

# Better Off Dead

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A 2-part mission.

## Part 1: The Citadel

There are 10 secrets in this mission (not listed in order of appearance):



1. Inside the alcove where you see the jar, there's a switch just inside the entry. It opens the door to Lumoris's tomb next to the shield sentry statue you see in the screenshot.



2. Grab the beer mug in this cabinet. Located in small armory adjacent to dining room.

3. You'll need rope to get to the banner in the barracks.



4. The bird statues require you place the green and blue stone eggs on them.



5. You'll need a smoldering torch or flare to ignite the brazier in front of the raven statue here in Lord Crowley's tomb.

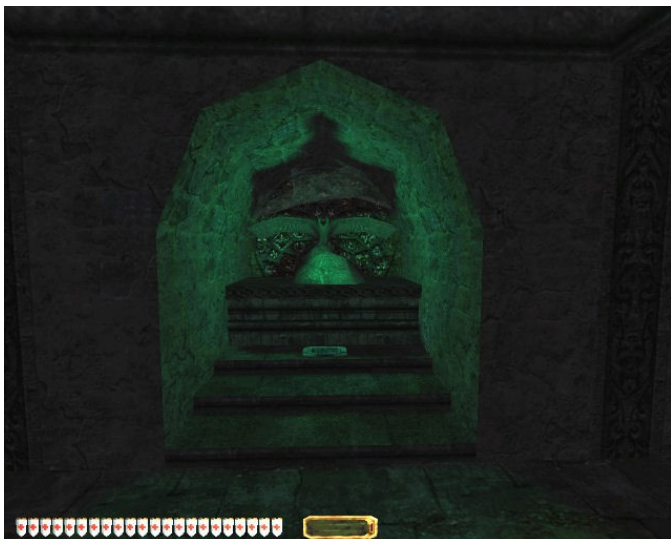




6. A button behind the chair opens the two chests you see in the screenshot. There's also a cannon in the square that will shoot the raven, if you want an alternative way to open the chests.



7. Located in a crawlspace. Grab the purse and coins. To find the crawlspace, go to the dining room and exit into the room in the NE corner. It's under the stairs.



8. This raven statue is located near the portal. You'll need the yellow stone egg.

9. Go through the red drapes and look up to find something stashed above you. Blind frobbing won't work—you'll need a rope.



10. There's a medallion hidden among the crates here. To find this area, go to the clocktower, where you place the gear, and look up.



### Key List

Key Name	Location	Opens
Assembly Hall Key	1. Table near front doors. 2. Dead priest in upstairs temple room.	Assembly hall doors (can also be opened with cannon aimed at them)
Administration Keys	Read note in upstairs room in temple.	Various doors
High Priest's Master Key	On Aleister	Every door that won't open with the other keys!
Hammerite Treasury Key	On dead priest laying on coffin. Find door on north side near giant raven statue at top of ramp.	Door at bottom of ramp in tombs.

Objectives:

- Break into the castle and find some information.
- Follow the tracks of the Trickster.

**Loadout:**

There's a map for sale, which will give you some orientation once you're inside the castle. Buy the tip, read it once you enter the game, and then restart the game without buying it. It gives you clues on certain keys and secret areas.

*How do I lower the elevator at the end of the tracks?*

Face the elevator shaft, with the wooden shack to your right. Now look carefully along the right side of the vator shaft for the controls. They're hard to see because they blend in to the surroundings. Temporarily increasing the gamma may help. Once you get to the top of the vator, two new goals will appear:

- Loot Goal: 3000 (Normal), 5000 (Hard), 7000 (Expert) (Optional)
- Find all the secrets (10 total). (Optional)

*Are the cannon's useful? How do I fire them?*

There is one pointed at the front doors to the assembly hall. Take the "smoldering torch" on the nearby wall and "use" it on the cannon's wick. It will open the doors. Once you enter the assembly hall, the following goal will appear:

- Take the Golden Hammer. (Optional)

*Where do I find the information?*

Find the church (temple). There's a ladder in one of the rear rooms leading up. Reading the letter on the floor near the dead priest will complete this goal and initiate new ones:

- First of all, restart the clock in the Clocktower.
- Find the hidden Ravens' arrows! (Optional)
- Gather up the scattered sheets. (10 total) (Optional)

*How do I break the chains on Alhazred's tomb and in the laboratory?*

There's some 'concentrated acid' in the lab. "Use" it on the chains.

*Where are the Ravens' arrows?*

In the laboratory.

### *How do I restart the clock?*

1. Find the Administration Keys.
2. Use the keys to unlock the outside door located on the northeast corner of the Assembly Hall. Enter, close the door, and descend the ladder to where you'll find a dead priest. Grab the gear (and the key he's wearing).
3. Ascend the ladder and then take the next ladder up to the clocktower. In the mechanism you'll see a small gear (see screenshot). "Use" the gear you found in the coffin on the smaller gear.



Once you restart the clock, three more objectives will appear:

- Steal the master key from Aleister in the temple.
- Find the Book of the Old Ones.
- Find the pagan compass.

### *What does the holy cloak do?*

It renders you temporarily invisible to the haunts that appear later in the game. However, use it before a haunt sees and attacks you or else he won't be fooled. Keep in mind that none of your weapons are available as long as the cloak is "active."

### *What does the Pagan Sling do?*

It's a weapon that throws "darts" at the enemy. It's faster than your bow and is a bit more potent than broadheads. In the second mission, you can use the sling to unlock Viktoria's magic vine locks instead of having to use moss or vine arrows. (Thanks, Sensut!)

### *What's the combination to the gate in the treasury room?*

1970

### *I found the attic, but where's the key to open the safe?*

It's mentioned in the Tips, if you bought it at the loadout. Within Aleister's apartment there's an upstairs library. Scan the bookshelves until you find the one that frobs. Throw the lever behind it. Now look to your left, on the bottom shelf, for a newly opened panel.

*Where is Aleister? He's supposed to be in the temple, but he's not!*

He won't appear until after you've restarted the clocktower.

*How do I get to the Golden Hammer?*

Located above the throne in the Assembly Hall. Go to the clocktower and look up. Rope up and cross the upper yard to the gates (you'll need Aleister's key).

*Where's the pagan compass?*

Once you have Aleister's keys, find his quarters (identified with a plaque on one of the doors in the upper courts). Inside, go to his bedroom. There's a trap door in the ceiling. To open it, frob one of the hammers on the fireplace mantle.

Once you've completed your other goals (not including optional ones), enter the crypts and "use" the compass on the claw foot altar in the room with the portal.

*Where's the Book of the Old Ones?*

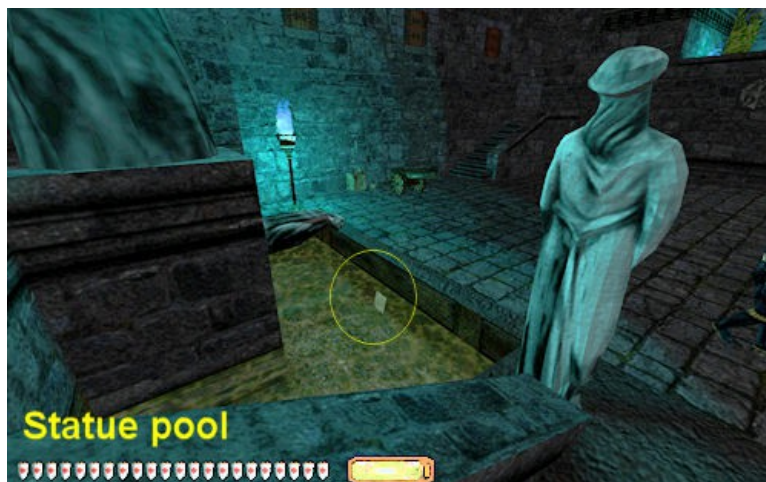
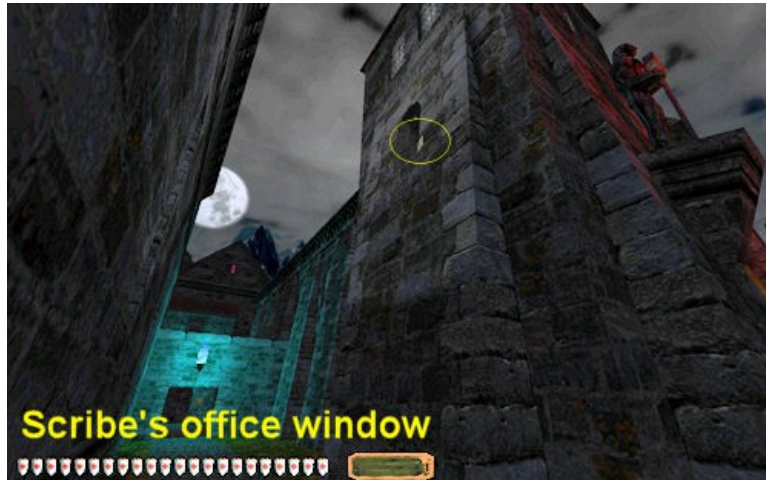
Go to the building identified as Crowley's crypt—the doors open once you restart the clocktower. Use the same hammer key you used to open the vault containing the pagan compass on the floor panel near the altar in Crowley's crypt.

#### Stone Egg Locations

Blue Egg: Above the throne chair in the temple.  
Green Egg: Room at top of stairs in laboratory.  
Yellow Egg: Aleister's room, on hammer statue.

Scroll down for more.

Locations of Olaus' 10 Scattered Notes  
Taken from the author's [website](#).







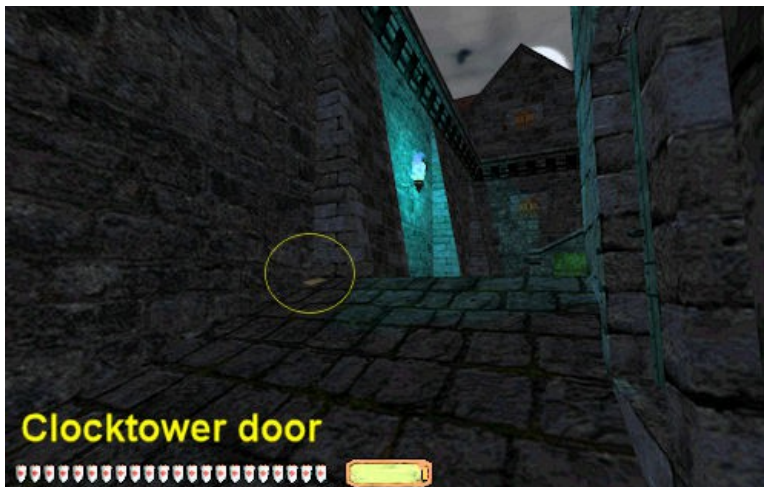
Tomb

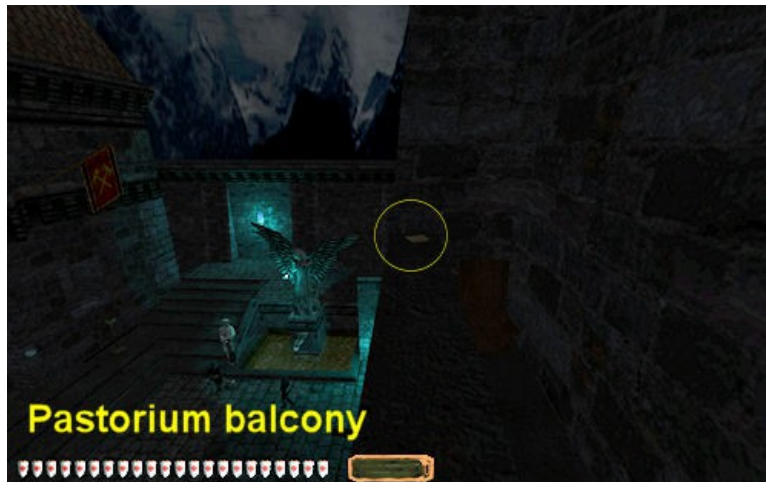


Loft above Pastorium



Latrine roof





Scroll down for part 2.

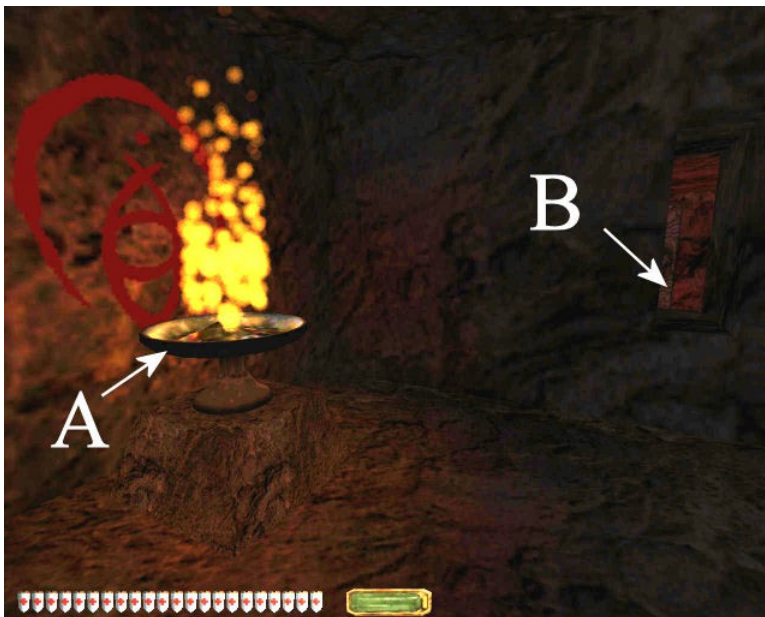
## Part 2: The Maw

There are 10 secrets in this mission:

Not shown in order.



1. Step on this pressure plate to open the door with the face on it.



2. Frobbing this brazier (A) will extend a magic particle bridge which can be seen through the slot in the wall (B)



3. Rope up to grab something near this branch.



4. Use your blackjack or sword to shatter the ice. Some loot will fall to the ground.



5. Rope up to open a secret panel. (You'll see the pagan symbol.)



6. Look inside the squirrel's home for some loot.



7. This tree contains some secret goodies but you'll need a vine arrow to get to them.



8. There's a button concealed on the side of the cabinet which opens a panel.



9. Shoot a moss arrow at the obelisk.



10. You'll need rope to get upon this ledge.

#### Objectives:

- Take back your remaining gear.
- Find the Tome of the Trickster.
- This is Viktoria's realm. If she recognizes you, you're dead you know!
- Find all 10 secrets. (Optional)
- Once you have finished, escape from this damn place.

At the mission's start, pick up everything at your feet. This will complete the first objective and add another:

- Find the Fire of Eternal Decay and destroy the Book of the Old Ones.

Destroy a portal post to get the bonus objective!

*What is a “precise vegetal (vegetable) shot”?*

Shoot a vine arrow at the glowing green button. (You don’t need to be too precise.)

*I hear a door opening when I step on the pressure plate in the “Highest Tree,” but I can’t find it!*

Look up. You can make it all the way to the top with one vine arrow, retrieving it at each level. When you’ve found the Ruby Stone, use the slowfall potion to get down easily.<sup>1</sup>

*How do I open the Trickster’s Library?*

The key is in the Tree Beast area, in Viktoria’s Lair.

*What do I do with Constantine’s heart?*

In Viktoria’s Lair is a table with several scrolls on it. One of the them will go into your inventory—*The Note About Tome of the Trickster*. It speaks of Constantine’s blood being used to enter the temple of the Oldest Tree.

This scroll gives provides information on the stones, book, etc.

*I found a window at the top of a ramp covered in icicles.*

Use the BJ or sword to break the icicles.

*I can’t find my way out of the ice beast area!*

Look for a tunnel slanting down on the west wall. (You may have to temporarily increase your gamma to see it.)

*Where is the Oldest Tree?*

Find secret #7 and go into the entrance in the NW corner. You’ll need Constantine’s Heart to pass.

*I found the Temple of the Oldest Tree and found a dead apebeast clutching a table. But I can’t find any ruby.*

In the room where you find the apebeast, look up.

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<sup>1</sup> Don’t overlook the two slowfall potions in Viktoria’s bedroom. They’re sitting on a window sill next to her “bed.”

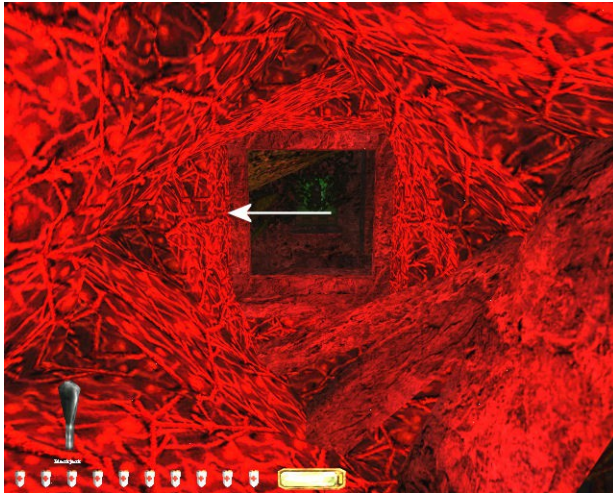


*In the treebeast area, there's a placard that says, Healing Tears of the Deep. Above it is a box with an eyeball in it.*

It's strictly for decoration. However, inside of that tree (opposite side) you'll find some healing water. The water surrounding the Oldest Tree will also heal you.



**Healing Tears of the Deep**



**Don't overlook this button (arrow)**

When you enter the Temple of the Oldest Tree, you'll eventually find this room. The arrow points to a button that activates an elevator, allowing you to cross to the opposite side.

*How do I get into the Oldest Tree?*

Forget about trying to climb the Oldest Tree.

Just after the blue particle bridge, you'll find a room to the right. (Screenshot)

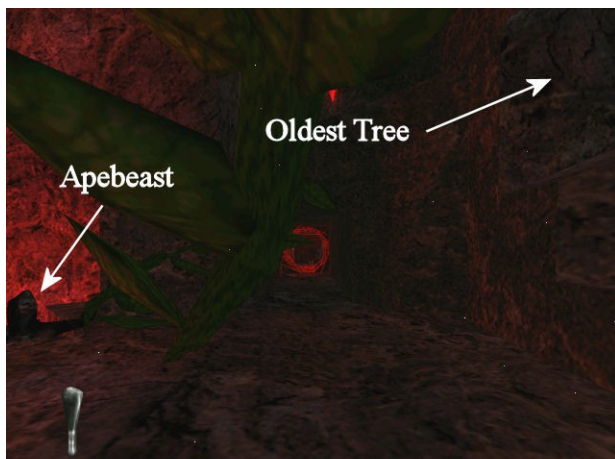


**The Oldest Tree is through the tunnel on the left.**



If the vine arrow won't stick to the ceiling, fire it into the wall as shown here.

Before you climb into the inverted room (shown in the screenshot), put another vine arrow into the ceiling and climb up.



The large lava chasm where the dead apebeast is hanging is reached by another route. You can't cross it from here.

You'll eventually find this room where Garrett will say, "Can't go *this* way." Ignore the dead apebeast hanging onto the cliff ledge.

Instead, turn completely around and enter the tunnel that slants upward. The Vine Ruby will be on the floor of the tree, almost camouflaged against the grass.

The tunnel shown here in the screenshot takes you to the Tome of the Trickster.

You'll come to this junction. Cross over by using a vine arrow, and enter the inverted hall. You'll need all four rubies to get the book.



This is the same room shown in secret #5.

*Where is the Fire of Eternal Decay?*

Beneath the Trickster's Lair. This is where you toss the *Book of the Old Ones*.

*How do I escape the maw?*

Find Viktoria's Lair. Descend the steps from her home and go *left* at the bottom of the stairs. Take the next left. (You'll pass Viktoria along the way.) Step on each pressure plate to activate the portal.

*What is the bonus objective?*

Unless you like retracing your steps through the forest maze, do it at the beginning of the mission. When Garrett pops out of the portal, he'll say, "Let's just disable that portal and give the Hammers a fighting chance." That's your clue. Pick up your sword and start hacking at one of the portal posts.

Don't forget to press 'Continue' when you've finished the mission!

### Ruby Locations

Name of Ruby	Location
Storm Ruby	Top of the Highest Tree
Ice Ruby	Inside frozen tree beast (where you find secret #4)
Lava Ruby	Chest under table in the Tricksters Lair (Need Library Key)
Vine Ruby	On the grass floor inside the Oldest Tree,

Loot List courtesy Sensut

Mission One

Item	Location	Value	Cum
<b>Barracks</b>			
Purse	Dead man's belt	30	30
Purse	Footlocker	75	105
Rare Coin	Footlocker	100	205
Gold Nugget	Footlocker	150	355
Gold Skull	Behind banner (secret)	200	555
<b>Crypt</b>			
Purse	Beneath open door, Crowley's tomb (secret)	150	705
Necklace	Lumori's tomb chest (secret)	200	905
Goblets, necklace, dagger	Moban's tomb	530	1435
Ring, flute, dice, mask	Endunt's tomb	350	1785
Vase, candlesticks	Chambers with skulls (secret)	500	2285
Torc, necklace, mask	Raven crypt - Torin's tomb (secret)	800	3085
<b>Temple</b>			
Golden Hammer	Dead man's hand above office	250	3335
Rosary	Upper room with red drapes	150	3485
Purses	Janitor supply room near altar (secret)	125	3610
Candlestick, chalice	Column safe near altar	325	3935
<b>Assembly Hall</b>			
Coin Pile	Chest (secret)	300	4235
Rosary, money	Locked safe	600	4835
Hammer Medal	Crates (secret)	175	5010
<b>Alchemist's Workshop</b>			
Rosary	Safe	300	5310
Purse	Dead Hammerite's belt above	50	5360
Goblets, fine wine	Unlocked safe	95	5455
<b>Dining Hall</b>			
Purse, coins	Ventilation duct (secret)	90	5545
Fire Poker	Fireplace	100	5645
<b>Miscellaneous Areas</b>			
Fine Wine	Stock room (footlocker)	50	5695
Money	Pastorium attic, high priest's safe	125	5820
Hammer Medal	Hidden safe in library	175	5995
Dagger	White crypt: Arl's tomb under altar	100	6095
Money	Hammerite treasury	1620	7715
		<b>Total:</b>	<b>7715</b>

Mission Two loot on next page.

## Mission Two

Item	Location	Val	Cum
<b>Miscellaneous Areas</b>			
Jars, Money	Treasury in Meeting Shack	885	885
Nuggets	Bleeding Tree (secret)	375	1260
Money, gold goblet, jug	Outer lava cave: closed room below inner cave bridge (secret)	975	2235
Hammer Medal	Inner lava cave: corpse on cross	175	2410
Golden Jar	Inner lava cave: stone piece in lava near Constantine's throne room	75	2485
Money	Constantine's library (secret)	752	3237
Nuggets	Waterfall balcony	225	3462
Goblet, coin	Manfool prison: broken chest	165	3627
Gold Nuggets	Viktoria's Lair: squirrel burrow below stairs (secret)	150	3777
<b>Craymen Forest</b>			
Purse	Dead Hammerite inside tree	75	3852
Gold Nuggets (5)	Crayman idol (secret)	750	4602
Gold Nugget	Nest on a branch	150	4752
<b>Bug Beast Forest</b>			
Gold Nugget	Room in tree with wisps	75	4827
Gemstone, Silver Nugget	Tree hole in corner tree	80	4907
<b>Temple of the Oldest Tree</b>			
Gemstone, Silver Nugget	Detached altar	150	5057
Gemstone, Crystal Chunk	Tome room lobby (secret)	75	5132
Jug, goblets, tiara, secret goblets	Room by floating stone (secret)	880	6012
<b>Frozen Forest</b>			
Silver Nugget (5), gold nugget (1)	Ice cave	525	6537
Silver Nugget (3)	Icicle in temple (secret)	225	6762
<b>Total:</b>			<b>6762</b>