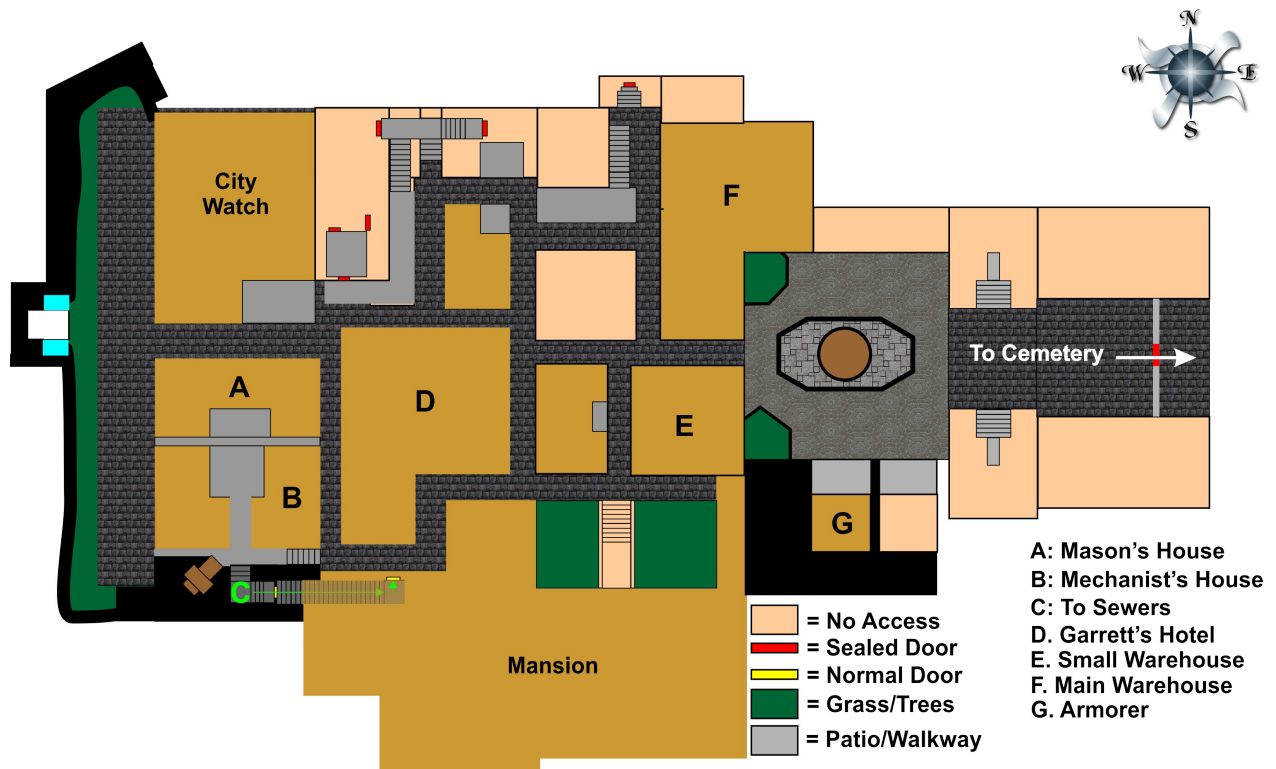
Key Listing

Key Name	Location	Opens
Room Key	Your hotel (start) room, on nightstand.	Room door
Gray Key	Hanging on wall in sewer, next to note.	Nearby door.
Gray Key	Counter inside armorer's shop.	Armorer shop entry door.
Gray Key	Hanging on wall next to front door of mason's house,	Front door.
Gray Key	Inside locked desk in room with safe. (Gray House)	Door in room west.
Gray Key	Inside hutch where you also find flaming scepter.	Lockbox on side of dresser in room with safe.

Expert Walkthrough by Ricebug

1. You begin the mission in your hotel room. Grab the **ROOM KEY** and all the equipment from the nightstand and desk. Read the note under the door. Doing so initiates two additional objectives:
 - That book sounds interesting; you've got to find it.
 - You didn't plan for this extra trip, so find a sword—you never know what opponents there are where that book is.
2. Use the key to unlock your door and go downstairs. Go behind the woman who is standing behind the counter and enter the one door that's frobbable. Close the door and grab the loot in the wall niche. (Loot Total: 122)
3. There's a man sleeping in a chair in this hall. Take the two bottles of fine wine and four gold goblets. (Loot Total: 322)
4. Near the sleeping/sitting guy is a floor panel. Open it and descend the ladder. Take the two bottles of fine wine on the table. (Loot Total: 422) Lockpick the metal door and enter the sewers. There's a skeleton before you that has a ring on its hand. (Loot Total: 522) We'll come back to the sewers later. For now, return back up the ladder to the hotel lobby.

Mortuos Liber: The City Side (West)



(Fig. 1) Map of the City

Mason's House

- Exit the hotel and turn West. Refer to the map and head over to the City Watch. Once you enter the lobby, you'll see a door, warning, "Authorized Persons Only." Opening it will cause the facility alarms to sound. Instead of entertaining your certain death, exit the City Watch, turn west, and then south.
- At the end of the "street" is a hole in the ground. Take the water crystals there. Now turn back and lockpick one of two basement windows on the nearby building.
- Enter the mason's (bricklayer's) home and go up the stairs. Take the two gold candlestick in the windows. (Loot Total: 622) Snag the key hanging on the wall, which opens the front door.

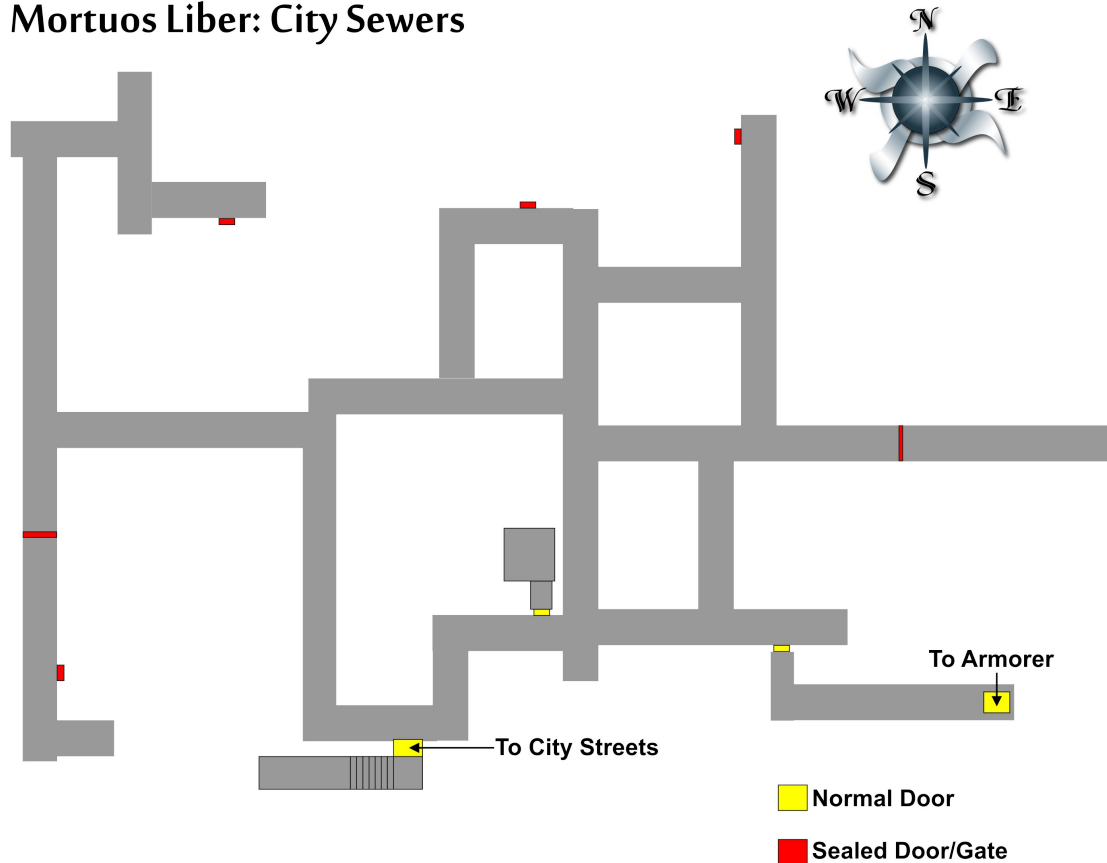
Mechanist's (Adolph's) House

- Exit through the front door and turn right into the very narrow alley. There are two bottles of fine wine sitting against the wall on the ground. (Loot Total: 722)
- To your south are two houses, one with a man sleeping in a chair. Ignore that one and pick the

door on the opposite home.

10. Behind the mech standing there are some decorative plates, goblets and wine. (Loot Total: 822)
Enter the adjoining bedroom and read the scroll, which speaks of advanced locks.
11. Ignore the ladder going up the wall. The attic door doesn't open. Exit the house. Return to the mason's house, going down into the basement. Place the crates against the wall by a window to get out and return to the streets.

Mortuos Liber: City Sewers



(Fig. 2) Sewers beneath the city.

City Watch

12. Head to the City Watch and enter the front door. Lean forward toward the woman behind the window and KO her. If you lean in and look left, you'll see a button that activates the alarm. When you push it, a small switch will “appear” next to the button (you'll have to jostle around to see it). It won't appear until you push the button. This switch turns off the alarm. Do so.
13. Now go through the “Authorized Persons” door and enter the office on your immediate right. Take the screwdriver from the toolbox. Also, go ahead and throw the lever on the wall to light up the sewers below.

14. There's one guard whom you can lure through a door to KO. The other one will eventually settle down and head to the street. He WILL return inside the building, however, so be ready for him. Go into the room where the woman was standing. There's some loot in one of the filing cabinets. (Loot Total: 1072)
15. Turn down the hall and lockpick the door to your left. There's a generator running here. Another sewer hatch leads to the sewers. Don't waste your time entering the sewer from this junction, as it leads to a dead end. Grab the coinstacks in the corner near the fence. (Loot Total: 1109) Use the screwdriver on the fusebox to disable the generator and cut power to the facility. (Optional)
16. Return to the hall, go up the stairs to your left, and enter the sheriff's office. To open the safe, enter the combo 5391. Take the special lockpicks, read the note, and grab the arrows.
17. When you exit the City Watch, you'll see a guard to your right standing by the front entry. This is **Sheriff Argus**, so DO NOT KO HIM. You'll fail the mission if you do. Instead, take him for a run around town and lose him somewhere.

This 'n That

18. Upon leaving the City Watch, turn east and then north. Go all the way to the end and ascend the short flight of stairs. Turn right at the top. Take the bottle of fine wine in the corner. (Loot Total: 1159)
19. Reverse direction and go across the stair landing, turning south to go up some more stairs. Continue around the balcony and lockpick the door at the end of the L. Inside are some reading glasses and a ring (plant stand). (Loot Total: 1309)
20. Go back the way you came and enter the house next door with the open shutters. Inside is a lady wearing white. She will alert on you. Ignore her and take the pocket watch on the small corner table. (Loot Total: 1509)
21. Leave her house and go east again, and then north, where you'll see another flight of stairs. Go up, ignoring the couple sitting at the table. Instead, mantle up onto the wall, face west, and do a running jump across to the lady in white red clay roof. Now turn north and you can see a dining area inside the upper floor. However, you can't jump that far. Come back later when you've found some rope.

Warehouses

22. Just south of there (follow the wall with the posters stuck to it) is a small warehouse (marked 'E' on your map). Lockpick the door. Turn on the lights (switch by the door). Climb upon the crates and you'll soon find a crate with a blue lockbox on it. Garrett will say, "Hmm...I hate modern trends," meaning, the lock can't be picked by ordinary means—you need the special lockpicks you kyped from Sheriff Argus' office safe.
23. The top of the crate will open. Climb inside and take the **HANDLE MOLD**.
24. Behind the crates is a long, narrow flight of stairs. Go up and rob the unlocked safe. (Loot Total: 1784) Open the window over the desk and look up. See the cable leading over into the

mansion's front yard? It's a zip line, but you need something to hook onto it with.

25. Leave the small warehouse and go to the large warehouse (marked 'F' on the map).

26. Climb upon the three crates and take the hook.

Warehouse Smelter

27. Enter the next room, where you'll see a smelter. Place the **HANDLE MOLD** on the mounting plate in front of the cauldron. Throw first the left then the right levers. When the mold process is done, throw the left lever and retrieve your door handle.

28. Exit the warehouse and go south until you're at the mansion's gate. As you can see, you can open it, but getting past the guards is impossible. Besides, we need to get a sword.

29. As you're standing at the gate, there's a small house at your right shoulder. Lockpick the door and take the two gold candlesticks inside. (Loot Total: 1884) Exit the house and turn back to the mansion gate.

30. Go west. You'll see a trash can sitting in a corner. Above it are a couple of coinstacks. (Loot Total: 1934) Now return to the hotel and descend down into the sewers via the floor hatch by the sleeping/sitting man.

Finding Your Sword

30. Use the map (figure 2) to find your way around the sewers. You'll come to a door that opens to a hall/stairwell flooded with red light. Ascend these stairs, snag the key hanging by the door and open that door. Return to the sewers.

31. You'll notice on the map an access point to the armorer's shop. It's in the SE corner. Pick the metal door, enter another red-lit hall, climb the ladder, and enter the armorer's shop.

32. Take the key on the counter, which opens the front door. There are three swords displayed on the north wall. Take the bottom one. *Objective Complete!*

33. Make sure you grab the mines from under the counter. Crack the safe and remove the wrench from inside. It will come in handy later. Before you leave, make sure you throw the lever on the wall (NE corner) to turn out the exterior lights.

34. Use the key to unlock the door. You'll see a couple of guards who were not here earlier. In fact, the town is now suddenly infested with guards, which is why we did the majority of our stuff first. It will now become very difficult to move about in the city without a cop noticing.

35. Hide in the shadows and KO the patrolling guard. Take his purse. (Loot Total: 2024) Go around the square in a counter-clockwise fashion and take out the standing guard.

36. This mission is rather anemic when it comes to health power-ups, so before leaving the open market, grab the loaves of bread and cheese wheel from the vendor stalls.

The Mansion

37. Go west, enter the small warehouse, go up the stairs and climb upon the desk. Jump across and onto the roof of the house. You may get stuck on the edge, so “slide” north, tapping on the spacebar to loosen Garrett from being stuck. Once free, go to the apex of the roof and “use” the hook on the cable to slide over the mansion fence without the guards seeing you. You'll notice that only one-half of the cable frobs. That's the side you want to frob with the hook.
38. Once you're in the front yard quickly slip through the front doors. Good luck on the guards not seeing you.
39. There's a patrolling guard in here, so be ready to deal with him (how you do that is up to you). Along the front wall are two candlesticks. (Loot Total: 2124) The wall candles can be extinguished by frob. The ones hanging from the ceiling can be put out with water, but I'd rather not waste them.
40. Take the hallway going left and enter a living room. Frob the piano to get a purse. (Loot Total: 2224) Re-enter the hall, going straight across and through the closed door into the dining area. There are two fancy candlestick holders to your left. (Loot Total: 2524) Take everything of value on the serving table. (Loot Total: 2664) Also, grab the goods from the dining table. (Loot Total: 2814)
41. Go through the double doors and go north. Make your way to the one door you can frob on the north end of the house. You should end up in an office. Crack open the moneybox on the west book shelf. What a shame...it's only the lock combo to the Sheriff's safe at City Watch.
42. Go upstairs. There's a lone guard patrolling the hallway, so be looking for him.
43. Go around to the west end of the hall and enter the only frobbable door available. You should see a woman standing here, humming a tune to herself. Note the authentically modeled antique sewing machine on the desk.
44. Go through the drapes and into the master bedroom. Unlock the small box on the nightstand and retrieve the ring. *Objective Complete!*

Return to City Watch

45. You may have noticed one door back at the City Watch that wasn't frobbable. Go there now, and search the first floor, and you'll now see an open door at the end of a hall. It's a bunk room. In one of the footlockers is a rope arrow. **You must have this before you head to the cemetery.**

The Cemetery

46. Before heading to the large east gate, there's a cop sporting a purse (turn west as you leave the mansion gate). (Loot Total: 2934)
47. Go to the gate protecting the city from the ilk lurking within the cemetery and surround woods. To open the door, use the **WRENCH** on the left bolt and the **DOOR HANDLE** on the door itself. You'll fade out and back in, where a door with a proper handle is now before you. Pick it and

enter the cemetery area.

45. Approach the pagan and nick the two fire arrows from the burning barrel; he won't bother you.
46. Look for a cloud of flies to your east and go there. Take the wood saw from the rotting corpse.
47. Descend the hill to your north and enter the portal. Drop down, ignoring the big green spider.
48. There's nothing in the small house. Head west, going through the gate with CEMATARY [sic] spelled out above it. Find the small shed. There's a note tacked to the shelf, crying about a missing saw. Exit and look around for some frobbable dead trees. Use the saw on this tree and enter the next portal. Right-click, hold, and let go. Repeat a couple of times and the tree will disappear.
49. Pick open the black-and-yellow-striped electrical box and throw the lever behind it. Descend down into the tunnels.

Shades of Gray

50. You'll come to a large gray house. Turn right and find the gazebo with the table and chairs under it. Take the Victrola from behind the table. Now enter the house via the front door.
51. There are two stubby candle holders on a table near the foot of the stairs. (Loot Total: 2974) Grab the statuettes on the fireplace mantle. (Loot Total: 3004) Near the painting telling you to "GET OUT" are two more of those stubby candle holders. (Loot Total: 3044)
52. Go down the hall to the bedroom on the left, across from the kitchen. Inside this bedroom is a caged rat. Call up the Victrola so that its visible in your inventory. Throw the small lever on the wall to send an electrical current through the metal cage. The rat will squeak in pain. Now frob the Victrola to record the squeaks. After a few seconds, flip the switch off.
53. Go up the stairs and turn left. Find the small library. There's a pair of gold eye glasses there. (Loot Total: 3094) Go back down the hallway and turn left into a junction room. One door will knock back when you frob it. Try the other door. It too is locked. However, when you exit through the archway, the first door creaks open.
54. Enter this room (or just look inside) to find a giant Dewdrop-looking mannequin. Take the tiara from its head. (Loot Total: 3219) Return to the hall and go the opposite end, where the stairs are located. Enter the door there. Inside is a safe.
55. Pop the safe to get more loot. (Loot Total: 3394) Now lockpick the desk's lower door compartment and take the key, pocket watch (Loot Total: 3494), and **BLANK PARCHMENT**. Before exiting this room, **make note of the lockbox** on the side of the desk's upper half. **Take the quill pen from the desk.**
56. Return to the junction room where you found the big Dewdrop. Use the newly-found key to open the door on the opposite side. In this room you'll find a mirror. Use the Victrola on the mirror. Grab the book. *Objective Complete!*

57. Go back to the end of the hall and go down the narrow passageway to a hallway containing a couch and a book shelf. **At the opposite end is a claw sitting in front of a portrait.** This is important so remember to return here.

Glyphs, Crystal Balls, and Demons

58. Go all the way back through the portals to the bridge that leads back to town. Upon approaching the gate, the following new goal will appear:
- Now what? You have to figure out how to get back to the village.
59. The answer lies with that claw mentioned in paragraph 59. Return there now. Once you do, you'll find a scroll sitting on the claw pedestal. Read it. *Objective Complete!* You'll also find another goal added to the list:
- It seems you have no choice. Do what the mysterious person asks.
60. Go back down to the kitchen. The door that was previously locked that leads down to the basement is now open. Descend the stairs, stay NE, and then hang a right at the first chance. Open the first door you come to on the right. You should be in a storage room. Some guy is sitting on the table, apparently dead.
61. Click on the crystal ball. You'll be shown a room with five glyphs on a wall, arranged in the order shown in figure 3. **Thanks to the pen and paper you grabbed from the desk upstairs,** you now have the **GLYPH DRAWING**.



(Fig. 3) Glyphs

64. Exit this room, go right, and follow the hall. It will angle left. Enter the door on the left. Once inside, turn on the light and close the door. Here is a toolbox with a drill bit inside. (Loot Total: 3744)
65. Exit this room, turning left. Enter another door at the end of the hall to your west. Something in here is banging a door from inside one of the lockers. Open it and take the **TALISMAN PIECE**.
66. Return to the stairs, but keep going straight (south), turning left at the corner. The door to your immediate left is locked. Pick it and grab the three bottles of fine wine. (Loot Total: 3894)
67. Return to the outside of the house. Go to the south side and look up at the roof. You can see a **red diamond** in the bird statue's beak. Use the rope arrow you took from the City Watch footlocker to get up there and grab it.
68. Return back upstairs to the claw pedestal and “use” the **GLYPH DRAWING** on it. It will dissolve and be replaced by a “thank you” letter. Read it carefully, as it reveals what must be done.

69. Go out into the hallway and head west toward the library. You should now see a large chunk of wall missing in the hall, revealing the bedroom you couldn't access before. Step inside and pick the door open on the dresser. Take the key and the fine wine. (Loot Total: 3944)
70. Grab the candlestick from the nightstand. (Loot Total: 3964)
71. Jump up onto the bed and loot for a tiny switch on the wall behind the side of the bed. Now look at the ceiling. Climb up the ladder and snag the gem from the jewelry box on the desk. (Loot Total: 4064) *Loot Objective Complete!*
72. Look up. Jump and grab another diamond from the bird's beak.
73. Now that you've got that key from the dresser, take it back to the study at the opposite end of the floor you're on and use it on the lockbox on the side of the desk. (See paragraph 55.)
74. Now go downstairs and look for two small glass doors that are now open. One contains the final piece for the Talisman of Life. The other has some more loot inside. (Loot Total: 4264)

Talisman of Life

75. Return to the basement and to the room with the crystal ball. There's a contraption to the left of the crystal ball that frobs. Place each piece of the talisman on it, beginning with the straight piece (from the skeleton) and ending with the diamonds.
76. Now head over to the cemetery and find Gruffyd's tombstone. You'll notice that the grave is now frobbable. There's a shovel leaning against the outside of the shed next to the wheel barrow. Use the shovel on the grave.
77. Open the coffin and use the Talisman of Life on the corpse. Now drop the Book of the Dead on top. You should hear a demonic scream.
78. Hustle back over to the house and grab the scepter from the bedroom. Place it on the claw pedestal. After a moment, the adjacent door will fly open and the person you've rescued will come out with a scepter in his hand.
79. Hide somewhere while he clobbers all of the demons. This may take awhile so be patient. Once he's done, you are supposed to frob him.

NOTE

**I could not get the mage to frob, no matter what I did (re-load, shoot fire arrow at him, etc)
Consequently, the mission would not end. Hopefully, the author will fix this.**