

**Important**

**This mission is affected by the T3 lootbug**

Savar included 3 items with different loot values (Gold bars 300/500, Enforcer's Tapestry 50/100 & Bird Statuette 50/125)

This means the value of each of the above items going into your inventory depends on the value of the first item you collect, regardless of its intended frob value. ie if you first collect a gold bar with a value of 300g after that all other gold bars you collect will also go into your inventory with a value of 300g, similarly if you first collect a gold bar with a value of 500g, every gold bar after that will go into your inventory with a value of 500g.

The lootlist below records the true frob values which can be achieved by installing the latest SneakyUpdate (1.1.6 onwards) available at: <http://www.ttlg.com/forums/showthread.php?t=138607>

**Note:** The Blue Rose was first released in May 2009 with v\_2.0 being released in June 2010. v\_2.0 fixed a number of bugs as well as changing a few locations and is still commonly available as well as being the only version available at Thiefmissions, thus I have written a walkthrough for both versions, so check which game you are playing and refer to the appropriate walkthrough.

**Note:** Although the maps between the v\_2.0 and v\_3.0 games are very similar, savar included new areas in the v\_3.0 version and made getting around the building easier by including more doors to the upper floors, making the v\_3.0 a better game.

**Note:** This is the third mission in Keeper series.

**Note:** There is limited health available in this mission and as one of the objectives is *Don't let the Watchers see you*, (The Watchers are Keeper Assassins from the OM, but in this mission they are almost entirely invisible), this means there is a lot of sneaking and forced ghosting in this mission.

**Opening Objectives:**

- # Check out the information about the Blue Rose.
- # Find the Enforcers Potion.
- # Find the Enforcers Alphabet.
- # Get out of the Blue Rose.

**Hidden Objectives:**

- # Find Martin's Dagger.
- # Find Eric's Hammer.
- # Kill the Spy.
- # Find Kinos' finger ring.
- # Find a secret letter of the Glyphs.

**Opening Notes:**

- # Don't Kill Lord Harald.

**Hidden Notes:**

- # Don't let the Watchers see you.
- # The Potion heals your wounds and hides you from your enemies.

**Walkthrough**

In the guardsman's sentry box (next to the entrance archway, south side) read the note on the desk.

**New Note:** *Don't let the Watchers see you.*

In this version there are 2 libraries, the main library (that has the forbidden library within it), as well as the lower libraries which are accessed via the bell tower next to the main library.

**Main library** (SE corner of entrance courtyard, north side of archway)

Read the book on the middle desk, south side.

**New Objective:** Find Martin's Dagger.

Also in the library frob the button in the central bookcase behind the desk where you find *Find Martin's Dagger* book to move one of the east bookcases to reveal the **Forbidden Library**.



In the Forbidden Library's west room read the book on the NW octagonal table.

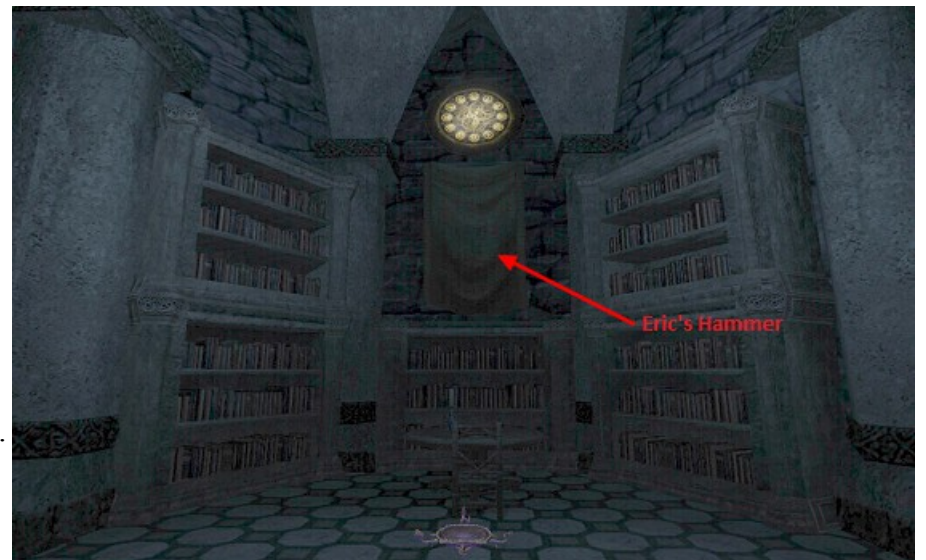
**New Objective:** Find Eric's Hammer.

Whilst in the Forbidden library you need to get to **Eric's Hammer**, which is in a hidden room. You need to mantle up onto the north bookcase and head through the wall tapestry. There's a step you need to get over to get into the secret room and you may find the spiral stairs going up to the room containing the Hammer is a bit sticky, if so climb the steps on the outer edge of the stairwell.

Once there grab Eric's Hammer.

**Objective Complete:** *Find Eric's Hammer*

Now walk into either alcove and frob the silver hammer to find you will be teleported either to the balcony overlooking the front entrance courtyard (where you will find a golden bell) or onto one of the flying buttresses in the north garden.



From the balcony get back down to ground level (just mantle over the railing and land on the statue below) and head to the **Bell Tower**, to the south of the main library.

In the bedroom off the bell tower bash the bookcase aside to find a hidden crawl space. At the top of the ladder turn right (west) and sneak across the rafters of the Bell tower to find a hidden room where you will find the Enforcers Potion.

**Objective Complete:** *Find the Enforcers Potion.*

**New Note:** *This is a useful potion, use it and you become temporarily invisible to your enemies.*

I suggest you leave the Lower Library in the Bell Tower area until later as we need to find a key first.

### Main building

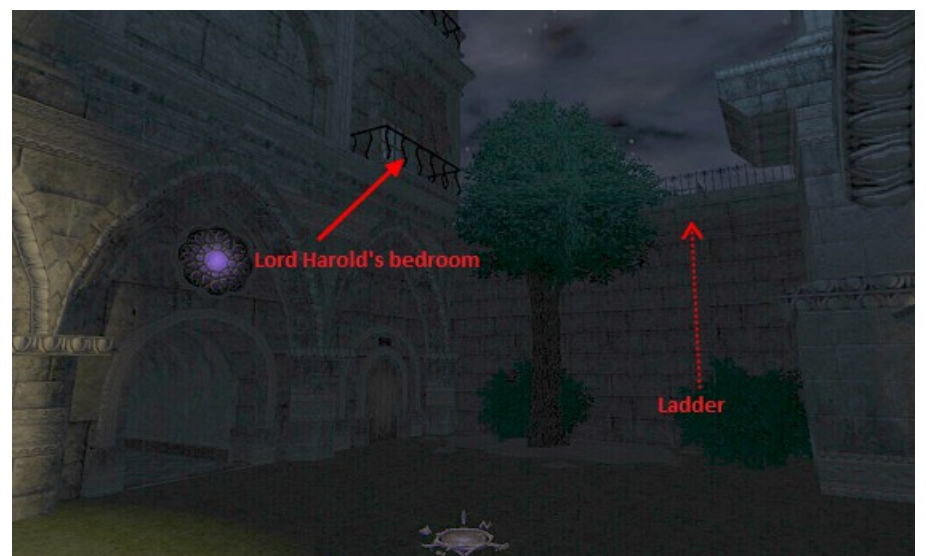
The map of this mission is confusing on first play through. The building has 4 levels which I will call ground floor, lower level, top floor and attic.

Unlike previous versions of this game you can enter the main building through a couple of doors on either side of the main building, one by the main library and one by the dining hall, however these act as blue fog portals and teleport you up one level, thus you enter the building from the ground level only to discover you are on the lower level. Similarly the portals that are accessed from the 2 elevators take you up from the top floor to the attic level, thus the whole map is rather confusing but if you have played an earlier version of this game you will recognise the different levels.

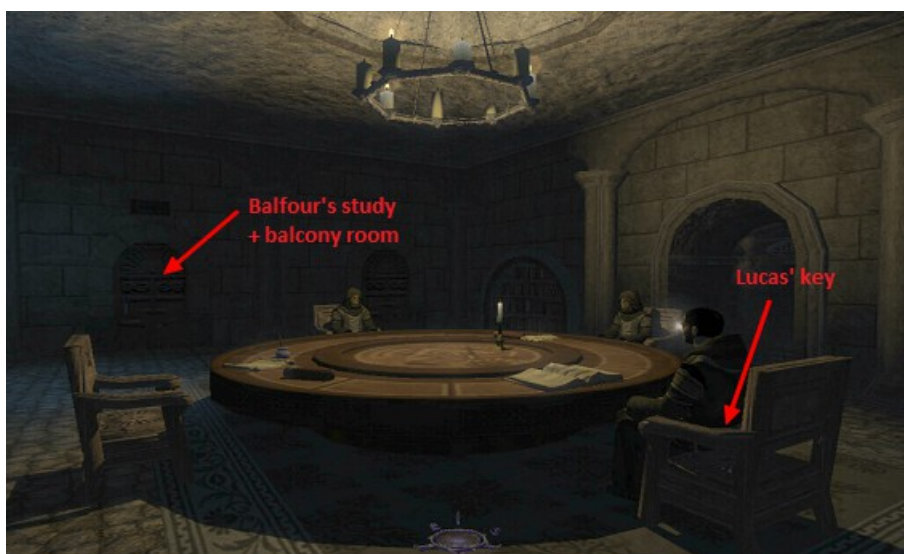
First you need to get into **Lord Harald's room** from his balcony, so head to the north garden. There's a locked door in the NW corner, this is **Architect's Eric Cell** that we will come back to at the end of the mission.

Climb up the ladder on the west wall by the tree close to Eric's Cell, turn left and mantle up onto the balcony to enter Lord Harald's study.

Collect his key off the bookcase and head into the north corridor of the lower level.



At the end of the north corridor use the elevator which takes you up to the top floor. If you go west you will enter the conference room, if you turn around you will see a blue portal which takes you to the attic level.



First head into the **Conference room**, collect **Lucas' Chambers keys** off First Enforcer Lucas who is sitting on the west side of the table, then head into **Master Blanfor's study**, go out onto the balcony and head into the room (balcony room in lootlist) to the east and read the book on his desk to get:-

**New Objective:** *Kill the Spy.*

Now go back to the elevator and go through the portal on the east side to get up to the attic levels. You arrive in an area with another portal on the other side of the room, this takes you down one level to the south side top floor where we will go shortly.

First search all the rooms on the attic level. In the NW bedroom at the end of the north corridor read the book on the south desk to get:-

**New Objective:** *Find Kinos' finger ring.*



In the left hand bedroom of the south corridor collect the key off the desk, this key opens Eric's cell.

Now head back to the portal area and head into the south portal, do not use the elevator, but head into the reading rooms (top floor) where on the north desk of the west reading room collect the ruby ring.

**Objective Complete:** *Find Kinos' finger ring.*



Head through the south archway to find **First Enforcer Lucas' Chambers** and read the book on the table.

**Objective Complete:** *Check out the information about the Blue Rose.*

Return to the elevator by the east reading room to go down to the south side lower level corridor, search those rooms then head into the balcony area overlooking the main church. Kill the man sitting under the west window.

**Objective Complete:** *Kill the Spy.*

Mantle over the balcony to get to the ground floor, but be wary as there are 5 guys down there and they are all very alert.



Grab the main door keys off the Priest at the lectern and the dagger off the altar.

**Objective Complete:** *Find Martin's Dagger*

Head into the lobby area to get the last of the loot in the main building before using the keys you collected off the Priest to exit the main building.

Lower Library

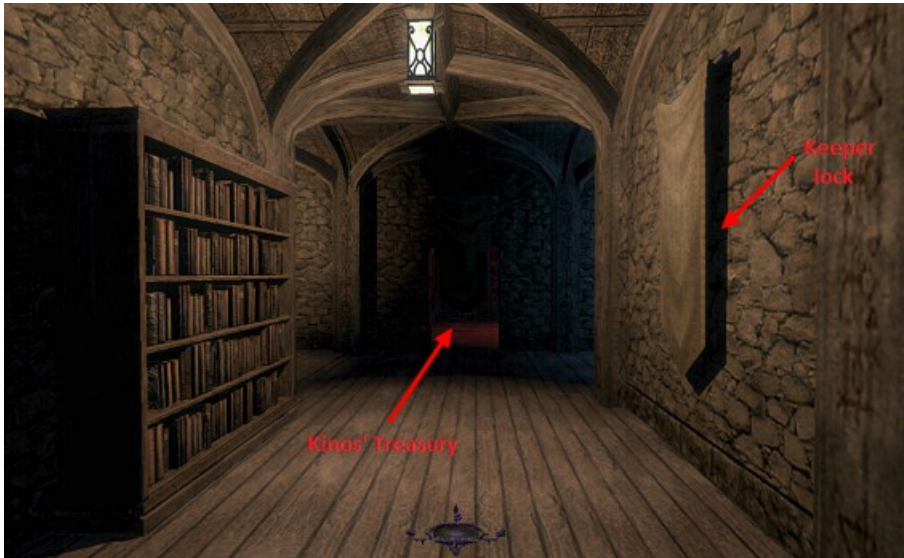
Now head back to the **Bell Tower** and into the **Lower Libraries**. In the lower level north library (round room) collect from the west desk in the north alcove a rare book.

**Objective Complete:** *Find the Enforcers Alphabet.*



Also within the lower libraries is a large hidden area found by frobbing the button in the alcove with the desk in the entrance lobby area, which moves a bookcase in the room next door.

In the hidden area collect from the east lower level bedroom the **key for Eric's Cell** from the desk.



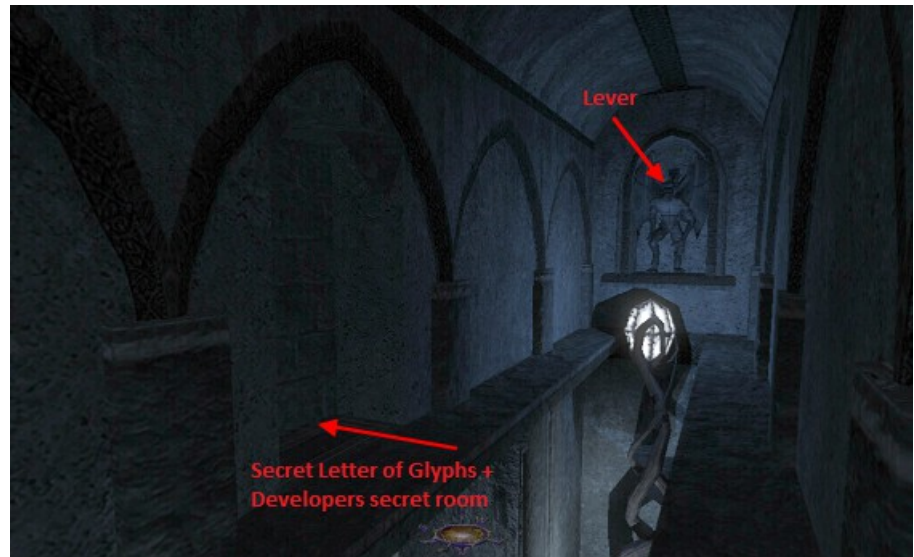
Back in the entrance corridor of the secret area you'll find a hidden Keeper's lock behind the tapestry on the west wall opposite the bookcase. Use **Kinos' key** to move the wall behind the tapestry on the south wall in front of you to find **Kinos' hidden treasury**.

Architect's Eric's Cell

Head back to the north garden, enter the NW house and read the diary on the bedside cabinet.

**New Objective:** *Find a secret letter of the Glyphs.*

Crawl into the fireplace in Eric's front room to find the basement.



Frob the lever behind the Stone Gargoyle statue at the far (west) end of the room then head into the now open doorway in the middle arch on the south side of the room.

You will find the Secret letter of the Glyphs in the plate held by the statue.

**Objective Complete:** Find a secret letter of the Glyphs.

Now smash down the wall behind the statue with your dagger to find a secret developers room and the last of the loot, frob the lever behind the developers desk to open a door in the wall to find your back by the south corridor on the lower level in the main building.



Once all done head back to the north garden and into the blue portal at the east end of the garden to get to SE garden and exit the mission through the east double doors next the wagon to finish the mission.

Mission Complete

Blue Rose v_3.0 by Savar						Lootlist
Area	Location		Position	Loot	Value	Total
Courtyard area						
Courtyard	guards man's sentry box		bookcase	copper c/stick	25	25
"	on balcony above well		high balcony	fine wine	100	125
Dining Hall	north side		r/h table	copper goblet	25	150
"	"		middle table	copper plate	50	200
"			"	fine wine	100	300
South garden	SE corner		br.Krellek tomb	silver statuette	50	350
Main Library	south side	r/h middle	r/h desk	silver c/stick	50	400
"	north side		bookcase	rare book	100	500
"	east side		desk	rare book	100	600
"	SW corner		wall banner	Enforcer tapestry	50	650
Forbidden library	west room	south wall	table	copper c/stick	25	675
"	"	behind large table	east bookcase	rare book	100	775
"	east room	south wall	lectern	rare book	100	875
"	secret room		font	Eric's hammer	75	950
"	balcony		south side	golden bell	150	1100
Bell Tower	bedroom		desk	copper c/stick	25	1125
"	hidden generator room		window	bronze statuette	50	1175
Lower Libraries						
Upper level	landing		desk	copper c/stick	25	1200
"	east room		E bookcase	rare book	100	1300
Lower level	lobby		W desk	rare book	100	1400
"	south library		NE desk	rare book	100	1500
"	" on wall above		NE desk	Enforcer tapestry	100	1600
"			west desk	Enforcer Alphabet	100	1700
Hidden area	entrance corridor		SE bookcase	rare book	100	1800
"	west bedroom		NW cabinet	Effigy St. Edgar	50	1850
"	lower level	south bedroom	statue's bowl	silver coin	50	1900
"	"	corridor	NE bookcase	rare book	100	2000
"	Kinos' secret room		chest	purse	50	2050
"			"	gold bars	500	2550
Lower level rooms						
L.Harald study	living room		table	ruby goblet	100	2650
"	"		"	vintage wine	150	2800
"			chest	gold bars	300	3100
"	bedroom		mantlepiece	gold c/stick	75	3175
North corridor	south wall alcove		by font	Enforcers potion	100	3275
"	west bedroom		above bed	golden bell	150	3425
"	middle bedroom		bookcase	silver statuette	50	3475
"	east bedroom		display unit	silver statuette	50	3525
Central balcony	alcove by N corridor steps		on wall	Enforcer tapestry	50	3575
"	west wall		r/h bookcase	rare book	100	3675
"	by west window		top r/h pillar	bird statuette	50	3725
South corridor	east bedroom	east room	east wall	golden bell	150	3875
"	via balcony		window ledge	ruby ring	75	3950
"	middle bedroom		desk	silver c/stick	50	4000
"	west bedroom		NW unit	3 copper bowl	300	4300
West corridor	north bedroom		NE bookcase	diamond ring	100	4400
"			SW unit	Enforcers potion	100	4500
"			south bedroom	bookcase	silver urn	150
"			north wall	Enforcer tapestry	50	4700

Top level rooms (via elevators)					
Conference room		table	gold c/stick	75	4775
“		south statue	rare book	100	4875
“	sitting at west chair	on man	copper glasses	25	4900
NW anteroom		big table	gold c/stick	75	4975
NW bedroom	(Master Servantes Chamber)	south bookcase	copper urn	100	5075
“		chest	master's lash	350	5425
Blanfor's study		SW bookcase	rare book	100	5525
“		table	ruby goblet	100	5625
Balcony room		NE bookcase	diamond goblet	150	5775
E reading room	room with fire	NE bookcase	rare book	100	5875
“		north wall	fine portrait	150	6025
Bedroom		desk	Architects figurine	50	6075
Corridor	o/s 1 <sup>st</sup> Enforcer Lucas chamber	NW pedestal	crystal skull	200	6275
Lucas bedroom		shelf by door	Enforcers potion	100	6375
“		desk	Lucas' mask	450	6825
Attic level rooms					
Portal area	by portal to reading rooms	on shelf	Enforcers potion	100	6925
North corridor	east bedroom	east unit	rare book	100	7025
“	middle bedroom	table	silver c/stick	50	7075
“	area with fireplace	table	copper c/stick	25	7100
“	NW bedroom	behind south bed	purse	50	7150
“	“	NE desk	ruby ring	75	7225
South corridor	east bedroom	bookcase	rare book	100	7325
“	west bedroom	desk	silver c/stick	50	7375
“	“	mantlepiece	Enforcers potion	100	7475
“	SW living room	unit by fire	copper urn	100	7575
“	“	table	gold goblet	75	7650
“	SW bedroom	desk	copper c/stick	25	7675
“	“	south unit	silver bracelet	100	7775
Entrance floor level					
Entrance hall		NW pedestal	copper urn	100	7875
“		“	copper urn	100	7975
“		above SE desk	golden bell	150	8125
“	NE corner above centre arch	on ledge	bird statuette	125	8250
Main church	NW column	on ledge	bronze statuette	50	8300
“	south side	cabinet	silver coin	50	8350
“	north side	cabinet	silver coin	50	8400
“	east side	altar	Martin's dagger	100	8500
North gardens					
Eric's cell	Living room	mantlepiece	gold c/stick	75	8575
“	“	SE display unit	3 copper bowl	300	8875
“	bedroom	bedside unit	Enforcers potion	50	8925
“	basement	SW corner	Enforcer tapestry	50	8975
“	developer's secret room	jewel box	silver coin	50	9025
SE garden	SE corner	in wagon	fine wine	100	9125
Special Loot Items			Intended Loot Available		9125

**Note:** In game final statistics say 7500 is available.....this has no relevance to the games loot total

Key locations	
Lord Harald's study key	on bookcase in Lord Harald's study
First Enforcer's Lucas' Chamber	on Lucas in conference room top floor, north side
Kinos' finger ring	on north desk, west reading room, upper level south side
Eric's House	left hand bedroom, south corridor in attic
Church main door keys	on Priest at lectern
Exit keys	desk in south bedroom, lower level of hidden area in lower libraries

Difficult loot

Savar has posted a video on Youtube showing how to get to some of the more difficult loot.  
<https://www.youtube.com/watch?v=BmsVXqc2IAo&feature=youtu.be>

Unavailable Loot

Silver coins behind a pillar in the SW corner of the SE garden.



### T3 lootbug

If you have not installed the 'lootbug corrected' SU (1.1.6 onwards) due to the differing values of 3 items in this mission (gold bars 300/500 and Enforcer's tapestry 50/100 & Bird statuette 50/125) your final loot total will depend on the value of the first of each of these items that you picked up. By playing the mission *loot smart* you can achieve the final loot totals.

Lowest Maximum Total Loot	<b>8800</b>
Highest Maximum Total Loot	<b>9600</b>