

## Mission 3: **Spy**



### Starting Objectives

*Infiltrate Cog tower.*

**Solution:** Enter the Mechanists HQ via the sewers

*Find out where the Mechanists are hiding their Captives.*

**Solution:** You need to find one map and 2 books, see below for locations.

*Get some information about the Mechanists new weapon in Development.*

**Solution:** Collect the scroll from the code locked safe in the vault.

*Leave Cog tower alive.*

**Solution:** Escape via the roof.

*Don't use any weapons against the Mechanists. Don't let them see you. They shouldn't guess an intruder is nearby.*

**Solution:** Once you have turned off 5 levers.

### Hidden Objectives

*Turn off all 5 levers responsible for blocking doors and safe boxes.*

**Trigger:** Read the book on the bookcase in the security department, main building, lower floor.

**Solution:** See below for locations.

*Learn more about the Mysterious Capellan.*

**Trigger:** Enter 3 rooms with posters of Capellan and read the scroll about the vault security in the Archives.

**Solution:** Listen to the conversation between the guards outside Capellan's quarters and read 3 other scrolls.

*Destroy the robot prototype.*

**Trigger:** Enter the small room with the security bot in the security department, main building, lower floor.

**Solution:** Destroyed with 2 fire arrows.

### Hints + solutions

*How do I get into the Mechanist Building?*

There's a house on the right near where you start with a hut in the garden, there are 3 levers in the hut that open the grates in the street.

*But those levers return to their original position almost instantly.*

The scroll in the hut says you need to turn the lights off, check the front of the Mechanist HQ.

*OK, got the grates open but I keep dying when I jump down into the sewers.*

2 words, Mary Poppins.

*I'm in the sewers and found the floodgates lever but it doesn't do anything.*

Did you find the plaque that says *Clean Water, High Pressure*? Look above you, now close the floodgates.

*Done that, still nothing.*

Anything else nearby you can frob?

*I destroyed the security bot with fire arrows but I fail the mission by alerting the Mechanists.*

You need to have turned off all 5 levers first to cancel the no alert objective.

*How do I get past the security bot to get to the levers?*

As many moss arrows as possible, patience and one lever at a time.

*How do you get into the Training Room (Air Mail room on in game map) ?*

It opens once you have completed all your other objectives and it's time to escape the HQ.

*Where's the security camera switch for Congress Hall?*

Security room, Congress Hall, upper floor.

*How do I open the Vault?*

Big foot lever behind the statue in the Temple.

### *How do I turn off the red laser beams in the vault?*

You need to get into the circular locked room at the base of the tower, there's a switch in there.

### *And how do I do that, all the portcullis' are shut and I can't find the conservatory key.*

You need to shoot and arrow at the red button on the balcony over looking the conservatory.

On **normal** you can mantle up onto one of the metal doors in the conservatory.

On **hard + expert** you need to get up onto the roof and shoot the button from the glass dome of the conservatory.

### *How do I get up onto the roof?*

Use the beams in the north corridor, main building, upper floor, you'll find an attic, look for the bats (SE corner).

### *I'm on the glass dome but there's no hole for me to shoot through?*

There's a glass panel on the east side of the dome that highlights, but you need a glass cutter, it's in the basement.

### *What's the code for the coded safe in the vault?*

Return to the Temple, the Temple is shaped like a gear, count the cogs round the edge of the Temple as well as the steps leading up to it.  
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### *How do I get back out of the vault?*

Close all the safe doors.

### *I can't close the coded safe door.*

Frob any number on the keypad.

### *So where's the exit?*

Back up on the roof, see the electrical wires in the NW corner?

### *But I can't grab them.*

You need a pulley, remember the Training room in the main building? Once your ready to leave the HQ you'll find that room is now open.

### *Got it but I still keep getting electrocuted.*

Try the other wire.

## Further Information

### *I read a scroll in the Commandant's office about the big statue in the Temple being dangerous, what's that all about?*

Shoot a broadhead at the rivet holding it's wire to the ceiling and you'll find out.

### *I'm on the walkway above the angel statue but I can't use my arrows.*

You usually can't use your arrows when your on a slippery surface, your meant to shoot at the rivets from the ground level.

### *Why do I need to bring down the statue in the Temple anyway?*

You can't get to the vault lever without dealing with the Priest unless you have deactivated the 5 levers, but seeing that's an optional objective, killing the Priest via an alternative method prevents you failing the no alert objective.

## Finally

*There are 2 items in this mission that are important for later missions in the campaign, so grab them before you leave.*

#### 1. Monastery of St. Karras map. [An almost essential map required for mission 7.](#)

On desk in Capellan's living quarters, lower floor

**normal**

Down side of desk, Capellan's living quarters, lower floor.

**hard + expert**

#### 2. The Case of the Disappearance of Lady Fauls (closed). [Required to be able to complete a bonus objective in mission 9.](#)

NE bookcase by sofa in Archives.

**all difficulties**

## Key

Conservatory Balcony key	On Mechanist patrolling the base of the Tower.
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## Levers

Security bot room, main building, lower floor.

Prayer room, Capellan's quarters, upper floor.

Tower, top level walkway, north side. [Use ladder on south side to get up to walkway.](#)

Metal floored corridor, south side of hall, Congress Hall, upper floor.

Power Statin, south room, higher walkway, NE corner.

## Important Items

Glass Cutter	NW desk (with glass sheets) SE room, basement	<b>hard + expert</b>
Fire Arrow	Weapons store in Military Department.	
"	Inside furnace in the control room, Congress Hall, upper floor.	
Pulley	On wall by door in Training room, next to Air Mail Dept. <a href="#">Doors opens once you are ready to leave.</a>	

### What 3 Items do I need to collect to complete the objective about the captives?

All Difficulties:-	The Mechanist map on the wall in Congress Hall.
All Difficulties:-	The Book on the Monastery of St. Karras, found on bookcase in the rest room, living quarters, upper floor.
Plus on normal	Captive Interrogations Records, found in the SE wall safe in the vault.
Plus on hard	Captive Interrogations Records, found on top of the tall bookcase in the archives
Plus on expert	Captive Interrogations Records, found on the coffee table under the staircase in the archives

### Where are the scrolls I need to complete the objective about Capellan?

Pigeon hole in Air Mail room.  
 Guard post near Capellan's quarters, upper floor.  
 Desk in NE novices bedroom, living quarters.  
 Bookcase in Commandant's office.

Location		Position	Loot	Value	Total
<b>Main Building</b>					
Bedroom		lower floor	west wall	statuette	15
Security Office		"	top bookcase	gold vase	100
Wardrobe		"	on counter	scattered coins	20
Commandant		"	coffee table	gold goblet	25
"		"	"	fine wine	50
"		"	desk	ink well	25
"		"	safe	purse	100
North Corridor		upper floor	occasional table	green vase	50
"	patrolling corridor	"	female Mechanist	purse	100
Staff room		"	on desk	scattered coins	20
Gymnasium area	running track room	"	desk	pocket watch	50
Military Department	3 desk office	"	east desk	scattered coins	20
"	Chief of Department	"	desk	ink well	25
Corner Hall		"	occasional table	purple vase	50
Circular Library	NE spiral staircase	third floor	east bookcase	silver stack	10
Conservatory Balcony		upper floor	on railing	2 statuettes	30
<b>Living Quarters</b>					
Hall		lower floor	coffee table	purple vase	50
SW Bedroom	west living room	"	footlocker	silver stack	15
SE Bedroom	east living room	"	behind footlocker	purse	100
NW Corridor		upper floor	side table	statuette	15
Rest room		"	dining table	purple goblet	15
Laundry		"	bookcase	scattered coins	20
Kitchen		lower floor	chimney breast	decorative plate	10
Kitchen basement	under kitchen stairs	basement	footlocker	spice bag	40
"	west room	"	behind barrel	fine wine	50
Capellan's Quarters	lobby	upper floor	cabinet	gold goblet	25
"	prayer room	"	table	statuette	15
"	bedroom	"	blue chest	purse	100
"	sitting room	lower floor	desk	ink well	25
<b>Congress Hall</b>					
Hall		upper floor	occasional table	green vase	50
"		"	on sofa	scattered coins	20
Registration Hall		lower floor	table	scattered coins	20
Relax room		"	water trough	scattered coins	20
Boiler room		"	coal stack	silver nugget	50
Congress Hall		"	conference table	ink well	25
Secretary's Office		"	top bookcase	gold vase	100
<b>Tower area</b>					
Vault			NW safe	3 drill bits	45
				<b>Total Loot</b>	<b>1500</b>

### Secrets

- Access the secret corridor between the Commandant's office and the NE corridor.  
 Either frob arc lever on wall by blue sofa in corridor or frob arc lever behind plant in commandant's office.
- Access the secret corridor between the classrooms and one of the offices in the Military Department.  
 Either frob the lever on the Mech cog wall panel, SE corner, south classroom or frob lever, west wall by cabinet, 2 metal desk office, Military Dept.
- Find the hidden footlocker in the secret corridor between the classrooms and the military Dept. Frob high lever, north end of secret corridor.
- Access the stairs to Capellan's secret room, bedroom, Capellan's quarters. Frob lever by big vase.
- Access the hidden room in the drying area of the laundry. Frob arc lever on wall, NW corner.
- Access the area under the Tower's spiral stairs. Slash l/h banner on stairs leading from living quarters.
- Footlocker under the Towers spiral stairs. See also secret 6

## Screenshots + Amended Maps

Button to open round room at base of tower to access red laser switch







