

Tuttocomb's Tomb

Walkthrough

Unfortunately the original web page that hosted this walkthrough has been lost to time. Some of the material was able to be salvaged via the Wayback Machine, and that is included here.

Tuttocomb Tips

WARNING!

IF YOU DON'T WANT TO KNOW WHAT'S COMING, DON'T READ THIS SECTION!

This area will offer players an extensive walkthrough for the Thief: The Dark Project fan mission Tuttocomb's Tomb. It is advised that one is to read the following material only if he or she is hopelessly stuck or inhibited by a specific obstacle in the game, or if he or she has completed the mission and wishes to compare their findings. Further questions, comments or suggestions may be examined by e-mailing me.

An image here was not able to be retrieved. It would have described the Caves region.

AREA 2: SOUTHERN TOMB LEVELS

After making his way inside, Garrett finds the path to the main tomb has been blocked by a huge boulder. Here would be the ideal save point, for once again, there are from here on several paths to chose from.

1..Unwelcoming Sanctuary!

The main path, or the most conspicuous one, leads Garrett west. He knows the Horn has been stored in the western sanctuary, but as evidence will later divulge, there has been an incident making this zone unreachable. Garrett's only hope now lies within the Hammerite's perseverance; unless they got the Horn before the cave-in, the artifact may be lost for ever...

As he descends eastward into the lower Tombs, he passes through a small dough nut like room with only its western side properly lit. This room's exit can be found on its southern face, plunging him even deeper into the abyssmal tomb. If playing on hard/expert difficulties, a lantern guard (or an armed anthropologist) patrolling the area irradiates these narrow passageways, but does not reach the dough nut room (unless provoked); this room may become a 'safe spot' for Garrett. The patrol of this guard forms a clockwise loop around the pool room and up this shaft. Just before entering the shaft, he will pause next to the notice pinned on the wall for about 10 seconds. He's not such a rough guy, but when playing on hard/expert difficulties, killing is forbidden, so Garrett still has to watch his step. Most illumushes in this area are of fragile type, so dimming the ligs is still easy.

Once in the pool room, there is a (in the case of hard/expert difficulties, a second) more dexterous guard resting near a gigantic pillar north-east of the room. He will undoubtably spot Garrett unless careful steps are taken:

- + noise maker arrows are at Garrett's disposal at easy difficulty. He can use them on the north wall without having the guard spot him. The guard should go investigate, and that will be Garrett's chance to slide through the room to the 4' shaft on the eastern wall.
- + more advanced difficulties urge Garrett to use alternatives: there is a skull back at the sanctuary's entrance. If Garrett brings it with him, he can use it to lure the guard without using any broadhead ammo.
- + the pool can be useful to Garrett. If he is spotted, underwater always becomes a pertinent refuge.

Be careful to pick up the First Golden Skull and as much booty as possible near the tomb when traversing the room.

The 4' shaft provides a safe spot for Garrett. Upcoming are drastic changes between difficulties: The next chambers consist of a series of room merging to form... yup, another doughnut complex. Two exits are found here, one is another 4' shaft on the east wall of the doughnut, and the other is found south of the doughnut, leading to a twin pillar room. On normal difficulty, there is only one lantern guard on patrol here; so, not being seen is no hard a task. Garrett way even kill him and use his lantern to light his way. On hard difficulty, there is a stationnary guard at the south side of the complex, near the stack of stone blocks. You can see him if you peek from the 4' shaft. On expert difficulty, a third guard is stationned right where the 4' exit is on the east doughnut wall. To make these two budge, no matter where Garrett decides to go, broadheads are his best bet. As soon as they move out, he should grab all the loot possible from the hammers' findings and jet. There is an elusive purse on the floor near the stack of stone blocks south of the doughnut rooms; right next to the spice bag.

Two books are located in this area: one book of the table near the 4' entrance unveils to Garrett what might have occured at the sanctuary; the other, a Captain's Diary, placed on the stack of stone blocks. The last book is of uttermost importance to Garrett. It informs him, among other things, of how the Captin distributed quivers among his men for satty purposes. Usurping these quivers becomes imperative on hard/expert difficulties.

In the 4' shaft, where Garrett advises himself to 'stick to the shadows', there is a gold nugget that was unseen by the hammerites; squeezed between the stone wall and the 'hidden' tomb, next to the rib cage. The shaft ends at a large room, marking the beginning of the Gnostic halls. At expert only, a guard is posted near the shaft's exit. Again, a broadhead or a skull or ribcage are to be used by to surpass the guard. Garrett should wait for him to be spying behind the eastern pillar before slipping out of the shadows.

The southern path, leading to the twin pillar room, seems to give Garrett yet again two new paths to chose from. The left one, however, has been destroyed by cave-ins. If he follows the sandy stairs up, a gold nugget awaits him in the otherwise desolate room. This room being also 4' makes it a good refuge, only it may be difficult for him enter it quick enough because of the steep slope. The right path has a rope hanging from the ceiling, near the entrance. There is nothing for him down the hall but a small room with a minuscule pillar at it's center. Thus, the only way out is by climbing the rope and jumping into the southern retreat in the wall (the northern one has been equally destroyed by cave ins and hides no treasure). This passage will eventually bring Garrett to the sepulchral halls, where the five sultans of Tuttocomb have been petrified.

2. Air duel raid

There is an alternative to storming into the pool room. In fact, this hidden option will be crucial to Garrett's success at expert difficulty. North from the entrance of the temple, right before reaching the blockade inhibiting the main tomb from his reach, there is a 4' shaft in the shadows. Inside, he will find one vertical shaft north, and a small room with a horizontal shaft going eastwards to his south. Here are four silver nuggets. Supposing Garrett goes to the southern room and follows the eastward shaft, he will eventually reach a small den, where a huge spider resides. Here, he will find a silver nugget and a healing fruit. Notice the board up. Breaking this will grant access to the pool room described earlier.

At expert, Garrett will have to find the corpse of Razhaki. The only way to do this is by plunging into the vertical shaft mentioned above. This will bring him in a gaudy room decorated by bright fresques, dimly illuminated. Yet another 4' shaft (the air duct) is found here, but is infested by spiders, both huge and small. This might be one of the most difficult tasks at expert if one is determined to kill nothing. Razhaki's body is found in a small room south of the shaft, along with a purse and a few gems. Then, Garrett will have to escape via the shaft, falling over a huge spider, continuing until he reaches a hidden entrance to the Gnostic halls. There is a healing potion at the feet of the last huge spider. Garrett might have to 'front peak' to get it without too much trouble.

AREA 4: UPPER TOMB LEVELS AND HAMMERITE CAMP SITE

Following the cave area where he found the gas arrow (area 3), Garrett must climb a series of ratters in order to resurface. Although rope arrows do help here, it is possible to climb up this cliff without any tools.

A series of small caverns follows this ascent, leading to the final fork in the mission: south or west. South leads to a dead end, but also to the location of the third Golden Skull and the grand treasure room (Garrett might need a spare rope arrow to get back out of this room, despite the barrels). West leads to the Hammerite camp site, and conjointly, to the Horn of Khasib.

Finding his way around the last doughnut hallway, Garrett will discern an opening in an alcove. A final rope arrow is absolutely necessary to exit the tomb. A carefully placed shot on the plank above head should be sufficient to get him out. The Horn will be located in a footlocker in the nearest tent.

AREA 3: NORTHERN TOMB LEVELS

The northern Tomb area can be accessed by several paths. This section will be divided according to these heterogenous halls. Area 3 will undoubtably be the area within which Garrett lingers for the most time, especially in hard/expert when usurping the second and third Golden Skulls as well as Walpurgis Night.

1. Are we standing or advancing?

Arriving from the infamous doughnut complex through the dark 4' tunnels, Garrett makes his way into the Gnostic Halls. Area 2 assessed his inevitable encounter with a stationnary guard at the Halls' entrance (using a projectile or junk object to divert his attention). He now will be displacing himself through a dark chamber, connected to an alcove laden hall. This passage way has a northern curve, leading to the hart of these Gnostic Halls.

It is now of uttermost importance that Garrett remains as unconsipuous as possible, since he is about to enter the most densely populated enemy area. The alcoves provide adequate cover, even against the lantern guard patrolling this area. The real threat lies within the stationnary guard mentioned above: in Garrett's transition from the dark chamber to the alcove, he will be visible for enough time to alert the fellow. It would be wise for our protagonist to double check his surroundings before thrusting himself further.

Making his way towards the center of the complex, not hesitating to pick the lantern guard's purse, Garrett will most likely come to a halt at the south-eastern most alcove; witnessing the center arena, there are very little shadows to hide in. A serious problem, mostly on the expert difficulty, where another stationnary guard is posted at the adjacent wall from his position. Again, a carefully placed broadhead, or a trinket should distract him long enough for Garrett to slide against the walls to refuge. Vigilance is here crucial: for a duo of patrolling guards lurks overhead on the ledges. Timing his displacements with theirs, he will undoubtably notice, on the eastern wall of the room, a large stone door; through here is the location of the second Golden Skull.

The pillar at the center of the room holds the key to unlocking the gate to this relatively forclosed area. There is, on all three difficulties, a stationnary guard near the east face of the large chamber carrying a quiver containing water arrows. Ursurp the quiver, and use the water arrows to extinguish the flame on the pillar. The gate will slowly open, revealing a trap laden room with a small door at the end; the final foot switch opens it. A Golden Skull, as well as other useful items will be hidden in a chest.

Now, covertly exiting the main chamber, Garrett will turn north and follow this hall to procede to the next area. He will before long find himself back in the main chamber, but this time on the ledges mentioned earlier. There is only one way out of the room from here: a small breach in the northern face of the wall leads into a cave-like area. Now, Garrett must remember to steal the quiver on the patrolling sword guard to obtain rope arrows. Although he will find a gas arrow in a foot locker here, Garrett might want to save this useful item for when he'd most need it; in the midst of a brawl.

2. Heart of Darkness

Supposing, on the other hand, Garrett choses the southern route (i.e. climbing the rope arrow past and into the south passage way), he will arrive in the sepulchral halls, where Tuthomath Lank embalmes his five noblemost sultans. This small room is linked to the rest of the temple by a gigantic corridor. An archeologist patrols this area.

Arriving into yet another small area, three exits are visible: west, north and east. West and north reconnect themselves before long, and east is in fact a dead end, however with a treasure hidden in a recess. Also, on expert, Garrett will find a stationnary guard placed in the north route.

In the pool, Garrett might find a somewhat secret tunnel leading to an isolated area. There is a board-up blocking the way to the even lower levels of the tomb. This area only need investigating on the expert difficulty, where will be found Walpurgis Night. A oneway venture, this path will eventually bring him back to the pool room in Area 2.

North and western path merge at the roof of a long pillar hallway. Following this hallway, Garrett will end up in the Gnostic Halls.