

## Mission 6: *Pathfinder*



### Starting Objectives

*Find any trace proving that the Major was taken to the monastery*

**Solution:** Collect the Major's Epaulet from the Mechanist's bridge.

*You'll have to find somebody to help you get through the quicksands*

**Solution:** Meet the Pagan in his hut in the Clearing.

*Wading through the quicksands, find the way to the monastery itself*

**Solution:** Follow the Pagan to the Monastery once you have given him the Shame's head.

### Hidden Objectives

*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*

normal + hard

**Trigger:** Listen to the Pagan in his house, Clearing area.

**Solution:** Grow and collect a yellow lupine in the Forest.

*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.*

expert only

**Trigger:** Listen to the Pagan in his house, Clearing area.

**Solution:** Grow and collect a yellow lupine in the Forest.

*Complete the scoundrel's assignment: kill the shaman and bring the head to the client*

**Trigger:** Listen to the Pagan in his house, Clearing area.

**Solution:** 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, then 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**





