

Newdark Bugs + other Fixes

Note: This mission is included in the FMdml package so T2Fix players do not need to manually install the dml.

Note: This mission contains an old script that does not work with ND. It prevents a floor tile from showing as lit when you first enter the haunt room, this is not essential to completing the mission but is a significant clue as to what you need to do to solve the puzzle in that room. **Important:** If you are not playing via T2Fix you will also need to delete script.osm and tnhscript.osm scripts (from your FM folder, not your main Thief folder) otherwise the dml will not work. To install the dml manually see [here](#).

Location	Position	Loot	Value	Total
Cemetery				
Caretakers house	table	scattered coins	10	10
Church	west wall	behind statue	statuette	15
Crypt				
Entrance area	SE storage area	by ladder	shelves	2 indigo vases
Level 1	South corridor	NE alcove	purple vase	25
Level 2	Lady Randall bedroom	behind bed	purple goblet	15
Level 3	entrance corridor	low north alcove	purple goblet	15
"	Hall of Clues	cross beams	above blue light	gold goblet
Level 4	Haunt room	SE wall frieze	statuette	15
Total Loot				160

Keys

Mysterious key	In inventory at start of mission.
Another Mysterious key	By dead mage in corridor leading to Lady Randall bedroom.
Yet another Mysterious key	By dead Mage in the Hall of Clues.
Surprisingly it's a Mysterious key	By dead Mage in the Useless room, Sunburst room, upper level, level 4.

Other Items of Note

Dagger	In moneybox surrounded by 4 lit candles in entrance area. Solve 4 candles puzzle to access.
Spectacles	On the table in the caretakers house. Used on the head of Brother Anton, level 3.
Mask	4 x masks fix to the roof level of the church. Mask of the Morning used on the statue in the Sunburst room, level 4.
Hand Mirror	On haunt in haunt room (floor tile puzzle room), level 4. Use on floor tiles + Lady Randall's arm

Objectives

Solve the mystery behind the key

Solution: Read the scroll on the pedestal in Elazaar's room that you are teleported to after you have used all 4 keys.

(BONUS) Congratulations, you've found all the loot!

Solution: Collect all 160g

(BONUS) For this feat you get the title 'Haunt Slayer'

Solution: Frob the smallest candle by the moneybox until you get an on-screen message (6+ times) then return to the useless room and ring the dinner bell to trigger 6 haunts, then kill them all

When you're done, exit the cemetery

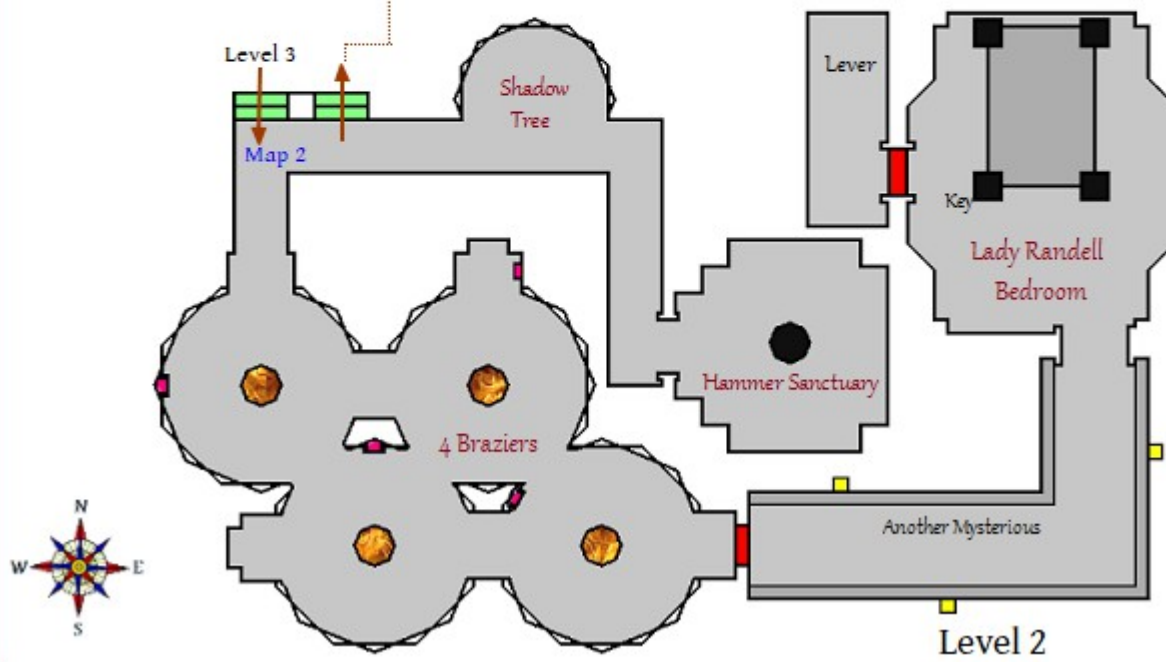
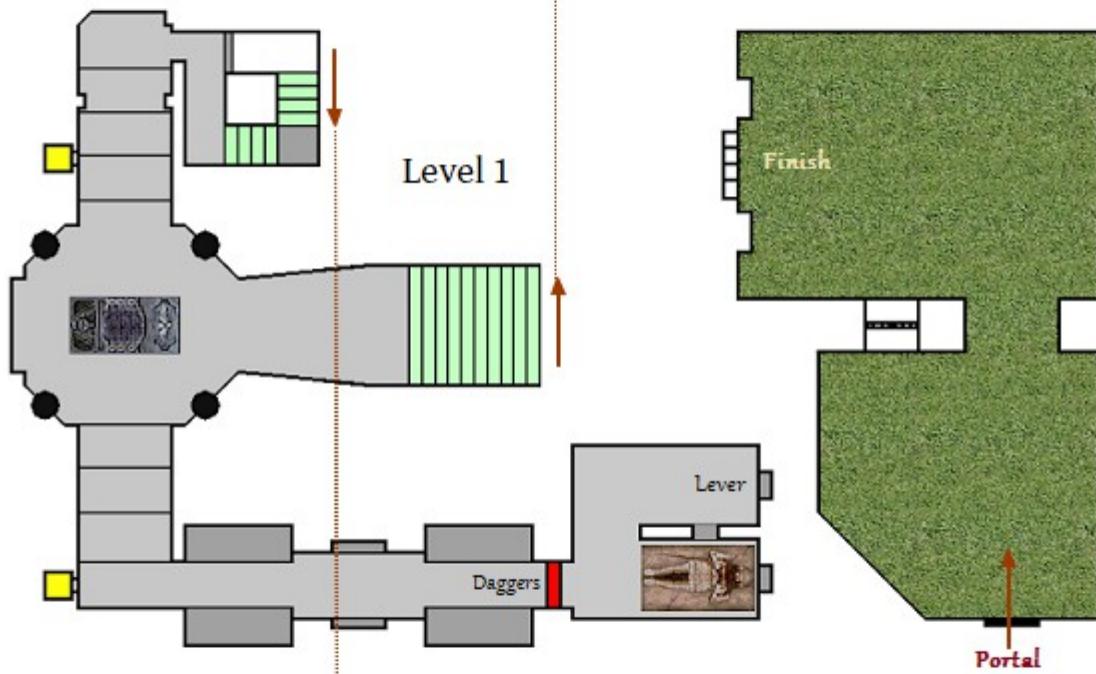
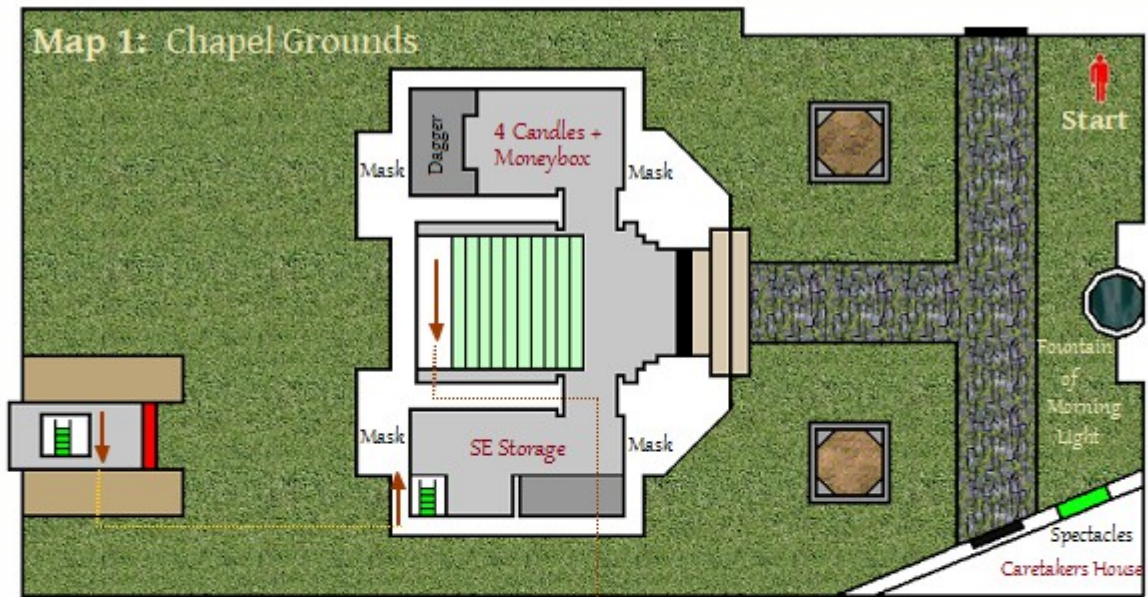
Solution: Enter the portal after you have read the message from Elazaar and walk through to the end room.

Secrets

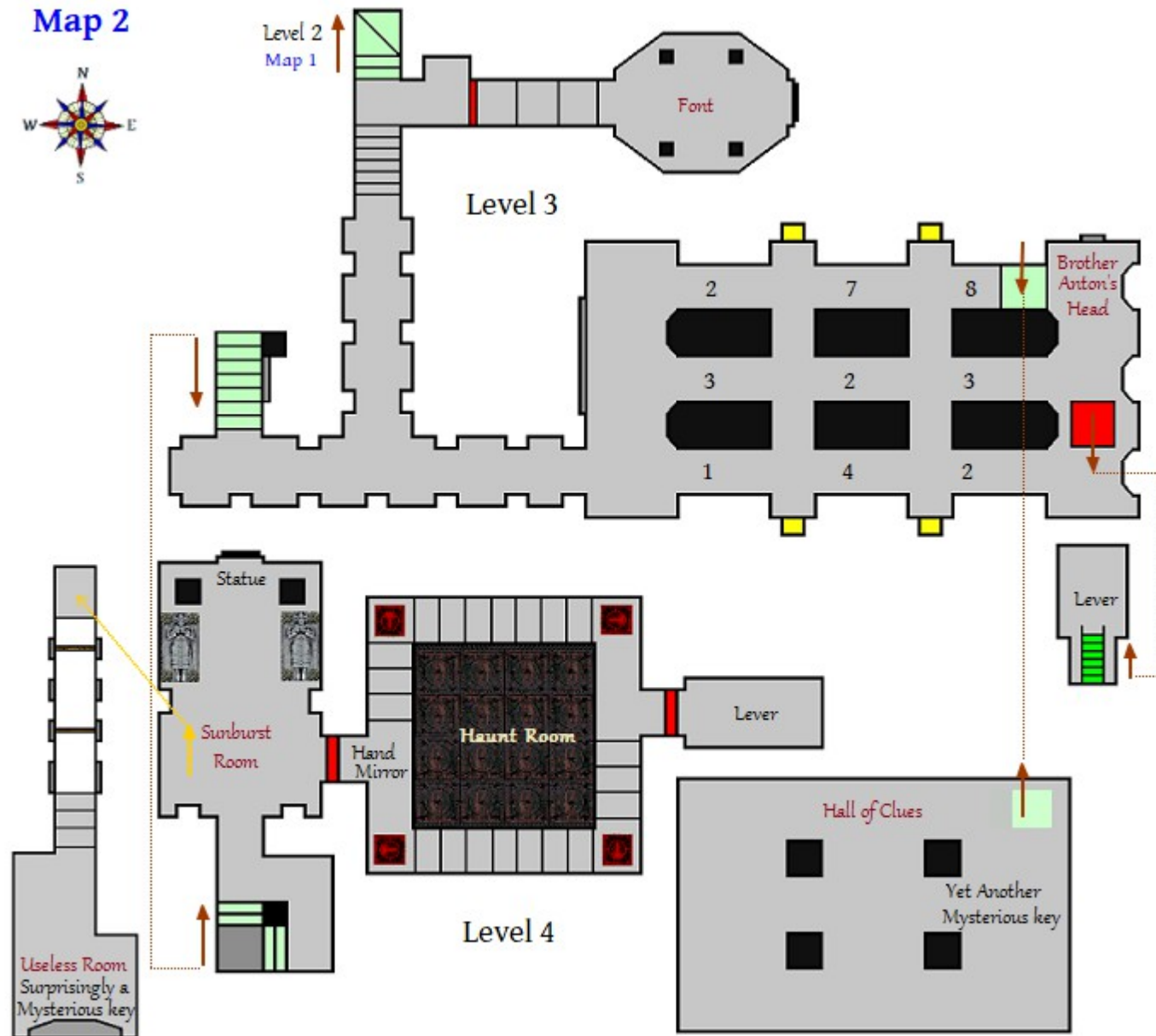
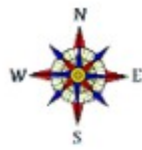
Move the statue in the cemetery against the west wall of the church. Frob arc lever on ledge to left of statue.

Access the hidden font room on level 3. Frob arc lever in alcove by stairs on level 2.

Map 1: Chapel Grounds



Map 2



Maps courtesy Athalle @ LadyJo