

### Important

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

Savar included 2 items with different loot values (rare book 75/100 and purse 25/50) This means the value of each of the above items goes into your inventory depending on the value of the first item 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 is the 4<sup>th</sup> part of the Keeper Series

**Note:** Savar has a habit of updating his missions regularly, often the updated version is significantly different from the previous one. Thus if you are playing v\_2.0 version you are advised to follow the walkthrough for that mission. As the v\_1.0 is no longer available for download there is no walkthrough for that version.

**Note:** Thiefmissions only host v\_2.0, if you wish to play v\_3.0 you need to download it from [Darkfate](#) or [Taffersparadise](#)

### Opening Objectives:

- # Get inside the Forbidden library.
- # Know more details about this place.
- # Find the Eye of Enforcers.
- # Find out the address of the witch's servant.
- # Get out of the library.

### Hidden Objectives:

- # Find Martin's Chronicle.
- # Kill the High Priest Greidus.
- # Find out details about the Architect's Hammer.
- # Find a Secret Room.

### Walkthrough

First head into the left hand room (opposite the Librarian's Study) and frob the wall above the shelf by the SE bookcase where you'll find a hidden crawl space that leads to a secret wing.



In the bedroom of this hidden wing head down the ladder beyond the west door to find a wine cellar where you will find a bottle of vintage wine in the locked west room.

Next use a small crate on the large crate, by the east door, to get up onto the cross beam and climb the ladder above the west door to get to *Heartless Perry's quarters*.

When you arrive at Heartless Perry's quarters you'll get.

**New Note:** Do not kill Perry, and don't let him detect you.

Return to where you started the mission and head into the *Librarian's Study*, frob the button under the desk to move the west bookcase in the octagonal room. Once through the octagonal room you arrive in the *Forbidden library*.

**Objective Complete:** Get inside the Forbidden library.







Here there is a single corridor (which in the lootlist I call the *west corridor*) off which there is a small library, a kitchen and an elevator which takes you up to the Chambers.

In the *Library* read the book on the SW desk.

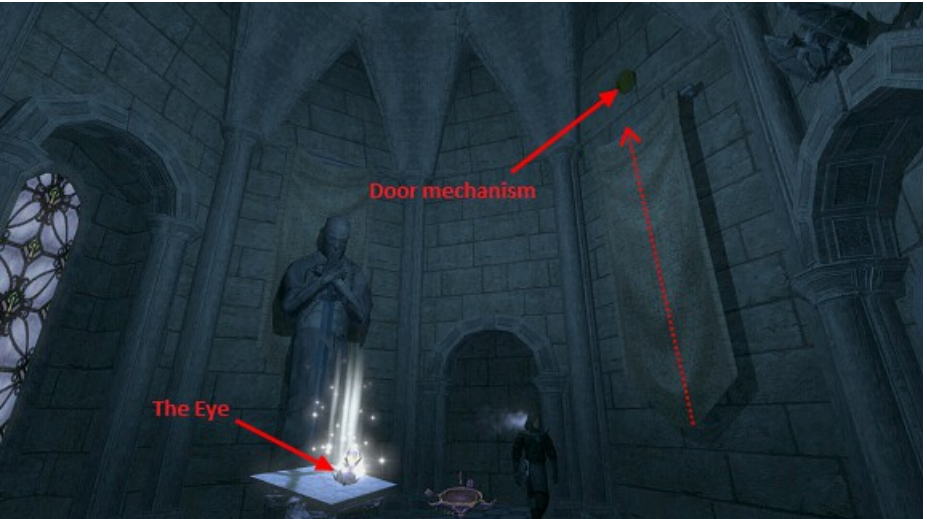
**New Objective:** *Find Martin's Chronicle.*

Next frob the lever hidden behind a book in the SW bookcase to open a secret door in the SE area of the library to access the *Eye Sanctuary*.

Collect the *Eye* from the central pedestal.

**Objective Complete:** *Find the Eye of Enforcers.*

Then climb the SE banner to reach the door mechanism to re-open the secret door to escape back to the library.



At the far end of the west corridor by the elevator some steps take you down to the *Lower corridor*, off which there are 5 bedrooms.

In west bedroom of the lower corridor, read the scroll in the safe.

**Objective Complete:** *Find out the address of the witch's servant.*

Back in the west corridor frob the button in the right hand bookcase (the bookcase opposite the kitchen) which moves the central bookcase giving you access to the south corridor where you'll find the *Treasurer's Office*, the *Council Room*, a bedroom and the courtyard.



In the *Treasurer's Office* frob the inkwell on the desk to open the door to the secret room in the north alcove, to get back to the Treasurer's office frob the lever beside the pillar to the right of the window which re-opens the door.

In the *Council room* collect the [SE bedroom key](#) off the Enforcer sitting on the north side bench, 3<sup>rd</sup> rows back, to access the bedroom in the south corridor.

There are also balcony's above the Council room, but from here you can only access the south balcony's using the ladder in the SE alcove (the elevator do not work).

In the NW alcove you will see a Keepers lock on the right hand side of the alcove (see [screenshot below](#)), this leads to *Martin's room*, but we need to first find his key.





Head back to the west corridor and use the elevator in the NW alcove to get up to the *Chambers*. On this level there are 6 bedrooms, the *Scribes room*, *Weapons room*, library, *Krellek's room* and *Master Odin's rooms*.



The **Scribes room key** is on the Enforcer patrolling in the corridor.

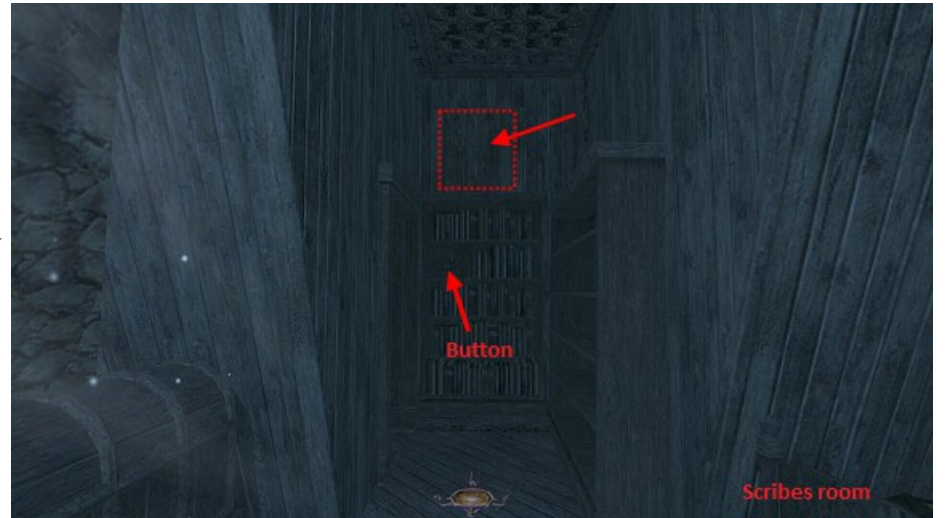
In the *Scribes room* read the scroll on the desk.

**New Objective:** *Kill the High Priest Greidus.*

In the *Scribes room* mantle up onto the west bookcase by the door and frob the wall above the bookcase to find some vents from which you can access both the north and east balcony's above the Council room.

To leave the east balcony just frob the west door to get back to the passageway outside the Scribes room, then re-enter the Scribe's room and mantle back up to the vents to get to the north balcony.

If you need to leave the Scribe's room directly just frob the button in the west bookcase.



Back in the Chamber's corridor, opposite the Scribes room there is a hidden *Weapon's store*, to access this room frob the lever behind the bed in the left hand bedroom on the south side of the corridor.

To escape the Weapon's store smash the right hand large crate in the SW corner to get back to the elevator.

In the middle south bedroom read the scroll on the desk.

**New Objective:** *Find out details about the Architect's Hammer.*

**New Objective:** *Find a Secret Room.*

At the west end of this floor (between the Library and Master Odin's study) you'll find *Master Krelleck's room*, but the door is bricked up so you need to find another way in.



In *Magister Odin's Study* collect **Martin's Ring** from his safe and read the book on the desk.

**Objective Complete:** *Find out details about the Architect's Hammer*

Now use the elevator at the west end of the corridor to get up to the top floor. On the top floor there are 5 bedrooms, 4 in the initial area and a 5<sup>th</sup>, the Master bedroom, behind a locked door at the far SE end of the corridor.



In the SE bedroom of the initial area, read the book on the octagonal table.

**Objective Complete:** *Know more details about this place.*



At the far end of this top floor, beyond a glass panelled door you'll find a locked bedroom, to enter this room just bash the door down with your dagger.

In the locked bedroom bash the east bookcase aside to find a grill, beyond which there is another hidden bedroom.



In the hidden bedroom collect the Enforcer's Tapestry off the north wall to find a Glyph on the wall behind the tapestry. Frob the Glyph to open a secret door.

In the *Glyph room*, frob the cog surrounded by red light in the alcove to get teleported to *Krellek's room*.

**Objective Complete:** *Find a Secret Room.*



In *Krellek's room* read the book on his desk and collect a purse, then frob the book in the south bookcase to open his door to get back to the Chambers middle floor (you can return to the Glyph room by frobbing the cog in the SE alcove).

Now return to the *Council room* on the lower level and frob the Keepers lock (small round blue lock) on the right side of the NW alcove to find *Martin's room*.







In Martin's room collect the book on the SE bookcase.

Objective Complete: Find Martin's Chronicle.

All you need to do know is find and kill the High Priest Greidus, who's the Priest in red sitting at the west end of the table in the octagonal room back where you started the mission.



To finish the mission head back to the south corridor and into the courtyard where you finish the mission by entering the left hand area in the main gateway.

Mission Complete

Key Locations	
SE bedroom, south corridor	on enforcer in Council room, north side benches, 3 <sup>rd</sup> row back
Scribes room	on patrolling Enforcer in lower Chamber's level
Martin's ring	In safe in Master Odin's study

The Secret Room v_3.0					
		by	Savar	Lootlist	
Area	Position	Location	Loot	Value	Total
Starting area	first room	desk	silver ring	50	50
"	librarian's study (south room)	safe	purse	50	100
"	"	mantlepiece	silver c/stick	50	150
"	"	NW unit	3 silver goblet	150	300
"	dining room (north room)	dining table	gold c/stick	75	375
"	octagonal room (west room)	table	diamond goblet	150	525
Secret wing	bedroom off office	desk opposite bed	crystal	50	575
"	corridor	chest	purse	50	625
"	"	mantlepiece	fine wine	100	725
"	large bedroom	west table	copper c/stick	25	750
"	bathroom	south trolley	copper mirror	100	850
"	barrel room	SE barrel rack	fine wine	100	950
"	north room off barrel room	display unit	crystal	50	1000
"	"	west chest	silver sword	450	1450
"	west wine room off barrel room	pedestal	vintage wine	150	1600
"	Heartless Perry's living room	north beams	purse	50	1650
"	Heartless Perry's bedroom	desk	copper c/stick	25	1675
"	"	chest	purse	50	1725
West corridor	library	NE bookcase	rare book	75	1800
"	kitchen	wine rack	vintage wine	150	1950
"	"	l/h table	jade goblet	75	2025
"	"	r/h table	2 jade goblet	150	2175
"	"	"	copper plate	50	2225
Lower corridor	corridor	north pedestal	gold c/stick	75	2300
"	NE bedroom	desk	bronze statuette	50	2350
"	"	chest	purse	50	2400
"	NW bedroom	west bookcase	copper urn	100	2500
"	"	SE bookcase	silver c/stick	50	2550
"	SE bedroom	table	copper c/stick	25	2575
"	SW bedroom (Dominic's room)	east cabinet	diamond necklace	100	2675
"	west bedroom	safe	silver coin	50	2725
"	"	north cabinet	diamond goblet	150	2875
South corridor	treasurer's office	desk	golden scales	450	3325
"	treasurer's secret room	west unit	gold bars	400	3725
"	"	"	Enforcer's potion	100	3825
"	"	chest	3 purses	150	3975

South corridor	council room	south of steps	pedestal	silver coins	50	4025
“	cont:	south balcony	bookcase	Enforcer's potion	100	4125
“	“	east balcony	south wall	Enforcer tapestry	50	4175
“	“	“	bookcase	Enforcer's potion	100	4275
“	“	north balcony	NW bookcase	rare book	100	4375
“	“	“	SE desk	silver bracelet	100	4475
“	“	behind lectern	Priest	purse	25	4500
“	“	above lectern	on arch	bird statuette	125	4625
“	“	Martin's room	SE bookcase	Martin's chronicle	100	4725
“	“	“	desk	Martin's sceptre	200	4925
“	SE bedroom		table	gold c/stick	75	5000
“	“		window	gold statuette	50	5050
“	corridor		statue	rare book	100	5150
“	“		bench	Enforcer's potion	100	5250
“	font room		shelf	gold coins	75	5325
Chambers	observatory			telescope	400	5725
“	middle floor	corridor opposite scribe room	pedestal	gold c/stick	75	5800
“	“	weapons store	north bookcase	silver dagger	50	5850
“	“	“	l/h east bookcase	Enforcer's potion	100	5950
“	“	scribe's room	desk	Enforcer karambit	300	6250
“	“	“	NE bookcase	Master's book	100	6350
“	“	“	octagonal table	silver c/stick	50	6400
“	“	“	chest	silver coin	50	6450
“	“	l/h south bedroom	desk	silver coin	50	6500
“	“	middle south bedroom	SW bookcase	2 diamond goblet	300	6800
“	“	“	l/h north bookcase	Martin Chronicles	100	6900
“	“	r/h south bedroom	by bookcase	fine wine	100	7000
“	“	“	desk	jade ring	50	7050
“	“	r/h north bedroom	above bed	golden bell	150	7200
“	“	(christian's room)	chest	purse	50	7250
“	“	middle north bedroom	on bed	Master's lash	350	7600
“	“	“	chest	purse	50	7650
“	“	l/h north bedroom	SW cabinet	copper c/stick	25	7675
“	“	“	north cabinet	Enforcer karambit	300	7975
“	“	library	table	ruby goblet	100	8075
“	“	“	NW bookcase	Master's book	100	8175
“	“	Magister Odin's study	west bookcase	rare book	100	8275
“	“	“	east statue	diamond necklace	100	8375
“	“	“	desk	gold c/stick	75	8450
“	“	“	safe	Enforcer's potion	100	8550
“	“	Magister Odin's bedroom	pedestal	silver c/stick	50	8600
“	“	“	desk	copper coin	25	8625
“	“	Krellek's room	bedside unit	purse	50	8675
Top floor	NW bedroom		bedside unit	gold c/stick	75	8750
“	SW bedroom		east cabinet	copper c/stick	25	8775
“	“		bookcase	silver goblet	50	8825
“	SE bedroom		SW unit	purse	50	8875
“	NE bedroom		desk	silver coin	50	8925
“	locked bedroom		SW desk	purse	50	8975
“	“		north bookcase	rare book	100	9075
“	hidden bedroom		chest	purse	50	9125
“	“		north wall	Enforcer tapestry	50	9175
“	Glyph room		font	Enforcer's potion	100	9275
“	“		desk	rare book	100	9375
Courtyard			fountain	gold comb	125	9500
Special loot item			Does not appear in-game on normal	Total Loot Available		9500

**Note:** In game final stats show maximum loot available **8000** which has no relevance to the game at all

### T3 lootbug

If you have not installed the 'lootbug corrected' SU (1.1.6 onwards) due to the differing values of the rare book and purses (75/100 & 25/50) in this mission your final loot total will depend on the value of the first rare book & purse that you pick up.

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

Lowest Minimum Total Loot **9025**  
Highest Maximum Total Loot **9550**