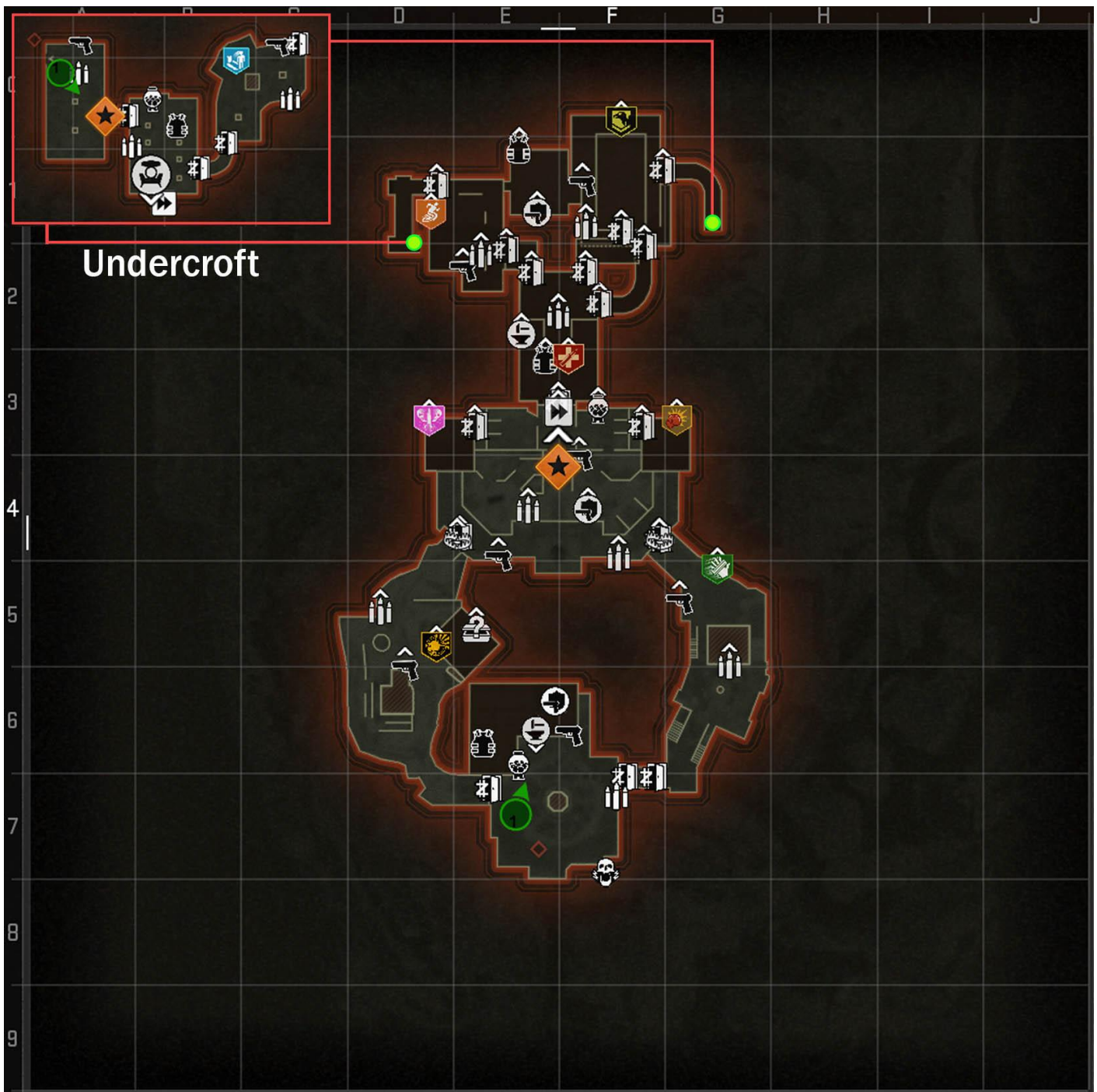


Map Guide - Citadelle des Morts

Key Features

This is a walkthrough of the key features of the map, such as Pack-a-Punch, Wonder Weapons, etc.

Fullsize Map



Pack-a-Punch

1. Reach the Oubliette Room
2. Shoot the three locks on the crate. This will spawn a Doppelghast and several Parasites.
3. Upon killing the Doppelghast, it will drop a Blood Aetherium Crystal that needs to be collected.
4. Once collected, place the Crystal inside the portal. This will destroy the crate and activate the Pack-a-Punch.

Bastard Sword

1. Activate the Pack-a-Punch
2. Starting at Round 10, a zombie sporting a Great Helm will spawn and will be immune to headshot damage. Killing it will drop a Stamp. A new zombie will spawn each round until all 4 Stamps are collected and used.
3. Use the Stamp on one of the four knight statues (Dragon, Stag, Raven, Lion) in Dining Hall (Vulture Aid room) to receive their respective Bastard Sword.

Caliburn (Fire)

1. Place the Dragon Bastard Sword in front of the Dragon statue at the top of the stairs in Entrance Hall
2. 3 dots will lit up on a stone map above the Dragon statue, indicating the location of three different cauldrons:
 - On the Hillside Ramparts, between Melee Macchiato and the Rampart Cannon
 - Next to the door between Upper Village (spawn) and Nature Path
 - In Upper Village (spawn)
1. Interacting with a cauldron will set you on fire, dealing damage overtime, but will grant a speed boost. Go back to the Dragon statue and interact with it. Zombies will spawn along the way, killing them will give health back.
2. Once all 3 cauldrons's flames have been deposited in the Dragon statue, Caliburn will be available. Caliburn can be discarded by interacting with the Dragon Knight statue in Dining Hall.

Durendal (Electricity)

1. Get the Stag Bastard Sword
2. Obtain 3 Lighting Rods:
 - A zombie will spawn in the Dungeon once a player carrying the Stag Bastard Sword enters the area. Killing the zombie will drop a lightning rod.
 - Using a gun with the Dead Wire ammo mod, or with a Shock Charge, hit a fuse box located on the right side of staircase in Upper Village leading to the castle.
 - Picking it up next to the Deadshot Daiquiri machine in Hilltop
3. Go to Hillside Ramparts and place the rods inside a vase. This will trigger a storm and you will have to survive inside the storm while holding the sword until it is hit by lightning, charging it. Once the sword is charged, hit the vase to charge one of the rods. Repeat the process two more times.
4. Once all three rods are charged, place the sword into the vase to receive Durendal. Durendal can be discarded by interacting with the Stag Knight statue in Dining Hall.

Balmung (Shadow)

1. Get the Raven Bastard Sword
2. Pickup the Antiquity from the Alchemy Lab.

- Lion Jaw (Panthera Leo)
- Two-headed Crow Skull (Corvus Corone)
- Ram/Urial Horn (Ovis Blanfordi)
- Fish/Mudskipper Fossil (Oxudercinae)
- Scorpion Fossil (Pandinus Imperator)

1. Travel to the Tavern Cellar and interact with the circle device on the wall to place the sword and the Antiquity.
2. Interact with the device and match the **zodiac symbol** and **alchemical triangle** at the bottom of the dial. Below is a table of the corresponding symbols and triangles for different Antiquity.

Antiquity	Zodiac	Triangle
Lion Jaw	Leo ♌	☲ Fire
2 Headed Bird Skull	Gemini ♊	☴ Air
Ram Horn	Aries ♈	☲ Fire
Fish	Pisces ♓	☵ Water
Scorpion	Scorpio ♏	☵ Water

1. The device will start ejecting void orbs that will follow you. A portal will spawn on the ground of the Tavern Cellar, guide 3 orbs into it. Once done, the portal will turn into an orb and move towards the Tavern turning back into a portal, repeat the process. The orb will move one more time in the Tavern next to the pool table. Once the last 3 void orbs have entered the portal, it will turn back into an orb and travel back to the dial in the Tavern Cellar.
2. Interact with the dial, the Raven Bastard Sword will now be swallowed into a void portal and be turned into Balmung. Balmung can be discarded by interacting with the Raven Knight statue in Dining Hall.

Solais (Light)

1. Get the Lion Bastard Sword.
2. Glowing Parasites will start to spawn. Kill one parasite to charge the sword then hit the door with a lion knocker at the bottom of the stairs in Upper Village. This will light up a symbol. Repeat the process three more times.

3. Interact with the door to teleport into a corridor.
4. Insert the sword in the pedestal at the end of the corridor, four Alchemical symbols (☉ ☐ ☐ ☐) will move around in the air. Each symbol will shine in front of the pedestal one at a time starting from the top, showing the order they need to be shot at.
5. Once the four symbols are shot in the correct order, Solais will become available to be picked up and you will be teleported back into the map. Solais can be discarded by interacting with the Lion Knight statue in Dining Hall.

Incantations/Rituals

Fire Incantation (Ankh)

1. Light 3 bonfires around the Hillside Ramparts.
 - Above Elemental Pop room.
 - Above the entrance to the Castle.
 - Above Speed Cola.
1. Once all 3 bonfires are lit a Doppelghast killing it will drop the Ankh.
2. Bring the Ankh to the entrance of the Courtyard from Speed Cola, place it there, and fill it with souls.
3. Once filled, a chest will spawn. Meleeeing this chest with Caliburn will open it, revealing the Fire Incantation.

Dark Incantation (Raven's Foot)

1. Take the Cave Slide from the Oubliette to the Town Square. Near the end, before you enter the sewer section, there will be a raven on the right. Shoot the Raven. You can also do this from the exit of the Cave Slide, using an explosive to hit the Raven.
2. The Raven will now be flying above the Town Square. Shoot the Raven again and it will drop the Raven's foot.
3. Bring the raven's foot to the Undercroft, place it to the right of the mystery box, and fill it with souls.
4. Once filled, a chest will spawn. Meleeeing this chest with Balmung will open it, revealing the Dark Incantation.

Light Incantation (Paladins Brooch)

1. Shoot the red crystal above the Vulture Aid perk machine; this will cause a red beam of light to reflect off the crystal. Continue this process until the beam is solid and reflecting off every crystal.
2. The crystals will reveal the Paladins Brooch resting on the bust in the Alchemical Lab.
3. Bring the Paladin's brooch to the lion graffiti in the Dining Hall, place it there, and fill it with souls.
4. Once filled, a chest will spawn. Meleeing this chest with Solais will open it, revealing the Light Incantation.

Electric Incantation (Pegasus Horseshoe)

1. Shoot the horseshoe down in the Hilltop Barn and pick it up.
2. Bring the horseshoe to the cannon and launch yourself out of it.
3. Find where the horseshoe fell (there will be lightning clouds and storms) either at the Hilltop or Village Square, head over to it and pick up the Pegasus Horseshoe.
4. Bring the Pegasus Horseshoe to the Town Square, Place it to the left of the statue, and fill it with souls.
5. Once filled, a chest will spawn. Meleeing this chest with Durendal will open it, revealing the Electric Incantation.

Main Quest

1. Speak to Gabriel Krafft by interacting with a door in the Dungeon.
2. Grab the 4 Torn Pages from the Sitting Rooms. The specific pages will always spawn in the same general area of the room every game. If you want to skip some of the following steps, note which pages have which eye symbols without picking them up and skip to **Step 6**. Note that the 4th and final page will always correlate to the Point of Power trap in the Sitting Rooms.
 - Page 1 - Near boxes
 - Page 2 - Near the bunk beds
 - Page 3 - By the TVs
 - Page 4 - By the torches near the stairwell
3. Melee the off-colored square on the wall in the Undercroft with a Melee Macchiato punch, revealing a grid of symbols that changes every few seconds. The wall requires a 6-symbol code, which is located in the Tavern in Town Square.
4. In the Tavern, there are 6 dark green flasks labeled 1 through 6 with Roman numerals. Interacting with these flasks will reveal a blue symbol that matches one of the symbols on the wall in the Undercroft. Shoot the symbols in order from 1 through 6, but be careful not to shoot too fast, as the symbols change rapidly.

5. Once the code is input correctly, a book will be revealed behind the wall to the left of where you input the symbols, with its pages torn out. Interacting with the book will cause the torn pages to be removed from your inventory and placed in the book.
6. The pages in the book show four variations of red eyeballs, each corresponding to one of the Point of Power traps around the map. Head to the 4 indicated traps in order, and activate them to get 10 kills, the symbol in the book will turn grey when completed. Once completed an orb slot with a code will spawn on the wall between the Sitting Room and the Oubliette.
7. Complete all 4 Elemental Swords and obtain all 4 Incantations.
8. Once you have completed all four swords and Incantations, examine the code on the wall between the Sitting Room and the Oubliette. The code will consist of the symbols for the Bastard Sword/Knights, marked 1-4 in Roman numerals. This is the order in which you need to go to the Dining Hall and cast the corresponding Incantation on the knight while holding out their respective sword. Then, quickly inspect the sword while staring at the knight. Successfully doing this will cause the knight to salute at you. Repeat for each knight in the order displayed on the wall between the Sitting Room and the Oubliette.
9. The knights will lower a white mystic orb you must bring this orb back to each ritual site and find the nearby holder inserting the mystic orb will let you start their respective elemental challenge
 - Challenge next to Raven's foot ritual; get kills with Balmung's charged attack, Void Incantation, or Shadow Rift ammo mod. (Kills with specific Aether Shroud augments may also count)
 - Challenge next to Paladin's Brooch ritual; stand in giant green orbs? (still testing exactly what triggers the fill-up mechanic)
 - Challenge next to Ra's Ankh; kills by letting zombies burn can be achieved with Caliburn, Molotovs, Fire Incantation, or Napalm burst ammo mod.
 - Challenge next to Pegasus Horseshoe ritual; get kills with Durendal's charged attack, Electric Incantation, or Dead Wire ammo mod. (Kills on zombies affected by Shock Charges or the Tesla Storm field upgrade may also count)
1. Once you have completed all 4 elemental challenges with the Mystic Orb, place the orb at the wall between the Sitting Room and the Oubliette and it will fade, revealing a hidden room with the corpse of the owl and a mystic message. Activate the message and pick up the Guardian Key. You will need to bring the Guardian Key to the statue in the Town Square. At the statue's feet, there is an eye symbol where you can deposit the message, allowing you to activate and enter the boss fight.

Side Quests and Easter Eggs

"Slave" Song

- On a table in the Tavern
- On the ground in the Courtyard
- On the ground near the couch in Undercroft

"Slave" by Kevin Sherwood and Vicky Psarakis

"Caliburn" Song

1. Obtain the Caliburn wonder weapon.
2. Go to each of the 3 cauldrons used in the Caliburn quest and melee them with the Caliburn to reignite the flames on them.

Once all 3 cauldrons have been ignited, the song from the Caliburn quest will play.

"Caliburn" by Brian Tuey

Free Power-Ups

Around Citadelle des Morts, there are statues of various power-ups available for you to shoot. Once they have been shot, the corresponding power-up will appear at your location.

Locations as follows:

- Max Ammo - Window-sill at Upper Village
- Full Power - Roof of Dining Hall
- Insta-kill - On scaffolding above the Tavern (above the exit of the Cave Slide)
- Max Armor - Inside the Entrance Hall, on the roof
- Nuke - Above Elemental Pop room at the Hillside Ramparts. You may be required to use an explosive to hit it.
- Bonus Points - Behind a couch in the Undercroft
- Double Points - Inside a zombie spawn window in the Alchemical Lab

Rat King

1. Obtain a cheese wheel in a display window at Town Square
2. Go up to 10 rats around the map and stare at them to scare them away. Rat locations as follows:
 - Town Square under a flower bed
 - Village Ascent under a van

- Entrance Hall under a chair
 - Next to the Rampart Cannon under stairs
 - Dining Hall under a wooden pallet
 - Dungeon inside a cell
 - Alchemical Lab, under the stone showcasing elements
 - Alchemical Lab, under a table near bunk beds
 - Near Deadshot Daquiri, in front of a zombie spawn hole
 - Undercroft next to a Mystery Box location
3. Bring the wheel of cheese to a plate in the Undercroft. The rats will eat the cheese and then leave.

Having at least 1 rat eat the cheese will drop various loot such as salvage, ammo mods, and weapon upgrade materials. If all 10 rats eat the cheese, loot will drop along with a golden crown that your character will wear for the remainder of the match once picked up. Only 1 player in the match can wear the crown.

Fixing Lion Cannon

1. Activate the Rampart Cannon to open the castle gates.
2. Find a Blowtorch and a Gear
 - Blowtorch is located in the Dining Hall to the right of the fireplace
 - Gear is located in Town Square in a fruit box

Chess Guardian

1. Find a white knight chess piece in one of 3 locations around the map:
 - Under the Tavern on a shelf
 - On a table in the Dining Hall Passage
 - On a table across from Elemental Pop
2. Bring the chess piece to the chess board in the Sitting Rooms. Interact with the chessboard and an ethereal field will surround the table. Kill zombies within the field to fill it with souls.

Once the chess board is imbued with enough souls, the chess Guardian will spawn in and act as a protector for a limited number of rounds. The Guardian will only kill zombies, not revive downed players.

Mr. Peeks Free Perk

1. In the room with Elemental Pop in the Hillside Rampart, there is a window you are able to look through and see Mr. Peeks dancing above a blue orb. This can only be seen from looking through this window. Shooting the orb with a bullet weapon will cause Mr. Peeks to laugh and disappear.
2. In the Barn in the Nature Path, look through a hole in the Barn towards the castle to find and shoot another Mr. Peeks dancing above a blue orb.
3. From the 2nd floor of the Dining Hall, stand next to a flood light and look upwards at a window. Find and shoot Mr. Peeks' orb again.
4. Inside the Dungeon, Mr. Peeks will be sitting in a jail cell on a bed next to the Ammo Crate. Shoot the final orb and you will receive a free perk.

Bartending/Free PHD Flopper

1. Pick up 3 bottles of liquor around the map.
 - Under a table in the Undercroft
 - Next to a couch in the Dining Hall
 - On a shelf in the Sitting Rooms
2. Go to the Tavern and interact with the drawers below the blue liquor to start the bartending mini-game (You may be required to crouch to start the minigame).
3. Play the bartending mini-game by interacting with liquor glasses at the bar and placing them in front of zombies that come up to the bar. The zombies will glow to show what color of liquor they want. Successful bartending will cause the zombies to leave you tips (points). After successfully bartending for long enough, any players participating in the mini-game will be granted the PHD Flopper perk.

If you have a glass of liquor of a color you don't want, interact with the trash can behind the bar to rid of the currently held glass.

Maya's Revenge/Free GS45

1. Start a match playing as the **Maya** operator
2. Starting on round 12, go up to this door and interact with the radio
3. The player who is Maya can go up to the door and enter a wave defense in a hallway. Survive the wave defense against zombies and Doppelghasts.
4. Once the wave defense is done, interact with a door in the hallway to watch a story cutscene. Once the cutscene finishes, the player who is Maya will appear outside the first door, and a legendary-tier GS45 will be on the table next to the radio.

Chaos Incantation Defense

1. Finish **Step 5** of the Main Quest.
2. Once all of the symbols of the Chaos code wall have dimmed, use one of each Incantation on the wall to light up a row of symbols.
3. Once all of the symbols are once again active, a lockdown defense will initiate in the room. Survive 3 waves against zombies.

Once the lockdown has completed, various loot will appear in the room for you to pick up.

Fireplace Wisps

Throw Molotovs at the following fireplaces in rapid succession, failing to do so within a specific time limit will cause the fires to go out.

- Dining Hall
- Alchemical Lab
- Sitting Rooms
- Tavern

Once all 4 have been lit in succession, flaming wisps will fly out of the fire places, killing zombies they come across. This can be repeated multiple times a game.

Free Pool Table Points

Like in Terminus and Liberty Falls, Shooting the pool balls in the Tavern will cause all balls to sink, dropping 100 points.

Wishing Well Bank

The following steps are not verified and may be slightly off.

Throwing 4(?) Frag Grenades into the well in the Village Square on a Pest round will cause it to spew out point drops. After doing so, you are able to interact with the well and deposit points into it. The points can be reobtained by throwing another Frag into it. This can work with Double Points and double the amount of points you pick up from the surplus in the well.

Map Features Locations

Wall-Buy Locations

Weapon/Item	Location
GS45	Town Square
XM4	Village Ascent
AS VAL	Courtyard
Kompakt 92	Hilltop
LR 7.62	Hillside Ramparts
Tanto .22	Dining Hall
Marine SP	Sitting Rooms
GPMG-7	Undercroft
KSV	Dungeon

Perk Locations

Perk	Location
Speed Cola	Upper Village
Deadshot Daiquiri	Hilltop
Elemental Pop	Hillside Ramparts
Melee Macchiato	Village Ramparts
Juggernog	Entrance Hall
Stamin Up	Sitting Rooms
Vulture Aid	Dining Hall
Quick Revive	Dungeon

Trap Locations

Trap	Location	Description
Point of Power Trap	<u>Courtyard</u> , <u>Nature Path</u> , <u>Village Square</u> , <u>Sitting Rooms</u> , <u>Undercroft</u> , <u>Dungeon</u>	TBD
Oil Trap	Hillside Ramparts	TBD

Fast Travel Locations

Name	Location
Rampart Cannon	Hillside Ramparts
Aether Portal	Under the Tavern
Cave Slide	Undercroft

Arsenal Locations

- TBD

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