

# Oblivion - Main Quest

**The Elder Scrolls IV: Oblivion is a role-playing video game developed by Bethesda Game Studios. The game is the fourth incarnation of The Elder Scrolls series, directly following The Elder Scrolls III: Morrowind. Bethesda Softworks and 2K Games published Oblivion on March 20, 2006, for the PC and Xbox 360. They released a PlayStation 3 version on March 20, 2007, in North America and on April 27 in Europe. Major expansion packs for the game are Shivering Isles and Knights of the Nine.**

**Oblivion takes place in an open-world, allowing you to travel anywhere in the game world at any time. You may ignore or postpone the Main Quest for as long as you wish. This quest will revolve around your efforts to close numerous fiery gates, portals to a dark realm called Oblivion.**

## The Imperial Prison

You begin the game behind bars. Here, you must choose your race. You may choose a preset character or create a unique one by adjusting your character's facial characteristics. Later, you will have an opportunity to change these settings, but try to make good choices now.

The Dark Elf in the cell across from you will taunt you. The emperor, Uriel Septim, and a few of his bodyguards will come down the steps and open your cell door. After a short conversation with you, they will open a secret passage that leads from your cell to the outside world. After they have gone through the doorway, follow behind them at a discrete distance. You will come to a place where Mythic Dawn assassins attack the Emperor. Captain Renault falls dead. Loot her corpse for a sword and a torch. Open your Journal and click on the equipment icon to equip the sword. Two giant rats will attack you here. You can kill them with your fists or any weapon. Search the bodies of the assassins. The Emperor's remaining party will go through a door locked to you. Turn southeast, through a hole in the wall. Kill the rats on the other side.

Thoroughly search this large tunnel complex. Find a bow and some arrows near a skeleton. The game wants you to use the bow and arrows to shoot a bucket hanging over a well. After that, equip a torch from your inventory, by clicking on it. If you draw a weapon while you are holding a torch, it will go out. However, the torch will come on again when you sheathe your weapon. Torches only last for a few minutes, and then flame out. Search the Goblin Shaman's corpse, by the door, for a key to that exit door. You could pick the lock instead, if you wish. In your travels, look for a head of lettuce, some yarn and a Lesser Soul Gem. Keep these in your inventory, or other safe place, for use in a later quest.

A zombie will attack you from the bottom of the slope leading up from the next room. Kill some more rats and collect some more treasure. In front of a "Wood Door to Natural Caverns" is a goblin early warning system made from hanging skulls. The goblin that made it is just past the door. The game will ask you to activate your Sneak skill to creep up behind the goblin and kill it. Collect the items on a small table and in a chest. Just around the next corner is a trip wire, with another goblin beyond it. That goblin may trigger the trap for you. If not, jump over the string and kill the goblin.

Farther ahead, you will find a pile of logs at the top of a slope. Activate the logs to crush the two goblins at the bottom of the slope. Beyond that slope is a very large cavern containing four goblins. One of them is a Goblin Witch. He will shoot lightning at you, from a staff.

Try to kill the weaker goblins first, one at a time. You could use the bow you found, however, it has little power and shoots arrows only a short distance. A better way to defeat your enemies here is to use a fire spell and Captain Renault's sword. To aim the fire spell, scroll the mouse wheel to the first person perspective. Then you will see a set of crosshairs. To select a spell, open your Journal and click on the icon, at the bottom of the window, left of the compass. Aim with the crosshair and hit the "C" button. When you hit a goblin with fire, it will come running to attack you, except the witch, who will stand off and shoot lightning at you. After you have killed all four goblins, search the cavern for treasure, especially the valuable Lightning Staff. Be aware that there are also a few live giant rats in this cavern. The northeast exit takes you to a high ledge, overlooking the Imperial Subterranne.

When you jump down from the ledge, Uriel Septim will invite you to join his group. During the following conversation, you must select a birth sign. You will have one chance to change it later. Follow behind the emperor and his guards. You may aid them when more assassins attack.

At one point, the guard scouts ahead. Then Baurus tasks you with protecting the Emperor while he and the guard run off to fight some assassins. Uriel Septim will initiate another conversation with you. He will task you with delivering the "Amulet of Kings" to Jauffre, who will know where to find the last remaining son of the Emperor. As soon as you have the amulet, a Mythic Dawn assassin will open a secret stone door in the wall. No matter how well you defend Uriel Septim, he will die. Baurus and the guard will return to help you kill the assassin. Then speak with Baurus about Jauffre, who is the Grandmaster of the Blades, the Emperor's personal guard. You must find Jauffre at Weynon Priory, just outside Chorrol.

Now you must choose your character's class specializations. You can select a preset class or choose "Custom Class", to create your own class with a name you choose. You will have one opportunity to change that class later. Baurus will send you through the door that the assassin came through. Follow the hallways to the sewer entrance. Activate the manhole cover, and then move through the sewers. You will come to a large room with a channel of water running through it. To your left, is a room containing minor treasure, guarded by goblins. To your right (southeast) is a bridge leading to a stairway and then a long tunnel out of the sewers.

You will come to a gate in front of that tunnel. You will see daylight at the end of that tunnel. **Save your game (Esc key) before you activate the gate.** For every save, try to put a unique picture in the frame, so that you can easily see where you made that save. When you activate the gate, you the game will show you a menu. Here is your last chance to change your race, birth sign, and class. If you decide later that you do not like these choices, you may load this save and start the game over from this point. After you have made your decisions, open the gate and exit the dark sewers. You will find yourself overlooking a bright beautiful landscape. In front of you is a pier, a river and some ruins on the other side. Behind you are the Imperial Prison and the Imperial City.

## Imperial City

You may, if you wish, immediately Fast Travel to Weynon Priory. However, you probably have a pack full of treasure. Sell that treasure in the Imperial City Market District. You can walk to the gates of the city or Fast Travel there. Open your Journal and click on the compass icon. One tab shows a local map. A second tab shows a world map. Another tab shows quests. Now click on the world map icon representing the Imperial City Market District. You may only Fast Travel when no enemies are nearby. You will arrive just inside the gates. Walk forward to the main intersection and turn left. A little farther, up the street, look to your left to see a group of shops. They are in a recessed area off the main street. Several of those shops will buy the treasure you have picked up.

Now get a bit of experience. Use Fast Travel to go back to the Imperial Prison sewer entrance. Across the river, camped out in the ruins, are two bandits. If you swim across the river, you can kill them and put more treasure in your pack. Jump into the river from the end of the pier. Go up the slope and keep to the left of the field ahead. Around the corner to your right are the two bandits. You can see at least one of them from a great distance. Use this distance to send a bolt of fire at a bandit. This will take about half his or her health away. Switch to a sword or club and put your shield up. The bandit will come running, hopefully alone. Finish off the first bandit and use the same tactic on the second.

Now you have access to their camp. You may sleep on their cot to heal. You may harvest their belongings and other treasure scattered about the area. Throughout the game, these two bandits will continue to regenerate, providing you with a constant source of treasure and a place to sleep. All over the Cyrodiil countryside, you can find many such enemies from whom you can get treasure. You can grow rich, buy better weapons, buy better armor and quickly level up.

## Weynon Priory

Now you should Fast Travel to Weynon Priory. During daylight hours, find Jauffre upstairs in the main priory house, sitting at his desk. Speak with him and he will give you a history of kings, Dragonfires and the realm of Oblivion. He will also mention Uriel Septim's only surviving heir, Martin, who is whiling his life away as a priest of Akatosh in Kvatch.

Jauffre will take the amulet from you and task you with finding Martin and then bringing him to Weynon Priory. If you ask Jauffre for assistance, he will allow you to take what you want from his chest. Find better armor and weapons inside. Downstairs, if you speak with Prior Maborel, he will offer you his horse. However, you may choose to continue your journey on foot if you wish.

## The Outskirts of Kvatch

You will find the city burning. A man named Hirtel will run up to you excitedly and tell you to run from the Daedra. Ignore his advice and enter the refugee tent camp. Here, you can get the story of what happened. Daedra have been emerging from an Oblivion gate and terrorizing the locals. If you ask questions about Martin, the answers will lead you to Savlian Matius, captain of the Kvatch guard. Go up the hill. Matius is busy trying to defend the city from the Daedra. Help them, if you wish.

When the fighting is over, speak with Matius. He will tell you that Martin has retreated into the Kvatch chapel. You must close the Oblivion gate, so that the soldiers can retake the city. Only then, can you speak with Martin and tell him the news of his father.

## The Kvatch Gate

If you have done no other explorations of Cyrodiil than what is in this walkthrough, you are probably only at level two. The Daedra inside the Oblivion gate will severely test your survival skills. Take as many healing potions with you as you can. Do not fight more than one Daedra at a time.

Do not fight *any* of them unless you have full health. Take cover behind a rock or structure while you use a healing spell. Use potions as a backup. The small Daedra scamps will throw fireballs at you. Dodge the balls a few times, and then they will give up that tactic and run up to you. Slash them with a sword or smash them with a mace. They are resistant to your fire spell, but not immune.

This is the first of many Oblivion Gates you must close. Step up to the fiery oval and activate it. You will pass through a portal into a vision from hell. The first fight you see is a Kvatch guard under attack by scamps. If the guard survives (Ilend Vonius), speak with him. You have a choice of sending him back to Matius, or asking him to come along and help you. Ahead of you (north) is a bridge blocked by a gate. You cannot go that way. To the east is a dead end. You must travel west. In your Journal (compass section) is a tab that will show your local map. It will show more features as you explore new territory. Therefore, the map is most useful for finding your way *back* from somewhere.

Make your way around the west side of this island, and gradually turn northwest. Then go south and a bit to the east. You should reach the tall round tower in the center of the northern part of the island.

The game calls these towers Sigil Keeps, and they all have names. The name of this one is Blood Feast. All Oblivion towers have the same basic floor plan. Towers are hollow in the center, with a Sigillum Sanguis at the top, up to which you must get. To reach the top, you must pass through several rooms - depending on the individual tower. Most Sigil Keeps have Rending Halls and Corridors of Dark Salvation. A few Daedra and some ingenious traps defend these areas. Connecting the rooms, are ramps that circle around the central core of the tower.

Inside the tower, kill the two defending scamps and then enter the Rending Halls. Climb the ramp. It will take a 90-degree turn. Behind the door at the top, a black-uniformed Dremora will attack you. After you kill him, a scamp will attack you. Run back down to the entrance to Blood Feast and use the cover just inside the doorway to heal yourself. The scamp will chase you down, but stop and throw fireballs at you. Your cover should protect you long enough for you to heal yourself. Then kill the scamp and go back up the Rending Halls. At the top, is a Blood Fountain that you may use *once* to regenerate your health - partially. Leave it alone for now. Instead, go through one of the two doors on the south wall (Blood Feast). Climb the ramp around the tower core to reach the door to the Corridors of Dark Salvation. Go through the door.

Then go farther up the tower to a large room and kill another Dremora. Many of the Dremora can summon scamps to aid them. Do not attack these scamps. If you kill its Dremora, the summoned scamp will vanish. Other Dremora have other magical skills. Use cover to avoid their ranged spells. Go back down to the Blood Fountain, heal and then return up the Corridors of Dark Salvation.

Now go through the door to the west (Plane of Oblivion), which leads to a narrow bridge crossing over to a smaller tower. Inside the small tower (Reapers Sprawl), walk up the ramp and kill the Sigil Keeper (a Dremora). Take a key from his body. Inside a cage is a Kvatch guard (Menien Goneld). Speak with him, and he will tell you that you must enter the Sigillum Sanguis (at the top of the tower) to remove the sigil stone. There is no way for you to release the guard.

Go back along the bridge to the Blood Feast tower. Scamps on the ground far below may shoot fireballs at you. Inside the room on the other side of the bridge are two doors. The southwest door leads back to the tower core, but ends on a dead-end balcony. There is some loot there (inside bloody hunks of meat called "The Punished"). Instead, take the north door to a ramp that curves up and east.

At the top of the ramp, you will again have two choices. One ramp goes down and east. That ramp leads to another small tower, with some minor treasure. Instead, leave through the south door, re-entering the central core of Blood Feast. Wind your way up the ramps to a balcony containing a round teleport platform (surrounded by red spikes). Step on the circle and activate it. You will teleport to the part of the tower adjacent to the [Sigillum Sanguis](#).

These are round rooms with two levels. Fight your way up. More Dremora will try to stop you. When you reach the Sigil Stone at the top, step close and activate it. The game will give you your first (randomly generated) Sigil Stone. Later, click on them to enchant your equipment with magic.

A cut scene will transport you outside Oblivion, to a point in front of the now-blackened gate. Find Matius and speak with him. He wants you to assist him and his men, as they fight through the streets of Kvatch to get to the survivors in the chapel. Tell him to wait, while you rest and refit. Go back to the Market District and sell your treasure. In addition, you may have leveled up and not know it. If you see a crescent moon icon at the bottom of your screen, the game is telling you to sleep. Only then, will the level up screen appear. Then you will choose three Attributes, to which you can add points.

## **Kvatch**

After you have refitted, return to Kvatch and tell Matius that you are ready. Run into the ruined city behind Matius and his men and help kill all the Daedra. Then the game will give you a message to go inside the Temple of Akatosh. Speak with Matius and then follow him inside. Matius will get a report from one of his guards inside the temple. The survivors, including Martin, will go to the refugee camp. Now speak with Matius to end this part of the quest. He will ask for your help in retaking Castle Kvatch, but he will wait until you are ready.

Speak with Martin and explore all dialog options. He will go with you to Weynon Priory when you Fast Travel there. If you cannot find Martin, because he ran off too fast, go down the hill and find him in the refugee tent camp. You will arrive at Weynon Priory in the middle of an attack.

The Priory's shepherd, Erinor, will run up to you, with a Mythic Dawn assassin following close behind him. He will tell you that Maborel is dead. As you have no way to return Maborel's horse to him, the horse is now yours. After the short conversation with Erinor is finished, kill the assassin. **Save your game.** Jauffre has retreated to the chapel. Martin and Brother Piner will help you kill the assassins outside the chapel.

Then go inside the chapel and kill the assassins there. Make certain that both Martin and Jauffre make it through the battle alive. If they do not, you will have to load your game save and try again. When all of the assassins are dead, Jauffre will remember the Amulet of Kings. Follow him to his hidden room and discover that the Mythic Dawn have stolen the Amulet.

Jauffre believes that the safest place for Martin is the headquarters of the Blades. Now the three of you should Fast Travel to Cloud Ruler Temple. When you arrive, Martin, as the new Emperor, will give a short speech to his assembled Blades. Then he will go inside the temple to sit at a table and study. Jauffre will offer you membership in the Blades. You should accept this offer. You will have access to a better helmet, gauntlets, cuirass, greaves, boots, shield and katana. This equipment is especially useful in the early levels of the game.

Go up the steps of the temple, and then turn east, down some more steps and through the door. Immediately past that door, turn left down the steps and through another door. This is the armory. Search this entire room and take anything you like, especially armor and weapons.

This is the point in the game where random Oblivion Gates will begin to open all over Cyrodiil.

## **A Few Notes about Random Oblivion Gates**

The further you go in the main story, the greater the chance a gate will open. All Oblivion Gates lead to the same type of topography; however, you cannot predict the exact layout until you get there. You may ignore them until you finish the Main Quest. Then they will close automatically. On the other hand, you can go through the gates when you find them and collect the Sigil Stones, closing those gates. Oblivion landscapes also provide unique alchemical ingredients and treasure.

Sigil Stones will give you certain powers not available in the rest of the game. However, the most powerful stones, "Transcendent Sigil Stones" are not available until you reach level 17. Each stone has two attributes, one for weapons and the other for wearable items. The game has sixty gates and thirty different types of Sigil stones. When you close the final gate, you will get no more stones.

## The Path of Dawn

When you have your new gear, talk to Jauffre. He wants you to investigate the Mythic Dawn and find the Amulet. He will send you to speak with Baurus, who is remorseful at failing to protect the emperor from the Mythic Dawn assassins. Baurus is drowning his sorrows at Luther Broad's Boarding House in Imperial City. Luther Broad's is in the Elven Gardens district. You can Fast Travel there, or walk/run/ride - your choice. Follow the arrow on your compass.

Take a seat on the stool next to Baurus and have your talk. Baurus has been gathering intelligence and now someone is following him. That someone is Astav Wirich, who is sitting in the corner. Baurus wants you to help him dispose of the man. Baurus will get up from the stool and go downstairs to Luther's basement. Wirich will get up and follow him. You should follow Wirich. Be careful when you get up from the stool, that you do not accidentally steal something off the bar.

In the basement, Wirich transforms himself into a Mythic Dawn assassin. Help Baurus kill the assassin. Search the body to find a book: Mankar Camoran's Commentaries on the Mysterium Xarxes, Book 1. This is a Skill Book. It will increase your Conjuraton skill by 1 point when you read it. Speak with Baurus about the book. He will suggest taking it to Tar-Meena, at the Arcane University. Go to the university. During regular business hours, Tar-Meena will be reading, in the lobby.

Show her the book and she will tell you that this is the first of four "Commentaries" books. She postulates that, if you had all four Commentaries, you could determine the location of the Mythic Dawn's headquarters. She will give you her copy of Book 2 (Destruction skill +1) and suggest that the First Edition bookstore in Imperial City might have the other two.

Go to the Market District of Imperial City. First Edition is located near the gate to Green Emperor Way. Talk to Phintias, the owner, about the Books. He has Book 3, but another customer, Gwinas, has already reserved the book. He will soon be coming into the store soon, to pick up his book.

Gwinas has also set up a meeting to get Book 4 from another vendor. Wait for a few minutes, inside the store, for Gwinas to arrive. Quickly, as soon as Gwinas has the book, stop him and tell him that the Mythic Dawn is the group that killed the Emperor. Gwinas will re-think his idea of joining the cult, give you Book 3 (Illusion skill +1) and give you the note about his upcoming meeting.

Then return to Baurus, at Luther Broad's boarding house. When he reads the note, Baurus knows exactly where the meeting is to take place. Follow him to the Elven Gardens district and go down through a manhole into the sewers. Baurus will lead you on a winding path through those sewers. Help him dispose of the occasional rat, mud crab or goblin.

Finally, he will stop and tell you the meeting is going to take place just beyond the door ahead. He suggests that you go up some stairs to the left and spy on the proceedings from above. Agree to his request and then **save your game**. Now go through the door, but ignore Baurus's advice. Instead, stand next to the closed iron gate just to the north of the table at which Baurus sits.

Be advised that you have a difficult fight coming up. If you find yourself unable to defeat the three assassins, hit Esc>Options>Game Play. Turn the difficulty slider left to make this fight easier.

When the Mythic Dawn assassins open that gate, rush through it ahead of Baurus and bull your way into the next room with your weapon swinging. Now you and Baurus will have a better chance to defeat the three assassins. During the fight, Raven Camoran, Mankar's son, will die. Loot his corpse for Commentaries Book 4 (Mysticism skill +1) and a key to different exit from the sewers.

Talk to Baurus, if he survived. He will go to Cloud Ruler Temple to work for Martin. Use the key you took from Raven to go out the way he came in. Wind your way north, fighting and looting all the way, until you reach the Talos Plaza sewer exit. You could also go back the way you came in.

When you exit the sewers, return to Tar-Meena at Arcane University. She will tell you that she must study the books in order to find a hidden message. Wait twenty-four hours and then come back. She will tell you the same thing. Wait another twenty-four hours and then come back. She will ask you to give her volumes three and four of the Commentaries. Now she can tell you that the message in the book leads to "Green Emperor Way Where Tower Touches Midday Sun".

Go to Green Emperor Way, in the central section of Imperial City. This is the same area where the palace is located. A cemetery surrounds the palace. In this cemetery, you must find the tomb of Prince Camarril. His tomb is located in the southwest portion of the district. While not marked on your map, the tomb is easy to find. Look for a large, domed tomb.

Once you have found it, stand where you can see the front of the tomb - between 12:00 noon and 12:30. When you see a glowing red map appear on the door of the tomb, step up close to the map and activate it. The game will give you a message pointing you to Arrius Caverns.

## **The Dagon Shrine**

Lake Arrius Caverns is now on your map. Fast Travel to Cheydinhal, and then walk northwest. You can access the caverns from the road along the north shore of Lake Arrius. You will be going in pretending to be a recruit. The recruiters will confiscate all of your gear. Find a clear flat spot of ground outside the caverns, but not too near them, and drop your gear there. You can pick it up later.

When you enter, speak with the docile Mythic Dawn guard. He will speak a password and you should give him the reply. Then he will tell you to proceed through the door and see Harrow. This Harrow will lead you to a group standing around the main shrine and you will hear Mankar Camoran himself, give a speech to the assembled believers. Then he will teleport into his "Paradise". He will take the Amulet of Kings with him. He will leave behind a book, the Mysterium Xarxes.

Now go up to the altar and tell Ruma Camoran that you have come for an initiation. She will invite you to kill the Argonian, Jeelius, who is lying on the altar. Agree to kill the prisoner. Take the silver dagger lying next to the book. Then free the prisoner. Now everyone in the room will attack you.



Take the Mysterium Xarxes from the same place the knife was and then jump down from the altar. Jeelius will act as a distraction, until he dies, while you run up the entrance stairs. At the top of those stairs, turn right. Run along the rocky ledge to a "Wood door to Living Quarters". Be prepared to heal yourself and sheathe your weapon, so you can run faster. Go through the door.

At the first intersection in the tunnels, turn right (north). Run through some more tunnels until you get to the large altar room. Then go up the steps to your right (west). Circle around the rocky ledge until you get to the tunnel in the east wall. Zigzag through that tunnel until you get to the large Living Area cavern with picnic tables. Exit this room through a tunnel in the south wall. At the "T" intersection, turn right (west). Then go through the first doorway on your left "Wood Door to Arrius Caverns". In the next room, turn the handle on the left wall, and then continue east to the entrance cavern. Run straight across this cavern, east to the exit tunnel.

Get far enough away from the caverns so that cultists are no longer chasing you. Then go back and get your gear and Fast Travel to Cloud Ruler Temple. Give the Mysterium Xarxes to Martin, inside the main hall. He will send you to Jauffre, who has some "concerns". Speak with Baurus for a +1 boost to your Blade, Block and Heavy Armor skills.

Jauffre will tell you that strangers have been loitering about the Temple. He cannot spare any men and he wants you to investigate the activity. Go back outside and notice the fighters practicing. Get close to them and watch for five game minutes to add to your Blade Skill and Blunt Skill.

## Spies

Jauffre will send you to Captain Steffan of the Blades or Captain Burd of the Bruma constabulary. During daylight hours, Steffan is usually patrolling the ramparts. Your quest marker should point you to him. He will tell you that the strangers loiter near a rune stone just south of the Temple.

Walk out through the temple gate and down the road toward Bruma. The Hestra rune stone is at the bottom of the hill, off to your right as you near the city gates. The stone is tall and has green markings on it. Wait on the rocks behind the rune stone, so that you can see the stone. When the sky darkens, at about 8:00 P.M., two Mythic Dawn assassins will see you and attack you. Kill them both, and then loot their bodies for some keys. One of the keys is "Jearl's House Key". If only one assassin shows up, the second one (Saveri Faram) should be waiting for you inside Jearl's house. You must kill both assassins, or the quest will not complete successfully.

Go through the Bruma gates and speak with Captain Burd. Follow the arrow on your compass. You can usually find Burd inside the castle. He will give you permission to enter Jearl's house. Find it in the southwest corner of town, behind the Chapel of Talos. Inside, find a trapdoor down into the basement. Jearl's key will open it. In the basement, find a note describing the Mythic Dawn's plan to open a Great Gate near Bruma. A short tunnel leads from here to a forested area outside the city gates. The Mythic Dawn hope to launch an attack to assassinate Martin. Return to Cloud Ruler Temple and speak with Jauffre. Then speak with Martin about his progress deciphering the book.

For the next little while, the game will have you following two separate quest lines. First, you will be collecting items for Martin to use in opening a portal to Mankar Camoran's Paradise. Secondly, you will be helping Bruma prepare for the opening of the Great Gate. The quests for Martin are Blood of the Daedra, Blood of the Divines and Miscarcand. The quests for Jauffre are Bruma Gate and Allies for Bruma, which include some sub-quests. You may complete these quests in whatever order you like. Eventually, everyone will come together in the "Defense of Bruma".

## Blood of the Daedra

The first item on Martin's list is an artifact from a Daedra Lord. In the game, there are fifteen of these. Acquiring one involves its own unique set of tasks. I have detailed the acquisition of each artifact in the Side Quests section under Daedric Quests. Choose which one you like, but I suggest that you get the Wabbajack artifact. This artifact is virtually useless, except to Martin. The Daedric Lord of practical jokes, Shegorath, currently owns the Wabbajack.

Go to about the midway point along the road between Bravil and Leyawiin. Shegorath's shrine is just to the west of the road. Find the shrine by lining yourself up the "B" in Bravil, on your map. Then walk straight south (south of Fort Nomore). Shegorath wants you to bring him an offering of a head of lettuce, some yarn and a Lesser Soul Gem, *before he will even talk to you*. If you do not already have these in your inventory, you may find them in the houses, stores, and guildhalls in Bravil.

Activate the statue of Shegorath, while you have the offerings in your inventory. Shegorath will complain about the boring population of the small Khajiit settlement of Border Watch. Walk south to find it. Speak to the town's inhabitants and ask about the K'Sharra Prophecy. Then find Ri'Bassa, the town shaman. Get his disposition to sixty, and he will tell you the first two portents of the apocalypse: a plague of rats and the death of all the livestock. He will not tell you the third portent.

Go inside the town inn, at the top of the hill. Speak with the owner, S'thasa. Ask about cheese and she will tell you about her prized collection. Rent a room from her, and go inside the room. Wait until 12:30 A.M., and then **save your game**. Then Sneak over to the blue-bordered display case and steal the Olroy cheese. If you cannot pick the lock, steal the key from S'thasa's sleeping body, behind the bar.

Then drop the cheese into the cooking pot hanging over the fire outside. Find a place to watch and wait until rats come swarming after the stinky cheese. Watch Ri'Bassa run up the steps and drop rat poison on the ground. Speak with Ri'Bassa and then wait for the rats to fall dead. Pick up the poison and then open the gate to the sheep pen. Put the rat poison in the food trough. Wait for another hour and all of the sheep will be dead. Shegorath will then speak to you and tell you to go to the center of town. Stand on the flat ground between the two tiers of steps - see your local map. Look up at the sky and watch dead dogs fall from the sky, littering the ground around you. This is the third portent.

Now return to Shegorath's shrine. He will congratulate you and reward you with the Wabbajack.

If you use the staff on any non-NPC individual, the staff will transform that entity into one of the following creatures: a daedroth, deer, Goblin Skirmisher, ogre, rat, Skeleton Champion, sheep, or troll. The effect will last for ten seconds.

Return to Cloud Ruler Temple and give the Wabbajack to Martin. He will ask you to obtain the "Blood of a Divine" and then send you to Jauffre. Ask Jauffre about Tiber Septim's armor. Jauffre also wants you to help close an Oblivion gate that has opened just outside Bruma.

## **The Bruma Gate**

Go down to Bruma and report to Captain Burd, just outside the city gate. He wants you to show the city guard how to close an Oblivion gate. Agree to this. After you speak with him, he will give a pep talk to his men. Captain Burd, and two of those men, will accompany you, through the gate.

The Bruma Oblivion terrain is semi-circular. The game knows that you are here with allies, so there are many more Daedra. Use spells on distant enemies to weaken them before they get to your group. This way, the over-enthusiastic guards will live longer. Your group must fight your way around to the north, and then go a bit south to the Fury Spike. Watch out for spinning Fire Towers.

The Rending Halls have two levels. When you reach the top of the first ramp, find a Blood Fountain. Then exit to the east, up the ramp. When the hall makes a sharp left turn, pull a gold lever on the wall to release the blade trap ahead. Fight some more Dremora ahead. The two guards will probably die soon, if they have not already. Captain Burd knows how to use a Healing Spell, so he cannot die.

Climb the final ramps and return to the Fury Spike core. Then enter the Corridors of Dark Salvation. A Dremora has the key to the locked doors. Climb up more ramps, then up to the Sigillum Sanguis and collect the Sigil Stone. The game will teleport your group next to the burned out gate, including any dead guards. Burd thinks he and his soldiers can handle any new gates that pop up around Bruma. You should have a nice Silver Sword to enchant, using the Sigil Stone. Now return to Jauffre.

## **Blood of the Divines**

To get Tiber Septim's armor, you will have to go inside Sancre Tor, which was a holy site for the Blades. Jauffre should have given you the key. Find Sancre Tor west-southwest of Cloud Ruler Temple, and almost due north of Chorrol. You must fight many ghosts inside this ancient tomb.

The animated remains of the four greatest Blades of Tiber Septim's era also inhabit Sancre Tor. You must destroy their skeletons to release their spirits. All of them will use enchanted weapons against you. All four ancient Blades inhabit large rooms.

Just inside the entrance, find an enchanted weapon near the skeleton on the ground. Follow the hall to the first large room, and be wary of the dart traps protecting the chest inside the alcove. Jump from the steps to the alcove to avoid these darts. Continue northwest and then northeast until you come to a large room. Inside is Rielus, your first of four undead skeleton fights. After you defeat him, his ghost will appear and tell you some history. Loot his skeleton corpse for the Amulet of the Ansei.

Loot three chests and then cross a narrow rock bridge going southeast. Follow the corridor to a door that leads to the Entry Hall. Shoot fire spells at a few ghosts here. Down in the pit is a huge door that leads to the Tomb of the Reman Emperors. Eventually, you will go through that door, but that is a pointless exercise until you defeat all four undead Blades. Facing that door, just to your right is an underwater ramp leading to an "Old Wooden Door to Sancre Tor, Catacombs". Jump into the water and go up that ramp to find the door.

Go through several tunnels and two larger rooms. The first room has a chest behind the stone casket with money inside. Eventually, you will reach the room containing the second skeleton, Alain. You can see him from the balcony above that room. If you shoot him with a spell, he will come running. When you kill him, Alain will drop Northwind, a one-handed katana with frost damage. In the north corner of his room is a chest with an average lock. Then go behind Alain, through an "Old Wooden Door to Sancre Tor, Halls of Judgment".

Continue through the first room and along the next hall, bypassing the door to the southeast. Instead, continue northwest. Beyond, in a room below another balcony, you will find Casnar, the third skeleton. He will fight you using Mishaxhi's Cleaver, a two-handed sword with the Disintegrate Armor enchantment.

From Casnar's room, retrace your steps to the door you bypassed earlier, the "Old Wooden Door to Sancre Tor, Entry Hall". Now, inside the Entry Hall, walk left along the balcony, and through a short tunnel. Then open the "Old Wooden Door to Sancre Tor, Prison". Just beyond that door, pull a lever to open the grate. When you enter the first large room, you must fight the skeleton of Warden Kastav. A ghost or two may join in the fight.

Loot Kastav's corpse for his key, which will open the small locked door nearby. Through this door, at the second four-way intersection, turn right and then take your third left. The next left leads to Valdemar's room. Defeat this fourth Blade skeleton and collect his enchanted shield as a reward. Check your local map. Then return to the Entry Hall and go through the big door, into the Tomb.

You should see the spirits of the four Blades lined up, two on either side of the hall. They will break down the magical barrier protecting the armor of Tiber Septim. Once the barriers are down, go inside the tomb and pick up the armor. You may say farewell to the freed Blades. Then return to Cloud Ruler Temple and speak with Martin.

## Miscarcand

Martin reveals that he has discovered the third item necessary to create a portal to Mankar Camoran's Paradise - a Great Welkynd Stone. Martin will send you to the ancient Ayleid capital of Miscarcand. This ruin is between Skingrad and Kvatch, just north of the main road. Skeletons, zombies and goblins inhabit the ruins. The goblins are engaged in running battles with the undead. A good tactic is to wait and watch while they kill each other, and then finish off the survivors.

From the entrance, you will zigzag down a hallway to a balcony overlooking a large room. If you shoot a spell at the enemies below, they will run up the stairs and come at you from the other end of the balcony. This lets you kill them from a distance. When things quiet down for you, go to the other end of the balcony to see a "T" intersection. To your right (north), stairs go down to the large room. On your way down there, you will pass a gate that you cannot open. Loot the room for some minor treasure and then go back to the "T" intersection. Now go through the south gate and down some more stairs. You will come to a raised walkway, above a large room. Snipe down at the goblins and undead, until you cannot find any more of them. Then jump down to the floor below.

After looting the room, take the exit in the northwest corner and go up the stairs. Find the button on the first landing and push it. This unlocks a gate leading south from the end of the raised corridor. Go north, up more stairs and step on the pressure plate at the top. This opens the gate just north of the "T" intersection. Go through that opening.

Now go south, along to the end of the raised walkway and go through the now-unlocked door marked "Stone Door to Miscarcand, Sel Vanua". You will come to another large room. In front of you, skeletons and goblins are engaged in battle. Wait for one side to achieve victory, and then go inside the room and kill the victors. Note the Varla Stone under a cage in the middle of the room. The button to lift the cage is on the east wall. Varla Stones can fully recharge all enchanted weapons in your inventory. Take the south exit from this room to reach another raised walkway above a huge room. Again, snipe down at all of the enemies that you can see. Now, go to the end of the raised walkway. Follow some hallways to stairs that go down to the floor of that huge room. Loot the room and push a button in a side area on the south wall. Exit to the north, through a gate to Morimath.

Now go through a series of halls to a "T" intersection. To the right (south) leads to the floor of a large room. Ignore that route, because there is no treasure there. Instead, go left (north), along the hall. You will come to a raised platform above a large room. At the end of that platform is the large glowing Great Welkynd Stone you need. When you pick it up, you must battle a lich, the King of Miscarcand. With full health and with weapons ready, pick up the stone.

Stairways will rise from the floor up to the platform. Zombies will magically appear below and run up to attack you. As lethal as they are, they are merely a diversion. Behind you, at the head of the walkway, a stone door will open, releasing the lich. Kill the zombies before you confront the lich. He is resistant to frost and magic, but weak to fire. He is primarily a spell caster, so get in close and hit the lich with massive blunt force trauma.

After the lich is dead, loot his corpse for a key. Go back along the platform and through the open stone door through which the lich came. When you step on the pressure plate, more stone doors will open to release zombies. Kill them and then exit through the tunnel to the west.

The key you got from the lich will open a gate, giving you a shortcut to the top level of the ruin. Another pressure plate will open another door, leading to the main exit from Miscarcand. Return to Martin with the Great Welkynd Stone. He will tell you that the final item he needs to open the portal to Mankar Cameron's Paradise is a Great Sigil Stone. They hold open Great Gates. You can speak with the countess now, or do a few quests to get some help before "Closing the Great Gate".

## **Allies for Bruma**

These quests are optional but, if you complete them all, you will end up with an army of help against the Daedra. Jauffre wants you to travel to several cities in Cyrodiil and ask for aid for Bruma. You may get help from as many of the seven cities as you think you need. In each case, you must close an Oblivion gate, except for Kvatch. Then ask the ruler of the city to send aid to Bruma.

Remember also, that each Oblivion gate closed is another Sigil Stone you can use to enchant either weapons or armor. You should have a collection of these stones handy, so that you can enchant new equipment as you find it. Click on the stone, select an item to enchant and give the item a new name.

Cheydinhal will send a Captain and a soldier. Bravil will send a Captain. Anvil and Chorrol will each send two soldiers. Kvatch, Leyawiin and Skingrad will send only one soldier each. That makes an NPC army of 10, which is a lot in a game like this.

In each city, you should speak to the count or countess first. That conversation will mark the Oblivion gate on your map. Alternatively, you can close the gate first and then speak to the ruler. Counts and Countesses work from 9am until 6pm. Find the castle for each city on your world map and Fast Travel to each one.

## **The Wayward Knight (Cheydinhal)**

The gate near Cheydinhal is west of the city. If you speak to the count of Cheydinhal first, or speak to one of the soldiers guarding the Oblivion gate, you will get a new quest: The Wayward Knight. The count's son believes himself to be a great knight. He has a group of friends who have the same delusion. These idiots charged into Oblivion as soon as the gate opened, and nobody has heard from them since. The count would like you to rescue his son, if possible.

When you go through the gate, you will arrive at the top of a mountain. Go down the trail west, until you get to a switchback continuing down southeast. Continue along this trail until you come to a door marked "Door to the Bowels". Go through that door and drop down through a hole in the floor. Then drop down through another hole in the floor to find a second dead "Knight of the Thorn".

Exit this tunnel through a door to the east. You will find yourself on another rocky trail, lower on the mountain. Go south, down this trail, to find a third dead knight. Just south of this knight, is a cliff. Work your way carefully over the edge of this cliff and walk slowly east, down the side of that cliff. Stop about halfway down and snipe any enemies you see. Then continue down to the bottom.

This path leads all the way around the mountain. To find Farwil and his remaining friend easily, go northeast toward the towers. Beware of small mines that shoot a ball of fire when you destroy them. Dodge left or right to avoid the ball of fire. Watch out for Fire Towers, although they have limited range. Listen for the mechanical sound they make as they are powering up. Run in a zigzag pattern to avoid those Fire Tower attacks. When you stand at the base of those towers, they cannot hit you.

When you reach Farwil, have a conversation with him. The gates on the other side of the bridge will not open until you do. They want to help you close the Oblivion Gate. The Count will give you a nice reward if his son survives. He will even reward you if Farwil dies. Just try not to kill him yourself. However, even with a "Restore Health on a Target" spell, you will find it very difficult to keep Farwil alive. The two youngsters have a disturbing tendency to run straight into the teeth of danger, without regard to tactics. If Farwil dies, get his signet ring. **Save your game before you cross the bridge.**

Fight your way across the bridge and go into the tower. Fight your way up to the top of the tower and get the Sigil Stone. The game knows that you have help, so expect double the normal number of enemies. After you have closed the Oblivion Gate, if Farwil survived, he will make you an honorary Knight of the Thorn and give you an amulet with a Speechcraft enhancement. The Count will offer you the choice of a magic sword or staff. If Farwil died, give his father his son's ring. The Count will give you some gold for your effort. He will even give you Farwil's ring back. Either way, he will offer the services of his captain of the guard and a soldier for the defense of Bruma.

## **Bravil**

The Bravil Oblivion gate is northeast of the city. Once inside this entrance to Oblivion, you will see a wide stone bridge leading to the Sigil Keep that you must climb. An enormous gate blocks your way. Explosive land mines dot the roadway in front of that gate. To open it, you must pull a lever at the top of one of the two small towers southeast (Spindle Shrine) or southwest (Blood Well) of the Sigil Keep. You can travel three different ways to get to one of those towers.

On the backside of the Oblivion gate, to the southeast, is access to one of them. If you go this way, you will weave around lava pools. This route curves to the east and then north to the Spindle Shrine.

Your other two routes begin by heading westward. After you can walk no farther west, turn north to find a narrow bridge. The shortest route to one of the levers you must pull begins on this side of the bridge. Walk down the side of the steep hill, to the left of the bridge, until you arrive at the bottom of the canyon (you could also walk down the hill from the other side of the bridge). You will see two "Fleshy Pods" containing treasure. Nearby those pods is a door to the "Caverns of Abuse".

A short trip through the caverns beyond the door leads to another door that opens at the base of the Blood Well tower. Stand on the Corpse Masher, between the spikes, and activate this elevator.

Alternatively, you could walk all the way across the narrow bridge. Then continue northeasterly to a different door, also marked "Caverns of Abuse". This door leads to a short tunnel through the hill. When you get to the other side of the hill, begin crossing a long wide bridge. At the midpoint of the bridge, you will come to the round red dome of a sunken tower. Circle around this dome and then continue south along the bridge again. You will come to the base of the Spindle Shrine.

Whichever way you go, pull the lever at the top of the tower to open the huge gate blocking your path to the Sigil Keep. Go through the now-opened gate and up that tower. When you have closed this Oblivion Gate, speak to Count Terentius. He will send his guard captain, Viera Lerus, to aid Bruma.

## **Anvil**

The Anvil Oblivion Gate is northwest of the city. The Sigil Keep is on top of a mountain. You start at the base of the mountain. Follow the path as it goes through several switchbacks up the face of the mountain. Just past the intersection where the Fire Tower is, look right (west) for a door to the Nether Tunnels. Then look for the Scratch Paths. Then find a door marked "Oblivion Cave" that goes to the outside of the mountain. Then find a door to the Red Gnash Channels, and follow the tunnels inside until you find a door to the "Wastes of Oblivion". This door leads outside again, and can be tricky to find because this tunnel complex consists of two levels. After you go through this door, follow the trail south, *down* the mountain for a bit. You will come to a grove of Spiddal Sticks. Down the trail beyond those spore-releasing plants, are several Daedra. Shoot them with a spell or arrows before you try to navigate the cluster of plants. When you get to the lowest part of this trail, it switchbacks northeast, up the mountain again. At the top, find the door to the Sigil Keep. After you have closed the Oblivion gate, visit Countess Millona Umbranox, in Castle Anvil. She will send two soldiers.

## **Chorrol**

This Oblivion Gate is south of the city, in the woods just beyond the stables. When you step to the other side of the gate, you will see six towers surrounding the keep. You enter the Sigil Keep through a connecting bridge from the east (Earthquake) or west (Hurricane) tower. To get to one of those two keeps, you must open the gates that block your way.

Four corner towers each have a lever at the top that will open one of the gates. Narrow bridges connect the four towers to a larger central tower. For the towers Eruption and Tsunami, ride the elevator up as far up as it will go and then climb the ramp to the top and pull the lever. This action will open a gate next to that tower, giving you access to Hurricane or Earthquake.

The Tornado and Landslide towers do not require that you ride an elevator. You will enter those towers partway up. You *can* take the elevators *down* to collect some treasure, defended by Daedra.



After you have pulled the lever, walk back down to ground level. Exit the tower and head through the now-open gate. Enter either Earthquake or Hurricane and ride the elevator up as far as it will go. Find a door, which opens to a bridge that extends across to the Sigil Keep. Inside the keep, find the doors to the Rending Halls and go up to get the Sigil Stone. Partway up, you will find a row of three claw traps. Pull the gold lever and then run under each of the three traps while they are still rising. Find Countess Arriana Valga in the Chorrol chapel, if she is not attending court. She will send two soldiers to the aid of Bruma.

## **The Battle for Castle Kvatch**

Matius and his guards will still be waiting in the Chapel of Akatosh in Kvatch. Speak to Matius and agree to help him retake the castle. He will run through the north door of the church. Follow him outside and help destroy the Daedra between the church and the castle.

When you reach the castle gates, you will find them locked. Matius instructs you to go back into the chapel and get a key from Berich Inian. Matius wants you to go to the North Guard House, and then under the wall to the inside of the gates and unlock them. Inian insists on leading you himself. Accept the help of the Imperial Volunteers. If the Daedra kill Inian, get his key and unlock the gates yourself. When you leave the chapel Undercroft and go outside, zigzag your way north, through the Kvatch ruins to a small storage room. Bright light, coming from within the room, makes it easy to see when you get there. Go down a manhole inside the room, follow the tunnel west, climb a ladder and then activate the gate windlass.

Matius and any of his men still alive will engage the Daedra in battle. After your group has cleared the courtyard, fight more Daedra in the main hall of the castle. Fire spells are useless against the bright gold Fire Atronachs. Matius will send you to find the count. When you reach the count's quarters, you will find him dead. Take his signet ring and return it to Matius. He suddenly decides to retire, and then gives you his armor. Ask him for Aid for Bruma and he will send one Kvatch soldier.

## **Leyawiin**

Find Count Marius Caro sitting on his throne or wandering the city. Check your compass for his arrow. The Oblivion gate you must close is east-northeast of Leyawiin. From the entry point, go west and find a cave door. Work your way through the tunnels until you exit to the main island.

Find Spindle Shrines to the east and west. Pick either one and climb to the top. Here you can access a bridge that leads to one of the Blood Well towers. Pull a lever at the top of the Blood Well tower to open gates blocking access to the Sigil Keep. Go through the door halfway down the Blood Well tower, exit onto the bridge and fight your way to the Keep. See Count Caro afterwards.

## Skingrad

Speak with Count Janus Hassildor by going through one of his lackeys. If you have started the Mages Guild quest, "Ulterior Motives", then Hassildor will not speak with you until you complete that quest. If you have finished the "Ulterior Motives" quest, speak to Hal-Liurz. Otherwise, speak with the steward, Mercator Hosidus about Aid for Bruma. He will ask you to wait while he goes and gets the count. Ask the count about Aid for Bruma so the game will add a map marker to your world map. This is important because there are two Oblivion Gates outside Skingrad. The Oblivion gate closest to Skingrad is *not* the one you must close to complete this quest!

The Skingrad Oblivion Gate you want is east of Castle Skingrad, at the top of a small hill. On the other side of this gate, you will find yourself facing a deceptively simple layout containing three towers. The towers to your left and right are the Anguish Keep and the Sorrow Keep.

Fight your way to the top of either keep and pull the lever. This will extend a bridge from the top of this keep, across to the top of the other keep. Cross that bridge and pull a lever in the second tower. The bridge between those two towers will retract, and new bridges will extend from each side keep to the main Sigil Keep. Fight your way down one level in the second keep to get to the door to the new bridge that crosses over to the Sigil Keep. Then go up to the Sigillum Sanguis.

Then speak with the same person you spoke to earlier, to get access to Count Hassildor.

## Defense of Bruma

Speak with Martin and he will tell you that the final item needed to open a portal to Mankar Camoran's Paradise is a Great Sigil Stone. You can only get one by closing a Great Gate. Martin wants to allow the enemy to open a Great Gate near Bruma. Then he wants you to go through the gate to get the Great Sigil Stone before the enemy Siege Crawler destroys Bruma.

Go to Bruma and speak with Countess Carvain in Bruma Castle. She will agree to Martin's plan. Follow her to the Great Chapel of Talos. Witness the meeting between Martin and Carvain. When the meeting is over, speak with the countess again.

You have two choices, "Let the battle begin" or "I'm not ready yet". If you did not complete *all* of the Allies for Bruma quests, you will also have a "Recruit more soldiers" option. If you need more time, Martin and Countess Carvain will wait in the chapel until you are ready. **Save your game here.**

## Closing the Great Gate

After you select "Let the battle begin", follow Martin to the city gates. The town folk will encourage your group with cheers as you walk through the city. Outside the city gate, you will see your "Allies for Bruma" lined up, waiting for you. When Martin reaches them, the whole army will run off to the nearby Oblivion Gate (this is *not* the Great Gate).

When you reach the field in front of the Oblivion Gate, the game will put a popup window on the screen cautioning you to protect Martin until the Great Gate opens. Listen to Martin give a pep talk, while pacing back and forth in front of the lined-up troops.

Even before Martin finishes his speech, Daedra will begin pouring through the gate. Do not wait for the speech to end. Run over to the gate and start fighting the Daedra. Let the soldiers behind you fight off the Daedra that get past you. If you try to fight near your army, you may accidentally kill one or more of them with an errant swing of your weapon.

Just as you think that the battle is over, another Oblivion Gate will open next to the first. Use the same tactics to defeat this new hoard of Daedra. A short time later, a third Oblivion Gate will open behind the first two, creating a triangle of gates. Continue to fight off the Daedra until the game puts another popup message on your screen (pausing the game), telling you that a Great Gate has opened.

After you click "Continue", you will have fifteen real-time minutes to close the Great Gate. This larger gate has opened inside the triangle of smaller gates. Stop fighting and go through the Great Gate. On the other side, as you walk toward two huge doors that slowly open toward you, the game will put another popup window on your screen. Click "Continue" and then notice the giant Siege Crawler slowly moving toward you. From this point on, the game will periodically tell you how many minutes you have left to close the Great Gate before the Siege Crawler destroys Bruma.

To the left and right of the crawler are two towers. Run to the door at the base of the western tower (on your left). Go through that "Door to World Breaker Guard" and ride the Corpse Masher up. Then run up the narrow, circular ramp to the top of that tower. At the top, go through the door to the *north*, marked "Door to Plane of Oblivion". Walk carefully across the bridge. The Siege Crawler below you may shoot fireballs at you. Go through the door on the other side of the bridge and then partway down that next tower. Find, and then go through, a western door marked "Door to Plane of Oblivion". You should come out upon a wide bridge.

Run to the middle of that bridge and jump across the broken section, to the other side. If you make the jump successfully, skip the next, *italicized*, paragraph. If you *do not* make the jump successfully, follow the directions in the *italicized* paragraph.

*If you fall through the gap in the bridge, find a "Door to the Smoke and Scorch", in the left/north wall. Through that door, drop through a hole in the floor. Fight your way north or south, through the cave to a door marked, "Oblivion Cave to World Breaker Guard". Through that door, ride the Corpse Masher up. Run to the top of the tower and pull the lever to open a gate. Then go back down the tower to a door you passed on the way up, marked "Door to Plane of Oblivion". A pair of huge gates will swing slowly open toward you. Halfway across the wide bridge, beyond those gates, is a tower to your north, named "The Tower Portal to World Breaker". Now skip the next paragraph and read on.*

If you make the bridge jump successfully, run straight, under another bridge directly ahead of you and then up the ramp beyond that bridge. Then double back to that bridge and jump onto it. The tower next to you (west) has a door at its base marked "Door to World Breaker Guard". Through that door, run up to the top of that tower and pull the lever to open a gate. Then go partway back down the tower and through the same door, marked "Door to Plane of Oblivion", that you used to enter the tower. On the other side, a pair of huge gates will swing slowly toward you. Halfway across the wide bridge, beyond those gates, is a tower to your north, named "The Tower Portal to World Breaker".

Kill the Sigil Keeper inside the Tower Portal and get his Sigil Key. Then go through the door marked, "Door to Vaults of End Times". At the top of the first ramp, pull either gold handle on the right or left wall. This will drop the first of three blade traps. Run under each one as it rises back up. Fight your way into the next room. You will find three "Citadel Hall Doors" exiting that room. Go through the one to the south, up the ramp and through the door marked "Door to World Breaker". Then fight your way up the wide circular ramp to the door to the Sigillum Sanguis. The key you got from the Sigil Keeper on the ground floor will open that locked door. You may find a second, *invisible*, Sigil Keeper defending that door to the Sigil Keep. Then fight your way up to the very top of the tower and grab the Sigil Stone. The game will teleport you back outside, underneath the collapsing Siege Crawler.

Speak with Martin, who is waiting nearby. He will tell you that he will wait for you in the Great Hall at Cloud Ruler Temple. There, using the Great Sigil Stone you just acquired, he can now open a portal to Mankar Camoran's Paradise. Pick up the Sigil Stone lying in front of the broken Siege Crawler. Then rest and refit before you return to Cloud Ruler Temple. Once you enter Paradise, you cannot leave until you have killed Camoran.

## **A Cautionary Note**

After you complete the "Light the Dragonfires" quest (below), you will have automatically closed all of the remaining open Oblivion Gates. After that, you will no longer be able to collect any of the unique treasures inside those fiery Oblivion worlds. This includes the thirty different types of Sigil Stones holding the gates open. The game contains sixty gates, and one hundred gate locations. In ten locations, a gate will always appear. In ninety locations, a gate *may* randomly appear. Your Journal keeps track of how many gates you have closed.

The most powerful, Transcendent Sigil Stones, cannot be collected until you reach level 17. If you wish, you may leave "Paradise" and "Light the Dragonfires" temporarily unfinished. Instead, do Fighters Guild Quests, Mage Guild Quests, Thieves Guild Quests, Side Quests, Dark Brotherhood or even random monster killing until you reach level 17. Then start closing gates and collecting treasure until you have all of it you feel you need. Then continue on to "Paradise" and "Light the Dragonfires".

The game generates Sigil Stones randomly, as you pick them up inside the Sigillum Sanguis. If you want a *specific* stone, save your game while you are standing in front of the altar. Then, if you do not want the stone that the game generates, load that save and try again until you get the stone you want.

## Paradise

Return to the Great Hall at Cloud Ruler Temple and speak with Martin. He will open a portal. Enter the portal to find yourself in a truly beautiful Paradise, which is actually an island. The sun never sets and the weather is always perfect. However, the longer you stay in Paradise, the more monsters will generate magically around you. If you stock your inventory with lots of arrows and repair hammers, you can get many experience points here.

Walk along the white stone pathway, while Camoran lectures you. Have a conversation with one of the Ascended Immortals to learn a few things about Paradise. These people are slain Mythic Dawn cultists, imprisoned in Paradise, waiting for Lord Dagon's victory. You will learn that the only way to get to Camoran is through the Forbidden Grotto. You can only get inside the grotto if you have the Bands of the Chosen locked on your wrist. They are the magical key to open special doors.

One interesting side trip is a swim to the other side of Paradise Island. There, you will find a smaller island just offshore. A series of steps lead up the hill to the top of the island. Find the Spectral Mud Crab waiting there for you. Defeat him for his magical weapon and other treasure.

You will eventually find a mild-mannered Dremora named Kathutet. Speak with him. He has the Bands of the Chosen. You must either serve him or defeat him in battle. If you choose to serve him, he will send you on a mission to free Anaxes, one of Kathutet's Xivilai lackeys. Ascended Immortals have imprisoned Anaxes to prevent him from endlessly torturing them.

Fighting Kathutet is the simpler choice. If you decide to serve him, you must find the cave in which the immortals have imprisoned Anaxes. This cave is located at the water's edge, northwest of the "Door to the Flooded Grotto". Follow the arrow on your compass. Enter the "Door to Lair of Anaxes" and find a boulder wedged in place by two logs. The immortals will plead with you not to release the Xivilai. Stand to the side and activate the logs to roll them out of the way. Watch that the boulder does not crush you as it rolls away from the hole in the wall. The Xivilai will resume his torture of the immortals, but he will not harm you.

If you killed Kathutet, equip the Bands and open the "Door to the Forbidden Grotto". If you released the Xivilai, the door will be unlocked. Go inside the grotto and find Kathutet. If you have freed Anaxes, he will give you the Bands of the Chosen.

The Forbidden Grotto is a torture chamber, where Mythic Dawn followers have imprisoned immortals in hanging cages. You can pull levers to lower the cages into hot lava. Near the first large room, an Ascended Immortal named Eldamil will speak with you. He is willing to help you kill Camoran. Agree to his plan. Follow Eldamil into the next torture cave and witness a conversation between Eldamil and his supervisor, Orthe. While Orthe looks on, Eldamil will instruct you to get into one of the hanging cages. When you do so, the cage will lower down close to the lava.

Then the cage will rise up and you will witness Eldamil in a fight with his boss. While this distraction is going on, the cage will open to the other side of the chasm. Now go east, through a rock tunnel, to a "T" intersection. The north fork leads back to Orthe and two of his guards Raynu and Amkaos. You may backtrack that way and kill them if you wish. Otherwise, go south, and cross another fiery chasm. Find, and go through, the door to the next section of the Grotto. Eldamil will meet you there and remove the Bands of the Chosen from your wrists.

If you chose to reject Eldamil's help, then go north from Eldamil's room. Kill Orthe and the two guards. Then get Orthe's key from his corpse; or get the key from a sack in the corner of the room. This key opens the grate blocking your exit to the east.

Farther along the Grotto, you will meet the immortal Eldamil again, even if he died earlier. He will remove your Bands of the Chosen. If you rejected his earlier offer, he will again offer to help you. Accept his offer. Continue through the Grotto until you encounter a Xivilai named Medrike. Kill him and loot his corpse.

Outside the Grotto exit, follow the white stone path. The hillsides here abound with Ambrosia plants. You can collect up to a hundred samples for later use in alchemy. If you go too far off the path, you will be instantly teleported back to the Grotto exit.

At the end of the path, you will meet up with Mankar's children, Raven and Ruma. If you kill them, you can loot their corpses. They will soon regenerate with the same equipment and you can kill them again, as many times as you like until your pack is full. They seem to hold no ill will toward you for having done this. When you are ready, they will escort you inside Mankar's palace, where he will begin making a long speech. Ignore the speech. Instead, immediately attack him. Mankar will defend himself by using spell absorption and damage reflection. The best tactic to use against him is severe blunt force. If you brought Eldamil along, he will distract the two kids.

As soon as Mankar dies, the palace will begin to crumble and the game will teleport you back to Cloud Ruler Temple. Give Martin the Amulet of Kings. Now you can close all of the Oblivion Gates.

## **Light the Dragonfires**

After your return from Paradise, Martin will tell you that the time has come to go to Imperial City and the Temple of the One. You have the option of telling Martin to "Wait here". Do so, and then familiarize yourself with the Temple District, and the Temple door itself, before you go any farther. You will have to find this door during intense battle conditions. The battle will begin inside the Elder Council Chambers, then through the gardens outside, then through the door to the Temple District, and finally to the temple door itself.

When you are ready, tell Martin to "Follow me" and then Fast Travel to the Palace district of Imperial City. When you arrive, a guard will tell Martin that Chancellor Ocato is waiting inside. Follow Martin through the open door of the Elder Council Chambers. *Stand at Martin's left shoulder.*

Ocato will say that the Elder Council has accepted Martin's claim to the throne. Then he will get down on one knee and begin to profess his fealty to Martin. Even though the game will not *yet* let you move from your position, swivel your view to the entrance door. You will see a soldier rush in to warn of Oblivion Gates opening all over the city. Behind him, a pair of Dremora will run in to attack Martin. Now the game will release your character from its temporary immobility. Attack and kill at least one of them before they get to Martin. The rest of the group should be able to kill the second Dremora. Be very careful not to kill Martin accidentally. If he dies, load the Auto save.

Martin issues orders to go to the Temple of the One. Follow the group outside and help fight the Daedra in the garden. Concentrate on keeping Martin alive. To avoid accidentally killing your allies, attack each Daedra from behind. Do not swing your sword or mace wildly. Use careful single blows.

When this group of enemies is dead, Martin will rush through the garden and through the door to the Temple District. On the other side of the door, you will see an open Oblivion Gate to your left. The temple is directly in front of you. Do not attack the Daedra pouring from that gate. The Imperial Guard can take care of them. Instead, run down the steps and turn right (counter-clockwise) around the circular walkway. Keep running, attacking any Daedra who get in your way, until a popup message shows on your screen, pausing the game. The message will tell you that Mehrunes Dagon is now in the city. When you click "Continue" Martin should run up to you for another conversation.

Martin now knows that Dagon is in the city, but is unsure what to do. You will mention using the Amulet of Kings as a weapon. Now Martin knows what to do. He needs you to get him inside the Temple of the One. Tell him that you will do so. Do *not* tell him to wait. Instead, choose "Lead on". Farther along the walkway, Mehrunes Dagon is standing in front of the temple door. You cannot miss him. He is as tall as a skyscraper. You also cannot kill him, but you can temporarily disable him. You must distract Dagon long enough to allow Martin to get inside the Temple.

Run up and whack one of Dagon's legs with a weapon. If you have a low-level weapon, he will lift the foot and stagger backwards, giving you access to the temple door. If you have a powerful weapon, he will collapse into a heap and moan. Run to the door (just beyond Dagon - on your left) and go inside the temple. Martin will follow behind you. Once you are inside the temple, you are safe. Martin may walk over to the wall of the temple and start praying. When you walk up to him, Martin will give you his going away speech and then walk onto the altar at the center of the temple. Now an artfully composed cut scene will complete the Main Quest.

## **Imperial Dragon Armor**

After Dagon has fallen, Chancellor Ocato will come into the temple and name you Champion of Cyrodiil. He will have a suit of Imperial Dragon Armor made for you. Two game weeks later, the game will let you know that your armor is ready to pick up in the Imperial Legion Armory. You have completed the Oblivion Main Quest, but much of the best part of the game lies ahead...

Chris Barton Revised 02.13.2011