

The Unknown Treasure

GORT (Shaun M.D. Morin)

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A 2-Part Campaign

Walkthrough by Ricebug
Insane Difficulty

Before You Start

The author made several minor changes to this mission pack but unfortunately did not use standard naming conventions to indicate he had done so. In other words, `Unknown_Treasure_V1`, `Unknown_Treasure_V2`, `Unknown_Treasure_V2a`, etc. So to make sure you've got the most current version (as of this writing), open it up in Windows Explorer and verify the size as **186,416**. If not, you will have problems with objectives and a gate you won't be able to open.

Disable any custom texture packs you have installed by renaming them (EP2.crf, et al). Otherwise, you'll miss out on the reflective glass and metal effects employed by the author.

New Mantling

Since New Dark's release, this issue has come up time and again, causing players much frustration. New Mantle *must* be active before you begin this mission. To make sure you've got it turned on, open up `cam_ext.cfg` in Windows Explorer. It's found in the main Thief 2 folder and can be opened up with Notepad. (Don't use MSWord or any such word processor, as these programs add hidden symbols that will confuse the game parser.) Do a CTRL-F and type in the word *mantle*. The cursor should take you to the following lines:

```
; -----  
; game specific  
; -----  
  
; enable new mantling code  
;new_mantle
```

Remove the semi-colon in front of `new_mantle` to enable it. Save the file. You should only have to do this once for any further FMs you play.

New Dark 1.22

Unknown Treasure was built using version 1.22 of New Dark. Once you download it, there are two folders in the package that need to be *unzipped* (not copied) into your Thief 2 folder:

```
contrib.zip  
editor.zip (optional if you want to edit or create missions)  
new-dark.zip
```

Let it overwrite the files. As always, I recommend keeping a fresh Thief 2 install, using TafferPatcher, in a separate folder, in case something goes wrong.

Mission 1

A Geographic Moment to Remember

Objectives:

- Get the very rare treasure that you've heard about.
- Don't kill any unarmed people. (Hard)
- Don't kill ANYONE. (Expert)
- Loot Goal: 1500 (Normal) 2500 (Hard) 4000 (Expert)

Key Listing (In order of appearance.)

Key Name	Location	Opens
Food Store Key	Large wood table in bakery & butcher shops.	Nearby door.
Old Key	Floor near toilet in bakery & butcher shops.	Safe (See Secret #2)
Unknown Key	On floor behind stacks of large crates, near moneybox in first floor of warehouse.	Footlocker on warehouse outside ledge.
Watergate & House Key	Bedroom dresser in Katie's upper apartment.	1. Downstairs entry 2. Gate in canal beneath blue energy stream.
Greg's Attic Key	Desk in bedroom at end of hall in Meeting Hall (Bldg 5 on map).	Ceiling access in Greg's estate.
Yangus' Study Room Key	NW corner ledge in dummy practice room.	Downstairs center door across from the main entry.

Starting Out

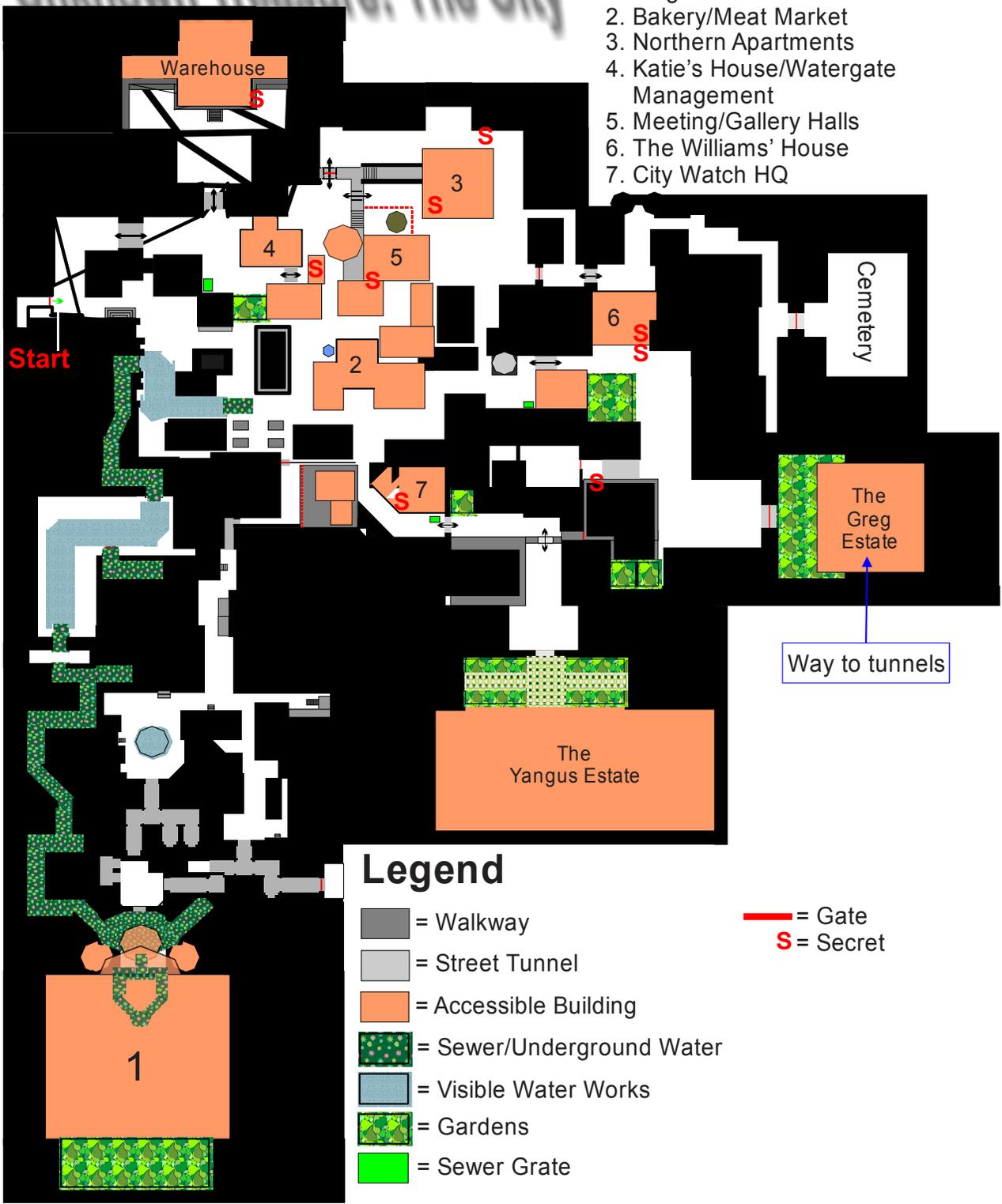
1. The guards to your left will see you immediately, so head straight (east) and hide in the shadows.
2. Head south and drop into the water canal, swimming left around the corner. There's a crystal chunk in the corner (Loot Total: 25). Swim into the tunnel cutting east and grab a tiara that's stuck against the grate. (Loot Total: 150)
3. Scale the nearby ladder and emerge from the canal, where you should see the vendors' stalls in the marketplace. KO the archer there and hide his body.

Bakery & Meat Market (Bldg 2)

4. Go north around the corner, where you'll see a lone guard standing near a well. Take care of the guard and drop down into the well.

Unknown Treasure: The City

1. King David's Estate
2. Bakery/Meat Market
3. Northern Apartments
4. Katie's House/Watergate Management
5. Meeting/Gallery Halls
6. The Williams' House
7. City Watch HQ



5. Sneak up the stairs and take out the two thieves standing in front of the door. Go to the nearby large wooden table and snag the **FOOD STORE KEY**. Use it to open the nearby door and then get rid of the key to keep your inventory nice and tight.
6. Wait until the female guard turns her back and then KO her. Drop her body into a shadow somewhere.
7. Re-enter the building and search the two bathrooms. In one of them, on the floor behind the toilet is an **OLD KEY**.

Westside Apartments

8. Exit the facility and turn right until you're back around to the water well. Now head straight north from the well. At the first opportunity, turn left. Now go right through the archway.



Secret #1: Hit the wall under these stairs.

9. Immediately after the archway, there's a wooden door to your left. Enter and scoot under the stairs. Use your BJ or sword to bash through the false wall. (**Secret #1**)
10. Use the **OLD KEY** to open the safe and get a gold nugget (Loot Total: 350). Lockpick the footlocker on top of the safe to get two rope arrows.

NOTE

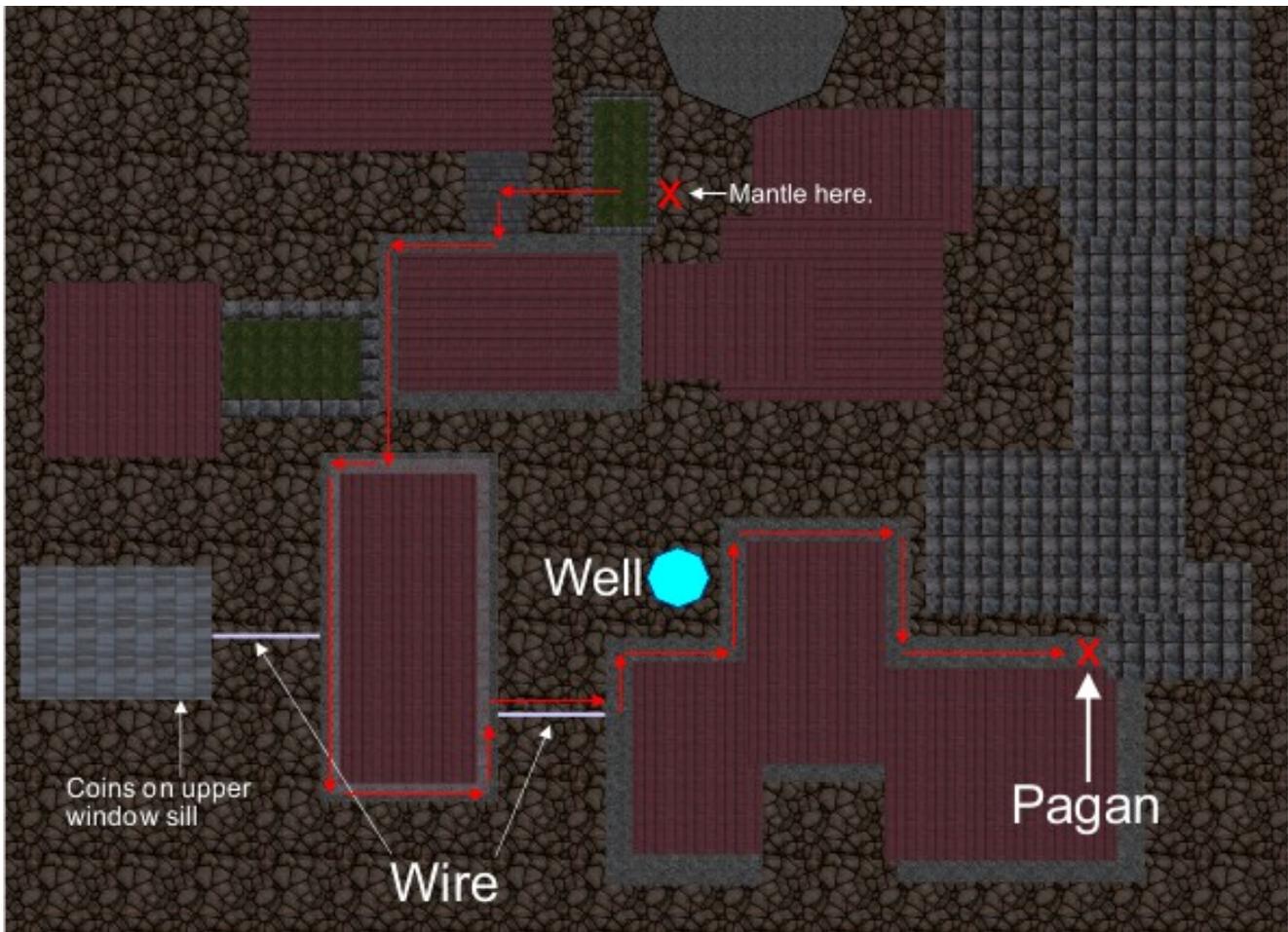
This walk will no longer recommend or advise on how to deal with enemies, as each player has his or her own methods. Exceptions will include enemies specific to objective accomplishment.

11. Return back out into the stairwell. Enter the door opposite, where you'll find a young lady. Behind the open door is a green vase. (Loot Total: 400)
12. Scurry to the very top of the stairs where you'll see a cradle and some old furniture. On top of

the armoire is a tapestry. (Loot Total: 550)

Getting the Zombie Objective – Thieves' Highway

13. Return to the water well, as this will help you find your way. Turn north and head a few steps toward a large wooden barrel. At the barrel, turn left (W) and mantle up onto the low roof. You should now be on a small grassy rooftop.
14. Maintaining a west facing, do a jump/mantle onto the next higher roof. Use the pic (figure 3) to plot your way to a pagan who will give you two new objectives:
 - This sounds like fun. Get the zombie bait and throw it over the Mechanists' gate.
 - Once you've done that, let loose the zombies to distract the Mechanists. That way you can get the pagan juice and give it to Hardroot.



(Fig. 3) Rooftop route to find the pagan.

15. Make sure you get the coins on the windowsill shown in figure 3. Simply cross the wire, mantle up, and look up on the south end. The coins should be at eye level with you. (Loot Total: 570)
16. You'll find it easier to cross the wire by jumping and leaping over to the next roof.

17. Once you have the zombie bait get back down to the streets. The easiest way is to jump down onto the top of the water well. You shouldn't lose any health.

Getting the Loot & Secrets In the City

18. Head north and find the large fountain just north of bldg 5 (see map). There are 2 coins and some scattered coins in there. (Loot Total: 600) It's nearly impossible to get them before being seen by the cops, so once you've got them, head south and jump into the canal until they quit looking for you.
19. Depending on when you see him, there's also a Dog Guard who has a purse on his belt. (Loot Total: 700) He typically patrols near the market square.
20. Another piece of obscure loot can be found near where you see the blue energy beam. Head there now. Once there, turn north. You should see a small building where only the upper center window is lit up. The statuette in in the darkened window to the right. (Loot Total: 715) A simple leap/jump should bring it close enough to frob.
21. There's a secret that you may as well get out of the way. In figure 4, note that the roof edge near where the white arrow is made of wood. Plant a rope into it and climb up. Then fast east, get against the next higher roof edge and mantle. You'll just be able to get high enough to frob the speed potion hidden on the window ledge. (**Secret #2**)



(Fig. 4) : A speed potion is shrouded in darkness on a high window ledge.

22. If you are having trouble getting within reach of the speed potion, it means your new_mantle is not active. Check page one of this document.
23. The easiest way to get down from that roof is to slide off the western slope and land just right

on the upper walkway below. (See figure 5) Or you can aim for the lamp post on the corner of the building. It's tough to get right because the roof is slippery.



(Fig. 5) After getting the speed potion, slide off the western edge of the roof and try to land on that higher walkway.

NOTE

A good practice is to do a hard save every time you get a secret.
This keeps a tally of how many you've collected. I also do this for completed objectives.

24. The next piece of loot is also a secret, so head south. Look at your map and find bldg 7 and the red 'S' on it.
25. The spire is easy to spot because there's a lot of strobing light. The female guard in the tower may give you problems so be aware.
26. The way to get to the spire is to continue down the street (south). You'll see a bell near a door to your left. Duck right and notice the drunk who is passed out in front of the tavern. There's a fine wine on the ground you



(Fig. 6) Getting the spire is tricky.

may as well grab. (Loot Total: 765) Careful you don't wake the drunk up.

See the large barrel there? Mantle up onto it and then jump on top of the wall. Follow the fence and then cross over the arch to the red tiled roof. (You may want to do a QS (quick-save) at this point.) Mantle upon to the roof and slip-slide your way to the spire. You want to get upon the peak of the roof and then slide down toward the spire, coming to rest on its base. Once you're there, simply frob to add to your loot. (Loot Total: 915)

27. Save your progress as 'Secret 3.' You might also want to enter the metal door below the watch tower near where the spire was and get a healing potion from a footlocker in an upstairs room.
29. Across the street from the guard tower is a small apartment with a man sleeping in a chair. On top of the bookcase near him is a purple goblet. (Loot Total: 965)
30. The next bit of loot and secret is nearby, so return to the barrel where you mantled up onto the wall and head east. As you're standing on the top of the wall, you want to carefully get around the lamp post and jump across the gap to the next wall so you can get to the ladder shown in figure 7.



(Fig. 7) Squeeze around the lamp posts and jump across to mantle.

31. Climb as high as you can and lockpick the gate, making note of the female mechanist archer patrolling up there.

NOTE

If the gate doesn't respond to your lockpicks, you've got an older version of the mission. See the notes at the beginning of this document. You'll have to skip the next part or start from the beginning.

32. KO the guard and follow the ledge until you come to a toolbox. There's an invisibility potion inside. (Secret #4) See figure 8 on next page.



(Fig. 8) The (secret #4) toolbox, as seen from the ground.

33. Return the way you came, but don't descend the ladder. Keep going east until you are overlooking a small garden. There's a ladder leaning against the wall. Drop down and open the tool box. (Loot Total: 985) **There's also a slow-fall potion on the ground nearby.**
34. Since there's no way to climb back up the wall, exit through the opening (east) and turn north. Avoid the gate with the two guards standing in front of the Greg Estate. Head north instead.
35. On your left you'll see some mechanists milling about behind a fenced and gated area. We'll be back for them later. Continue north and see the three arches to the north. On one of the window sills is another speed potion (**Secret #5**), which is only available on Hard difficulty.



(Fig 9) An arrow points to a secret speed potion. (HARD ONLY)

The Lost Necklace Objective

36. Refer to figure 9 and enter one of the 3 dark archways. There's a door inside to the left. Go up the stairs and listen to the Williams' couple. They'll give you a new objective to find their missing necklace.
37. Before you leave their apartment, enter the east bedroom and throw the lever behind the chair (figure 10) to get another secret (**Secret #6**). A door in the hallway opens to reveal a stash of goodies: a noisemaker, a gas arrow, a moss crystal, and 3 water crystals. **Make sure you save 2 water crystals for the caves.**



(Fig. 10) A hidden lever opens a door in the Williams' apartment.

Completing the Zombie Objective

38. Hard root—the pagan who gave you the zombie bait—is probably tired of waiting for his juice, so it's time to set some zombies loose so you can get to it.
39. There are two ways you can go about completing this objective.

Method #1

40. Refer to the map and wind your way around into the NE corner of the map until you find the cemetery. Open the gate and the zombies will come after you. Lead them back to those mechanists you saw behind the gates earlier (paragraph 35).

40. Cops are going to come between you and the zombies as you try and lead the latter along, so be prepared for a lot going back and forth and trying not getting killed.
41. During the course, you may find yourself back at the cemetery. On top of one of the north grave markers is a golden hammer. (Loot Total: 1060)
42. Also, make sure you grab the green plaque on the ground on the eastern wall of the cemetery. There are a total of four in the mission you need to find.
43. Head back to the mechanists, open the gate (they may open it for you) and lead them toward the zombies. Eventually the area will be sanitized, the zombies will settle down, and you can now get the pagan juice.



(Fig. 11) The pagan juice is sitting on the crate in the mechanist area.

Method #2

44. The correct method is to throw the zombie bait given you by Hard Root over the fence where the mechanists are standing around. *Objective Complete!* Now run to the cemetery, release the zombies, and find a place to hide where you can watch the mayhem. The zombies will head straight for the bait, killing everyone in their path.

Basso's Gift Objective

45. Near the Williams' apartment is another apartment where you'll find a sleeping man. The doorway is south of where the No-KO guard is standing. Wait until the opportune moment and head through that door. There's a purple book on the desk. Reading it will reveal a new goal to retrieve Basso's gift, which is apparently hidden in Yangus' Estate.

The Pagan Juice

46. Once you have the pagan juice head back to Hard Root, doing the Thieves' Highway thing. Drop it on the fire and he will reward you. (Loot Total: 1560) *Objective Complete!*

Katie's House

47. Drop down on top of the well once you're done with Hard Root and turn north. We have a few places to get to before moving onto our primary objectives.



(Fig. 12) Katie's Apartment. The vase in the far window sill (circled) provides a reference point.

48. Referencing your map, you want to head to bldg 4. This is where Katie lives. The reason her place is easily missed is because of the door—it looks like one of those prefab door textures that everyone assumes isn't a real door. See figure 12.

49. However, you can't lockpick the door and the key is inside, with Katie. How to get in?

The Warehouse

50. Using the map again, we need to go to the warehouse, which is located north. The archway is just NW of Katie's place, so let's ease on over there and pick up some more goodies along the way.
51. A good way to take care of the guards is to lure a zombie or two along with you. Typically, there will be a few hanging around the city with time to kill anyway, *heh, heh*.
52. Once the guards are distracted, head into the warehouse's main door. Go straight into the room to the NW, where all the crates are stacked haphazardly. Make your way into the crates and look in the NW corner on the floor. You'll find a moneybox with some loot in it. (Loot Total: 1585)
53. Near the moneybox is an **UNKNOWN KEY**.

54. Go up the stairs and enter the doorway before you. If the zombie is still around, he may distract the guards and a Dog Guard who patrol here.
55. Behind the wooden counter is a gold nugget and a tapestry. (Loot Total: 1835)
56. You can check out the top floor of the warehouse if you want but there's nothing there. Head back outside.
57. Exit the warehouse door and turn right. Go toward the crates. You'll see a ladder on the west wall. However, you can't quite reach it. Throw the three smaller crates up onto the larger crate. This will do the trick.
58. Once upon the ledge, make your way to the opposite side of the warehouse. Use the **UNKNOWN KEY** to open the footlocker to get some loot. (Loot Total: 1935) You also just found **secret #7**.



(Fig. 13) Opening this footlocker on the warehouse ledge counts as a secret.

Katie's House (Again)

59. You will remember seeing a hole in the first floor of the warehouse, near the stairs. That's the way to Katie's place. Go there.
60. Once inside her place, you need that one moss arrow you found earlier. Katie will wake up if you make the slightest sound walking on the marble. You do NOT want to wake this girl up.
61. Mantle up onto the side of the stairs, sneak up to the sleeping girl, and KO her if you want. If

not, grab the **HOUSE & WATERGATE KEY** from the dresser. Also snag the ring. (Loot Total: 2035) **The Williams' necklace is on the small chair.** *Objective Complete!*

62. Use the newly absconded key to let yourself out and head to where that blue energy beam connects the light posts at the canal. We'll return the necklace on our way back through.

David's Estate – Basement & First Floor

63. Drop into the canal and use the **HOUSE & WATERGATE KEY** on the lockbox on the wall next to the canal gate. Use the map to navigate your way to David's Estate.
64. When you get to the Cray Beast, you'll proceed through the small opening to the south. The sewer branches into a crab formation—both ends reaching the same destination. **However, before climbing up into the house, turn north and search that small branch of sewer for the blue gem plaque.**
65. Look in the SE corner and grab the fine wine on top of the bookcase. (Loot Total: 2085) Go around, open the door and ascend the stairs.
66. A patrolling guard comes through here. Once he re-enters the hall, go around to the north. The double doors are the front entrance—this will be your exit point later. Wait on the entry carpet for the guard to return and take him out.
67. Go back around and through the French doors the guard passed through earlier. Turn right. And then left, diving into the square water pool.
68. The pool's width is 12 tiles wide. Count 6 so you're eyeballing the centerline. Now swim slowly lengthwise along the bottom until you see a tiny gold ring. (Loot Total: 2185) It's located in the pool's very center.
69. The guards here are very alert and move fast, so it will take great patience to move off of the marble and back into the wood floor of the north hall, where you entered. Go NE and head through the wood door, where you'll find a shower room. I found it useful to lure a few guards into the door in order to KO them.

NOTE

For those of you new to Thief, enemies can be KO'd by getting behind any door (as long as it opens towards you. Get right up against it and them open it a crack. Alert guards will eventually poke their heads through, where you can whack 'em.

70. If you find yourself getting hit by the guard's sword, step over to one side while swinging your BJ.
71. Exit the shower room and go through the door to your north. Go up the winding stair and take out the archer so he doesn't pick you off when you escape through the front door later. There are two towers, so make sure you do the same for opposite tower in the NE corner.

72. Return the short hall where the shower room is and go to the opposite end. There's a sleeping guard in here. If you wake him up and then quickly leave, he'll soon quiet down. Sneak back in and KO him. Take the healing potion in the nearby foot locker.
73. In another footlocker is a gas arrow. In the last one is a slow-fall potion. Exit the room and head west down the connecting hall. After you take care of the tower archer enter the door at the opposite end of the small hall. You'll be in a library.
74. Read the red book on the table. On the next table is a pair of gold eyeglasses. (Loot Total: 2235) Exit the library, go east and cross the pool room to the SW corner. There's nothing in this room. At the opposite end of the short hall is another door that takes you upstairs.
75. If you go east under the ceiling fan to the other short hall, there's another shower room. Ignore it. However, there's a bedroom door completely hidden in the shadows to your south. Inside you'll find an indigo vase. (Loot Total: 2335) The double doors south of the ceiling fan opens up to the rear garden, where you'll find a guard and nothing else worth investigating.
76. Return to the door where you found the stairs going up.

David's Estate – Second Floor

77. A female guard will eventually exit this door at the bottom of the stairs. She has a purse. (Loot Total: 2435) Go back up the stairs once you deal with her.
78. At the top of the stairs, go through the door and go north. The first door on the left will be an empty archery practice room. Keep going north and enter the door on the right at the end. This is small connecting room. Cross over and you'll find the sister connector. Open the door and you'll find a patrolling guard in this hallway.
79. Go south down this hall once you've squared away the guard and enter the first door on your left. In here are two beds and two armoires. On top of the left one is a purse. (Loot Total: 2535)
80. Exit this room, turn left and then take the hall heading west. Pass by the locked double doors for now and head to the music room. Jump over the red rope into the music room. Between the first and second row of benches are some scattered coins on the floor. (Loot Total: 2555)
81. Pick up the flute on the stage. It's not worth anything, but you never know...
82. Head north and down the stairs through the double doors to exit the mansion. In the outer courtyard is a No-KO guard with a purse on his belt. (Loot Total: 2655)
83. Keep going north until you come to fountain. There's a coin in the north end of the fountain. (Loot Total: 2660) Keep going north, avoiding a host of civilians and guards. There's one particularly dark passage way that does a 90-degree right turn. Once you're through that, simply head to the gate, throw the big lever.

The Northside Apartments

84. We probably should have done this earlier, but, you were missing the slow-fall potion. We want to again find the water well as a reference point and go north from there. You'll see a locked gate and the pavement ramping down nearby. The fountain you were at earlier in the mission is surrounded by the fence.



85. This is the Northside Apartments. (Figure 14 shows the entry.) There's a bit of loot in here and a secret.

(Fig. 14) Way to the Northside Apartments

86. In the kitchen to your left, in the cabinets is a purple goblet (15), a fine wine (50), a gold plate (50), and two decorative plates (20). (Loot Total: 2795)

87. Go up to the next floor. Turn right to the room where a female occupant is standing outside her room door. Inside, on her bathroom vanity is a gem ring. (Loot Total: 2895) Leave and go down to the room at the other end of the hall. Behind the armoire is a speed potion. (**Secret #8**)



(Fig. 15) Secret #8 is on the 2nd floor of the Northside Apartments.

88. Ascend the stairs to the top level. Go to the west side of the roof, where you'll find a pass-through. On the floor of the pass-through are some scattered coins. (Loot Total: 2915)

The Meeting Hall

89. Continue through the pass-through and turn left toward the guard tower. Avoid the guard or take her out and descend the circular stairs. Snag the three goblets from the large table. (Loot Total: 3070)
90. Ascend the stairs, cross the skywalk, and read the scroll on the large crate. Now enter the adjacent door to the west and read the red book. A cutscene will play and a new objective will appear:
 - Interesting, if one of those treasures was somewhere by his house, then you'll might be able to find the other three. Find all four treasures to open this so-called special door of fortune and go in it.
91. Grab **GREG'S ATTICE KEY** while you're standing there and return to the roof of the Northside Apartments.

Getting Secret #9



(Fig. 16) Secret #8, as seen from the ground, must be reached from the Northside Apt rooftop.

92. Without a slow-fall you cannot get the final secret, which is also worth some cash. There's a large crate on the NE corner of the roof of the Northside Apartments. If you look down, you'll see GORT's Electronics. To the right is a small window ledge with a drill bit sitting on it.

93. By default, the speed and slow-fall potions are assigned to F4 and F5, respectively. You may want to rest a couple of fingers over these keys, since you're going to leap from the crate with the speed potion and then quickly take the slow-fall to counteract its effects.
94. If you don't mind losing some health points, simply use the speed potion to jump and grab the drill bit. (Loot Total: 3570)

The Yangus Estate and Basso's Gift

95. Use the map to find your way to the Yangus Estate. Move the guards by blackjacking the bell in the corner by the shop (near where the drunk was earlier). Hint: You'll want to hide while they come a-running.
96. As you approach the now mostly-unprotected estate, a new objective will appear:
- Uh-oh! This place is well guarded. It would be best if no one knows we're here. Don't confront the guards.

NOTE

The mission will now fail if a guard sees you. This new restriction only applies to the Yangus Estate cops. You are free to knock them out, but hide them **OR ELSE THE OBJECTIVE WILL FAIL.**

97. There are only two loot items in the estate, and they are both purses found on guards. One is located on each of the mansion's two floors. (Loot Total: 3770)
98. There's nothing on the first floor, avoid the guards and make your way to the stairs towards the back. As the guards change facing positions, scoot around them. Going either left or right presents its own unique challenges.
99. When you get upstairs, head to the SW corner and hide. A conversation between Yangus and one of his guards will initiate. (DON'T save during conversations.) Once finished, you'll get one last objective added to your list:
100. Enter the room where Yangus was sparring with the dummy and take **YANGUS' STUDY ROOM KEY**.
101. Now head back downstairs and unlock the door opposite the entry doors. Take the purple gem stone from the wall.
102. Head back outside through the front door. You should see Yangus standing near the tavern. Ready your sword, creep up behind him and let him have it with one overhead swing. Once he's down, frob his body to get the ring. *Objective Complete!*
103. The drunk will be a problem—he's apparently the one with which Yangus was to speak—but one hit with your BJ will put him down.

104. It's time to head to Basso's friend and the Williams' place.

The Ring and the Necklace

105. Head toward's the Greg Estate, stopping first at Basso's friend's place. Dropping the ring on the floor near the sleeping thief will take care of it. *Objective Complete!*

106. Now head for the Williams' place and drop the necklace on a coffee table. *Objective Complete!* Mr. Williams will unlock the safe for you. (Loot Total: 4770) *Objective Complete!*

Greg's Estate

107. Greg's mansion is just to the SE, so head there now. The zombies should have taken care of the two guards who were there at the gate.

108. The only thing to do in this terrible place is get “upstairs” and find the attic door. The house has guards, so be careful.

109. Enter the main entry—it will take a little doing to get up there—and turn left as soon as you're inside. Go up the stairs, using a rope arrow to get up the one stair at the top. To get through the door opening, crouch.

110. The patrolling guard will cause you problems. Once you're through with him, swing left, where you'll be looking at a large chandelier. The attic door is in the ceiling just before it. Use **GREG'S ATTIC KEY** to open it.

111. Once the attic is open, adjust your gamma to its highest setting so you can see the small button sitting in the frame. Use a broadhead to activate it and the ladder will descend.

THE CAVERNS

112. Welcome to Hell. Here, you'll find all kinds of evil things to avoid and worst puzzles to solve.

113. Stay away from any enemies—they will kill you. Head north. You'll probably be following a fire demon, so avoid him. Once you're at the top of the ramp, go right. Do a QS. Jump across the lava river to the opposite ledge. Now make your way down to where you see the descending ledges.

114. You'll see a purple crystal on your right as you come down the ledges. There are two silver nuggets behind it. (Loot Total: 4870)

115. Go around into the purple-lit tunnel and enter a spoke-shaped room. To the west is a similar room.

116. Turn north and enter that passage, avoiding the two fire demons that patrol here. You should see a large floor lever. Throw it. Cross to the opposite room, where you'll find another similar lever and throw it.

NOTE

The arrows that shoot out when you pass between the craybeast icons can drain your health, as you've got to pass them several times. Run and leap past them to avoid getting hit.

117. Now return to the first spoked wheel-shaped room and turn north again. You should see a burning brazier. Take the **Cloak of Infrigidate**. This will protect you from the lava's heat. Cross to the south end and pick up a silver nugget near the other now-burning brazier. (Loot Total: 4920)

118. Exit back out to where all the lava activity is going on. Call up the Cloak of Infrigidate and "use" it by clicking the right mouse button. Drop down to the floating rocks. The rocks will immediately begin to sink, so you've got to do some Lara Croft work here.

119. After you land on the first rock, turn left, hop over, and snatch the red gem plaque from the corner. It's difficult, since you've got to get right up against the plaque to get it, which makes getting off that one rock really hard.

NOTE

It takes a bit of stress off if you first activate the Cloak of Infrigidate and then do a quick-save. That way, you won't have to repeat that part of this very painful process.

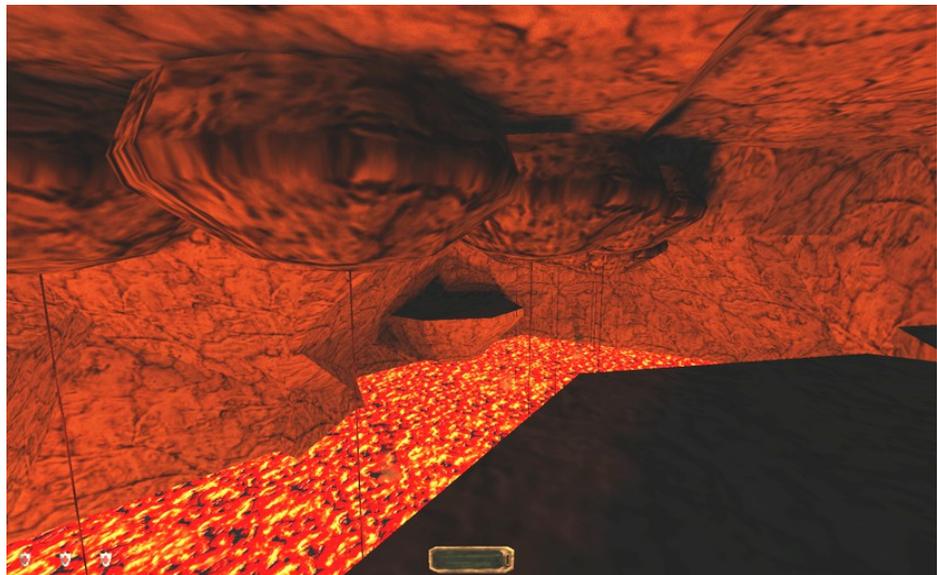
120. Drop down, turn left, jump, jump, grab the plaque. QUICKLY spin around and run and jump to the next rock. **Once you start running and jumping, do not stop.**

Activating the Portal

121. Now that you've got all four gem plaques, it's time to put them to use in order to activate the portal, and, more importantly, get the hell outta here.

122. Return to where you went up the incline and had to jump over those first ledges and return all the way back to the rooms where you got the Cloak.

123. Make sure all of the levers are thrown (I found that one reversed itself somehow.) The exit back out into the main lava room. You should see a bunch of ropes hanging down. (Figure 17)



(Fig. 17) These ropes will drop down when the levers inside the caves are thrown.

124. Do a QS before attempting the Tarzan thing. Make sure your Cloak of Infrigidate is also active. It won't make you invulnerable to the fire, so avoid getting too close to the lava and those spouting lava columns.

NOTE

NEVER SAVE WHILE ON A ROPE. When you quick-load, you'll fall off.

125. Once you're safely on the opposite ledge, head up the tunnel. You'll come to a small lava room with a floor lever in front of a Cthulu statue. Do a run/jump, throw the lever, turn around, and quickly leap back across before the stepping stone rock falls into the lava.

126. Return down the tunnel and look for a side tunnel on your left. (You may have seen it coming the other way.) Ready a water arrow to take out the fireball that's patrolling in here.

127. In the center of this room is a sparkly thing inside of a natural pillar formation. It's actually nothing more than a fancy lever that will lower two more ropes and a ladder. Call up your loot in your inventory and start frobbing around the sparkly thing. When you see the loot suddenly get small, you know you've got the sweet spot. You may have to do some jumping around a bit to find it. You'll hear some mechanical noises once you've successfully frobbed it.

128. To verify your success, return to the main cave and look out across the lava. You should now see a ladder hanging down from the ceiling in the distance. If so, use the ropes to return to the other side.

129. Perhaps the most frustrating part of this mission is trying to return back up the ledges, one of which is impossible to mantle. Unfortunately, the "easiest" way is to do the hot stone jump return when you were here the first time. The only saving element is that this time, you won't have to worry about the red gem plaque.

130. Once you're safely across, go back up the ramp, jump over the river and return to where the ladder is now hanging. Do a leap of faith with the ropes, eventually grabbing onto the ladder so you can get to the room at the top.

131. You're now at the portal. Below each of the statues is a gold plaque that gives you a hint what color gem goes just above it. (You'll see a niche carved that resembles the plaques' shapes.) Place each gem in its respective slot. A spiral will begin on the rotunda center and a floor panel will open on the entry side. Frob the button beneath it and step into the swirling mist.

End of Mission One

Loot Total: 4920 of 4920

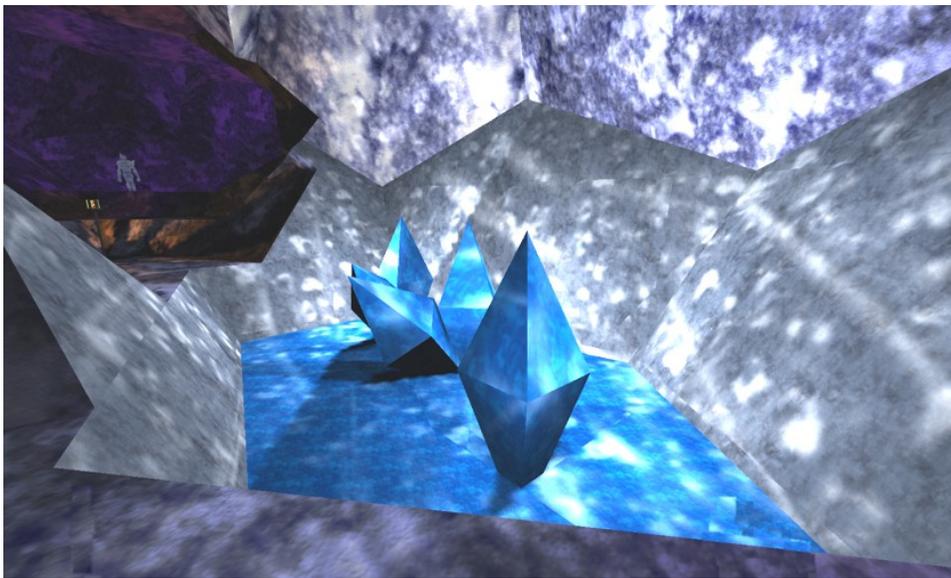
Mission Two on following page.

Mission 2

Cold as Ice but Hot at the Touch!

Objectives:

- Find that treasure!
 - Loot Goal: 500 (Hard); 750 (Expert)
1. Slide down the ice. If you slam into any icicles, you'll become momentarily frozen. An avatar of your frozen body appears on the screen. Click your RMB over and over until it counts down to zero.
 2. Go forward, using the sword if need be to hack at any ice. You'll come to a small tunnel to your right, where a man is stuck in ice. You can't free him. Read the book on the floor, as it contains clues as to how to navigate the place. Take the water arrows and explosive charge, as you'll need that later. In the toolbox is a flare.
 3. You now have a new objective:
 - Hmm... If there's an unusual floor pattern, then a switch or something likely activates it. There's got to be one somewhere in this cave.



(Fig. 1) Blue = danger.

4. If you come across any ice creatures they are easily dispatched with an overhead sword attack.
5. Go east after the frozen guy, passing the blue ice by climbing onto the outcropping on the left (figure 1). Then go south down another tunnel.

The House

6. You'll come to a house (figure 2), where the downstairs doors are frozen shut. However, you can shimmy up the left side and get onto the narrow ledge to ease over to the balcony. To do so, get up there, put your nose against the building, turn slightly right, and while holding down the forward key, walk right until you're on solid footing. The upstairs doors needs a key but you can easily bash them open with the sword. This will alert the ice creature patrolling the floor, so give it time to settle down.



(Fig. 2) Hack away the icicles blocking the front doors before attempting to blow them open.

7. There's a better and more elegant way to enter this place, however. Remember the explosive charge I told you to hang onto? Time to make some noise. Lay the charge at the base of the downstairs doors and set it off with a lit flare. The doors should now open.
8. Go left and down the circular stairs. Enter the first bedroom you see and pick up the key from the table.
9. Exit and enter the next room you come to: a storage room with wooden shelves and a zombie on the floor. In a corner, on the top shelf, is an LC jar (Loot Total: 20); a tapestry site on the other upper shelf. (Loot Total: 170)
10. Exit this room, go around the corner, up the spiral stairs, and use the key you found to open the door at the top.
11. Deal with the patrolling ice creature and find the door to take you up onto the roof.

12. There's a Cthulu statue with a button just itching to be pushed. The screen message says a faint sound can be heard far away. *Objective Complete!*

Icy Steps

13. Return the way you came. You'll find more ice creatures have suddenly appeared. Go all the way back to where you first came in and you now see some ice steps leading up to the next higher tunnel. If you can't mantle them, you need to turn on **new mantle**. See notes at the walkthrough's introduction.
14. In the next room is play on the ol' floating lava rock theme. The trick here is to wait until the first ice step appears and then jump and then run/jump the rest before they all crumble behind you.
15. You'll enter a low-gravity tube of ice. Mantle up and climb through the hole. Go west and then south down another tunnel. There's a sea chest here with a Serpentine Torc in it. (Loot Total: 720) Return back and then turn west into the next section.

Red Draped Maze

16. You'll come to some kind of facility in the next area. If you go down the left fork you'll find a small library and a zombie. In the zombie's hand is a scroll with a clue on how to navigate the maze of red drapes. The note includes a very cryptic clue as how to navigate the maze:



(Fig. 3) After getting through the maze, you'll end up here.

(W), and then turn about to reverse **BACK THROUGH** the drape you just entered (E). You'll end up in the room shown in figure 3.

Elder 1: No more talk about snow.
Elder 2: **What about ice?**
Elder 3: **Either way, it's cold.**

17. Go back and take the right fork and enter the red draped doorway. Using the clue above, you'll want to go through the drapes, north, west, and east.
18. So go through the first drape. Now, head straight (N) through, turn left

Monsters and Lava

15. Head straight for the chest and open it. You'll be teleported to another cave area. Once you're there, you want to go west. There are several creatures to avoid in here: a couple of fire demons, roaming fire balls, and a strange-looking craybeast.

16. Sneak down the cave tunnel, taking the logical route forward.
17. You'll eventually reach a lava area. Do the leap-and-jump thing. You can take a *little* bit more time on the floating rocks but not much. Once you're across, lockpick the gate and enter.
18. Take the right fork and go straight through, heading west. You'll come to a cross-shaped junction with two red levers to the north and south and another closed door to your west. Throw the red lever to your north. The closed door to the west is now open.

Cthulu Room

19. You have to push certain statues around to open up a maze. Fortunately, the only ones that move are the ones you need to worry about. Unfortunately, there are explosives hidden in other statues.
20. Push the statue on the far right forward as far as you can. Crouching down and moving forward while moving the 'A' & 'D' keys will help get the job done.
21. Now turn north and push that statue against the wall.
22. Go west and then south. Push the next statue south. Turn west. Go the end, turn south and push the statue.
23. Turn east and spot the mine on the floor. **DO NOT detonate it.** It will cause the other statues in the room to shift around, trapping you within the maze. Jump over it instead.
24. Open the chest to grab the gem inside. (Loot Total: 970) *Objective Complete!*
25. Turn back and continue pushing statues until you're at the gate on the opposite end of the room. You'll spot another chest in this room with some water arrows in it, just in case you were foolish enough to waste the two you had.

Spiked Wall Trap

26. Nock a water arrow in your bow and step forward. The spiked wall will begin to move and doors covering the two lamps will come down. Quickly douse the right torch first, then the left, all the while moving forward. You don't have to worry about accuracy here. Just slop them in and run through the opening.
27. Open the chest and take the golden Cthulu statue. Step into the spiral and be transported out of this misery. Walk forward and the mission will end.

CAMPAIGN COMPLETE!

Loot Total: 970 of 970

Mission 1 Loot List
by Ricebug

Item	Location	Val	Cum
David's Estate			
Fine Wine	Top of bookcase in basement, in corner.	50	50
Purse	No-KO guard just north of estate.	100	150
Coin	Large fountain north of estate.	5	155
Gold Eyeglasses	Library (west side)	50	205
Gold Ring	Bottom of central pool at very center.	100	305
Purse	Top of armoire in east bedroom.	100	405
Scattered Coins	Floor between benches in music auditorium.	20	425
Purse	Patrolling female sword guard	100	525
Indigo Vase	Dresser in SE bedroom	100	625
Williams' House			
Gold coinstack	In safe (Reward for finding lost necklace)	500	1125
City Streets, Roofs, & Sewers			
Spire (Secret)	Top of City Watch roof.	150	1275
LC Jar	Tool box in small garden (ladder leaning against wall).	20	1295
Fine Wine	Near unconscious drunk lying near tavern doorway.	50	1345
Drillbit (Secret)	Window sill above crates right of GORT's Electronics.	500	1845
Tiara	Stuck against grill in sewer below marketplace.	125	1970
Crystal Chunk	Corner of canal just NW of marketplace.	25	1995
Scattered Coins	High windowsill just NW of marketplace	20	2015
Purse	Dog Guard patrolling near marketplace	100	2115
Statuette	Upper windowsill just north of blue energy beam over canal.	15	2130
Coin x 2	In fountain just south of apartments.	10	2140
Scattered Coins	In fountain just south of apartments.	20	2160
Yangus Estate			
Purse	Sword guard	100	2260
Purse	Sword guard	100	2360
Westside Apartments (Where secret safe is located)			
Tapestry	Top of armoire in stairwell.	150	2510
Green Vase	Top of dresser in girl's apartment	50	2560
Gold Nugget (secret)	In safe behind stairs.	200	2760
Miscellaneous			
Ring	Dresser in Katie's apartment east of dairy, where you find Watergate Key.	100	2860
Reward	Given by Hardroot once you complete zombie & pagan juice objectives.	500	3360
Reward from Basso's Friend	On sleeping man in apartment near Williams' house.	600	3960
Purple Vase	Apartment opposite spire near City Watch.	50	4010
Purple Goblet x 2	Table in Meeting Hall.	30	4040
Gold Goblet	Table in Meeting Hall.	25	4065
Cemetery			
Gold Hammer	Top of grave stone on east end	75	4140
Cave Area (Beneath the City)			
Silver Nugget x 2	Tucked behind purple crystal on upper ledge of west caves	100	4240
Silver Nugget	Teleports to floor near basin once you throw big lever in front of Cthulu statue	50	4290
Northside Apartments			
Scattered Coins	On floor of upper east-west passageway.	20	4310
Fine Wine	Kitchen cabinet	50	4360
Purple Goblet	Kitchen cabinet	15	4375
Gold Plate	Kitchen cabinet	50	4425
Gem Ring	Bathroom vanity	100	4525
Decorative Plate x 2	Kitchen cabinet	20	4545

Warehouse			
Gold Nugget	Footlocker on east ledge of warehouse.	100	4645
Gold Coinstack	Moneybox on lowest floor in NW corner room.	25	4670
Tapestry	Beneath wood counter where guard stands.	150	4820
Gold Nugget	Beneath wood counter where guard stands.	100	4920

Mission 2 Loot List
(In order of appearance.)

Item	Location	Val	Cum
LC Tapestry	Top of wood shelf in storage room in locked house.	150	150
LC Jar	Top of wood shelf in storage room in locked house.	20	170
Serpentile Torc	Sea chest in side tunnel.	550	720
LC Gem	Sea chest in Cthulu statue maze	250	970