

Exile: Being Thief II

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April 6th 2014

A 2-part campaign.

NOTE

There are two updates to this FM. Version 1.1 installs it to be compatible with TafferPatcher's water. Version 1.2 installs it for EP2 water compatibility.

Thanks to Nickie and Nightwalker for supplying many of the screenshots!

Part 1: A Busy Night

There are 10 secrets in this mission:



1. When you get into the pigeon cage area, look behind the wood slats for some very special eggs.



2. Open the cabinet to find a switch.



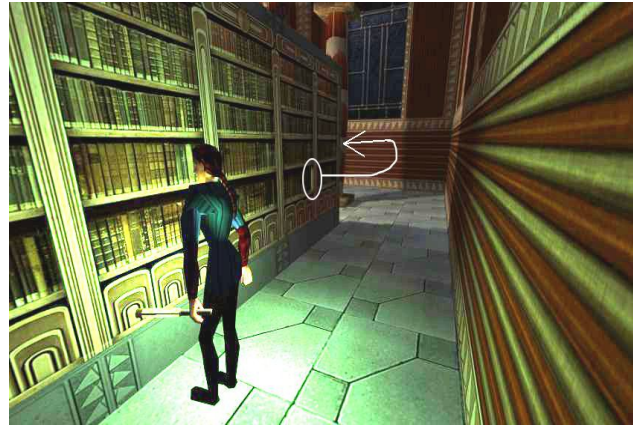
3. A switch on the side of the dresser moves a secret panel in the wainscot.



4. A carefully hidden switch moves a painting.



5. A floor section is frobbable, revealing a secret stash.



6. Frob the book to open a panel on the side.



7. The small switch on the left painting blends perfectly into the canvas.



8. Frob the painting.



9. A gear on the opposite side of this icon opens a secret door.



10. Look up into the fireplace in the abandoned apartment.

This mission makes extensive use of the Thieves' Highway (rooftops, pipes, ledges, etc).

Objectives:

- Break into the Mechanist HQ and find more information about BCOK.
- Don't let civilians see your weapons and don't harm or alert them.
- Optional: If you are smart, you can earn 13,750 loot tonight. (Hard/Expert)
- Return to your room before dawn.

Key Listing
(In general order of appearance.)

Key Name	Location	Opens
Basement Key	1. Shelf near ramp in sewers. 2. Inside desk in shop across from bank.	1. Double doors south of outdoor marketplace. 2. Door in sewers. 3. Door in sub-basement
City Watch Gate Key	Guard patrolling north yard near CW.	East yard door
City Watch Key Ring	Desk inside City Watch.	6 various entries inside CW
Hotel Staff Key	Hanging on kitchen wall near knives.	1. Kitchen restroom door. 2. Firewood room exit. 3. Kitchen exit door. 4. Dining room entry.
Metal Gear Key	Desk in hotel room A3.	Gear box in sewer basement.
Bakery Key	Brick oven ledge in bakery.	Two double doors in bakery
Mech Central Key (Bronze Gear)	1. Desk inside upper floor reception area. 2. Desk inside room across hall from gearbox.	Gearbox downstairs in Mech Central
Mech Master Key	1. Desk near where you find Secret 6. 2. Kitchen counter. Across from doors locked by bronze gearbox.	5 different doorways in facility
Safe Key	Moneybox in apartment over West Port Ship Yard archway. (Note 1)	Safe in nearby room to south (via rooftop)
Safe Key (Silver Gear)	Behind painting (Secret 7).	Safe in mechanist building (near Secret 6)
Mech Key from Titil	Appears on desk in Titil's apt after you read her diary (woman sleeping on bed).	1. Dr. Stein's Lab Hall Entry 2. Dr. Stein's Lab Outside Entry
Apartment Key	Small round table inside apt entry.	Titil's apartment entry door.
Keeper Safe Key	Appears on library desk after reading scroll.	Stained glass doors in library
Library Chest Key	Desk in Dudra Sisters' apt, near housemaid watching fireplace.	Wooden chest top of book shelf in library. See fig 2.
Apartment Key	Small round planter table inside apt.	Same apartment. (Man sleeping in bed)
Apartment Key (Note 2)	Small round table inside apt. entry.	Same apartment. (Woman taking shower)
Hangar Window Key	Desk on north wall, near female mech.	East hangar wall upper window.

Note 1: Can only be accessed via the Thieves' Highway.

Note 2: You can see the woman in the shower through a floor panel in the attic where you find one of the paintings.

After the knock on the door at the beginning and reading the letter from Lady Dove, you'll get this goal added to your list: *Find the 'contract depository' in the shed.*

Where is the contract depository? What is it, exactly?

In the mission's beginning, go around back until you find the drunk guard who won't bother you. Enter the door next to the guard to find what you're looking for.

You'll see an open footlocker with a frobbable bottom. To the left, you'll see a shelf with several scrolls. Next to each scroll is the payment associated with the particular job. Reading the scroll causes the loot payment to become frobbable. Taking the loot binds you to the contract. You can take on all jobs at once, or just the ones that interest you.

Once you find the item or evidence of its location, drop it into the footlocker to complete the objective. If you decide to take on all contracts, you'll get these six additional objectives:

- Collect all 5 valuable paintings by Master Kavich.
- Get the LC statuette from the chest in the library.
- Find Nanna.
- Get the artifact from the safe in the condominium.
- Steal the song book from the Dudra sisters.
- Steal the Eye of the Beholder from the bank safe.

Where are the 10 wanted posters located?

Objective is initiated when you read the small scroll on a desk in the City Watch.

	Poster Location
	NOTE: Most of these are found around the city where other poster clusters appear. None are hidden.
1	Just beyond the locked door inside the City Watch. It leads into an alley. The poster is on the south wall.
2	Outside alley just east of the hotel, among the posters stuck to the wall.
3	Across from hotel, next to the guarded wood gate, among posters stuck to the wall.
4	To an outside wall right of the bakery, among posters stuck to wall.
5	West wall of pub.
6	East wall of courtyard
7	East wall of docks, among posters stuck to wall. A nearby man and woman are sitting on a rowboat.
8	North wall of outdoor bar.
9	South wall where outdoor party is taking place, among posters stuck to wall.
10	Top of stairs in hotel.

How do I break into Mechanist Central?

Get on the rooftops nearest MC and look for a beam to cross. Drop down from this beam onto a balcony walkway.

Where is the info on BCOK?

On a desk in MC (Mechanist Central). A child of Karras stands at the desk. (Fig. 1)



(Fig. 1) A book on this desk completes the BCOK goal.

Where is Nanna?

Get into Dr. Stein's laboratory and read a scroll lying next to a body on an exam table.

Make sure you drop the necklace and the scroll evidence into the footlocker.

Where is the song book?



(Fig. 2) You'll find the song book in this chest in the library.

Where is the Eye of the Beholder?

Once you have the Metal Gear key, enter the basement sewers, dive under the water, and come up on the other side, where you'll find a green gas control system (it looks like a teleporter from Star Trek). Shut off the valve and scoot under the pipes and over the machine.

Where is the artifact?

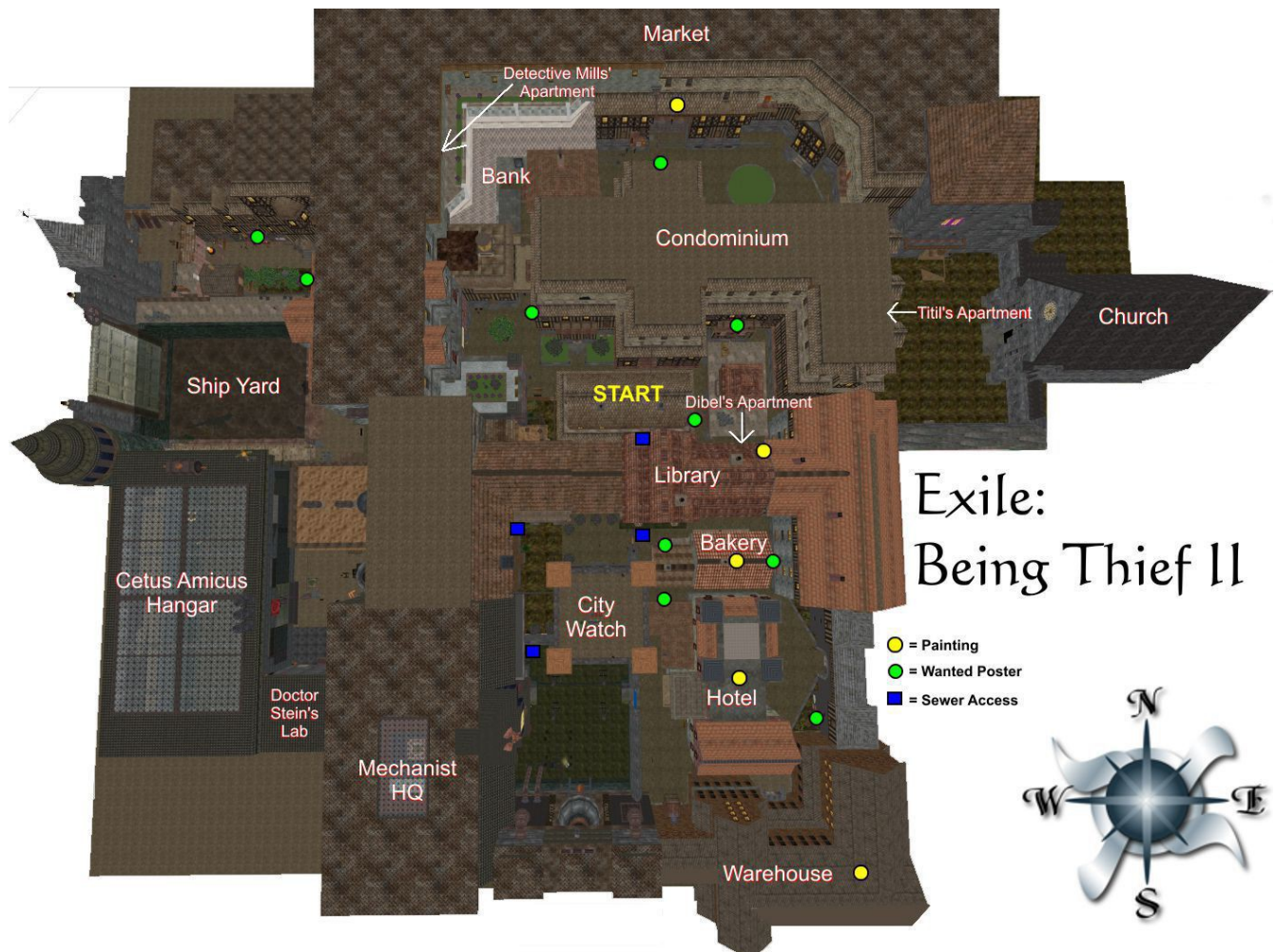
When you find Alma, you'll find the artifact.

I found a combo lock behind a locked door with the name 'Alma' over it.

The combination can be found in a City Watch log. 1971


In the sewers, I found a dagger in a small chest. Garrett said, "Got it!" What's it for?





A chest in the library.



Note: The little boat in the hangar is not the Cetus Amicus.

(Fig. 3) Bird's Eye view of the city with poster and painting locations.

Kavich Painting Locations	
1	<div>Warehouse office (accessed via scaffolding & ledges near the Mech HQ front gate.)</div> 

	Kavich Painting Locations	
2	Hotel office, between safe and wall.	
3	Dibel's apartment (Enter through a window from a pipe across from the rooftop with the machinery enclosure. Go around to the library's north side and rope up onto the roof.)	
4	Dudra Sister's apartment (above the market)	
5	Bakery Attic. In the room where you find the sleeping man, there's a ceiling access above the corner dresser.	

How do I disable the force field protecting the main entrance to the Mechanist's HQ?

Climb up onto the roofs via the City Watch. One of the towers overlooks this entrance. Jump into the water below and look for a large floor lever to open a sewer gate. To turn off the force field, throw the jumper switch on the metal platform.

I entered a tower, climbed to the top, and found a telescope looking east. In see a metal door, but when I return to the outside, I can't find this door!

When you look east you'll see a large Keeper statue. The door is above it. See figure 4.



Fig. 4

How do I get into the Hammerite church?

You first need to go to the library. A scroll there tells you what to do. Glyphs are located in and around the church. Douse each one with holy water.

1. Two at church entrance.
2. Four around plant hanging above altar.
3. One in the flooded basement of the church.
4. The flag sticking from the small house in the church's front yard.

How do I get into the church basement?

One of the hammers held by the plant above the altar is a key. Use it on the statue in the center of the sanctuary. You'll see a matching hammer icon on the statue.

How do I get out of the church basement?

In a non-flooded room with two sarcophagi and a sealed door, there's a hole in the ceiling.

Places of interest in the city.



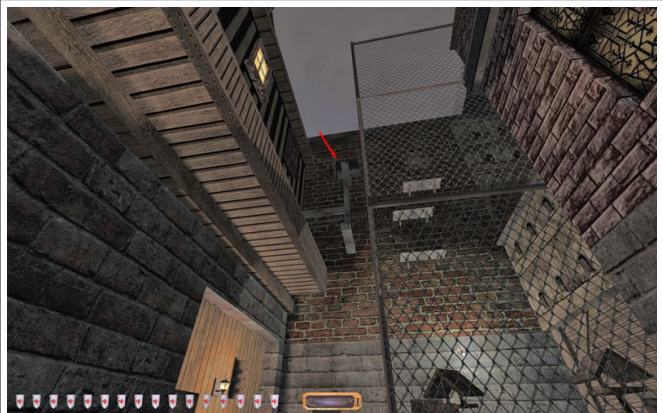
Bakery attic entry.



Detective Mills' apartment.



Dudra Sisters' apartment.



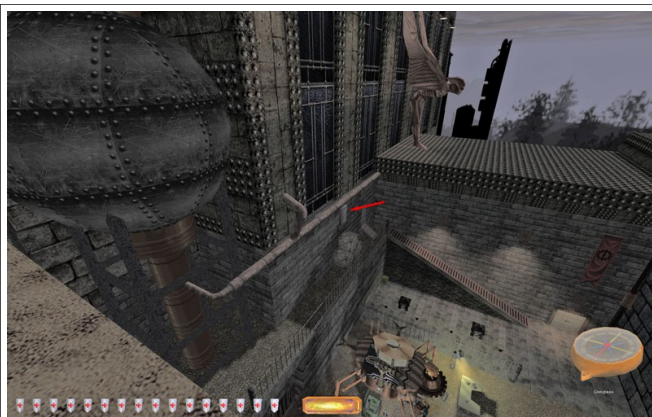
Library route.



Library shutters.



Market City Watch office.



Mechanist HQ entrance.



Pipes into Mechanist area.



Safe lever.



Titil's apartment entrance.

How do I get into the hangar where the Cetus Amicus is located?

When you opened the door locked by the gearlock mechanism, several other doors should have opened on that same level. Go down the one hallway heading west. One of the doors leads into the hangar.

When you find the key inside the hangar, you'll get this objective:

- If you unlock that window now, later you'll have easy access back into the hangar.



(Fig. 5) Turn the valve.

Climb the ladder on the east wall to access the window. Unlocking it satisfies the objective to get aboard the *Cetus Amicus*.

A loot list is contained in the zip for this mission.

Part 2: The Next Sunset

Objectives:

- Discover the Seagull's destination.
- Make sure no one notices you.
- Infiltrate [the] *Cetus Amicus* and hide in a safe place.

How do I get on board the Seagull?

I did it by walking out onto the crane platform on the south side of the dock, dousing a couple of the closest torches and then firing a rope arrow into the side of the ship. The rope has to be placed at the widest girth point, so do a quick-save first, in case you misjudge.

What is the Seagull's destination?

Look for a logbook in the Seagull's captain's quarters.

Where do I hide?

Once you find the destination, leave the *Seagull* and head south to the *Cetus Amicus* hangar. This is where you unlocked the upper hangar window in mission one to facilitate your coming and going. Access the rooftops via the ladder behind the first combat bot in the hangar yard.

Once inside the hangar, mantle up onto the bow (front) of the ship, using moss arrows to navigate the plate metal and to sneak behind the guard. The hiding spot is toward the ship's stern, in a hall passage covered by a red drape.