

Dungeon Detective 2: Devils and Details Complete Guide

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-----!!MAJOR SPOILERS AHEAD!!-----

Clues

There are eight clues in the game that determine the ending you receive. They are the following:

Perfume Bottle

- Located in the dungeon, get alternate directions from someone who knows the sewers

Azwel's Testimony

- Received from Mary Azwel

Black Queen's Testimony

- Received from the Black Queen

Worker's Testimony

- Received from the sewer worker, daytime, enter the sewers

Threatening Letters

- Located in the dungeon

Handkerchief

- Located in the dungeon

Captain's Papers

- Find the bottle in the dungeon, then give it to the captain at night

Dwarf's Testimony

- Received from the dwarf

Suspects

There are six suspects; some can only be selected after having spoken to them.

Ardia

Mary Azwel

Margarita

Geltha

Marathonis

Anders Monroe

Ending Guide

There are six endings, each with some similarities and differences.

To get the best ending, you must select Anders Monroe as your suspect.

You will also need to be wearing the necklace purchased in Market Square.

Then, you must choose the correct explanation for at least 7 out of 8 pieces of evidence.

Perfume Bottle

- He stole the perfume and planted it.

Azwel's Testimony

- He stole the saltpeter from a woman buyer. (and know about the stolen barrels from the Slanted Oak)

Black Queen's Testimony

- The Black Queen believes the suspect is working for the magistrate.

Worker's Testimony

- The sewer worker saw a woman snooping around, but it's unrelated.

Threatening Letters

- These letters were written by someone working with the suspect.

Handkerchief

- It belongs to the suspect, proving they were in the dungeon. (and show the handkerchief to Margarita before the end)

Captain's Papers

- They say the watch and the magistrate had a plan.

Dwarf's Testimony

- She talked about suspects, but it was irrelevant.

Map

