

Important

This mission is affected by the T3 lootbug

Savar included 1 item with different loot values (silver dagger 50/100). This means the value of each of the silver daggers go into your inventory depending on the value of the first dagger you collect, regardless of its intended frob value.

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: This mission was originally released in Aug 2012, the map being virtually the same as before, however in the original mission the main enemy to kill was depicted as a Nazi and there were a number of Nazi banners within the mission. As this offended a number of people, Savar removed all references to Nazi insignia from the v_3.0 version. There is also a number of changes in the loot available.

However Thiefmissions still only host the v_1.0 version, so I have written a walkthrough for both v_1.0 & v_3.0, so please check as to which version you are playing and follow the appropriate walkthrough

Note: This is the 6th mission in the Keeper Series

Opening Objectives:

- # *Kill the Impudent Thief.*
- # *Sneak into the Abbey of St. Mark.*
- # *Find the Keeper Arman.*

Hidden Objectives:

- # *Find out what happened at the Abbey.*
- # *Kill the Wolfram Sievers.*
- # *Find the Ancient Book of Incantation.*
- # *Steal the Trytos Crystal.*

Walkthrough

Head through the city till you arrive at the closed portcullis of the Abbey of St. Marks. The lever to open the portcullis is in the guard's balcony above the last archway you came through.

To get up to the guards balcony, mantle up onto the canopy (crates in SE corner of alley) above the tavern sign (east side) and use the ledge.

On the south side of the alley you will find the Thief's attic den where you need to kill the thief to get:-

Objective Complete: *Kill the Impudent Thief.*



Climb back out onto the wooden ledge from the thief's attic and head through the west shutters to find the guards balcony. The lever to open the portcullis of the Abbey on the east wall of the balcony.

Once inside the Abbey grounds you'll get:-

Objective Complete: *Sneak into the Abbey of St. Mark.*

When you first enter the main Abbey area you will get:-

New Objective: *Find out what happened at the Abbey.*

Inside the Abbey there are a few things to be aware of. Firstly there are a number of booby trap mines laid around the abbey, but there is not a lot of health potions available (but there are a number of health fountains). Secondly there are a couple of Hammerite zombies who have copper/gold bracelets on their wrists, you need to frob these off the zombies before you knock them out. Zombies can be killed with holy water potions, but again there are not a lot of them so try to avoid the zombies where ever possible. You will also come across a new enemy, Hammer ghosts who are lethal and are only visible by the green cloud surrounding their heads, these can also be killed with holy water potions.

At the west end of the Abbey there is a second church area that I have called in the lootlist *west abbey*. In the west Abbey collect from the zombie Priest standing at the lectern the [High Priest's Chambers key](#) (it's on his right hand side but is easy to not see it).

Note: There's a Builder's Chalice on the altar behind the zombie Priest standing on the lectern that shows up on-screen as 100g, but it goes into your gears inventory and has no loot value.

Between the main Abbey and west Abbey is the central staircase from which you can access most of the other rooms within the main building.

On the north side middle floor, in the *High Priest's Chambers* read the book on the table where the Priest is.

Objective Complete: *Find out what happened at the Abbey.*

New Objective: *Steal the Trytos Crystal.*

Bash the east wall door down with your dagger to access the bedroom.



On the top floor in the NW corner of the west corridor you will find a locked door to *Keeper Arman's bedroom*. In here frob the Keeper Glyph on the wall to cause Keeper Arman to come out of his hidden sanctum.

Objective Complete: *Find the Keeper Arman.*



Read the book on the desk in Keepers Arman's hidden sanctum.

New Objective: *Kill the Wolfram Sievers.*



Use the central staircase to get to the top of the tower and collect the [Crypt key](#) off the zombie standing at the lectern.



On the lower level of the south side in the church shop you'll find some bales in the SE corner.



Bash the lower bale with your dagger to find a ring of keys behind the bale, this ring of keys has the [Weapons Store key](#) on it.

On the middle level, south side in the *Chambers* read the book on the big table.

New Objective: *Find the Ancient Book of Incantation.*

By now you should have searched the whole of the Abbey, the only room you will not have been able to access is the library at the top of the SE staircase.

Head to the base of the central staircase to get to the crypts, collecting what you need from the weapons store, on the landing before the locked metal door at the bottom of the stairs that leads to the crypt.



In the rotunda room head through the east door behind where the sacrifice has taken place to get to the lower crypt level.

Note: In the Rotunda room you may see a Hammer ghost with a green bracelet on him, but he does not always appear in-game, if he does not appear when you first enter the rotunda he may well appear after you have killed Wolfram Sievers.

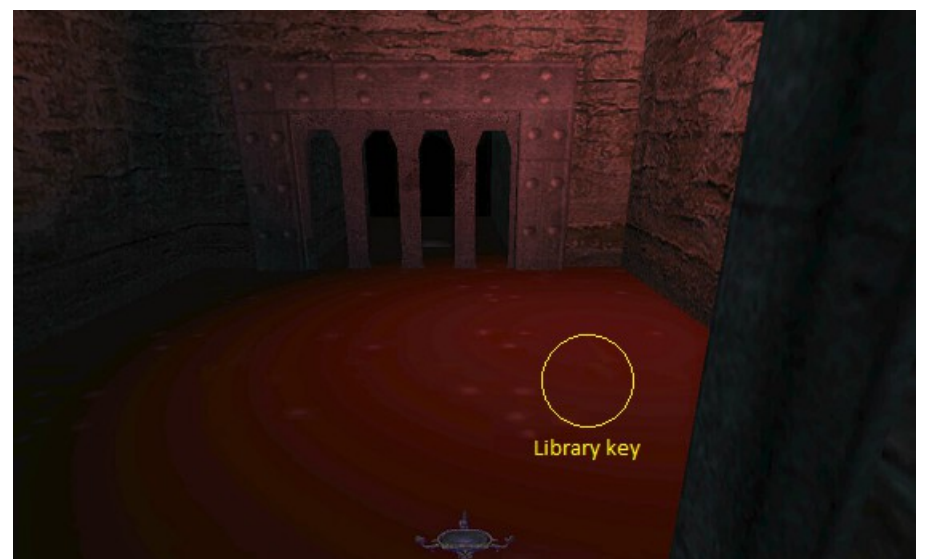


At the bottom of the steps turn left and head into the morgue and kill the Hammerite in here.

Objective Complete: *Kill the Wolfram Sievers.*

Also in the morgue enter the red lit cage area in the SE corner, frob the lever on the south wall to open the sluice grill and jump into the blood channel below, at the end of which blind frob the blood below the wall light to find the [library key](#).

When mantling back out of the sluice channel face south and mantle up onto the grill as you can't reach the side walls, note also if the sluice grill shuts before you manage to climb back out of the blood channel you'll need to reload a save as there is no other way to open the sluice grill.



Now head to the *Water Pump room* (turn right at the bottom of the steps leading from the rotunda room).

In here you will find a [key](#) that opens the locked door to the left of the entrance to the Water Pump room, it's on the machinery by the turning wheel to the right (south) of the Water Pump room worker.

In the locked room beside the entrance to the Water Pump room you'll find a couple of crates beside the door, you need these to get to a couple of items of loot.





Now head into the *Portal room*, you can either stack a couple of crate below the ladder hanging from the ceiling in the side room or enter via the double doors oposite the large staircase.

Jump across to the far east end to collect the green crystal attached to the portal (large piece of machinery) close to where the Hammerite is working.

Objective Complete: *Steal the Trytos Crystal.*

However you'll have a bit of a problem leaving this room via the double doors as the floor keeps giving way, so return to the small room using the vent in the south wall.

Now head back up to the main Abbey and to the top of the SE staircase where you'll find the library, where you'll find a book under the middle bench.

Objective Complete: *Find the Ancient Book of Incantation.*

Once all done head back through the city to your starting position and leave the city to finish the mission.



Mission Complete

Night of the Trickster V_3		by	Savar		Lootlist
Area	Location	Position	Loot	Value	Total
City					
1 st courtyard	SE corner	behind cart	poppy	50	50
2 nd courtyard	north house, front room	shelf by sofa	silver bracelet	100	150
“	“	dining table	copper goblet	25	175
“	north house, bedroom	table	silver bowl	175	350
“	building with columns	SW balcony	purse	50	400
Thief's attic		SW box	ruby	125	525
“		“	crystal	50	575
“		“	jade	100	675
Guard's room		desk	silver dagger	100	775
Abbey of St. Mark					
Courtyard	west end, behind tree	in ground	jade	100	875
Main Abbey		Hammer ghost	copper bracelet	75	950
“		lectern	rare book	100	1050
“		chandelier	jade	100	1150
Rear church	alcove opposite lectern	south tomb	Horn of Quintus	50	1200
“		hanging lantern	Hammer potion	100	1300
“		NW bench	jade	100	1400
North side, lower level	Refectory	north table	2 copper goblet	50	1450
“	“	south wall	fine portrait	150	1600
North side, middle level	High Priest Chambers	Priest's head	silver dagger	50	1650
“	“	NE torch holder	crystal	50	1700
“	High Priest's bedroom	north table	ruby goblet	100	1800
“		north wall	fine portrait	150	1950
“		chest	Cat-o-nine-tails	350	2300
“		“	Hammer potion	100	2400
“	“	bedside table	Effigy St Edgar	50	2450
North side upper level	NW corridor		fine portrait	150	2600
	Keeper Arman's room	desk	gold c/stick	75	2675
	Keeper Arman's hidden room	desk	silver dagger	50	2725
	“	“	statue	rare book	100
“	Holy water room	torch holder	crystal	50	2875
North side	NE area outside scribe room		fine portrait	150	3025
“	scribe room	SE pedestal	copper c/stick	25	3050
“	“ r/h top	arch bookcase	rare book	100	3150
Central stairs	walkway level	west wall	fine portrait	150	3300
“	above walkway, south side	gargoyle statue	silver dagger	50	3350
“	top level	by skeleton	ruby ring	75	3425
South side, lower level	church shop	chest	gold bars	500	3925
South side, middle level	chambers, l/h bunk beds	table	silver c/stick	50	3975
“	chambers, middle bunk beds	chest	rare book	100	4075
“	chambers, r/h bunk beds	cabinet	purse	50	4125
“	chambers	SW desk	manuscript	125	4250
South side, upper level	SW corridor		fine portrait	150	4400
“	“	torch holder	crystal	50	4450
“	SW room	shelf	Hammer potion	100	4550
SE stairs	middel level	west wall	fine portrait	150	4700
Library	central bench	under bench	book of Incantations	100	4800
“	SE corner	under desk	manuscript	125	4925

Crypts					
Rotunda room		above east pillar	crystal	50	4975
		above west pillar	Holy symbol	300	5275
		Hammer ghost	copper bracelet	75	5350
Stairs	south side, middle tombs	lower tomb	bronze hammer	300	5650
“	north side, middle tombs	high tomb	bronze statue	50	5700
Water Pump room	SE corner	on machine	stamped gear	300	6000
Locked room	next to watew pump room	south alcove	mushroom	50	6050
Portal room	west wall	r/h banner	scarlet tapestry	50	6100
“	south side	machine	Trytos crystal	500	6600
Morgue	east side	dead Priest	copper fork	25	6625
“	SE corner, by dead Priest	trolley	silver surgical kit	300	6925
“	coffin room	SE coffin	ruby necklace	75	7000
“	blood channel far end	behind grate	copper nugget	50	7050
Special Loot items		Hammer ghost may not show	Intended Loot Available		7050

Note: The in-game final statistics shows a maximum loot total of **5975**, which had no relevance to the above figures.

Loot Errors		
Rear church	table behind lectern	Builder's Chalice shows up on screen as 100 but is of no value

T3 lootbug

If you have not installed the 'Lootbug Corrected' SU (1.1.6 onwards) due to the differing values of the silver daggers (50/100) in this mission your final loot total will depend on the value of the first silver dagger that you picked up.

By playing the mission 'loot smart' you can achieve the final loot totals.

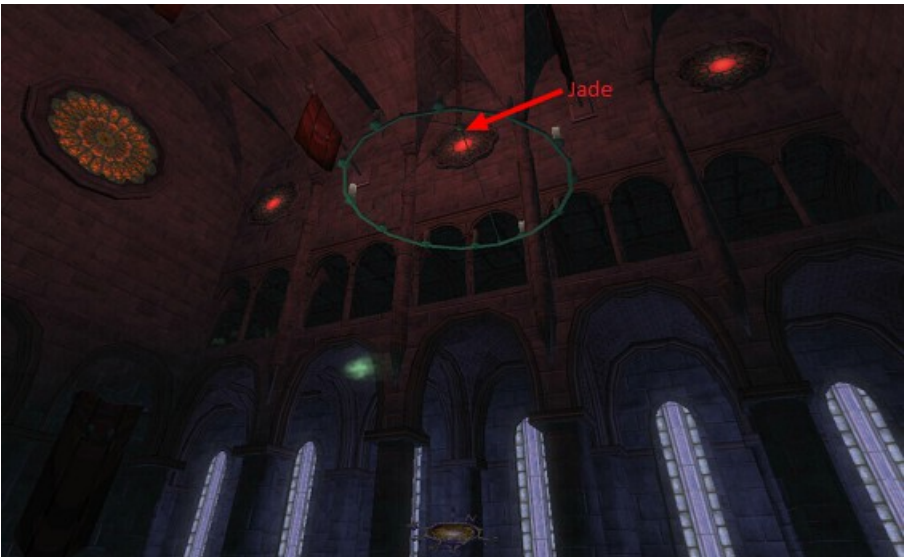
Lowest Minimum Total Loot **7000**
Highest Maximum Total Loot **7200**

Location of highest valued item		
Silver dagger	100	on table in guards room by Thief's den

Key Locations	
High Priest's Chambers key	on Priest at lectern, rear church
Weapons store	behind bale in bookcase in Church shop
Crypt key	on zombie at top of bell tower
Locked room next to pump room	on ledge of machinery at far end of water pump room
Library key	at end of blood channel below wall light (blind frob)

Hard to find loot

How do I get the jade from the chandelier in the main Abbey?
Use a Broadhead arrow.



How do I get the Book of Incantations from the high bookcase in the scribe room?
You need to use a couple of crates, you'll find them in the locked room beside the water pump room in the crypt.



How do I get to the silver dagger in the central stairwell?

You need to jump onto the chandelier from the alcove opposite them jump and grab it making, sure you land on the walkway below.



How do I get to the bronze statuette in the staircase leading down from the rotunda room?

You need to use a couple of crates found in the small room beside the Water Pump room, but it's still not easy getting up to the bronze statuette as the crates keep falling of the steps.



How do I get to the Holy Symbol and Crystal in the rotunda room?

Use broadhead arrows.



Where's the copper nugget in the blood channel of the morgue?

Behind the grate at the end where you found the library key, blind frob it.



Where's the Stamped Gear in the Water Pump room?

It's the round piece of metal above the 3 blue indicator lights in the SE corner.



How do I reach the banner in the crystal room?

This one is not easy. Use the vents, and take the right vent just before the ladder. At the end of what looks like a dead end, bash the grate away with your dagger.

The banner is not easy to get to, slide down the arched doorway slowly, then slide off the small ledge and quickly jump back to the doorway before the flooring gives way.

