

# Oblivion - Knights of the Nine DLC

## Pilgrimage

Install the "Knights of the Nine" downloadable content. Then start your game and go to Anvil. Ask anyone about the "Anvil Chapel Attack", and then the "Prophet". Go to the Anvil Chapel and speak with the guard outside about the "Anvil Chapel Attack". Then go inside the chapel and see for yourself what happened. Then go across the street and speak with the prophet. Exhaust dialog options with him until the game tells you that the "Pilgrimage" quest is active. The prophet will give you a map showing all nine of the wayshrines of the gods. Unlike quests in the rest of the game, those wayshrines will *not* appear on your world map. Find them using the map that the prophet gave you, your world map and the directions in this walkthrough. Activate each wayshrine.

Locate **Stendaar** north of Leyawiin, at the intersection where the bridge crosses The Lower Niben. The shrine is on the west side of the waterway.

Locate **Zenithar** north of Bravil. On your world map, the shrine is just south of the second "y" in "The Nibenay Valley".

Locate **Talos** northwest of Bravil. On your world map, the shrine is just west of the "i" in "The Nibenay Valley".

Locate **Kynareth** northeast of Bravil, on the other side of Nibenay Bay. On your world map, the shrine sits just south of the "s" in "The Nibenay Basin".

Locate **Julianos** southeast of Imperial City. On your world map, draw an imaginary line northeast from the "The" in "The Upper Niben". Find this wayshrine where that line crosses the main road.

Locate **Akatosh** just north of the east-west road south of Bruma. Another way to find it is to look on your world map and then go to a point halfway between "The Orange Road" and "The Silver Road".

Locate **Dibella** south of Chorrol. On your world map, search just south of the "d" in "The Black Road".

Locate **Mara** west of Skingrad. On your world map, find this shrine south of the "S" in "Skingrad".

Locate **Arkay** north of Anvil. On your world map, find this shrine just east of the first "T" in "The Gold Coast".

When you Activate the ninth wayshrine, the game will teleport you high above Imperial City. Look down through the drifting clouds for a stunning view. The ghost of Pelinal Whitestrake has a failing memory, but he will give you the best advice he can. Then the game will drop you back to earth. A side benefit to completing The Pilgrim's Way is the reduction of your Infamy to zero.

## The Shrine of the Crusader

You must find all the Relics of the Crusaders, piece by piece. To begin, go to the long bridge southeast of Imperial City. A water breathing spell will help here, but this is a short swim. Jump in the water and face the nearby quest arrow on your world map. Swim to the vicinity of that marker, and then dive down to look for an underwater Ayleid ruin. Find a "Stone Door to Vanua".

On the other side of the door, at least two undead will be waiting for you when you go up the steps. Now go northeast, along the dry corridor, past two intersections with short halls to your left and right. There is only minor treasure in those four areas.

You will come to a large room with and undead defender. A button on the west wall will open up a stone panel. Go through the tunnel behind that panel to a small room with one undead. Then open the gate and come to a "T" intersection. A root blocks the passage to the right. Go left instead, and around the corner to fight another undead and loot the cask.

The next large room has two undead. Exit this room through a hole in the north wall, to a "Wood Door to the Shrine of the Crusader". Beyond this door, through a hole at the end of the tunnel, you will transition to Imperial Architecture; defended by one undead. Of the three directions from here, only the north one allows you to continue. Then go through a hole in the west wall of the corridor. Be wary of an undead conjuror beyond the hole. Cross the area beyond, to another hole in the wall.

You should find two undead in the room ahead. Here is a situation where good Acrobatics skills come in handy. The helmet relic you came for is to your right, before you drop to the floor below. If you can jump from the hole in the wall, over the railing to the platform beyond, you can kill the undead defender and then collect the helmet. If you miss the jump, follow the directions below.

Activate the skeleton on the slab in the middle of the room. These are the remains of Sir Amiel. Read his journal for the sad tale of his final quest. Take his key and his ring. Then use his key to open the gates to the south and west. Go through the west gate to a room with a hole in the west wall. Beyond the hole, go north and fight one undead. Then go through another hole in the wall and fight an undead. Then go through a "Door to Lost Catacombs" and up some stairs to another "Door".

Beyond the door, go upstairs to a room with two undead and a chest. Then exit this room to the south, through the hole in the wall. Continue south to another hole in the wall. From here, both the south and east routes go to the "Shrine of the Crusader". Now you can pick up the helmet and a bit of treasure next to it. Note how much harder your work is when you do not work on your Acrobatics.

In any case, now you have collected the helmet. From here, drop down to the floor below. If you have not already done so, search Sir Amiel's skeleton for the key, the journal and his ring. Go through the south gate and a tunnel, to a "Wood Door to Vanua". The room beyond has three undead defenders and one Ayleid Reliquary. Exit east to come full circle onto a balcony with a cask. Drop down to the floor and check your local map. Exit the ruin to the south, the way you came.

## Priory of the Nine

Go southeast of Skingrad, following your quest arrow to The Priory of the Nine. On your world map, it is just north of the first "W" in "The West Weald". You will find two buildings at the site. One is the chapel and the larger building is the priory. Go inside the priory and, with the Ring of Sir Amiel in your inventory, Activate the circular illustration on the floor. The design will turn into a set of steps, going down to the basement. You may loot some minor treasure there. Then open the door to the undercroft. Do not go near the cuirass until you explore the two side hallways.

When you get close to the cuirass, eight ghosts of the Knights of the Nine will suddenly appear. Their leader, Sir Amiel will speak to you. He will tell you that you must defeat all eight of them in battle, although one-at-a-time. After you defeat each ghostly knight, you will have only a few seconds to heal yourself before the next fight begins. The best place to fight them is at the end of one of the two side corridors. This will give you get ten precious *extra* seconds to get ready for the next fight. As soon as you can move your character, run to the end of one of those corridors.

Your first fight will be with Sir Gregory, followed by Sir Casmir, Sir Ralvas, Sir Henrik, Sir Caius, Sir Juncan, Sir Torolf, and finally Sir Amiel. After the last fight, you may take the Cuirass of the Crusader from the stand on which it is displayed. Then speak with every knight to learn some of the history of The Knights of the Nine. Pay special attention to Casmir, Ralvas, Henrik and Juncan. They have quest related information providing you with map locations.

## Nature's Fury (Boots)

Open your journal's map section and make Nature's Fury your active quest (click on it). Now check your map for the red arrow and travel to the Shrine of Kynareth in Cyrodil's Great Forest. The shrine is just west of the word "Lake" in "Lake Rumare". Once there, speak with Avita Vesnia about the "Boots of the Crusader". Agree to the test and then go west, to the Grove of Trials. You will find a green lawn inside a small circle of trees near a moveable boulder.

When you get to the center of the green lawn, a large bear will approach you and then attack. You must *not* defend yourself. Heal yourself as necessary until the bear ceases his attack and ambles away. If you have damage-reflecting equipment, the bear may die. However, the game will not penalize you for this because you did not really "attack" the bear. The stone will move out of the way to reveal an artfully designed "Stone Door to Kynareth's Grotto".

Not very far past the door, in a small well-lit cave full of greenery, are the Boots of the Crusader you came for. Ignore the two Spriggans. They will not attack you. Exit the cave.

## The Path of the Righteous (Mace)

Open your journal's map section and make "The Path of the Righteous" your active quest. This will place a quest arrow on your map. Now go to Leyawiin and find The Great Chapel of Zenithir. As soon as you get inside, Carodus Oholin will speak to you. He has no relevant quest information.

Go down the stairway to the chapel undercroft. Beyond the door, you must fight several undead. Now equip the Boots of the Crusader. Then Activate the Tomb of Saint Kaladas, located on the west wall of the undercroft. These actions will teleport you to a void containing various floating pieces of architecture. A pathway of light extends away from you, beyond the edge of the broken piece of stone upon which you are standing. The Mace of Zenithar is at the end of that beam of light. The Boots of the Crusader make it possible for you to walk on that beam of light without falling into the dark abyss below you. Walk, brave knight, and pick up that mace.

As soon as the mace is in your possession, the game will teleport you back to the undercroft. Now go back upstairs to the chapel and be ready to fight. Several golden-armored Daedra are attacking the people there. Help defeat the Daedra without further injuring the people. After the battle, Carodus Oholin will again speak with you. He will offer to aid you in your quests.

## **Wisdom of the Ages (Shield)**

Open your journal's map section and make "Wisdom of the Ages" your active quest. Now find the quest arrow on your map pointing to the southeast part of Cyrodiil. On your world map, you can find Fort Bulwark just north of the "d" in "Blackwood".

Inside the front door of the fort, go down three tiers of stairs to the intersection. The west fork goes down two more tiers of steps to a room with a drawbridge above the room. One Daedra defends some minor treasure. Return to the intersection and now take the south fork, which takes you to a second intersection. You can go south or west.

The south fork goes down a hall with two dart traps, one right after the other. Wait for the dart flurry to stop and then run past each one of the traps in turn. You should find two conjurors in the room ahead, and then a continuation of the corridor down some steps. You will come to a large room with another drawbridge above it. This room exits west, to a room with two conjurors and a chest.

The west fork goes to an "Old Wooden Door". On the other side of the door is a complex section of drawbridges. Kill one Daedra and then cross the first section of the bridge. Continue west, past the gate on your right, to another "Old Wooden Door". Beyond that door is a third intersection. From here, you can go north or east.

The north fork goes to a room with two conjurors, a chest, a note on the table, a barrel with two torches and a metal wheel on the floor. Only when you turn that wheel, will the gate at the east fork of the intersection open. After you have looted the room, go back through the now open gate until you come to a balcony overlooking a complex drawbridge. Turn the metal wheel there to open a gate on the left, and drop two sections of the drawbridge. Now retrace your steps all the way back to the drawbridge you crossed. Stop in the middle of that first bridge, where the gate is now open. Go north, across a second drawbridge to a wide hallway containing twelve stone pressure plates.

These plates each play one of two tones when you step on them. One plate in each of the four rows plays a "clunk" sound. You must walk across the four "clunk" plates, in order, to open the gate beyond the plates. You will suffer no penalty for stepping on the wrong plates.

When the gate opens, you will come to an "Old Wooden Door to Fort Bulwark". Beyond the door is a torture room with a conjuror torturer. Find three torches in a barrel and a crate. Behind an "Old Wooden Door" in the south wall, is a small room with a treasure chest. The two prison cells in the hallway open with the metal wheels on the floor. One cell contains Sir Thedret. Release him from his prison cell and then explore all dialog options. After the conversation, he will run off.

Now go through the "Old Wooden Door" exiting the prison area to the north. You will come to another intersection. Through the door to the north, you will meet another conjuror and you can read another note. The west fork will take you to another "Old Wooden Door". Beyond the door is another large room. Exit up the steps on the south wall. At the top of the steps, near a table, is a locked chest. Through the south door, are a conjuror and then a long well lit hallway coming to a balcony. This overlooks the large room in which you were standing, a few moments ago. Fight another conjuror.

Farther along the hallway is a large room with a drawbridge, above you. Look up at the ceiling to see a zigzag pattern of dart traps. Now climb the steps on the north wall. At the top, turn the metal wheel to lower half of the drawbridge. The darts will immediately begin firing in a pattern. Study this pattern for a few moments. Note that the firing pattern always moves away from you to the end of the last trap, and then starts again, just in front of you.

You must lower the second half of the drawbridge while avoiding death from the rain of darts. Wait for the darts to begin at your end of the bridge, and then run behind them to the metal wheel on the east wall, halfway across the bridge. You will be safe while standing next to the wheel. Turn the wheel to lower the second half of the bridge. Watch for the dart pattern to pass you again and then run across the second half of the bridge to safety.

Go down the steps and along the next hallway until you get to the statue room. Kill the two conjurors and loot the locked chest. Note the stone circle on the floor in the center of the room. It has a diamond in its center. Four "Stone Guardian" statues surround the circle. Turn the metal wheel at the base of each statue until they all face the circle. When the last statue rotates into place, a bright red light will flash, all the fires will go out and a stone door will open in the south wall.

The tunnel behind the new opening leads to an "Old Wooden Door to Fort Bulwark". Beyond that door is a large room with eight statues along three of the walls. Each statue is facing the wall and each statue has an empty stone chest at its feet. Go up the steps to find a stone pressure plate and a large stone chest. Stand on the plate and then open the chest to find an artifact. Put the artifact into your inventory. Look carefully at the statues and you will see that one now has an icon near its head. That icon tells you what artifact goes in that particular chest. The icon will vanish when you open any of the chests against the wall.

The icons are Sword, Goblet (Silver), Helmet, Stone (Varla), Gem (Ruby), Skull, Hammer and Book. Now go down the steps and open a chest at random, take the artifact from your inventory and place it into that chest. If you guessed correctly, the chest will light up and the statue will turn toward the center of the room. Go up the stairs and collect another artifact from the chest. Again, one of the statues in the room will have an icon near its head, representing what artifact goes in that chest. Now you know two of the correct locations. All you have to do is remember where each icon was.

If you guess the wrong chest, that same artifact will be in the chest at the top of the steps. Try again. Keep placing artifacts in chests until all of the statues have turned to the center of the room. Again, the fires will go out and a new door will open in the north wall. Go through the tunnel and take the Shield of the Crusader. Exit the room through either of the two tunnels in the north wall to an "Old Wooden Door to Fort Bulwark". Beyond the door, go through a tunnel to a gate. Turn the metal wheel to open the gate and drop a section of drawbridge. Cross the bridge and take the first turn to the east. Check your local map and leave the fort the same way you entered.

## **Stendarr's Mercy (Gauntlets)**

Open your journal's map section and make "Stendarr's Mercy" your active quest. Go to Chorrol and then inside the Chapel of Stendarr. Find the Gauntlets of the Crusader on the floor to the left of the altar, surrounded by lit candles. Speak with the nearby priest, Areldur, about the gauntlets. Then go downstairs to the Chapel Hall. Inside, Kellen is sitting on a bed. Speak with him about the gauntlets. Then go back upstairs and speak with Areldur again. He will confess that he does not have the spiritual strength to put the curse upon himself. However, you do. Activate the altar to get the Laying Hands spell. Then go downstairs again. Select the spell from your journal and then cast it upon Kellen. He will get up and start running around the room, free of his encumbrance. When he stops, speak with him again. Now go upstairs and collect the Gauntlets of the Crusader.

## **The Faithful Squire**

Return to the Priory of the Nine, southeast of Skingrad. Inside, speak with Squire Lathon. Exhaust all dialog choices with him. He will give you the Greaves of the Crusader. If you want another follower, you may also want to speak with Avita Vesnia. Now go to Underpall cave, southwest of Bruma. On your world map, find the cave just north of the "g" in "The Orange Road".

The first room inside the cave has a chest, then a depression and then an exit to the southeast. Go through the tunnel past the exit, to a huge room. Skeleton Archers patrol the top of the cliff to the east of you. A good archer can knock them down. Just past the graveyard, is a keep, accessed by a huge "Wooden Gate to Underpall Keep". Beyond the gate is a large room patrolled by two skeletons. The room has three exits. If you *only* want the sword, scroll down to **the southeast exit**, in green.

The southwest tunnel goes down some steps to a room with no treasure, but one undead defender. This room exits southwest, to another room with no treasure. This second room exits northwest, to an "Old Wooden Door to Underpall Keep - North Wing".

In the North Wing, you will find a small area of angular tunnels, defended by two undead. The tunnels lead you generally southwest, to a "Wooden Door". Past that door, a skeleton is waiting for you. Not far along, is a hole in the floor of the tunnel. Jump across the hole if you want some minor treasure in the chest. At the bottom of the hole is a spike trap, but you should survive the drop.

Heal up and destroy two undead in the corridor below the hole. The tunnel continues to meander southeast, to a room with a locked chest and a very good treasure coffin. Exit this room south, through an "Old Wooden Door to Underpall Cave". On the other side of the door is the cliff where the Skeleton Archers were (or *are* if you did not shoot them with your bow from below). Drop down to the floor below, heal up and then go back through the keep to the room with three exits.

From the room with three exits, the northeast exit goes to a room with two undead defenders. This room exits southeast, to a room with two more undead defenders. This second room exits southeast, to a "Wood Door to Underpall Keep - South Wing".

Inside the South Wing, you go down some steps to a large room with two skeleton defenders. Exit this room east, through an "Old Wooden Door". Beyond this door is a long narrow bridge lined with six metal pressure plates. Connected to each one is a spiked ball on a chain. Roaming skeletons may have already activated the traps. If not, be careful as you trip each one. Then cross the bridge to the other side. There, you will find another skeleton defender.

Continue down the tunnel to a small room with a chest and a skeleton. On the ground, you should find a golden "Underpall Gate Key". That key opens the exit gate. Beyond the gate is a hallway with a skeleton, a treasure coffin and then an intersection.

The tunnel to the west goes steeply down to a skeleton guarding a treasure coffin. From here, continue south, down a long tunnel with a lich. Beyond him is the lower part of the room with the six spiked balls on chains. The bridge with that trap is above you. Retrace your steps back to the intersection and now go through the "Wooden Gate to Underpall Cave". On the other side of the door, you will find yourself on a bluff above the southwest side of the keep. Open one locked chest, and then drop down to the floor. Go back through the keep gate, to the room with three exits.

Back in the room with three exits, **the southeast exit** goes down a hallway to a room with one undead defender and then an "Old Wooden Door". Be careful going past this door. In addition to a fight with a skeleton defender, you must dodge a ton of boulders falling from the ceiling. There is no treasure here, so continue through a "Wood Door to Underpall Reflecting Chamber".

Beyond that door, you are back in a cave system. At the first intersection, take the northeast fork to a room with a chest. Exit this room east, to a room with one undead, a chest, the dead body of Sir Roderic and the "Tomb of Lord Vlindrel". Exit this room south, through a "Wood Door". Beyond that door, at the end of a tunnel is an enormous room with the "Wraith of Lord Vlindrel".

This boss wraith has one wraith ally, but is otherwise alone. Kill them both and then find the Sword of the Crusader that Vlindrel dropped. You might have to jump in the water to retrieve it. Check your local map for a green arrow pointing to the sword. Open one chest sitting on the shore above the water. Near the wooden dock, underwater is another chest to loot. If you want to go for a longer swim, cross to the southeast corner of the giant pool. Floating on the surface there is a locked chest. Exit this room through a tunnel to the west.

Find a small room with a treasure coffin and the last undead defender. You will come full circle to an intersection going northeast. Then go northwest, back through the "Wood Door to Underpall Keep". Check your local map and leave the cave the way you came.

## **The Sword of the Crusader**

Go to the Chapel of Arkay in Cheydinhal. When you get there, you will find that another fight has broken out against three golden-suited Auroran Daedra. Again, you should help the town folk defeat the monsters. When they are dead, equip the Sword of the Crusader. If you did not equip the sword before now, the game will tell you that it is cursed and you with it.

Walk up to the altar and Activate it. When you get the sword back, it will no longer have the curse. Now you have all of the Crusader Relics in good working condition.

## **The Blessing of Talos**

Return to the Priory of the Nine, southeast of Skingrad. Sir Thedret will greet you on the lawn outside. Now go inside the chapel to see a large group of people sitting in the pews. Walk up to the Prophet and have a long talk with him. Explore all dialog options. He will explain what you must do next and then give you the "Blessing of Talos". This spell will allow you to follow Umaril's soul later, when he tries to restore himself.

Although you can leave the assembled parishioners sitting in the pews, you may want to speak with each one. Accept them as Knights of the Nine. This will give you a small army that is useful as a distraction later. Then leave the chapel and go to Garlas Malatar.

## **Umaril the Unfeathered**

Find Garlas Malatar on the coast northwest of Anvil. When you get there, speak with Avita Vesnia. Tell her to give the order to charge into the Ayleid ruin. If you chose to recruit the army in the chapel, then they will all rush headlong into battle. Go through the front door and down the steps to the first large room. Gold armored Auroran Daedra infest the place. Your army should be able to handle them all, with your help. Be careful not to accidentally injure your own people. When this room is clear, note the two closed gates up the stairs to the east and one gate to the north. Your army will split up and cover all three gates. Now they will wait for you to push the large button on top of one of the stone tables in the room. This button will open the three gates. **Save your game.**

As soon as you push the button, your army will rush through the doors to the next large room. Up to now, they have probably suffered minimal casualties. However, the Daedra in the second room will kill some of your knights. In addition, the Daedra in the third room will have the advantage of resurrection. There is a Purple Sigil Stone glowing on top of a tower in that third room. This stone gives the Auroran Daedra that invincibility. If you do not destroy that stone, all of your army will fall, leaving you to fight all the Daedra by yourself, repeatedly until you die.

To avoid that unhappy prospect, after you push the button on the table, run up the stairs and go through either of the two east gates. Run east, all the way to the next wall. Then run north, up some steps and all the way north, to the next wall. Then zig west and zag north to a "Stone Door to Garlas Malatar Leysel". Beyond that door is a hallway with a second button, on the wall. This opens two gates to the north. Go through either one of them, to find yourself on a balcony overlooking the room with the Purple Sigil Stone. Ignore your troops, now swarming into the room.

Instead, run down the steps and to the right of the tower with the Purple Sigil Stone on top. When you reach the back side of that tower, turn west, through the stone arch and up the stairs to the southwest. Circle around to your left and then up a second set of stairs. Ignore the button on the wall. It only raises a set of stairs to where you are now. Keep running east until you get to the glowing purple stone. Activate the stone, to destroy it. All of your army *and* enemies will disappear.

Now alone, walk north from the remains of the purple stone, to a "Stone Door to Garlas Malatar, Carac Abaran". Beyond that door, down some steps, you will come to a balcony above a large room. Run along that balcony to the end and then go down some steps into a room. If you tarry on the balcony, Umaril will throw lightning bolts at you, through the grate. In the room below, two more Aurorans will attack you. After you defeat them, exit that room through an opening on the east wall.

Now go south, down some more steps to a huge room. As soon as you step into the room, a set of bright white torches will light the room. A set of stairs will rise opposite you. Umaril himself will walk slowly down those steps toward you. He will be cursing you in an ancient language. Then the fight between the two of you will begin. After you defeat him, the game will give you a message reminding you to cast the "Blessing of Talos" upon yourself. When you do, the whole room will fill with white light. You will again find yourself transported high above Imperial City.

This is where you must fight Umaril's soul. Defeat him a second time and then look down as you fall slowly to the ground. When you reach a point just above Imperial City, the game will teleport you back to the undercroft of the Priory of the Nine. Sir Amiel will give you a congratulatory speech in front of the assembled knight ghosts. Then they all disappear in a puff of white smoke, except one. Walk over and speak with Sir Berich. He will explain himself, and then he too will disappear.

Go upstairs to the basement and Sir Thedret will be surprised to see you alive. Follow him outside, where Thedret will give a speech to your assembled army. Any of them will fight for you if you ask.