



Walkthrough by Black Rain Software

Meeting the Team

After the introductory cut scene, follow the street north until you get to the 'T' intersection. Take the western road and speak with Masour. He will tell you to follow him; follow him and speak with him again.

After speaking with Masour and getting introduced to the gang, the journal will be updated with The Great Neverwinter Heist. Enter the *Neverwinter Lights Casino* (denoted by a map marker) after reading the journal entry to begin the search for possible clues on how to break into the vault.

Investigating the Neverwinter Lights Casino

Once inside the casino, run south till the casino doorman speaks with the PC. After this, run to the *Manager's Office* (denoted by a map marker. This room is located at the southwestern corner of the casino main floor). When you try to run up the stairs to the door that leads to the manager's office, one of the guards will speak with you. In this conversation, the PC must say they would like to speak with the manager. After this conversation, enter the manager's office.

Once inside the *Manager's Office*, speak with the manager. The manager can be found in the southern part of the room in front of his desk. After speaking with the manager, the PC will get a journal update to The Great Neverwinter Heist journal entry. Leave the *Manager's Office* and head back to the *Casino Lobby* (denoted by a map marker).

Now that the PC has returned to the *Casino Main Lobby*, speak with the human Casino Guard that is guarding the stairs to the manager's office. The guard will explain that the manager only leaves his office under the condition that someone has been reported cheating. After this conversation the journal entry for The Great Neverwinter Heist will be updated.

Exposing the Cheater

Proceed to the *Blackjack Room* (denoted by a map marker. This room is located on the large western wall of the casino main floor). Once inside the *Blackjack Room*, one will notice a lucky patron commenting profusely on his game of blackjack: go speak with the lucky patron. The lucky patron is located at the northwestern corner of the blackjack room. Once the conversation with the lucky patron finishes, The Great Neverwinter Heist journal entry will be updated. Now is the time to return to the casino manager (by leaving the *Blackjack Room* to the casino lobby, and then heading back to the *Manager's Office*) and tell him that the lucky patron is cheating at blackjack.

After speaking with the manager and informing him of the cheat, a cut scene will occur. The PC will find themselves in the *Blackjack Room* with the manager, guards and the lucky patron. Once the cut scene is complete, head back to the *Manager's Office*.

Stealing Secrets

Once the PC has returned to the *Manager's Office*, search the manager's desk (located in the southern area of the room). After searching the manager's desk, the PC will get two items: a bag of weights, and the bank manager's parchment. Along with these two items, the journal entry for The Great Neverwinter Heist will be updated. Leave the manager's office after this, and head back to the *Casino Lobby*.

After returning to the *Casino Lobby*, leave the casino (denoted by the map marker "Exit to Street"). Right before the PC gets to the door to leave the casino, the doorman will initiate a conversation. Once the conversation is done, leave the casino. After leaving the casino, walk down the western bearing road and speak with Jasper. Tell Jasper that the vault information has been acquired, and that it is time to proceed with the vault robbery.

Raiding the Neverwinter Lights Vault

Once the conversation with Jasper is over, he will join the PCs party, and The Great Neverwinter Heist journal entry will be updated. Turn around and follow the road east past the casino entrance. Near the lady of the evening NPC, there will be an entrance to an alleyway. Follow this alleyway south behind the casino and speak with Masour. After speaking with Masour continue to follow the alleyway and enter the casino rear door.

The PC will now be at the *Vault Entrance Hall*. Run east and defeat the guards. After the guards have been defeated, Jasper will tell the PC to take Bronk and go deeper into the vault. Head to the eastern-most part of this room and enter the *Treasure Room* door (denoted by a map marker).

Once in the *Treasure Room*, walk north. After moving north slightly, Bronk will initiate a conversation with the PC. Bronk will then go and try and take the treasure, but will end up dead as the treasure chest is laden with traps. After this cut scene, The Great Neverwinter Heist journal entry will be updated.

Proceed to the secret door that Bronk had discovered (denoted by a map marker). On the way to the secret door, Bronk will speak with the PC again. After this, open the secret door. Bronk will speak with the PC again. After this conversation, try and open the secret door for the second time. The secret door will be locked and requires a 4 number pass code to open it. The pass code for the secret door is 3-8-7-5. After entering the pass code successfully, go through the secret door.

After entering the secret door, a tutorial for the *Guard Hall* sneaking system is given. After the tutorial, the PC will find themselves standing in front of the treasure room door (denoted by a map marker). Follow this hallway and head to the northern part of this area to the *True Treasure Room* door (denoted by a map marker); go inside the *True Treasure Room*. Note: The PC has the option to sneak around the guards or fight them on the way to the *True Treasure Room* door.

Once inside the *True Treasure Room*, there will be a **vault door** to the immediate east of the PC, try and open this door. The **vault door** will be locked and will require the PC to solve a puzzle. The weights must be placed in the following order, left to right: 1 – 3 – 2 – 4.

After successfully opening the vault door, head to the south east corner of the *True Treasure Room* area. There is a room with a chest and a desk; open the chest and take the bearer bonds. The Great Neverwinter Heist journal entry will update. Return to the *Guard Hall* (by leaving the *True Treasure Room* and heading back to the *Guard Hall*, then the *Guard Hall* back to the treasure room, and finally, the *Treasure Room* back to the *Entrance Hall*) and rendezvous with Jasper and Masour.

Jasper will then murder Masour, and the mod will come to an end.