

Upon further investigation, Blackburn agents were able to gather additional evidence and clues.

After backtracking Alice's last steps and shoe prints we were able to determine she did indeed enter the cemetery, following the trail leading to Richard Stone's Tombstone. Two more sets of prints were also found, leading us to believe Alice encountered someone. The size 12 footprints suggest she was facing this person with no evidence of struggle or physical confrontation. Alice's prints then lead back out of cemetery, with one change, she appears to have been running.

The other set (size 10) were weather worn. We estimate the prints to be at least 24 hours old. Those prints were also found in front of the tombstone and contained trace amounts of potting soil. We followed Alice's running prints back, which did indeed lead in the direction of the Concord Mansion where she was found. An encrypted note was also found on the trail. It was dated 2019.

We took samples from the painting in Alice's bedroom. The artist uses a concoction of berries to mix his pigments. We haven't received a toxin screen back on that yet. We are sending you a guide on deadly plants, as it might come in useful

The trace evidence found on Alice's apartment floor have turned out to be regular old potting soil.

Dr. Eli Irwin was able to meet with the coroner to go over the autopsy and investigate Alice's remains. He has stated, "I took a closer look around her eyes and discovered her lacrimal glands were swollen along the meibomian gland. It also looks like she had a prescription for eye drops. Based on the swelling and condition of the glands and corneas, the poison was most likely injected into her eye drops. This would cause hallucinations and discomfort after a time. I believe she had been poisoned, in small doses for a week or more. I also believe on this fateful night, after medicating her eyes, and the run from the cemetery to the mansion....caused her to go into cardiac arrest."

Contrary to what most people believe, based on conviction rates. Men are more likely poisoners than women. However, most poisoners will likely stick within their own genders. They tend to be positioned in the medical field, and likely have access to the means. The majority of poisoners, also know their victims.

Poison requires careful planning and execution, they tend to be devious, crafty, or creative. They can design an entire murder in such detail... as if they were creating a masterpiece. They will avoid physical or public confrontation, to rely on their skills as being emotionally manipulative. As far as MOTIVES for poisoning...they usually revolve around, **MONEY, JEALOUSY** (as in lovers triangle), or **REVENGE**.

Warrants are sometimes tricky to get. The first part to opening them is check your map and locations closely. In order to conduct an interview at a **PERSONS HOUSE** you will need to add one of the three motives above. The other locations are most likely public and you will have to figure out how to access those on your own.