

vdubnuux jwm eqn yjcqorwmnab qjen j
bjonqxdbn rw jw xum ljwmun fjanqxdbn rw
njbcyxac. eqn yjcqorwmnab fruu unjm hxd
ex rc. ejtn eqnv xdc, eqnw jyyanqhw
vdubnuux. karwp qrv juren ex eqn xum sjru
bxdcqfubc xo eqn janwj. twxlt wrwn crvnb
jwm bxvnxwn fruu unc hxd rw. cah wxc ex
vnbb eqrb dy urtn lxun mrm. vh yjcrnwln rb
orwrch - eqnpyh mmuna

muesello and the pathfinders have a
safehouse in an old candle warehouse in
eastport. the pathfinders will lead you to it.
take them out, then apprehend muesello.
bring him alive to the old jail southwest of
the arena. knock nine times and someone
will let you in. try not to mess this up like
cole did. my patience is finite - the
peddler.