

Important: Savar has updated this FM twice since releasing it in 2012. v_1.0 is very different to the most recent v_3.0 and as most download sites still host the v_1.0 zip I have written walkthroughs for both versions. So check which version you are playing and follow the appropriate walkthrough.

Note: This is the Fifth part of the Keeper Series

Opening Objectives:

- # *Get new lockpicks.*
- # *Get the weapon from your apartment.*
- # *Sell Ruyan's Scepter.*
- # *Find out the reason for the massacre.*
- # *Kill Cooper the maniac.*
- # *Find the lost Enforcer.*
- # *Get out of the city.*

Hidden Objective:

- # *Find the Pagan's Crown.*

Walkthrough

You first need to find your weapons and your lockpicks, which are in different buildings but both are accessed from the same roof top. You need to mantle up onto the rooftops using the stairs by the *Armorer shop*. Turn left (north) at the end of the Stonemarket gate alleyway, where you started the mission, the Armorer's shop is under the porch straight ahead of you. Mantle up onto the railings at the top of the staircase to the right of the Armorer's shop and jump over to the east canopy. Once on the canopy you need to head south to get to gully between the buildings but it helps if you mantle up onto the wooden beam on the edge of the east roof, as the jump from the canopy to the gully is tricky.



Once up on the rooftops first turn left and enter the corner house via the grate and collect your **lockpicks** from the chest in the bedroom.

Objective complete: *Get new lockpicks.*

Leave this house and mantle up onto the canopy again to get back to the rooftops, but this time go to the end of the gully and turn right.

At the end of the next gully jump across the street to the canopy on the building opposite and mantle over to the gully between the 2 buildings, Garrett's apartment is at the end of this gully.



In your apartment grab the tools of your trade from the bedside cabinet.

Objectives Complete: *Get the weapon from your apartment.*

Arman's Manor

Accessed via the archway below the steps by the Armorer shop. There's a ladder in the SW corner of the front garden but you can not climb off the top of this ladder.

In the mansion, head up the left hand stairs to the west wing and mantle out of the window of the dining room and then along the ledge to find *Keeper Arman's room*.



Collect the [office key](#) off the right hand bookcase then head downstairs and pick the locked metal door on the stairs to find the basement.

In the basement there are 2 Stone Warriors standing by the east corridor, one of whom comes to life when you open that door. So first frob the lever on the machinery on the east wall to open the pit, jump into the pit to find a dead body.

Objective Complete: *Find the lost Enforcer.*

To get out of the pit face east and mantle up onto the grate as you can't mantle out of the pit sides directly, then head into the east corridor for some loot then get out of the basement before the Stone Warrior gets you.

Use the west facing steps to find a glyph, frob the glyph to find the office and use the office key to get back to the lower level dining room



Cooper's Manor

Is found behind the metal railings in NW corner Arman's Manor grounds.

Note: The blue fog portal can be a bit buggy, you may have to go back and forth a couple of time to find yourself on Cooper's manor grounds.



In the lower level in the SE bedroom you'll find a safe containing the [Basement key](#).

In the basement there are 3 wine racks against the south wall in which you will find 2 bottles of fine wine. Behind the right hand bottle of fine wine you'll find a button (right hand wine rack, 5 bottles up from the ground, left hand side of wine rack), frob this button to move aside the wine rack on the east wall giving you access to a torture room, head down into the torture room where after a short while Cooper will appear after which you can kill him.

Objective Complete: *Kill Cooper the maniac.*

To escape back to the basement, frob the button on the north wall at the base of the ladder, to move the wine rack aside again.



Hotel

The Hotel is on the south side of the map (turn right at the end of the alleyway that you started in the mission in). In the lower level in the landlord's study safe read the book.

Objective Complete: *Find out the reason for the massacre.*



Fort Ironwood



First head into the temple and collect the **Priest's house key** off the Priest at the lectern, (the key is on his right hand side but is easy to miss as it is hidden by his scepter).

Next go to the Priest's house, to the right of the Fort's front doors and read the book on the desk.

New Objective: *Find the Pagan's Crown.*

Next head into Fort Ironwood's grounds at the back of the temple area via the SE door in the temple. There is a large archway separating the 2 halves of the temple grounds, you need to mantle up to the roof tops to the left of this archway (the second and fourth mantles are not easy) to find the Pagan's Crown which is on the head of a statue on a flat roof area.

Objective Complete: *Find the Pagan's Crown.*



In the second (eastern) grounds area approach the Pagan in the NE corner by the green burning brazier who will then tell you to '*collect your gems from the ruined cemetery*', this is a slight red herring as you can not get into the graveyard (in the alleyway between Fort Ironwood & the Hotel), it's a reference to the gems on top of the ruined wall above and behind where the Pagan is standing.

Objective Complete: *Sell Ruyan's Sceptre.*

Note: You found the Ruyan Scepter in part 3 of the Keeper series, namely '*The Hotel*' and so had it in your inventory from the start of the mission, although it did not show up as such.

Note: It's possible that the Pagan does not react to you as you approach him, although I have not experience this when playing v_3.0 a friend did come across this bug. Why this happens I can not say, but if you do not get '*Objective Complete*' as you approach the Pagan, there is nothing you can do apart from re-start the mission.

To finish the mission leave the city via Auldale gate near the Armorer's shop.

Mission Complete

Veil of Deceit v3.0					
		by	savar	Lootlist	
Area	Location	Position	Loot	Value	Total
Corner house by stairs	attic	on beams	copper c/stick	25	25
“	living room	table	jade goblet	75	100
“	bedroom	chest	gold coins	75	175
Roof space above Armorer		south eaves	purse	50	225
Shop opposite Auldale gate		high ledge	guard's plonk	150	375
Armorer shop		side counter	silver coins	50	425
Arman's manor	garden SE corner	behind tree	poppy	50	475
“	via west wing balcony	flat roof	nereid telescope	400	875
“	west wing corridor	south cabinet	silver c/stick	50	925
“	west wing dining room	table	silver c/stick	50	975
“	Keeper Arman's room	desk	jade goblet	75	1050
“	“	behind painting	gold bars	500	1550
“	“	bookcase	rare book	100	1650
“	basement centre corridor	stone gargoyle	manuscript	125	1775
“	“ r/h corridor	by r/h barrel	purse	50	1825
“	Cooper's office	mantlepiece	silver urn	150	1975
“	“	chest	purse	50	2025
“	dining area	table	gold knife	75	2100
“	“	“	gold fork	75	2175
“	“	“	gold plate	100	2275
“	“	“	diamond goblet	150	2425
“	“	mantlepiece	gold c/stick	75	2500
Cooper's Manor	grounds SW area	behind tree	poppy	50	2550
“	barracks	south table	silver knife	50	2600
“	lobby	west wall	fine portrait	150	2750
“	sitting room	above fireplace	fine portrait	150	2900
“	kitchen	NE table	copper fork	25	2925
“	“	SE table	copper knife	25	2950
“	downstairs corridor	wall by stairs	fine portrait	150	3100
“	downstairs SE bedroom	safe	purse	50	3150
“	“	“	gold coins	75	3225
“	“	“	gold nugget	150	3375
“	middle level, NW room	east wall	fine portrait	150	3525
“	middle level, north bedroom	chest in wardrobe	gold bracelet	125	3650
“	“	chest drawers	gold c/stick	75	3725
“	“	SW cabinet	silver comb	100	3825
“	stairs to top floor		fine portrait	150	3975
“	top floor dining room	table	copper plate	50	4025
“	“	“	silver knife	50	4075
“	“	“	silver fork	50	4125
“	top floor south room	west cabinet	jade ring	50	4175
“	roof o/s east window		gold goblet	75	4250
“	basement wine cellar	south wine racks	2 fine wine	200	4450
“	“	behind west gates	mushroom	50	4500
“	hidden torture room	south table	surgical kit	300	4800
Hotel	o/s above front door	on post	bird statuette	125	4925
“	hall of records	bookcase	silver c/stick	50	4975
“	“	safe	purse	50	5025
“	upper level SW bedroom	bedside table	silver bracelet	100	5125
“	“	table	copper coins	25	5150
“	upper level, SE bedroom	desk	copper c/stick	25	5175
“	“	on top of bed canopy	ruby ring	75	5250
“	middle level NE bedroom	bedside table	silver ring	50	5300
“	“	table	copper goblet	25	5325
“	landlord's study	mantlepiece	gold c/stick	75	5400
“	“	safe	gold bracelet	125	5525
“	“	“	handful of gems	200	5725
“	“	above desk	fine portrait	150	5875
“	corridor by guards room	wall	fine portrait	150	6025
“	guards room	table	fine wine	100	6125
Hotel pub	upstairs	table	copper goblet	25	6250
“	downstairs	NE table	copper goblet	25	6175
“	“ behind bar	shelves	silver coins	50	6225
“	“	“	fine wine	100	6325
“	“ south alcove	under table	bronze coin	25	6350
Priest's house	bedroom	chest	2 purse	100	6450
“	“	“	Priest's sceptre	200	6650
“	high ledge above house	flat roof	gold statuette	50	6700
Fort Ironwood	above front door	r/h banner	scarlet tapestry	50	6750
“	temple	lectern	rare book	100	6850
“	“	altar	copper c/stick	25	6875
“	“ at rear of	east bench	Effigy St. Elgar	50	6925
Fort Ironwood grounds	north (red lit) arch by glyph	on bench	silver coins	50	6975
“	on high roof left of archway	on bench	Hammer potion	100	7075
“	higher roof above bench	on statue	Pagan Crown	200	7275
“	bell tower SE corner	above banner	gold medallion	150	7425
“	south of pagan	in bushes	mushroom	50	7475
“	above pagan	on ruins	ruby	125	7600
“	“	“	diamond	150	7750
Total Loot found 98%					7750

Note: Savar informed me there is another silver ring within the mission, but the co-ordinates he gave me took me out of the map, thus I can only report the loot found by loothunter, however if you do find the extra silver ring your final loot total will be **7800**. Note also the final in game stats show only **7700**

Key Locations	
Arman's office key	bookcase in Keeper Arman's rooms
Cooper's basement key	in the safe in the SE bedroom on the lower level
Priest's house key	on Priest in temple

Hard to find loot

Most of these can be seen at <https://www.youtube.com/watch?v=YTFo3iXJM7E>

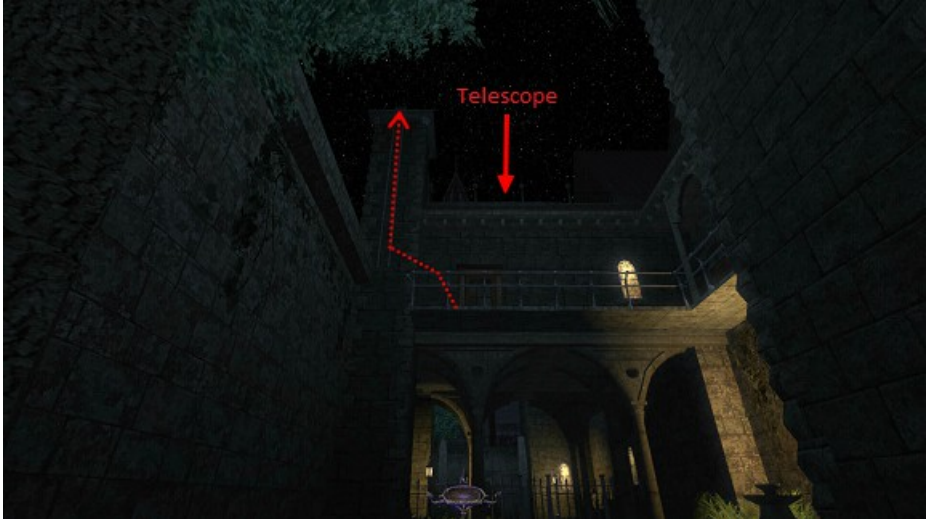
Guard's Plonk

To access the guard's plonk use the eaves in the roof above the Armorer's shop, turning left at the pipes then head round the corner using the planks. Just jump and frob at the same time to collect the bottle.



Nereid Telescope in Cooper's manor

On the roof above the west wing. You need to use the ladder attached to the tower but the mantle over the railing is a bit tricky, the telescope is on a tripod.



Gold Goblet on roof in Cooper's manor

Use the balcony to the west of the dining room to get up to the roof, you'll find the gold goblet on the other side of the building in an alcove on the east side.



Bird Statuette

High above the Hotel's front door on a small wooden post. Use an arrow to shoot it down.



Ruby ring in Hotel

On top of the 4 poster bed canopy in the SE bedroom.



Gold Statuette above Priest's house front door

On the flat roof above the entrance to the Priest's house, you need to mantle up to the high flat roof above the banner using the wagon to get up to the wooden ledge....see [screenshot below](#).



Banner on balcony above Fort Ironwood's front door

Mantle onto the wagon and use the pipes to get to the balcony.



Hammer potion

On the bench on flat roof below where you found the Pagan Crown.



Where is the Golden Medallion

In the second (eastern) temple grounds in the SE corner there's a bell tower, use an arrow to knock to the ground the gold medallion that's above the hanging banner. If you shoot your arrow from the near the steps the medallion may well fall to the ground, but most likely it will fall onto the ledge below the banner, in that case just jump and frob at the same time to collect the medallion.



Gems & Mushroom by Pagan

The Gems on on the ruins above the Pagan.

The mushroom is behind the bushes next to the tree against the east wall.

