

# Mission 6: *Pathfinder*



## Starting Objectives

<i>Find any trace proving that the Major was taken to the monastery</i>
<b>Solution:</b> Collect the Major's Epaulet from the Mechanist's bridge.
<i>You'll have to find somebody to help you get through the quicksands</i>
<b>Solution:</b> Meet the Pagan in his hut in the Clearing.
<i>Wading through the quicksands, find the way to the monastery itself</i>
<b>Solution:</b> Follow the Pagan to the Monastery once you have given him the Shame's head.

## Hidden Objectives

<i>Grow the glowing lupine: place the seed in the ground within the stump of a fallen tree, and water it. When picked, the lupine will help you to find and open the entrance to the Woods Temple</i>	normal + hard
<b>Trigger:</b> Listen to the Pagan in his house, Clearing area. <b>Solution:</b> Grow and collect a yellow lupine in the Forest.	
<i>Grow the glowing lupine: place the seed into the ground within the stump of a fallen tree which must be in darkness, and water it. When picked, the lupine will help you to find and open the entrance to the Woods Temple.</i>	expert only
<b>Trigger:</b> Listen to the Pagan in his house, Clearing area. <b>Solution:</b> Grow and collect a yellow lupine in the Forest.	
<i>Complete the scoundrel's assignment: kill the shaman and bring the head to the client</i>	
<b>Trigger:</b> Listen to the Pagan in his house, Clearing area. <b>Solution:</b> Return to the Pagan and throw the Shame's head at him.	

## Hints + Solutions

*How do you get out of the first forest area?*  
There are 2 trees (NW and NE) with frobbable branches that reveal hidden passageways.

*I'm in the Dark Forest and keep getting teleported around, what's that all about?*  
Zontik having fun, keep away from the poisonous mushrooms and head west, you'll find a tunnel behind some bushes that lead to the Quicksands area.

*I'm in the Valley, how do you get up to the higher walkways?*  
Later in the mission, for now go for a swim to find the Clearing.

*I've been to the Valley and the Clearing, but the house is shut, how do I get in?*  
You need to get to both the Shore and the Quicksands areas to collect a few items, them you can enter the house.

*How do you get to the Shore from the Valley?*  
Cross over the bridge and head to the north corner, there's a slightly different textured bush that hides a tunnel.

*Can you get to the Quicksands from the Shore and visa versa?*  
Yes, there's a hole in the bushes that separate them.

*What do I need to do in the quicksands*  
Follow the footprints and grab the Major's Epaulet (sic) from the bridge the Mechanist's are patrolling.

*What else do I need to collect from the Shore and Quicksand areas?*  
An Empty Bottle (hard/expert only) and a Tree Branch.

*Got Everything now what?*  
Return to and enter the Pagan's hut in the Clearing, on expert only the side window is open, once inside you'll trigger a conversation.  
**Note:** it's possible that if you enter the Pagan's house through the window on normal/hard you may not trigger the conversation until you exit via the door.

*Once the conversation is over you'll get a new objective to grow a lupine flower which will help you find the entrance to the Shaman's Wood's Temple.*

Where do I plant the lupine seed?

In the tree stump of the fallen tree in the Forest.

I Can't return to the Forest from the Valley, the door in the tree doesn't work.

Use the Tree Branch you found at the Shore or Quicksands area, there's a small hole to the right of the door, or return to the Forest via the Dark Forest.

When playing on expert I can't plant the seed in the tree stump.

The objective tells you it needs to be a dark place, destroy the flies with a water arrow.

I've planted the seed but it's not growing.

You need to water it, on normal use a water arrow, on hard and expert use your bottle of water, you did find the empty bottle and fill it with water didn't you!

Got it, but now I can't collect the glowing lupine flower.

Use your sword.

At last I have the glowing lupine flower, but where is the secret mark that the flower reveals?

Same area in the Forest, head west, you can't miss it, but you must be holding the glowing lupine to be able to see it.

I've got up to the Shaman's Wood's Temple but there's a door blocking my way.

Don't tell me you left the lupine flower back down at the bottom of the treehouse didn't you.

Finally I've got the Shame's Head, anything else I need to do?

Go back to the Pagan, watch his funky ritual then follow him to the Monastery.

Items of Note		
Rope arrow	In open crate, west side of Shaman's hut.	
Empty Bottle	In sea chest on shore accessed from Valley.	hard / expert only
Tree Branch	On edge of shore, east of sea chest, area accessed from Valley	expert only
“	On edge of quicksands near where footprints start.	normal / hard
Lupine Seed	Given to you by the Pagan	
Water Arrows	West end of river under boulders, Clearing x 2	
“	East end of river, Valley x 2	only 1 on expert
Shame's Head	Collected from the Shaman in her hut.	

Secrets	
Forest, south from fallen trunk, squirrel hole high up in tree	
Shaman's home, open hidden cupboard.	Frob tree branch
Valley, underground tunnel between 2 big trees, hidden cave.	Frob hanging root.

Screenshots









