

# Dracula Reloaded

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A 7-Part Campaign

## Prologue

Objectives:

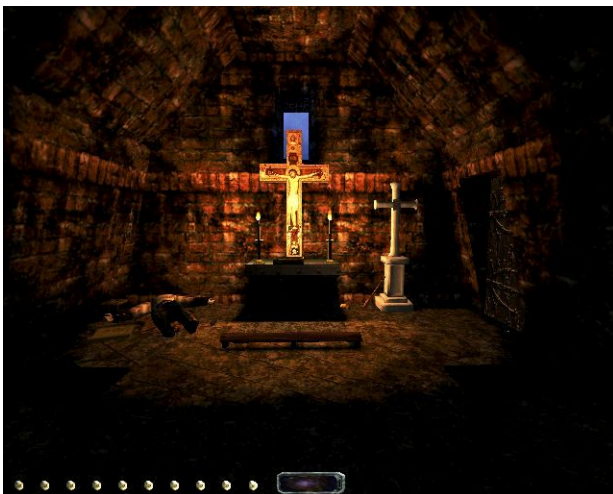
- Legal problems are never good for business. You'd better hope you get an job from somebody, and then make sure you don't blow it!

## Part 1: The Love Thief

There are four secrets in this mission:



1. A torch on the left wall moves a sarcophagus.



2. The pale cross on the right has an inscription: "Mark the nails and you shall be rewarded." Fire 3 rope arrows into the feet and hands of Jesus (red smoke will appear in each place). The floor will then open up.



3. This is one of the cells in the Turkish jail. Move the bedroll.



4. Place two talismans below the statues.

Objectives:

- Before you start check your notes then find the person waiting for you with a message and read it!
- Find Mina; this is your primary goal.
- Loot Goal: 2000 (Normal), 3000 (Hard), 4000 (Expert)
- There is a legendary powerful sword that Dracul used to win. Find it!
- Don't HURT any civilians!
- Return to the place where you started!
- OPTIONAL: Find a souvenir!

*Where's this person with the note?*

At the mission's start, look near the campfire for a scroll.

*Where's my blackjack?*

On a carpenter's table.

## Key Listing

Key Name	Location	Opens
A lever rod	In the torture chamber next to the Iron Maiden.	Fits in a lever box near where Garrett emerges from a water-filled tunnel. He'll say, "This looks like the way in."
Lever Handle	Appears on the floor near a bunk in the house where there's a scroll near the front door by Ali complaining about someone stealing his watch. To make it appear, find the sarcophagus in the tombs area with the two skulls on the front. Frobbing the left skull will cause the key to appear in the house. Garrett will also say, "Looks like I'm on the right track."	Near the house with Ali's note. When Garrett frobs a certain door, he'll say, "I'll bet the door controls are in there."
Gate Key	Near skeleton outside on ground with armor, helmet, etc	Gate near start with red & orange sparkles on bottom.
Cache key	On table near red coffin in ante room from Dracula's main room.	Door in floor near Dracula's room at top of ramp (near where the bloody woman is on the table)
Jail Key	On Turkish guard near covered wagon	Outer door in nearby house.
Soulscale Key	In room behind carpenter table near small house and water well. (Move cabinet)	Nearby lock with warning plaque above it
Key to Mina's Cell	Above door where red coffin and cache key is located	Fire lock in Dracula's room
Key to the Crypt	Under Mina's bed	Lock West of Dracula's room, behind pillar
Ramp Lever Rod	Appears to right of four wooden coffins in prison area when you open the door at the top of the spiral stairs (via the gold skull)	Fits into nearby lever box
Earth Talisman	On sarcophagus in tombs area	Earth Ward (see secret 4)
Air Talisman	Near fly-blown zombie at end of tunnel (secret entrance behind cabin)	Air Ward (see secret 4)

*How do I get past the three guards?*

Nearby is a cabin. Look behind it. Once you emerge from the water and are at the drawbridge, look for a wooden beam sticking out below a window.

*How do I get into the water pond blocked by the fence?*

Climb the tree.

*I'm having trouble finding my way through the tombs!*

Follow the blood stains on the ground.

*Where's the souvenir?*

When you're down in the cache room (where you find the sword), look at the painting.

*How do I get out? I put the lever in the box and Garrett said, "NOW how do I get outta here?"*

That's a diversion. Throwing that lever opens one door but it also closes the gate you need to exit. Instead, return the way you came. You'll need a rope arrow to climb back up into the attic and out onto the beam.

*Love Thief* loot list by Sensut

100 - Gold Ring (Skeleton - Igor's Cave)  
150 - Crown (Chest in Igor's Cave)  
300 - Jeweled Dagger (SECRET in the Heroes' Memorial)  
20 - Coins (In the Fountain near the Musicians)  
100 - Purse (On the belt of the Ottoman Patrol on the Road)  
50 - Coins (Gravedigger's Well)  
100 - Pocket Watch (Gravedigger's Vault)  
100 - Gold Ring (Gravedigger's Vault)  
75 - Silver Nugget (In the Cave to the Christian Hideout)  
100 - Cuckoo (Christian Hideout)  
50 - Gold Goblet (Christian Hideout)  
75 - Coins (Dead Priest - Christian Hideout)  
200 - Sceptre (SECRET in the Christian Hideout)  
50 - Silver Nugget (Hidden Cave from the Gravedigger's court)  
100 - Gold Skull (Hidden Cave from the Gravedigger's court)  
100 - Purse (Ottoman Soldier's belt in the opening at the Fortress Gate)  
100 - Purse (Ottoman Archer's belt at the Fortress Gate)  
200 - Coins (SECRET in the Ottoman Jail)  
100 - Purse (Ali's Room - Ottoman Barrack)  
100 - Gem Ring (Ali's Room - Ottoman Barrack)  
50 - Silver Flute (Watered Cave to Dracula's Castle - Ottoman Fortress)  
50 - Gem Ring (Tormentor's Log - Dracula's Castle Basement)  
20 - Locket (Mina's Cell - Dracula's Castle)  
125 - Tiara (Mina's Cell - Dracula's Castle)  
100 - Gem Ring (Mina's Cell - Dracula's Castle)  
100 - Gold Skull (Mushroom Table - Dracula's Castle)  
25 - Gold Goblet (Mushroom Table - Dracula's Castle)  
200 - Necklace (Sleeping Vamp - Dracula's Castle)  
200 - Coins (Money Box at Dracula's Coffin - Dracula's Castle)  
500 - Gold Ankh (Spider Chest at Dracula's Coffin - Dracula's Castle)  
150 - Gold Skull (Dracula's Cache - Dracula's Castle)  
100 - Jeweled Dagger (Dracula's Cache - Dracula's Castle)  
125 - Tiara (on a Tombstone - Dracula's Catacomb)  
25 - Medallion (In the Lair - Dracula's Catacomb)  
25 - Crystal Chunk (In the Lair - Dracula's Catacomb)  
100 - Mask (On a Sarcophagi - Dracula's Catacomb)  
125 - Tiara (On a Death Statue - Dracula's Catacomb)  
100 - Gold Vase (On a Sarcophagi - Dracula's Catacomb)  
75 - Purple Vase (On a Sarcophagi - Dracula's Catacomb)  
50 - Gold Plaque (On a Death Statue - Dracula's Catacomb)  
50 - Mask Demon (On a Sarcophagi - Dracula's Catacomb)  
50 - Gold Ankh (On a Sarcophagi - Dracula's Catacomb)  
20 - Jar (On a Sarcophagi - Dracula's Catacomb)  
100 - Gold Nugget (on a Sarcophagi - Dracula's Catacomb)  
50 - Monster Mask (On a Sarcophagi - Dracula's Catacomb)

- 450 - Artifacts (SECRET - Dracula's Catacomb)
- 125 - Jeweled Dagger (In a Beam - Dracula's Castle Basement)
- 200 - Gold Skull (Chest - Dracula's Castle Basement)
- 50 - Gold Candlestick (Dracula's Castle Basement)
- 15 - Purple Goblet (Porter's Lodge - Ottoman Fortress)
- 50 - Fine Wine (Porter's Lodge - Ottoman Fortress)
- 200 - Pocket Watch (Ali's Watch - Turk's Barrack)

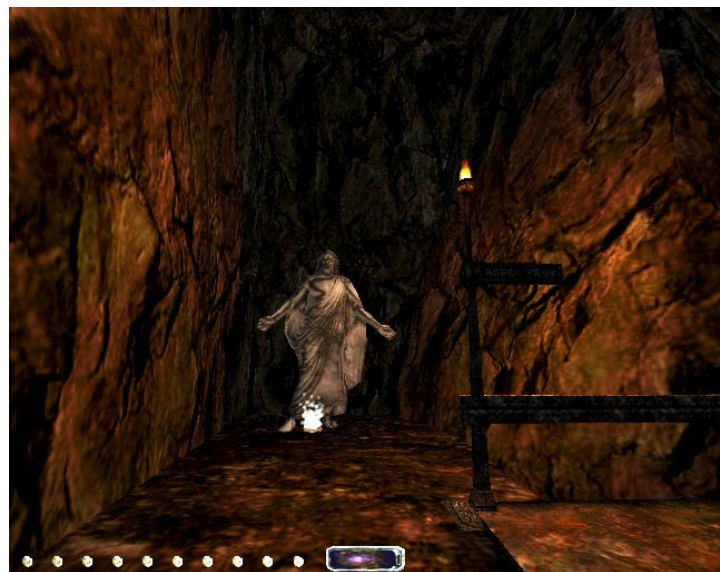
## Part 2: The Return (...Of The Darkness And Evil)

There are two secrets in this mission:

1. Look for a small switch behind this throne. Then look at the front of the throne.



2. Look behind this statue,



## Objectives:

- Check your notes.
- Find and seize Count Dracula's deed to Carfax Abbey.
- Loot Goal: 3000 (Normal), 4000 (Hard), 5000 (Expert)
- Don't kill any civilians!
- OPTIONAL: Obtain a souvenir!

When you enter the throne room, reading a scroll will initiate new objectives:

- Kill all three vamp brides.
- The Alchemist said that a Hermit was producing weapons for use by Dracula's dark army. Find the Hermit's weapons. They could be very helpful against the Brides.
- The Count's Alchemist is a crucial element to the battle on the frontier. If you are able to take the Alchemist (dead or alive) to the People's Fortress, you will be rewarded.

When you find the mages' room, reading another scroll will reveal a final objective:

- When you are finished, head towards Moldova to intercept the mystic caravan carrying Dracula.

## Key Listing

Key Name	Location	Opens
Bedroom Key	Man standing with 2 others near fire.	1. Door with note that says "For the Master Carpenter and his wife." 2. Second door in bedroom
Turbine Room Key	Under grate in turbine room	Turbine Room door
Tower Key	On book on desk in throne room*	Door behind throne
Throne Room Key	On desk in carpenter's bedroom	Throne room double doors
A Lever	Floor in room near start	Nearby switch box (which lowers ramp)
Chapel Key	Top of crypt where Quake symbol lies	Nearby door
A Key	On dead guy pinned to the wall directly across from the 3 big levers near the turbine room	Footlocker above same area behind some crates
Key to the Crypt	On desk in mages' room with eyeball plant*	Center statue identified as Vlad 'Tepes' Dracul

\* Can't be picked up until you read nearby scroll.

### *Where's the souvenir?*

Look under the scaffold near the note that speaks of "installing the stoves."

### *How do I turn off the lights in the machinery area guarded by the haunts?*

Get into the turbine room.

*I used the crypt key on the statue, but I still can't get in.*

Throw the knives (nearby on the table) at the target. The note gives a clue as where to aim.

*Where are the three vampire women?*

Opposite the big statue where you find secret #2.

*Where are the hermit's weapons?*

He's the one with the big red pet spider. Enter his nearby home and examine the painting of the Lord's Supper. There's a lever on it.

#### NOTE

The vampire women can also be killed with holy arrows, etc.

*Where do I take the alchemist?*

To the Moldovan gates where the vampire women are located. If all your other goals are finished, the gates will open as you approach them.

#### *The Return* loot list by Sensut

200 - (2 x 100) Purses (In 2 Footlockers - Underhand's Barrack)  
50 - Fine Wine ( Underhand's Barrack)  
100 - Gold Ring (At the Stable Door below the Stairs, beside a Crude Bedroll)  
50 - Silver Flute (Watch Tower)  
200 - Jewelled Sword (On the Bastion)  
400 - Coins (Money Box)  
300 - Locket (Bedroom)  
200 - Gold Arm (Throne Room)  
100 - Old Mask (SECRET - Throne Room)  
250 - Gem ring (Dead Jusuf - Jail)  
250 - Mage Medallion (Alchemist's Room)  
45 - 3 Stauets (Castle Attic)  
50 - Old Gold Candlestick (Castle Attic)  
50 - Gold Skull (In the Crypt hatchway)  
250 - Artifact (On a Sarcophag - Crypt)  
200 - Crown (On a Sarcophag - Crypt)  
125 - Tiara (Beside a Sarcophag - Crypt)  
150 - Gem Ring (On a Sarcophag - Crypt)  
100 - Tiara (On a Skeleton - Crypt)  
150 - Detailed Sword (On the table - Crypt)  
50 - Demon Mask (Crypt)  
200 - Monster Mask (Crypt)  
200 - Beast Mask (Crypt)  
300 - Gen Ring (Chapel - Crypt)  
50 - Gold Nugget (Small Lake below the Castle)

- 150 - (5 x 30) Silver Nuggets (Small Lake below the Castle)
- 250 - Gem Ring (Dead Ottoman Soldier (Under the Hudge Water Wheel) - Water Mill)
- 250 - Gold Nugget (Footloker - Water Mill Attic)
- 100 - Locket (On the Elevator Handle - Watermill Attic)
- 100 - Silver Nugget (Cave to Moldova)
- 200 - Gold Nugget (Dead Thief - Cave to Moldova)
- 250 - Silver Flute (On the Ground - Cave to Moldova)
- 100 - Purse (Zombie - Borgo gate - Cave to Moldova)
- 300 - 2 Silver Nuggets (Hermit's Cave and Cache)
- 150 - Rosary (Footloker - Hermit's cache)
- 100 - Purse (Hanged Priest - Moldova Frontier)
- 50 - Coins (Dead Guard on the ground - Moldova Frontier)
- 200 - Purse (Dead Guard on the tree - Moldova Frontier)
- 200 - Gold Nugget (Behind a rock - Moldova Frontier)

### Part 3: Traitors Of Poenari (The Beginning)

There are two secrets in this mission:



1. A book opens a secret panel.



2. To the South of this crypt look for a torch lever opposite the wall plaque that reads, "With my Rock fist on your dust..."



Objectives:

- Check your notes and the Alchemist's letter in your inventory.
- Optional: Obtain a souvenir!
- If the Alchemist is right, you will have to return to your time when you are finished. Find out how to do this, then escape!

Reading the instructions gets you a new goal:

Try to carry out the Alchemist's plan.

### Key Listing

Key Name	Location	Opens
Air Talisman	Coffin in cemetery near mission start	Air Ward between tomb doors 1 & 2
Water Talisman	Coffin in cemetery near mission start	Water Ward on right-most side of tombs
Fire Talisman	Coffin in cemetery near mission start	Fire ward between tomb doors 4 & 5
Earth Talisman	Coffin in cemetery near mission start	Earth Ward on left-most side of tombs
Earth Mage's Key	Sarcophagi behind left-most tombs door (Door 1)	Lockbox above sarcophagi <sup>1</sup>
Air Mage's Key	Sarcophagi behind door 2 of tombs	Lockbox above sarcophagi <sup>1</sup>
Fire Mage's Key	Sarcophagi behind door 4 of tombs	Lockbox above sarcophagi <sup>1</sup>
Water Mage's Key	Sarcophagi behind right-most tombs door (Door 5)	Lockbox above sarcophagi <sup>1</sup>
Hoist	Table near drunk guards in upper castle floor	Hoisting station doors
Staircase Key	North balcony in upper castle area	Lady Lidia Elisibeta's door
Earth Talisman	In pentagram in Belial's ceremony room	Nearby Earth Ward <sup>3</sup>
Fire Talisman	In pentagram in Belial's ceremony room	Nearby Fire Ward <sup>3</sup>
Air Talisman	In pentagram in Belial's ceremony room	Nearby Air Ward <sup>3</sup>
Water Talisman	In pentagram in Belial's ceremony room	Nearby Water Ward <sup>3</sup>
Chapel Safe Key	Foot of cross in chapel	Nearby door
Chest Key	Side of red satin bed	Nearby footlocker
Rear Court Gate	Kitchen counter	Double doors to East
Main Door Key	Dining room table	Nearby door
Bathroom key	Bedroom vanity	Nearby door
Key to the Tombs	Appears on hall floor of upper castle area once the mage cries out, "Aahh! Treachery!"	1. 10 locks in the crypts 2. Behind throne (secret switch on back of nearby statue)
Gate Key	In secret compartment (secret #1)	4 lockboxes opening 2 doors in the upper castle yard <sup>2</sup>

<sup>1</sup> Unlocking all four locks opens the outside center door.

<sup>2</sup> Don't forget to try the crowbar on these doors and others as well!

<sup>3</sup> You can't grab these until Belial does his chants for each one.

*How do I open the cemetery gate?*

Don't forget the crowbar in your inventory.

*How do I open the coffins in the cemetery?*

**CROWBAR!**

Once you teleport from the tombs into the next area, these objectives show up:

- Loot Goal (Optional): 3000 (Normal), 4000 (Hard), 5000 (Expert)
- Uncover the truth about Stefan.
- Find Dracula's Dragon Amulet.
- Don't kill any unarmed persons!

When you find the secret in the library, you'll get this objective:

- Intercept and capture Father Stefan.

As soon as you open the main door in the dining room, this objective will appear:

- Be careful. Do not let anyone in the upper level of the castle see you!

*Where's Dracula's amulet?*

Behind the throne. (This room is opened once you've been in the upper castle.)

*What's the code?*

1476. Once you enter the code, a final goal will appear not to let Belial see you.

*Where's the souvenir?*

On the wall near Lady Lidia Elisibeta's bed is a painting. Look for a nearby switch.

#### *Traitors Of Poenari* loot list by Sensut

200 - 2 Gold Vases (At the Start - Crypt)  
150 - Tiara (On the Death Statue - Small Lair in the Cemetery)  
100 - Purse (Behind the Courier - Castle Outside)  
100 - Purse (Patrol Archer - Rear Gate Tower)  
100 - Purse (Guard - Vault)  
50 - Fine Wine (Drunk Guard - Vault)  
150 - Gold Ring (Grain Heap - Vault)  
100 - Purse (Patrol Guard - Rear Court)  
100 - Purse (Standing Guard 1 - Rear Court)  
100 - Purse (Standing Guard 2 - Rear Court)  
100 - Purse (Guard in front of the Bedroom door - Barrack)  
300 - 3 x Purses (3 Footlockers - Barrack Castle)  
150 - Crystal Chunk (Metal Crate - Weaponry)  
100 - Purse (Watch Guard - Corridor from the Weaponry)  
150 - Purse (Patrol Knight - Outer Court)  
300 - Purse (Guard at the Throne Room)  
100 - (2 x 25) Gold Paper Trays (Library)  
100 - (2 x 50) Gold Candlesticks (Library)

50 - Jeweled Dagger (banner - Library)  
50 - Coins (Money Box - Library)  
100 - Purse (Archer - Chapel Hall)  
350 - 2 Chalices (Chapel Safe)  
300 - Coins (Money Box - Chapel Safe)  
50 - Gold Goblet (Kitchen - Castle)  
100 - Gold Goblet (Main Hall - Castle)  
100 - Decorated Plate (Main Hall - Castle)  
50 - Fine Wine (Main Hall - Castle)  
75 - Gold Candlestick (Main Hall - Castle)  
150 - Purse (Knight - Main Hall - Castle)  
150 - Purse (Front Door Knight - Main Hall - Castle)  
150 - Statuette (Living-room - Castle)  
100 - Jar (Living-room - Castle)  
150 - Gold Statue (Living-room - Castle)  
150 - Mask (Living-room - Castle)  
100 - Silver Hairbrush (Living-room - Castle)  
100 - Gold Paper Try (Living-room - Castle)  
200 - Gem (Old chest - Bedroom - Castle)  
100 - Silver Scissors (Bathroom - Castle)  
100 - Silver Hairbrush (Bathroom - Castle)  
150 - Necklace (Bathroom - Castle)  
50 - Fine Wine (Bathroom - Castle)  
150 - Gold Goblet (Bathroom - Castle)  
65 - Statuette (Footlocker - Castle Attic)  
200 - Scepter (Throne Room)  
100 - Rosary (Rusty Crate - Tombs Of The Traitors)  
50 - Fine Wine (In a cell in the Tombs of the Traitors)  
100 - Gem Ring (In a cell in the Tombs of the Traitors)  
25 - Coins (In a cell in the Tombs of the Traitors)  
100 - Jeweled Dagger (Skeleton in the water to the Tombs Of The Blind Dead)  
50 - Gold Ankh (Tombs Of The Blind Dead)  
100 - Gold Vase (Tombs Of The Blind Dead)  
450 - 3 Coin Stacks (Stefan's Cache - Tombs Of The Blind Dead)  
100 - Gold Arm (SECRET - Tombs Of The Blind Dead)  
300 - 3 Gold Skulls (Belial's Altar - Tombs Of The Blind Dead)

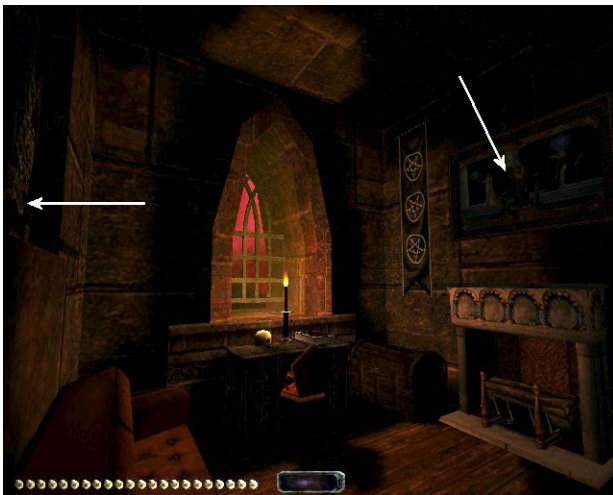
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## Part 4: The Dark Throne

There are three secrets in this mission:



1. A cleverly disguised valve on the clock opens the top of this box.



2. Another clock moves the painting.



3. A torch lever moves the sarcophagus.  
(Taken in fullbright mode for clarity.)

## Objectives:

- Check your notes.
- Find Dracula's tomb in the crypt and return his amulet by dropping it into his coffin.
- When everything is done, head back to the Snowdrop Inn.
- Optional: Obtain a souvenir!
- Loot Goal: 3000 (Normal), 4000 (Hard), 5000 (Expert)

## Key Listing

Key Name	Location	Opens
Room Key	Mission start	Nearby door
Safe Key	Behind painting (secret 2)	Door marked 'Private Safe'
Crypt Door Key	Red table in library (secret 1)	Doors leading to crypts
Inner Doors Key	Near armory door by candles	6 doors in castle
Armory Key	Balcony by telescope	Outside armory door
Throne Room Key	Bloody table	Key Lock to dark throne door
Portico Key	Bloody table	Double doors to East
Gear Key	Ledge near gearbox lock	Nearby gearbox
Water Shrine Key	SW corner of fog room	1. Key lock end of upper hall 2. Key lock in water pyramid
Earth Shrine Key	Teleports to pool room	Key lock on rooftop
Air Shrine Key	Teleports between crystal fingers	Key lock in room with guard above two wood coffins near castle entry
Fire Shrine Key	Belt on guard in torture room	Nearby doors
Fire Shrine Key	Teleports to portal	Lock in torture room

*What are the aspirin and vitamins for?*

They are replacement icons for health and speed potions.

*I'm at the water pond with big trees but can't progress any further.*

Dive into the pool and look for a tunnel

*Where's Dracula's coffin?*

In the crypts. It's the one with the two red protrusions on the side. Once you complete this goal, a new one will appear:

- Now you need to activate the four elemental shrines. To do this steal the elemental hearts from the throne room and use these relics in the shrines.

*Where's the souvenir?*

In the room with the dancing skeletons.

*I'm in the Dark Throne room. Now what?*

When you're done in the crypts, return to the throne room and a book will have appeared on the pedestal. Read it. Now gather up the four talismans stationed before the podium. Return to the library upstairs and down the hall from where you came. At the end, on the corner, you'll find one of the doors that you can now unlock.

*What do I do in the water shrine room?*

Drop the Heart of Water into the pool.

*What do I do in the earth shrine room?*

See the ice crystal suspended between the crystal fingers? Drop the Heart of Earth below it and the crystal will change into the Air Shrine Key.

*Where's the Air Shrine?*

Near where you entered the castle and traveled down the long hallway toward the water shrine. There's a room with two coffins. Go upstairs. Once you use the key, look up.

*Where's the Fire Shrine?*

In the crypt area. Go there and at the bottom of the stairs you'll find a newly opened door.

After dropping the Heart of Fire into the lava pit, another objective appears:

- Now you need to call Lord Belial to the pactum. Go to the top of the Darkthrone and activate the Dark Portal.

*How do I get "to the top of the Darkthrone"?*

Go up to the rooftop. There's a guard to the Southeast. Behind him is a door.

Once you push the button to open the portal, a final objective will appear:

- Now Dracula needs to be called to the pactum. Call Dracula at Akasha's shrine. Don't fear the Throne as you are in fellowship with Belial and Dracula. This does not apply to the guards!

*Where's Akasha's Shrine?*

Remember the balcony above the Dark Throne room? On your way to the rooftop?

*How do I get out? The gearlock door is sealed!*

Got slowfall?

### Dark Throne loot list by Sensut

100 - Gold Nugget (Abyss with a Huge Spider)  
100 - Gem Ring (Skeleton Arm on a Tomb - Cemetery)  
100 - Mask (Below the Porch - Court)  
100 - Purse (On a Bed in the Barracks)  
125 - Tiara (Abigail's Room)  
200 - Necklace (Abigail's Room)  
100 - Gem Ring (Abigail's Room)  
150 - Demon Mask (Abigail's Room)  
270 - Jeweled Sword (Air Tower Basement)  
270 - Money (SECRET - Library)  
290 - Detailed Sword (Windowed Tower beside the Library)  
200 - 2 Gold Ankhs (Death Statues - Portico)  
100 - Signet Ring (Fireplace - Portico)  
380 - Gold Skeleton Parts (Portico)  
100 - Detailed Fire Poker (Throne Room)  
100 - 2 Coin stacks (In a corner - Throne Room)  
200 - 2 Red Gems (Corner Statues - Throne Room)  
150 - Gold Skull (Crypt - Pedestal)  
100 - jar (On a Sarcophagus in the Crypt)  
50 - jar (On a Sarcophagus in the Crypt)  
120 - Jar (Death Statue - Crypt)  
100 - Demon Mask (SECRET - Crypt)  
100 - Locket (Skeleton - Air Shrine)  
300 - Purse (Kajaphas - Fire Chamber)  
50 - Gold Candlestick (Portal Button Closet)  
100 - Gold Ankh (Statue - Shrine Of Akasha)  
100 - 2 Gold Candlesticks (Shrine Of Akasha)  
50 - Coins (On a rear pew - Shrine Of Akasha)

"Fight" level only:

1060 - Kajaphas' Private Safe Treasure

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## Part 5: The Final Chapter

There is one secret in this mission:



There's a doorway ahead. Enter, turn right, and look for a torch lever.

Objectives:

- Check your notes.
- Find and rescue Eszter.
- Loot Goal (Optional): 5000 (Normal), 6000 (Hard, Expert)
- Don't kill any unarmed humans.
- Optional: Obtain a souvenir!

### Key Listing

Key Name	Location	Opens
Cave Lever Key	Cabinet shelf in bunkroom	Lockbox near mission start
Lever Handle	Top of footlocker near Rothchild complainer	Lock inside of panel
Lair Key	Under South step of building just after you find Igor. Look for a small opening under the step on the right side. The key only appears once you read Dracula's letter.	Nearby double doors
Lever Handle	On ground in front of door guarded by 5 henchmen. Appears once they're all dead.	Nearby lockbox



Reading your notes gets another objective:

- Find Igor's clues.

Move ahead and find the boulder against the right wall. Underneath is Igor's note, which brings up two final objectives:

- Make sure your compatriots don't see you. Don't hurt them.
- Find the Dormicum and put it in Jonathan's drink or food.

*Where are all of Igor's notes?*

When you find the secret, close by is another tunnel in the mountain, similar to the one you exited from in the spider tunnels. You'll see some vines. Climb up to find the 2<sup>nd</sup> note.

The 3<sup>rd</sup> note is found after you open the river gate near the sleeping fisherman.

*Where do I put the dormicum?*

Find the area where the guy is whining about not being invited. There's a nearby footlocker. "Use" the dormicum on the green bottle.

*What's the code to the vault in the guard shack?*

1431

*What's in the spider caves?*

Find a spider egg nest sitting on top of a board covering a small water pool. Destroy them and then jump in. (SAVE FIRST BEFORE DOING THIS, as sometimes the board won't be destroyed, blocking further progress.)

*I've been all over Dracula's dungeon and can't seem to progress any further.*

Go around until you find the secret area (identified by the dagger in the tree trunk). Close by is another tunnel opposite the dungeon (where you find Igor's 2<sup>nd</sup> note). After you climb up and get this note, there's another vine going up even further.

*I'm in the river where the sleeping fisherman sits in his boat. A letter there talks about a gate that can't be opened. How do I go further?*

Swim upstream (against the current) and look for another underwater cave hidden by a rock to the South.

*Where's the souvenir?*

When you emerge from the well via the river, go East. Look in the first entrance to your left (it's blocked off).

*What do I do in the yard beyond the lair where the 5 henchman are lined up?*

Use an invisibility potion (or two) to frob all the blue bottles. Once the conflagration is decided, look on the sidewalk in front of the door for the lever handle.

*Where do I take Eszter?*

Go through the tunnel and right. The big door will open as you approach it.

### *The Final Chapter* loot list by Sensut

100 - Purse (Woman at the --- ::)  
300 - Detailed Rapier (Jonathan's Camp)  
450 - 2 Purses (Jonathan's Camp)  
50 - Fine Wine (Jonathan's Camp)  
20 - Coins (Below the Counter - Bar)  
50 - Fine Wine (Sleeping Newlyweds)  
200 - Purse (Fishing Soldier)  
200 - 2 Purses (Guards - Watch Tower)  
500 - Watch Tower Safe Valuables  
20 - Coins (Watch Tower)  
450 - 3 Gold Nuggets (Spider Caves)  
200 - 2 Silver Nuggets (Spider Caves)  
200 - Purse (Webbed Human - Spider Caves)  
150 - Coins (In a Destroyed Chest - Watered Caves)  
150 - Gold Nugget (Watered Caves)  
100 - Silver Nugget (Watered Caves)  
50 - Jar (In the Webbed Body - Tunnel to the Dungeon)  
450 - Thief's Plunder (Dungeon Ruins)  
150 - Jeweled Sword (In a Tree - Dungeon Ruins)  
150 - Necklace (In the Water in one of the Chambers - Dungeon Ruins)  
100 - Gem Ring (Spike Chamber - Dungeon Ruins)  
150 - Tapestry (Behind a Broken Table - Dungeon Ruins)  
500 - Metal Crate (Middle Chamber - Dungeon Ruins)  
100 - Statuette (Water with Frog - Dungeon Ruins)  
325 - Jar (Broken Chest- Dungeon Ruins)  
300 - Thief's Plunder (Castle Ruins)  
250 - Demon Mask (Old Chest - Castle Ruins)  
75 - Gold Goblet (Dinning Room Ruins - Castle Ruins)  
100 - Gold Vase (In a corner - Castle Ruins)  
100 - Coins (In a corner under a rock - Castle Ruins)  
150 - Gem Ring (Barracks Ruins - Castle Ruins)  
200 - Necklace (Throne Room Ruins - Castle Ruins)  
150 - Tapestry (Weaponry Ruins - Castle Ruins)  
100 - Gold Plaque (Vault Door Ruins - Castle Ruins)  
75 - Crystal Chunk (Ruined Statue - Rear Court - Castle Ruins)

175 - Jeweled Sword (Below a rock on a corner Seedbed - Castle Ruins)

\* "Sneak" and "Fight" levels only:

200 - Silver Flute (Vendor Hut)

20 - Coins (Vendor Hut)

175 - Mask (Vendor Hut)

## **Dracula – Reloaded**

Objectives:

- Read the message from your wife.
- Do as your wife asked then go to work.
- Check your tools and go to work. Don't forget to take the letter with you but check it again before you go.

*I fed the frogs, lit the fireplace, watered the plants, grabbed my gear, and read my notes three times. I still can't end the mission!*

Once you've done those things, go to the exit door and look on top of the light switch.