



### Important

Thief's Rising 2 pushes the T3 engine which may cause significant lagging in a number of places throughout the campaign especially on lower spec machines, so all players are advised to disable all mods in the Sneaky Tweaker, especially The Collective Texture Pack.

Note: Disabling The Collective Texture pack also significantly reduces loading times.

There are some sections that require fast reactions and split second timings. If you are using an analogue controller in these sections, you will find using the D-pads for directional movements advantageous, you can also change your run speed factor in SU tweaks.

### Note

Most missions have 2 or 3 bonus items to be discovered, and only when you have found all 22 bonus items (6 special loot + 16 crests) throughout the campaign can players access the final bonus shooting gallery, however if you fail to find any you will be able to return to that mission at the end of the campaign in order to fulfil the bonus items requirements.

## Mission 1: A Rude Awakening

### There are 2 Bonus Items in this mission

Leave your apartment.

**Objective Complete:-** *Go and see what the commotion is about.*

**New Objective:-** *Escape the fire.*

Drop down to street level, mantle over the crate and through the archway, head down to the steps in front of you and run and mantle over the far railings where the tree is. Go up the SW steps, mantle over the railings and jump from the crate to the next crates on the other side of the pipe to enter the dock area.

**Objective Complete:-** *Escape the fire.*

**New Objective:-** *Find new accommodation.*

As you enter the docks you'll hear a conversation between a city watch officer and an office worker who wishes to make a statement.

**New Objective:-** *Follow the witness back to his work place.*

**New Objective:-** *Find out the contents of the witness statement.*



Follow the office worker to his place of work, the oil refinery office in Fountain St. The mission will fail if you lose sight of him.

**Objective Complete:-** *Follow the witness back to his work place.*

In the oil refinery office do not get spotted by the office worker, head upstairs and read the statement on the east table, SE office.

**Objective Complete:-** *Find out the contents of the witness statement.*

**New Objective:-** *Search the offices for clues on a potential suspect.*

Now wait for the office worker to unlock the SW office, collect the Personnel Record key off the desk and read another note on the same desk regarding Gerry's dismissal from the oil refinery.

**Objective Complete:-** *Search the offices for clues on a potential suspect.*

**New Objective:-** *Find out where the suspect lives, then go in search of evidence there.*

**New Restriction:-** *Do not get seen whilst trespassing in the suspects home or in the city watch buildings.*

Read the open book on the north table in the Personnel Records office to find Gerry Hargreaves address.

**New Objective:-** *Find a map of the city to help pinpoint the suspects address.*

**Note:** If you have already collected the map this objective does not trigger



Head back to the storage room and move all the crates to find a frobbable grill, head into the room with the Gate Emergency Power Shut Off Switch and drop down through the floor grill to land outside Stone Market Gate.

If you haven't already done so collect a map from the drop box on the wall next to Stone Market gate.

**Objective Complete:-** *Find a map of the city to help pinpoint the suspects address.*

Head over to the Stone Market apartments (NE corner, Fountain St.) and enter Gerry Hargreaves apartment (Apartment 1).

**Note:** The door is unlocked only after you have collected the map.

In the bedroom collect the Culprits Receipt off the bookcase and the Culprits Diary from the bottom shelf of the bedside cabinet.

**Objective Complete:-** *Find out where the suspect lives, then go in search of evidence there.*

**New Objective:** *Place the evidence on the table in the City Watch's head quarters, without being seen.*



Head over to the City Watch HQ opposite the oil Refinery Office and frob the table in the rear room to plant the evidence

**Objective Complete:-** *Place the evidence on the table in the City Watch's head quarters, without being seen.*

**New Objective:** *Whilst the perpetrator is being arrested, access the City Guard watch station and grab the stash to give to the Landlord as a down payment for renting the perps apartment.*



Now head over to Market street and collect the Purse of Coins from the ledge above the armoury door in the City Watch station.

Return to Stone Market Apartments and knock on the landlord's door, have a chat with the landlord and you'll be given the Apartment key.

**Objective Complete:-** *Whilst the perpetrator is being arrested, access the City Guard watch station and grab the stash to give to the Landlord as a down payment for renting the perps apartment.*

Use the Apartment key to open apartment 1 and enter your new home.

**Objective Complete:-** *Find new accommodation.*

## Mission Complete

Location	Position	Loot	Value	Total		
Oil Refinery Offices	locker room	lower level	SE locker	bird statuette	250	250
				<b>Total Loot</b>	<b>250</b>	

### Keys

Personnel Records key	On table in SW office, upper level, oil refinery office building.
Apartment key	Given to you by the landlord once you have collected the purse of cash.

### Bonus Items

Bird Statuette	Locker in locker room, oil refinery office building.
Oil Refinery Crest	Under crate in small room off storage room, oil refinery office building.

## Mission 2: *A Bit of Burglary*

*There are 2 Bonus Items in this mission*

You start in the bedroom of your newly acquired apartment.

**Starting Objective:-** *If you're going to get by you'll need some tools, and seeing this used to be the master thief's, Garrett's abode, there must be a secret weapons stash in here somewhere. Find it!*

**Starting Objective:-** *The Blue Heron tavern, at the docks has recently acquired a batch of fine wines from a merchant ship and is in the process of selling them off. Get in and make whatever's left yours.*

**Starting Objective:-** *When all your other goals are achieved, use the key to enter Pavelock via the steam grate, beside the front entrance.*

Firstly frob the circular disc above the archway on the north wall in your bedroom to find Garrett's secret weapons stash, collect the bow, lockpicks and blackjack frob the crates.

**Objective Complete:-** *If your going to get by you'll need some tools, and seeing this used to be the master thief's, Garrett's abode, there must be a secret weapons stash in here somewhere. Find it!*

Now read the note in the bowl of fruit on the table in the front room to learn about the a new neighbour, Pollenfall, who'll you'll come across later. Then leave apartment, you'll need to frob the door twice, once to unlock it then to open it, then listen to the conversation between the apartment's guard and the landlord.

**New Objective:-** *Five of these bottles have already been purchased by some of the more affluent locals. Find at least 2/3/4/5 of them. \*\**

**\*\*** Number depends on difficulty.

As you leave the apartment building you'll discover that the city is under curfew which means you'll be attacked on sight by the city watch, you'll also discover you'll need to knock out a number of city watch officers.

**New Objective:-** *Hone your blackjacking skills by knocking out at least 6/8/10/12 of the city watch. \*\**

**\*\*** Number depends on difficulty.

As the rest of this mission is predominantly a city loot hunt with 2 new objectives being triggered in the docks as well as a side quest available.

In the city watch HQ in Fountain St, read the note on the table to discover Florence Meadstone has lost her cat 'Tiddles', find Tiddles to complete a side quest.

In the NE apartment (opposite old quarter gate) in dock alley you'll find a book that mentions a secret hiding place where one of the fine wines is hidden, to access the secret hiding place search the fireplace in the living room.

When you get to the west dock climb the ladder to get onto the ship and read the note on the cargo door of the stern deck:-

**New Objective:-** *Acquire the ships key so you can get to the ships cargo hold.*

In the Blue Heron Inn you'll find a bottle of fine wine in the barrel room behind the bar:-

**Objective Complete:-** *The Blue Heron tavern, at the docks has recently acquired a batch of fine wines from a merchant ships and is in the process of selling them off. Get in and make whatever's left yours.*

In room 4 of the blue heron inn read the note on the table

**New Objective:-** *The Captain has been incarcerated in Pavelock prison, along with that key. Visit the city watch and see if you can find a way to get into Pavelock...other than being arrested.*

**Objective Cancelled:-** *When you have completed your tasks return to your tenement.*

Now return to the city watch HQ in Fountain street and approach the table, if you have found Tiddles the cat will jump out of your arms and you will find an extra reward for finding Twiddles in a later mission. Read the scroll with the key on it, then take the key for Pavelock prison.

**Objective Complete:-** *The Captain has been incarcerated in Pavelock prison, along with that key. Visit the city watch and see if you can find a way to get into Pavelock...other than being arrested.*

**New Objective:-** *When all your other goals are achieved, use the key to enter Pavelock via the steam grate, beside the front entrance.*

Head over to the south side of lower market and use the Pavelock steam vent key on the gate to the left of the main prison door, and descend the ladder.

**Objective Cancelled:-** *Acquire the ships key so you can get to the ships cargo hold.*

### **Mission Complete**

Keys	
Apartment key	In inventory at start of mission.
Undercurrent store key	Embedded in stone block at base of l/h door post, NW apartment, dock alley.
Pavelock steam vent key	On table in city watch HQ, once you have read note in blue heron tavern.

**Bonus Items**

Kurshok Crest	Hanging on wall in the gallery.
Blue Heron Tavern Crest	On wall in hidden room below room 1, blue heron tavern. Frob button by cabinet by door to move bed.

**Side Quest**

Find the cat 'Tiddles'	In the tree by dock apartments, east docks.
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**Location of Fine Wine Bottles**

Chest in bedroom, east house, lower market st.  
 Secret room off living room, NE apartment, dock alley.  
 Bookcase, living room, apartment 2, NW apartments, dock alley.  
 SW apartment, fountain street, sitting room, inside fireplace.  
 Bookcase behind front door, apartment 1, SW apartments, Dock alley.

Location	Room	Street		Position	Loot	Value	Total
<b>Southquarter</b>							
Guard Station	main office	fountain st.		high ledge	gold coin	50	50
"	"	"		"	copper comb	50	100
"	"	"		by north door	purse	50	150
SW apartment	sitting room		lower level	mantelpiece	gold statuette	50	200
"	"		"	inside fireplace	fine wine	100	300
"	SE bedroom		upper level	wardrobe	gold coin	50	350
"	"		"	behind bed	purse	50	400
"	NW bedroom		"	cabinet	ruby necklace	75	475
"	"		"	bedside cabinet	purse	50	525
SE apartment		"		chest	silver coins	50	575
Market apartments	o/s apart 4	market street		behind crate	purse	50	625
Market Stalls	west market stall	"		behind stall	copper coin stack	25	650
The Gallery		lower market street		on walls	2 portraits	300	950
East house	lobby	"		ceiling beams	purse	50	1000
"	bedroom	"		chest	fine wine	100	1100
<b>Docks</b>							
Old Quarter gate		dock Alley		behind big crate	gold coin	50	1150
NE apartment	bedroom	" (opp OQ gate)	upper level	bedside cabinet	purse	50	1200
"	sitting room	" "	lower level	secret room	fine wine	100	1300
"	"	" "	"	"	rare book	100	1400
SE apartment	sitting room	"	lower level	bookcase	gold urn	175	1575
Balcony apart.	upper level apart	" (opp SQ gate)	upper level	table	copper coins	25	1600
South apart.	lower level apart	" "	ground level	chest	copper coins	25	1625
North apartment	living room	"	ground level	under sofa	gold coin	50	1675
"	bedroom	"	upper level	bedside cabinet	ruby necklace	75	1750
"	"	"	"	chest	silver coin stack	50	1800
Apart 2, NW Aparts.	living room	"		bookcase	fine wine	100	1900
"	bedroom	"		SE shelf	copper coin stack	25	1925
Undercurrent store	shop	"	lower level	bookcase	copper coins	25	1950
"	"	"	"	"	copper coin stack	25	1975
Apart 1, NE Aparts.	living room	east docks	lower level	mantelpiece	silver statuette	50	2025
"	by front door	"	"	bookcase	fine wine	100	2125
Apart 2. NE Aparts.	o/s front door	"	upper level	bottle rack	gold coin	50	2175
Apart 6. Dock Aparts.	o/s front door	"	upper level	bottle rack	purse	50	2225
Ship	stern deck	west docks		cargo door	golden dagger	50	2275
Blue Heron Tavern	bar		lower level	NW table	gold coin	50	2325
"	bar, behind counter		"	shelves	copper coins	25	2350
"	barrel room		"	wine rack	fine wine	100	2450
"	room 2		upper level	r/h chest	copper coins	25	2475
"	"		"	l/h bedside cabinet	jade tiara	50	2525
"	room 3		"	chest	silver coins	50	2575
"	room 4		"	chest	copper coins	25	2600
<b>Total Loot</b>						<b>2600</b>	

Previous Loot	250
Campaign so far	2850

## Mission 3 : *Prison Break*

*There are 2 Bonus Items in this mission*

**Starting Objectives:-** *Descend to the lower level of Pavelock.  
Find the Captains belongings and take the ships key.  
Once you have got what you came for, leave Pavelock prison the same way you came in.*

**Restrictions:-** *Don't be seen, don't blackjack or kill any of the guards.*

You need to get down to the lower level of the prison to find Captain Rafe but due to the restriction you'll need to sneak without alerting any of the guards, however this restriction is lifted later so if you find any of the areas too difficult you can always return there later. Whilst sneaking through the prison you may find a few loose bricks in the walls with strange markings behind them, the purpose of these markings will be revealed later on in the mission.

Read the scroll on the wall by the first mechanical door you come across as this gives you a clue as to how to get back out of the prison later.

In the solitary confinement cells on level 3 (where Gerry Hargreaves is) you'll find a note on the bench in cell 5 from a prisoner to his wife regarding a birdcage, collect the birdcage in order to complete a side quest in a later mission.

When you get down to the lower level of the prison where the Captain is.

**Objective Complete:-** *Descend to the lower level of Pavelock.*

When you get to the room with the secure storage you are advised not to put out the wall torch as this will alert the jailer sitting at the table, who will then go on patrol making it very much harder to pick open the secure storage, instead wait till the guard leaves the room then read the book on the table to find that an unknown captain is in cell 4, then rush over to the secure storage pick it open and rummage through the back pack on the south shelves:-

**Objective Cancelled:-** *Find the Captains belongings and take the ships key.*

**New Objective:-** *Find out where the Captain is imprisoned and confront him about the key.*

The cell door control levers are on the wall by the secure storage will now be active, frob lever 4 and head to cell 4 to meet the captain.

**Objective Complete:-** *Find out where the Captain is imprisoned and confront him about the key.*

**New Objective:-** *The Captains an old friend of yours and needs urgent treatment. As he's in no fit state to escape by his own means, you'll have to carry him out.*

**New Objective:-** *Since you can't carry the Captain out of the steam vent hatch, you'll have to escape via the front gate.*

**Objective Cancelled:-** *Once you have got what you came for, leave Pavelock prison the same way you came in.*

**New Note:-** *Restriction removed: Do what you must to break the Captain out of Pavelock prison.*

Now that the restrictions of not being seen or dealing with the guards have been removed you can now KO and kill all of the guards.

You now need to carry Captain Rafe to the front gate, which is at the top of the stairs near where you entered the prison, trouble is when you get to the solitary confinement area you can't open the mechanical gate by normal means, but if you read the scroll by the gate you discover that all guards have an implant in them that triggers the opening of the gate, so to open the gate KO one of the guards and carry him to the gate and it will automatically open. You'll need to do the same when you get to the mechanical gate leading to front gate.

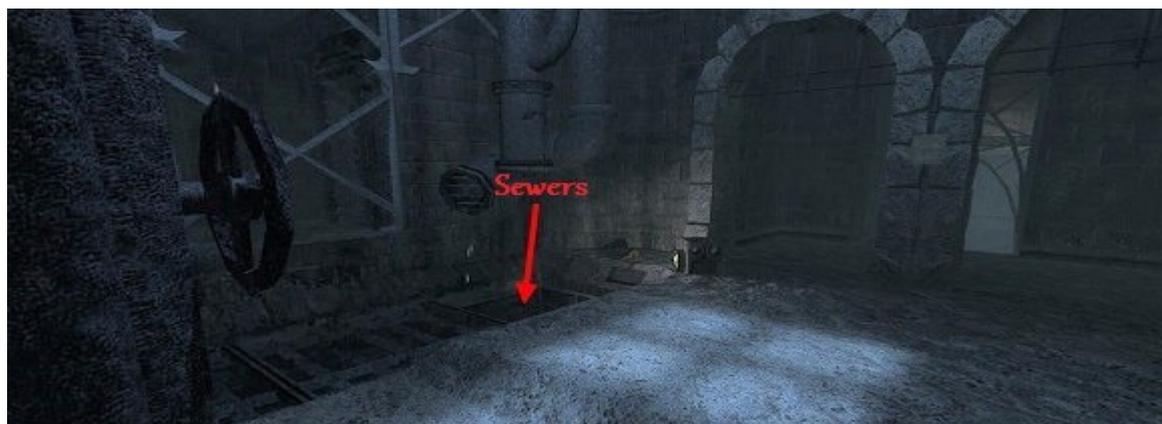
In the front gate area read the note on the table in the duty guard room, this tells you about an ancient exit hidden in the sewers that is opened with 6 levers, the code for the 6 levers are hidden behind 6 bricks scattered throughout the prison walls, if playing on expert accessing this ancient exit area is essential for completing your loot objective.

In the administration office read the note of the desk to find out about strange noises coming from the sewers caused by Chief Inspector Fargo's experiments, collect the laboratory key from the key rack by the desk and use it to access Chief Inspector Fargo's laboratory next to the guard room in the entrance level.

In Chief Inspector Fargo's laboratory read the book on the desk to learn about Spider Beetles, then collect the sewer key off the desk in his office.

The sewers are accessed via the grill in the pump room and down in the sewers you'll come across a number of spider beetles, how many depend on which difficulty you're playing on (6 easy/normal, 10 hard/expert).

Each beetle carries a gemstone that can only be collected once the beetle is dead. There is a total of 825g worth of gems available in the sewers + a statuette (250g) so apart from the gems released by the dead beetles you'll find a number of gems hidden in various corners throughout the rest of the sewers tunnels, with the gems from the missing beetles on H/E now amongst the gems in the tunnels.





In the lower sewers you'll find a 6 lever panel by a gate off the short tunnel, this is the ancient exit mentioned in the note in the duty guard's post and the 6 levers represent the 6 markings you should have found behind various bricks throughout the prison walls.

#### Solution

- 1 up
- 2 down
- 3 up
- 4 down
- 5 up
- 6 up

This ancient exit is not where you finish the mission but purely an additional area that hides another 450g in gems, but if playing on expert you'll need to access this area to achieve your loot objective.

Once you have collected all the loot in the caves return to the front gate by the duty guard post with Captain Rafe, frob the lever in the duty guard post to open the wooden gate, then frob the lever on the wall by the front gate and so long as Captain Rafe is close enough to the front gate the mission will finish.

### Mission Complete

Location	Level	Position	Loot	Value	Total	
Guards room	entrance level	chest	purse	50	50	
Vents	via crawlspace level 3	pump room level	behind south grill	copper bracelet	75	
Secure storage	new prisoners level	wall safe	copper coin stack	25	100	
"	"	"	2 x silver coin stacks	100	200	
"	"	"	gold coin stack	75	275	
"	"	"	silver comb	100	375	
"	"	north shelves	ruby goblet	100	475	
"	"	"	fine wine	100	575	
Chief Inspector Fargo	office	top level	chest	spider beetle ruby	625	
Sewers	various locations	upper level	inside spider beetle	ruby	675	
"	"	"	"	ruby	725	
"	"	"	"	diamond	800	
"	"	"	"	jade	825	
"	1 <sup>st</sup> tunnel W-E	"	water near waterfall	ruby	-	
"	2 <sup>nd</sup> tunnel W-E	"	ceiling under cell	diamond	900	
"	3 <sup>rd</sup> tunnel S-N	"	south end	water by grill	ruby	-
"	"	"	north end	mummified nest	diamond	975
"	4 <sup>th</sup> tunnel E-W	"	west end	wall by grill	jade	1000
"	various locations	lower level	inside spider beetle	jade	1025	
"	"	"	"	jade	1050	
"	"	"	"	jade	1075	
"	"	"	"	ruby	1125	
"	"	"	"	ruby	1175	
"	"	"	"	diamond	1250	
"	1st tunnel W-E	"	water near door	jade	-	
"	"	"	east end	by arch	diamond	1325
"	2nd tunnel N-S	"	south end	SW corner	diamond	1400
"	short tunnel W-E	"	"	water by door	ruby	-
"	3 <sup>rd</sup> tunnel S-N	"	north end	ceiling arch	ruby	1450
"	"	"	north room	on trolley	spider beetle statuette	1700
Cave			east rocks	2 diamonds	1850	
"			SE rocks	jade	1875	
"			"	ruby	1925	
"			SE rocks in water	jade	1950	
"			behind SW rock	diamond	2025	
"			behind west rock	ruby	2075	
"			west rock in water	diamond	2150	
				<b>Total Loot</b>	<b>2150</b>	

\*\* Only available on easy + normal

\*\* Only available on hard + expert

Previous Loot	2850
Campaign so far	5000

### Side Quest

Birdhouse In corner 6 cell, solitary confinement cells, level 3.

### Keys

Laboratory key On key rack by desk in administration office (NW office) by main gate.  
Sewer key On desk in Chief Inspector Fargo's office.

### Bonus Items

City Watch Crest On wall, interrogation room 1, front gate level.  
Spider Beetle Statuette On trolley, north room, 3<sup>rd</sup> tunnel (S-N), lower level, sewers.

### Location of lever codes



1. Stairwell after pump room, landing with 3 tables



2. Below mechanical gates, entrance to solitary confinement cell area



3. Landing on stairs between solitary confinement and 'barrels' area.



4. Entrance to barrel area



5. Landing between barrel room and new prisoner level



6. North end of new prisoner level.

# Mission 4: Rescue + Revive

*There is no loot and only 1 Bonus Item in this mission*

## Starting Objective

*Take the Captain to your Pagan shaman who lives in your apartment.*

Your notes inform you that you can't put the Captain down till you get to Pollenfall's apartment, nor can you KO or kill any of the guards during this mission.

Carry Captain Rafe to Pollenfall's apartment (apart 3, South Quarter apartments, Fountain st.) frob the door to knock, then place the captain on the bed.

**Objective Complete:-** *Take the Captain to your Pagan shaman who lives in your apartment*

Pollenfall will then tell you the Captain is too ill for a normal healing potion and that you need to collect the ingredients for a rejuvenating potion.

**New Objective:-** *The Pagan shaman needs a number of ingredients to concoct a potion to help revive the captain. Bring them to her.*

**New Objective:-** *You need some cash to purchase some of the required ingredients. Access the cordoned off Black alley and sell your loot!*

**New Objective:-** *Purchase at least 2 flasks of oil from the undercurrent store in the docks.*

**New Objective:-** *Acquire 3 pagan fruits.*

**New Objective:-** *Find 2/3/4/5 more bunches of flora like the one in the Pagan shamans apartment.\*\**

\*\* Numbers depend on difficulty being played

**Note:** Whilst you're in Pollenfall's apartment you can not access your weapons.

The first half of this mission is simply a case of collecting Pollenfall's ingredients, you'll receive new objectives once you return to Pollenfall.

One of the flowers can be found in the city watch HQ, but only if you rescued Tiddles in mission 2.

To access Black Alley, access the attic via the corridor in the SW house, Fountain St. **Note:** You can KO the guards in that house as they are not City Watch.

In *The Well Equipped Thief Shop* in Black Alley there is a cupboard under the stairs very much worth accessing, to open it you need to frob 2 x buttons which are on a timer. Also in Black Alley you'll find your fence where you can sell some of your ill gotten gains in order to raise hard cash to buy the oil flasks.

**Objective Complete:-** *You need some cash to purchase some of the required ingredients. Access the cordoned off Black alley and sell your loot!*

**Note:** When you achieve your requirements for both the *Pagan Fruits* and the *Flowers* you will no longer be able to collect any more of those items.

In Black Alley purchase 2 x oil flasks for 1000g

**Objective Complete:-** *Purchase at least 2 flasks of oil from the undercurrent store in the docks.*

In the Dock Apartments (east docks) the bottle rack outside apartment 2 highlights, frob it to place the letter from Dwyane as well as the bird house you found in Pavelock Prison to complete that side quest, but you do not receive your reward in this mission, that will come later.

Once you have all your ingredients return to Pollenfall's apartment and frob the table with the bucket on it.

**Objective Complete:-** *The Pagan shaman needs a number of ingredients to concoct a potion to help revive the captain. Bring them to her.*

**New Objective:-** *Go to the City watch station and destroy the wanted posters.*

Whilst Pollenfall's potion works it's magic on Captain Rafe go the City Watch Station in the market area and simply frob the posters on the bench then return to Pollenfall to find Captain Rafe cured.

**Objective Complete:-** *Go to the City watch station and destroy the wanted posters.*

You'll now hear a conversation about an artefact that Captain Rafe found on a ghost ship that has brought a curse onto him, to find out more about the artefact Reuben needs to search the Keepers Library in Stone Market, but to access Stone Market he needs to meet up with Billy in the Blue heron Tavern.

**New Objective:-** *Meet up with Billy at the Blue heron Tavern.*

**New Objective:-** *Once the access gate is open, proceed to Stone Market.*

When you get to the Blue Heron Tavern you'll find Billy sitting at the west table:-

**Objective Complete:-** *Meet up with Billy at the Blue heron Tavern.*

He'll say he's not very good at sneaking past guards so you'll have to go ahead and scout for safe locations before calling him with his whistle, collect his whistle from the table:-

**New Objective:-** *Safely guide Billy to the Stone Market access gate.*

**New Note:-** *Billy will wait until you blow the bird call whistle before running to your current position, but don't go too far ahead else Billy won't be able to hear it.*

You need to lead Billy from safe location to safe location all the way to the Stone Market gate which is next to the Oil Refinery Office, safe locations tend to be doorways and significant corners in shadows, Billy will say something such as 'This will do' when he arrives at a safe location, his reaction times to the whistle has a slight delay so make sure no guard is looking in his direction before you blow the whistle. When you get to Stone Market gate.

**Objective Complete:-** *Safely guide Billy to the Stone Market access gate.*

Billy will have a chat with a friendly guard who will then open the gate, head over to the far gateway and frob the door in the archway to finish the mission.

**Objective Complete:-** *Once the access gate is open, proceed to Stone Market.*

## **Mission Complete**

### **Flowers**

Your apartment (apartment 1), front room below pipe.

On table in City Watch office, fountain street. \*\*

By Old Well, Market street area, NE corner.

In bushes by gate in market street leading to Back Alley.

o/s front door of apartment 1, NW apartments, Dock Alley.

In grass on platform east of Blue Heron Tavern, accessed via ladder.

\*\* Only available if you previously rescued Tiddles

### **Pagan Fruit**

### **Difficulty**

On guards table, north end of corridor, South Quarter apartments

Easy

On guards table, north end of corridor, South Quarter apartments

Easy

On small shelf (north wall) in front room, city watch office, Fountain street.

All

On table, lower level, SW house, Fountain street.

Easy + Normal

On bookcase behind counter in 'Well Equipped Thief shop' Back alley.

All

On ground behind (west) market stall, Market street.

All

On table, lower level, Helga and Reginald's apartment, Dock alley.

Easy + Normal

In bottle rack outside apartment 3, Dock Apartments.

Easy + Normal + Hard

### **Keys**

Loft Hatch key                      On bedside table, NW bedroom, south house, Fountain street.

### **Location of buttons in The Well Equipped Thief Store**

Under wall torch in store room.

SE corner under wooden edging, bedroom, upper level.

### **Bonus Items**

Black Alley Crest                      Shop sign hanging outside *Well Equipped Thief Shop* in Black Alley.

### **Side Quest**

Return birdcage to apartment 2, dock apartments, frob bottle rack o/s front door of apartment.

# Mission 5: Finders Keepers

*There are 2 Bonus Items in this mission and one side quest*

**Starting Objective:-** *Make your way to the Keepers compound and get inside.*  
**Starting Objective:-** *Acquire some information about Captain Rafe's artefact.*  
**Starting Objective:-** *When you have got what you came for, return to Captain Rafe and Pollenfall in South Quarter.*

Thankfully there are no significant restrictions in this mission, so you can KO and kill whoever you like.

Before you get to the Keepers Library there is a small amount of the Stone Market to explore where you'll find that the tavern's doors highlight however you can't access the tavern until later, and in Carter's apartment you'll find a note regarding a ring, collect this ring and place it the box outside his apartment to complete another side quest.

The Keepers Library is next to Terces Courtyard, and to access the library you need to mantle through the high window in the NW corner, to do this push the large crates by the lit window across to the high window, but make sure you remain crouched as you push them as otherwise the top crate will topple off the lower crate and there's no way to lift it back on top.

**Objective Complete:-** *Make your way to the Keepers compound and get inside.*  
**New Restriction:-** *Don't get seen by any of the Keepers while in their compound.*

**Note:** You may find it helpful later on to pinch out as many candles as you come across whilst making your way through the library.



In the Library there are a number of valuable books scattered about, when you collect your first one:-

**New Objective:-** *There must be many gilded books in this Keeper library, find 4/6/8/10\*\* of them.*  
**\*\*** Number depends on difficulty.

In library 1 read the book on the SW cabinet;-

**New Objective:-** *Find the door Glyph incantation in Keeper Varlance's office and complete the ritual to use the Keepers glyph doors.*

In the dormitory there's a note on one of the desks that mentions a secret passageway into the Forbidden Library, you'll be able to access this once you have completed the glyph upgrade objective

**Note:** If you're wondering where library 2 is, stand in library 1 and look up.

On the upper level of library 4 collect the lockbox key off the female Keeper and in Keeper Varlance's office collect the glyph incantation scroll from the small bookcase in NE corner, then return to library 1 and frob the glyph on the wall above the SW cabinet to receive the upgrade allowing you to see and use Keeper Glyphs.

**Objective Complete:-** *Find the door Glyph incantation in Keeper Varlance's office and complete the ritual to use the Keepers glyph doors.*

In the dormitory use the key found upstairs to open the lockbox by the bed to find a Keeper ring, this is the ring mentioned in Carter's note. Now frob the Glyph on the south wall to access the Forbidden Library.

Make your way up to the top level of the Forbidden library and frob the button in bookcase 1 to move the SW bookcase revealing a hidden room, read the book on the desk in that room.

**New Objective:-** *Use the library indexing manifest book to locate this ancient Arcadian artefacts book.*

Return to library 9, just move close to the bookcase if it has shut, to find that Enforcers have been triggered throughout the library, trouble is they are in alert status and so are not always easy to KO, sneaking past them sometimes is your best bet. Deal with or sneak past the Enforcer in library 9 and read the library indexing manifest book on the NW desk to find the *The Ancient Arcadian Artefacts* is located at 763, ie library 7, bookcase 6, shelf 3. Now go to that location and take the book of the top shelf.

**Objective Complete:-** *Use the library indexing manifest book to locate this ancient Arcadian artefacts book.*

To read the book you'll need to take it to a table or a lectern to open it, the lecterns can be a bit buggy as you need to place it in a relatively precise spot on the lectern, but if you jump and drop the book at the same time the book usually lands and opens correctly. When you do read the book you'll find it's the wrong book because Scribe Bartlet has been jokingly misplacing the books in the library. You now have a simple book hunt, following the index numbers as you progress.

**New Objective:-** *Follow the trail of misplaced tomes to find the correct book.*

**Order of Books:-** 763 - 844 - 362 - 457 – 125 - 613

**Note:** Because of the scripting used for the books if you frob/Interact rather than throw the book it is possible that you may place the book on the table/lectern and find that you still are holding a book, just drop that book and ignore it, but occasionally you may need to reload.

The final book is in library 6, but there is no bookcase 1, but there is a door that highlights for which you have no key, remember in library 1 the stairs leading down to the Forbidden Library, that's the same door and you'll find bookcase 1 in that corridor, the book you are looking for is in that bookcase on the top shelf.

**Objective Complete:-** *Follow the trail of misplaced tomes to find the correct book.*

Drop the book on a nearby desk to read it.

**Objective Complete:-** *Acquire some information about Captain Rafe's artefact.*

Now head back to Stone Market where you'll find a Keepers glyph on a wall that hides a storage room where you can find the tavern's key thus allowing you to access that building, but before you return to South Quarter don't forget to place the Keeper's ring in the lockbox outside Carter's apartment to complete the side quest, you'll get your reward in the next mission, then head to the gate to access South Quarter and frob the door to finish the mission.

**Objective Complete:-** *When you have got what you came for, return to Captain Rafe and Pollenfall in South Quarter.*

## **Mission Complete**

Location		Level	Position	Loot	Value	Total
<b>Stone Market</b>						
East Street			behind SE crates	purse	50	50
Carter's apartment			chest	purse	50	100
Keepers storage			shelf	gilded book	100	200
Tavern	bar	lower level	by bale by front door	purse	50	250
"	"	"	table	copper coin stack	25	275
"	behind counter	"	shelf	fine wine	100	375
"	"	"	wine rack	fine wine	100	475
"	private room	upper level	table	copper coin stack	25	500
"	"	"	"	copper goblet	25	525
"	balcony area	"	table	2 copper coin stacks	50	575
<b>Keepers Main Library</b>						
Library 1	main room	lower level	south table	rare book	100	675
"	patrolling room	"	female keeper	purse	50	725
"	south stairs	"	SE desk	rare book	100	825
Library 3		lower level	bookcase 6	copper candlestick	25	850
Library 4		"	NW table	copper goblet	25	875
4 bench corridor		"	under NE bench	rare book	100	975
Dormitory		"	NW bookcase	copper coin stack	25	1000
"	by bed	"	lock box	rare book	100	1100
Library 3		upper level	bookcase 3	rare book	100	1200
Keeper Varlance's office		"	NE bookcase	rare book	100	1300
<b>Forbidden library</b>						
Entrance staircase	top of stairs		top bookcase 5	rare book	100	1400
"	bottom of stairs		ceiling beam	bronze statuette	50	1450
Library 6	main room	basement	bench	copper goblet	25	1475
"	patrolling room	"	acolyte	purse	50	1525
"	south stairwell	"	desk	rare book	100	1625
Library 7	south stairs	Level 1	doorway beam	bronze statuette	50	1675
"	patrolling room	"	female keeper	purse	50	1725
"	west alcove	"	bookcase 8	rare book	100	1825
"	"	"	NE shelf	copper candlestick	25	1850
Stairs to library 8	halfway up stairs	Level 2	by chair	copper goblet	25	1875
Library 8	east stairs landing	"	desk	rare book	100	1975
"	"	"	above doorway	bronze statuette	50	2025
"	by north doorway	"	shelf	copper candlestick	25	2050
"	patrolling room	"	acolyte	purse	50	2100
Library 9		"	central desk	silver goblet	50	2150
"		"	"	fine wine	100	2250
"	hidden room	"	SW desk	rare book	100	2350
"	"	"	"	2 bronze statuettes	100	2450
"	"	"	behind wall torch	Keeper scales	250	2700
<b>Total Loot</b>						<b>2700</b>

Previous Loot	5000
Campaign so far	7700

### Keys

Lock Box key	On female Keeper, library 4, upper level.
Tavern key	On barrel (under book) in Town's Keeper storage room.

### Side Quest

Keeper ring	In lock box by SE bed, dormitory by library 4.
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### Bonus Items

Keeper Scales	In wall panel below wall torch in hidden room off library 9. Frob button in bookcase 1 and run to wall torch, the panel is on a timer.
Keeper Crest	Stained glass window above bar in tavern.

# Mission 6: Ship Shape

*There are 2 Bonus Items in this mission*

**Starting Objective:-** *Return to Pollenfall's home and put the book on the table for her and the Captain to read.*

When you get to Pollenfall's apartment place *The Ancient Arcadian Artefacts* on the table by frobbing the table.

**Objective Complete:-** *Return to Pollenfall's home and put the book on the table for her and the Captain to read.*

Captain Rafe will then tell you that you need to get into the pirates guild and place some posters for a new crew on some noticeboards, collect the posters from the cabinet Captain Rafe is standing beside.

**New Objective:-** *Place the Captain's letters on the notice boards around the pirates guild so that a crew will assemble.*

**New Objective:-** *Clear the docks area of city Watch so that the new crew will have a clear path to board the ship.*

**New Objective:-** *Once you have done all that the Captain has asked of you, return to him at Pollenfall's home.*

**New Restriction:-** *Do not incapacitate, harm or let come to harm, any potential crew from the Pirates Guild.*

As you approach the door to leave the apartment Pollenfall tells you to access the Pirates Guild via the well and the sewers but you need to take her wand to use the well entrance, the wand's leaning up against the wall by the door.

**New Objective:-** *Access the well and make your way through the Pagan caves to the pirates guild.*

As you approach the old well in the market area the wand will automatically destroy the roof of the well allowing you to mantle over the edge and use the ladder to get down to the Pagan caves. In the sewers collect the sewer grate key off one of the female Pagans, which opens the SE grate leading to a second sewer, in the second area head up the ladder in the west tunnel to get to the Pirates guild.

**Objective Complete:-** *Access the well and make your way through the Pagan caves to the pirates guild.*

In the Pirates guild all you need to do is sneak past everyone and place the 5 posters on the 5 noticeboards. If you read one of the notes on the noticeboard on the landing at the top of the stairs outside the bar, you'll find the electric lights are dodgy and go out readily if hit, which means all you need to do is shoot an arrow at the lights upstairs to put them out, and although you can't KO, kill or gas arrow any of the pirates, you can use noisemaker arrows and flashbombs

**Objective Complete:-** *Place the Captain's letters on the notice boards around the pirates guild so that a crew will assemble.*

All you now need to do is return to the docks and KO all of the City watch in that area.

**Objective Complete:-** *Clear the docks area of city Watch so that the new crew will have a clear path to board the ship.*

**Note:** If you use the entrance door to get to the docks some of the pirates may follow you out into the docks and thus cause you to fail the mission, so you are advised to go via the sewers.

When you get to the west docks you'll see the birdhouse you returned hanging outside the window of apartment 2, inside is your reward for returning it. After dealing with the last of the city watch you need to return to Pollenfall's apartment.

**Objective Complete:-** *Clear the docks area of city Watch so that the new crew will have a clear path to board the ship.*

Return to Pollenfall's apartment where Captain Rafe will tell you to go to the fence in Black Alley to sell some of your loot, before meeting him on his ship.

**Objective Complete:-** *Once you have done all that the Captain has asked of you, return to him at Pollenfall's home.*

**New Objective:-** *Back Alley has been opened up, return to your fence and sell your loot.*

**New Objective:-** *Once all your tasks have been completed, get aboard the ship and meet the Captain in his quarters.*

When you get to Black Alley check the grate at the north end of the alley to find your reward for placing the Keeper ring in Carter's lockbox in Finders Keepers, enter the fence's shop and sell whatever you can as you'll need money in the next mission.

**Objective Complete:-** *Back Alley has been opened up, return to your fence and sell your loot.*

Then head to the ship in the docks and frob the cargo door at the stern end of the ship.

**Objective Complete:-** *Once all your tasks have been completed, get aboard the ship and meet the Captain in his quarters.*

## Mission Complete

### Keys

<b>Sewer Grate key</b>	On female Pagan in the first sewers.
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### Bonus Items

Pirates Guild Crest	Above door in toilets, lower level, Pirates guild.
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Pagan Crest	On wall behind west gate in second sewer section. Frob lever behind false wall in SW corner.
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### Notice boards in Pirates Guild

North corridor, lower level

East corridor, south end by stairs, lower level.

Landing at top of stairs, upper level.

On wall behind bar, upper level.

On wall in NW area, upper level.

## Mission 7: Thieves Highway

*There are 2 Bonus Items in this mission and one side quest*

Starting Objective:- *Locate the bell tower to the west and read the message Pollenfall has sent by raven*  
Starting Objective:- *Get to the tower of light and find a way inside via the thieves highway.*

When you get to the top of the ladder of the first bell tower after the caves you'll see a raven fly away from a birds nest.

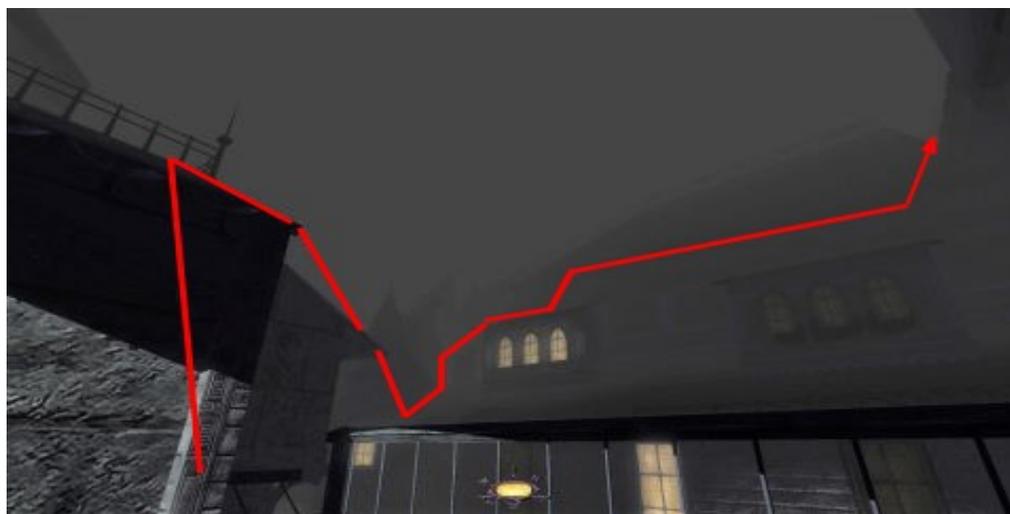
New Objective:- *The native glint bird, so called because of it's attraction to valuable, shiny metals, nests atop these high buildings.*  
*Find and loot 4/6/8/10 of these nests\*\** \*\* Number depends on difficulty.

Once you have the 3 items of loot from around the bell tower, jump from the table onto the ledge of the north building, don't try to mantle you won't get any purchase, just jump. From the flat roof patrolled by 2 archers you can go 2 ways, through the door off the flat roof or through a window in the building to the north of the guards tower. I suggest you search the single woman's apartment and then return to the flat roof as you can't get to the greenhouse area from the next apartment beyond the single woman's apartment.

In the next area you can get to an apartment via a high SW window across from where you entered this area using the canopies on the south side balcony, but I suggest you leave that apartment until later, instead go north to find the greenhouse where you'll find a bird's nest sneakily tucked on the other side of the railings as well as a bonus item hidden on a high balcony above the open window reached via the ladder.

To get to that bonus item you need to use crates to get up onto the storage room roof and then use the small tower to get up onto the north buildings roof.

Now use the ladder to get up to the 5 balconies apartments.



The couples apartment on the top balcony is the apartment you would have arrived at if you had climbed out of the living room window of the single woman's apartment earlier.



To get to the west building with the dome use the window sills on the east building accessed via the middle balcony.

To access the locked apartment in the west building in the 1<sup>st</sup> dome area use the vent off the sloping roof to the side of that building. (see screenie)

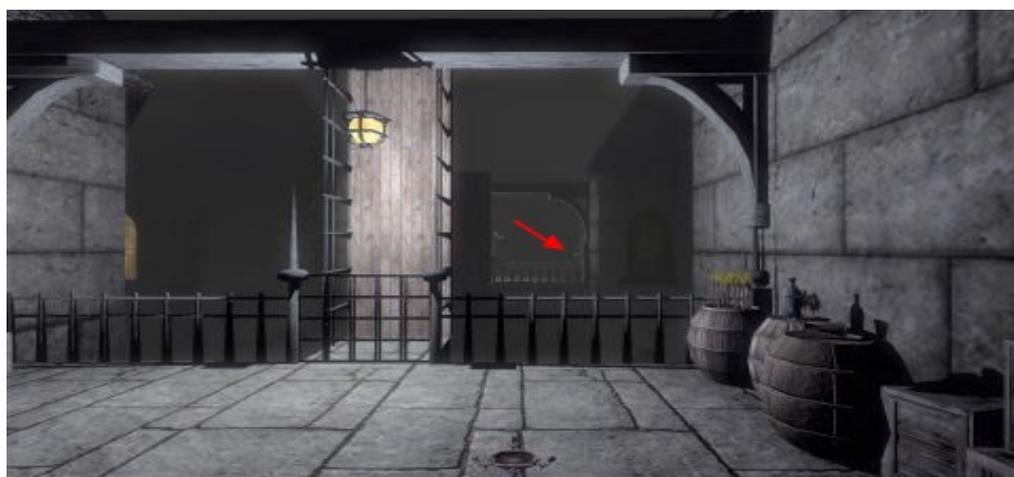
Now head through the tunnel with the 2 x statues at the bottom of the stairs off the lower courtyard to the east of the domed building.

Remember this corridor, you'll be coming back here later if playing on hard or expert.

To lower the bridge by the barracks, shoot a broadhead at the red lever on the far side of the bridge.

If you mantle out of the barracks window you can get into the attic of the building beside the barracks using vines hanging down the east wall.

When you get to the air ventilation room, frob the grill to open the ventilation tunnel then use your blackjack to knock the fan blades out of the way.





When you get to the roof terrace mantle over the low wall and use the sloping roof to get to the fence's area.

When you get to the fence he'll offer you some climbing boots but you will refuse them.

You need to get up to the south window, push a big crate under the pipe in the NW corner of the courtyard and mantle up onto the pipe in order to access the NW apartment of the columned courtyard.

The east apartment off the columned courtyard is the apartment you would have arrived at if you had mantled up to the high window via the canopies in the greenhouse area.

Head down the stairs off the columned courtyard, across the roof tops and mantle up onto the NE porch to get to the Bell Tower area.

In the guard's tower you find a secure storage room but you don't have the key yet.

To get to the Bell Tower apartments drop down onto a post sticking out of the west side of the bell tower and use the ledge to get to the other side of the bell tower.

Once in the Bell Towers apartments pick open the locked south door and climb the ladder to get to the roof of the Bell Tower.



Read the note from Pollenfall on the table to find out about a book that will assist you in the Tower of Light mission.

**Objective Complete:-** *Locate the bell tower to the west and read the message Pollenfall has sent by raven.*

**New Objective:-** *Find this 'Tower of Lights traps guide book'.*

**New Objective:-** *There's a fence in the local area, besides buying your loot, he may also be able to help you.\*\**

**Note:** This objective will only appear if you haven't already visited the fence.

Now head down the stairs opposite the Bell tower apartments front door to get to the City Watch Armoury, where you find the secure storage key on one of the patrolling guards. Beyond the armoury you come across a high wire traversing a chasm, however you can't cross the high wire without climbing boots, so you need to return to the fence to purchase the ones he offered you earlier.

On the way back to the fence go back to the guards tower and access the secure storage where you'll find *The Tower of Lights traps guide book*, however you'll also hear Reuben say it would have been more useful if it hadn't had some of its pages torn out.

**Objective Complete:-** *Find this 'Tower of Lights traps guide book'.*

When you get back to your fence sell as much as you can as the climbing boots are expensive, next go to the store next door and buy the climbing boots, the cost of which depends on how much cash you have available but can be up to 5000g.

**Objective Complete:-** *There's a fence in the local area, besides buying your loot, he may also be able to help you.\*\**

**Note:** This objective will only complete if this was your first visit to the fence

Return to the high wire across the chasm to get to Malefiscient Tower area, to get into the tower use the vent to the side of the steps.

Inside the tower make sure you read the open book on the west table explaining everything about Soul Gems and it also acts as a mini side quest as it opens up this building in a later mission.

Have your flashbombs ready then take the soul gem out of the holder on the central table then use the elevator to get onto the roof and back across to the buildings.





In the barracks if playing on hard + expert only, you'll find a note from Darren saying he torn out some of the pages of the Tower of Light guide book and hid them under one of the statues in the 2 statue corridor between the 2 domed buildings. Although it's not essential to get these missing pages it is very much advised in order to complete the next mission.

If playing on easy or normal Darren has not torn any pages out of the book, so the book you have already found contains all the information available to complete the next mission, even though there are still some missing pages from an earlier sabotage of the book.

On hard + expert return to the 2 statue corridor and push the west statue onto the pressure plate behind it and the east statue will move backwards revealing the lost pages underneath it.

Return to the Malefiscient Tower area and through to the gambling den behind the dining room of the west building. In the gambling den's dining room look up above the table to access the attic, from which you can access another apartment that has a leaking pipe. Once you have found all the loot return to the gambling dens middle room, mantle out of the window, cross the rooftops to get to the Tower of light, mantle up and frob the window to finish the mission.

**Objective Complete:-** *Get to the tower of light and find a way inside via the thieves highway.*

## **Mission Complete**

Location	Level		Position	Loot	Value	Total
<b>Start area</b>						
Start Tunnel	south side		in crevice	gold coin	50	50
Bell tower area	bell tower	west post	bird nest	gold coin	50	100
"	east apartment		SW window	purse	50	150
"	"	NE ledge	bird nest	silver ring	50	200
Single Woman apart.	north of guards tower	bedroom	bedside cabinet	gold ring	75	275
Archers Flat roof	by door		under NW eaves	copper candlestick	25	300
<b>Greenhouse area</b>						
South Balcony			east chair	copper goblet	25	325
Greenhouse area	greenhouse		inside bucket	silver spoon	50	375
"	beyond railings	west ledge	bird nest	silver spoon	50	425
"	high NE balcony	via round tower	wall by door	cat statuette	250	675
<b>5 Balcony's</b>						
Harold's Apartment	living room		SW bookcase	copper candlestick	25	700
"	bedroom		SW bedside cabinet	copper goblet	25	725
Couples Apartment	top balcony	living room	SW cabinet	behind plate	150	875
"	o/s bed window	lower ledge	NW corner	bird nest	50	925
East Building	lower level apartments.		via open window	copper goblet	25	950
"	"		"	silver spoon	50	1000
1 <sup>st</sup> Domed Building	west building	SW apartment	r/h table	copper goblet	25	1025
"	"		"	gold coin	50	1075
"	"		l/h table	copper candlestick	25	1100
<b>Bridge area</b>						
2nd Domed Building	lower courtyard	east wall	behind big sack	gold coin	50	1150
Barracks			north table	purse	50	1200
"	o/s window	lower ledge	bird nest	silver ring	50	1250
Attic Building			via barracks window	far side window	50	1300
"			"	silver knife	50	1350
"	attic	via vine mantle	north wall	small crate	25	1375
"			south wall	behind big crate	50	1425
Air Vent Courtyard			NE table	purse	50	1475
"			SW table	gold coin	50	1525
<b>Fence's Area</b>						
Air Vent	west end	via ladder	by higher grill	gold ring	75	1600
Pillared Courtyard			bench	purse	50	1650
Roof Terrace			by east bench	copper goblet	25	1675
Fence's Courtyard	NE chimney		bird nest	gold coin	50	1725

Columned courtyard						
NW Apartment			dining table	silver fork	50	1775
"			"	silver knife	50	1825
East Apartment			SE bookcase	purse	50	1875
Columned courtyard	bottom of stairs		high window	fine wine	100	1975
4 Table Terrace			SE table	copper goblet	25	2000
South Courtyard	by SW door		ledge	copper goblet	25	2025
Bell tower area						
Guards Tower	east side	lower SE ledge	bird nest	silver fork	50	2075
"	secure storage		shelf	fine wine	100	2175
"	"		"	diamond	150	2325
Bell Tower o/s walls	north side	lower NE ledge	bird nest	copper ring	25	2350
Bell Tower Apartment	living room		r/h bookcase	copper candlestick	25	2375
Bell Tower	lower level		table	silver ring	50	2425
Armoury	courtyard	SW crates	in small crate	2 x rubies	250	2675
"	"	east turrets	bird nest	copper ring	25	2700
"	"	south walkway	by west door	copper goblet	25	2725
Malefiscient Tower area						
South Building	dining room		NE shelf	purse	50	2775
Malefiscient Tower	laboratory		NW bookcase	silver spoon	50	2825
"	"	work bench	gem holder	diamond	150	2975
"	roof	SE side wall post	bird nest	silver spoon	50	3025
West Building	barracks		top l/h bookcase	copper candlestick	25	3050
"	"		north bunk bed	silver ring	50	3100
"	gambling den	west room	under bookcase	copper goblet	25	3125
"	"	dining room	table	2 gold coins	100	3225
"	leaking pipe apart	via attic	balcony	2 copper goblets	50	3275
<b>Total Loot</b>						<b>3275</b>

Previous Loot	7700
Campaign so far	10975

### Keys

Secure Storage key      On guard patrolling north corridor, armoury courtyard.

### Bonus Items

Griffin House Crest      On wall in SW apart. West building, big dome area.  
Cat Statuette      On wall by door, high NE balcony above greenhouse .

### Side Quest

Read book about Soul Gems in Malefiscient's Tower.

# Mission 8: Tricks and Traps

*There is 1 Bonus Item in this mission*

**Starting Objective:-** *Make your way up the tower and acquire the artefact part.*  
**Starting Objective:-** *Once you have got what you came for, escape the tower.*

In the basement there are various notes mentioning the guard shift change, now read the book on the table in the r/h middle east bedroom relating the story of the construction of the tower and the 8 criminals who initially tested the tower who carried diamond bracelets.

**New Objective:-** *Acquire all of the deceased beta testers bracelets.*

Reading this book triggers 2 guards to come down in the elevators upstairs, allowing you to access the elevators and the rest of the tower, but before you go back upstairs there's more to do in the basement.

In the SE bedroom there's a note on the bed under a book that tells you about a hidden room in the basement, and in NE bedroom and the SE bedroom if you frob the central wooden panels on the walls opposite the tables you'll see there are 2 hidden rooms in the basement, to access them frob the wooden wall panel at the far end of the l/h middle bedroom west side, to reveal a lever. This will spin the semi-circular alcove in the SE corner, rush into the room, collect a gas bomb and flash bomb, then frob the lever on the wall and run to the NE alcove before it shuts.

Now go back upstairs, deal with the guards and take the elevator up to the entrance level of the Tower of Light, where you first need to deposit your weapons before you can proceed.

**7 Lever Puzzle** There's a bracelet at the start of this puzzle. It's not easy seeing which levers open which gates beyond the first few gates but a little experimenting with the levers and you should be able to find the solution. If you need to reset the gates, just go through the first gate and then exit again.



Solution 2-3-5-7

## Statue Corridor

Follow in clue of the rhyme on the wall at the start of the corridor. Crouch with the 1<sup>st</sup> statue, run past the 2<sup>nd</sup> statue. Keep to the right, then jump in the 2<sup>nd</sup> corridor. Keep to the right, then wait for the final axe in the 3<sup>rd</sup> corridor.

## Gazing Statues

There's a bracelet in this room.

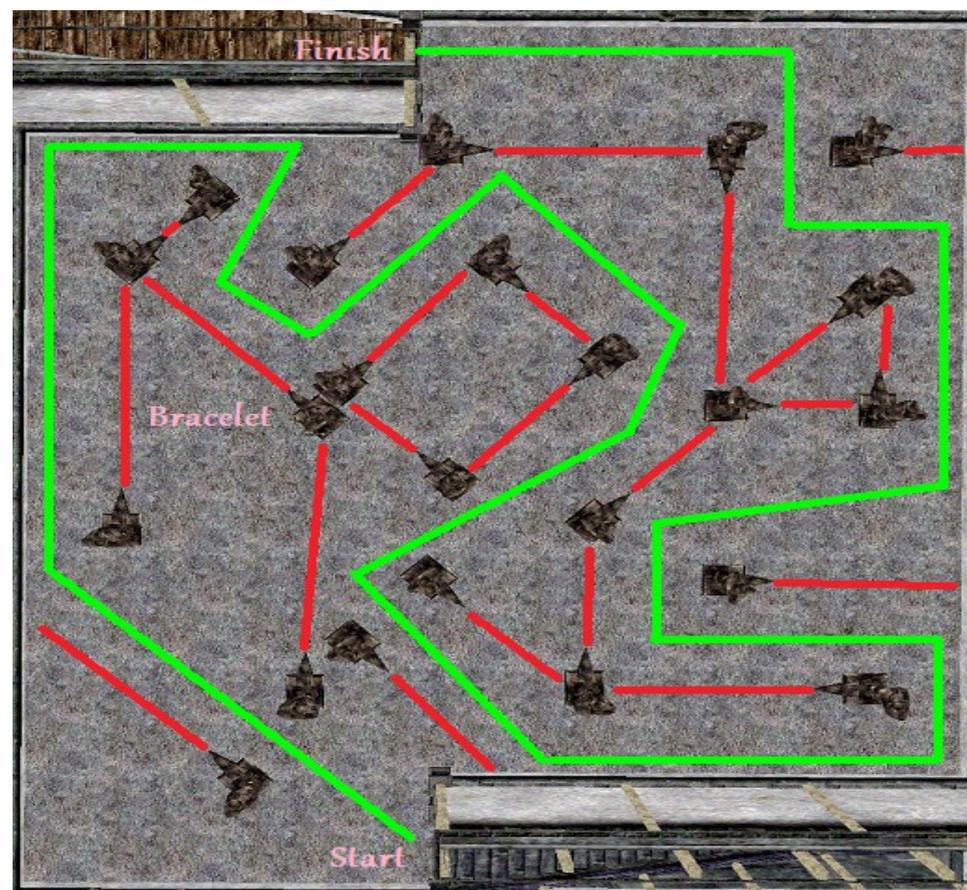
See screenshot for safe pathway.

## Coloured Pads

There's a bracelet in this room.

Follow any pathway using the sequence of Purple – Brown – White to get to the fallen pedestal by the stairs going up to find one of the bracelets by the pedestal. Don't attempt the stairs they are broken, head over to the open window and make your way around the east side of the building in an anti-clockwise direction using the stone blocks and ledges.

On the south side you'll need to turn around and mantle up to a high post sticking out of a ridge, on the east side you need to drop down 2 ledges below to find there's an open window overlooking the broken staircase above the gap you couldn't jump across earlier.



## Pit Fall

All relatively easy, but don't look down keep an eye on the platform ahead of you. The only tough one is the last pit but you can start on the right hand side of the pit making it a little easier.

## Swinging Blades

There's a bracelet in this room.

And relatively easy but split second timing is required, so don't turn left or right instead move left or right, this will save milliseconds which is essential and keep away from the walls as touching them causes significant drag, also be aware of rubble on the ground this also significantly slows you down.



## Invisible Maze

And not only is it invisible, it's 3 dimensional, bet you're glad you've got the guide book. If playing on hard + expert you may find this maze impossible to complete if you didn't collect the missing pages in Thieves Highway. The second level is also intentionally slightly confusing as in a couple of places where it says 'go xxxx until you can go xxxx' there appears to be more than one possible pathway to take, this is because you can't actually see walls and thus may accidentally take the wrong pathway.

### Page 1 (level 1)

From the Sign  
 East, North, West, North,  
 Climb West, West, North,  
 East, South, East, South,  
 East, South, Climb East,  
 East, North, West,  
 North until you can go West,  
 South, East, South, East,  
 Crouch,  
 South until you can Stand,  
 West, Climb West, West,  
 North, Climb to 2<sup>nd</sup>

### Page 2 (Level 2)

South, Climb West, West,  
 North, West, South,  
 East until you can go North,  
 West, North, Crouch, North,  
 Climb East, Crouch,  
 East, North,  
 West until you can go North,  
 East, Climb East, Crouch,  
 East,  
 South until you can go West,  
 South until you can Stand,  
 Climb West, West, Crouch,  
 North, Climb West, West,  
 South, East, South, East,  
 South,  
 East until you can go South,  
 East to Stairs.

## Timers

### Room 1

The clocks in the room need to be stopped before the second hand reaches the top of the clock, but first watch the clocks to see which order they need to be stopped in.

**Solution:-** 6 - 0 - 1 - 4 - 7 - 2 - 9 - 3 - 8 - 5

### Room 2

The clocks in the room need to be stopped before the second hand reaches the red area of the clock, but first watch the clocks to see which order they need to be stopped in.

**Solution:-** 5 - 1 - 7 - 4 - 8 - 2 - 6 - 3

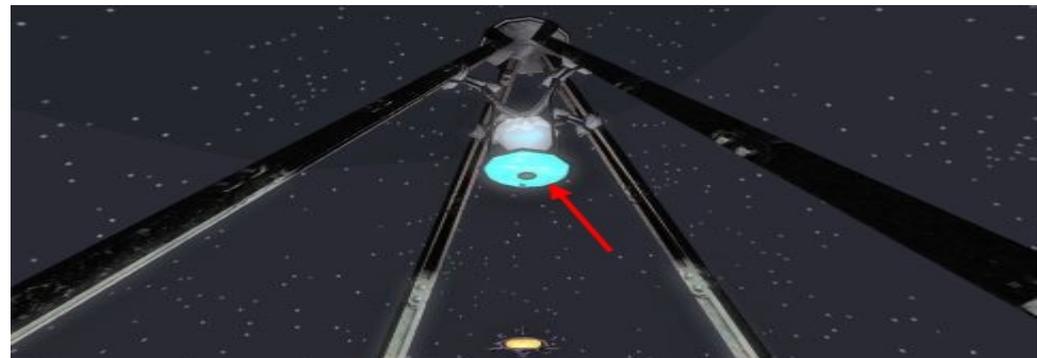
**Note:** The final clock in the corridor before you open the door to the roof stairs appears to be buggy as you can frob the clock's second hand close to the red zone and you neither get electrocuted nor does the door open, this is due to the script on these clocks can't quite keep up with the speed of this second hand, what is actually happening is that you didn't stop the second hand in the red zone but at the same time you didn't reach the electrocution zone either.

When you at last get to the roof, pick open the locked door, climb the tower and frob the artefact hanging from the metal frame.

**Objective Complete:-** *Make your way up the tower and acquire the artefact part.*

Head to the elevator and descend it to finish the mission.

**Objective Complete:-** *Once you have got what you came for, escape the tower.*



## Mission Complete

Location	Position	Loot	Value	Total
7 Lever Trap	on skeleton	diamond bracelet	150	150
Gazing Statues	south side	skeleton	diamond bracelet	300
Colour Pads	by SE steps	skeleton	diamond bracelet	450
Swinging Blades	4 blade area	skeleton	diamond bracelet	600
Crawl Space maze	Level 3 SW corner	skeleton	diamond bracelet	750
Spinning Blades	NW corner on high platform	skeleton	diamond bracelet	900
Crushers	end of last crusher	skeleton	diamond bracelet	1050
Invisible Walk	south end	skeleton	diamond bracelet	1200
			<b>Total Loot</b>	<b>1200</b>

Previous Loot	10975
Campaign so far	12175

## Bonus Item

Tower of Light Crest On wall between shelves in NE hidden room, basement.

## Mission 9: Infiltration

*There are 3 Bonus Items in this mission*

Starting Objective:- *Find a way to gain entry to the Hammerites chapel.*  
Starting Objective:- *Access the foundry beneath the Hammerite chapel.*  
Starting Objective:- *Use the equipment to merge the two artefacts into one.*  
Starting Objective:- *Once your tasks are completed, find a route to the docks where Rafe and his ship will be waiting.*  
Restriction:- *The Hammerites are not our enemies so don't do anything that may agitate them.*

Collect your weapons from one of the chests in the SE corner, then use the vent in the NW corner to get into the sewers. In the town you can attack City Watch officers, but not Hammerites, as you approach the Chapel you'll be challenged, now go to the gate to the east of the chapel you'll hear a conversation between 2 towns folk, after which the gate will open.

New Objective:- *Closely follow the robbers friend without being detected. Don't lose him or let him come to harm until he's entered his home.*  
New Objective:- *Locate and wear the Garrett disguise.*

Follow the wannabe thief (wearing white shirt) through the streets of the east town area till he enters his house in the north area of the east town, making sure you're not seen by either him or the City Watch.

Objective Complete:- *Closely follow the robbers friend without being detected. Don't lose him or let him come to harm until he's entered his home.*

In the Thief's house collect the Garrett disguise hanging in the wardrobe in the bedroom.

Objective Complete:- *Locate and wear the Garrett disguise.*

Now you have completed the 'Follow the robbers friend' objective you can deal with the City watch officers in the town without failing any objective. Once you have found all the loot in the town, head over to the Hammerite Chapel in the west town area and approach the Hammerites who will now let you enter once you have placed your weapons in the footlocker by the front door.

Objective Complete:- *Find a way to gain entry to the Hammerites chapel.*

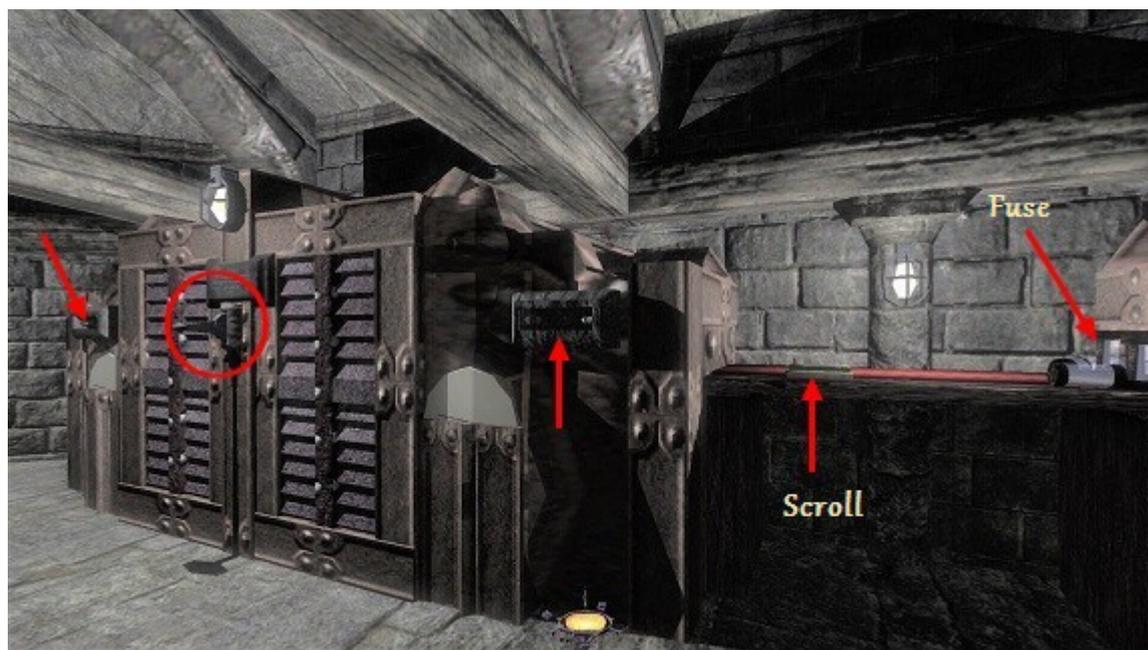
Inside the Chapel the Hammerites will not bother you're unless your seen coming out of any of the bedrooms, this includes even if they didn't actually see you leaving but saw you within a short period after leaving, nor are you allowed in any of the Priest's study rooms. There are various books to read in the study rooms on the lower level that explain the history of the Chapel and the dangerous 'Shadow' that lurks in the basement causing the Hammerites to seal off the foundry and basement. Collect the factory key from the desk in the south Priest's study room, west corridor, lower level and use it to access the basement on the east side of the chapel (near courtyard door). In the generator room read the scroll on the work surface between the generators to find you need 2 fuses.

New Objective:- *To access the foundry, the generator must first be powered on. But it needs two fuses to function.*

You'll find one of the fuses on the work surface by the scroll and the other on the bookcase in Brother Amperage's bedroom, place the fuses in the fuse holders on the north generator and frob the lever to turn it on, this will activate the levers to the factory and foundry at either end of the generator room, but will also cause the lever for the door leading back upstairs to break.

Objective Complete:- *To access the foundry, the generator must first be powered on. But it needs two fuses to function.*

New Objective:- *Find a way to get out of the basement.*



Head through the north gate into the foundry.

Objective Complete:- *Access the foundry beneath the Hammerite chapel.*

Frob any of the red buttons by any of the furnaces in the foundry, Reuben will ask where the gas main is.

**New Objective:-** *Looks like the gas is off!! Find the gas mains and turn it on.*

Now head into the factory area (south side) and read the note on the desk in Brother Finegar's office, upper level, to learn how to make new levers for the exit gate and how to handle hot material.

**New Objective:-** *In order to handle any hot materials, you'll need to find a pair of thermally insulated gloves.*

**New Objective:-** *To manufacture a new lever you'll need to find some iron ore and 3 bits of scrap metal.*

**New Objective:-** *Following the instructions, manufacture a new lever that can be used to open the gate out of the basement.*

Now read the open book on the same desk regarding merging glass parts.

**New Objective:-** *To merge the artefacts you'll need to find some silica.*

Now head downstairs to the factory offices, you'll find the silica in the SW barrel in the lobby.

**Objective Complete:-** *To merge the artefacts you'll need to find some silica.*

Before you head into the offices area hard save as you're about to come across The Shadow an indestructible undead creature who will hunt you down ruthlessly if he sees you and although you can hide in the shadows including inside lockers, under desks and inside crates if he hasn't seen you, if he's chasing you they are usually no benefit to you when trying to escape. In the outer office area slowly creep past the desk and trigger The Shadow who'll come out of one of the side offices, then rush back to a safe area and wait for him to go on patrol around the factory, then grab the Secure Office key from the desk in the SW office and a pair of thermally insulated gloves from one of the lockers in the NW office.

**Objective Complete:-** *In order to handle any hot materials, you'll need to find a pair of thermally insulated gloves.*

The Shadow acts as a horror survival demon, relentless searching for you in a random pattern in the room you're in. If you go to another room he'll be attracted to that room, so if you need to get The Shadow out of one room for a short time, go to another room, hide and wait for him to enter that room before returning to the first room, also if he finds you hidden in a crate or under a desk, just reload and chances are he'll then search another area of that room.

Now head into the secure office on the other side of the lobby, grab a lump of scrap metal out of one of the lockers, then push the big wooden crate in the NE corner to access the Gas Flow Control room. Collect the last lump of scrap metal out of a crate near the NE door then turn the 2 working valve wheels on the walls by the gas control flow console, before finally turning the wheel on the gas flow console itself.

**Note:** Although there are few shadows near the gas flow valves, you can hide in the lockers so long as you shut the door behind you.

**Objective Complete:-** *Looks like the gas is off!! Find the gas mains and turn it on.\*\**

**\*\* Note:** If you hadn't already frobbed any of the red buttons in the foundry this objective will not show.

You now need to return to the foundry, if playing on easy & normal, you can head through the door by the NE crates, on the other side of which you'll find a crate containing the iron ore. If playing on hard or expert you'll need to return to the foundry via the generator room.

In the foundry you need to merge the 2 artefacts together in the NE glass furnace. Frob the red button to turn on the gas, then frob the wall lever to open the furnace's tray, place the 2 artefacts on the tray, close the tray and wait until the artefacts turn yellow and then white, retract the tray and frob the artefacts whilst white to pour on the silica then close the tray again and reheat the artefacts. Once reheated open the tray again and frob the 2 artefacts whilst hot to mould them into one single artefact and then reheat the single artefact one final time, Reuben will say 'It should be fully merged now once ready', open the tray wait till the artefact turns blue, you can then pick up the completed artefact.

**Objective Complete:-** *Use the equipment to merge the two artefacts into one.*

**Note:** There is also a bit of a cheat that can give you more time making the artefact. If you race from the gas flow room to the foundry going the long way round you can confuse the shadow as to where you have gone causing him to spend a fair amount of time downstairs searching for you before he at last comes upstairs, thus giving you a lot more time to make the artefact.

On hard & expert completing this objective will trigger a second Shadow to break down the locked door in the foundry, so you need to avoid this new Shadow and head through that door, down the stairs to find the iron ore in a crate at the bottom of the stairs.

**Objective Complete:-** *To manufacture a new lever you'll need to find some iron ore and 3 bits of scrap metal.*

You now need to get back up to the foundry to make a new lever but with 2 Shadows patrolling the foundry you'll have your work cut out, but if you return to the basement and hide you'll attract the original Shadow into those rooms (the new Shadow never leaves the foundry area) allowing you to get back upstairs with a greater opportunity to make a new lever. Use the SW furnace, frob the red button to turn on the gas then frob the bucket over the flames to place the iron ore and scrap metal into the bucket, hide in a locker whilst the metal liquefies (The Shadow in the foundry doesn't search lockers). Now frob the lever to the right of the furnace to pour the liquid metal into the mould and when it opens grab the new lever from the mould and drop it into the bucket of water to cool it down, now collect your new lever from the water.

**Objective Complete:-** *To manufacture a new lever you'll need to find some iron ore and 3 bits of scrap metal.*

You can now return to the stairs leading back up to the Chapel, place the new lever in it's socket and frob it to open the gate.

**Objective Complete:-** *Find a way to get out of the basement.*

Head back to the streets, collect your weapons from the footlocker and exit the town via the south side gate, leading to the Tower of Light, Market & Docks, in the east part of the town.

**Objective Complete:-** *Once your tasks are completed, find a route to the docks where Rafe and his ship will be waiting.*

***Mission Complete***

Location	Position	Loot	Value	Total		
<b>West Town area</b>						
NW house	by chapel	inside porch	purse	50	50	
<b>East Town area</b>						
West street	west doorway	barrel	copper goblet	25	75	
"	south steps	by door	purse	50	125	
SW central buildings	east house	window bay	gold coin	50	175	
NE central buildings	north side steps	beside bottle rack	purse	50	225	
"	NE side	in grass	copper ring	25	250	
Thief's house	lobby	by stairs	cabinet	25	275	
"	bedroom		desk	25	300	
Wine Shop		opposite thief's ho.	by bottle bank	gold coin	50	350
<b>Hammerite Building</b>						
Chapel	NW table	lower level	collection bowl	gold coin	50	400
"		"	by SE pew	purse	50	450
Kitchen	by oven	"	bottom shelf	3 silver cutlery	150	600
North Study room	east corridor	"	desk	silver goblet	50	650
South Study room #2	"	"	SE bookcase	rare book	100	750
S. Priest's Study room	"	"	desk	rare book	100	850
Brother Finager		upper level	bedside cabinet	purse	50	900
Brother Farley		"	bedside cabinet	silver candlestick	50	950
"		"	chest	purse	50	1000
High Brother Talbot		"	desk	copper goblet	25	1025
"		"	chest	holy symbol	25	1050
High Priest Petre		"	desk	holy symbol	25	1075
Brother Victus		"	chest	rare book	100	1175
Brother Elward		"	chest	gold candlestick	75	1250
Brother Jebadiah		"	bookcase	rare book	100	1350
"		"	chest	purse	50	1400
Brother Amperage		"	desk	gold spoon	75	1475
"		"	"	copper candlestick	25	1500
Brother Thomas		"	chest	gold nugget	150	1650
Priest Gorman		"	desk	holy symbol	25	1675
Balcony	overlooking temple	"	above doorway	Hammer clock gear	250	1925
<b>Factory</b>						
Generator room		upper level	west tables	copper candlestick	25	1950
West glass furnace		"	work bench	copper candlestick	25	1975
West smelting room		"	water butt	copper nugget	50	2025
Br. Finagers's office		"	by desk	purse	50	2075
Lobby area		lower level	west table	copper candlestick	25	2100
Outer Office area		"	NE locker	purse	50	2150
NW office		"	desk	silver candlestick	50	2200
Gas Flow Control room	by gas flow valves	"	r/h locker	silver nugget	100	2300
				<b>Total Loot</b>	<b>2300</b>	

Previous Loot	12175
Campaign so far	14475

<b>Bonus Items</b>	
Furnace Crest	On wall in attic of Thief's house.
Hammer Crest	On wall in Priest's study room, lower level.
Hammer Clock gear	Above doorway on balcony overlooking Chapel.

<b>Keys</b>	
Factory key	On desk in south Priest's study room, lower level.
Secure Office key	On desk in SW office, lower level, factory.

<b>Iron Ore</b>
In crate at bottom of stairs leading from gas flow control room to foundry.

<b>Scrap Metal</b>
Middle locker, secure office, In open topped metal crate by NE door in gas valve control room. In r/h locker in big fan room, foundry.

# Mission 10: Streets of Rage

*There are 2 Bonus Items in this mission*

**Starting Objective:-** *Find your way back out onto the city streets.*

**Starting Objective:-** *Make your way through the city to the docks.*

Frob the lever by the steps and then head down into the sewers via the hatch and use the ladder at the end of the south tunnel to get to the streets of Khare. As you climb out of the sewers you'll see some City Watch officers talking about wanted posters having been displayed around the city.

**Objective Complete:-** *Find your way back out onto the city streets*

**New Objective:-** *Wanted poster have been placed throughout the city. Destroy at least 6/9/12/15 of them. \*\**

**\*\*** Number depends on difficulty.

**Note:** The more posters you destroy the fewer enemies you will have to deal with further into the map.

You are now on the streets of Khare, the streets below Thieves Highway mission, so in some places when you look up you may be able to recognise some locations from that mission. There are no other objectives in this mission apart from the ones above, so just follow the streets all the way to the docks, collecting all the wanted posters scattered around town.

The wooden tower in the 3<sup>rd</sup> street is Malefiscient's tower, but you can't access it if you didn't read the book about the Soul Gem in Malefiscient's tower in the Thieves Highway mission. If you did, you'll find a book on the couch explaining Malefiscient has been successful with his work on the Soul Gem and you'll find 3 prototypes of this new weapon on the bookcase, these release zombies when thrown at your enemies, you'll also find more of these soul gems bombs later but only if you managed to access Malefiscient's tower.

In Cafe street you need to collect the key for the lights power control room and turn off the lights before you can proceed through the SW gate.

There's a hidden fence near the docks, when you get to the courtyard with the big barrel on the cart (just before Underpass St.) use a broadhead to shoot the lever through the grill window in the NW guard post, to access the fence, but only visit him once as he reports you to the City Watch so there will be an ambush waiting for you if you return.

To access the docks you need to frob the big lever in the docks security office, this will also open the locked gate in the courtyard south of Underpass street, where you'll find Marcus Drawfold's house for a bit more loot.

When you eventually enter the docks.

**Objective Complete:-** *Make your way through the city to the docks.*

**New Objective:-** *When there is nobody left around the docks to see you board the ship, enter the Captain's quarters.*

In the docks you need to get the Harbour Master's key off the AI on the west quay in order to open the gate to the main quay where you can board the ship. and frob the east door.

**Objective Complete:-** *When there is nobody left around the docks to see you board the ship, enter the Captain's quarters.*

## **Mission Complete**

### **Posters**

2<sup>nd</sup> Street, west wall by gate.

Malefiscient's tower area, south wall by archway.

Market area, wall by west gate.

Market area, wall by east archway.

2 Cart area (area after market), wall by east gate.

Veranda house area, wall of veranda house.

SE area. Corner wall opposite SE gate

2 Well courtyard, wall on south apartments, lower level.

Wagon courtyard, wall on south building.

Cafe street, north wall by gate.

Balcony street, wall by SW crates.

Wooden platform area, SW building, stone pillar.

Underpass St, west wall, opposite carts.

Underpass area, south street, wall by north gate.

Docks, wall by harbour master office.

Location		Position	Loot	Value	Total		
<b>First Area</b>							
Sewers	south sewer	NE pipe	silver coins	50	50		
First Street	by SW gate	inside barrel	copper nugget	50	100		
2 <sup>nd</sup> Street	north house	bench	copper goblet	25	125		
Malefiscient Tower area	east balcony	table	silver goblet	50	175		
Market area	opposite entrance	middle stall	copper bracelet	75	250		
"		SW stall	copper coins	25	275		
"	NE alcove	by r/h barrel	purse	50	325		
Veranda house area	east garden	by NW bench	purse	50	375		
SE Street	west building	via steps	on crates	golden dagger	50	425	
<b>Second Area</b>							
Well courtyard		west bench	gold coin	50	475		
Wagon courtyard	SW house	Kestle st.	statue	jade tiara	50	525	
"	"	"	SE sofa	rare book	100	625	
Bell Tower courtyard	NW house		open crate	gold coins	75	700	
Cafe street.	cafe balcony		east table	copper goblet	25	725	
Balcony street area	south end	east building	under l/h bench	gold ring	75	800	
South Balcony street	NW balcony		table	fine wine	100	900	
West Balcony street	NW house	living room	SE side table	copper urn	100	1000	
"	"	bedroom	in wardrobe	in trouser pocket	gold coin	50	1050
Wooden platform area	under steps		behind barrel	copper bracelet	75	1125	
"	garden		in fountain	gold coin	50	1175	
Guard post area	north guard post	by market gate	on floor	copper goblet	25	1200	
"	by north guard post		inside cart	2 copper nuggets	100	1300	
"	west street		by crates	purse	50	1350	
Marcus Drawfold ho.	locked street	living room	SW table	copper urn	100	1450	
"	"	bedroom	bedside cabinet	silver coin stack	50	1500	
Docks	east harbour	west rowing boat	under seat	gold nugget	150	1650	
"	"	east quay	inside south barrel	copper nugget	50	1700	
				<b>Total Loot</b>	<b>1700</b>		

Previous Loot	14475
Campaign so far	16175

### Keys

Electrics Room key	On guard patrolling Cafe street.
Harbour Master key	On one armed civilian patrolling west quay in docks.

### Bonus Items

Khare City watch Crest	On bedroom wall, Marcus Drawfold bedroom. Locked street that opens when you open dock gate.
Wagon Hire Crest	Sign hanging above wagon hire in underpass street.

# Mission 11: Pillage & Plunder

*There are 2 Bonus Items in this mission*

Starting Objective:- *Sneak aboard Khare's vessel and get below deck.*  
Starting Objective:- *Recover the Artefact.*  
Starting Objective:- *Find the whereabouts of Captain Rafe.*  
Starting Objective:- *Find out where Captain Rafe's officers have been imprisoned.*  
Restriction:- *Do not harm any of your allies.*  
Restriction:- *Do not get seen by the enemy.*

You do not fail the mission whilst on Captain Rafe's ship but will do so the moment you're seen on the Khare vessel, head through that ship's door.

Objective Complete:- *Sneak aboard Khare's vessel and get below deck.*

You need to head downstairs to the stowage deck avoiding all the Khare guards who come running along the corridor, each time a Khare guard is killed on Captain Rafe's ship another Khare guard is triggered in an endless stream of enemy AI's. Whilst you can get into some of the cabins initially most are locked in the beginning, when you get downstairs head into the brig and approach the cell with the prisoners who'll tell you Captain Rafe is held in the Captains quarters.

Objective Complete:- *Find out where Captain Rafe's officers have been imprisoned.*

Objective Complete:- *Find the whereabouts of Captain Rafe.*

New Objective:- *Captain Rafe is being held in the Khare's captains quarters. Find a way in and rescue him.*

New Objective:- *Find the key to the cells and release the officers.*

Go back upstairs to the cabins corridor to find the storage cupboard next to the stowage stairs is now open, stand in front of the shelves and climb up onto the top shelf to access the Brig Officers cabin, collect his key, return to the prisoners and release them only to set off an alarm.

Objective Complete:- *Find the key to the cells and release the officers.*

New Objective:- *Help the officers take down the Khare guards any way you can.*

Once the officers have collected their swords they'll go to the stowage area whereupon a large number of Khare guards come downstairs, as you only have broadheads available you need to be a little bit careful not to kill any of your allies otherwise you'll fail the mission, when all the Khare guards are dead, collect the Officers Quarters master key from one of the dead guards (usually the last guard to come downstairs).

Use the Officer quarters key to access Officer Brady's cabin where you'll find the Crews quarters master key on the window ledge, with these 2 keys you can access all the cabins apart from the Chief Officers cabin and one cabin at the SW end of the corridor, to get into that cabin pick open the cabin to the left and frob the wall panel at the end of the bunk bed.

Note: As the guards are triggered inside the cabins, you may enter the occasional cabin to be confronted by a guard, so you are advised to hard save before starting the cabin search.

In the unopenable cabin, read the note on the top bunks shelf and collect the Chief Officers keys from beside the note.

Now head into the far NW cabin and use the ladder to get into the Captain's bedroom, open the door to find some guards torturing Captain Rafe.

New Objective:- *Dispatch the Khare's ships captain and his two officers*

Using only broadheads to deal with the 3 guards is not easy but a gas bomb or arrow is easier (check out the cupboard in stowage).

Objective Complete:- *Dispatch the Khare's ships captain and his two officers*

Untie Captain Rafe by frotting both the ropes around his body and the ones around his feet.

Objective Complete:- *Captain Rafe is being held in the Khare's captains quarters. Find a way in and rescue him.*

Then grab the artefact from the chest in the small office.

Objective Complete:- *Recover the Artefact.*

Captain Rafe will then walk over to the map of the ship and point out that the Khare guards will likely be wanting to scuttle Captain Rafe's ship so suggests you find the explosives and place them in 3 locations on the hull of the Khare ship to turn the tables.

New Objective:- *Find the explosives.*

New Objective:- *Prepare Khare's ship for scuttling by placing explosives at 3 key locations of the hull.*

New Objective:- *Once the explosives are set, together with the officers, join the fight to take back Rafe's ship by any means necessary.*

Collect the Bilge room key off the desk and then leave the Captain's quarters (Captain Rafe locks the door behind you, so if you wish to return to the Captain's quarters you'll need to return via the NW cabin). Head up to the deck above the Captains quarters (north deck) deal with the guards and collect the 3 explosives off the NW crate.

Objective Complete:- *Find the explosives.*

On your way back down to the lower decks you can now access the Chief Officers cabin for more loot then head downstairs to stowage deck and into the bilge room at the south end of the ship, place the first explosive on the upright post in the bilge room, then turn around to see the bilge access hatch but you need a valve wheel to open it, you'll find that in the cupboard in the stowage area, although it shows up on screen as 'nothing'. Drop the valve wheel on the bilge hatch and mantle down into the bilges, the second explosive is placed on the ceiling in the middle of the ship, between 2 beams. Carry on down the bilges to the north end where you'll find another hatch taking you up to the rudder access room where you place the last explosive.

Objective Complete:- *Prepare Khare's ship for scuttling by placing explosives at 3 key locations of the hull.*

Return to the stowage and meet up with the officers and tell them everything is ready, lets take back our ship.

**New Objective:-** Regain control of Captain Rafe's ship! Kill all remaining enemies.

Now all you need to do is return to Captain Rafe's ship and deal with the remaining Khare guards to finish the mission.

**Objective Complete:-** *Once the explosives are set, together with the officers, join the fight to take back Rafe's ship by any means necessary.*

**Objective Complete:-** Regain control of Captain Rafe's ship! Kill all remaining enemies.

## **Mission Complete**

Location		Position	Loot	Value	Total	
Galley	kitchen store room	shelves	fine wine	100	100	
Officers Mess	west wall	under table	copper spoon	25	125	
Officers Quarters	NE cabin (unlocked)	south end next to stairs	under desk	gold coin	50	175
"	SE cabin (locked)		shelf	silver bowl	125	300
"	NW cabin (locked)		bookcase	copper coins	25	325
Crew Cabins	SW cabin (unlocked)	north end	chest	purse	50	375
"	SE cabin (unlocked)	north end	shelf	copper spoon	25	400
"	NE cabin (unlocked)		shelf	purse	50	450
"	SE cabin (locked)	top bunk	shelf	copper goblet	25	475
"	Unopenable cabin	"	chest	copper goblet	25	500
Brig Officer cabin		window ledge	copper urn	100	600	
Captains quarters	dining room	SW table	gold dagger	50	650	
"	"	window sill	copper urn	100	750	
"	office	bookcase	rare book	100	850	
Chief Officer's cabin		chest	telescope	250	1100	
"		shelf above desk	rare book	100	1200	
Stowage	big crate room	behind NW crate	gold nugget	150	1350	
				<b>Total Loot</b>	<b>1350</b>	

Previous Loot	16175
Campaign so far	17525

### Keys

Cell key	Brig officer in his quarters, access via store room.
Officers Quarter Masters key	On one of the guards who comes down to stowage for the fight.
Crew Quarters master key	Window ledge, Officer Brady cabin.
Bilge Pump room key	On desk by scroll, dining room, Captains quarters.
Chief Officer's key	On top bunk shelf, unopenable crew's cabin. Access by wall panel in next door cabin.

### Bonus Items

Telescope	In chest in chief officers cabin.
Sea Fare Crest	Bottle in big crate, NE end of stowage. Need to mantle onto shelves and through to end of shelves.

# Mission 12: The Accursed

*There is 1 Bonus Item in this mission*

**Starting Objective:-** *Take the artefact to Pollenfall.*

Whilst still on the ship if you need to top up on weapons there is both a fence and a weapons shop, but on route to Pollenfall's you should find a good range of weapons. Make your way through the town avoiding 'The Accursed' who lie in wait in the fog and head to Pollenfall's apartment.

**Objective Complete:-** *Take the artefact to Pollenfall.*

Pollenfall takes the Artefact off you then turns into a beast and knocks you out. After Captain Rafe revives you, read the note on the NE cabinet to find that Pollenfall is from the Maw, Captain Rafe finds the portal in the cupboard and you realise you need your enchanted dagger back at your home in the old quarter.

**New Objective:-** *Pollenfall has betrayed you and worst of all, appears to be some kind of demon. Normal weapons are unlikely to be effective against her but the dagger you used to slay the Wererats could serve you well again.*

**New Objective:-** *Once you have your dagger, enter the Maw via the portal in Pollenfall's apartment.*

Head back to the Old quarter via the docks, dealing with the 'Accursed' that you can't avoid, and mantle into your old apartment by pushing the big crate to be nearer the archway.

Collect your enchanted dagger from the chimney breast.

**Objective Complete:-** *Pollenfall has betrayed you and worst of all, appears to be some kind of demon. Normal weapons are unlikely to be effective*



Return to Pollenfall's apartment and enter the Maw via the portal.

**Objective Complete:-** *Once you have your dagger, enter the Maw via the portal in Pollenfall's apartment.*

**New Objective:-** *Make your way through the Maw and find Pollenfall.*

**New Objective:-** *Destroy the creature that is Pollenfall.*

**New Objective:-** *Locate and recover the artefact.*

**New Objective:-** *Find out how the artefact can be used to save the city.*

Make your way through the caves but try to kill as many of the Maw Beasts with your dagger, rather than using Elemental arrows, as you'll need as many of those as possible later, you'll also find that gas arrows are of no benefit against the Maw Beasts as they don't breathe air. When you get to the bottom of a deep cave you'll find a treehouse whose ladder is turned around the wrong way, head down the north passage to find a lever in NW cave that turns the ladder around.

**Note:** In the Maw players with lower spec machines may notice a bit of lagging in the more open areas of the Maw.

In the treehouse head into the bedroom and read the note on the cabinet to find that this is Pollenfall's home and how you can lift the curse from the city.

**Objective Complete:-** *Find out how the artefact can be used to save the city.*

**New Objective:-** *To remove the curse from the city, place the artefact in the flow of water upon the fountain outside your apartment.*

In a small room opposite the library you'll find a portal, frob the lever to activate it.

**New Objective:-** *Once you have what you need from the Maw, Return to your homeworld via the treehouse portal.*

In the library you'll find a number of frobbable books, these area part of a puzzle to access a hidden room but you don't have the solution for it yet.

Head out onto the balcony off the SE room with 2 locked doors to find an arena and when you drop down into the arena you'll be confronted with your first boss fight. Every 20 seconds a randomly chosen Elemental Mawbeast will appear, these can only be killed with their opposing element, with each Mawbeast needing 2 direct hits. There are also 4 stone circles dotted around the arena where you'll find one of each elemental arrow, these regenerate after a short while.

Once you have killed all of the Mawbeasts the wall on the south side of the arena will come crashing down and you'll be confronted with a Behemoth Mawbeast who is seriously deadly and avoiding his fire balls is no easy task, so if you can get close to the south wall before he smashes it down, run into the tunnel and duck into a small area on the right where you'll find a health fountain that will fully top up your health. After dealing with the Behemoth Mawbeast you may wish to return to the arena to top up your elemental arrows, if you need more you can return to the caves by ducking into a small cave on the left just after you enter the tunnel to find a lever that turns the ladder around allowing you to get back up to Pollenfall's treehouse.

At the end of the tunnel approach the boulders embedded into the wall which will make it collapse and in the next area do the same with the circle of boulders on the wall at the bottom of the slope.

Mantle through the hole, ignore the Mawbeasts below in their den, they don't even know your there and make your way down to Pollenfall's inner sanctum.

**Objective Complete:-** *Make your way through the Maw and find Pollenfall.*



Back in the treehouse you should have read a book that told you that Pollenfall has protected the artefact with a deadly mist that is hurtful even to her, thus to destroy Pollenfall you need to lure her into the mist surrounding the artefact. This is done relatively easily as when you shoot a fire arrow at her she teleports to either the left, right or forwards, she has no control over the direction. It's a bit tricky getting her to teleport left or right into the mist, but if you stand on the other side of the artefact from where Pollenfall is and shoot a fire arrow through the mist you've a 1 in 3 chance she'll teleport forwards into the mist.

**Note:** If you need more fire arrows, destroy the plant bulbs to get more, these bulbs regenerate new fire arrows after a minute or so.

Once she has teleported into the mist (once on easy/normal, twice on hard/expert) she'll say that's she's hurt and put her head into her hands. Now is your to kill her by quickly running behind her and stabbing her in the back with your dagger, before she recovers.

**Objective Complete:-** *Destroy the creature that is Pollenfall.*

Now the mist has disappeared you can collect the artefact from the pedestal.

**Objective Complete:-** *Locate and recover the artefact.*

Before you leave this arena collect the Treehouse Cupboard key from the footwell of Pollenfall's throne, then return to the treehouse, frobbing the lever in the side cave in the tunnel just before you re-enter the Mawbeast arena, in order to reverse the ladder so you can climb back up to the treehouse.

Back at the treehouse you'll be able to open the 2 cupboards, in one of them there a note which is the solution to the library puzzle.

Access code to my secret chamber:- 7 1 2 4 9 6

In the library there are 10 frobbable books whose titles hide the numbers 0-9

Quasi **X**enogeneics

Erroneous Validations

Non Happenstance & **M**isevents

A Birth **R**eenacted

The **P**uniness of Manfool

The **F**ive Senses

Trustworthiness of Pagans

Prize **R**osebushes

Foolproof **O**urselves

Counterweight**e**d Nature

So to access the secret chamber you need to frob the books twice (once to read the title, secondly to pull the lever) in the following order.

**Note:** To reset the books just frob the lever by the door.

Non Happenstance & **M**isevents

Erroneous Validations

Trustworthiness of Pagans

Foolproof **O**urselves

The **P**uniness of Manfool

Quasi **X**enogeneics

Once all done head into the small room opposite the library, frob the lever and use the portal to get back to Pollenfall's apartment in South quarter.

**Objective Complete:-** *Once you have what you need from the Maw, Return to your homeworld via the treehouse portal*

After which run to the fountain in Fountain street and frob the artefact onto the top of the water spout, to complete the mission.

**Objective Complete:-** *To remove the curse from the city, place the artefact in the flow of water upon the fountain outside your apartment.*



**Mission Complete**

### Keys

Treehouse Cupboard key    In footwell of throne in Pollenfall's arena, after you have collected the artefact.

### Bonus Item

Pollenfall Crest    Above door in treehouse secret chamber, need to solve 10 book puzzle in library.



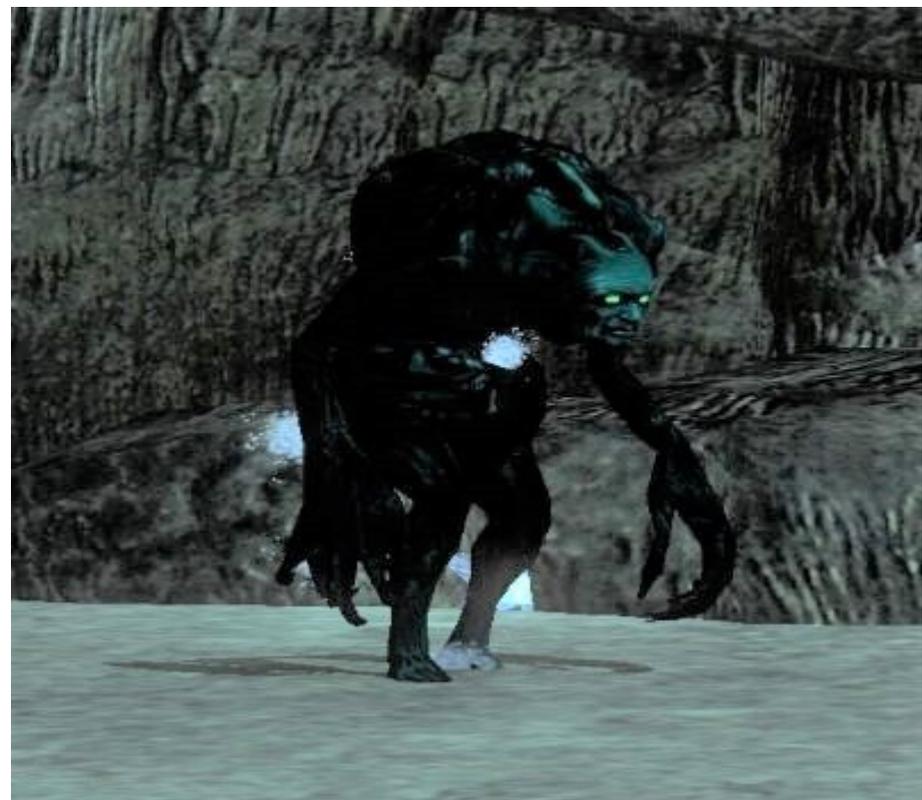
Fire Mawbeast killed by water arrows



Gas Mawbeast killed by moss arrows



Earth Mawbeast killed by gas arrows



Water Mawbeast killed by fire arrows

**Note:** The Earth Mawbeast is brown when close up but in the distance looks more black and can easily be mistaken for a Water Mawbeast.

## Home Sweet Home

You start off back in your apartment (Home Sweet Home) which acts as a portal allowing you to replay any mission in which you failed to collect all of the bonus items scattered throughout the campaign. If you head into the secret room off your bedroom you'll see a number of portraits, each of which represents one of the bonus items you collected, if you missed any that portrait will be missing and under the blank picture frame you'll find a number which represents the mission which contains that bonus item. You can then use the machine in the room next to the front door to return to that mission to replay it in order to collect the missing bonus item, but you will need to replay the whole mission from the beginning.



Once you have all the bonus items you can access the bonus Shooting Range, just frob the archery target by the front door for a final bit of fun, the shooting range only has 5 levels, there is no reward for achieving any particular number of points.