

The Widow's Ire by StinkyKitty Sept 2013

Note: This is a 2 part FM containing the following missions '*The Valley of the Burned*' & '*The Widow's Ire*'. These missions were upgraded and included as the first 2 missions in the 4 mission campaign '*The Gems of Provenance*'

Note: StinkyKitty's missions are all about exploring and each mission is not only huge but superbly designed with multiple paths available and hidden areas. It is thus almost impossible to write fully comprehensive walkthrough's for StinkyKitty missions, thus below are only brief descriptions of each area and what you need to do to move onto the next area. I'll let you do the exploring for hidden areas and loot.

Note: There are a number of significant differences between the original *Widow's Ire* and the updated *Gems of Provenance* most noticeably the garden area in the *Valley of the Burned* was considerably changed, also when you play on overkill or expert you will need to go through the tombs and mines in the opposite direction. There is also a difference in the loot available.

Note: These walkthrough's were primarily written when playing on expert, on different settings some guards/archers/haunts/zombies may not be there

Mission 1

The Valley of the Burned (scroll down to page 6 for mission 2)

Note: If you play the mission on hard/overkill you will get the objective '*Kill everything in Sight*', but a few people have made comments in the forum as to having difficulty completing the objective, so you may be advised to play on expert instead

Objectives:

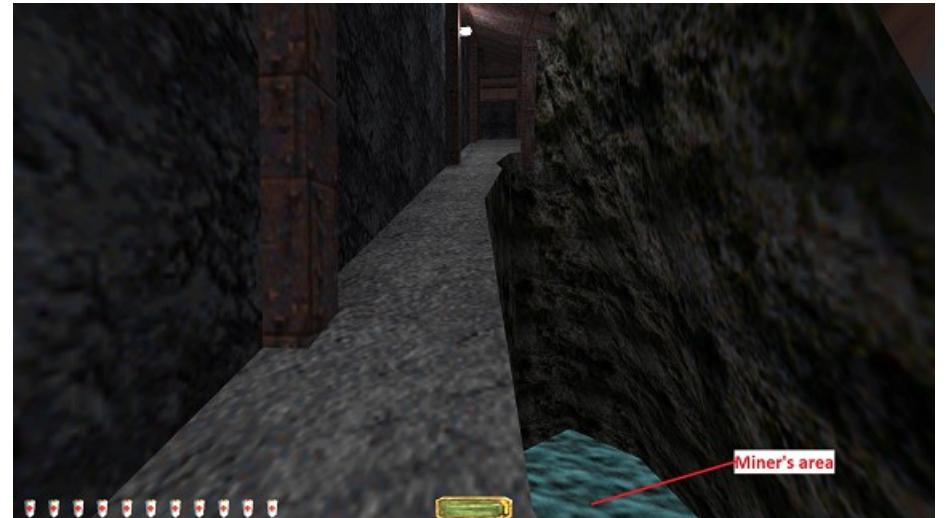
- # Find a way down to the mansion.
- # Find the Mask of Callone. (hard & expert)
- # Don't kill any humans. (expert only)

Walkthrough

Head along the mountain path, check out the **Miner's area** by diving into the water

At the end of mountain pass enter the elevator, stand on the platform and shoot a broadhead arrow at the red button above to get the elevator to go up then quickly knock-out the archer (not there on normal), however this can be problematical as the broadhead arrow will alert the guard. As an alternative, open the wooden door, mantle onto the door from the left hand side and mantle up onto the walkway in front of the metal post with the button on it.

If you rush the archer from the left hand side of the metal post you should KO him or he may even fall down the elevator as he reacts to you.



Enter the **Lobby area** and go down the steps to the left. In the bedroom with a sleeping guard collect the **Hatch Key** off the bookcase. Head down the hatch in the entrance area and head through the wooden door frame to come out at a dry well. Head upstairs and make your way past the guards and find the **Machinery room**, enter the next room and use the walkway on the right to sneak up behind the static guard.



From the **Water Tower** you can go either 2 ways, either dive into the water at the top of the tower for a big swim (you will lose some health) or you can jump over to the metal walkway and then mantle up through the hole in the wall.

Both take you to the next area, one from below, the other from above, both routes also give you multiple ways of entering the next area. Going via the hole in the wall there's a Burrick up ahead, go down the hole in front of the Burrick then drop down to find you are in the roof of the garden area. You'll enter the garden overlooking a gazebo (this was changed in the *Gems of Provenance* FM to a large tree).

You need to explore both the roof of the garden and the **Crate Room area** for most of the loot, with one item of loot in the NE corner of the crate area not available until you have a rope arrow. There's also a **Gambling Den** to discover.

After searching garden area, head up the purple steps in the SW corner to a higher walkway and frob a secret panel at the far end to access the a **Statue Lined Avenue**.





Collect a couple of rope arrows from the hidden area opposite the static guard, then head through the double doors to enter a small area with what looks like a mini castle with turrets.



Go into the turret, mantle up onto the steps and cross over the walkway to a couple of rooms, in the one on the right you will find the [Crypt Key](#) and a [book](#) to read:-

New objective: Get the Keep key from the Heretics Hollow, the Seminary Aquaduct is your way in.

Note: If you are playing on normal you will find both a [Compound Key](#) and a [Crypt Key](#) on the table, thus giving you the option of going round the mines/tombs in either direction....[see below for the Compound walkthrough....page 3](#)

Note: On overkill & expert you can **only** get to the compound via the crypt.

Crypt Walkthrough (overkill & expert only)

In the tomb collect the [Mask of Callone](#) off his sarcophagus **Objective Complete**, then go down the ramp below his tomb and jump across the gap. Frob the brass floor plate and drop down. Go down the spiral stairs, avoid the statues and find the stacked tomb room. Drop down to the ground level and go through the north exit, past the [Skull Pit](#), across the gap and enter the Zombie rooms. You need to head north across the broken stairs then head east, jumping across a lava gap into the [Room with 2 Statues](#). Head east through the room with the un-frobbable vases to find the [Burrrick pit](#).



Collect the [Keep Key](#) off the skeleton in the west alcove above the Burrrick pit, then drop down into the pit and head through west alcove into a tunnel.

Note: You can also rope arrow up into the ceiling above the boulders on the same level as the [Keep key](#) for an alternative exit.

At the wooden bridge drop down to the bridge below, collect a gemstone from the NE wall niche then make your way down the slope past the Zombies and use the stone blocks at the end of the north tunnel to get down to the next level (if you go up the west tunnel you will eventually come back to the Burrrick pit).

Head south, down the rail track, and use the ropes to the left to get to the bottom level of the [Mines](#). This area is confusing and brilliantly designed as which ever way you go you will always end up back where you started. You need to find [Tunnel 59](#) which is in the 3 way track junction area. From here you need to find the area with [2 Coal Carts](#) sitting side by side, the exit is the water area to the west of these 2 carts.

Mantle up into the waterfall and swim up, following the tunnels until you find a couple of boulders, grab both of them and surface above where the boulders are, mantle up the NW side of this small cave, stack the boulders under the water ahead and above you. Climb onto the boulders and swim up into the water.



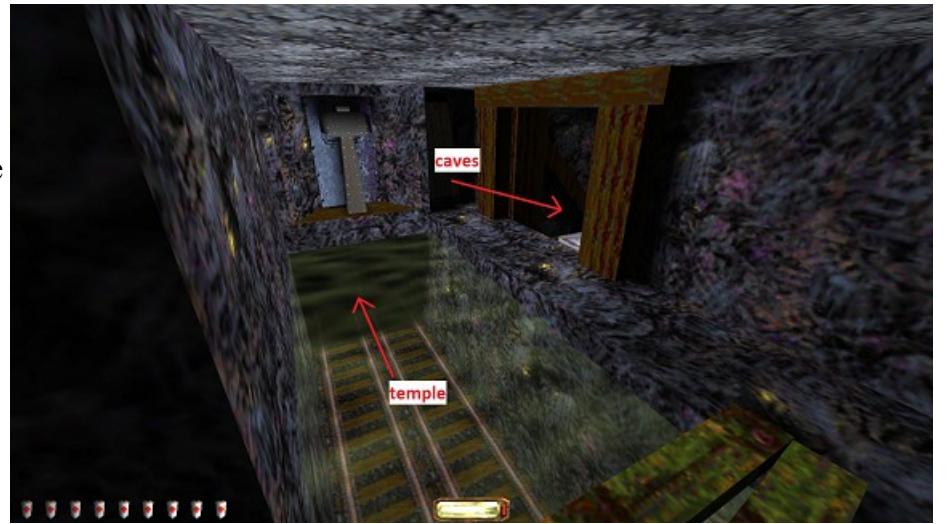
You are now in a [Large Cave System](#), head over to the west cave area and into the pool of water and swim into the south tunnel where you will come across a gemstone in a floating ball of water.

Exit this area via the SE tunnel, behind this ball of water, and work your way through to a [Sewer Cistern](#). Mantle out, use the elevator and head through to a larger cistern.

First of all dive to the bottom of this cistern and swim through the tunnel at the bottom to find the flooded tunnel area where there is a **Hidden Temple** under the large stone hammer.

Leave this area via the wooden door by the stone hammer to end up back at the caves. Make your way back to the large cistern and climb the ladder to access the Hammerite building.

In the **Hammerite building** you need to collect the **Compound Key** off the altar and use this key to exit the building to find your back where you started exploring the tombs and head into the **Keep** in the SE corner (see below Compound w/t for continuation).



Compound Walkthrough Only available when playing on normal.

Use the **Compound Key** to open the door beside the tower entrance. Turn left (west) and climb the ladder at the bottom of the steps and work your way through the **Coal Chutes** until you fall into a large pool of water, dive down and head through the tunnel at the bottom. Head west, then mantle out and go through the door at the stone hammer (north), diving into more water to land in a cave.



The **Mine Area** is quite confusing but very cleverly all the tracks and pathways interlink so you can go in any direction you want.

You need to find the area with the sleeping Zombie (not be there on normal) with a dead Haunt in a building on the west side, there are also some railway buffers at the south side.

In the alcove to the east of the buffers there are a couple of ropes hanging down, climb up and avoid the runaway cart, go north, then NE, climb the blocks on the outside walls to arrive back above the 3-way track junction room.



Beyond the fast closing door there's is a tomb type area with loads of vases on shelves, all of which are unfrobbable. In the room ahead with a couple of statues above you, jump across the lava gap and into an area with a number of Zombies on the prowl. Head south, jump across some broken stairs and up the next flight of stairs and jump across to the tomb area.

Climb the ladders above the **Skull Pit** into a large circular room with a Zombie (not there on normal) and enter a circular room with a number of sarcophaguses stacked to the ceiling.

You need to head through the hole in the SW wall on the second level.

Head to the east side of the caves and climb to the top of second highest lava pillar and drop into the water.

Head through the tight tunnels and drop down from the top of the waterfall and enter the mine area.



You now you can go 2 ways, either up the west slope avoiding the runaway cart, or via the slope going round the outside past the Zombies, collecting another gemstone, from the NE wall niche by the second highest (broken) bridge walkway.

Either way you will end up at a **Burrick Pit** where some Fireshadows will take on the Burricks before turning their attention on you. Collect the **Keep Key** off the skeleton in the west alcove above the Burrick pit. But before you pick up the key, swallow a speed potion as the next door (through the north doorway) is on a timer. If you do not have a speed potion there are 2 available in the corridor leading to the fast closing door, but you will need to leave the corridor to allow the door to re-set first.





Avoid the moving statues and head up the spiral staircase, into a higher tomb room. Frob the golden ceiling, rope arrow up, and head north into the **Tomb of Callone**.

Collect **the mask** off his tomb.

Objective Complete: Find the Mask of Callone.

Collect the **Crypt key** from a golden wall panel to the right of the exit door, leave and head back out side.

The Keep (All Difficulties)

Use the **Keep Key** to open the metal door to the right of the double gates. At the top go into the south room and into the recessed floor grill in the SW corner to finish the mission.

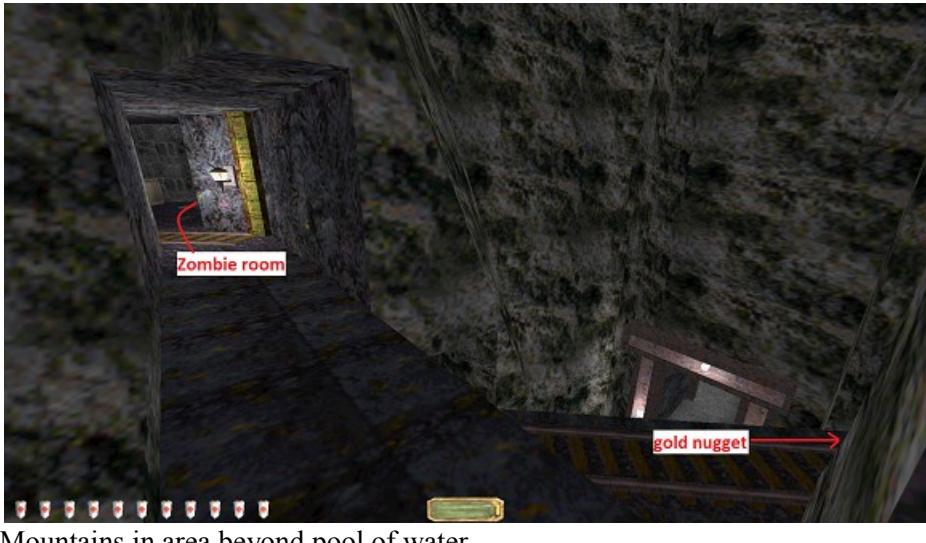
Mission Complete

The Widow's Ire: The Valley of the Burned			by	StinkyKitty	Lootlist
Area	Location	Position	Loot	Value	Total
Mountains	first bridge	north tunnel	silver nugget	50	50
	" miner's area, Zombie room	table	gold hammer	75	125
	" miner's area	lower walkway	gold nugget	100	225
Entrance		guard	purse	25	250
	" kitchen	shelves	2 goblet	30	280
	" "	cupboard	fine wine	35	315
	" well area	chest	gold cog	50	365
	" well, above red barrel	mechanism	cog	70	435
	" watch room	footlocker	purse	50	485
	" machinery room	behind pipes	purse	50	535
Garden	garden roof area	NE corner	copperstack	5	540
	" "	"	purple vase	50	590
	" gambling den	floor mat	copperstack	5	595
	" "	"	2 silverstack	24	619
	" crate room NE corner	window	candlestick	40	659
	" crate room SE corner	footlocker	gold ring	75	734
	" crate room top of steps	north side	2 gold goblet	50	784
	" statue garden	static guard	purse	75	859
	" statue garden secret area	by skeleton	glasses	75	934
Tomb area	Callone's tomb	by l/h slope	goblet	15	949
	" tombs above statue room	3 x bowls	3 gold coin	30	979
	" octagonal tomb room	top level	2 goblet	30	1009
	" NE room off circular room	ceiling grill	purse	100	1109
	" NE room off circular room	by Zombie	golden leg	100	1209
	" room below circular room	tomb	golden arm	100	1309
	" off circular room	skull pit	golden skull	100	1409
	" Zombie area balcony	altar bowl	gem ring	100	1509
	" "	table	2 goldstack	50	1559
	" Zombie area bedroom	shelf	silverstack	12	1571
	" room after Zombie area	south statue	tiara	125	1696
Mines area	bridge area upper level	NE alcove	gemstone	100	1796
	" 3 way area level 2	south tunnel	silver nugget	50	1846
	" 3 way area level 1	NE tunnel	gold ring	75	1921
	" 2 cart exit area	flat cart	fire poker	175	2096
Caves	SE corner	high cave	goblet	15	2111
	" "	"	gold goblet	25	2136
	" "	"	green vase	30	2166
	" via west pool of water	ball of water	gemstone	100	2266
Flooded area	hidden Temple	shrine	2 gold hammer	150	2416
	" "	alcoves	2 statues	50	2466
Hammer bldg	smelter room	workbench	2 silver nugget	100	2566
	" "	"	gold nugget	100	2666
	corridor room 3	table	2 silverstack	24	2690
	" "	"	goldstack	25	2715
			Total Loot Available	2715	

Note: missing loot 70g DromEd reports that the switch you used to get the second cog is also valued at 70, but is unavailable as loot

Key Locations	
Hatch key	on bookcase in bedroom in entrance area
Sewer key	normal only hard & expert on table in room across walkway from Hammerite building on altar in Hammerite Temple
Keep key	on north tomb above Burrick pit
Crypt key	normal only on table in room across walkway from Hammerite building on wall panel to right of crypt door

Hard to Find / Easy to Miss Loot



Gemstone in the ball of water accessed by the tunnel in the west cave area



NE wall niche, top level of 3-way junction



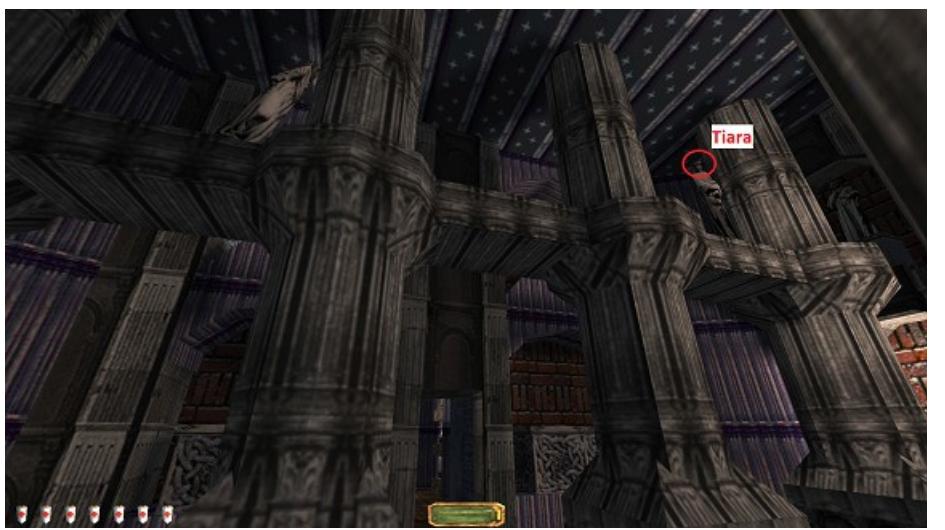
Room before Water Tower



Hidden Temple in flooded area, dive into tunnel under the stone hammer



Purple goblet, Gold goblet + Green vase



Area between tombs with unfrobable loot and zombies



NE Room off circular room

Mission 2

The Widow's Ire

Objectives

- # Grab The Widow's Ire gemstone.
- # Leave the mountain region.
- # Don't kill innocents. (hard)
- # Kill no one. (expert)

Walkthrough



You start by landing in a channel of water, climb out to overlook an outer courtyard. You can get into the mansion 2 ways, either jump across to the walkway from the SW corner of the water channel that you are standing on and head on down into the inner courtyard and through the front doors, or you can use the secret entrance by swimming along the water channel and entering the mansion via the basement.

Note: The valve in the hut below the water channel closes the doorway in the water channel.

The **Mansion** is not too difficult to find your way around, although it can be confusing at first as StinkyKitty's trademark is make missions as non-linear as possible with loads of secret doors and panels, blocked alleyways and dead ends, but you always end up back where you were a couple of minutes ago. There are so many ways around this mansion that it is just not possible to write an obvious route around, but I suggest you head down to the basement first and leave the top floor till later. If you entered via the front door, head right into the kitchen first and work your way down to the basement, if you came in through the secret entrance you will enter the basement in the same area as you would do if you come from the kitchen.

Down in the **Basement** there are 2 locked doors, one is the guards room (the room beside the toilets) for which there is a key, the other has no key. You can see a dead body and a guard via a slit in the wall in the corridor next to the room and reach in and read the book on the floor, the key for this room is on the guard inside the room but you can not frob it. According to DromEd this key is linked to a teleport trap but I could not work out how to access this room. A possible Easter Egg yet to be discovered maybe? According to DromEd there is nothing in this room of interest, but that does not mean something may not be triggered once this room is accessed.

Once you have cleared out the lower floors, head up the main staircase to the **Master's Private Quarters**, and head on up to the private bar.

Go out onto the balcony where you go either left or right as in yet another example of superb level design you will end up in the same location, at a courtyard with tower like structure that is patrolled by 3 guards.

To proceed from here you need to mantle up the side of the tower to reach the metal walkway above.



After the next 2 slopes find the ladder in the SW corner of the last courtyard and head into the **Mines** by mantling into a shaft on the west wall of the upper room.

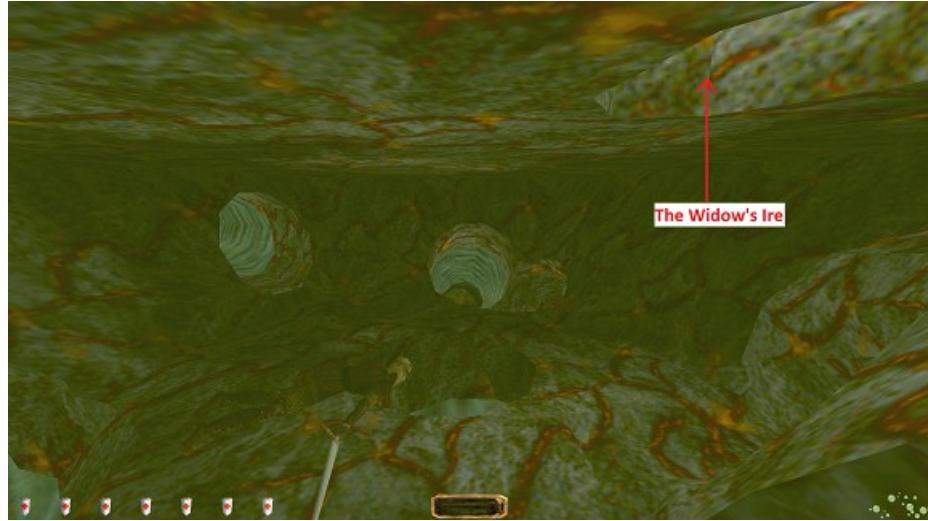
You will come across a **Water Chute Structure**, climb into the water chute to your right and swim into structure ahead.



Head to the next courtyard where you need to mantle up some stone blocks in the darkened (south) archway opposite where you entered and jump across the top of the central wall and into a gap in the east wall, where there is a spider waiting for you.

Mantle up the east wall and head up the spiral staircase, at the top of which there is a river with a plank across it. Either cross the plank to find the ladder or from the spiral staircase shoot a rope arrow up to the beam and find the ladder from that direction.





All the water chutes you can see ahead of you in here are traps, you need to swim up the hole in the ceiling avoiding the gravitational pull of the water chutes below you, to find the ***Widow's Ire Gem*** held in the central green structure.

Objective Complete: Grab The Widow's Ire gemstone.

Head back into the water structure and now swim into the west water tunnel, go up through the rock tunnel from the platform to get to an ***outside area***.

Objective Complete: Find a way into the mountains.

Mission Complete

Q & A's

Are there any Easter Eggs in this mission?

Yes, but you need to find the Infinity crate first as they are both in very high locations.

OK, so where's the Infinity crate

In the ruins where the river is, climb the ladder and jump into the opening half way up the tower, head south and the Infinity crate is hidden behind the wall at the end of the walkway.

All you need to do now is find the Easter Eggs, Good Luck!



GoP: part 2....The Widow's Ire		by	StinkyKitty		Lootlist
Area	Location	Position	Loot	Value	Total
Courtyard	patrolling archer		purse	50	50
Lobby	east alcove	table	indigo vase	90	140
	" west alcove	table	indigo vase	90	230
Kitchen	south wall	cabinet	4 goblet	60	290
	" f/male servant	purse	25	315	
Wine cellar	north wall	wine rack	2 fine wine	70	385
	" "		fine wine	50	435
	west wall	alcoves	fine wine	50	485
Storage room	NW wall	shelf	2 spice bag	100	585
Barrel room		by body	gold plate	40	625
Cistern	upper level	footlocker	silver nugget	50	675
Torture room		money box	gold stack	25	700
Bedroom	Master Forger Dwyndale	shelf	gold hammer	75	775
Guards room		table	3 copperstack	15	790
Dining room		table	candlestick	40	830
Servant room		table	statue	15	845
Temple		south pew	gold coin	10	855
West wing	middle room	table	gold goblet	25	880
	" office	2 x cabinet	4 green vase	120	1000
		table	2 goblet	30	1030
	" " room with fire	desk	6 copperstack	30	1060
		"	2 silverstack	24	1084
		"	3 goldstack	75	1159
		table	indigo vase	90	1249
Library	higher office room	mantlepiece	gold ring	75	1324
		"	fine wine	35	1359
	bookcase	candlestick	40	1399	
Staircase	overlooking lobby	archer	purse	75	1514
Private Qtrs	main room	table	tapestry	100	1614
	"	"	statue	25	1639
	bar	behind bar	gold goblet	25	1664
		counter	gold goblet	25	1689
		wine rack	3 fine wine	135	1824
Ruins	by dead spider	guard	purse	50	1874
	spider room		purse	100	1974
	courtyard with long ladder	top ladder	gold nugget	100	2074
	final courtyard	guard	purse	25	2099
Total Loot Available					2099

Key Locations

Armoury key	on guard in barracks by dining room
Guard's room key	on table in main room private quarters