

Cathedral of St. Vincent

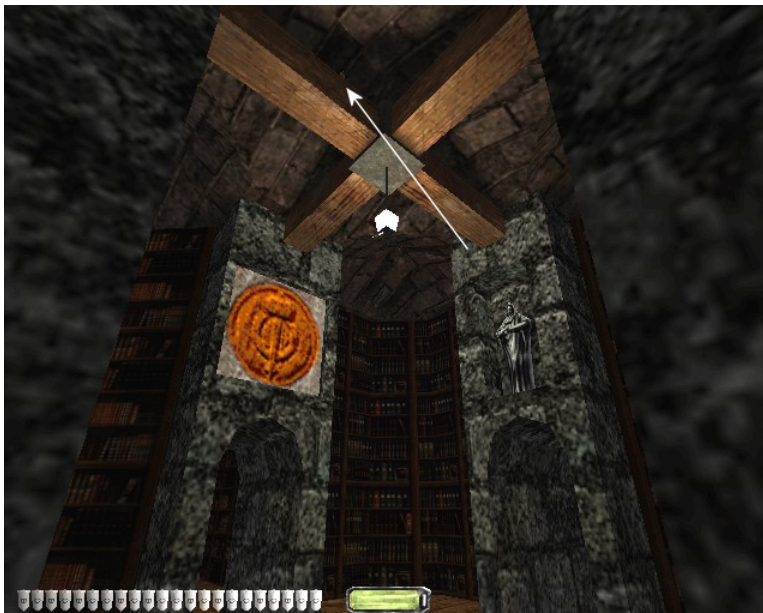
Cardial (Pedro Quintela) and DarthsLair (Rod Peirson)

June 18th, 2012

There are five secrets in this mission:



1. Get ready for some serious climbing to find a gold nugget hidden up in this bell tower.



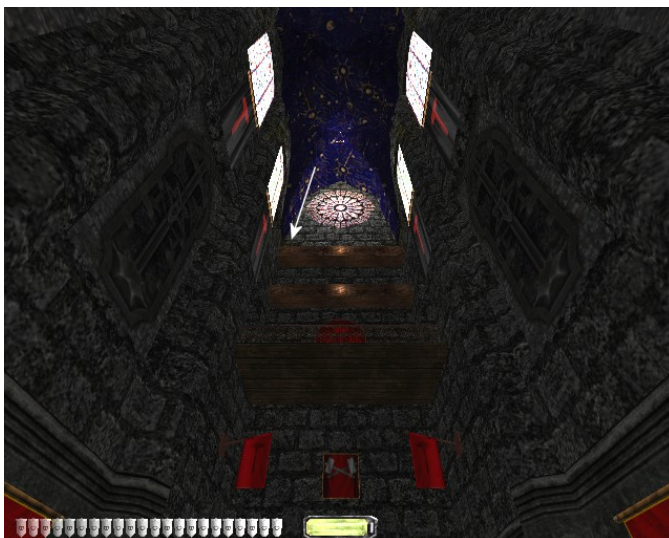
2. A small statue sits on this beam in the Seamus Archive.



3. Behind these crates is a crawlspace. Located in the North East Hall of Silence.



4. Get on this beam and enter a crawlspace.



5. The arrow points to a nearly invisible opening in the wall. Manage your way onto the uppermost beam to find (or even see) it.

NOTE

Make note of the maps' orientations! There are two maps where north points to the right (→), not up (↑), and two where it points up, as normal.

Objectives:

- Escape (from your) cell and get (your) blackjack back.

After the two conversations with the City Watch, a new objective will appear:

- Don't kill anyone. (Expert only)

NOTE

A glitch in the mission causes the guard to keep returning to the cell to repeat his dialogue, long after you've escaped from your cell.

Key List

Key Name	Location	Opens
Lockup Key	Jail guard's belt	6 lockboxes in jail
Locker Key	Wall of jail office	Small door behind City Watch reception desk
Water Utility Mngmnt	Mayor Pedro's belt	Door with plaque saying, <i>Water & Sewer Mngmnt</i>
Code Vault Key One	Thief patrolling city street	Lockbox behind painting
Code Vault Key Two	Thief with Mayor Pedro	
Code Vault Key Three	Masked female thief with Mayor Pedro	
Code Vault Key Four	Patrolling female thief archer	
Code Vault Key Five	Female thief archer	
Code Vault Key Six	Male thief in library	
Code Vault Key Seven	Male thief patrolling in sewers	
Code Vault Key Eight	Male thief in sewers	
1. Priest Michael's Room Key 2. Priest's Spare Key	1. Priest standing at altar 2. Nightstand in priest's bedroom	Door marked with gold plaque, <i>Priest Michael's Room</i>
Weapon Store Key	Man in tavern	Next door armory building
Morgue Key	Dead man in back alley	Morgue inside jail area
Sewer Hatch Key	Patrolling No KO guard	Sewer hatch inside <i>Water & Sewer Mgt</i>
Multilock Key	Inside gate keyhole	Door about 20 paces east of same gate, on your right
Bell Tower Key	Hanging on wood in cathedral wall	Door to west
Basement Key	Wall inside Mayor's house	Door on main level
Unnamed Key	Hammerite archer patrolling outside perimeter of cathedral	Footlocker in cathedral bunkroom

As soon as you enter the guard's office down the hall, taking the coinstack will initiate the loot goal:

- Loot Goal: 3500 (Beginner), 4500 (Adept), 5000 (Master)

Use the **Locker Key** on the small door at the main reception desk upstairs. Two new objectives will appear at this point:

- Find out who framed you.
- When you are ready to leave the island, take the Morris Tunnel to the Harbor.

Don't forget to read the ledger on the City Watch reception desk. Doing so initiates this goal:

- The mayor saw me at the murder scene? I should pay him a visit to find out more!

When you enter the sewers, you'll find "Instructions from Gutsy" on a table in the thieves' hideout. Reading it will reveal the following goals:

- Relieve the 8 thieves of their keys and proceed with their plan for the job. Follow the letter.
- The *Black Bones Thieves Guild* must be planning a robbery for tonight. Find out more!

NOTE

You'll need all 8 keys for the cathedral, so get them all before heading there.

Once you have the keys, this objective will pop up:

- Obtain the codes from the code vault in order to steal the priceless Hammer.

How do I pick up the pocket watch in the canal?

You'll need the specimen jar, found in the morgue, which is in the jail you were in.

Where do I use the 8 keys?

Find Priest Michael's room in the cathedral.

Where is the code vault?

It's on the top floor of the cathedral, in the northeastern corner section.

How do I disable the vault alarm?

Go to the bell tower. Climb to the very top. Look carefully at the small, narrow window on the south wall. Throw the lever and then look north.

In case you've forgotten where the bell tower is, its on the second floor (the one above the main floor), in the SE corner.

Where do I obtain a 'Blessed Hammer'?

You should have found the Magic Hammer by now. Take it to the Holy Pool, located on the bottom floor of the cathedral near the large north entry doors. Drop it in and retrieve your blessed hammer.

Once you obtain the Sacred Hammer of St. Vincent, a new objective will appear:

- Since you have a precious Hammer relic, why not have the history book?

What do I do to clear my name?

You need three things to do this:



Move this portrait to find the conspiracy evidence.

1. The Conspiracy Evidence, located in the mayor's secret safe.

2. The *Black Bones Ledger*, located in the room in the sewers.

3. The Evidence Bottle containing the pocket watch you found in the canal.

4. Your fingerprints, which are done in the morgue.

Head to the morgue with these items (minus the fingerprints). Follow the instructions on the Auto-Lift machine in the morgue, using the evidence bottle containing the pocket watch.

Place the fingerprint sheet, the victrola (conspiracy evidence), and the Black Bones ledger on the examining table. Also drop the evidence jar on the table. You will receive a pardon, completing the objective.

NOTE

The City Watch will no longer hassle you once you've been pardoned.
The Hammerites and thieves, however, still have you on their hit lists.

Where do I find the history book?

Go to the Seamus Archives (where you found secret #2) and look at the bookshelf to your northeast.

I'm short of loot!

Here's a list of the loot you may have missed:

Item	Location	Value
Gold Ring	Mayor's house, upstairs bedroom on nightstand. (There's a painting of sheep)	100
Spice	On floor between two barrels, room left of archery practice in mayor's house.	40
Gold Ring	On dresser in Priest Michael's room	50
Gem Ring	Window sill near bed in Priestess Marianne's room	100
Prized Fire Poker	Near unlit fireplace in house unlocked by Multilock Key .	200
Gas Ball	Mayor's house, top shelf adjacent archer practice room, where other powerups are	50
Gold Nugget	Between crates, SW corner of cathedral warehouse	55
Gold In/Out basket	Apartment at top of ladder where worker left ladder on lamp post	100
Purse	SE corner, upstairs hall in mayor's house, on floor near chair	100
Purse	SW corner of west yard, outside of mayor's house, near bench	100
Gold Hammer	Lowest shelf in room at top of stairs in mayor's house	75