

Chapter 1 : The Keys of This Blood - Wikipedia

Blood on the Keys - Motoi Sakuraba Live (Star Ocean Festival) - Duration: Motoi Sakuraba Live 4, views.

Contents [show] Background This is a multi-step quest which begins in Windhelm. It entails discovering the identity of a serial killer that has killed at least three young women by the time Windhelm is entered by the Dragonborn. The body of the latest victim is in the cemetery, and the quest is activated when the nearby Windhelm guard is queried. There are alternative paths through the quest, so following the quest markers exactly may not be optimum. Walkthrough Initiating the Quest To initiate this quest, the Dragonborn must travel to Windhelm at around midnight between 7: If the Dark Brotherhood quest-line has been started or completed, it could hinder the possibilities of starting this quest. In the graveyard, there will be several people gathered around the body of Susanna the Wicked. The guard will approach the Dragonborn and start a conversation that leads to the initiation of the quest. To get to the graveyard, turn left at the entrance to the city, go through the archway, make the first right and go down the steps behind the blacksmith. In any of these scenarios, once you enter the home, the Quest begins with "Look for clues" objective 60 and "Follow up on the Clues from Hjerim" objective 70 being the first active notes. These are also a fix to holding off on the Dark Brotherhood quest-line. Starting here, you can continue at step 7. Quest Steps After questioning the three nearby witnesses, the Dragonborn should talk to the guard again. In order to be granted permission to help the investigation, the Dragonborn must visit Jorleif , and then return to the guard. Inside the Hall of the Dead , the Dragonborn should speak with Helgird. Advice should be sought by speaking to Jorleif. All of the furniture that can be investigated should be. The wardrobe on the right in the northwest room of the house will have a hidden door leading to an altar. The Butcher Journal 2 is at the altar. The Strange Amulet and pamphlets from the small dresser just next to the secret door should also be acquired. The amulet is hidden under the pamphlets. Obtaining a pamphlet is required to continue the quest. The Strange Amulet can be shown, and eventually sold, to Calixto. He will inform the Dragonborn that it belongs to the court mage. It may be best to sell it, as there appears to be a bug causing it to remain in the inventory indefinitely after the quest is completed. If the journal has been picked up before talking to her in the house, it can be dropped and picked back up in front of her to continue the accusation quest line. At this point, this quest can be completed in one of two ways: Accusing the mage Returning to Jorleif will end the quest, accusing the court mage of the murders. Waiting three days outside of Windhelm will make a body appear outside Candlehearth Hall, reopening the case and starting the second part of the quest, "Catch the Killer. Catching the killer Rather than going to Jorleif, the Dragonborn can choose to talk to Wuunferth the Unliving , the court mage, directly. Accusing him of practicing necromancy will cause him to deny the accusation, telling the Dragonborn that the amulet and journals are not his. He will then direct them to where the killer will strike next. He can be stopped. Alternatively, instead of stopping Calixto in the marketplace, if he is witnessed successfully carrying out this murder, he will run off into the night. The quest tracker will then lead back to Hjerim, where the killer lies in wait and will attack immediately upon entering. If the Dragonborn is fast enough, they can catch up to Calixto and strike him down, with no added bounty. Returning to Jorleif and telling him that the killer has been caught completes the quest. If the amulet has been sold to Calixto earlier, it can be looted back after killing him. Question the witnesses 20 Objective Report to the guard 30 Objective Talk to Jorleif 40 Windhelm is plagued by a shadowy killer. Jorleif, the steward, may have advice from time to time. Examine the crime scene Objective Talk to Helgird 50 Objective Get access to Hjerim 60 Objective Look for clues 70 Objective Follow up on the clues from Hjerim 76 Objective Meet Viola outside of Hjerim 80 Objective Investigate Hjerim with Viola 90 Objective Talk to Jorleif I discovered that Wuunferth the Unliving was the Butcher of Windhelm, and helped bring him to justice. Quest complete Objective 1: Get assistance from Jorleif Objective Patrol the streets of the Stone Quarter at night Objective Catch the murderer Objective It appears he may have been innocent. I need to find the real killer. Speak to Wuunferth Objective Quest complete Trivia If the Dragonborn is part of the Dark Brotherhood and completes the quest " Mourning Never Comes ," which results in the killing of Nilsine , Tova will be dead on the floor next to a suicide note in her

house. Instead of talking to her, the key to Hjerim can be taken from her body. The blood trail leading to Hjerim may not be visible on low graphical settings. It tells the reason for all of the killing. Pickpocketing the key from Calixto while he is alive and stealing his journal is not enough to get him arrested. When visiting Calixto Corrium quest step 11 , it is possible to sell him the Necromancer Amulet and then pickpocket the amulet in order to then sell it back. Each successful attempt is rewarded with and a high Pickpocket experience no Pickpocket perks are required. He will not be in there ever again. This only works for one day. If the Dragonborn approaches the Windhelm Guard with a weapon drawn, the Guard will suspect them of being the killer. However, proclaiming innocence will be enough to convince them. If the corpse is turned into a pile of ashes at the start using a Raise Zombie , Reanimate Corpse or Revenant spell , it will "reassemble" back into the regular body when Helgrid takes it into the Hall of the Dead. If Hearthfire has been installed, Calixto may try and kill Sofie. However, since Sofie is a child, she will not die. If the Strange Amulet is not sold to Calixto, he may send hired thugs after the Dragonborn. When attacking Calixto in the marketplace at night or late afternoon , there is a chance that he will flee to a nearby store, such as The White Phial , and try to hide within. If the store owners had been helped in a quest beforehand, they will likely help the Dragonborn in killing Calixto. Bugs This section contains bugs related to Blood on the Ice. Before adding a bug to this list, consider the following: Please reload an old save to confirm if the bug is still happening. Click to show Fixed Bugs Patch 1. If the Windhelm guard who initiates the quest is killed by the vampires or their thralls, the quest cannot be initiated. Therefore, the only option is to acquire the key to Hjerim, and start the quest alternatively, skipping most of the dialogue. If a dragon attacks the city before the Dragonborn starts this quest and kills too many guards, there is a chance that the quest cannot be "started," even though there is a murdered body in the cemetery. After chasing Calixto into Hjerim he cannot be killed, and will become hostile when the Dragonborn enters.

Chapter 2 : James Leg | Alive Naturalsound Records

"Blood on the Keys" is the kind of album that's not going to appeal to everyone, but if it hits your spot, it will rip you up with its honest & funky bulldozer purity. Read more One person found this helpful.

This might be his most lethal album so far! There is nothing like a Leg record and there never will be, no one plays like him, no one growls like him, and certainly no one rocks like him. Now, you can lose the formality and call him- simply- James Leg, a moniker for a sneering, whiskey fueled, son-of-a-preacher, punk rocker of a long gone order. Yes, folks, this album is a winner. There are no disappointments here. Blood On The Keys plays almost like a career retrospective. Add in some choice piano fills and you just started off the purest rock record of His Tom Waitsian voice adds more to the shambolic nature. A close listen will reveal just how excellent an instrumentalist he is. It will make you hit the repeat button until you run out of fingerprints! That James Leg lands in the middle drop-zone with the precision of a BASE jumper on a million dollar bet says you most of what you need to know about his latest solo record. Long live rock and soul and pianos and devil horns. Blues as attitude more than ritual, this one off provides the relief its title promises. This is a fun record for anybody with a taste for the blues. As tempos grind down, melodies long held underground rub their tired eyes in the light of day, and Leg seems to revel in the freedom afforded by this, showing greater emotion and ambition than one might believe based solely on his output with BDH. His keyboard work is both raw and multi-textured bringing a force of sound that clears the dust off your speakers. Like Russell, Leg also brings in a healthy dose of gospel fire that delivers another fervent level to the proceedings. Solitary Pleasure dips into common musical paint pots bluesy keyboards, greasy soul and raucous garage , mixes in a bit more pop and splatters the lot over a wide canvas. Solitary Pleasure is a solid, great album. This generation is reinterpreting its roots, and the musical world is a better place for this fresh take on the blues.

Chapter 3 : James Leg - Blood On The Keys Lyrics | MetroLyrics

Fans of the gutter-voiced keyboardist's signature sound will no doubt find some of what initially put him on the map, but with Blood on the Keys, he continues the stylistic expansion he began a year earlier on 's Below the Belt.

So, this story has been completely revamped. I mean, same basic story but different. The first one I lost when my computer froze which sucked. One minute he was talking to Lana like everything was normal and then the next it was like she was possessed. What did Lana do to me? He screamed in his head. He knew well enough that no one in his vast mansion could hear him if he shouted. But despite knowing his, he opened his mouth and screamed. Repeatedly he tried to lift his hands from the ivory keys with no avail; it only seemed to cause him more pain. He focused all his energy on trying to separate his hands and stop playing but it only caused his fingers to cramp more then they already were. Once he enjoyed playing this classical song, but now after so much time of only playing a small fraction of it just the mere thought of the song made him want to cringe. As time continued on his fingers grew so painful it was only numbness now. But as he played he felt something drip onto his pant leg, he opened his tired and tortured eyed and dropped his head and his mouth open in horror. The once white and shining keys were now covered in a sticky crimson liquid, blood. It was flowing from his fingers and onto his keys and dripping down to his legs. Unable to look at it he shut his eyes again and allowed a tear to slip past his eye lid and down his cheek. He knew something was wrong when she asked for the wine. Opening his eyes again he looked around again for something to help him. But of course there was nothing, just like there was nothing the last time he willed himself to look. He was Alexander Luthor! It seemed people were always popping in on him at random times but now that he actually wanted them to no one did. He wished that he could just to close his eyes and sleep as his head lolled from side to side trying to find a comfortable spot in vain. Suddenly just as he was giving up all hope he heard the door to his study open briskly and Lex thanked whoever was responsible. Lex swallowed and opened his mouth to speak but he could only manage a hoarse whisper which was enough for Clark. Thinking for a split second Clark lifted his hand and roughly pushed away the grand piano making it wheel across the room. Clark thought for only a second before lifting his friend into his arms with ease and bringing him over to the couch before speeding away to find something he could wraps his hands with. The author would like to thank you for your continued support. Your review has been posted.

Chapter 4 : Golden Keys? :: Blood and Bacon General Discussions

Blood on the Keys is the main battle theme for Star Ocean: The Last Hope. It plays on enemy encounters in planet Aeos, Lemuris, inside the Cardianon Mothership and in mirror Earth. v Â· d Â· e.

Chapter 5 : Blood on the Leaves - Wikipedia

Star Ocean: The Last Hope music that has been extended to play for at least minutes. Composer(s): Motoi Sakuraba Arranger(s): Motoi Sakuraba Developer(s).

Chapter 6 : Blood on the Keys | James Leg | Free Internet Radio | Slacker Radio

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Chapter 7 : Blood on the Keys - James Leg | Songs, Reviews, Credits | AllMusic

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Chapter 8 : Blood on the Keys | Star Ocean Wiki | FANDOM powered by Wikia

The once white and shining keys were now covered in a sticky crimson liquid, blood. It was flowing from his fingers and onto his keys and dripping down to his legs. Unable to look at it he shut his eyes again and allowed a tear to slip past his eye lid and down his cheek.

Chapter 9 : Blood On The Keys by James Leg on Spotify

Lyrics to "Keys To The Bakery" song by Blood On The Dance Floor: I'm So Fresh I Got The Keys To The Bakery I'm So Fresh I Got The Keys To The Bakery I'm So Fresh To.