



## Introduction

This Polish mission is a genuine classic but sadly has never had an English release, so I used Google translate and other online translation sites to make an English version and asked Timon for permission to release it, sadly that permission was not granted as Google translate does not do a very good job with most of the books translated being a bit of a mess and often only giving a rough idea of what Timon actually meant, but they were good enough for me to understand most of the plot, storylines and many jokes.

So this walkthrough is intended to be used along side playing Prezent, however in respect to Timon's wishes I do not explain everything or give full translations of the many books, nor am I prepared to pass around the English version that I made, but I can give an overall gist of what players need to do, how to achieve the objectives and give synopses of the side quests and stories.

I have included translated objectives (they have been posted on Darkfate for many years anyway), translated key names and buildings, but most street names were beyond Google translate, so I have avoided using those, however I made some assumptions in some of my translations, For example the name of the inn directly translates as *Lame Rych* but from translating other books I became aware that the word *Rych* was intended to be *Burrick* so it became obvious that *Lame* should actually be *Crippled*. Similarly every translation service gives the name of the tower as *The Fire Tower* but I changed that to *Bell Tower* in keeping with *Thief cannon*.

Also throughout the map you'll find a number white stones, '*Element plaskorzeŹby*', translated this means 'bas relief piece' or 'bas relief fragment' but I left the word *element* in this walk as when playing the Polish version that is the word you will see when you collect any of these objects.

To keep this walk to a reasonable size I did not include translations of every object but you can check the '*Keys*' and '*Items of Note lists*' at the end of the walk for their English titles. Similarly I avoided translating every book and note unless necessary, but you'll find a answers to a lot of your questions in the Q+A section below. I have also made a map of the city which should help you considerably (see end of walk).

## Important

Do not play this mission on hard, one of the objectives is broken so you will not be able to finish it, hopefully in the near future a dml will fix the few issues with this mission .

## Note

This mission appears not to have full beta tested yet, a couple of keys are one use only which means there will be a couple of doors you can't unlock, there's one key that has no use and a few items names do not really make sense although that maybe Google translate.

## Before Playing

You may wish to print off the second page of this guide/walkthrough and have it by your computer as you play the mission, the overview below informs players what the main objectives are as you trigger or complete them, as well as giving a synopsis of important books and conversations that trigger/complete those objectives, however I have tried to keep the information in the overview to a minium but enough info for you to understand what has just occurred, but I suggest you only read each paragraph once you have actioned an objective as otherwise you will read too many spoilers.

## Overview

**Introduction:-** You are informed you have been employed by an unknown client to collect a package from the bell tower in a sleepy town but on arrival you were knocked unconscious by some thieves who stole your equipment, and have spent the last 2 days recovering in the Inn at the Crippled Burrick.

### The Inn at the Crippled Burrick

Once the mission has started you'll complete the goal *Stay at the Inn of the Crippled Burrick* and receive 3 new goals *'Make sure the inn is safe', 'Find some healing potions'* and *Recover your equipment*. Reading the guest list you discover there is a sheriff's convention at the inn and it brings 3 new goals *Leave the inn and find a new hiding place, Rob the cop at the inn and Steal something valuable from the Innkeeper*. Once you have finished at the inn you first need to find your equipment and head to the bell tower.

### Bell Tower

Here you'll collect a fake parcel no 145/23 that needs to be replaced. The scroll tells you that you need to break into the bank to steal a valuable item, but first you need to swap the fake parcel with the real parcel that is currently at K.A Wood and Sons forwarding co. To break into the bank you must collect the bank key from the head of security and the code to access the vault from the treasurer. Nobody must know about the break in and nobody can be alerted, otherwise you will not get paid for this job. Reading the scroll gives you 2 new goals:- *Get the missing information about the bank employees* and *Change the package at the shipping company*.

### Thieves Den

When you enter the thieves den you get an on screen notification *"Ah ... the gang's hideout is in the city sewers. Good idea, there is always access to rich houses from there."* You then get an optional objective *Search the sewers*.

### Council Offices

Here you find a book in the City Cartographer + Population Register office that informs you who the head of bank security (Gustlik) and who is the bank treasurer (Grzegor). Goal complete *Get the missing information about the bank employees*, and 2 new goals *Get the key so as not to arouse suspicion*, and *Get additional information from the Treasurer's house*.

### Gustlik- Head of Bank Security

As you approach his bed and see his key you'll get an on screen notification *'This is the key I'm looking for. Unfortunately, I can't steal it. If the head of the bank's guard notifies the bank's management in the morning, the plan would have failed. So I have to think of something else'*. Once you have got the key you'll complete the objective *Get the key so as not to arouse suspicion*. If you KO Gustlik you'll fail the mission as you not meant to arouse suspicions. *You were not supposed to arouse suspicions*

### Grzegor – Bank Treasurer

Reading Grzegor diary you'll learn that when visiting an antiquarian shop he saw the code for the bank vault in one of the stained glass windows, he also makes a comment about the bookseller having become a drunk since his wife left him, reading the diary will complete. Goal Complete *Get additional information from the Treasurer's house*, new goal *Get to know the secret code*. If you alert Grzegor you will fail the mission:- New objective:- *You were not supposed to arouse suspicions*.

### M. & B. Burke

Reading the 3 letters hidden in this unscrupulous lawyers office confirms he is making a black market deal with his cousin to buy the house Mrs Hyacinth Bucket inherited from her deceased husband, 1. A tax demand for immediate payment of inheritance tax. 2. A letter to a client saying with all the complications dealing with Mrs Bucket the cost to the client of buying Mrs Bucket's house has increased and will take a couple of months to resolve. 3. A scroll to his cousin saying in a couple of weeks they can buy Mrs Bucket's house at a significantly reduced amount from current market value. On reading these letters you get a new objective *Make a decision about the correspondence* At the same time the 3 letters disappear from your inventory and are replaced with a single *Set of correspondence regarding the tenement house*.

### Master Locksmith Albrecht's Workshop

In here you need to make a copy of Gustick's bank key, the keys in the showcase and those fixed below the toolboxes are demo keys. The letter in the pigeon hole is from the key cutting manufacturer apologising for setting up the cutting machine incorrectly during installation and informs Albrecht that until replaced using code 1234 will work. One of the scrolls is a leaflet from the manufacturer praising the quality of their machines. The other scroll in the pigeon hole is a user manual for the key cutting machine. 1.You first need to know the code to the key you want to cut. 2. Enter the code into the control Mechanism. 3. Place the key blank into the vice. 4. Close the lid with the left lever. 5. Start the machine using the r/h lever. Once you have made the correct copy of the bank key Objective Complete:- *Get the key so as not to arouse suspicion*.

### Book Store

The book on the desk in the office tells of an old legend of an old woman, who when dying her daughter prays to the builder to save her life which he does, but he then puts 3 temptations in front of the old woman when she goes to town, on 2 occasions a beggar asks her for money and on each occasion the old woman berates the beggar and gives them nothing, on the 3<sup>rd</sup> occasion a nun asks her for money but when berating the nun a coin falls out of her hand and falls into the sewer. New Objective: *Find and use the old woman's coin (Optional)*.

When you meet the ghost she'll tell you she's book seller wife. Olivia tells you she wants revenge on her husband Adam who murdered her, in return she'll give you the code for his safe. He had 2 passions, wine and his books, she wants you to deprive him of the most precious treasure. She'll wait in the bedroom for your decision. New Objective:- *Hear what Olivia has to say (Optional)*. When you enter the bedroom Olivia says you can keep everything In the safe apart from the manuscript of Brother Thomas' first logarithmic tables, which you need to burn in his favourite fireplace. Objective Complete:- *Hear what Olivia has to say (Optional)*.

If you try to leave the house with the loot from the safe without burning Adam's book Olivia will appear and say 'You cheated me! If you don't burn the book in 30 secs I'll call the alarm', the mission then finishes. New Objective: *Unfortunately you fell into it out of greed*

### Kirill Lechowicz – Art Collector

The book on the desk in the rear office tells you Kirill Lechowicz donated a priceless work of art to the city, but it was broken up into a number of pieces and it tells you who has some of the broken bas relief pieces.

## Starting Objectives

*Zakwateruj się w Gospodzie u Kulawego Rycha*

*Stay at the Inn of the Crippled Burrick.*

**Solution:-** Watch the client instructions the at the start of the mission.

*Odbierz po zmroku przesy³kê z Wie¿y Stra¿y Po¿arnej*

*Collect the package from bell tower after dark.*

**Solution:-** Read the scroll by the fake package at the top of the bell tower.

*Nie zabijaj*

*Do not kill.*

## Hidden Objectives

*SprawdŸ czy gospoda jest bezpieczna*

*Make sure the inn is safe.*

**Trigger:-** Watch the client instructions the at the start of the mission.

**Solution:-** Read the guest list under the counter at reception in the Inn.

*ZnajdŸ coœ leczniczego*

*Find some healing potions..*

**Trigger:-** Watch the client instructions the at the start of the mission.

**Solution:-** Collect a healing potion (3 available in game).

*Odzyskaj sprzêt*

*Recover your equipment.*

**Trigger:-** Watch the client instructions the at the start of the mission.

**Solution:-** Collect the blackjack from the table in the thieves den, NE sewers.

*Obrabuj gliniarza w gospodzie*

*Rob the cop at the inn.*

**Trigger:-** Read the guest list under the counter at reception in the Inn.

**Solution:-** Collect the Commemorative Sheriff's badge from the moneybox, room 4, Inn at the Crippled Burrick.

Expert Only

*Ukradnij coœ cennego karczmarzowi\*\**

*Steal something valuable from the Innkeeper. \*\**

**Trigger:-** Read the guest list under the counter at reception in the Inn.

**Solution:-** Collect the spectacles off the dining table in the Inn after you have read the book in the bar.

Expert Only

*ZdobŸ brakuj¹ce informacje o pracownikach banku*

*Get the missing information about the bank employees*

**Trigger:-** Read the scroll by the fake package at the top of the bell tower.

**Solution:-** Read the book in pigeon hole, NE room, council offices.

*Podmieñ przesy³kê w firmie spedycyjnej*

*Change the package at the shipping company.*

**Trigger:-** Read the scroll by the fake package at the top of the bell tower.

**Solution:-** Collect the bracelet that falls out of the package in the office, upper level, K.A. Woods & Sons.

*ZdobŸ dodatkowe informacje w domu Skarbnika*

*Get additional information from the Treasurer's house.*

**Trigger:-** Read the book in the pigeon hole, NE room, council offices.

**Solution:-** Read Grzegorz's diary by the safe, office, bank treasurers house.

*Poznaj sekretny kod*

*Get to know the secret code.*

**Trigger:-** Read Grzegorz's diary by the safe, office, bank treasurers house.

**Solution:-** Frob the middle stained glass window in gallery, upper level, book shop.

*ZdobŸ klucz tak aby nie wzbudziæ podejrzeñ*

*Get the key so as not to arouse suspicion.*

**Trigger:-** Read the book in the pigeon hole, NE room, council offices.

**Solution:-** Use the strange wax box on the key in Gustik's house and collect the 'Imprint of bank's security key'.

*Teraz czas dorobiæ kopiê klucza*

*Now it's time to make a copy of the key.*

**Trigger:-** Use the strange wax box on the key in Gustik's house and collect the 'Imprint of bank's security key'.

**Solution:-** Make a copy of the key using key blank AX 101.

*Zniknij z gospody i znajdŸ nowa kryjówkê*

*Leave the inn and find a new hiding place.*

**Trigger:-** Read the guest list under the counter at reception in the Inn.

**Solution:-** Enter the hideout behind the false wall in the attic of the house for rent near the chapel.

**\*\* Note:** This is the objective that does not work on hard (it appears in your goals) but does not complete.

## Optional Objectives

### Znajdz i uzyj monete staruchy (opcja)

Find and use the old woman's coin

**Trigger:-** Read the book on the desk in the office, upper level, book shop.

**Solution:-** Place the 'coin never offered' on the tip tray on counter in reception, Inn at the Crippled Burrick.

### Przeszukaj kana³y œciekowe (opcja)

Search the sewers

**Trigger:-** Enter the sewers where the thieves den is, NE building.

**Cancelled:-** Trigger the on screen notifications in the 3 sewer location to get a message from Timon.

### Podejmij decyzjê odnoœnie dokumentacji (opcja)

Make a decision about the correspondence.

**Trigger:-** Read all 3 pieces of correspondence found in M. & B. Burke's office.

**Solution A** Place 'A set of correspondence regarding the tenement house' on the tray behind the painting in M. & B. Burke's office.

**Solution B** Place 'A set of correspondence regarding the tenement house' on the desk in the cells area, city watch.

**Solution B** Place 'A set of correspondence regarding the tenement house' in the letter box of Hyacinth Bucket.

### Wys³uchaj co ma do powiedzenia Oliwia (opcja)

Hear what Olivia has to say

**Trigger:-** Frob the corpse of Olivia in the bricked up basement room, book sellers store.

**Solution:-** Hear what Olivia has to say in the bedroom, book store's private quarters.

## Other Objectives

### Niestety wpad³eœ przez zachlannoœæ

Unfortunately you fell into it out of greed

**Trigger:-** Triggers if you try to escape the book shop without burning Adam's prized book.

### Mia³eœ nie wzbudzaœ podejrzeñ

You were not supposed to arouse suspicions

**Trigger:-** Do not disturb the bank treasurer or KO the head of security in their homes.

## Q + As

*Every time I try to steal a loot item of the inn I get an on screen message!*

The message says "Living in an inn I can't steal from the guest or the innkeeper."

Once you have discovered the inn keeper in friendly with the city watch your welcome to take what you want.

*There's a key in the inn keepers room I can't frob, what does the message say?*

This is my room key, why would I want to carry extra weight.

*What's with the highlightable box in deposit 44, deposit room, Inn at the Crippled Burrick?*

There's nothing in it.

*What do I do with the wax box I found in the deposit room, Inn at the Crippled Burrick?*

You'll find a use for it later.

*Where is my equipment?*

On the table in the thieves hideout in the sewers.

*What's with all the paintings that bring up various on screen notifications?*

Garrett usually making a comment about the painting being a fake.

*How do I get into the sewers?*

Remove the planks of the boarded up window in the barracks, NE building.

*When I approach the north area of the sewers with the thieves I get an on screen notification.*

It says "I won't get into the sewers with this entrance, I have to find another way"

*How do I get into the bank treasurer's house and the head of security's house, their doors do not highlight?*

You need to get the missing information about bank employees first.

*How do I get into the city council offices?*

Check the caretakers house for a key.

*Where's the key for the locked SW office in the city council building?*

There isn't one.

*What's with the 2 cabinets and the wall plaque in the pickable SW office in the council building.*

This is the Office of measures and tariffs, an on screen notification of Urban Weight Standard, Urban Volume Standard and Urban Length Standard.

**How do I get the key from the head of security (Gustlik)?**

You need to make a wax impression, search the inn for what you need.

**When I frob the gate in the sewers under the inn I get an on screen notification.**

"There is no entrance to the sewers here, unfortunately".

**I found a key in a cupboard in a coal cellar opposite the entrance to Grzegor's house.**

This key has no use.

**Where's the key for Grzegor's house?**

Justyna has got it, she's his house cleaner.

**Where's Justyna's apartment?**

Look for a balcony close to Grzegor's front door.

**What does the on screen notification say when I highlight the safe Grzegor's house?**

It says that unfortunately you can't leave any sign of a break in, so no you can't steal from the safe.

**Why can't I frob the silver coin stacks on the dining table in Grzegor's house?**

Again you can't leave any sign of a break in

**I get an on screen notification when I enter the round room with a hole in the floor, apartment above the Premises for Let.**

It tells you this is a safe place to get some rest.

**Where's the switch to the move the bookcase in M. & B. Burke's office?**

Check the door frame in the closet.

**What does the Pagan say in the corridor above M. & B. Burke?**

This is a private hiding place, only a good bottle of wine will be acceptable to get past the Pagan.

**How do I make a copy of the bank's key in Albrech's workshop**

You first need to find the code of the key you want to copy, use the wax impression on the microscope. Code: 1133

First hard save, there is only one blank key available, use the east machine, the west machine is broken.

Place the blank AX101 key on the metal plate under the cover

Shut the cover

Input 1133, turn r/h lever

If you make a mistake you'll get a badly made key (Ale dorobiony klucz)

Do it correctly you'll get a correctly made key (Prawidowo dorobiony klucz)

**Where's the blank key AX 102**

On the floor between the 2 key cutting machines

**So what does the code 1234 found in the letter Reply to the Complainant do.**

I'm not sure, I think that is a false hint.

**What do the 3 valves behind the grill in the courtyard leading to Albrech's workshop do?**

One of the scrolls on the reception desk in the workshop informs you the water has been turned off due to non payment, the valves are the main water valves

If you turn valve 3 (bottom one) the pistons back in the workshop work again.

**Where's the Code of the bank vault?**

Grzegor's diary says he saw the code in one of the stained glass window in the book store, frob the middle window in the gallery upstairs.

**What does the on screen notification say when you find the safe in the bedroom, upper level, book store?**

It tells you in Thief FM's safe codes are always written on a piece of scrap paper

**I found the scape paper with the code, but the code does not work**

That's a false code, the code is of no use.

**What does the on screen notification say when I look at the bricked up doorway in the book sellers basement?**

That it's not normal behaviour to brick up doorways, you need to find out what's behind that wall.

**How do I get past the bricked up doorway?**

Find a hammer, solid and heavy.

**Why can't I pick up the bas relief element in the basement?**

It's got blood on it, you need to find something to remove the blood.

**What does the ghost in the book store say?**

Her name is Olivia, her husband killed her, she wants revenge, he had 2 passions, books and wine, she wants you to destroy his most treasured possession, in return she'll give you the code to his safe, she'll wait in the bedroom for you decision. In the bedroom she'll tell you, you can keep everything in the safe apart from the manuscript of Brother Thomas' first logarithmic tables, which you need to burn in his favourite fireplace.

**What's the real code for the safe?**

4559

**Why does Olivia appear at the front door and why does the mission fail 30 secs later.**

You made a deal with Olivia to burn Adam's manuscript, you cheated on her, go back and burn the book.

**How do I burn the manuscript, there's no lit fireplace.**

There's a box of matches by the mantelpiece in the sitting room.

**Where's the key for K. A. Wood & Sons shipping warehouse.**

Look for a key in M. & B. Burke's office.

**Why can't I collect any of the packages in the warehouse.**

On screen notifications say things like 'Wrong Package', 'Not Heavy Enough', 'Too Big'.

**What does the on screen notification say when I frob the sewer hatch in the warehouse.**

There is no entrance to the sewers here, unfortunately.

**How do I complete the optional objective to search the sewers.**

When you trigger the 3<sup>rd</sup> and final on screen sewer comment you'll also get an on screen comment from Timon.

'How many times do you have to venture into the dirty sewers to understand' that you have to rob the bank and not some sewage. I cancel the assignment'.

Objective Cancelled: **Search the sewers (Optional)**

**How do I open the side door to the warehouse and the council office, I entered through the main door.**

The keys for the warehouse and the council office are one use only, but both these buildings have 2 entrances, so you can only unlock one or the other.

**Where's the real package no. 145/23**

On the floor by the bookcase in the office, frob that with the fake package and collect the bracelet that falls to the ground.

**How do I complete the optional objective' *Make a decision about the documents?***

There are 3 options, each bring up a different on screen notification.

**1.** On the tray in the wall safe in M.& B. Burke's office

You have decided to leave your papers with the lawyers' office. Let's look to the future what your act has brought. First, the Widow Bucket was evicted from the house, she was seen crying and throwing thunderbolts at everyone and disappeared into the streets of the city, then all knowledge about her was lost.

Secondly, Burke, the one with a B, suddenly got rich and after a few years he sat on the City Council. Unfortunately, shortly after that, he was found with his throat cut in Cat's Lane Unfriendly to him, or perhaps well-informed, whispered something about the widow's revenge, but the guards never discovered the perpetrator, but what to expect from them.

Maybe if you had made a different decision, the fate of people would have been different...

**2.** On the desk in the cell block area, ground floor, city watch.

You have decided to drop off the papers at the Municipal Police. Let's look into the future what your act has brought. Widow Bucket paid the required debt and ... soon she was married again to Constable Simon, or rather to a former Constable and, at the time of the wedding, a highly paid security and safety adviser at M&B Burke. Apparently, the management was not very happy with the employee, but for strange reasons, they hired Simon for many years and paid him a Christmas bonus each year. You could say that Hiacytha and Simon had a happy life, but ... our widow Bucket, after two months of a happy life, fell down the stairs and broke her neck. Simon was not lucky with women, the first wife drowned while washing ...

Maybe if you had made a different decision, the fate of people would have been different ....

**3.** In the letter box of Hyacinth Bucket's house

You have decided to drop off the papers of Widow Bucket. Let's look to the future what your act has brought. First, the Widow Bucket paid the required debt and ... nothing else happened. Burke and Burke lived in fear for a time, but the widow made no move. Relieved by this, our lawyers returned to their normal lives, and then a rumour broke out in the city. Someone was buying up all the debts of M. & B. Burke and their private promissory notes. After two months, an unknown debt collection company demanded payment of all debts of our lawyers. As the debtors' assets were not enough to cover their debts, they landed in prison for their debts. Apparently, nothing good happened to them there, but these are just rumours. Widow Bucket left town shortly after, apparently she was seen leaving town with a strange smile on her face. I forgot to add that the tenement house of the widow of Bucket now houses the office of the aforementioned debt collection company.

Maybe if you had made a different decision, the fate of people would have been different ....

**What do I do with the coin (An old strange coin/coin never offered) found at the bottom of the canal**

Place it on the tray on the bar, Inn at the Crippled Burrick to get a reward.

**What do I do with the bas relief pieces.**

Use them on the large white stone frame in the office of Kirill Lechowicz.

**How do I finish the mission?**

Enter the tunnel behind the stone blocks in the upper level room, building for let, east of Chapel (Innkeeper has key).

Location		Position	Loot	Value	Total
Inn at Crippled Burrick	Innkeeper's room	Innkeeper	purse	100	100
"	under north stairs	footlocker	necklace	200	300
"	room 1	plaque on door	room number	5	305
"	"	footlocker	gold dice	50	355
"	room 2	plaque on door	room number	5	360
"	room 3	plaque on door	room number	5	365
"	room 4	plaque on door	room number	5	370
"	bar	reward for coin	tip tray	100	470
Hut by Gate		footlocker	spice bag	40	510
Cottage		under table	fine wine	50	560
Pagan House		on floor	3 lost city jars	60	620
NE House	2 bunk bedroom	top NW bunk	purse	100	720
Sewers	entrance	thief	purse	25	745
"	thieves den	sleeping thief	purse	100	845
"	"	table	3 silver stacks	36	881
"	"	under bed	3 spice bags	120	1001
Custom + Tax Chamber	tax collector	chest drawers	silver stack	12	1013
"	under NW o/s steps	on canal ice	statuette	15	1028
Chapel	crypt	on tomb	3 lost city jars	60	1088
"	"	on floor	lost city jar	20	1108
"	"	"	tapestry	150	1258
Council Offices	SE office	administration	floor by desk	50	1308
Bank	west porch		north window	5	1313
A.T.R. Timonowicz	porch		on ground	5	1318
M. & B. Burke	Advice, Mediation		closet	10	1328
"	"	behind painting	wall safe	5	1333
"	"	"	"	125	1458
Book Store Apartment	entrance area	ground level	under stairs	5	1463
"	storage room	off stairs	footlocker	50	1513
"	corridor	upper level	occasional table	100	1613
"	sitting room	"	under sofa	15	1628
"	spiral stairs	"	ceiling beams	100	1728
"	Adam's safe	"	north table	60	1788
"	"	"	"	150	1938
"	"	"	south table	60	1998
"	"	"	"	200	2198
"	"	"	"	200	2398
K.A Wood and Sons	courtyard		large crate	150	2548
"	office		safe	100	2648
Kirill Lechowicz	lobby		corner table	45	2693
"	"		"	50	2743
<b>Missing Loot: 4 x door plaques (5g each) outside bedrooms at Inn (door numbers are also loot)</b>				<b>Total Loot Available</b>	<b>2743</b>

Books + Scrolls	Location	English Title	Contents
Inn at the Crippled Burrick	Book under counter at reception	List of Guests	New Objectives
Room 4	On floor	Conference presentation review	
Guard Station	Cell block desk	Unfinished report	City watch does not know where the thieves den is.
"	Cell block notice board	3 x scrolls	Wanted criminals, Fire brigade schedule, New uniforms.
Bell Tower	By package	Details of clients job	New Objectives.
Tax Collector office	book on desk	List of Deposits	Includes key for Albrecht's workshop.
Justyna's Apart.	Table in sitting area	Letter to mother	Cleaner bank and Mr. Grzegorz house, so has his key.
Warehouse Wall	Near premises to let	Mechanist circular	Advertising new fireless lamp.
Caretaker's House	Scroll on table	List of essential purchases	
City Council Building	Scroll in pigeon hole, NE room	Request for city maps.	
"	Book in pigeon hole, NE room	List of real estate	Names bank treasurer (Grzegorz), head of security (Gustlik)
Grzegorz's House	By safe in Grzegorz's office.	Grzegorz's diary	Where the bank vault code is, bookkeeper is a drunk.
"	Scroll on kitchen table	Letter to Justyna	Telling her the stove is broken.
M. & B. Burke	Footlocker in area behind bookcase	Hidden letter	Tax demand on inherited property or it will be forfeited.
"	A letter to my cousin	Wall safe behind painting	Intention to buy the house at a fraction of the market price.
"	Letter to Client	"	Cost of house to client buying it has gone up considerably.
Albrecht's Workshop	Scroll by front door	Letter from Tax Office	Notice of auction of property and contents.
"	Reception desk		Debt enforcement order, Inventory, Cutting of water supply.
"	Reception wall		Diploma, certificate, permission to trade as locksmith.
"	Pigeon hole	Replay to the Complainant	Gives code 1234
"	"	Commercial offer printed carelessly	
"	"	User manual printed carelessly	Instruction for use of key cutting machine
"	Table by microscope	List of completed orders	Says key blank used for bank keys is AX102
Book Store	Waste paper basket, office, book store	Strange Note	Gives false code.
"	On desk in office	Urban Legends	Tells a story of an old woman who loses a coin.

## Keys Translations

Pokj_nr1	Room 1 key
Pokj_nr2	Room 2 key
Pokj_nr3	Room 3 key
Pokj_nr4	Room 4 key
karczmarza	Innkeeper's key
Klucz do depozytu	Key to the deposit
klucz znalezione w karczmie	Key found at the Inn
Klucz od bramy	Gate key
klucz posterunku Stray	Key from the Guard post
Klucz pijaka**	The Drunk's key**
Niestarannie ukryty klucz	A Carelessly Hidden key
Klucz sejfów komornika**	The key from the Balliff's office**
Klucz do warsztatu lusek Albrechta**	Key to the workshop of Albrecht's locksmith**
Klucz dozorca budynku Rady Miasta	Key of Caretaker of City Council building
Klucz do kanału nr 1	Key to the Sewers
odcisk klucza dozorca	Imprint of the head of bank's security key
Klucz sprzątaczkę	Cleaner's key
Klucz znalezione w piwnicy	Key found in Basement
Klucz znalezione w kuchni	Key found in the kitchen
Klucz do gabloty	Showcase key
Surowy klucz model AX201	Crude key Model AX 101
Ale dorobiony klucz	A Badly made key
Klucz znalezione w biurze M. & B. Burke	Key found in Office of M. & B. Burke
Prawidlowo dorobiony klucz	Correctly made key
Klucz Ukryty przez antykwariusza	Key hidden by the Antiquarian
Klucz znalezione za obrazem	Key found behind the Painting

\*\* Note: These are the same key, the name of the key depends on if you read the book on the desk before you open the safe.

\*\* Note: This key may show up as The Drunk Book Sellers key, I suspect it is meant to change name after reading Grzegorz's diary but it didn't do so with me.

## Items of Note Translations

dziwne pudełko z woskiem	Strange Wax Box
Fazwaja Przesyła nr 145/23	Fake Parcel 145/23
marny jabol	Cheap Wine
odplamiacz uniwersalny	Universal Stain Remover
Dziwne zapiski	Strange Note
mot, solidy i ciki	Hammer, sold & heavy
Manuskrypt pierwszych tablic logarytmicznych	Manuscript of the first logarithmic tables
Zapaki...zapewne n sianowa	Matches...hopefully dry as hay
Stara, dziwna moneta**	An old strange coin**
Nia ofiarowana nigdy moneta**	A coin never offered**
odcisk klucza dozorca	Imprint of the head of bank's security key
Komplet korespondencji w sprawie kamienicy	Set of correspondence regarding the tenement house
Znaleziona mapa miasta	City Map
Ukryty list	Hidden Letter
List do Kuzyna	Letter to Cousin
List do zleceniodawcy	Letter to Client
Odpowiedz na reklamację	Reply to the Complainant
Niebardzo wydrukowana oferta handlowa	Commercial offer printed carelessly
Niebardzo wydrukowana instrukcja obsługi	User manual printed carelessly
Legenda miejskie	Urban Legends

\*\* This is the same coin, its name will change after you after read the Urban Legends book in the book sellers office,

## Bas-relief pieces

Behind NW barrels, upper level walkway, guard post.  
Under table, servant's quarters, Inn.  
On beams above bed, upper level, warehouse.  
Behind 'strange looking book' in shelving unit, reception area, customs and tax office.  
Safe in office, Kirill Lechowicz house.  
By footlocker, storage room off stairs, book shop.  
Under stairs in hidden space in M. & B. Burke's office.  
In the hidden room where you find Olivia's corpse, basement, book shop.  
NW corner by single chair, spare room, Pagan corridor, above M. & B. Burke.  
Behind small bush by Swt door to caretaker's house.  
BY SE pipe, behind barrel, ground level, freight forwarding warehouse.  
Under south bed, thieves den.

Need to remove blood stain first

Keys	Location	Use
Room 1 key	Key rack, west wall, Innkeeper's bedroom.	Room 1, Inn
Room 2 key	Key rack, west wall, Innkeeper's bedroom.	Room 2, Inn
Room 3 key	Occasional table, Garrett's room in the Inn.	Garrett's bedroom
Room 4 key	Key rack, west wall, Innkeeper's bedroom.	Room 3, Inn
Innkeeper's key	Bedside table, Innkeeper's bedroom.	2 x doors in Inn.
Key to the deposit	Moneybox on bookcase, Innkeeper's bedroom.	Storage unit at back of Inn.
Key found at the Inn	Moneybox under counter, reception, Inn.	House for rent by the Chapel.
Gate key	Sword guard patrolling walkway, upper level, guard post.	City gate.
Key from the Guard post	Sword guard by stove in barracks, upper level, guard post.	Guard post
The Drunk's key	Drunk prisoner in cell, lower level, guard post.	Book Sellers shop.
A Carelessly Hidden key	Behind plant by door, tax collector, customs and tax office.	Safe in tax collectors office
The key from the Balliff's office**	Safe in tax collectors office, customs and tax office.	Albrecht's Workshop
Key to the workshop of Albrecht's locksmith**	"	"
Key of Caretaker of City Council building	On table in caretaker's house	City Council building
Key to the Sewers	Moneybox, NW office, city council building.	Sewer entrance to south of Inn.
Imprint of the head of bank's security key	Bedside table in house opposite bank.	Microscope in workshop.
Cleaner's key	Moneybox on bookcase, front room, Justyna's apartment.	Council Office.
Key found in Basement	In wall cupboard, basement room in courtyard below Justyna's apart.	No use
Key found in the kitchen	Work surface in kitchen, bank treasurer's house.	Kitchen door, Grzegor's House
Showcase key	On table opposite sample key pigeon holes, Albrecht's workshop.	Showcase, Albrecht's Workshop.
Crude key Model AX 101	On floor in workshop, Albrecht's Workshop.	Machine in Albrecht's Workshop.
A Badly made key	Key made in Albrecht's workshop if made incorrectly.	No use.
Key found in Office of M. & B. Burke	By footlocker in hidden space under stairs, M. & B. Burke.	Shipping Company
Correctly made key	Key made in Albrecht's workshop if made correctly.	Objective complete.
Key hidden by the Antiquarian	In safe in office, book store.	Basement, book store
Key found behind the Painting	Behind painting, bedroom, Kirill Lechowicz house.	Office, Kirill Lechowicz house.

\*\* Note: These are the same key, the name of the key depends on if you read the book on the desk before you open the safe.

Items of Note	Location	Use
Strange Wax Box	Big purse, deposit 178, deposit room off courtyard, inn.	Use on key on bedside table, Gustlik's bedroom..
Fake Parcel 145/23	Top floor of bell tower.	Swap for real parcel, office, K.A Wood and Sons
Cheap Wine	East desk, reception area, customs and tax office.	Give to Pagan in corridor above M. & B. Burke.
Universal Stain Remover	By barrel in front corridor of the caretakers house.	Washes blood of bas relief piece, basement, book seller.
Strange Note	Waste paper basket, office, upper level, book shop.	No use.
Hammer, sold & heavy	On ground by planks near the bell tower	Stone wall in book sellers basement.
Manuscript of the first logarithmic tables	Table in Adam's safe, bedroom, book seller store.	Burn in fireplace, sitting room, book seller
Matches...hopefully dry as hay	By fireplace, sitting room, book sellers private quarters	Use to light fire in sitting room,book seller.
An old strange coin	Under boulder in canal below Chapel's (west) window.	Tray on counter, bar, Inn.
A coin never offered	Same coin, different name	Same as above.
Imprint of the head of bank's security key	Made using strange wax box on key by Gustlik's bed.	Microscope, Albrecht's workshop.
Set of correspondence regarding the tenement ho.	Collect and read 3 letters from M. B. Burke's office	3 possible locations, See Q+A's above.

### Secrets

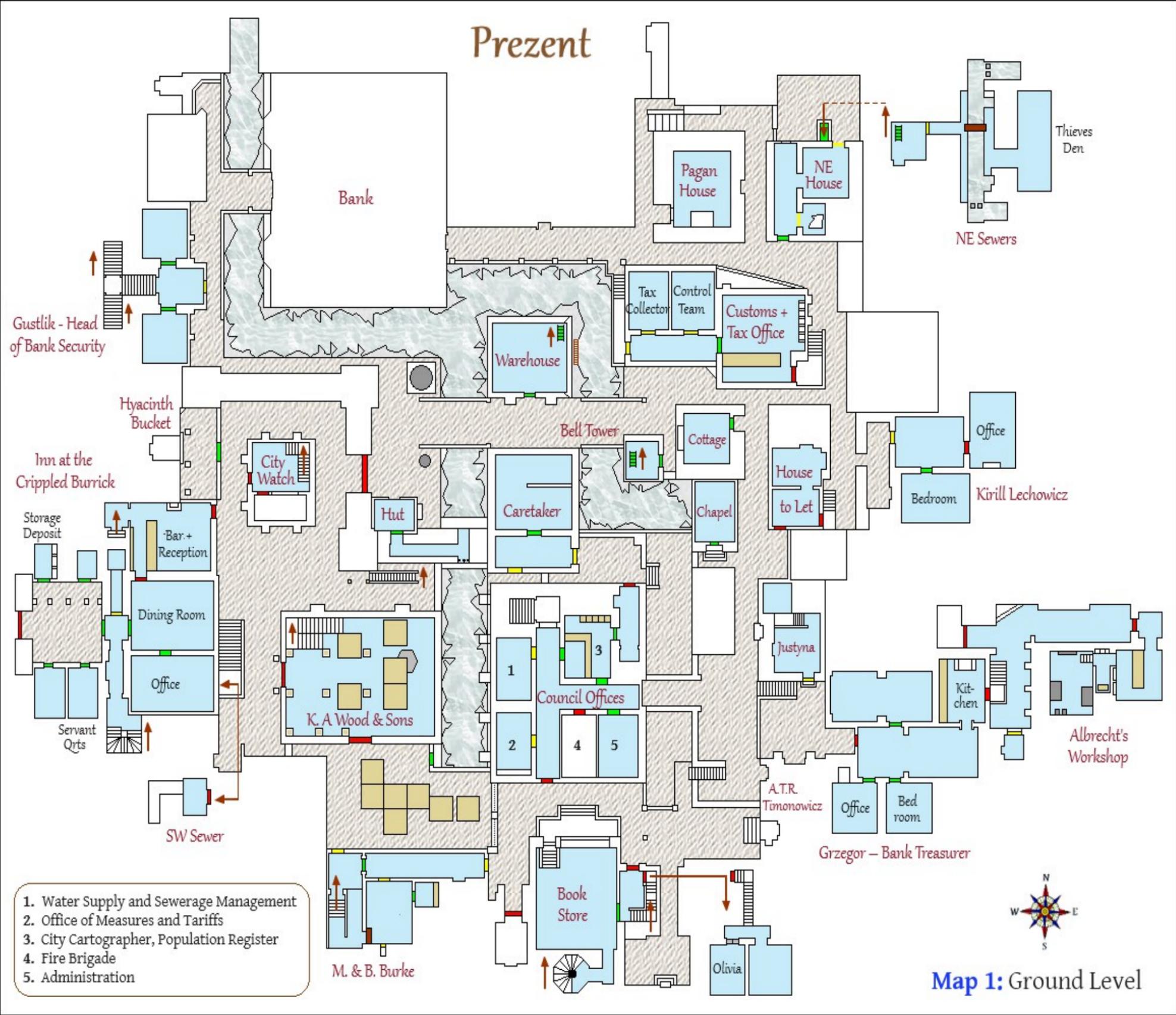
Open the large blue and white painted crate in K.A Wood and Sons courtyard.	
Enter the hut by the gate, east side of gate next to canal.	Use tunnel behind vines at end of canal.
Access the Pagan house.	Drop down hole in room behind boards, NE house.
Access the crypt in the Chapel,	Lever on south wall above ceiling beams.
Enter the far room with protected by the Pagan, corridor above M. & B. Burke.	Use cheap wine on tray.
Move the south bed in the Thieves den, NE sewers	Lever behind pipe.
Complete the bas-relief puzzle in Kirill Lechowicz's house.	Need 12 bas-relief stones.
Gold ring under stairs leading to private quarters, ground level, book sellers store	

### Location of Sewers

Sewer hatch in shipping warehouse  
Door by entrance to Inn  
North section of thieves sewers

### Healing potions

Footlocker in servant's quarters, rear courtyard, Inn at the Crippled Burrick  
Near bookcase, hut by gate.  
Footlocker. thieves den, NE sewers.



Gustlik - Head of Bank Security

Hyacinth Bucket

Inn at the Crippled Burrick

Storage Deposit

Bar + Reception

Dining Room

Office

Servant Qrts

SW Sewer

Bank

Prezent

Warehouse

Pagan House

NE House

Thieves Den

NE Sewers

Tax Collector

Control Team

Customs + Tax Office

City Watch

Bell Tower

Caretaker

Cottage

Chapel

House to Let

Bedroom

Kirill Lechowicz

Justyna

Council Offices

K. A Wood & Sons

1

2

3

4

5

Albrecht's Workshop

A.T.R. Timonowicz

Office

Bed room

Grzegorz - Bank Treasurer

Book Store

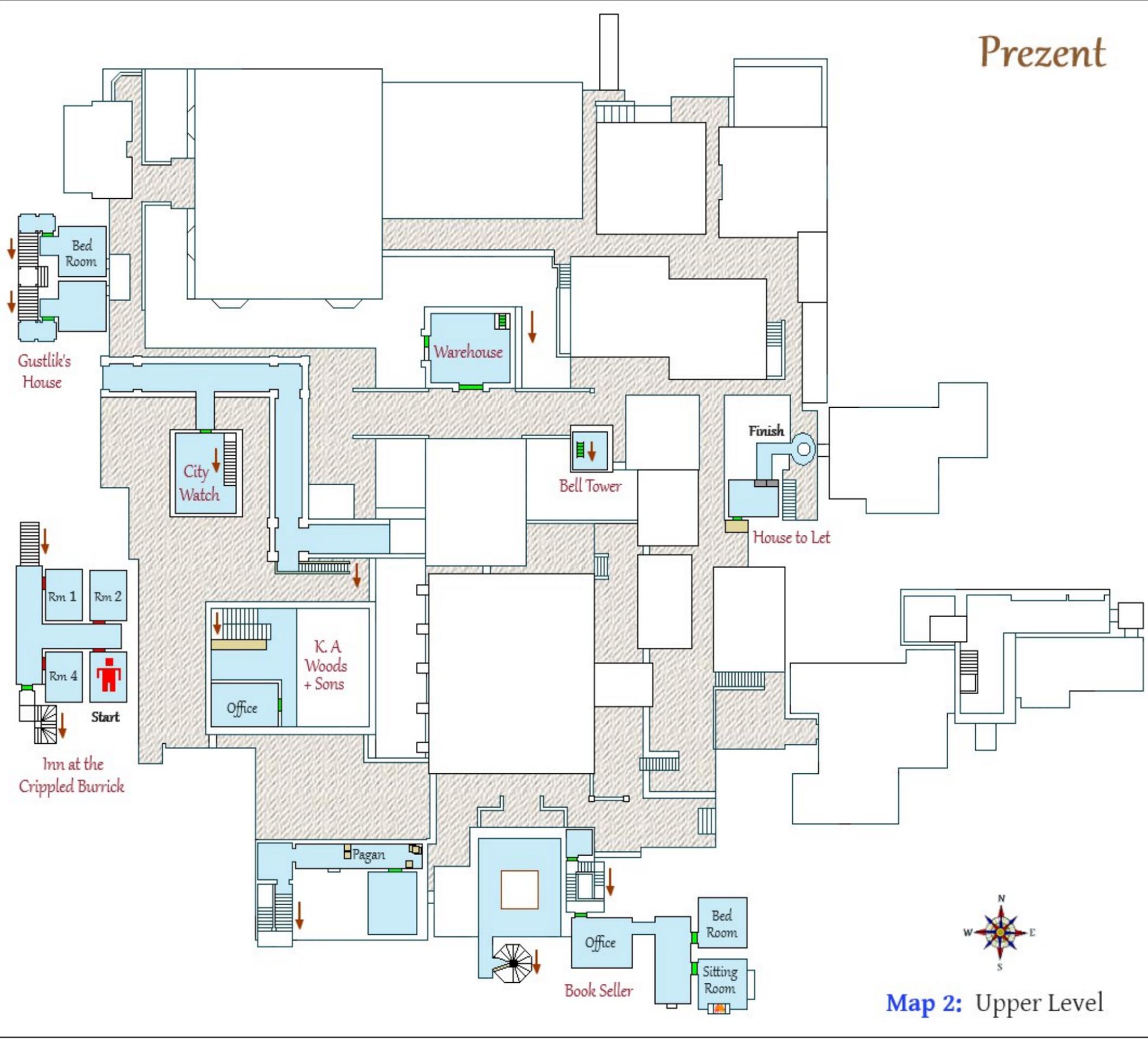
Olivia

M. & B. Burke



Map 1: Ground Level

# Prezent



Map 2: Upper Level