

Oblivion - Fighters Guild Quests

To join the Fighters Guild, travel to Anvil and speak with Azzan in the Guild Hall. He will accept you if you do not have any outstanding bounty against you and your Infamy score is less than 100. After Azzan makes you an Associate, ask about a contract.

A RAT PROBLEM

Azzan will send you to see Arvena Thelas. Follow the arrow on your compass to Arvena's house and then climb the stairs to the room at the top. She will tell you that lions are eating the pet rats in her basement. Now go downstairs to the basement door. Before you open the door, have your weapon ready. Now open the door, run down the stairs and then kill the lion before he can eat any of the rats.

Then go back upstairs and report your findings to Arvena. She is concerned that more lions might get in the basement. She wants you to find Pinarus Inventius, a local hunter, and help him kill any remaining lions. Pinarus has a house in town, but may be out hunting. Follow your map arrow and speak with him. He is eager to go on a lion hunt. Follow him to a field just outside the city gates, where four lions live.

When the lions are dead, return and speak with Arvena. Now there is another mountain lion in the basement. Go back downstairs and kill it as you did the first one. Go back upstairs and speak with Arvena. She thinks that her neighbor, Quill-Weave, has something to do with the lion problem.

Go into the back yard of Thelas's house. Notice the hole into her basement. Stand behind the nearby wall and hide. Between 8:00 PM and 8:30 PM, Quill-Weave will come out of her house and place raw meat near the basement wall of Thelas's house.

When you first confront her, she will deny that she is doing anything wrong. However, she will then quickly admit trying to lure the rats out of the basement, so that the city guards will kill the rats. She will promise to discontinue that behavior. Quill-Weave will also offer you free Acrobatics training (assuming that your Acrobatics level is not too high), if you do not mention her activities to Thelas.

Whether or not you tell Thelas the truth, she will pay you for completing the contract. Now go and speak with Azzan, who is in his office on the top floor of the guildhall. Ask about "Advancement" and then ask for another "Contract".

THE UNFORTUNATE SHOPKEEPER

Azzan will send you to speak with Norbert Lelles. He is the proprietor of Lelles Quality Merchandise. Follow the arrow on your compass to the Anvil waterfront. Find Norbert and learn that thieves have been breaking into his store and he wants the thievery to stop. Stand behind the counter, inside the store, and Wait (W key) until midnight. Three thieves will sneak in. Stay behind the counter and fight them one-at-a-time as they come around to get you. You must kill all of them.

When the three thieves are dead, find Lelles in the Flowing Bowl, nearby. He will pay you. Return to the guildhall and speak with Azzan. He has no more contracts for you. If you have already completed "The Desolate Mine", he will send you on to Vilena Donton in Chorrol (see "Unfinished Business" below). Otherwise, he will suggest that you speak with Burz gro-Khash in Cheydinhal.

THE DESOLATE MINE

Travel to Cheydinhal and find Burz gro-Khash in the Fighters Guildhall. He will give you a steel bow, a steel war hammer and steel long sword. You must deliver the weapons to three unarmed people inside the Desolate Mine. Follow the arrow on your compass northwest, to the mine.

Jump on some high boulders near the mine and snipe two goblins. Then go inside the mine and speak with Rienna, the female leader of the group. She will take the steel bow and have you speak with Elidor and Braggro-Bharg. Give Elidor the sword. Give Braggro-Bharg the war hammer. **Save your game here**, because the three will run off down the complex tunnel system without waiting for you. If they all survive the goblin hunt, Burz gro-Khash will pay you more.

Run after them, past the now-open door, to the first "T" intersection. Turn left (southwest) and continue to a large cave room containing a small wooden spike barrier. Help kill all of the goblins in the room. To avoid injuring your allies, strike the goblins from behind as much as possible.

When the room is clear, the eager fighters will run off down one of two dead-end tunnels exiting this room. Use your local map liberally, to help you find your way. You must kill all of the goblins in the tunnel. The game will put a popup message on your screen when you have done this. After that, count to see if all three fighters are still alive. If they did not all survive, you can load the save and try again.

Before you leave the cave, go back and open all the chests in all the tunnels. Collect the treasure and then return to Burz gro-Khash, in Cheydinhal. He will pay you. Ask about "Advancement" and then ask about a "Contract". If you have not completed Azzan's contracts yet, you must do that now. Otherwise, go to Chorrol and speak to Guild Master Vilena Donton.

UNFINISHED BUSINESS

In Chorrol, find Vilena Donton upstairs in the guildhall. She will ask you to speak with Modryn Oreyne, who should be standing just inside the front door, downstairs. Ask Oreyne about "Duties", then about "Maglir" and finally about "Defaulted".

Go to Skingrad and find the West Weald Inn. Ask Maglir about "Defaulted" and "Brenus Astis's Journal". Maglir complains that the Fighters Guild will not pay well him enough for the job, even though he originally agreed to do it. He found Fallen Rock Cave too dangerous to enter. Now you must go there instead, and recover the journal of Brenus Astis. Before you go there, be certain that you are carrying an enchanted, Daedric or silver weapon.

Go a short distance northwest of Skingrad, to find Fallen Rock Cave. Enter the cave and follow the tunnels to a large room. There are two exits from this room. The tunnel to the southwest goes a short distance to a locked chest defended by a wraith. Through the northwest tunnel, you will soon reach an intersection. The right fork will give you many Experience Points for killing all the spirit monsters. You will need five samples of the Ectoplasm they drop, for the next contract. Eventually the right fork reaches a chasm and then a rock fall.

Now retrace your steps to the intersection, and then continue straight. Wade through a half-flooded tunnel, all the way to the end. Take Brenus Astis's Journal from a rock shelf. Backtrack through the tunnels to the outside and then return to Chorrol. When you speak with Oreyn, you may either give Maglir credit for collecting the journal, or claim the credit for yourself. Oreyn will pay you. Ask him about "Duties" and then "Causing Trouble".

DRUNK AND DISORDERLY

Three Fighters Guild members are getting drunk at the Five Claws Lodge, in Leyawiin. Go there and speak with the leader, Vantus Prelius. He will tell you that the Blackwood Company has been undercutting Fighters Guild prices, and taking all of the available work. You must find some other work for the drunken Fighters Guild members. Ask any townspeople about "Fighters Guild Jobs". An arrow marker will appear on your compass, pointing you to Margarte. She has a house in town.

When you speak with her, she will tell you that she respects the Fighters Guild more than the Blackwood Company. She also needs a steady supply of Ogre's Teeth and Minotaur Horns for her alchemical work. However, to win her business, you must give her five fresh samples of Ectoplasm. You should have already gotten these in Fallen Rock Cave. If not, you must find some in the local caves. Ghosts, wraiths, and lich all drop Ectoplasm after you kill them. Some Mages Guild vendors sell Ectoplasm. When you give the samples to her, she will agree to hire the three guild members.

Then go back to the Five Claws Lodge and speak with Vantus Prelius again. Tell him the good news and then return to Oreyn, in Chorrol. He will pay you. Ask him about "Advancement" and then "Duties". He will suggest that you see Azzan or Burz gro-Khash for more contracts.

DEN OF THIEVES

Go back to Anvil and then speak with Azzan again. Ask him about a "Contract" and "Thieves". You must join up with Maglir, the man who was afraid to go inside Fallen Rock Cave. The pair of you must root out a gang of thieves who have been plaguing the city. Find Newheim the Portly. He has a house in town and wanders the docks. Speak with him. He knows that the thieves are hiding in Hrota Cave. If you find it, he would like you to return his favorite drinking vessel, a family heirloom.

Go outside the city gates and travel north to find Hrota Cave. Maglir will follow you. Go inside the cave and kill all eight of the thieves (Dennilwin, Githriian, Thiirchel, Nedhelfin, Thrangirfin, Idrolian, Niraegaer, and Cingaer). They are scattered in small groups throughout the cave. You will not have to deal with them all at once. Even if you are in Sneak mode, Maglir will rush ahead of you to attack, whenever you get close to one of the thieves. He cannot die, only fall down unconscious for a few seconds. In fact, given enough time, he will kill all of the thieves for you - soothing your conscience.

One tunnel will seem blocked, when you first see it. You must pull a hanging rope to open a rock door. At the very end of the tunnel complex is a huge cavern. Pick up Newheim's Heirloom flagon, resting on a table in a depression at the center of that room. A popup message will tell you when all of the thieves are dead. Report to Azzan, in Anvil. Ask him about "Thieves" to get your pay, and then ask about a "Contract". Azzan will send you back to Burz gro-Khash, in Cheydinhal. Return to Newheim, and ask him about the "Heirloom". He will reward you with some of his Special Brew.

AMELION'S DEBT

Go to Cheydinhal and see Burz gro-Khash in the guildhall. Ask him about a "Contract" and then ask about "Biene Amelion". Burz gro-Khash will send you to Water's Edge, a sheep farm on the western side of Lower Niben Bay. Travel north from Leyawiin, to find the farm on the main road.

When you get to Water's Edge, go inside the door to Biene Amelion's house. Even though the door icon is colored red, she will welcome you inside. Ask her about "Debt" and "Sword and Armor". She will tell you that she must pay off the gambling debts of her father. She wants you to retrieve her grandfather's enchanted armor and weapon, so that she can sell them to pay off the debt. If you have 1,000 gold to spare, you may *give* her the money to pay off the debt. If you prefer, you can go inside the tomb to get the armor and weapon.

Amelion's Tomb is just north of Leyawiin. Find it next to the road on the other side of the Lower Niben. Walking undead infest the tunnels. At one point, you will have to pull a hanging rope to open a rock door. When you get to a room with six large white stone tombs, you will find Brusef's cuirass and sword lying on top of one of them. The door northwest of this room leads to a hole in the floor. Drop down through this hole, for a shortcut to the outside. Check your local map.

Give the armor and sword to Biene and then return to Cheydinhal. Speak with Burz gro-Khash for payment. He may be down in the basement of the guildhall. Ask about "Biene Amelion", then "Advancement" and then "Contract".

THE MASTER'S SON

Go to Chorrol and speak with Modryn Oreyn. Ask about "Duties", then "Viranus Donton" and then "Confidence". Go to Viranus's house, and upstairs to speak with him. Ask about "Galtlus Previa" then choose either dialog option to get Viranus to go with you.

Nonwyll Cavern should now be on your world map. Follow your compass arrow north to the cave entrance. **Save your game here.** Viranus Donton must not die. The cave is full of trolls and, if your level in the game is high enough, you must fight ogres and a Minotaur or two.

If you have a "Restore Health on Target" spell, use it to keep Viranus in full health. These spells are available from a vendor in the Chorrol Chapel. As with all NPC's in the game, he will run off after enemies as soon as he detects their existence. Eventually, you will find Galtlus Previa's body. This cave has a second exit, which deposits you to the north of the first one. Leave the cave and report to Oreyn, in Chorrol. He finds it strange that animals have not eaten Previa's body. After you get your pay, ask Oreyn about another "Contract" and then "Defaulted".

MORE UNFINISHED BUSINESS

Go to Bravil and speak with Maglir, at the Lonely Suitor Lodge near the south end of town. He has joined the Blackwood Company. Ask him about "Defaulted". If you aided him earlier, he will send you to speak with Ariare at the Bravil Mages Guild.

If you did not lie for him earlier, Maglir will not help you. In that case, you must either find Ariare yourself (without a compass arrow to help you) or return to Oreyn in Chorrol to get the name from him, which includes the compass arrow.

Ariare needs 10 samples of imp gall. She will suggest that you go to Robber's Glen Cave, a short distance north of the city, to get the gall. If you do not already have 10 samples, you will find at least a dozen imps in the cave. Ariare will give you an enchanted ring for completing this task. Back in Chorrol, speak with Oreyn. Ask about "Maglir", to get your pay. Then "Talk about Blackwood Company", then "Advancement" and finally ask about "Duties".

AZANI BLACKHEART

Oreyn lives in the southwest part of Chorrol. At 8:00 PM, go inside Oreyn's house and ask him about "Duties", then the "Blackwood Company" and eventually "Azani Blackheart". Now go south to the Leyawiin guildhall and speak with Oreyn again. He will follow you to Arpenia, which is on the east side of The Lower Niben, to the east of the main road. Check your world map.

Inside Arpenia, deal with a few mud crabs and rats. The real danger lies in the large room where Oreyn stops and tells you that he has seen enough. The room has a large spike trap. In addition, a large square piece of the marble floor can jump up to smash anyone against the ceiling. Now Oreyn wants to look for Azani Blackheart in Atatar, an Ayleid ruin up the road. **If Oreyn steps upon the part of the floor that rises to the ceiling, that floor may trap him. This glitch in the game can keep him slamming into the ceiling over and over. He cannot die, but he also cannot come with you. If this happens, you can go to Atatar, kill Blackheart and come back.**

Atatar is just north of Arpenia. Not far inside the ruin, is a set of four swinging blade traps. Time your run past each one. Beyond the traps is a three-way intersection. First, go through the door straight ahead of you and kill the guard on the balcony. Then go back to the intersection and take either fork down some stairs to the large room. Go southwest through the room and up the stairway. Kill two more guards at the top.

Continue along the hallway and through the "Stone Door to Atatar Haelia Dagon". On the other side of this door is a large room with hanging Welkynd Stone cages. Three more guards defend the room. Push the large button in an alcove on the southwest wall, to open a door. Go through this door, southeast to an even larger room with an elevated causeway above it. Three blade traps will begin slamming down on the causeway as you approach. Time your run underneath them and continue through the "Stone Door to Atatar Haelia Anga". This places you on another causeway, above another room. Go to the end the causeway and push the large button to open the iron gate.

Deal with three more guards on the platform beyond the gate. Then exit this room up the stairs to the northeast. Go through the "Stone Door to Atatar Loria". Just beyond that door is Azani Blackheart. Kill him and loot the two rooms he called home. Take his ring for evidence and give it to Oreyn. Ask about "Advancement". He will thank you, tell you to go see Azzan or gro-Khash and leave you.

The exit southwest, down some stairs into water leads to the part of the room below the second causeway. There is no treasure there, so you can ignore it. Instead, backtrack to the stone platform where you killed the last group of three guards. Now take the stairs to the northwest.

Go along the hallway, through the "Stone Door to Atatar Haelia Dagon" and down another long hallway to an intersection. Turn left (southwest) to get to the room with the hanging Welkynd Stone cages. Exit this room through a door on the northeast wall, renegotiate the swinging blade traps (moving faster now) and go outside the ruin.

If you had to leave Oreyn on the stone block in Arpenia, go back there. Time the jumping of the stone block, run over to Oreyn when he is conscious and speak with him. That will complete this part of the quest. However, because this is a glitch in the game, you must follow Oreyn to Atatar and go inside the front door. Then speak with him again to get the dialog option that lets you give him the ring.

THE WANDERING SCHOLAR

Go to the Anvil guildhall and ask Azzan about a "Contract" and then "Elante of Alinor". Now travel to Brittlorock Cave, northeast of Anvil. You will find Elante just inside the door. You must follow Elante to the Daedric Shrine, all the while keeping her alive. If she dies, Azzan will not pay you. Unfortunately, any monsters that you encounter will attack her first. A Restore Health on Target spell can be useful to you here. However, a better way to complete this quest is to run ahead of Elante and kill all the monsters before they see her. She will stand where you leave her, until you return.

Clear the entire cave, all the way to the shrine. Then return to Elante and follow her past the dead monsters until she gets to the shrine. When you get there, she will tell you that she wants to study the shrine, before moving through the rest of the cave. Leave her there, and then go through the door behind the shrine and clear the rest of the cave of monsters. Eventually, you will come to a second door to the outside, which exits to the northwest of the first door.

Then return to the guildhall in Anvil. Azzan will pay you and then send you to see gro-Khash, unless you have already completed "The Fugitives", in which case he tells you to report to Oreyne. Before you leave, ask him about "Advancement".

THE FUGITIVES

Go to the guildhall in Cheydinhal and then speak with Burz gro-Khash. Ask about a "Contract" and then "Prison Break". Then go to Bravil and speak with anyone about "Fugitives". As long as your Disposition score is above 60, they will tell you that the escaped prisoners are holed up in Bloodmayne Cave. Now travel to that location on your map, just northwest of Bravil.

This is a large cave. The first room is unoccupied, as is the second. Inside that second room are several hot gas vents and two ropes hanging from the ceiling. One of them opens a rock door. Go through that new opening to the next room to find your first target, Hlofgar.

Continue through the tunnels, through one empty room, to arrive at another empty room. This second room has three exits. The southeast and northeast tunnels merge into one, which leads to a dead end containing a treasure chest. The northwest tunnel leads to a small room with a Rolling Log Trap. Beyond that is a room containing your second target, Ashanta.

Beyond Ashanta's room is a "Wood Door to Bloodmayne Cave Labyrinth". Go through that door to find a room with two treasure chests and two exits. The tunnel to the south circles around and up, to a pair of small rooms where you will find your third target, Dreet-Lai. Now backtrack to the room below, with two exits. This time take the western tunnel.

Go through one small, empty room. Continue to another room with two exits and, possibly, a bear. The northern tunnel leads to a dead end rock fall with a treasure chest. The eastern tunnel leads to a large room with a roaring fire. This is where you will find your final target, Enrion. For a shortcut out of the cave complex, take the south tunnel.

Return to the Cheydinhal guildhall and speak with Burz gro-Khash about the "Prison Break", and then he will pay you. Burz should then send you to speak with Modryn Oreyne.

TROLLS OF FORSAKEN MINE

Go to the Chorrol guildhall and then speak with Oreyne about "Duties" and then "Viranus Donton". Then travel to Leyawiin and go southwest from there. Follow your compass arrow to the mine. Inside the mine, the first room you come to will have three exits. The tunnel to the northwest leads to a dead end with a locked treasure chest. The tunnel to the northeast leads to an unoccupied room and then another dead end with a locked treasure chest.

The tunnel to the southeast leads to an empty room (except for rats and crabs). A tunnel exits this room to the northeast, and then you will come to a "Wood door to Forsaken Mine Lost Passages". There may be one troll guarding this door. Beyond the door are an empty room and then a tunnel to a large cave. That cave is crawling with trolls. You must kill them all.

After you have killed all of the trolls, look for a rock door on the northeast wall. It should open when you get close to it. Beyond that rock door is Viranus Donton's corpse. Get the journal he was carrying, to complete the quest. Then take the tunnel to the northeast. This loops you back to the room with the rock door. Backtrack from here to exit the tunnel complex. Check your local map, to find your way out.

Now return to the Chorrol guildhall and speak with Oreyne. Ask him about "Viranus Donton".

THE STONE OF ST. ALESSIA

Now travel to Anvil and speak with Azzan about a "Contract" and then the "Stone of Alessia". Then travel to Bruma and go inside the Great Chapel of Talos. Inside, speak with Cirroc about the "Stone of Alessia" and then "Bandits". See your world map for an arrow along the east road out of Bruma.

Travel to that point along the road and find the lone remaining bandit, a Khajiit, named K'Shaar. Ask him about the "Stone of Alessia" and "Sedor". He will confess to the crime, and then tell you that he and his fellow thieves lost the stone to ogres. Go east and south to Sedor.

Inside the Ayleid ruin, you will come to a room with two exits. The tunnel to the west goes to a room with a locked Ayleid cask. The tunnel to the north goes to a much larger room, with three exits. The eastern exit goes up to a balcony overlooking this large room, and then to a room with a locked cask.

The north exit leads to the stone you want, behind a locked gate. When you step on the pressure plate, nothing will seem to happen. However, a locked gate accessed through the west exit will unlock. If you stand two steps south of the pressure plate and look up, you will see a switch that you must press to open the locked gate in front of you. Go through the west exit and up the stairs to push that switch.

Then go back down and pick up the Stone of Alessia from the column in the center of the small room. Return to Cirroc, in the Anvil chapel and give him the stone. Then return to the Anvil guildhall and ask Azzan about a "Contract", and he will pay you. Then ask him about a "Contract" again.

THE NOBLE'S DAUGHTER

Go to Cheydinhal and speak with Burz gro-Khash. Ask him about a "Contract" and then "Lord Rugdumph (gro-Shurgak)". Go to the Rugdumph estate, north-northeast of Cheydinhal, and ask him about "Lady Rogbut". He speaks in malapropisms, but you can still understand what he intends to say.

Follow your arrow compass east of the estate, to find Lady Rogbut and the three ogres that have kidnapped her. You must kill all three of them, without killing Rogbut. Use ranged weapons, such as arrows or a fire spell, to draw the ogres away from Rogbut and towards you. Ogres move slowly, and you have a lot of room to maneuver here. The game will put a popup message on your screen when all three ogres have died.

Then speak with Rogbut and she will follow you back to the main house. If you cannot find her, look in the servant's quarters. Rugdumph is pleased, and he will give you sword as a reward. Return to the guildhall in Cheydinhal and speak with gro-Khash. Ask him about "Rogbut", then "Advancement" and then "Disappearances".

MYSTERY AT HARLUN'S WATCH

Follow your compass arrow to Harlun's Watch, south of Cheydinhal. Speak to Drarana Thelis about "Disappearances". Then go southeast, down the steep hill and you will see three yellow Will-o-the-wisps floating in front of the entrance to Swampy Cave, below you.

To kill a Will-o-the-wisp, you should use an enchanted weapon, a silver weapon or a Daedric weapon. Offensive spells like frost or fire will damage them, but they move around so quickly that they are hard to target. If they get close to you, they will drain your health. The game will give you a popup message when you have killed all of the Will-o-the-wisps.

Just inside the entrance to Swampy Cave, you will come to a fork in the tunnel. The left fork leads to a dead end, containing a locked treasure chest, an unlocked chest and a troll. After that, continue along the other fork, to a room containing another locked chest, another troll and two exits.

From this room, the east tunnel leads to small room with one chest and two trolls. The south tunnel leads to another intersection, one way going west and the other continuing south. Go south first, to find the answer to the Mystery at Harlun's Watch. A popup message will advise you that now you must kill all of the remaining trolls. Go back to the last intersection and take the west fork.

The next room has two trolls. Then continue north, through a "Wood Door to Swampy Cave Dry Rock Run". Beyond, is a very large room containing three trolls. This room has three exits.

The north exit takes you to a room with two trolls and a locked chest. This room has two exits. If you go west from here, the tunnels loop around and down to another room with two exits. However, both exits put you in the same small room containing one troll and a locked chest. The south exit from this room puts you back in the pit at the center of the very large room where you started.

Now go back through the north exit tunnel, to the room with two exits. Now take the east tunnel, to another big cave room, containing the last two trolls. The game will give you a popup message when you have killed all of the trolls. Then go through the tunnel in the west wall of this big room, for a shortcut to the outside.

Return to speak with Drarana Thelis in Harlun's Watch. Then return to the Cheydinhal guildhall and speak with Burz gro-Khash. Ask him about "Disappearances", then "Advancement". He will tell you that Oreyyn wants to talk to you.

INFORMATION GATHERING

Travel to Chorrol and speak with Modryn Oreyyn in his house at the south of town. Ask him about "Duties" and then the "Blackwood Company". Then follow your compass arrow to Glademist Cave, northeast of Chorrol. Enter the cave and find two Blackwood Company guards in the first room.

This room has two exits. The western tunnel zigzags to a dead end containing a treasure chest. The northeast exit leads to a large room with an exit to the southwest. Follow that exit to another large room containing two more Blackwood guards.

Now go southwest, through a tunnel to a small room containing three Blackwood guards. This will be your most difficult fight in this cave. Afterwards, exit this small room through a passage to the east and find Ajum Kajin standing in his quarters. Speak with him and he will surrender to you. Retrace your steps, with Kajin in tow, to the outside of the cave. Then return to Oreyyn's house in Chorrol.

Ask Oreyyn about "Ajum Kajin". Tell Kajin to sit down, and then interrogate him. If you want to talk to him, you will need to get his Disposition to 90. Keep following dialog options until you have all of the information you are going to get from Kajin. He will tell you the number of recruits and the Blackwood Company's leader (Ri'Zakar). After he commits suicide, if you take his ring from his corpse, do not use it on yourself.

Speak with Oreyyn again and ask about "Ajum Kajin", then "Duties" and then "Infiltrate". Then travel to Leyawiin and find the Blackwood Company offices across the street from the Fighters Guild.

INFILTRATION

Enter the Blackwood Company building and speak with Jeetum-Ze. He will accept you as a provisional member of the organization. Then follow Ze downstairs to the basement Training Hall. Ze will brief you and three other recruits about your next mission. Then he will give you a vial of Hist Sap, before going back upstairs. You must open your inventory and drink the sap before the quest can continue. As soon as you do that, the game teleports you and your three new friends south to Water's Edge. When you arrive, the three will run off and kill six weak, defenseless goblins.

Then walk over and speak with your new friends. One should tell you to go inside the houses and kill the rest of the goblins, four altogether. They will offer no resistance. After you kill the last one, you will wake up in Oreyn's house. Speak with him about "Infiltrate" and "Hist Sap". Oreyn will send you back to Water's Edge. When you arrive at the settlement, only Marcel Amelion is still alive. Speak with him. Someone has killed all the rest of the inhabitants, including the sheep. That someone is you and your new Hist Sap drug-crazed friends in the Blackwood Company. Return to Oreyn's house in Chorrol, and speak with him about "Water's Edge", "Duties" and "Hist Tree".

THE HIST TREE

In Leyawiin, go through the front door of the Blackwood Company building. The Blackwood guards will immediately accuse you of being a traitor to their cause. Then they will attack you. Get the key to Jeetum-Ze's room from Ja'Fazir's corpse.

Go upstairs, clear out the Blackwood defenders and then use the key to open the door to Jeetum-Ze's room. From his corpse, take the key to Ri'Zakar's room on the third floor. Go up there and take the key to the basement from him.

Find the basement door on the first floor and use the key to enter. Find a Hist Tree growing in the center of the room, with machinery encircling it. Two sophisticated harvesting engines are noisily pumping sap from that tree. You have interrupted two Argonian mages, who were tending the tree and the machinery. Kill the two mages, or they will kill you.

On one side of the room, pick up two loose pipes lying on the floor. With the pipes in your inventory, activate each harvesting machine to cripple them. The machines will explode in flames, setting the tree on fire as well. When you exit the basement, Maglir will confront you. He will accuse you of ruining everything (which you did), and then attack you.

When you return to Oreyn, he will send you to Vilena Donton, upstairs in the Chorrol guildhall. Speak with her, exhausting all dialog options. She will put you in charge of the Fighters Guild and recommend that you appoint Oreyn as your second-in-command. Go back to Oreyn's house and speak with him. He will accept the appointment.

When you speak with Oreyn, he will ask you how you want to prioritize the functions of the Fighters Guild. On the first of each month, you may collect treasure from the Guild Master's Chest in your new office, upstairs in the Chorrol guildhall. The chest will contain an assortment of gold and magic items. You must choose one of three options:

1. Have the guild focus on acquiring new recruits, so that you get more items with magic properties.
2. Have the guild focus on finding more contracts, so that you get more gold.
3. Have the guild focus on both tasks equally, so that you get a balance of gold and magic items.

Once each calendar month, you may instruct Oreyn to switch priorities. You must not steal from, attack or kill any other members of the guild. The first two times you do so, Vilena Donton is willing to readmit you into the guild if you can bring her a large quantity of specific items. After the first incident, you must give Donton 20 bear pelts. After the second incident, you must give Donton 20 Minotaur horns. After a third incident, Donton will permanently eject you from the Fighters Guild.

Chris Barton Revised 04.14.2013