

## Pereira's Mansion

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Objectives:

- Find 2000 loot.
- Get the Horn of Saint Miguel.
- Kill Paulo.

In the update to this FM, the only new changes is that (1) you must acquire a mask in Expert mode; (2) there's a different mask to be found in Hard mode. (3) Paulo the thief only appears in the mansion once the player get the *Horn of Saint Miguel*. (4) Torches have new locations at the catacombs. (5) Added some weapons in my parents room, and some other changes.

### Walkthrough by Nightwalker

You begin the mission just inside the mansion front doors. Sink a rope arrow into the ceiling very close to the banner that is hung high on the left-hand wall and then frob until you hear a lever click. You've found **lever #1** in a series of 5.

Go through the doors into the foyer and up the stairs. Don't worry about the footsteps as they belong to the resident ghost. Pick up 3 gold statues (+225) and 6 jars (+120 = 345) from the hall tables then go through the double glass doors into the garden. Go through the open doorway in the north wall and kill the Paulo, a rival thief. *Objective complete!*

Re-enter the house through the door in the NW corner and you'll be in the kitchen. Cross it, go out the other door and turn left. Enter the larder, grab a spice bag (+40 = 385) from between the crates on the floor then rope arrow up to the open area over the door. Move some of the crates and you'll find **lever #2** on the back wall. Flip it then head back out the door and turn left.

The door on the left leads back out into the hallway. Open the door to your right and enter the dining room where you'll find the **bottles room key** on the table to the right, just inside the door. Collect 3 gold candlesticks (+150 = 535) from the dining table then 4 gold goblets (+100 = 635), 3 gold bottles (+150 = 785) and 3 gold plates (+150 = 935) from the side tables. Take 6 china plates (+60 = 995) from the walls then return to the hallway.

The first door on the right is locked and requires a key so skip it and continue one. The second room on this side of the hall is a sitting room where you can add 2 silver statues (+30 = 1025) to your loot. Flip **lever #3** that's on the wall behind the green chair in the southwest corner, beside the bookcases then rope arrow up to the top of the bookcases (opposite the east end of the couch) to find **Pedro's key**. Go back to the locked door you bypassed and unlock it with the key.

Push the button behind the dresser on the east wall and the bed will slide out, revealing a bottle of holy water and a note that reveals the locations of 5 levers, 3 of which you're already found.

Pick open the locked wooden chest to discover a mask (+50 = 1075) then return to the hallway and walk south past the sitting room.

The door on the left opens into a bathroom where you can acquire 2 silver statues (+30 = 1105). There's a tiara (+125 = 1230) locked in a chest in the room on the right that the ghost walks in and out of. The last room on the right is the master bedroom. The chest in here holds a necklace (+200 = 1430) and the button in the kneehole of the desk flips open a picture above the bed. Behind it is the **Music room key**. The door in the southwest corner, which can be picked open, leads into a small armoury closet. Help yourself to a gem (+100 = 1530) that's locked in the blue chest then collect all the weaponry from the shelves. The **fourth lever** is on the north wall above the top shelf. (You'll need a rope arrow to get to this as well as the equipment on the high shelf.)

Leave the bedroom, turn left and walk past the top of the stairs. Turn right along the railing and grab 2 silver statues (+30 = 1560) from the bathroom on the left. Keep going past the garden doors and unlock the door at the end with the Music room key. Climb the ladder to the attic and rope arrow up to the central rafter in the north end of the room. Flip **lever #5**, which is on the wall then head all the way back down to the lower floor.

Walk past the guard who fell to his death and unlock the door under the stairs with the bottle room key. Pick up 2 gold wine bottles (+100 = 1660) then go through the secret door (which was opened by the 5 levers) and down to the crypts.

Extinguish the torches and go over to the west wall. Climb the first ladder to the top coffin to find a jar (+20 = 1680) then the second ladder to find a jar (+20 = 1700) on the middle coffin. There's a green jar (+20 = 1720) sitting on the floor by the bottom coffin of the third row than skip the last row as there are no valuables on those coffins. Cross the room to the east wall, stopping to pick the **catacombs key** from the haunt patrolling the middle of the room.

There's a green LC tapestry (+150 = 1870) on top of the highest coffin in the row in the SE corner. Move north to the next ladder, climb to the second coffin and pick up a gold torc (+350 = 2220) that's lying on top of it. *Loot objective complete!*

There's a gem (+100 = 2320) sitting on the lowest coffin of the next row then head to the south gate as there is no loot on the last row of coffins. Use the catacombs key to unlock the lockbox by the gate and it will open. Enter the hallway, save and then jump the first gap in the floor. It might take you a couple of tries to get across. The next gap is easier to cross because there's a wooden beam above it that you can sink a rope arrow into. Use the catacombs key on the lockbox on the wall to open the end gate and enter a room where you'll find the horn you're searching for displayed on an altar. DON'T step into the hole directly in front of you as it is a trap. Go around it, over to the altar and pick up the **Horn of St. Miguel**. *Objective complete and mission complete!*

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