

Mission 8: Detective



Note: Different actions trigger numerous events throughout this mission, so if you can't find an item, listen to a conversation, mantle through a window open a door etc chances are you haven't triggered something yet, so come back later, chances are you will have done something to enable you to proceed,

Important: If you want to access the bonus mission you need to collect the alchemist's book in this mission.

Starting Objectives

<i>Find out who the murderer is and where he is hiding.</i>
Solution: Approach the front door of the murderer's house in Steel End quarter.
<i>Gather at least 10/12/14 piece of evidence. Guards in the western part of the quarter are mostly neutral and can assist you...</i>
Solution: There are 17 pieces of evidence scattered through the mission.
<i>When all the goals are complete, visit the Keepers.</i>
Solution: Exit the mission via one of two location.

Hidden Objectives

<i>You saved Philip from endless suffering</i>	Bonus	
Solution: Kill or KO Philip.		
<i>Find the money hidden by the arrested lodger & bring it to the innkeeper.</i>	Desirable	normal/hard
<i>You could probably find some clues if you search the police station</i>		
Trigger: Speak to the landlord of the <i>Obedient Zombie</i> tavern.		
Solution: Give the inn keeper the bag of fake money.		
<i>Find the money hidden by the arrested lodger & bring it to the innkeeper.</i>	Desirable	expert
Trigger: Speak to the landlord of the <i>Obedient Zombie</i> tavern.		
Solution: Give the inn keeper the bag of fake money.		
<i>The Murderer couldn't act on his own. Find out who is working behind the scenes.</i>		
Trigger: Read the scroll on the roof by the dead bat.		
Solution: Interrogate the murderer in his home.		

Hints + Solutions

Where are my rope arrows?
You'll find one in the attic house, NW corner, west side of town.

How do I get into the police station?

Jump from the window in the attic of the attic house.

How do I trigger the conversation in the police station?

Remove the floor plank in the tower junk room above the barracks.

How do I enter the Obedient Zombie tavern?

You need to collect a permissions sheet from the reception of the police station.

What do I need to collect from the police station for the tavern keeper?

Check the evidence room in the basement, the door is now unlocked.

I'm back at the inn keeper but he doesn't react to the whistle.

Check the bedroom upstairs, you'll find a use for the whistle there.

How do I get into the Alchemist?

Shoot a broadhead arrow through the open window to hit the window latch on the other window.

How do I get into the spinning wheel house?

Via the washing line, whilst up there check the pockets of the pants.

Why has the game slowed down so much in Philip's house?

Read the book in his wife's bedroom.

How do you bring time back to normal?

KO or kill Philip.

Where's Victoria's doll?

In the gated area between the Bats house and Philip's house.

What do I do with Victoria's doll?

She's your friend and you don't want to lose it do you, so you better take it back to your home.

How do I get into the Treasure Hunter's house?

There's a no KO guard who enters that building during his patrol route, so rush in before the door closes.

PS. If you killed this guard previously you won't be able to access the building.

I'm trying to get back to the west town area but the inn's doors are locked.

The landlord has been arrested, you'll have to find another way over the wall.

How do I get back to the east side of town?

The note on the door tells you to speak to the duty officer, a hint that the inn key is somewhere in the police station.

How do I get into the Bakery?

Rope arrow up to a side window near above a cart, down the south side of the Cathedral.

How do I trigger the Canyon Watchers evidence?

Mantle over the brick wall, north end of town, to get to the canyon, and approach the gate behind the barrels.

I've walked past the mock Tudor house but didn't trigger the Cathedral watchers conversation.

Not sure what triggers this conversation but go past her house later, it will work sooner or later.

How do I get into the Cathedral?

The door on the south side opens, but not until you have found 13 pieces of evidence on expert, 11 on hard, 9 on normal.

I'm at the ruined Chapel but the Keeper door doesn't open.
Can't go that way, so pick up the dagger by the pool of blood and follow the footsteps.

I'm at the murderer's house, what should I do?
Frob the glass of water with the poison for self destruction.

Can I get back to the town from the Steel End quarter?
Enter the hut by where you dropped down from the murder scene and go for a swim to get back to the canyon.

I've dealt with the murderer, how do I finish the mission?
There are 2 exits, one of them is the Keepers door you found behind the ruined Chapel.

Where's the other exit?
The Keepers hideout in the west town area, mantle in through the high window accessed from the police station roof.

Keys	Location		Opens
Keeper's key	In inventory at start of mission.		2 x keeper rooms to exit mission
Police Station key	On counter in reception, police station.		various doors in police station
Metal Grey key	On city watch officer in barracks, police station tower.	expert	industrial building, Steel End Qtr.
“	On crying man by city gate, west town area.	hard	“
“	Under desk in living room, NE house, west town area.	normal	“
Inn Back Door key	On wall behind counter in tavern.		tavern basement door.
Key from Pants	On door post by front door, inside bakers house.		spinning wheel house
Bakers key	On table in Harry's house.	hard + expert	bakers
Treasure Hunter's key	On sleeping man in treasure hunters house.		treasure hunters house.
Inn key	Pigeon hole in evidence room, police station, after landlord's arrest.		inn
Catacombs key	Given to you by the Priest in the Cathedral.		lockbox in NW area of catacombs

Location			Position	Loot	Value	Total
West town						
NE building	entrance corridor		bookcase	scattered coins	20	20
Attic building	entrance hall		bookcase	green vase	50	70
Police Station	east office	upper level	safe	gold stack	25	95
“	reception	ground level	permissions box	scattered coins	20	115
Obedient Zombie Tavern	bar	ground level	SW table	scattered coins	20	135
“	small storage room	basement	shelves	fine wine	50	185
John's house	living room	middle level	l/h window	gold goblet	25	210
Sleeping Man's house	via high window	upper level	table	purse	25	235
Vine house	living room	upper floor	pedestal	hammer on chain	25	260
Keeper's hideout		upper floor	table	spectacles	50	310
East Town						
Spinning Wheel house	living room	under counter	display cabinet	gold stack	25	335
Treasure Hunter's house	entrance area	ground level	by barrel	purse	10	345
Philip S. Low's house	living room	upper floor	display cabinet	purple vase	50	395
“	north bedroom	“	under bed	gold goblet	25	420
Bakers	west room	upper floor	behind chimney	purse	20	440
Cart near Alchemist			inside cart	scattered coins	20	460
Cathedral	by front door		collection box	scattered coins	20	480
“	catacombs		on tomb	green vase	50	530
“	“		on tomb	gold vase	100	630
Steel End quarter						
Murderer's house	bedroom	lower floor	footlocker	purse	30	660
Industrial Building by gate	red brick room	upper floor	by pillar	drill bit	40	700
Total Loot						700

Important Items	
Rope Arrow	Crate, SE corner of attic, building west of police statin.
Signal Whistle	In pigeon hole in evidence room, basement of police station.
Bag of Fake Money	In rat hole behind wardrobe, south bedroom of tavern, once you have blown the whistle.
Alchemist Book	In r/h bookcase in Alchemist's house.
Victoria's Doll	On ground in gated area between bats house and Philip's house.

Locations of Evidence	
1.	After you have frobbed the table in your apartment.
2.	Frob the patrolling city watch officer called Tommy.
3.	Trigger the conversation in the barracks in the police station tower.
4.	Collect the drawing from inside the book on the desk, house above archway with climbable vine.
5.	Read the note to Markus from S. by the dead bat on the roof in the enclosed garden.
6.	Given to you by the landlord of the Obedient Zombie when you first speak to him.
7.	Speak to one of the guards by the city gates in the west side of town.
8.	Listen to the conversation from the bedroom in the spinning wheel house.
9.	Listen to the canyon watcher when you approach the gates to the ruined chapel.
10.	Walk past the mock Tudor house to hear the Cathedral watchers conversation.
11.	Read the book behind the wardrobe in the front room of the bakers.
12.	Read the note under the loose plank in the attic of the bats house.
13.	Collect Victoria's doll from the ground in the gated area between the bats house and Philip's house.
14.	Frob the sweet wrapper on the floor in the room with the trap door leading to the basement, Philip's house.
15.	One yo have placed Victoria's doll on the table back in your apartment.
16.	Speak to the Priest in the Cathedral.
17.	Once you emerge in the ruined Chapel after the catacombs.

Clues revealed by the Evidence	
1.	Victoria has gone of her own free will
2.	Tommy saw her go into the tavern with a man.
3.	You need permission to go into the obedient Zombie tavern.
4.	The girl and a man used a key, so you'll need to use it as well.
5.	The man you are seeking is not working alone.
6.	The man who owes the landlord money was taken to the police station.
7.	Given to you by the landlord of the Obedient Zombie when you first speak to him.
8.	They tell you they saw a girl enter Philip's house.
9.	He saw a man and a young girl go into the ruined Chapel.
10.	She saw a man and a young girl go into the Cathedral two night ago.
11.	Tells you the man was a Captain.
12.	Now you know Victoria was kidnapped.
13.	You know you are close to where Victoria has been.
14.	You know Victoria was held against her will in Philips' house.
15.	You see a cut scene explaining why Victoria is missing.
16.	He informs you they went through the secret passage to the catacombs.
17.	You have discovered the murder scene.

Secrets	
Enter the Alchemist's house.	Shoot broadhead at window latch via ajar window.
Collect the purse from behind the chimney in the west room of the bakers.	Rope arrow to beams in room with dead baker.
Purse on table in sleeping man's hose, south area, west town.	via high window, mantle onto steps roof.
Gold hammer on a chain in the vine house.	Lever on r/h side of hanging lantern.
Gold vase on one of the tombs in the catacombs.	
Reveal writing on black piece of paper found under wardrobe, NE room of your apartments.	Frob sheet in chimney smoke in tavern's kitchen.
Enter the Keepers hideout in the town near the Obedient Zombie.	see screenshot below.
Purse by barrel in entrance of Treasure Hunter;s house.	Need to wait for guard to open door.

Amended Map + Screenshots









