

# Oblivion - Mages Guild Quests

To join the Mages Guild, travel to Anvil and speak with Carahil in the Guild Hall. You must have no bounty outstanding. Ask about "Join the Mages Guild", then "Recommendation" and then "Rogue Mage". Then go outside and check your quest screen to see that you have "Anvil Recommendation" selected as your current quest. Now follow your compass north, to the Brina Cross Inn.

## ANVIL RECOMMENDATION

When you arrive at the Inn, speak with Arielle Jurard. Then rent a room from Christophe Marane, who is standing behind the counter. A woman named Caminalda will stop you and ask if you are a merchant. Jurard will join you inside your room and tell you the plan. You must sleep in the bed for at least one hour. Then walk east, along the main road, until you meet Caminalda once again. She will show her true colors by attacking you, verbally and physically. Jurard and another Battlemage will come running to help you. You really do not have to do anything but stay out of the way of Caminalda's attacks. However, if you wish, you may assist your friends.

Afterwards, search Caminalda's corpse for the key to her room at the inn, which contains some minor treasure. Then speak with Carahil, at the Anvil guildhall, and she will agree to recommend you.

## BRAVIL RECOMMENDATION

Travel to the guildhall in Bravil and then speak with Kud-Ei. Ask her about a "Mage's Staff". Then find Varon Vamori. He may be nearby, or in his Bravil house. You must get his Disposition to at least 65, or he will not tell you anything useful. Ask him about "Ardaline", "Mage's Staff" and "Soriss Arenim". Now go back and speak with Kud-Ei again. Speak to her about "Varon Vamori".

Now go to the Talos Plaza District of Imperial City. Follow your compass arrow to Arenim's house. You must get Soriss Arenim's Disposition to 70, or he will not help you. Ask him about the "Mage's Staff". He will offer to sell it to you for 200 gold. You have two choices here. First, you can pay the gold and then leave, mission accomplished.

Alternatively, you could speak to Arenim's wife, Erissare. Get her Disposition to 65, and then she will tell you where Arenim keeps the staff (in the cellar). She will also tell you where he keeps the key to the chest containing the staff (upstairs in Soriss's desk).

Return the staff to Kud-Ei, in the Bravil guildhall. She is so grateful, that she teaches you a mild Charm spell (Captivate). Then she promises to send her recommendation of you to the Arcane University.

## BRUMA RECOMMENDATION

Travel to the Bruma guildhall and speak with Jeanne Frasoric. Ask her about a "Recommendation" and then "J'Skar". Use a Detect Life spell, or wear equipment that detects life. Walk around the guildhall until you find the ghostly outline of J'Skar. Cast a "Dispel Other" spell at the apparition, to make J'Skar visible. Speak with J'Skar and then return to Jeanne Frasoric for your recommendation.

If you do not have the ability to Detect Life, walk around in First Person perspective, pointing your crosshair target everywhere in the guildhall. When the crosshair target changes to a crown icon (plot NPC), where there is no visible NPC, you have found J'Skar. He tends to hang around Volanaro.

If you do not have access to a "Dispel Other" spell, talk to Volanaro. He and J'Skar have been playing a prank on Frasoric. Get his Disposition to 70, and he will help you. If you steal Jeanne's copy of the Manual of Spellcraft, they will end the prank. Volanaro will teach you an "Unlock" spell. Jeanne's room is the only room on the upper floor of the guild. Sneak in, unlock her desk (with spell or lock pick) and take the book. Return, with the book, to Volanaro. He will meet you in the living quarters of the guildhall at 10 PM. Then he will Dispel J'Skar's invisibility spell for you. Speak to Frasoric again, to get your recommendation to the Arcane University.

## CHEYDINHAL RECOMMENDATION

Travel to the Cheydinhal guildhall and speak with Falcar. Ask him about a "Recommendation". He wants you to retrieve a Ring of Burden from the bottom of the well out back. Now find Deetsan, also in the guildhall. Ask her about a "Recommendation". Deetsan will not speak further until Falcar has left. Wait in the guildhall, one hour at a time, until Falcar goes back to his quarters. Then speak with Deetsan again about a "Recommendation". She will give you the key to the well and teach you a Buoyancy Spell. Now go outside and around the back of the guildhall to find the well.

Equip that spell *before* you unlock the grate over the well. As soon as you unlock the grate, you will find yourself under water. Do not panic. Activate the spell as needed to keep breathing. Swim through the hole in the wall to find Vidkun's corpse floating against the ceiling of the well. The Ring of Burden is in his pocket. Despite its small size, the ring will add 150 pounds to your inventory. If that much extra weight overburdens you, drop the ring from your inventory (shift>click on the ring), to the bottom of the well. Then exit the well and go back inside the guildhall.

While you were gone, Deetsan confronted Falcar over the disappearance of Vidkun. Falcar ran away. Deetsan wants you to search Falcar's quarters for the letter of recommendation. Go down into the basement, and then into the room on the west wall. You will not find a letter, but you will find two Black Soul Gems locked in a set of cabinet drawers. Take the gems to Deetsan. Your discovery distresses her. She promises to send your recommendation along with her report.

## CHORROL RECOMMENDATION

Travel to the Chorrol Mages Guildhall and speak with Teekeeus. Ask him about a "Recommendation", then about "Earana". Then go outside to the square in front of the guildhall. That is where Earana hangs out. Check your compass arrow if you cannot find her. Speak with her about a book that she wants, called Fingers of the Mountain. She asks you to go to Cloud Top and get her that book.

Now go back inside the guildhall and speak with Teekeeus. Ask about "Fingers of the Mountain". Now he wants the book too. Go to Cloud Top, north-northwest of Chorrol on your map. Search a charred corpse lying at the base of a broken column, outside this Ayleid ruin.

Take the book to Teekeeus, at the Chorrol guildhall. He will give you a recommendation. Wait until Teekeeus takes the book upstairs to his quarters. His room is on the third floor of the building, on the east wall. Follow him there. Wait, where you can see the locked door to his room, until he leaves. Move the game clock ahead one hour at a time to make this happen quickly.

He will leave the previously locked door open, and then walk downstairs. Go inside his room, open the chest and take the book. Then go outside to the square and speak with Earana. If you cannot find her there, wait one hour at a time until she appears. To update the quest, tell her that you gave the book to Teekeeus. A popup message will tell you to deliver the book to Earana. She is standing right in front of you now, so give her the book.

Now wait 24 hours and speak with Earana again. She will give you some notes she made from translating the script in the book. The notes (in your inventory) tell you how to obtain the powerful Finger of the Mountain shock spell. The higher your level in the game, the stronger the spell and the more Magicka you must have to use the spell.

To learn the Finger of the Mountain spell, you must have first learned to use a Shock Spell or have a Shock Scroll equipped. Shock enhanced weapons will not work for this particular task. Second, you must have a Welkynd Stone in your inventory.

If you do not have a Welkynd Stone, you can get one from a small Ayleid ruin, Hrotanda Vale, just northeast of the Chorrol north gate. Inside, go down the steps to a three-way intersection. Take either the right or left fork down to a large room. In front of you is a large Rising Stone Trap. The stone lifts anyone who steps on it, up to the metal spikes pointing down from the ceiling. Clear out any enemies that you see first, by luring them onto the trap. Then jump across either the left or the right corner of the trap into the walled in area beyond. Up on the wall is a blue Welkynd Stone in its metal holder. Use a ranged spell or an arrow to jog it loose. You may have to jump up to get it.

Once you have both the Shock Spell and the Welkynd Stone, go back to Cloud Top. **Save your game here**, to give yourself more than one chance to get this right. Either shoot a ranged Shock Spell at the inscription on the broken column, or touch the column while you have a touch Shock Spell activated.

## LEYAWIIN RECOMMENDATION

Travel to the Leyawiin guildhall, and then speak with Dagail. Her mind is befuddled. Then speak with Agata about a "Recommendation" and the "Seer's Stone". Then speak with Kalthar and ask him about the "Seer's Stone". Then return to Agata and *again* ask about "Seer's Stone". Then find Dagail (she may have gone upstairs) and speak to her once more, to have the location of Fort Blueblood added to your world map.

Now go southeast of Leyawiin, to Fort Blueblood. Inside, you will almost immediately have to kill a Marauder. Find another Marauder just around the corner to your left. From here, go down the steps to a room containing two more Marauders. This room has two exits. The double wooden doors to the west lead to a small room with two treasure chests and one Marauder.

The exit to the east leads to a room with one Marauder and two tougher Marauder Battlemages. The northwest exit from this room leads to an "Old Wooden Door to Fort Blueblood Halls". Beyond this door is one Battlemage in the hallway. Down the hallway is a room containing two more Battlemages.

The exit from this room leads to a swinging Spiked Ball Trap, just in front of an "Old Wooden Door". Beyond this door is a huge room with two more Battlemages. This room has two exits. The exit to the northwest leads to a locked door. You do not have the key yet.

Instead, take the southwest exit, to find the Marauder Warlord. However, leveled creatures may have killed him. Kill everything in the small room and get the key to the locked door from the pocket of the warlord. Open Manduin's coffin at the back of the room and take Manduin's Amulet.

As you start to leave the room with your prize Kalthar, the grouch you spoke to back at the guildhall, will stop you. He wants the amulet. He may conjure up a helper. You must kill him, or he will kill you. Afterwards, return to the huge room and use the warlord's key to open the previously locked door to the northwest. This is a shortcut out of the fort.

Return to the Leyawiin guildhall and give Dagail the amulet, to heal her. She may run off. Track her down again and speak to her about "Seer's Stone" and "Recommendation", to complete the mission.

## SKINGRAD RECOMMENDATION

Travel to the Skingrad guildhall, and then speak with Adrienne Berene about a "Recommendation". Then speak with Sulinus Vassinus about "Erthor" and about the "Bleak Flats Cave". Then ask Druja about the "Bleak Flats Cave". Then go back and speak with Adrienne about the "Bleak Flats Cave". She will teach you a weak Fireball Spell and send you off to the cave.

Now travel to Bleak Flats Cave, north-northwest of Skingrad. Follow your compass arrow. Inside the cave are many headless zombies. Past the first small room is a large room containing two zombies. This room has two exits. The west tunnel leads to a dead end with one treasure chest and one zombie.

The east exit from the large room leads to a small room with one zombie, then a tunnel going down to a larger room containing two zombies. Past this room, you will find Erthor. He will be pleased that you rescued him and then ask whether you will lead him out of the cave. Return, with or without him, through the shortcut to the northwest. Pull the lever to open the gate.

Return to the Skingrad Mages Guild and then speak with Berene about your "Recommendation".

## **A MAGES STAFF**

You now have all of your needed recommendations. Travel to the Arcane University in Imperial City. During normal hours, find Raminus Polus in the lobby. Ask him about a "Recommendation", then "Tasks" and then "Mage's Staff". Now follow your compass arrow to Wellspring Cave.

Work your way through this small cave, killing four necromancers along the way. When you find the dead mage, activate her body twice, to update your journal and to get the key to the grove. As soon as you exit the cave, through the door on the other side of the cave, three necromancers will attack you.

After you have killed all three of the necromancers, get your unfinished staff from the stone chest in the center of the grove. Now return to Polus, at the Arcane University. Speak with him about "Necromancers". He will send you to the Chironasium to have your staff worked on.

Exit the room and follow your compass arrow to the Chironasium. Inside, speak with Delmar. Ask him about a "Mage's Staff". He will make your staff to your specifications. You have three choices:

1. Destruction: Fire, Frost or Shock damage
2. Illusion: Charm, Paralyze or Silence
3. Mysticism: Dispel, Telekinesis or Soul Trap

Wait 24 hours and then return to get your staff from the cupboard in the back of the room. Return to Polus and ask about "Advancement", then "Tasks".

## **ULTERIOR MOTIVE**

Travel to Castle Skingrad and speak with Mercator Hosidus, the arrogant castle steward. Now wait in the lobby for 24 hours and then speak with him again. Before your meeting with Count Hassildor, explore the location of the meeting. Follow your compass arrow, up the road west of the city, to a field next to a vineyard. When Hosidus and a pair of his necromancer friends arrive at 2 AM, they will attack you. Count Hassildor will come to your aid and then criticize you for being too easy to fool.

Travel back to Arcane University and speak with Polus. He apologizes for the ruse. Ask about "Advancement" and a new "Task". Polus will give you a leveled amulet with Spell Absorption.

## VAHTACEN'S SECRET

Still in the Arcane University lobby, step on the teleport circle and Activate it to go to the Arch Mage's Council Chamber. Speak with Irlav Jarol, and learn that he is supervising an archaeological study of an Ayleid ruin. He wants you to investigate a problem that his two archaeologists are having.

Travel to Vahtacen, due east of Imperial City. Find Skaleel first. She will give you a key to access the deeper parts of the ruin. Then find Denel, who describes the problem in some detail. What they do not know yet, is that the column in the next room is an Ayleid mechanism. You must activate it.

You need four different kinds of spells, as the four Ayleid panels on the four walls tell you. If you do not read Ayleid, the spells are Fire Damage, Frost Damage, Damage Magicka and Fortify Magicka. In the chest behind Denel are scrolls that you may use. These scrolls will regenerate every three days. You may use enchanted weapons as a substitute. **Save your game here.**

Walk up to the large column in the center of the room and cast your spells in this order: Fire, Frost, *Damage* Magicka and Fortify Magicka on Target (not on self). If you are using scrolls, you must actually touch the column. The column's panels will slide open, revealing a staircase leading down.

You must now go down and explore Vahtacen's lower levels. Neither Denel nor Skaleel will want to accompany you. Past the door at the bottom of the steps is a large room containing a big square stone Pit Trap. If you step on the stone, the whole thing will drop down onto metal spikes that protrude through the holes in the stone. In addition, this room has crystals in each corner of the room that glow red when they detect your presence. Then they shoot a powerful energy bolt at you. You must quickly jump across two corners of the Pit Trap and exit the room, on the other side of the trap.

In the hallway beyond the trap room, is a stone pressure plate. When you step on it, stone doors will open on both the left and the right sides of the hallway, releasing enemies. Kill them and then continue down the hallway to another large room with a big Stone Trap. This trap goes up, if you step on it, crushing you against the ceiling. The room also has the four crystals in the corners. Use the same technique you used in the first room. Quickly jump across two corners of the trap and exit the room.

Continue, through the swinging metal gate. Beyond it are three Swinging Blade Traps. Walk carefully past each one in turn, until you get to the hallway beyond. Continue along a series of hallways until you get to an enormous room with a huge square stone block in the center. Go to the south end of this room and up the stairs to a balcony. Push the big switch inside one of the columns. Stone stairways will slowly rise up to the stone block on two sides, giving you access to the top.

Get a weapon ready. When you go up those steps, a handful of leveled monsters will magically appear on the floor below. These could be anything from ghosts, to zombies, to liches, or wraiths. Deal with them in the best way you know how.

Then push the large button at the top, to raise the cage from an "Ancient Elven Helm". Take the helmet and exit the room at its northern-most point. Go up the stairs and then through the "Stone Door to Vahtacen". Be ready for more monsters at the top of the next stairs. The rock wall at the top will crumble, giving you access to the corridor ahead. Pass through, and then left at the next intersection, to find the room with Skaleel. Show her the relic. Return to the Arcane University and give the relic to Jarol. Then ask Polus for another "Task" and for "Advancement".

## **NECROMANCER'S MOON**

Exit the Arcane University lobby and follow your compass arrow through a "Wooden Door to Mystic Archives", still inside the Arcane University walls. Inside, speak with Tar-Meena about "Black Soul Gems". The book you want, Necromancer's Moon, is on a small table in the southwest corner of the room. Take the book and show it to Tar-Meena. Then track down Bothiel, the astronomer. Ask her about the "Shade of the Revenant". She will give you a note, dropped by Falcar. Then go back to the lobby and ask Polus about the "Shade of the Revenant". The only name that Polus recognizes from the note is Dark Fissure. He will send you there.

Follow your compass arrow to Dark Fissure. You have two choices on how to complete this quest:

Hide where you can see the altar. At nightfall, a necromancer will exit the cave and use the altar to turn Grand Soul Gems into Black Soul Gems. Your journal will update. Return to Polus and tell him.

Alternatively, enter Dark Fissure cave. Kill several necromancers until you find the Worm Anchorite. He is carrying a recipe for Black Soul Gems. Return to Polus with this information.

Ask Polus about "Necromancers", "Advancement" and "Tasks".

## **LIBERATION OR APPREHENSION?**

Activate the round portal in the lobby, to teleport into the Arch Mage's quarters. Speak to Hannibal Traven about a "Task". You must rescue an informant, Mucianus Allias, who has been spying on the necromancers. Go to Nenyond Twyll, southeast of Imperial City.

When you enter the ruins, you will meet the last surviving Battlemage, Fithragaer. Then he will brashly run down the nearby stairs. The huge Rising Stone Trap in the center of the next room will crush him dead. Jump over two corners of the trap to get to the corridor beyond. Go through another big room until you get to a "Stone Door to Nenyond Twyll".

On the other side of that door is Mariette Rielle. She will speak with you, but she is not very friendly. She will threaten you, so kill her before she kills you. Then continue through the next gate. You will find yourself in a huge room. Pools of water extend along two sides of the room. Leveled creatures defend the room, including necromancers, zombies and skeletons. Kill them all.

When you have cleared the room, note the two Varla Stones inside cages. To open a cage, walk down the steps and swim down to find a button underneath the water - next to the steps. Do this for both pools to get both Varla Stones.

Then find a button to push on the northern wall of the room. This opens a cubby, in which lives the Worm Thrall formerly known as Mucianus Allias. He has more hit points than you might think, but you must kill him in order for your quest to update.

Outside the cubby, on the southwest wall, is an exit to a shortcut out of the ruins. Go through the "Stone Door to Nenyond Twyll". Beyond the door, you will probably find another necromancer. Farther on, step on a stone pressure plate to open access to the first room you found. Be certain that you do not step on the blood stained Rising Stone Trap. Instead, jump across the corner to your right and then exit up the steps.

Return to Hannibal Traven, in his Arcane University quarters, to complete the quest. Then speak with Polus about "Advancement". Then return to Arch Mage Traven and ask about "Tasks".

## **INFORMATION AT A PRICE**

Return to Castle Skingrad and speak with Hal-Liurz. She will go and get Count Hassildor for you. Speak with the count about "Information". Vampires, who pose a threat to Hassildor, occupy Bloodcrust Cave, just outside the castle. Hassildor wants them exterminated. A second threat is the vampire hunters who have come to Skingrad to kill these vampires. Hassildor does not want to give them an opportunity to find out that he is also a vampire. You have several ways to do this quest:

You could speak with the vampire hunters at the Two Sisters Lodge in Skingrad. Tell the leader, Eridor, where the vampires are, then follow them to the cave. The hunters will either kill all of the vampires, or die trying. You may help them if you wish. If they survive, they will leave town. If the vampire hunters all die, you must finish the job.

You could kill the vampire hunters *and* the vampires. This option is hazardous because, by the game's rules, you will be committing murder. If anyone catches you, the count will not help you.

You could go to Bloodcrust Cave and kill all the vampires yourself. Go either left or right at the first intersection. The cave is a short loop of tunnels and rooms that all lead back to that first intersection. Harvest at least one sample of Vampire Dust from one of the vampires you kill. Then find the hunters at the Two Sisters Lodge and speak to their leader, Eridor. Tell him that the vampires are all dead. You have a Vampire Dust sample from the cave as proof. The hunters will pack up and leave Skingrad.

Whatever method you choose, then return to the castle and speak with Count Hassildor. He will tell you the information he has. Then return to the Arcane University and speak with Hannibal Traven.

## **A PLOT REVEALED**

The information you got from Count Hassildor distresses Arch Mage Traven. He and the council need two days to think about what they must do. Forty-eight game hours later, ask Traven about "Black Soul Gem" and then "Tasks". He will send you to Bruma, to check on Jeanne.

Before you step inside the Bruma guildhall, equip your favorite weapon. Necromancers and some of their allies have killed all of the mages, except J'Skar, who used invisibility to escape the carnage. Clear the top floor of all monsters. Then go down the right-hand set of stairs, to the living quarters.

As soon as you go through the door at the bottom of the stairs, dodge into the room on your right. This is an excellent fighting position to defend against a small army of monsters in the hallway. Then clear all of the rooms still accessible. Then go through the door at the south end of the Living Quarters hallway. This leads to a stairway up to Jeanne Frasoric's quarters.

At the top of the stairs, you will find Camilla Lollia and an aid. She is responsible for this bloodbath. She will describe, in some detail, the horrible things she will do to you. Then you must defend yourself. After Lollia is dead, J'Skar will reappear and speak with you. Ask him about the "King of Worms". He will go to the Arcane University, and you should as well.

Speak to Arch Mage Traven first. Ask him about "J'Skar". Then go in the next room and ask Polus about "Advancement". He will also give you a powerful new spell, the Wizard's Fury. Then wait two days before you speak with Traven again.

## **THE BLOODWORM HELM**

After forty-eight game hours, ask Traven about the "Bloodworm Helm" and "Necromancer's Amulet". You must recover those two missing artifacts. Go into your Journal and select the Bloodworm Helm as your current quest. Now a map marker will appear on your world map. Make your way to Fort Teleman, northeast of Leyawiin.

Inside the first level of the fort, the hallways take you through three rooms with only one exit each. You will be fighting more necromancers, until you go through the "Old Wooden Door to Fort Teleman Order of the Black Rose". Beyond that door, you will be fighting a hoard of Daedra, who have killed the necromancers in this level of the fort.

Past the door, go through a long rock tunnel to a room with multiple Daedra and two exits. The east exit leads to the corpse of Irlov Jarol, who was carrying the Bloodworm Helm. Kill the defending Daedra and take the artifact. The southwest exit leads to an "Old Wooden Door". Past that door, you may find more Daedra and steps up to another "Old Wooden Door to Fort Teleman". Past this door is a short walkway to a ledge above the room on the first level, near the entrance of the fort. Before you jump down, look to your right for a hidden locked treasure chest, on a separate ledge. Then jump down to the floor below and exit the fort.

## THE NECROMANCER'S AMULET

Now select the Necromancer's Amulet quest in your Journal. Go to Fort Ontus, in the Colovian Highlands between Chorrol and Kvatch. You will not have *any* fights until you get deep into the fort and speak with Caranya. So, explore the entire complex, to reveal it on your local map. Open any chests you find. To find Caranya, take the first left after the long narrow rock bridge.

Caranya at first believes that you have come to join her alliance with the King of Worms. When you tell her instead that you have come for the Necromancer's Amulet, she will attack you. The rest of the "mages" inside the fort will attack you as you try to leave. You have two routes out of the fort, just follow your local map and kill any mages that get in your way.

When you get to the Arch Mage's quarters, speak with him about the "Necromancer's Amulet" and the "Bloodworm Helm". Then ask Polus about "Advancement". Then ask Traven about "Tasks".

## AMBUSH

Check your world map for the location of Silorn, an Ayleid ruin. A Paralyze or Burden spell will help with the upcoming task, but they are not mandatory. Follow the road to the outskirts of Silorn and speak with Thalfin, leader of a group of three Battlemages. She has a poor attitude, but will do what you tell her. Tell her to move close to the ruin. Tell Iver the same thing. Tell Merete to stand farther back. They will all run off to those locations. **Save your game here.**

Now go over to the column where Thalfin and Iver are standing. Move just to the right of them, to where you can see the steps going up to the entrance of the ruin. Warning, if you move past the two Battlemages, the quest will update, telling you that Falcar has gone back inside the ruin. If this happens, then you will have to go into Silorn and root out three levels of necromancers to get to him.

Wait, until Falcar comes out of the ruin and walks down the steps. He will join with three other necromancers and then walk toward your group. Watch the Battlemages to your left. One of them will cast a spell. That is your cue to run, weapon holstered, as fast as you can up the steps to the entrance door of the Ayleid ruin. Falcar will be running behind you. He is trying to get to that door before you do. When you get to the door, swivel around to face him. Use your Burden or Paralyze spell here, if you have one. The entrance is too narrow for him to run past you. Quickly draw your weapon and kill him. Get the Colossal Black Soul Gem from his corpse.

When you return to your three allies, they should have finished off the other three necromancers. If you were not fast enough to stop Falcar, enter the ruin and find him or load the save and try again.

Return to Arch Mage Hannibal Traven. Speak with him about the "Black Soul Gem" and "Tasks".

## CONFRONT THE KING

After the Arch Mage immolates himself, get the Black Soul Gem from Traven's corpse. His soul is now inside the gem. Go to Echo Cavern, up in the mountains west of Cloud Ruler Temple. At the door, Bolor Savel will speak to you and then attack you. Take the door key from his corpse and then enter the cave. Fight your way through two levels of necromancers, to get to Mannimarco.

In the first level, you will zigzag through five rooms with only one exit each. Eventually, you will go through a "Wood Door to Echo Passages". Beyond the door are a small room and then a winding corridor to a larger room, both with only one exit. The third room has two exits.

The south tunnel leads to a shortcut out of the cave. The west exit has a "Wood Door to Echo Necromancer's Chamber". Beyond the door is a tunnel leading to an intersection. The right fork takes you into a huge chamber with water channels winding through it.

The left fork of the intersection winds around to a partially flooded tunnel. If you have a water breathing spell, you can swim through the tunnel to another, underwater intersection. A hole in the floor of the tunnel will eventually lead you back to the above-water part of the huge chamber. However, if you go north from the intersection, you will find yourself swimming in the water channels of the huge chamber, with no other way out.

So, ignore the left fork and take the right fork at the intersection. Walk into the huge chamber. Continue along the rocky path until you can see Mannimarco, the King of Worms, in the distance. He will wait patiently for you, because he believes that he has the upper hand. **Save your game here.** The king will present a long diatribe on what he is going to do to you. You may attack him before he starts speaking, if you wish. He will conjure up some help, but concentrate on Mannimarco.

Loot the treasure chests, and then make your way back to Arcane University. Go back through the door to the room with two exits. Now take the south tunnel to a ladder going up to the shortcut. Check your local map. Now drop down to the floor of the canyon ahead of you and take the southwest exit tunnel. When you next speak with Polus, he will greet you as the new Arch Mage. Ask him about "Ingredient Collection". Now follow your compass arrow to speak with Julienne Fanis about "Ingredient Collection". She will teach you how to use the special enchanted chest in the Arch Mage's quarters.

As the Arch Mage, you may also select any Apprentice on the grounds of the Arcane University for special training. Give him, or her, the opportunity to accompany you on future adventures. The Mages Guild will suspend you if you steal from, fight or murder a fellow member. You can recover from the first two incidents of this type by giving Polus certain ingredients. For stealing, give him 20 Nightshade and 20 Mandrake Root. For fighting, give him 20 Dragon's Tongue and 20 Redwort Flowers. For murder, give him 20 Vampire Dust and 20 Daedra Hearts.

Chris Barton - Revised 06.18.2011