

Important

This mission is affected by the T3 lootbug

Savar included 2 items with different loot values (rare book 75/100 and Enforcer's potion 25/50) in this mission and the T3 lootbug causes the value of each of the above items go into your inventory depending on the value of the first item you collect, regardless of its intended frob value, ie if you first collect a rare book at 75g all other rare books you find will also go into your inventory with a value of 75g, similarly if the first rare book is valued at 100g then the rest of the rare books be also be recorded at 100g.

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

Note: Savar regularly updates his missions, the original v_1.0 version of this mission came out in Dec 2008, but is no longer available for download, so if you playing the v_1.0 or v_1.3 mission you will to find significant differences from the walkthrough below.

Note: Savar released the v_3.0 updated mission in March 2015 which is very different to the v_2.0 mission, but as that version is still readily available for download (thiefmissions only hosts v_2.0), I have written a separate walkthrough for that mission and you are advised to refer to that walkthrough, if you are playing the v_2.0 mission.

Note: This is the second part of the Keeper Series.

Starting Objectives

- # Find a Book of Keepers.
- # Find a Ruyan's wand.
- # Find a Titmar Emerald.
- # Sneak into the abandoned part of the hotel.

Hidden Objective

- # Find the exit key.

Walkthrough

Starting off in your bedroom climb the ladder in the fireplace to find a gas arrow and a flashbomb the the chest in the roof space above your room.

In the lower east side of the hotel there are 2 wings (south & north) with each wing having a basement, the south wing basement is found using the elevator (second door on right when you turn right at the bottom of the steps) where in the SW room you'll find some **keys** hanging on the wall to the right of the door.

This bunch of keys opens the 3 vents that you can access the abandoned wing via.

There's also a ladder going down to the sewers.

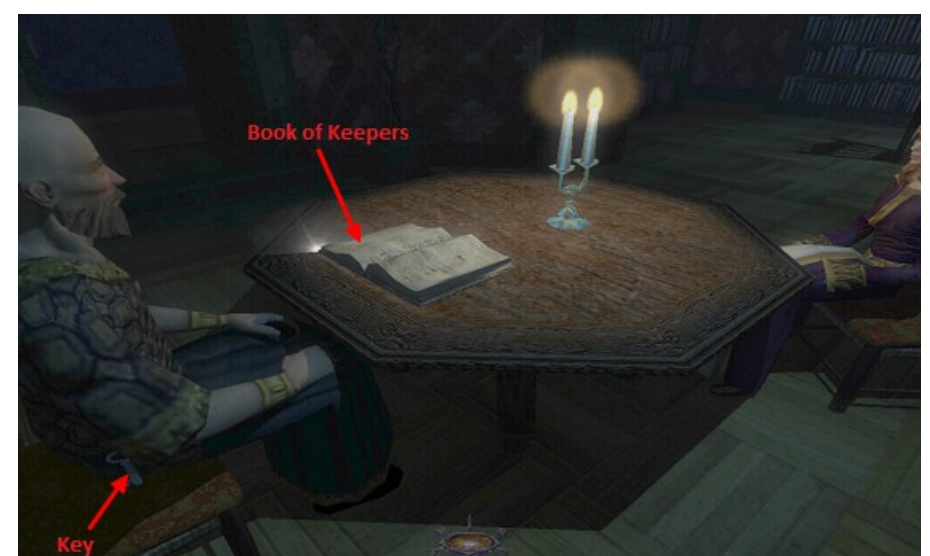


The north wing basement is found in the room with the sitting guard (first room on left when you turn left at the bottom of the steps) head down the ladder to find the other basement where there is a hidden pagan area. Smash the crates in the SW corner of the large room with the cart to find a crawlspace.

Back at the ladder to get back up to the north wing you'll find another ladder in the NW alcove that also takes you down to the sewers.

Upstairs in the library you will the **key for the Landlord's Study** on the man sitting at the table, you will also find a book on the table in the library.

Objective Complete: Find a Book of Keepers.





There are 2 ways into the abandoned wing of the hotel, you can either mantle up into the roof space in the 2 bedrooms on the south side of the pub corridor (you need to use crates) to get into the Ruyan's Wand room or you can mantle up onto the roof space on the south side of the guards room (again you need crates).

Going via the Guard's room, up in the roof space you need to smash the picture frame either with your dagger or by using a fire arrow (found in the oven in the kitchen) and use the vent (unlocked with the key you found in the south wing basement) behind the picture frame to get to the abandoned wing of the hotel.

Objective Complete: *Sneak into the abandoned part of the hotel.*

However once in the abandoned wing you'll find it impossible, even using crates, to mantle back up to the roof space to get back to the guard's room.

There are 2 sides to the abandoned wing, namely the west corridor and the east corridor. From the guard's room roof space you enter the west corridor where you'll find a couple of doors that do not highlight but you can get through them by bashing them down with you dagger.



In the east right hand bedroom use a couple of crate to mantle up into the roof space (in the ceiling opposite the door) to find a hidden zombie bedroom.



In the bathroom use the barrels in the NE corner to get up to another attic space in where if you smash the bookcase by the statue in the SE corner you'll find a hidden attic beyond.



In the dining room head through the west door to find a green lit corridor and in the room at the end collect the [Exit key](#) off zombie sitting on the chair.

Objective Complete: *Find the exit key.*

Note: I've never discovered what triggers this objective in the first place, nor does it not appear in your opening objectives.

Back in the dining room head through the south door to find a derelict bathroom and the south sewers as well as the pub, where on the upper level you can mantle onto the north table to frob a ceiling hatch to find an attic space (but you may find the mantle from the table a bit on the tough side, if so use a couple of crates).



Head back to the west corridor and at the end of the short corridor, opposite the entrance to the dining room, bash down the fallen beams to find the east corridor of the abandoned wing of the hotel.

Unlike in v_2.0 you can't pick the door to the green lit room (in the NE corner) where the Ruyan Wand is as you can't mantle back up into the crawl space to get back to the guard's room, so we need to find another way in.

Bash the bookcase in the far south room aside (the room before the outside area) and use the hidden vent to get into the landlord's study. In the landlord's study collect the [key for the Landlord's Study](#) from the jewel box in the north cabinet and collect the green gemstone off the landlord's desk.

Objective Complete: Find a Titmar Emerald.

Then frob the vent at the back of the fireplace to find a tunnel leading to more hidden rooms.



In these hidden rooms you'll find a safe in the bedroom that you usually can't open by frobbing the safe door as the door is broken, so just bash it with your blackjack and it will fall off its hinges. In the other room there is a zombie who is wearing a copper bracelet which you can not collect if you knock him out or kill him so frob it off him whilst he is still conscious. There's also a silver comb hidden under the staircase, bash the east display unit aside to find a vent to get to the comb.



Head up the stairs and use a couple of crates to mantle up into the room above and then smash the 2 doors leaning against the west wall to find a crawl space, bash the vent aside to enter the attic above the locked NE room back in the east corridor.

Drop down the hole in the floor that the tree is growing through to find your in the locked NE room.

In this this last room you will find the Ruyan wand behind the picture frame above the desk, trouble is if you frob the picture frame the room will go dark and a spectral ghost will come into the room who you can hardly see and is almost impossible to kill. You can back stab him with your dagger but that only temporarily deals with him before he comes back to life, the only thing that permanently kills him is either a fire arrow or a couple of holy water vials.

If you have niether of the above left there are 2 ways to deal with this spectral ghost, either collect all the loot available in the room first and then go for the Ruyan wand or just do not frob the picture frame, just smash it with your dagger (which you need to do anyway to get to the wand), collect the key (to open the door to this room) and the Ruyan wand.

Objective Complete: Find a Ruyan's wand.



Now climb the ladder inside the fireplace to get to the vents that connect the abandoned wing and the main hotel, where if you head into the NE tunnels you'll find the roof spaces above the 2 bedrooms in the pub corridor and the last of the loot.

Head back to the east corridor back in the abandoned wing and use the exit key to open the south door in the south room (where you bashed the bookcase aside to enter the landlord's study) to get to an outside area, head into the right hand archway by the gate, pick the next door the enter the blue portal to finish the mission.

Mission Complete

Key Locations	
Vent key	in west basement on hook by door in generator room
Landlord's study, main hotel	on landlord in library
Landlord's study, abandoned wing	in jewel case on east cabinet in landlord's study
Exit key	On sitting zombie in room beyond green corridor
NE room, east corridor key (Ruyan's Wand room)	behind portrait in NE room

The Hotel (V-3) by savar Lootlist					
Area	Location	Position	Loot	Value	Total
Main Hotel					
Pub corridor	Woman's room opposite Garrett's	mantlepiece	jade goblet	75	75
“	“	west wall	fine portrait	150	225
“	pub	SE table	gold pitcher	175	400
“	pub, behind bar	shelf	silver goblet	50	450
“	pub, kitchen	NW shelf	Vintage Wine	150	600
“	l/h room south side	north cabinet	bronze statue	50	650
“	“	east cabinet	copper coins	25	675
“	“	“	cat-o-nine-tails	350	1025
“	r/h room south side	table by fire	fine wine	100	1125
“	“	west wall	fine portrait	150	1275
“	guard station	above desk	fine portrait	150	1435
“	guards barracks	NW table	fine wine	100	1525
“	“	SW cabinet	copper coins	25	1550
“	“ SE roof space	chest	golden dagger	50	1600
Lower north wing	basement ladder room	table	silver coins	50	1650
“	pagan area	NE chest	emerald	100	1750
“	“	“	ruby	125	1875
“	“	“	diamond	150	2025
“	NE corner	wall torch holder	crystal	50	2075
“	NW room	large table	copper plate	50	2125
“	l/h room north side	table	copper c/stick	25	2150
“	r/h room north side	east wall	fine portrait	150	2300
“	“	table	purse	50	2350
“	l/h room south side	desk	gold ring	75	2425
“	“	small cabinet	copper c/stick	25	2450
“	r/h room south side	table	copper goblet	25	2475
“	bathroom	in bath	copper ring	25	2500
“	“	NW shelf	copper comb	50	2550
“	bedroom off bathroom	on bed	copper comb	50	2600
Lower south wing	store room	S bookcase	gold pitcher	175	2775
“	basement, guards station	desk	fine wine	100	2875
“	basement, boiler room	behind SE crates	fine wine	100	2975
Sewers	NW pipe room	NW corner	poppy	50	3025
“	“	SE corner behind pipes	fine wine	100	3125
Upstairs	west rooms, living room	table	copper goblet	25	3150
“	west rooms, bedroom	table	copper c/stick	25	3175
“	“	on bed	copper comb	50	3225
“	library, south room	on table	Book of Keepers	100	3325
“	library, north room	west bookcase	silver c/stick	50	3375
“	landlord's study	west cabinet	pocket watch	125	3500
“	“	west wall	fine portrait	150	3650
“	“	safe	Liton's bag	200	3850
South Wing (abandoned wing)					
West corridor	l/h room, east side	table	copper fork	25	3875
“	“	“	copper c/stick	25	3900
“	r/h room, east side	table	silver spoon	50	3950
“	“	by bed	copper ring	25	3975
“	hidden zombie room	on zombie	copper bracelet	75	4050
“	“	desk	copper bowl	100	4150
“	r/h room, west side (bash door down)	table	copper goblet	25	4175
“	bathroom	table behind screen	copper comb	50	4225
“	bathroom toilet	in toilet	jade ring	50	4275
“	bathroom attic NE corner	bookcase	copper c/stick	25	4300
“	“ SE corner	statue	copper c/stick	25	4325
“	“	SW chest	copper mirror	100	4425
“	“ west wall	b/h barrel	copper knife	25	4450
“	“ NW corner	behind crate	fine wine	100	4550
“	“ “	behind picture	Vintage Wine	150	4700
“	hidden attic south end	in open box	fine wine	100	4800
“	“	“	gold coins	75	4875
“	“	“	gold fork	75	4950
“	“	“	silver c/stick	50	5000
“	“	south barrel	crystal	50	5050
“	library	NW bookcase	rare book	100	5150
“	“	NE table	silver c/stick	50	5200
“	“	SE table	crystal	50	5250
“	“	south cabinet	copper ring	25	5275
“	dining room	table	copper plate	50	5325
“	“	“	gold pitcher	175	5500
“	“	“	2 silver fork	100	5600
“	“	“	copper knife	25	5625

Area	Location	Position	Loot	Value		
Green corridor	l/h room, west side	table	copper c/stick	25	5650	
“	“	“	copper plate	50	5700	
“	r/h room, west side	behind table	copper c/stick	25	5725	
“	r/h room, east side	on bed	copper comb	50	5775	
“	“	cabinet	copper c/stick	25	5800	
“	l/h room, east side	on bed	copper ring	25	5825	
“	“	chest	purse	50	5875	
“	room in north corridor	jewel box	copper coins	25	5900	
“	“ (bash door down)	bookcase	copper c/stick	25	5925	
“	sitting zombie room entrance	above door	crystal	50	5975	
“	sitting zombie room, alcove	table	silver goblet	50	6025	
Bar corridor	delelict bathroom	in bath	silver mirror	125	6150	
“	sewers, south corridor	by dipping pipe	jade ring	50	6200	
Bar	lower level	south table	gold c/stick	75	6275	
“	“	middle table	silver plate	75	6350	
“	“	north table	crystal	50	6400	
“	“	NW window on floor	gold c/stick	75	6475	
“	“	SW alcove	table	copper bowl	100	6575
“	“	behind bar	shelves	fine wine	100	6675
“	“	store room	south wine rack	fine wine	100	6775
“	“	“	east shelf	poppy	50	6825
“	upper level	pagan table	ruby goblet	100	6925	
“	upper level, small room	bookcase	copper goblet	25	6950	
“	attic	chest	barman's bag	50	7000	
“	“	cabinet by bed	copper goblet	25	7025	
“	“	west wall	by barrel	fine wine	100	7125
“	“	south end	on beam	copper ring	25	7150
“	“	“	north wall	fine portrait	150	7300
East corridor	corridor north end	on floor	crystal	50	7350	
“	r/h room, west side	cabinet	gold plate	100	7450	
“	“	table	copper c/stick	25	7475	
“	l/h room, west side	cabinet	ruby tiara	100	7575	
“	room before Stonegate exit	bookcase	silver urn	150	7725	
“	landlord's study	display unit	gold urn	175	7900	
“	“	“	Builder's Ingot	50	7950	
“	“	NE table	Titmar Emerald	100	8050	
“	“	bedside table	diamond goblet	150	8200	
“	“	safe	purse	50	8250	
“	“	east wall	scarlet tapestry	50	8300	
“	“	behind fireplace	mushroom	50	8350	
“	hidden zombie rooms	on zombie	copper bracelet	75	8425	
“	“	safe	ruby necklace	75	8500	
“	“	top of stairs	fine portrait	150	8650	
“	“	under stairs	silver comb	100	8750	
“	attic above NE room	NE corner	large fine portrait	200	8950	
“	“	SE drawers	copper goblet	25	8975	
“	“	SE corner	mushroom	50	9025	
“	NE room (green lit room)	desk	golden dagger	100	9125	
“	“	mantlepiece	gold c/stick	75	9200	
“	“	east table	silver goblet	50	9250	
“	“	by desk	crystal	50	9300	
“	“	chest	battle horn	50	9350	
“	“	behind picture	Ruyan's wand	200	9550	
Roof space	by ladder to NE room	vent	copper knife	25	9575	
“	above r/h room pub corridor	roof space	silver goblet	50	9625	
Special Loot Items			Intended Loot Available		9625	

Note: The in-game final statistics shows only 9300 loot is available

T3 lootbug

If you have not installed the 'lootbug corrected' SU (1.1.6 onwards) due to the T3 lootbug, depending on which golden dagger you collect first, your final maximum loot total will be either **9575** or **9675**