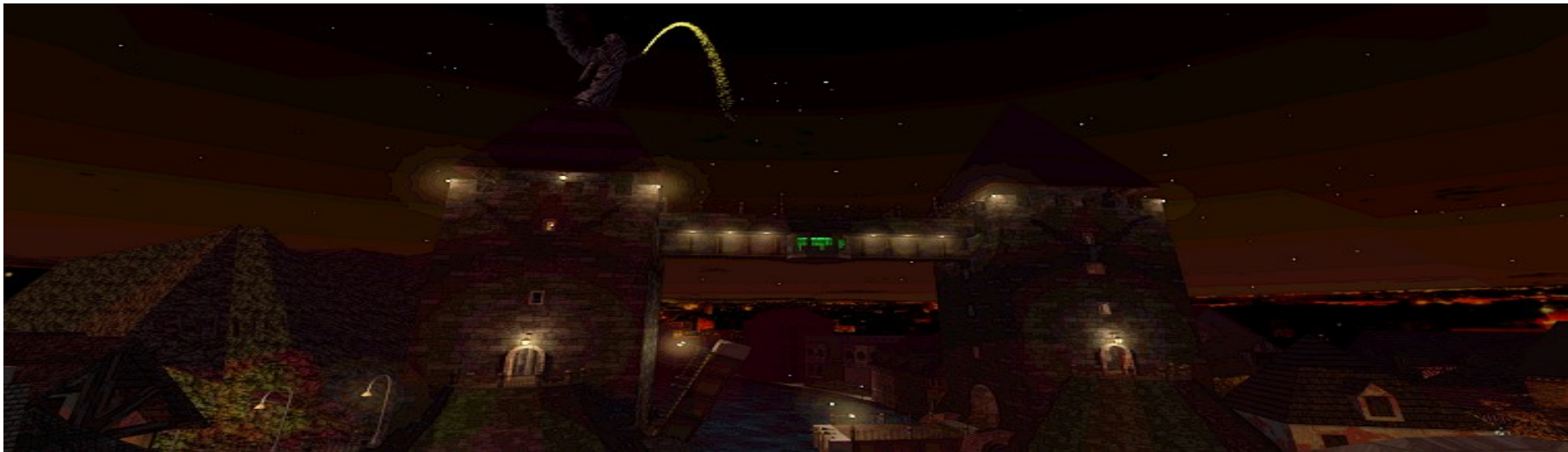


Mission 9 ¾: **Reanimation**



Note : This bonus mission is not available unless you managed to collect the Phoenix's Ashes in mission 9: Enemy

Starting Objective

Throw the Phoenix Ashes in the flame of the torch held in the hand of a statue on the tower of the Birds' Bridge.

Solution: Frob the Phoenix Ashes on the fan once you have installed the second fan and lit the torch.

Hidden Objectives

Reposition the catapult then get to the western shore and see what happens

Trigger: Get to the top of the east tower and listen to the conversation about the missing catapult shells.

Solution: Aim the catapult at the statue then use the service shaft to get to the west tower.

The torch ceased to be completely inaccessible, but has now gone out. You have to relight it.

Trigger: Aim the catapult at the statue then use the service shaft to get to the west tower.

Solution: Pour the fuel into the torch, then light it with a fire arrow.

*The torch should be filled with the fuel. Take a barrel from the fuel room to the open level of the tower and attach it over the drain. ***

Trigger: Shoot a fire arrow or drop a flare into the torch from the north balcony, western tower before you have put fuel in the torch.

Solution: Place the uncapped fuel barrel over the NE drain, top level, west tower.

**** Note:** You do can finish the mission without triggering this objective but without doing so you won't learn about using the fuel to help light the torch.

Hints + Solutions

I'm in the first tower (east) and the elevator doesn't work?

Go up to the level above where the fight is occurring and remove the Mechanist's mace from the winch.

I've got up to the bridge where the fighting is occurring and I've got a new objective about repositioning the catapult, what do I do?

Use the buttons on the side of the catapult to aim it at the statue. [See screenshot below.](#)

How do you get to the western shore?

You need to find the service shaft and read a note on that vent from the warden before you can get the key for the service shaft.

So where is this service shaft?

Back in the start area check out the SW pink house, you can get behind it and thus access the south staircase.

OK, I've got the warden's note but where is his house and the key?

Return the the start area and head the the SE area, there's a couple of Mechanists standing outside his front door.

How do I get the elevator to work in the west tower?

Go all the way up to the attic level of the tower, there's a lever on top of the elevator winch.

I'm in the second tower (west) and don't know what to do.

Go to the north balcony and shoot a fire arrow or drop a flare into the fallen torch below, you'll get a new objective.

The new objective says I need to take a fuel barrel to the open level of the tower, what do I do?

The fuel barrel is in the room next to the north balcony, there's a drain to pour the fuel in the NE corner, top level with turrets, this pours the fuel into the torch via the gargoyle on the north wall, now you can light the torch.

Done that, so how do I set the Phoenix Ashes alight?

There's a fan on the wall of the north balcony that highlights, but the fan is not powerful enough yet to blow the ashes over to the torch.

So how do you make it more powerful?

There's a second fan in the same place on east tower, north balcony, use the elevator by the bridge where the fighting took place.

Got the second fan, what do I do with it?

Remember where you read the note about increasing the ventilation in the west tower?

Think so.

West tower, go down steps by barracks, there's a turbine next to a ventilation shaft, place the fan on the turbine and turn it on.

Now what?

With the second fan in place, the fan on the north balcony is powerful enough to blow the ashes into the torches flames so return to the north balcony and frob the ashes against the fan to complete the mission.

Lootlist Note

The 2 towers are seriously confusing with all of the stairs and different levels, but if you look at the outside walls there are only 3 floors if you go by the number of windows, but all floors in the east tower have 2 levels, which is not the case with the west tower, so the lootlist below tries to be as accurate as possible but isn't guaranteed. Also due to the nature of the mission with all the Mechanists and guards running up and down stairs it was only possible to mention where I found those AI's, you may well find them on other floors.

Location		Floor	Position	Loot	Value	Total
East Town						
Patrolling area			Mechanist	purse	100	100
By Awning			dead female	purse	100	200
North area	up slope		cart	spice bag	40	240
Pink house		upper floor	display cabinet	gold stack	25	265
Warden's house		"	shelves	gold stack	25	290
"			"	gold ring	35	325
Bridge	over looking river		Mechanist	purse	100	425
East Tower						
North Stairs		ground level	by bench	scattered coins	20	445
East Barracks	barracks area		behind NE bed	gold stack	25	470
South balcony		level 1	Mechanist	purse	100	570
North balcony		"	Mechanist	purse	100	670
Storage floors	by footlockers	level 2	by rope crate	scattered coins	20	690
"		"	Mechanist	purse	100	790
Big Crates floor		level 3	between big crates	gold goblet	25	815
"	under SE stairs	"	female Mechanist	purse	100	915
Bridge level	east walkway	"	female Mechanist	purse	100	1015
"	on stairs	"	Mechanist	purse	100	1115
"	catapult bridge	"	Mechanist	purse	100	1215
Attic level	roof top level	"	Mechanist	purse	100	1315
"	"	"	east bookcase	gold goblet	25	1340
"	"	"	top west bookcase	fine wine	50	1390
South stairs		level 3	behind wall grill	toolbox	100	1490
West tower						
West room		level 1	bookcase	gold stack	25	1515
South balcony		"	sword guard	purse	100	1615
Barracks area		level 2	sword guard	purse	100	1715
"	SW barracks	"	footlocker	gold stack	25	1740
"	turbine room	"	under NE stairs	footlocker	50	1790
Service Shaft level		level 3	NW bookcase	scattered coins	20	1810
West Town area						
Barricaded Gates			sword guard	purse	100	1910
SE area			SE Market Stall	scattered coins	20	1930
"			behind SW gate	fine wine	50	1980
NE area	hut window		in bowl	scattered coins	20	2000
Total Loot						2000

Keys		
Key to Service Shaft		Given to you by the warden in his basement, SE house. Need to read the warden note in south staircase first.
Armoury key	normal / hard	On sword guard, top level walkway, west tower

Secrets		
Collect speed potion from coffee table inside window of house behind pink house at start of mission.		expert
Access the sewers between the wardens house and the area behind the pink house.	Frob lever under wardrobe in wardens ho.	normal / hard
Collect the purse from the toolbox behind the vent grill on a timer halfway up south stairs.	Frob nearby wall lever.	
Fine wine on top of west bookcase, attic office, east tower.		

Screenshots

