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FlagView HistoryYou unlock and level up the manor residents by completing homestead missions. Synchronize viewpoints to help find all the missions on the map. The list below describes when some Homestead missions are unlocked. They do not need to be completed during these sequences and can be completed at any time. Sequence 5 will allow you to reach lumberjacks, woodworkers, farmers, and upgrade your lumberjack. You have to go back to Achilles after the Lesorub event, after which you can get these guys. You should try to get them in the summer though (when it doesn't snow) since some of these missions are not available in winter. The farmer side of the quest will be at the border. In sequence 6, you can talk to Achilles Davenport to initiate an encyclopedia of the general man's side quest. You should take your time and not worry about finishing it early. In this sequence try to get the Lumberjack to level up to 3, along the side of Farmer (level 2), Huntress, Shakhtar, and again level the Hunter up. Make sure you do these things in the summer again, and make sure you do them in the sixth sequence. Miner sidequest should be in Boston.For progressing with your artisans in sequence 7, you will need to initiate an encyclopedia of the overall Manside mission from sequence 6 rather than completed it. You can get Innkeepers here, level up to the miners after completing the Achilles side quest, level your lumberjacks further, along with the miners, and your farmers double (level 3 and Level 4). Sequence 8 is pretty quiet as far as artisans are concerned. You can align your miner and also get a blacksmith in the border in the summer. Sequence 9 is very busy. You will have a lot of artisans to align here. You can get Tailor in New York, Priest, Doctor, Blacksmith Level 2 (New York), Huntress, Woodworker (Boston), and level up to tailor twice. You can also align a priest and a blacksmith in Boston. You can align the doctor to level 3 in sequence 11. The next Estate Achilles Prev Manor Features Village Chapter below Assassin's Creed III Remastering Guide contains a list and order of tasks that are available in the village. 1. Achilles - Training begins 2. Godfrey and Terry - Rescue River 3. Lance - Whittler Weapon 4. Miriam - Silent Hunter 5. Warren and Prudence - Abuse 6. Warren and Prudence - Prudence Primrose 7. Norris - Scandalist 8. Miriam - White Trophy 9. Godfrey and Terry - Burglar on Manor 10. Godfrey and Terry - Fight 11. Everyday life - Hotel room 12. Achilles - Manor Mysteries 1 13. Norris - Norris goes to court 14. Godfrey and Terry - Bowls Rookie 15. Warren and Prudence - Happy Expectations 16. Norris - Norris tries again 17. Norris - Raw 18. Ellen - Cutting Ties 19. Life - Finding His Flock 20. Ellen - Silk Errand 21. Lance Lance Trade Tools 22. Warren and Prudence / Lyle White - Give me a doctor! 23. Dave Kuznets - Deserter 24. Dave Kuznets - Correct Tools 25. Miriam - Fool me once 26. Ellen - The Last Straw 27. Everyday Life - Wedding 28. Achilles - Manor Mysteries 2 29. Lyle White - Slander 30. Lyle White - Waiting time 31. Dave Blacksmith - Eye on Trouble 32. Lace - Thousand Pounds Idea 33. Dave Kuznets - Return 34. Achilles - Legacy 35. Achilles - Achilles' Painting Next Estate Achilles Prev Manor Village Features Village By Creating Your Homestead You Earn House Party, Full Set and Extraordinary Man Achievement/Trophies. Using your artisans you can also earn a patent not expected achievement. This four-part Homestead side story guide is a pretty deep and amusing story that can really benefit the rest of your gameplay, by designing and selling products to raise money. However you can complete the main story first, and come back and do Manor missions later. Using artisans to create large amounts of cash is the best way to also afford upgrades for your ship. Target your manor residents (as you're going to shoot them) and listen to them to fill your encyclopedia. This is a list of your manor characters, and the order in which you unlock them. Before unlocking the character, you must first complete the previous missions in the mission list. The mission list is below. The lumberjacks are unlocked with the Estate of Mission 1. It's part of the main story. Lance Woodworker Lance is unlocked with Mission 2. It can be found in different places, sometimes with other villagers. Usually in his workshop in the central part of the map. Myriam The Myriam Hunter is unlocked with Mission 3. She can be found in the northern part of the map, in her hunting camp. Also, sometimes in the trees. Farmers Prudence and her husband, farmers unlocked with Mission 5, in the border. Their farm is northwest of the map. Morris miner unlocked with Mission 7, in Boston. Morris lives and works in the southwest part of the map estate. He lives in a remote house on top of a cliff. Its mine (where you can scan his work) to the south and down at the bottom. Innkeepers Innkeepers is unlocked with Mission 9. They can usually be found working behind their Inn in the central part of the map. Usually cook food or in a barn. Dr. White Lyle White, Doctor Unlocked with Mission 13, in New York. It is located in the main area of the central part of the map. It is usually around in the fields of flower study. Big Dave, Blacksmith Big Dave Blacksmith is unlocked with Mission 17, in the border. Once it is back in your manor it can be found working in the southeast part of the main built-up area. He can also be seen helping Morris and possibly other villagers. Ellen, Taylor Ellen unlocked with Mission 19, New York. Once you help her move into a manor she can also be found in the main built-up area, to the northwest. Priest Priest is unlocked with Mission 21. It can be found in a newly built church... At this point, you will earn a full achievement set/trophy to create the Davenport Manor, and a complete Encyclopedia of the Common Man. After each mission, wait for a while until the character appears at home and aim at them to enter the Encyclopedia to complete the achievement of the Extraordinary Man or Trophy. This is part of the main plot of the quest. You can't miss it. You need to chase the guy down the river and save him. The additional task is not to get wet. Once you have done the first quest, find the Homestead Mission marker and save the man hanging from the cliff. Once saved he will join your estate. Find the Manor Mission marker. Go to meet the wounded woman and return her to Achilles. She's the Huntsman, Miriam. You are told about the bulging, chase him and catch him. Use rope or long-range weapons. After taking the ship to the border, find a homestead mission marker and save the man from the guards. He and his wife will then join your estate as farmers. Once you save the farmers in the border, this quest will be available. Find and save Prudence. It also tells you the information that is used in later searches. Go to Boston and find the mission of the estate. Save the man from the soldiers and he will join your Homestead as a miner. This opens up the next quest in the Manor region. If you have completed the story, you may need to zoom in completely on the map to be able to travel quickly to Boston. You have to first make a Boston quest for this. Help track down a rare cougar with hunting. The evidence leads you to Norris, the miner. It's a simple quest, just give the guy some money... Go to Achilles in the manor and follow him while he tells you what you need to find for him. Go to Norris and then go through the cave, and back to Achilles once you've found your chest. Norris wants to help with the flesh of Theath. Prudence can help. Flowers and mountaineering are involved. You need to play bowls. Rolls your balls as close to the red ball as you can. The closest wins. You don't need to win to complete the quest. Prudence and her husband need a doctor, so you need to go find one! Head to Boston, fully zooming in and traveling quickly. After helping the Doctor, he will come to your estate. As soon as the Doctor joined Homestead, Prudence wants to help with pig farming. Herd them to the pen. Norris is still about something about Mireille. Go to your hunting camp and stay hidden. Find out what she wants. Find a broken knife and head back to Norris. Norris wants to meet you at the mine, go there and protect him from the waves of soldiers. After help in the mine, find the Mission and save Big Dave from execution. He'll join your Homestead as a blacksmith. Big Dave needs tools from New York. Go to NY and buy two-part pieces A new hammer from a store in New York. The items are under the points of the civilian mission. A crying girl on the Homestead Mission in New York needs your help. As soon as you save Mother, she will come to your estate as a tailor. There is now a mission marker on Big Dave's Manor, just talk to him after buying tools to complete the mission. Ellen, the tailor, forgot something in her shop. Go back to New York to rebuild them. Pretty easy, go to New York and follow the green marker. Find a priest in a hotel, he needs money to build his church. Just hand over the grand and you're done! It gives you a full achievement set/trophy It's a time for prudence. She needs a doctor. Go get Dr. White. Your woodworker, Lance, wants to get his tools from Boston, go out there and meet him at his store. (Why did it take so long for him to want his tools?) Things don't go according to plan when you get to your store though... Norris is nervous about making his love a gift. Help him overcome his nerves. Somehow it ends with you hunting wolves, and stuff... Ellen's in trouble. Go with the others to help protect against your ex-husband and his thugs. Miriam agreed with Norris. Once you are told how colonial weddings work, you will need to go find Myriam. Achilles asks you to go to New York to get an old painting. Dr. White wants you to help him stop the smear campaign against him. You will be sent to Boston to meet with the courier. Then you will walk around bribing children. Lance asks you to find out in New York about the missing package he ordered from France. The Scouts came looking for Big Dave. One of them was found in a hotel, however one does run after him. This includes legs and horse chases. Captured scout escapes. Since scout escaped to the Eye for trouble, now you have to help Big Dave and others protect against the Redcoats. The doctor is in the port of the Manor, helping wounded sailors. He needs help to treat them all, find Diana, and then help the wounded sailors on their own. Find Achilles in Manmore and follow the instructions. The picture you got in New York needs to be hung. The quest begins in the manor. If you have almanacs and artisans required (you have to complete the quests above to align them), you can create inventions. Inventions.

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