

20TH ANNIVERSARY EDITION

# Gabriel Knight

Sins of the  
Fathers

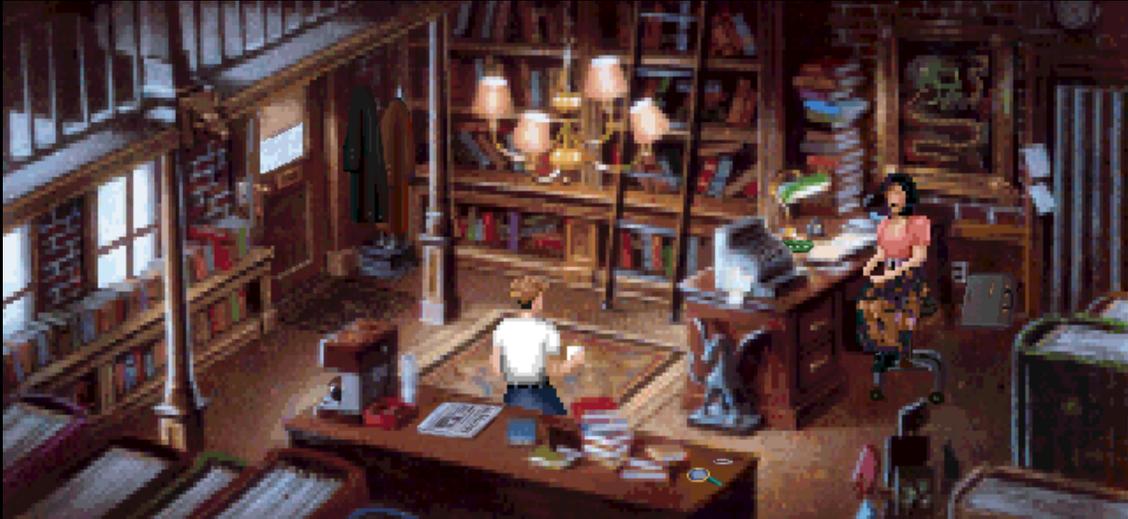


The Schattenjäger Returns

Official Walkthrough Guide

# PROLOGUE

*“What do you know about voodoo?”*



*Gabriel Knight – Sins of the Fathers* was an adventure game released by Sierra On-Line in late 1993. It received numerous awards and accolades as well as being praised for its dark, mature storyline.

Considered as a break from past Sierra games, the plot centered around a novelist researching on voodoo related material for his new book. Taking place in then-present day New Orleans allowed Jane Jensen to weave a setting with a strong backstory and personality. Voodoo in New Orleans is closely tied to African religions, Christianity, and slave trading - topics which even to this day most media tend to shy away from.

*Gabriel Knight*, however, approached these with due respect and consideration, using this basis to add a strong, believable cast. Voodoo is often sensationalized by the media and as such it would be easy to create a watered down version as a mere plot device for the story. However, writer Jane Jensen chose instead to educate the player on its origins, rituals and to dispel misconceptions regarding it.

The game focused predominantly on New Orleans voodoo, though it also touches upon other forms including Haitian. Moreover, it casts great prominence on Marie

Laveau, a voodoo queen who rose to power in the mid-19<sup>th</sup> century. It goes through great lengths to teach players on her historical significance without breaking immersion. All of this additional information is optional but highly encouraged so as to aid players to fully immerse themselves in the story.



Gabriel's family also shares an important history. Being a descendent of German immigrants, we learn the origins of his family name and past. Even today most titles do not go into so much detail on the backstory of their main character, much less his ancestry.

Religion and history aren't the only factors *Gabriel Knight* dared to tread ground. Sex and relationships also play a role in shaping its story. From the beginning of the game it's made clear both Gabriel and his assistant Grace share a sexual tension. This isn't directly told to us, but rather it's a realization that comes through the interactions the two exchange.

We are also introduced to Malia, who shares a physical relationship with Gabriel. The story makes the nature of their affair clear without showing or explaining to players. Moreover, it plays an important part in the story which ties into the game's themes.

Finally, we have the iconic and thematic imagery for Gabriel Knight. This is handled mostly through the number three, snakes, dragons, and a circle within a circle. All of these play an important role in the plot but once again they are never explicitly stated.

Rather, it is up to players to remain observant and draw their own conclusions from the visual or written hints they are shown.

In a time when adventure games relied on high fantasy, science fiction and humor, *Gabriel Knight* took a multitude of risks. It dealt with religion, dipped in one of the most controversial periods in western history and did not shy away from mature themes. It was a brave entry in a medium that at the time was still often viewed as childish and immature.

DAY 1



# DAY 1



*"I dreamt of blood upon the shore,  
of eyes that spoke of sin.*

*The lake was smooth and deep and black  
As was her scented skin."*

Our story begins with Gabriel waking up in the middle of the night, tormented by a dream of a witch burning. As she is engulfed in flames, the witch turns into a leopard. The dream then shifts to one of the culprits: A man dressed in an 1800's pilgrim outfit. He stares at his deed with guilt and pain before a snake slowly entangles itself around his neck, slowly draining him of his life. The dream ends with a vision of Gabriel's cold lifeless body, hanging from a tree branch with a noose around his neck.

As morning settles in, Gabriel's assistant, Grace Nakimura, opens St. George's Bookshop. Our hero finally gets out of bed, drinks a cup of coffee, and discusses his dream with Grace.



Gabriel addresses Grace and **asks her if she found any good voodoo resources** in the city. He's informed the two best sources on the matter are the Dixieland Drug Store and the Historical Museum of Voodoo, both in the French Quarter of New Orleans. Gabriel then **asks if Grace has any messages for him**. She replies his friend Detective Mosely called, saying he left a few photos of the recent voodoo murders for Gabriel at the front desk of the police Station. Grace also informs Gabriel someone named Wolfgang Ritter called all the way from Germany. Finally, she tells him his grandmother called and sent him a box with several books. Gabriel comments he's been meaning to visit her.

As he finishes speaking to Grace, Gabriel **reads the newspaper** before **checking the box his grandmother sent him**. Noticing his father's sketchbook, Gabriel's takes it with him. With nothing left to do in St. George's, our hero leaves the store. Both the Museum and Dixieland Drug Store are closed, so he **heads to the police station**.



Inside the police station, Gabriel approaches desk sergeant Frick and **asks for the photographs**. Frick hands an envelope with two photos, one of a previous voodoo murder victim and one of Mosely himself. Our hero also inquires as to Detective Mosely's whereabouts, but he's quickly stonewalled by Sergeant Frick. With no leads, he leaves the precinct and **goes to Jackson Square** and think things through.

Upon arriving at his destination, Gabriel quickly notices a police officer resting near a motorcycle with a police band radio. If he could find a way to distract the officer, Gabriel could use the radio to find the crime scene. Wandering through the park, our hero also finds a mime harassing nearby park visitors. Cunningly, **Gabriel leads the mime towards the policeman**. The mime foolishly harasses New Orleans's finest, goading him to leave his post. With the bike now unguarded, our hero **uses the police band radio** to discover the crime scene is in Lake Pontchartrain. **He heads there**.

Reaching Lake Pontchartrain, he meets Detective Mosely at last. The two trade friendly insults before a mysterious figure drives by: Malia Gedde, one of New Orleans's high class citizens. Her stay is brief, but long enough for her and Gabriel to trade glances. Fascinated by her, Gabriel plans to learn more about her. As the police leave the crime scene, Mosely allows our hero to stay and inspect the crime scene as

research for the novel. The scene contains a strange, partially faded ritualistic pattern drawn on the sand, there are also some strange tracks nearby.

Lacking the tools to conduct proper research, **Gabriel goes back to St. George's Books.**



Upon returning, his first action is to **ask Grace to research Malia Gedde.** With that important task out of the way, **Gabriel checks the counter in the bookshop, taking a magnifying glass and a pair of tweezers before returning to Lake Pontchartrain.**

Once there, he gets to work. First, he **uses his father's notebook to copy the pattern drawn in the sand.** He also **uses the magnifying glass on the nearby tracks and follows the trail up a couple of steps,** finding a small iridescent scale on the ground. It could be from a snake. Gabriel **picks it up using the pair of tweezers.**

As the day draws to a close, Gabriel heads back to St. George's Books.

DAY 2



## DAY 2



*“A mask I wore as I approached.*

*I was what I am not.*

*And though the pattern was unclear,*

*It’s meaning could be bought.”*

Gabriel’s sleep was not a peaceful one. Once again he is tormented by the same dream. The one bit of good news he got is that Grace discovered Malia Gedde’s address. Remembering the scale he found in the crime scene, Gabriel asks if she knows anything about snakes; she doesn’t, but recommends Gabriel checks a book about snakes in St. George’s. Following Grace’s recommendation, **Gabriel inspects the bookshelf and reads a book entitled ‘World of Snakes’** and learns snakes are attracted to vibrations. After he finishes skimming the book, **Gabriel picks up the newspaper and reads it.** Although he learns nothing new regarding the Voodoo Murders there is at least an interesting article on the history of Jackson Square. Gabriel checks the cash register for money. It has a paltry amount and Grace threatens to tear out his arm if he tried anything. So instead he **takes a \$20 gift certificate** and leaves for the **Dixieland Drug Store.**

The store has a wide offer of voodoo related items, though a sign states they are sold as curios only, results not guaranteed. Gabriel is barely able to trade words with the owner before an elderly woman walks in and engages in conversation with him herself. The owner calls her Madame Cazaunoux and she seems to be a firm Christian believer but also fearful of voodoo practices. The two seem very knowledgeable in voodoo curses and gris-gris especially for an establishment claiming to sell them as curios only.

Once the old lady leaves, Gabriel is finally able to speak to the store owner, Willy Walker, in peace.



Despite our hero's insistence and evidence otherwise, Walker claims this is a mere novelty shop and none of the items here actually work. Unphased, **Gabriel shows him the voodoo murder photo**, at which Willy appears shocked and lets out a "*Cabrit sans cor*". Our hero then asks what he meant by that, but Willy denies it. If he won't explain to Gabriel what "*Cabrit Sans Cor*" means maybe someone else will? Our hero then asks about Madame Cazaunoux's whereabouts only to be stonewalled once more. Before leaving, he inspects the store **and sees an ad for a special St. John's Eve lagniappe**. Gabriel gives up and **goes to the Voodoo Museum**. Maybe he'll have better luck there.

The museum is curated by Dr. John, a man with a pleasant demeanor, but an intimidating physique. Standing outside the museum window a lone drummer beats out a haunting rhythm on a large African drum. Gabriel approaches Dr. John and asks him about the Voodoo Murders. The curator states the murders are not related to the practice of Voodoo. He also claims to not know what "*Cabrit Sans Cor*" means. Gabriel then **asks what he knows about voodoo**. Here Gabriel learns about **historical voodoo**: how it is a mix of African and Anglo religions and how eventually Marie Laveau became the voodoo queen of New Orleans. When asked about **current voodoo**, Dr. John explains the idea of curses and gris gris is a subset of voodoo called Hoodoo. Finally, when Gabriel asks about Marie Laveau, Dr. John explains that the voodoo queen's importance and influence in her time and that she is currently buried in St. Louis Cemetery #1. Before leaving the museum, Gabriel inspects the voodoo shrine and finds a flyer for a Voodooienne named Magentia Moonbeam. He **takes the flyer** and leaves the museum, heading towards Magentia's home, but unfortunately it's closed for the next few days. Gabriel decides **to check out the cemetery** instead.

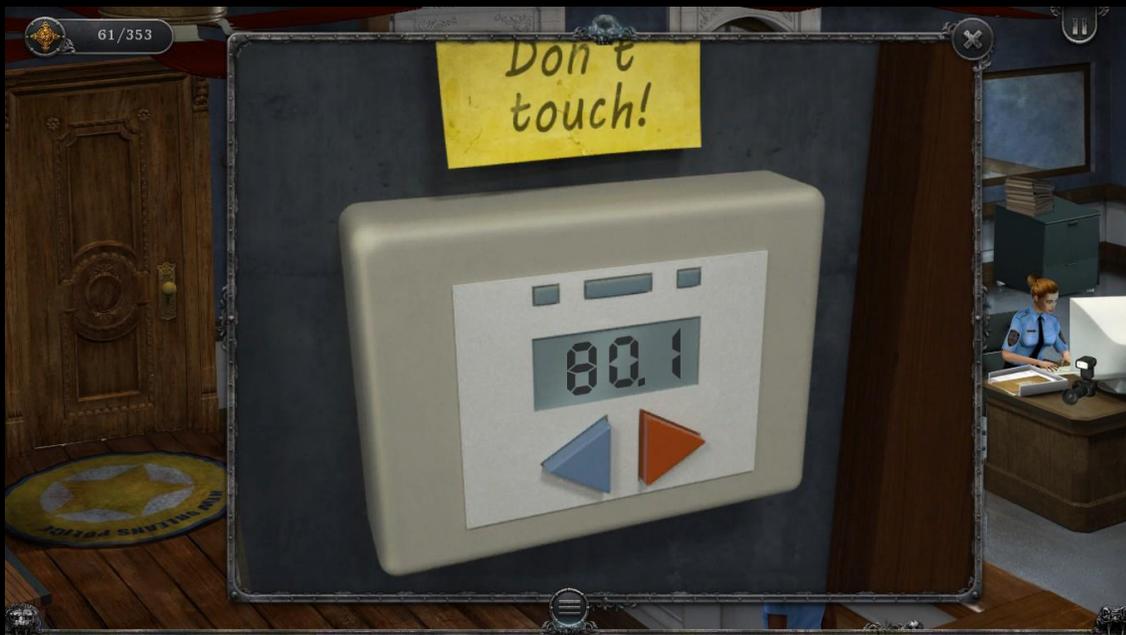
The cemetery is deserted save for an old watchman. Gabriel **asks him about Marie Laveau**, the old man tells him voodoo believers often visit her grave, including Dr. John. He also states many believers leave markings on her and other people's tombs, even animal and body parts. Gabriel inspects the Marie Laveau tomb, he notices it has several markings, just as the old watchman mentioned. Without knowing their significance, our hero **copies the markings onto his father's notebook**. Exploring the cemetery he stumbles across the Gedde family mausoleum, though he finds nothing worthy of note.

Gabriel heads back to the Voodoo Museum to inquire Dr. John about the markings. Dr. John claims they are mere scribbles, but warns Gabriel he should stay away from cemeteries. How did he know?

With no further leads to go on, Gabriel heads towards Malia Gedde's mansion, only to be blocked at the entrance by the butler. Perhaps he could trick the butler if he had

any sort of official document. While Gabriel works out his devious plan he begins his investigation once again, first off, a trip to the **New Orleans Police Station**.

Once past desk sergeant Frick, now that Mosely is in, Gabriel decides the best way to get Mosely's badge is by having him take off his coat. So he **turns up the thermostat** before entering the detective's office.



Inside the office, Gabriel asks his friend Mosely about the murders. Gabriel also notices Mosely's coat hanging in the coat rack with his badge on it. The two trade insults and ideas, but the detective firmly believes the murders are not voodoo related. **Gabriel asks about the patterns on the victims' bodies.** Mosely gives Gabriel permission to ask Offer Franks for a look at **the Voodoo Murders case file.** Our hero plans to do just that, but first he needs to get Mosely out of the office so he can ~~borrow~~ steal his badge so he **asks if Mosely can get him a cup of coffee.** The detective reluctantly agrees and leaves the office. Gabriel seizes the opportunity and **takes Mosely's badge from his coat.**

When Mosely returns, Gabriel excuses himself as quickly as he can and leaves the office to **ask Officer Franks for the Voodoo Murders case file.** The police file contains partial entries from the first six voodoo murders, but Gabriel isn't allowed to

leave with them or take any photocopies. As our hero puts the folder back in Franks's inbox, he takes a look at the camera on her desk then scans his eyes to see Frick pointedly ignoring his existence. Suddenly, it clicks. **He goes back to Mosely's office and chats up the photographs Mosely sent.** When Mosely asks if Gabriel has any more ideas for photos, **Gabriel suggests a cop/author shot.** Mosely calls in Officer Franks to take their picture, after which Gabriel hops out saying he needs to check his hair.



With the documents unguarded, **Gabriel takes and photocopies the files and places the folder back where it was** before anyone notices. He goes back inside and finishes taking a picture before heading out.

Gabriel decides to get a breath of fresh air and take another *stroll around Jackson Square*. He spots someone making a technical drawing of the cathedral. However, seconds after Gabriel approaches him, a gust of wind blows the drawing free of the artist's easel and behind a fence neither of them can get through. Our hero speaks to the artist and learns he has the tools and expertise to create technical shapes and line drawings. This could prove useful in deciphering that voodoo pattern he ~~steal~~ liberated from the police station.

Gabriel may not be able to reach the artist's drawing, but maybe the tap dancing kid will help? Speaking to the child, our hero learns he'll get the drawing if Gabriel either pays him or gives him something to eat. The money's a definite no go, but possibly he can come up with some food. There's a vendor two steps away, after all. However, the hotdog vendor seems more interested in reading his novel than doing any actual business.

Appealing to his common decency didn't even begin to work. After taking another look at the novel the guy's buried his face in, Gabriel realizes how he can play this out to his advantage. If he's an avid reader, **perhaps the vendor would be interested in the \$20 Gift certificate**. The vendor trades a hotdog for the certificate, Gabriel **then hands it over to the kid**. He then **asks him for a special request**, if he could fit through the bars around the statue and get the artist's drawing. The child fits easily through the bars and grabs the drawing in no time and gives it to Gabriel.

Finally, **Gabriel hands the drawing to the artist**. The artist asks if there's anything he can do in return, which as a matter of fact... he can. **Our hero hands him the patterns he got from the police station and the one he drew himself at Lake Ponchartrain**, he'll have to wait a day to see the results though.

Now the only thing left to do for the day is for Gabriel to try his luck with Malia Gedde once more. **Arriving at the Gedde Mansion he shows Mosely's badge to the butler**, introducing himself as "Detective Mosely".

Inside the mansion, Gabriel finally has some alone time with Malia. Although it's no longer the most pressing thing on Gabriel's mind, the murders are still a solid second place. Rather than spoil the mood later on, he decides to start with finding out what she knows, though Malia has little to no information to share regarding the murders or voodoo. Gabriel starts **flirting with Malia** but she quickly deduces he is not an officer. Malia is vaguely flattered at his attempt, but more annoyed than anything else. She has the butler show him out.

As the day draws to a close Gabriel returns home, he asks Grace to check out Madame Cazaunoux for him so he can visit her the next day. Grace leaves the shop as Gabriel heads to bed, only to be assailed by the same dream once more, but this time with a few differences. This time we also see blood dripping onto a strange, curved ritualistic dagger. It starts emitting a mysterious light before transforming into three intertwined snakes.



DAY 3



## DAY 3

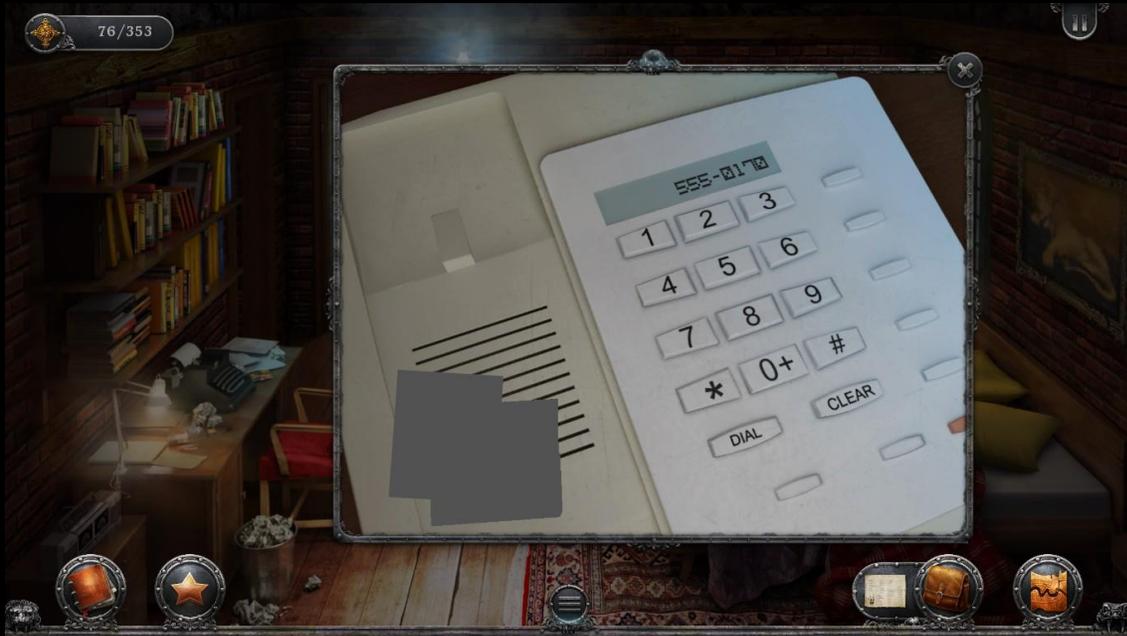


*“Drawn to the halls of learning  
I sought there to conspire.  
But it was in the city of the dead,  
That I found my heart’s desire.”*

Day three opens to the same routine as always, Grace arrives and opens the store. Sometime later, Gabriel barges in at the mercy of the brightly lit shop. Grace checked Madame Cazaunoux on the white pages, but there are several people under that name so our hero will have to find which is the right one. **She then hands him the torn phonebook page.** Gabriel asks **if there are any messages** for him. Grace replies Mosely called saying they found a suspect and he might want to be there for the interrogation. Before proceeding with the investigation, Gabriel **checks the newspaper** and its always cheerful horoscope.

Under the Cultural Events section there’s a notice about a lecture on “African Religions”, definitely going to check *that* out. For now though, it’s time to make some

phone calls. A few phone calls and white lies later, he finally dials a number belonging to an old lady with a French accent and a dog yapping in the background.



Unfortunately she quickly hangs up giving Gabriel no info. Gabriel does remember she called her dog “Castro”. He takes another look at the phone book page and sees an animal clinic ad. It’s a longshot, but maybe her dog is registered there? He **calls the animal clinic, asks about Madame Cazaunoux and states he’s worried about Castro**. Gabriel fools the receptionist and gets Cazaunoux’s address.

With so much work to be done, one would think Gabriel would begin his investigation immediately. Instead he **rides his bike towards the Gedde Mansion**, perhaps to apologize to Malia for his action, or maybe because he can’t stop thinking about her. A quick chat with the less than friendly butler reveals she’s visiting her mother’s grave. Luckily for Gabriel, he stumbled onto said grave yesterday, so he knows exactly where to find it in the **St. Louis Cemetery**.

He manages to find Malia just as she was leaving. Gabriel pours his heart out to her, saying she is not just a conquest to him. He feels the two share a strong bond one which neither can deny. Both speak in a whispered tone and Malia shares his interest,

though she does her best to fight it. Malia eventually walks away, but it's clear the conversation shook both.

For now, Gabriel decides to check up on his pal Mosely and this suspect they're going to interrogate **at the police station**. As soon as Gabriel enters the office, Mosely rushes to the door, raging and demanding his badge back, which **our hero promptly returns**. In his office is the suspect, named Crash, the kid looks like he's about to break down in tears. Mosely starts questioning Crash, demanding answers and threatening to lock him up, Crash appears scared out of his mind. After a while Crash gets a little contemplative, muttering to himself. He's scared of something, and might know more, but it doesn't look like Mosely will get anything else out of him today.



He's pretty much the only lead they've got, too. He won't say anything to the police, but maybe tomorrow he'd be willing to talk to an intrepid writer? Crash is taken away, leaving Gabriel and Mosely alone once more. Our hero **asks for the status on the case** and learns all of the victims seem to be connected to the criminal underworld.

With nothing else left to do at the police station, Gabriel **heads to Jackson Square** to check up on the artist. On his way outside, he notices a rada drummer standing outside the police station.

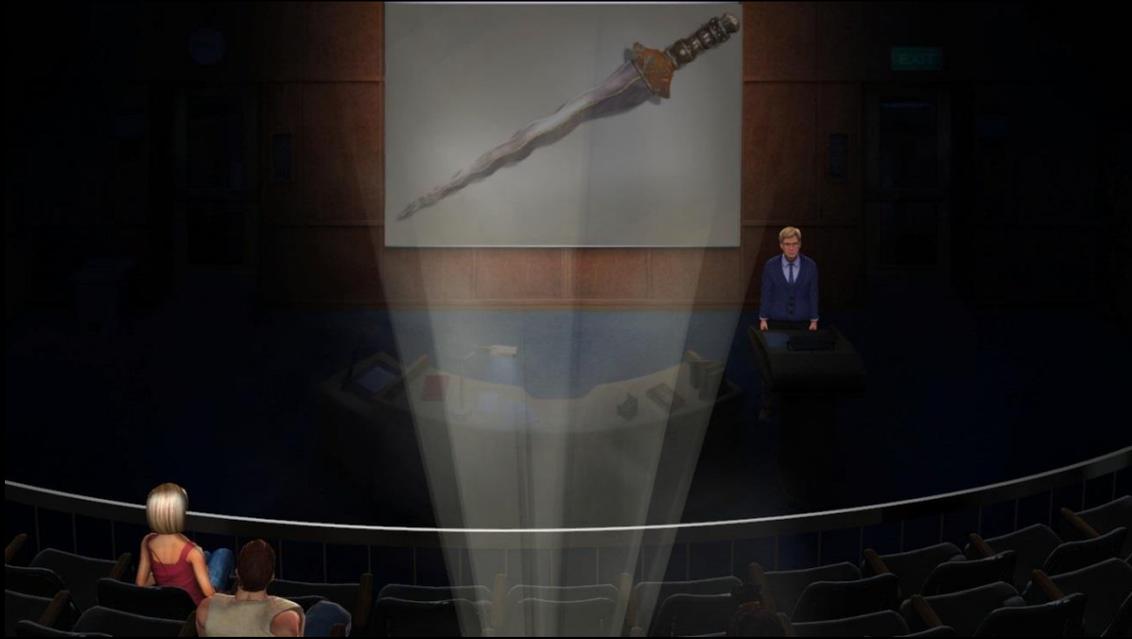
At the square he's distracted by a fortune telling booth. Before Gabriel gets a chance to talk to her, she calls for some dance music from the nearby band and starts dancing in the park. **Gabriel whistles at her.** She winks at him and drops her veil on the ground. When she finishes dancing, she sits at her booth and places a large pet snake around her shoulder. Perhaps she could know something about that small iridescent scale? **Gabriel picks up the veil and checks it with the magnifying glass.**

He finds a snake scale, it doesn't seem to match the iridescent scale he found though, still, he **picks it up all the same using the tweezers.** Finally, our hero **returns the veil to its rightful owner.**

As a reward she offers a free fortune telling session, not a bad reward. However something in Gabriel's future seems to scare her. Her voice deepens for a few seconds and shouts "*beware*" claiming there are "*forces*". She immediately jumps off her chair and starts running away from him, Gabriel is left dumbfounded. He then proceeds to **talk to the artist** on the right side of the park. He seems very jumpy and hands Gabriel the reconstructed veve with a half-serious joke of not to blow the world up with it. What could have scared him that badly?



It's not much to go on but perhaps an expert could help, one who's a little more forthcoming than Dr. John. **It's time to attend a lecture at the Tulane University.** The university lecture is very enlightening for those interested in the subject, and we see once again a very familiar knife appear.



However, Gabriel's interest seems to end there as he soon falls asleep only to be dream yet again. A small object zooms in from the distance. It's a sekey madoulé! Gabriel gets trapped inside it and wakes up. The lecture hall clears out before Gabriel has a chance to really recover. He wonders how much of the lecture he missed. Professor Hartridge doesn't seem to like our hero much, probably due to his snoring.

Still, Gabriel is brave enough to **approach and speak to him, namely, to ask about the meaning of "Cabrit Sans Cor"**. We finally learn that it's French for "goat without horns" and refers to a human sacrifice demanded by the Loa, the Voudoun Gods. Our hero then shows him the pattern he got from the artist. Hartridge gets excited and claims it's a very authentic vévé used in Voudoun rituals, confirming the murders are indeed using real voodoo.

Professor Hartridge needs time to research the v<sup>é</sup>v<sup>e</sup> Gabriel brought him and asks that he visits him tomorrow. Satisfied, our hero will now try his luck with **Madame Cazaunoux**.

He knocks at her door, and says he's writing an article on voodoo and was wondering she could help him. Cazaunoux claims she's a good Christian and will have none of that evil before quickly shutting the door. If she won't speak to Gabriel, perhaps a disguise is in order? One no good Christian would refuse. Time to suit up!

Gabriel stops *by St. Louis Cathedral*, if he's going to dress for the part, he'll need to look the part and that involves a priest's collar. **He enters the confessional and confesses all his womanizing sins**. Of course, knowing Gabriel, that's more than one priest can take in a single day. By the time he finishes confessing, the priest has to leave for a break.

Now that he's alone, Gabriel **enters the priest confessional, opens a small box inside it and takes the priest collar**.



Looks like he may have more to confess for soon. He quickly gets out of there and **returns home**. Probably best to not tell Grace what he just did too. At his room he **takes the black shirt** in his closet. Gabriel also **takes a hair gel bottle** from the

bathroom, since his current hairdo wouldn't fool anyone. With all the items in place, Gabriel rushes to **Cazaunoux's house**. No way is he going to let Grace see what he's about to do, either.

Once there, our priest-to-be **combines all three items and puts them on**. Gabriel's own grandmother wouldn't recognize him! And just like that, Madame Cazaunoux lets Gabriel into her home.

To say Madame Cazaunoux is a bit paranoid would be an understatement. Still, Gabriel **asks her what "Cabrit Sans Cor" means**. She'll only speak about the subject if our "priest" proves he already knows what it means, **so he replies "Goat Without Horns"**. She answers it refers to human sacrifices, **Gabriel asks her what she knows about human sacrifices**.

Madame Cazaunoux says they were done by the REAL queens of New Orleans, and when questioned further she reveals there's a secret voodoo hounfour in New Orleans and that she holds a token used to enter it. She shows it to Gabriel and asks our "priest" to bless it, which he does.

Gabriel needs to get his hands on this somehow, but she's not willing to part with it. After 'blessing' it, he bids farewell to Madam Cazaunox, his mind racing.

Gabriel isn't sure how he can copy it, a photograph wouldn't be of any help, perhaps a mold? There doesn't seem to be a better alternative, it will have to do.

Gabriel **heads to Lake Pontchartrain**, known for its banks rich with clay deposits. He feels at the clay along the shore, and sure enough it's firm enough to hold shape while still being soft enough that he can make an imprint. **Gabriel takes a lump of clay** large enough to get an impression of the whole bracelet.

Gabriel returns to **Madame Cazaunoux's house and asks to bless the bracelet once more**. While Cazaunoux has her head bowed Gabriel **turns aside and imprints the bracelet on the clay** just out of her line of sight, all while spouting one of the most awkward blessings known to man.

Gabriel returns the bracelet, surprised his plan worked. With that done, Gabriel returns home, thinking he made good progress today. Gabriel once again arrives at the shop just as it closes. As Grace leaves for the evening, Malia Gedde rounds the corner. Grace clearly knows who Malia is, but this knowledge does nothing to temper her resolve to bar Malia from entering the shop. Gabriel, however, intervenes and pulls Malia inside, shutting the door on Grace less than pleased.



The two spend the night together, drawing day 3 to a close.

DAY 4



# DAY 4



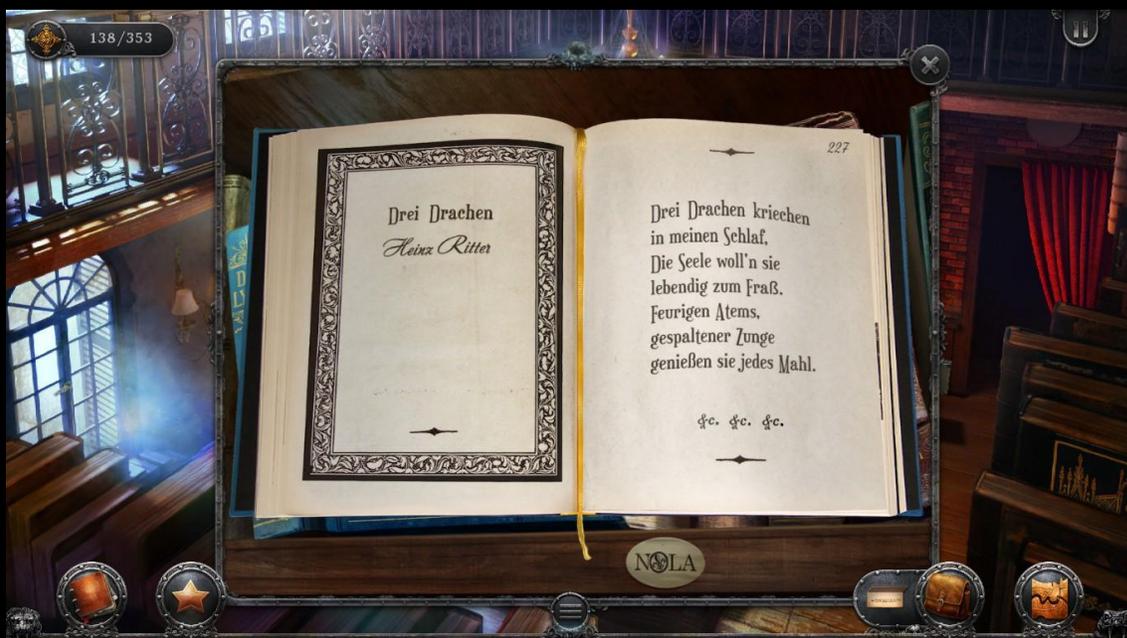
*"I spoke to one who smelled of death,  
He gave me to his ears.  
And crosses that were marked  
Were made into a veil of tears."*



Shortly before the day rises Malia silently slips out and the regular routine begins again.

Grace arrives and opens the store, Gabriel stumbles in and the two share an awkward silence. As Gabriel goes to check the newspaper he notices someone is standing outside the shop, silently staring at the two. Gabriel tells him to go away but the man ignores them. Resigned he reads the newspaper and discovers the voodoo case has been closed! Looks like the first stop today is the NOPD, to try and talk some sense into Mosely. The newspaper also lists an ad for a master jeweler, perhaps Gabriel can rebuild the bracelet yet.

Placing the newspaper down, he speaks to Grace and **asks if there are any messages for him**. Gabriel's grandmother called, she wants him to stop by and go through his father's things. Wolfgang Ritter called again, he claims to be Gabriel's relative, and our hero **asks for Ritter's number**. As he looks at the number, it dawns on him: doesn't he have a German poetry book by someone named Ritter? **He checks the shelf for the poetry book**, in which a particular poem catches his eye but he can't read German. Our hero then inspects the nearby German dictionary and is then able to make out the poem's title: The Three Dragons. It seems like this was just a wild goose chase, so he puts the books down and continues his conversation with Grace.



Finally, **Gabriel asks Grace to research the vèvè** he got from the victims. **Gabriel leaves for the NOPD.**

Outside the police station, Gabriel notices the rada drummer is still there, which he finds odd. Speaking to Mosely, our hero learns the NOPD thinks the murders were a case of gang warfare and now that the war is over they dropped the case. Gabriel is outraged. At this rate it looks like he'll have to solve it himself. It'd be a lot easier with Mosely's help, though.

Gabriel asks for him to reopen the case. Mosely replies he'll have to prove the cult exists, that they are a threat and to bring him a lead on the cult. A tall order, but it looks like Gabriel has no choice. For now, he decides to **visit the Napoleon House** and see if that jeweler mentioned in the paper can help with the bracelet.

The Napoleon House is one of the French Quarters' classic neighborhood bars, Gabriel is found here often, and he and the bartender Stonewall Jackson are pals. Our hero notices there's yet another rada drummer standing outside the bar. Gabriel walks to the bartender and **asks about the patrons**, more specifically, about **Sam and Markus**. He learns the two always play chess but Sam has never won a match against Markus and that Sam is a firm believer in voodoo. This information could be useful.

He approaches the duo, but they don't seem interested in talking to Gabriel, he even tries to show Sam the clay mold, though it produces no results. Maybe Gabriel can find something in the Dixieland Drug Store, so **he heads there**. Gabriel **reads a sign** stating every purchase over \$50 receives a Master Gambling Oil or a Lover Come Back to Me Oil. Looking around the store, he sees the mannequin wearing – of all things – a crocodile mask. Remembering these are used in voodoo gatherings, our hero thinks it could prove useful. He **asks Willy how much it costs**. Willy wants \$100 for it, Gabriel has nowhere near that kind of money.

**Gabriel visits his Grandmother**, she was hoping he'd stop by more often anyway. The two spend a nice quiet time. Suddenly Gabriel remembers what Grace told him about Wolfgang Ritter claiming to his relative, so **he asks Grandma Knight about the**

**Knight family history.** The two discuss the family's tragic past, his father and grandfather were also plagued by nightmares, both were artists and both died young in a car accident. Grandma Knight suggests Gabriel visit the family grave, not a bad idea, but first he should collect his father's things. So he goes up to the attic.



He goes towards the trunk and **inspects it, finding a key** underneath a picture. Next he checks an elaborate German clock to the side of the trunk. It seems to have a keyhole, **Gabriel uses the key he found on the clock** but nothing happens. The clock is adorned with a picture wheel on which one of the images is that of a dragon. **Its mechanical parts allow him to rotate the position of the clock's hands and the picture wheel.** Suddenly Gabriel remembers the Ritter poem, "The Three Dragons". Could this be it? **He rotates the hands to say 3 o'clock and places the dragon image on top. He rotates the key.** This time it works!

A small drawer opens, it contains a photo and a letter. The photograph shows Gabriel's grandfather. He inspects it and sees the back has the following written: "Schloss Ritter, 1925". He reads the letter. It's in German, but it seems it was sent by a "Wilhelm Ritter" and addressed to "Mein Sohn Heinz". My son Heinz? Heinz Ritter then. There's also a recurring word, "Schattenjäger". Maybe Gran knows more about this?



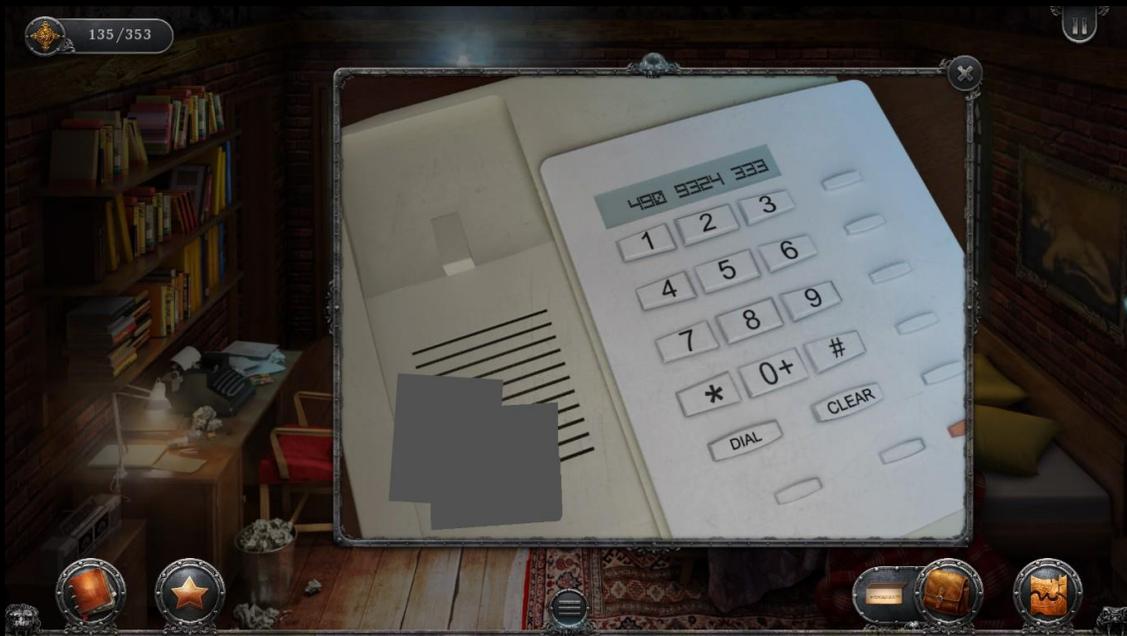
He heads downstairs, and asks **Grandma Knight** if she knows someone called **Heinz Ritter**. She reveals that's his grandfather's birth name. He had changed it to Harrison Knight when moving to America. So Wolfgang Ritter was telling the truth, he IS Gabriel's relative! She doesn't know Wolfgang though. Gabriel then asks if she knows what the word Schattenjäger means. She doesn't, though she had heard Gabriel's grandfather whisper it in his sleep. Seems this lead might be worth pursuing, but first Gabriel needs to digest this new information so he heads towards Jackson Square.



While there he runs into Crash, he's coughing pretty badly and seems scared. Gabriel approaches him but he just walks away. Maybe it's best to spy on him from afar. He **heads towards the Jackson Square Overlook** and **scans him using a pair of binoculars**. Gabriel notices Crash whispering a message to the rada drummer at the park... interesting.

Gabriel **returns to the park and follows Crash to the cathedral**. Gabriel eyes the drummer warily on his way to the church, but he doesn't seem to be doing anything suspicious. Crash is huddled in a pew, he looks seriously ill. Gabriel tries to ask him about the Voodoo Murders but Crash is too scared to say anything. If only there was a way to gain his confidence? Maybe if he had that snake bracelet Madame Cazaunoux showed him? He can't take hers but he does have a clay mold of it. He **goes home for now and tries to think of a plan**.

Shortly after he arrives at the store someone else walks in: Bruno. He's offering to buy the painting on the store walls, the one drawn by Gabriel's father. He vehemently refuses the offer and heads to his room.



Gabriel checks **Wolfgang's phone number and calls him**. Wolfgang reveals he's been having recurring dreams about him and that he needs to go to Germany as soon as possible, it's a matter of life and death. Our hero refuses, he barely knows this Wolfgang after all. Wolfgang then says he'll send him a journal from his family and to at least consider his offer, our hero acquiesces.

Gabriel goes to the front of his shop, Bruno walks in again, he's insisting once again that our hero sell his father's painting. Gabriel considers it for a moment. He is suddenly in a more immediate need for money, what with buying the animal mask, the need to get that bracelet mold cast (if the jeweler would pay him any attention), and more importantly, a possible trip to Germany.



Reluctantly, **Gabriel sells the painting**. He's not happy about this, but it's the only way he can continue his investigation.

He should go and buy the animal mask, but first, a quick **pit stop at the St. Louis Cemetery**. Right now, he needs to **speak to his family**. As he does this a small squirrel bumps against a nearby vase and breaks it, revealing a \$20 bill. Gabriel takes it and leaves for **the Dixieland Drug Store**. Arriving there, it seems Willy just raised

the price to \$120, luckily for Gabriel, that's the exact amount he has, so he purchases the mask and even gets a free Master Gamblin' Oil as an extra. Could this oil help Sam win his chess game?

Gabriel heads to the **Napoleon House** and **gives Sam the oil**. He needs a little convincing though, so Gabriel **tells him Markus has been using it** as well, **that it's a voodoo oil** and even goes as far as to say **it could make a nun get lucky**.

Sure enough Sam takes it and wins the game, he's so happy about this he tells Gabriel he now owes him a favor. Gabriel intends to call said favor immediately and **shows him the clay bracelet mold**. Sam tells him he'll have it ready today and to come back later. Our hero is too impatient to go anywhere else, he **leaves the Napoleon House**, circles the block for an hour or two **and returns**.

Once there, he **picks up the newly crafted bracelet from Sam** before returning to the cathedral. He **shows Crash the bracelet**, which is enough to convince him Gabriel knows more about this than he seems, since Crash has the same symbol tattooed on his chest. **Gabriel asks him about the rada drummers**. He's told they're the eyes and ears of the voodoo hounfour, the drum's beat is a code which they use to communicate.



Crash also reveals voodoo is real and that there is a secret hounfour in New Orleans though he doesn't know where. He also mentioned they have gatherings where some of them transform into animals. All of this information is a little hard to swallow, but as soon as Crash finishes speaking he begins to spasm crying "The Eyes of The Snake! Damballah!" during his dying breath.

As Crash lies dead on the pews, **Gabriel takes out his father's sketchbook and copies Crash's tattoo** onto it. Gabriel rushes out of the Cathedral and bolts home. He asks Grace to research rada drums and so ends the day.

Gabriel can't sleep, he calls Malia, she can't sleep either. Gabriel goes to visit her.

DAY 5



# DAY 5



*"The road was blocked,  
the truth was shunned,  
the white flag had been waived.  
Reversal cost me all I had,  
and everything I'd braved."*

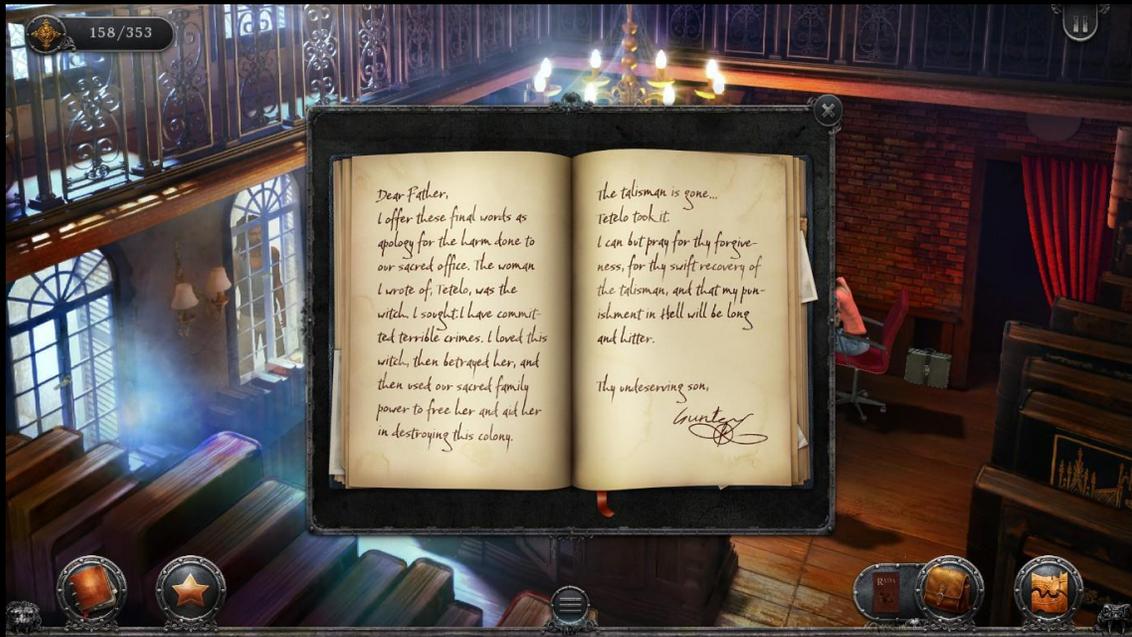


The day begins with Grace opening the shop, though this time Gabriel doesn't stumble in from his bedroom. Instead he strolls in heartily through the front door. Grace shows her concern but Gabriel dismisses them. She mentions a package arrived for him, all the way from Germany, an overnight delivery. It contains a letter from his great-uncle Wolfgang and a journal. Grace also checked out the vevé Gabriel requested, she pulls out a small piece of paper. Apparently there was a murder in 1810 which had a very similar pattern around the body. Grace also gives Gabriel a book on rada drums.

Finally the phone rings. It's Professor Hartridge. He seems to have made a breakthrough in his research and is asking for Gabriel to meet him ASAP.

So many leads to follow, but the first thing to do is **to read the letter and journal** he got.

Gabriel reads through the pages Wolfgang marked. He reads of Gunter Ritter's journey to Charleston as a Witch-hunter, hired by the townsmen to solve a series of ritualistic murders. He reads about Gunter's meeting with a beautiful slave woman, Tetelo, and of Gunter's tormenting urges for her. He reads of their physical union and passion, and of Gunter's investigation into the murders. The victims were all crew members on a certain slaving expedition to Africa, it seems. The second-to-the-last entry describes Gunter's plan to set a trap for the coven committing the murders. He also reads Gunter's final entry of the journal:



*“Dear Father,*

*I offer these final words as apology for the harm done to our sacred office. The woman I wrote of, Tetelo, was the witch I sought. I have committed terrible crimes. I loved this witch, then betrayed her, and then used our sacred family power to free her and aid her in destroying this colony.*

*The talisman is gone -- Tetelo took it. I can but pray for thy forgiveness, for thy swift recovery of the talisman, and that my punishment in Hell will be long and bitter.*

*Thy undeserving son,*

*Gunter”*

This all seems to tie into Gabriel’s dreams, Gabriel realizes he’s been watching Gunter Ritter mournfully burning Tetelo at the stake. The medallion with the blood on it might very well be the talisman spoken of here, though there is no mention of a

woman transforming into a leopard. Symbolism perhaps? Things are starting to come together, for now, it's Hartridge's turn to fill in some of the gaps.

Before that however, **time to read the always cheerful newspaper horoscope**, which of course does not help in calming his fears.

Time to **pay Professor Hartridge a visit**. Gabriel goes into Hartridge's office, only to find him dead at his desk! Something about Hartridge's death mask reminds Gabriel of the way Crash checked out. Not a pretty ending.



Gabriel doesn't let this deter him, though. On the desk is a notepad with the top sheet torn off, but there seems to be signs of writing underneath. **Gabriel picks up a pencil and lightly rubs it over the notepad page.** The paper reveals some scribbled notes on the veve! **Gabriel takes it.** Unfortunately, that's the best Gabriel can find. Whatever else Hartridge knew, our hero will not learn it from him. Before leaving the university, Gabriel notifies campus security about Hartridge's body. **He goes to the Voodoo Museum.** With the way Crash and Hartridge died, there is undoubtedly voodoo at

work here. Gabriel may not fully trust Dr. John, but there doesn't seem to be any other alternative.

On entering the museum, there doesn't seem to be anyone in the building, but why is the door open then? Suddenly Gabriel is attacked by a huge python. Gabriel struggles against the museum python wrapped tightly around his neck, but it's much stronger than he is -- the harder he tries to pull it off, the tighter its grip becomes. He crawls to the fan switch, remembering that vibrations affect snakes' hunting behaviors. **He flicks the switch and a fan starts rotating.** Alarmed by the noise and vibrations, the snake loosens its death grip on Gabriel and slithers off.

As the snake flees from the terrifying fan, the lights flip on and Dr. John wanders inside. Dr. John doesn't sound even the slightest bit concerned or surprised by what happened. Gabriel rushes out of the museum. Unsure of where to go, he remembers that voodooienne flyer he's been carrying and decides to **pay a visit to Magentia Moonbeam.**

He asks her about St. John's Eve and learns many believers celebrate it by wearing animal masks and dancing around a bonfire, usually around Bayou St. John or Lake Pontchartrain. Gabriel asks her about snakes and if he could have a snake scale from her pet snake Grimwald but she refuses, so, instead **he asks if Magentia could give a display of how she handles Grimwald.**



Magentia takes Grimwald and starts dancing, too distracted to even notice Gabriel. He seizes this opportunity and **inspects the snake's cage**, taking some of its skin. He compares it with the iridescent snake scale he found at the crime scene, but they don't match.

Gabriel then **shows Magentia the voodoo code** he scribbled from the cemetery. She confirms it's a legitimate code, but refuses to translate it for an outsider. Gabriel asks again, reasoning how would he become a believer if not given a chance? Magentia relents saying he then must prove he has the favor of a Loa by using a machine she has.



Gabriel pulls the “start” lever and it shows the message “*trusted friend*” before scrambling it. Our hero deduces he must reconstruct this message by pulling the **bottom levers**. The puzzle requires Gabriel to change one letter a time and slowly reform the message. Magentia is impressed and translates the document for Gabriel.

Satisfied with his progress he **heads to St. George's** to think about things. Grace notices something on Gabriel's face. She picks it off and places it in the ashtray.

**Gabriel checks the ashtray using a magnifying glass.** It's a scale from the museum's python! He **takes the scale using the tweezers** and then **compares it to the Lake Pontchartrain scale**, noticing they are a perfect match. This is the smoking gun Gabriel needed! He should now have enough evidence to re-open the case. He leaves the shop as calmly as he can, trying not to alert the suspicion of either of his spectators and heads towards the **police station.**

Outside the station there are three nearly identical little girls playing jumprope next to the rada drummer. There's something a little off about them, but Gabriel can't worry about that now. He enters Mosely's office. Gabriel **shows Mosely the reconstructed voodoo pattern** and **Hartridge's notes** on them, it's enough to convince Mosely the murders were done by a legitimate cult. That's one step closer to re-opening the case, just need two more.

Gabriel then **shows Mosely the article from 1810**, proving they are a threat. Now, for the piece de resistance, our hero **gives Mosely the matching scales.** Success! Mosely finally relents to Gabriel's point of view.

As the day draws to a close, Gabriel heads home and Grace closes the shop. He tries to call Malia in the middle of the night, but no answer.

DAY 6



# DAY 6

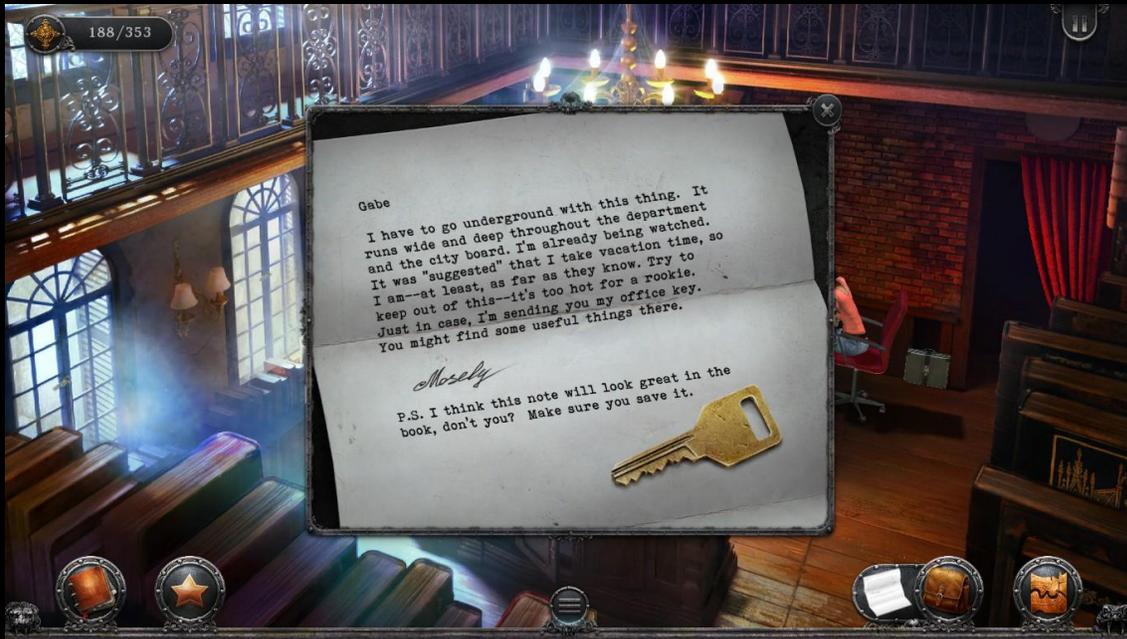


*"The road was blocked,  
"And then the night became as day,  
I glimpsed nature's reddest claw!  
The face of fear looked back at me  
as I gazed into the maw."*



At the dawn of St. John's Eve, the usual morning ritual begins, but this time something is different. Grace arrives and screams as she sees a dying chicken writhing slowly in a pool of its own blood. Our hero tries to comfort Grace and cleans the room.

As the two discuss the situation a mysterious stranger drops a letter through the mail slot. Gabriel **picks up the envelope and inspects it**. It was sent by Mosely!

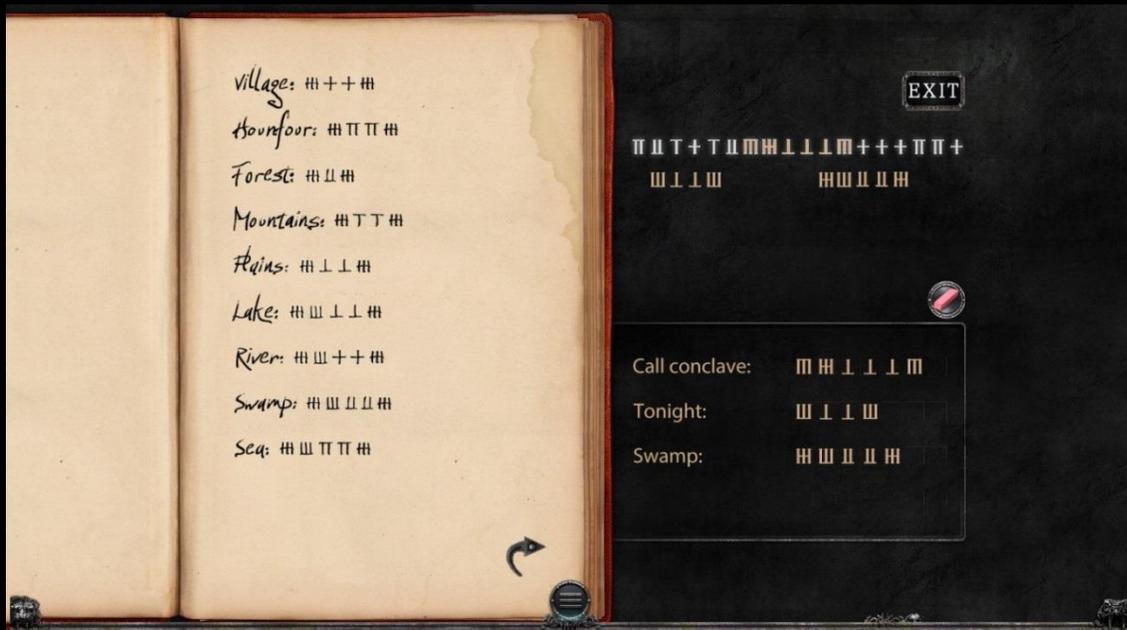


It sounds like Mosely is on to something and that office key could come in handy. **Gabriel moves on to today's newspaper**. It states today is St. John's Eve and many celebrate it either on Lake Ponchartrain or Bayou St. John. The horoscope for the day was very specific too, "Today you will either die, or your life will change forever.", he puts the newspaper down.

Gabriel needs to know where they are going to gather, so he **heads to Jackson Square** and spies on the drummer there. Before he can even get started, he sees a familiar face, Lorelei, the fortune teller who ran away! Gabriel approaches her but she seems different. She's in a trance and her voice is deep, she warns Gabriel to stay away from Malia Gedde before running away once more.



This day just keeps getting better, doesn't it? Our hero presses onward. He **takes out the rada drum book and listens to the drummer.**



Gabriel spends some time studying the book to know which symbols are assigned to each drum beats. He deduces the correct message, "Call Conclave", "Tonight", "Swamp".

Our hero **heads towards the Bayou St. John**. He tries to explore the bayou, but something in the air is confusing Gabriel's sense of direction. Eventually Gabriel ends up right back where he started. Maybe he could follow one of their members? But for that he'd need something to track them down, perhaps Mosely has something he can use. **Gabriel rushes to the NOPD**.

He tries to enter Mosely's office but desk sergeant Frick blocks his path, when asked about this Frick says they don't have a Detective Mosely. Gabriel is furious, but he needs to be smart about this, there must be another way inside.

Outside the police station, Gabriel notices an abandoned car. It's missing a tire and has a dead crow and tire iron lying behind it. This does not seem like an accident. Someone trying to send a message, perhaps?



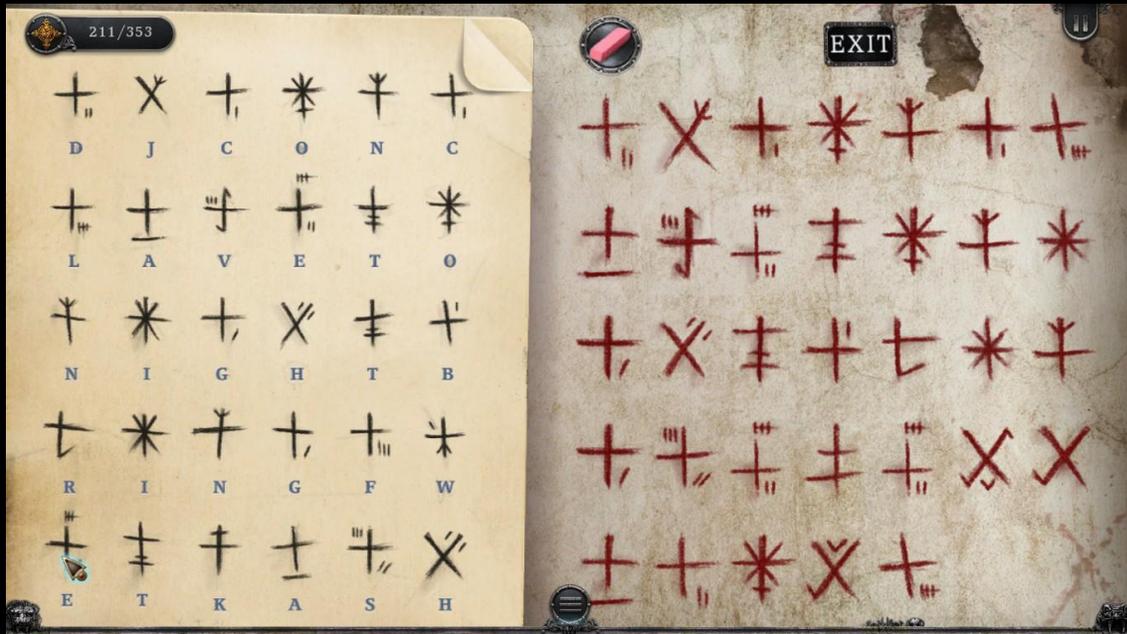
Gabriel walks around the police station and approaches Mosely's office window, he tries to open it but fails. Maybe he can use the tire iron near the car. He goes back to the car parked outside the station, **takes the tire iron**, and **then uses it to open the window**.

Inside, he uses the **key on Mosely's drawer** and takes out a **tracker and two signal devices**. As soon as he does this, he notices everyone at the police station staring at



*"DJ keep e?es on GK b?t do not har?" Perhaps... "DJ Keep eyes on GK but do not harm"*

With the code cracked, Gabriel **picks up the red brick** near the wall and uses it to write the new message. Gabriel writes *"DJ conclave tonight bring sekey madoule"*



Finally, Gabriel needs to do one more thing if he's going to fool them: A tattoo on his chest, just like the one on Crash. Grace is an artist, maybe she can help with that. When Gabriel **arrives at the shop**, Grace is buried in her work. Our hero **shows her the sheet of paper with the snake tattoo** and asks her to copy it onto this chest, **saying it's for a costume party** he's going to with Malia.



Grace sarcastically asks why she should help him if she doesn't even like Malia. Gabriel teases her, **answering she doesn't have to if she's jealous**. The teasing works and Grace paints the snake tattoo.

Now all that's left to do is to crash a party **at Bayou St. John**. Once there, Gabriel **pulls the tracking device** and **follows its directions** until he finally reaches his destination. There, he takes off his shirt and **puts on the crocodile mask**.



As he joins the group, Dr. John asks several questions to make sure the newcomer really is a believer.

Q: "Name the great serpent who crushes all in his coils."

A: "Damballah."

Q: "Who is the destroyer of men?"

A: "Ogoun Badagris."

Dr. John is satisfied and Gabriel covertly joins the ritual.



A woman dressed as a leopard walks into the center of the clearing, carrying a couple of live chickens by the neck. She begins dancing in a circle, squeezing hard and waving the chickens, killing them.



When she's done with the chickens, Dr. John pulls his snake out of the nearby cage. She begins dancing even more wildly with the snake while Dr. John blows some sort of powder onto Gabriel. He sees in his mind the two rings of fire from his latest dream.



Reeling, Gabriel takes off his mask and stares intently at the leopard woman as she dances with a khu-bha-sah. The images from the dream and what he sees in real life begin to blur. And the leopard woman looks familiar.



He rushes in and reaches for her mask, revealing her to be Malia. Suddenly something changes, Tetelo takes over Malia's body, Gabriel tries to escape. The last thing Gabriel remembers before slipping into darkness is a hand reaching for his arm.

DAY 7



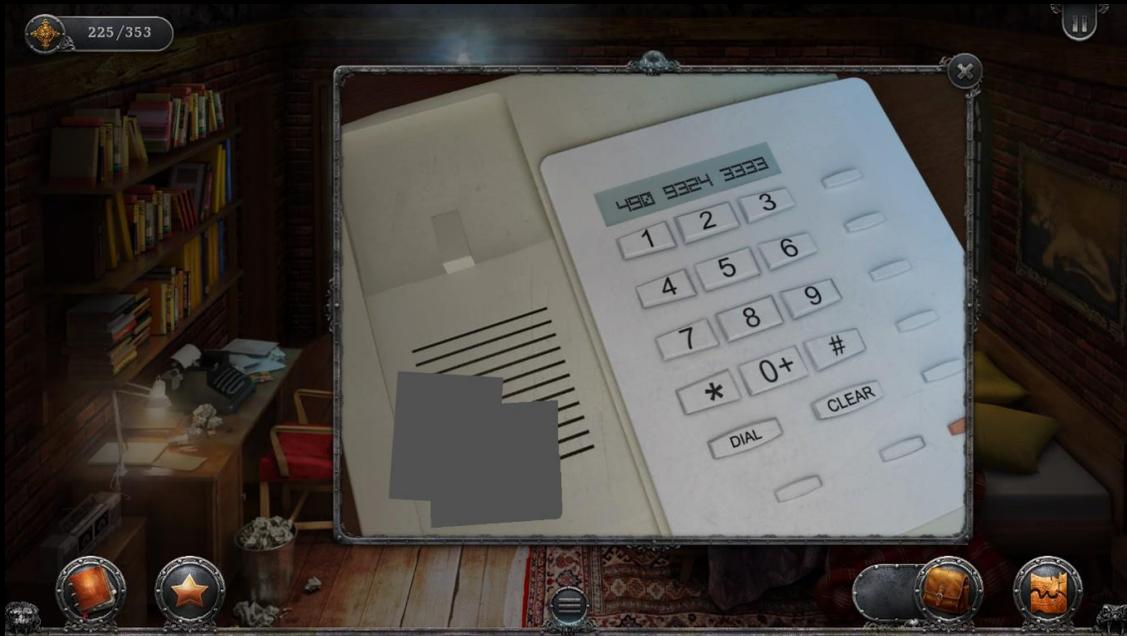
# DAY 7



*"My last ally laid to waste,  
I ran towards the light,  
I prayed for one to change my path,  
To give me strength to fight..."*

The day begins with Gabriel slowly, groggily coming to, only vaguely aware of his change in surroundings. He barely remembers what happened though Grace quickly fills him in. SHE was the one who saved him from the voodoo ceremony.

Gabriel **reads the newspaper**, even the horoscope is recommending he quit his pursuit, probably not a bad idea.



He goes into his room and **calls Wolfgang Ritter**. Gabriel learns his family is from a long line of Schattenjäger or shadow hunters. They hunt the darkness, that includes vampires, witches, werewolves and the like. The Schattenjäger family was protected by a magical talisman which fell into the hands of Tetelo through Gabriel's ancestor, Gunter Ritter. The talisman is either in New Orleans or buried with Tetelo's remains in her homeland but Gabriel's family never knew where her body was buried.

Gabriel informs Wolfgang that according to Professor Hartridge's research, Tetelo came from the Agris tribe, they lived near the Fon tribe in what is now known as the People's Republic of Benin. As the two finish speaking, Wolfgang recommends that Gabriel leaves New Orleans for the time being.



It seems the world is telling Gabriel to make his way to Germany, maybe he should acquiesce. It's out of his budget, but he can at least find out how much it costs. Gabriel **checks the phone book page** Grace gave him days ago, it has an ad for a travel agency. Picking up his phone, **Gabriel telephones the travel agency and asks how much a trip to Rittersberg, West Germany would cost.** The minimum price is \$1400, well beyond his price reach.

A trip to Rittersberg is out of the question so it seems he'll have to investigate the case locally. Visiting Malia would probably be a dangerous endeavor, but he does need to discover if the talisman is in New Orleans. Gabriel **takes the flashlight** in his bedroom and starts his search with the obvious place, **the St. Louis Cemetery.**

Where better to find the bones of a Gedde relative than the family mausoleum? The normally-locked panel by the door is conveniently wide open. Perhaps a little too conveniently, but he has no choice and **presses the button.**

The doors close behind Gabriel, leaving the tomb pitch black, he **uses the flashlight.** On the left side of the tomb is an ossuary, **inspecting it** he finds some of the skulls have green gems and are loose. At the bottom is an image of how to make the sign of

the cross on oneself. Gabriel deduces he must press the gems in the same order as making the sign of the cross.



So he presses them in following order: **top, bottom, left, right, center**. This causes one of the drawers to open. Gabriel **checks the drawer** and sees Mosely's body inside it. Shocked he drops his flashlight, then out of nowhere, something smashes against Gabriel's head and he goes down.

Sometime passes, Gabriel pulls himself up and grabs the flashlight, he **checks Mosely's drawer** once more. Mosely's body is gone! Only his wallet was left behind. Guiltily, **Gabriel picks it up** and tries his best no to think about the implications. There's nothing else here, Tetelo's remains are either in Africa or in the secret hounfour, **so he heads home**.

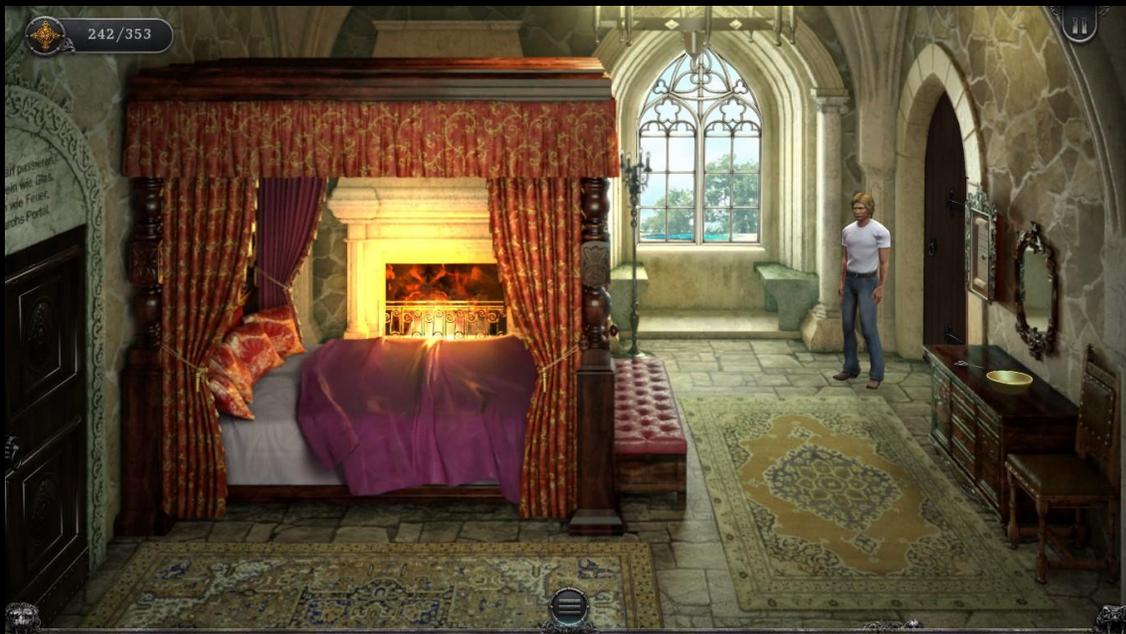
Grace immediately notices Gabriel's distress, she asks what's wrong but he dismisses it. She also informs Gabriel that Wolfgang Ritter called, he claims to have found what "he was looking for" and that the Schloss Ritter castle is Gabriel's now. That doesn't sound good.

Gabriel **inspects the wallet**, hardly believing he stooped this low and starts looking through it. It has Mosely's I.D. and credit card. He breathes in deeply, heads to his

room and **calls the travel agency** and feeling guilty, he gives them Mosely's credit card details. Gabriel hangs up the phone, feeling both relieved and disgusted. He tells Grace about his trip and **leaves for the airport**.

Gabriel reaches the Schloss Ritter castle but Wolfgang isn't there. Instead, he is introduced to Gerde who looks after the castle. The two speak, Gabriel learns the castle has fallen into a state of disrepair and that there is a secret library within the halls of Schloss Ritter but neither of them know the location, and only a Schattenjäger may enter it.

The castle has a chapel with a stained glass window of the legendary battle between St. George and the dragon. Gabriel named his store after him and has always been fascinated with St. George, he just never knew why until now. There are also three panels on each side of the chapel. Gabriel can't determine their purpose just yet, but they seem awfully specific. **Perhaps Gerde will know more.**



Before that, Gabriel checks the bedroom, there's a large, locked wooden door. Perhaps the library is behind it, but how to open it? A poem stands above it, but it's in German. He'll have to **ask Gerde what the poem means**. Before leaving the room he notices a large display case hanging on the wall, containing a scroll, he makes a mental note to check that out again when he's done speaking to Gerde.

From Gerde's explanation, he must become a Schattenjäger to enter the library and in order to do that, Gabriel must follow the ceremony as shown in the chapel's panels.

The chapel of Schloss Ritter looms oppressively around Gabriel, flanking him with what Gerde claims are the steps to becoming a Schattenjäger. It would have been helpful if Wolfgang was around to explain the ins and outs, but after checking out the panels, Gabriel decides he should be able to make do. The first panel shows hands and water, the second shows hair and a knife, the third shows a chalice on a table with ocean waves in the background.

If he's reading this correctly, he needs to wash his hands, but there doesn't seem to be running water in the castle. He **goes to the bedroom**, there he notices a small puddle on a thick ledge outside the window. Thinking of the first chapel panel, Gabriel **washes his hands in the water**.

The second panel seems to be a simple haircut, luckily, there's a small pair of grooming scissors on the cabinet. He **takes the scissors** and very reluctantly **cuts his hair in front of the mirror**. For the third panel he needs a chalice, but there's none in sight save for a... chamber pot. It will have to do. **Gabriel picks up the chamber pot**. He **heads towards the chapel** and thinking of the third panel he **places it on the altar**. There seems to be something missing though checking the panel again he realizes that the waves in the panel may be important. . If it means ocean water, maybe he needs salt to go with his puddle-washed hands. He **borrowes the salt shaker from Gerde, goes back to the chapel and pours some into the chamber pot**.

He checks the other three panels. The fourth panel shows a knife and a few drops of blood, the fifth shows someone kneeling, and the sixth shows a scroll.



Gabriel saw some weapons at the entrance; he **goes there** and **picks up a dagger**. Panel six shows a **scroll**, perhaps the one in the bedroom, Gabriel takes it.

Everything in hand, Gabriel **returns to the chapel**. He **uses the dagger** to cut himself and pour some of his blood into the “chalice”, then he **kneels at the altar** and **pulls out the scroll** and begins the final procedure. Unfortunately it doesn't look like it worked. Defeated, Gabriel goes to bed.



That night, he dreams of the dragon, it purifies his soul in cleansing fire, but Gabriel will have to earn his Schattenjäger title. As the dream culminates with Gabriel banishing his darker self, he sees a key form.

DAY 8



# DAY 8



*“Inside a hidden chamber  
where I had no right to be,  
I found the wheel at last or,  
Could it be, the wheel found me...”*

Gabriel wakes up confused, was it just a dream? He was hoping to head downstairs, maybe Gerde has some coffee, but something catches his eye; there’s a golden key next to the bed, the same from his dream! Did it materialize from his dream or did Gerde place it there? Regardless, there’s only one room where this key could belong. **He uses it on the wooden door.**



Inside he finds the Schloss Ritter library. Just by glancing at the spines, Gabriel can tell that this is one of the most priceless private book collections he's ever seen. Gabriel browses the shelves for anything that looks helpful, but doesn't know where to start. He then notices a panel that seems jumbled. He approaches it.



The image unscrambled reveals an impressive coat of arms, the coat of arms then opens up to reveal a secret passage. Behind it is a Schattenjäger trophy room. In the

room, a title catches his eye: People's Republic of Benin. Gabriel **picks it up** and reads it. The book reveals much of the region's history, but if Gabriel wants to learn more about the cultures he needs to check another book called "The Primal Ones".

He returns to the library and **checks the sociology books**. Reading the book it explains how the region was in a perpetual state of war, it also recommends the reader check another title, "Ancient Roots of Africa". Gabriel **checks the history section**. The book mentions the sun worshippers, and recommends the "Sun Worshippers" as additional reading. He **checks the religion section**. The book mentions its homeland as a sacred site of Power and recommends the reader check "Ancient Digs of Africa".



Our hero **checks the Archaeology section**. This book mentions a double snake mound, a small snake ring within a larger snake ring. The tribe's vevé also had two concentric rings. This could be related. Looking at the picture, it's safe to assume this is where Wolfgang went.

Gabriel **tells Gerde the good news**, he knows where to find Wolfgang. Neither Gerde or Gabriel have the money to afford the trip, luckily Gabriel still has Mosely's credit card. Gerde books him on a trip to Africa.

DAY 9



# DAY 9



*“And then the wheel went round and round  
I could not find my way.  
Twelve and three and turn the key,  
I heard the madman say...”*

The trip to the center of Benin proves to be uneventful, a nice change of pace from the usual madness. Gabriel hires a driver to take him to the double snake ring mound. Once there, **he enters it** alone.

The rooms of the snake mound are made entirely from earth, formed centuries before into a wheel by sun worshippers. The walls bear ancient paintings – the handiwork of the sun worshippers, no doubt. Mummy-like figures in contorted poses appear to be the only residents here.

On the floor there's an etched stone, Gabriel picks it up. It has an image of several snakes, could they have some meaning? While he puzzles out the purpose of the stone, Gabriel moves on to the next room. There's a door on the other side as well, but for now he decides to travel clockwise around this place. He finds an elaborate mural with an etched stone set in place; it has an image of seven snakes. He can't remove it from its place, strange. He continues his exploration.

Each room he visits he **picks up the etched stones**, until he eventually enters a room with a **staff shaped like a snake**, Gabriel takes it with him. He continues exploring the room until he finds a stone with a pattern of twelve snakes. The stone is stuck in that room as well. Re-counting his steps from the seven-snake room he realizes he passed through five rooms clockwise. Suddenly he realizes, the mound is designed like a clock! He must **find every stone and order them clock-wise**.

With that task done, he makes his way to the elaborate mural once more, it seems to be the most prominent room. He tries fitting the rod into the stone, but nothing happens, perhaps room 12 then? He goes there and tries the same, but once again nothing happens, what is he missing? Maybe it's the three snakes? Like the ones in his dreams?

*Note: it's recommended you save your game before taking this next step*

**Gabriel goes to room 3.** Once there, he tries **using the snake rod on the etched stone hole**. From somewhere off in the mound, Gabriel hears a soft click, then a rumble! Suddenly the mummified corpses come to life and attack our hero. He must try to get to reach the elaborate mural while dodging these mummies if he wants to proceed.



Suddenly he comes across a room where every exit is blocked by the zombies. He scans the room wildly for something that'll help him get past these mummies. Seeing the vines, he plans a risky move. Gabriel **grabs a vine and swings from it** against one of the monsters. Gabriel crashes through the sentry, finding himself in the room that originally held the mural -- and now holds a wide-open passageway blocked by another group of ravenous mummies!



Suddenly Wolfgang Ritter leaps down from above, swinging a torch against the zombies, keeping them at bay. He shouts at Gabriel that these creatures will only be alive so long as the door is open. Gabriel **uses the staff in the hole**, shutting the door. Wolfgang discards his torch and dives headfirst into the passageway as it closes.

The two are safe for now, but Wolfgang is clutching his heart, he is considerably worse for wear. In the inner room there's a table marked with symbols. Wolfgang translates them and explains that the Gedde's tribal power comes from an idol they stole from this very mound, it must be destroyed. They try to **move the lid**, but fail. Gabriel then notices that on the wall is a rack containing two iron bars. They **pick the bars up** and fit them through the table's holes.



The two try to **lift the table** but fail once again. Wolfgang says it's a sacrificial table and it requires a heart, he recommends that Gabriel tries getting one from the now-lifeless mummy in the room. Gabriel **uses his knife on the mummy**, but just as he's cutting, Gabriel hears a scream as Wolfgang rips his own heart out. Wolfgang has sacrificed himself onto the table so that Gabriel may claim the talisman.



After arranging for the shipment of Wolfgang's body back to Rittersberg, Gabriel returns to New Orleans. He carries with him the Ritter talisman. He hasn't heard from Grace for over twenty-four hours, and he could not reach Malia by phone. Meanwhile in New Orleans, Grace is kidnapped...

DAY 10



# DAY 10



*"Deep in the earth I faced a fight  
that I could never win.*

*The blameless and the base destroyed,  
and all that might have been  
I heard the madman say..."*

- Gabriel Knight

Gabriel **returns home** to find the shop unlocked and vacant, he quickly deduces something happened to Grace. On the desk there's a **note, our hero picks it up and reads it.**

*“Gabriel – I hope you survive long enough to get this. Tetelo knows you have the talisman. Your life is worth nothing, my love. I fight to save you, but she controls things far more than I!*

*She has taken Grace. Return the talisman and leave New Orleans forever. If you don’t, I can’t help you. PLEASE. I can’t bear to see you die.*

*Please believe me – I love you*

*Malia”*



Before Gabriel has a chance to really process what he's just read, he hears some footsteps shuffle near his bedroom's entrance. It's Mosely! Mosely was in the tomb and when he heard someone else coming in, he hid in the drawer. He didn't know it was Gabriel and had attacked him the first chance he got. The two hatch a plan, Gabriel will look for the entrance to the secret voodoo hounfour, he'll plant a tracking device somewhere inside so that Mosely can come to his aid. Mosely leaves and **Gabriel reads the newspaper** to catch up on what he's missed. Between storms, food

poisoning, and an unprecedented crime rate, it seems all hell broke loose while Gabriel was gone.

Gabriel goes to Jackson Square, a wheel within wheel, just like the mound. The Hounfour has to be here, but where is the entrance? Gabriel checks the **St. Louis Cathedral**. If the secret entrance is here it wouldn't be anywhere that only the church's personnel would be allowed. A series of suspicious people shuffling in and out of the offices at all times would raise too many questions among the unaware. He **enters the confessional**.

Gabriel looks around the confessional before quickly spotting something interesting, there's a knothole there that seems familiar. Gabriel **uses the snake rod on the knothole**. It appears the confessional is a moving elevator, the confessional elevator moves to a lower floor that shouldn't exist.

Before leaving the elevator, **Gabriel places the signal device and the snake rod under the kneeler** so that Mosely can find the hounfour. Gabriel steps out of the elevator and into a sterile looking room adorned with voodoo art which in itself leads to a circular hallway. The schattenjager starts exploring the facility.



Each room has a sign above the door indicating where one is within the hounfour. The elevator room's door has six snakes on it. Gabriel assumes there are 12 rooms, just like in the mound. Gabriel moves clockwise and then explores the archway. He notices there are a few wall panels that appear to open. They probably conceal air supply systems or other control mechanisms that support the underground structure. Gabriel makes a mental note of this and continues to the center of the hounfour.



Gabriel discovers the sacrificial room. Checking the table, it tells the story of the Gedde tribe. Tetelo holding up the talisman, a ship sailing, slaves rising up to kill their owners, Tetelo's people arriving at New Orleans, they accumulate great power through voodoo and the hounfour is built under Jackson Square.

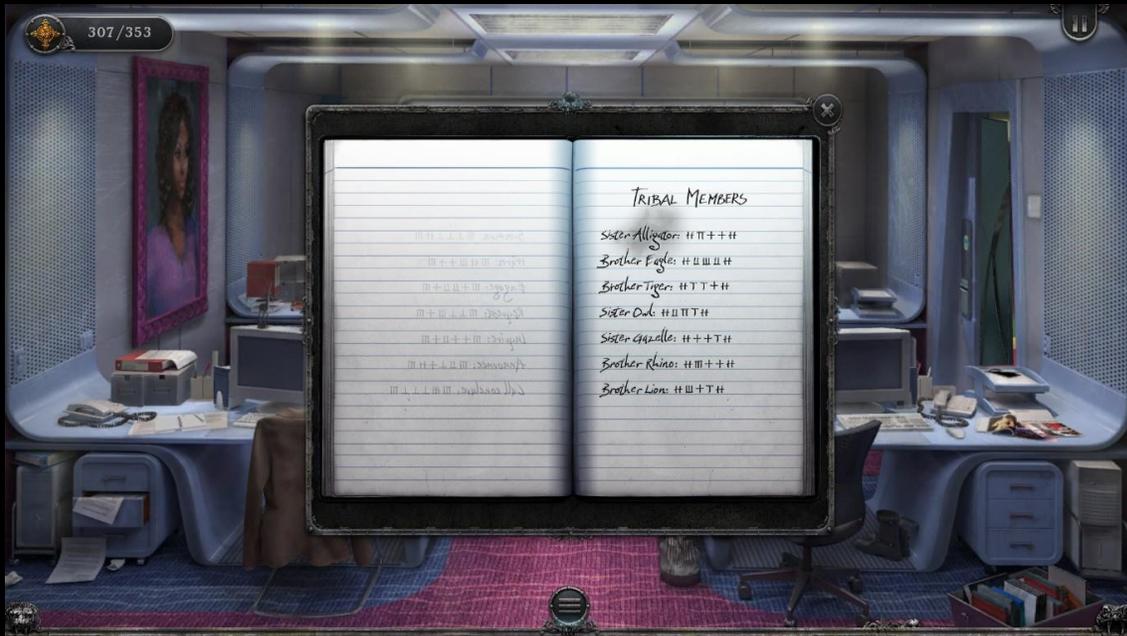
Gabriel goes back to the circular hallway and **explores room 7**. A storage room filled with voodoo materials. Gabriel **takes the masks and robes**; they'll make for good disguises. Room 8 is locked, and room 9 seems to be empty, Gabriel continues his search.

It seems they keep their animals in room 10, all of them are in cages with the exception of the huge snake. There doesn't seem to be anything Gabriel can use here, at least for now. He continues his exploration until he reaches room 2.



It's Malia's room, Gabriel hides as he sees someone coming. Malia approaches from the bathroom, unaware Gabriel is watching. She summons Tetelo and requests that she spare Gabriel. Tetelo refuses and warns that Gabriel would only betray her, that Malia does not belong to the light. Malia refuses this and runs back into the back room of her suite, Tetelo vanishes and Gabriel is alone once more. There's nothing he can do right now and continues to room 3.

There he finds Dr. John. An altar dominates his room, skin and blood are the predominant decorating motifs. He is deeply enmeshed in spiritual communion with the Loa, so he doesn't notice Gabriel... for now. Our hero notices a keycard on the wall opposite of his position, but walking all the way over there would be risky. There's also a machete near Dr. John, but even if he could it reach first, chances are Dr. John would still take him out in combat. He leaves and **proceeds to room 4**.



It looks an office space, looking through each desk, he finds a black accountant's book, it's the kind of thing Mosely might want for the FBI, **he takes the black accountant's book**. It also lists the rada drum codes for the tribal members, maybe Gabriel can lead Dr. John out of his room with this?

Gabriel heads towards the center of the hounfour and uses the book with the rada drum. He relays the message "Summon Brother Eagle".

As Gabriel summons Dr. John he **goes around the hounfour to room 3 and steals the keycard** before he returns. With a keycard in hand, Gabriel explores the locked rooms **starting with 11**.

Gabriel finds a laboratory, or maybe a morgue, apparently used to dispose of victims and harvest organs or other body parts necessary for gris-gris. He leaves the morgue, feeling significantly more determined and ill than when he stepped in.



Gabriel heads to room 1, it looks like he found their vault! Seeing so much money, **he takes several stacks of bills**. The family castle is in need of repairs after all. He **heads for room 8 next**.



There he finds Grace! Mosely also joins the fray! He used the items Gabriel left for him to reach the hounfour and saw Gabriel entering the door. The bad news is, rada drums are now echoing throughout the facility's halls, it looks like the ritual is about to start. Gabriel tries shaking Grace but she doesn't wake up, it's possible she's been placed under a voodoo gris-gris. Left with no choice, Gabriel **places the talisman on her**, hoping its magic will wake her up and indeed she does!

As Grace wakes up, the three come up with a plan: Grace will pretend to still be unconscious while Gabriel and Mosely **sneak in using the animal disguises**.

As soon as they put on their disguises, Dr. John walks in and takes Grace to the ceremony. Gabriel and Mosely enter the center chamber of the hounfour, where most of the invited cultists have begun the festivities. Shortly after them, Malia comes in, dressed in her leopard skin, Tetelo is already in control. Gabriel and Mosely wait for as long they can, but the plan has gone awry, our hero reveals himself at which Tetelo commands her worshippers to leave. In defiance, **Gabriel shows Tetelo the Schattenjäger talisman**. It seems to have no effect from a distance though , but as the priestess readies her dagger Grace dives off the table just in time.



Dr. John tries to attack Grace, knocking her out, Mosely takes his gun and stops him in his tracks. Dr. John perishes on the table, his "sacrifice" makes the table's lid open, revealing the Gedde idol.

Mosely readies his gun once more, but a simple handwave of Tetelo causes it to explode. Mosely clutches his burnt hand to his chest and watches helplessly as Tetelo bears down on Gabriel. He **throws the talisman over to Mosely** who catches it easily.

Mosely and Grace make their escape as per Gabriel's orders. Grace and Mosely limp unsteadily into the main hall of the hounfour. Tetelo, no longer interested, allows them to leave for now.

Tetelo uses her magic to force Gabriel to approach her and kneel. Without the talisman he stands no chance against Tetelo's magic. Tetelo yanks Gabriel by the throat into a leaning position. She places the cold steel of her knife against his throat but hesitates as Malia tries to resist the Loa.

Gabriel seizes the opportunity to grab the **Gedde idol** and smash it against the floor. The lights dim and the ground begins to shake, our hero escapes from Tetelo's grip and jumps away. Suddenly, the floor cracks open beneath them and starts collapsing.

Malia and Tetelo hang from a ledge. With the idol destroyed, and both their lives on the line, Malia and Tetelo are locked in battle for control of Malia's body. It's impossible to tell who's in control at any given moment.



Gabriel stares at the chaos in front of him. If Malia falls into the pit, Tetelo will be destroyed, and with it her reign of terror over New Orleans! But he can't let that happen. Gabriel dives, catching Malia's arm just as she loses her grip.



Malia however knows that for the curse to end, her life must end with it. She lets go of Gabriel's arm and throws herself into the chasm, ending the voodoo cult once and for all.

Finally the Schattenjäger defeated the cult that nearly destroyed them, but the price was heavy indeed.

# EPILOGUE



Gabriel and Grace catch a well-deserved break a safe distance from where it all went down. The smoldering remains of the park burn below. Gabriel is going to try and be a Schattenjäger and Grace is considering giving up her Ph.D. In her own words, there are things in this world, a spiritual path can be more important than a path of the mind. She also mentioned Gabriel changed

A struggle of two families intertwined in battle comes to an end. Grace theorizes Malia and all those who came before her and were controlled by Tetelo were the biggest tragedy of them all. They had no choice in the matter and were at the Loa's whims.

- "Yeah, kinda reminds me of living with you, Grace."
- "You know when I said you'd changed?"
- "Yeah?"
- "I was wrong"
- "Are you sorry?"
- "Nah."

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