

# Broken Heart

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Objectives:

- Get the sword, Justicer!
- Tonight you should be able to gather in total at least 3000 loot.
- Put an end to Isildo's life!

This mission is basically a key hunt. Find a key, open the room, and look for another key to unlock another room. Each key only opens one door, one footlocker, etc.

## Key Locations

Key Name	Location
Room 1	In footlocker in bunk room
Room 2	On top of bathroom partition
Room 3	In kitchen fireplace
Room 4	On floor, left of bath tub
Footlocker	On post in bunk room
WC	Top of wooden closet in room 1
Bad (Bath?) room	On window sill in room 3
Royal room	In library
Kitchen	Under bed in room 2 (switch is behind dresser)
Library	Behind wooden dresser in room (switch is on bottom of door frame)
Weapons Storage	Behind painting in room 4 (switch is in skull eye near floor by left bench)
Safe	Top of bookshelf in room 3 (opens blue footlocker in same room)

*I'm a bit short on loot!*

In the room with the skull button, there's a tiny ring on one of the benches.

*There's one last door that I don't have a key for!*

In the Weapons Storage room, look for a small switch to your right as you enter the room. It's beneath the shelf.

*I can't off the bed in the room with the Weapons Storage key!*

Exit through the foot of the bed, not its sides.

*I can't kill Isildo!*

He'll die eventually, but it takes many, many sword hits.