

Hunting Treasure

Cardial (Pedro Quintela)

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Part 1: Unrest

Objectives:

- Find a safe place to rest.
- Find something to eat. (Optional) (Normal)
- Find something to eat. (Hard, Expert)
- Find out what happened to Keeper Mateus. (Optional) (Normal)
- Find out what happened to Keeper Mateus. (Hard, Expert)

Key Listing

Key Name	Location	Opens
Orange Key (Inaccessible)	Blocked room	Door to nowhere
Blue Key	Pedestal in SE corner, lowest level of crypt the area	Room for “a place to rest”

Where do I find something to eat?

In the kitchen, to the west. Look in the pantry.

Where do I find the info on what happened to Keeper Mateus?

When you find the 3rd tip, go north from the garden.

Where's the “safe place to rest”?

It's a room in the central part of the map that can only be opened by the blue key. Go back upstairs once you have the key. Ascend the south ramp to the upper level. Circle around and go through the north hallway. Turn east and use the key on the first door on the right.

Part 2: Apt

Objectives:

- Find a weapon.
- Get the Hand of Truth.
- Get the Medal of Protection.
- Loot Goal: 5305 (Normal), 5405 (Hard), 5505 (Expert)
- Get back the same way you came.

Key Listing (In order of appearance.)

Key Name	Location	Opens
Blue Key	On Garrett	Doors to bunk area where you begin
Key	Inside toilet in torture/prison area ¹	Door SW of swimming pool
Key	Southwest fountain	Door to east side room
Yellow Key	Beneath hutch in west room (Button puzzle)	Nearby hope chest
Yellow Key	Behind armoire in west room (Lever puzzle)	Door to east side room
Orange Key	Wall alcove opened by small switch on beam	Door to west side room
Blue Key	Table in west central room	Lockbox on east side
Key	Desk in east room	294Door to west side room

¹ Accessed by going through east door in start room.

Where's the weapon?

Check one of the footlockers where you begin the mission.

Where's the Hand of Truth?

It appears on one of the crypts on the lowest level (you probably saw it in the first mission). To get it, however, requires that you douse two Keeper statues with water arrows. The statues are located in the library.

Where's the Medal of Protection?

Same as the Hand. The only difference is that these statues must be shot with fire arrows. Once you do that, head downstairs and collect the goods.



Both rooms are located next to each other. You can see the statues in both screenshots. The tables conveniently hold the appropriate arrows that you need to shoot at the statues.

Where's the escape room?

North.

Where's my second lockpick?

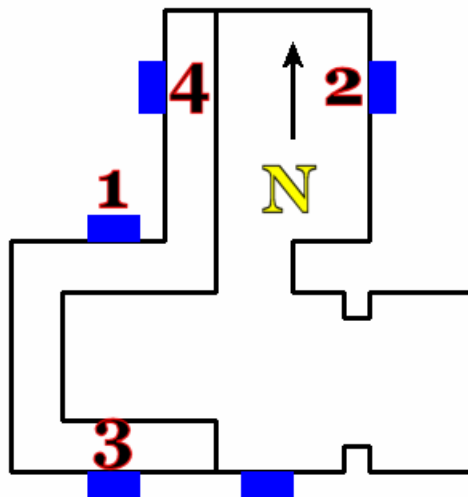
Under the bed in the east room where you find the note about “something that makes you too tall.” Rope up to the center of the ceiling and frob a tiny switch to move the bed.

What is the “something that makes you too tall for this room”?

It's a rope arrow. Go west, straight across the outside swimming pool. There's another door that opens up into another swimming pool.

I'm in the pool room. There's a cryptic note that says: “If you mortals seek anything from this room, I only tell you this: north, east, south, west.” I see buttons near several statues, but they are not in those compass directions. Pushing them doesn't do anything.

The buttons are pushed in the order shown here:



I'm in the room with six switches. What order are they thrown in?

There are six levers that correspond to the compass directions. You'll need to call up your compass to ensure you're facing the right direction. Once done, the armoire will move.

I'm in the room with a scroll that says, “anything relevant you mortals do in this room for your own advantage will force you to leave this room and head to the right (north) corridor.”

Rope up to the beam above the entry door and throw the small switch. Exit the room and turn north. About 8 or 10 paces, look to your right; a panel in the wall is now open.

Which levers to I pull?



Where's the library?

Once you throw the levers shown above, the doors behind you should be opened, allowing you into the library.

I'm short on loot!

Which is normal for Cardial's missions. The prison area has a spice bag in one of the cells and some coins in one of the toilet areas. There are no rings in the mission. Other than that, good luck.