

Oblivion - SIDE QUESTS

- Page 2 - A BROTHERHOOD BETRAYED
- Page 2 - A BRUSH WITH DEATH
- Page 2 - A VENERABLE VINTAGE
- Page 5 - AN UNEXPECTED VOYAGE
- Page 6 - ATTACK ON FORT SUTCH
- Page 6 - BEAR SEASON
- Page 7 - CANVAS THE CASTLE
- Page 7 - CAUGHT IN THE HUNT
- Page 9 - CORRUPTION AND CONSCIENCE
- Page 10 - DAEDRIC QUESTS - Azura
- Page 10 - DAEDRIC QUESTS - Sheogorath
- Page 11 - DAEDRIC QUESTS - Namira
- Page 12 - DAEDRIC QUESTS - Vaermina
- Page 14 - DAEDRIC QUESTS - Sanguine
- Page 15 - DAEDRIC QUESTS - Malacath
- Page 15 - DAEDRIC QUESTS - Meridia
- Page 16 - DAEDRIC QUESTS - Nocturnal
- Page 16 - DAEDRIC QUESTS - Peryite
- Page 17 - DAEDRIC QUESTS - Mephala
- Page 18 - DAEDRIC QUESTS - Hircine
- Page 18 - DAEDRIC QUESTS - Molag Bal
- Page 19 - DAEDRIC QUESTS - Boethia
- Page 19 - DAEDRIC QUESTS - Clavicus Vile
- Page 20 - DAEDRIC QUESTS - Hermaeus Mora
- Page 21 - GO FISH
- Page 21 - GOBLIN TROUBLE
- Page 21 - IMPERIAL CORRUPTION
- Page 22 - KNIGHTS OF THE WHITE STALLION
- Page 22 - LEGACY LOST
- Page 23 - LIFTING THE VALE
- Page 25 - MAZOGA THE ORC
- Page 25 - NO STONE UNTURNED
- Page 26 - NOTHING YOU CAN POSSESS
- Page 28 - ORDER OF THE VIRTUOUS BLOOD
- Page 29 - ORIGIN OF THE GRAY PRINCE
- Page 29 - PARANOIA
- Page 30 - REPAIRING THE ORRERY
- Page 31 - RAID ON GREYLAND
- Page 31 - REVENGE SERVED COLD
- Page 31 - SECRETS OF THE AYLEIDS
- Page 34 - SEEKING YOUR ROOTS
- Page 34 - SEPARATED AT BIRTH
- Page 35 - SHADOW OVER HACKDIRT
- Page 35 - SINS OF THE FATHER
- Page 36 - TEARS OF THE SAVIOR
- Page 36 - THE ARENA
- Page 37 - THE COLLECTOR
- Page 47 - THE FORLORN WATCHMAN
- Page 48 - THE GHOST SHIP OF ANVIL
- Page 48 - THE GRAVEFINDER'S REPOSE
- Page 48 - THE KILLING FIELD
- Page 49 - THE POTATO SNATCHER
- Page 49 - THE SIREN'S DECEPTION
- Page 49 - THE SUNKEN ONE
- Page 50 - THROUGH A NIGHTMARE, DARKLY
- Page 52 - TWO SIDES OF THE COIN
- Page 53 - UNFRIENDLY COMPETITION
- Page 54 - VAMPIRE CURE
- Page 55 - WHEN THE VOW BREAKS
- Page 56 - WHERE SPIRITS HAVE LEASE
- Page 57 - WHOM GODS ANNOY
- Page 58 - ZERO VISIBILITY

A BROTHERHOOD BETRAYED

Go inside Bradon Lirrian's home, in Bruma, on the west side of Bruma Chapel. Bradon's dead body is lying on the bed. Speak with city guard Carius Runellius. Ask him about "Raynil Dralas". If his Disposition is 70 or above, he will tell you what happened. Now speak with Bradon's distraught wife, Erline. She will tell you that her husband was not a vampire. She wants you to restore his reputation. Now go to Olav's Tap and Tack, on the east side of Bruma Chapel.

Speak with Olav, inside the tavern, and ask him about "Raynil Dralas". If Olav's Disposition is 70 or above, he will give you the key to Dralas's room. Then go along to the end of the short hallway and use the key to enter the room at the end (you could also pick the door lock). Take and read the diary that you can find partially hidden behind the dresser.

Return to Lirrian's house and show the journal to Carius Runellius. He will ask you to meet him at Olav's tavern in one hour. When you next speak with Runellius, ask about "Gelebourne". Now go to Boreal Cave, just west of Bruma. Inside, wade through the partially flooded tunnel, to the large room. Raynil Dralus will confess his crime to you, but then attack you. You must kill him to save yourself.

Search Dralus's corpse and take the three keys. Then open the nearby "Waterlogged Chest" and take the Mundane Amulet. Two other short tunnels in this very small cave contain treasure chests. Now go back to Lirrian's house and ask the widow Lirrian about the "Mundane Amulet".

A BRUSH WITH DEATH

Go to Cheydinhal and ask anyone about "Rythe Lythandas". Go to the Lythandas home, in the southwest part of the city. Ask his wife, Tivela about "Rythe Lythandas". Take the key she gives you and open the door to his studio, on the south wall of the house. Activate the "Unusual Painting to the Painted World", sitting on the easel. The game will transport you inside that painted world. You will see Rythe Lythandas standing in front of you. Explore all dialog options with him.

Walk north, and then west, to look for six Painted Trolls. You must kill them all and then find the thief's corpse, lying on the ground in the unfinished part of the painting. Take the Brush of Truepaint from his body and go straight north. Jump up the rocks and drop down on the other side where you started. Give the Brush to Rythe. He will paint an exit door and you must go through first.

Back in the real world of computer-generated 3D graphics, Rythe will ask you to keep the secret of the brush. He will also give you the Apron of Adroitness, which Fortifies Intelligence and Agility.

A VENERABLE VINTAGE

Go to the Wawnet Inn, just past the end of the long bridge extending westward from Imperial City. Inside, speak with Nerussa about "Wine". She wants you to bring her six bottles of Shadowbanish Wine, in exchange for 1,000 gold coins. You will find this rare wine in the following nine locations.

Fort Magia is east of Imperial City, just the other side of Lake Rumare. Inside the ruined fort is a long hallway. At the first set of steps, find a chest. At the second set of steps, find a Skeleton Warrior. After the third set of steps, you will come to a "T" intersection.

To the southeast, go down a long hallway, possibly defended by a wraith. When the hall turns southwest, find another spirit and two chests. Wade through the water and then swim underwater through the "Old Wooden Door to Fort Magia Memorial". On the other side of the door, continue swimming into a large room. Hold your breath while you find two chests, one of them locked. Then find the stairs on the southwest wall, going up out of the water. Here, you must fight two or three skeletons and a few Mud Crabs.

Then jump back in the water to the northwest and find a chest underwater to the southwest. Exit the water through the tunnel to the northeast. Just inside the tunnel, find two chests, one of them locked. Continue through the underwater tunnel until two tiers of steps take you up and out of the water to an "Old Wooden Door to Fort Maggia Garrison Blocks".

Past the door, find a large room with a pool. Jump in the water and open the chest. Then go up the stairs on the other side and fight the skeleton. Wade through the hallway to a partially flooded room containing three chests. One of them has two bottles of Shadowbanish Wine. You may have to fight two Liches before you can exit the room, up the steps and out of the water. At the top of the steps, fight two more skeletons and open two coffins. Exit southeast, walk along the hall, and through the "Old Wooden Door to Fort Maggia". On the other side of the door is the "T" intersection. Check your local map and then exit the ruin.

Fort Irony is located on the west shore of Upper Niben Bay, southeast of Bravil, on a point of land. Inside the old ruin, the first room you come to has two goblins defending a locked chest. Exit the room to the southwest, down the corridor. When it turns the corner, find a cubby protected by a metal pressure plate. If you step on the plate, a spiked ball will swing down into your face. At the back of the cubby is a locked chest. Along the corridor from here, you will come to a "T" intersection.

Go northwest, to find another goblin. Go further down the hall, through an empty room and then up four sets of steps to a Goblin Warlord. Be wary of another pressure plate trap here. Then go up some more steps to fight a Goblin Shaman and a Goblin Warlord, guarding two chests. One of them has two bottles of Shadowbanish Wine. This room is just southeast of the "T" intersection. You have come full circle. Check your local map and exit the ruin.

Fort Grief is located on a small island in Niben Bay. Go up three tiers of steps to the top of the ruin. Jump over the two gaps in the stone to get to the locked chest. Inside, find two bottles of Shadowbanish Wine. You do not need to go inside the fort itself.

Fort Dirich is located northwest of Skingrad, just south of the "v" in "Imperial Reserve". You must fight spirits here. At the first intersection, ignore the northwest tunnel. It has no treasure. At the second intersection, go southwest to an "Old Wooden Door". On the other side of the door, are a coffin, a locked chest and a chest containing two bottles of Shadowbanish Wine. Exit this room through an "Old Wooden Door".

Beyond the door is a room with dart traps on six columns. Kill the walking undead and then zigzag through the columns to avoid the darts. There is only one safe way to pass them. Take your time. Then exit the room northeast, to an "Old Wooden Door". On the other side of the door is the second intersection. Check your local map and then exit the ruin.

Fort Carmala is located south of Chorrol, just south of the word "Road" in "the Black Road". Inside, go down the steps, along the hall and then up some steps. At the top, find a vampire, a skeleton warrior and a locked chest. From here, continue northeast, down some steps to a dart trap. Get close enough to the trap to trigger a flurry of darts, and then run past it when the darts stop. Just past the dart trap is an intersection. Somewhere near here will be another vampire. To the northeast is a gate to a dead end. You can open the gate with a handle, but you will find no treasure.

The northwest and southeast corridors circle around, to join up again at this spot. Take either route. One side room in the northwest corner of the ruin has a chest, a locked chest and two coffins. A side room in the northeast corner of the ruin has a Vampire Patriarch, a coffin and chest with the two bottles of Shadowbanish Wine. Back at your starting point, refer to your local map and exit the ruin.

Fort Aurus is located northeast of Bravil, on the other side of Niben Bay. In the first room are a conjuror and a locked chest. Beyond the room is an intersection. Go northwest, and then around the corner to a gate. Beyond the gate, go down the steps to a double wooden door. In the next room, find a conjuror and a locked chest. Exit this room northeast, down stairs to an "Old Wooden Door".

Beyond that door are a conjuror and two chests. One of them contains two bottles of Shadowbanish Wine. Beyond the locked gate on the southeast wall is a third chest. The south exit from this room goes back to the intersection and outside. Pick the locked gate on your way out to get two torches.

Frostcrag Spire, an expansion pack, has a bottle of Shadowbanish Wine on a wine rack in the cellar.

Fort Vlastarus is on your world map east of Skingrad, and south of the "G" in "The Gold Road". Expect to fight vampires. Inside the fort, make several turns along the long entrance hallway, until you get to the first room. There, kill both low-level animals and a vampire. The steps on the southeast wall go to a coffin and a chest. Find another chest against a pillar. The room has two exits.

The hallway northeast, through a gate takes you to a balcony above a large room. There is no treasure and no good reason to go there. The southwest exit takes you to a "T" intersection. Both directions from here go to the same place - pick one. Go down steps to a basement containing irregular stone columns. Here, there are two coffins with treasure and two enemies.

Exit the basement to the northwest, around a corner, through a gate to a room with an enemy and a chest with two bottles of Shadowbanish Wine. The locked gate on the northwest wall has a chest and a locked chest. Exit this room down some steps to the room that the balcony overlooks. Now kill the vampire and any of his pets, and then loot the treasure coffin. Check your local map to retrace your steps to the outside.

Fort Scinia is located in the far east of Cyrodiil, just west of the "V" in "The Valus Mountains". When you get inside, at the bottom of the first set of stairs, check the barrel on the right for two torches. Continue, down more stairs, to a high-ceilinged room with stairways on the right and left - going up. The left set of stairs goes up to a chest. Now continue south, to an intersection guarded by a Marauder. Defeat him and then go south, down the hall to a narrow stone bridge.

Cross the bridge to the other side. To the right of the bridge is a large room below you. At the other side of the bridge is a "T" intersection. Go east, to an "Old Wooden Door to Fort Scinia Legends".

Beyond the wooden door is a long hallway going east, past a Lich, to two chests at the end of the hall. One of these chests has two bottles of Shadowbanish Wine. On your local map, this area looks like two figure eights, connected side by side. To get a bit more treasure, go to the north side of the area, kill two spirits and then open a chest and a locked chest. To the south, kill two undead and then open one chest. Exit the room back through the wood door to the west, and then continue past it to the intersection. You can choose to return to the outside at this point, by crossing the narrow rock bridge. On the other hand, for a bit more treasure, continue west from the intersection.

You will come to a large room containing four chests, one locked, guarded by four Marauders. If you pick the lock on the door to the north, you can go inside the Scinia Crypt. Inside the crypt are many coffins, but no treasure worth your time. In addition, there is no other exit from the crypt. Instead, backtrack south, up the stairs, around the corner and across the bridge to the first intersection.

If you go west, from this intersection, you will pass a short tunnel going south. In this tunnel is a locked chest. Back out in the main corridor, if you continue west; watch out for the square hole in the middle of the floor. It has a grate over it, but the grate will fall to the crypt below if you step on it. If this happens, check a skeleton on the floor down there for an exit key. Continue past the hole and around the corner to a dead end with a chest. Now check your local map to exit the ruin.

Return to the Wawnet Inn and speak with Nerussa about "Wine". She will pay you 1,000 gold coins for the first six bottles of Shadowbanish Wine you give her. She will also pay you 100 gold coins for each additional bottle you take to her.

AN UNEXPECTED VOYAGE

Go to the east end of the Imperial City Waterfront dock. The ship docked here is The Bloated Float. Go on board and speak with Ormil about a "Bed". Then find the stairs on the east side of the main floor and go down to the hallway. Find the "Wooden Door", and then go inside the room and sleep.

When you wake up, the ship is far out to sea. When you step outside your room, Lynch will speak with you. Tell him that you are just a passenger. Then change your story and tell him you are a member of his gang. He will tell you some information, but become suspicious. Then he will attack you and you must kill him. Take the key from his corpse and go down the hall to the storage room.

Open the door to the storage room and release the prisoner, Graman gro-Marad. When you speak with him, he says he can sail the ship back to port, but not until you kill the rest of the gang. Now go up on the main deck and speak with Minx. She will give you a bit more of the story of the hijack. Then she will become suspicious and attack you. Get the Top Deck Key from her corpse.

Go up the stairs to the balcony above the bar and open the "Wooden Door to Bloated Float at Sea". You will find yourself on the rear deck. Speak with Wrath. You will learn a bit more of the story. Then he will become suspicious and attack you. Get "Ormil's Cabin Key" from Wrath's corpse.

Now go back inside and speak with Graman gro-Marad again. Then use the cabin key to open the door behind the bar. Inside, find the leader of the hijackers, Selene. You have two options:

You could immediately attack her, with a small amount of help from Ormil. Then ask Ormil about the "Blackwater Brigands", to get the whole story. Return to your cabin and sleep. When you wake up, you will be back at the docks in Imperial City.

On the other hand, you could speak with her and get her to surrender. Say the following, "I took the key from Wrath", then "I'm here to join the gang", then "...three months ago?", then "To find the Golden Galleon", then "You mean in Bravil?", and finally "I've killed all of them". Then speak with Ormil. Ask him about "Selene". He will ask you to lock her in the room next to yours, downstairs. Do that and then return to Ormil. Ask about the "Blackwater Brigands". Then go to sleep in your room. When you wake up, you will be back at the Imperial City docks. This way, Selene lives. After you wake up, speak with Ormil, who is standing behind his bar. He will give you some gold.

ATTACK ON FORT SUTCH

An Oblivion Gate opens after you have completed the "Dagon Shrine" quest in the main story. After that gate opens, but before you complete the Main Quest, travel to Fort Sutch, north-northeast of Anvil. In close proximity to the remains of that fort, Imperial Legion soldiers are fighting daedra pouring through an Oblivion gate. Help them destroy those daedra. Afterwards, the Legion captain will ask you to close the gate.

BEAR SEASON

Go to Shardrock farm, a small farmstead north of the road, almost exactly halfway between Skingrad and Kvatch. Shepherd Thorley Aethelred has a problem with bears. Speak with him. They have been killing his sheep. You can find many rocks to jump on. Snipe the bears from there. You will find at least ten bears living around the farm. Give six fangs, from the bear corpses, to Thorley. He will reward you with a skill book that boosts one of your combat skills.

CANVAS THE CASTLE

Go to Chorrol Castle between the hours of 8 A.M. and 6 P.M. and speak with Countess Valga. Ask her about her "Investigation", "Gather Clues" and "Castle Residents". You must speak with five suspects: Laythe Wavrick, Bittneid, Orgnolf, Orok gro-Goth, and Chanel. Ask them all about "Gather Clues".

You should find Laythe Wavrick nearby, attending the countess in the throne room. Bittneid, the guard captain, makes regular patrols around town, but you could also find him in the throne room. You should find the other three suspects upstairs in the living quarters of the castle. Go up the stairway and use the key that the countess gave you to open the door. Along the hallways are doors to the private rooms. Follow your green compass arrows to find Orgnolf, gro-Goth and Chanel.

Then, still in the living quarters, go to the West Tower, just around the corner from Chanel's room. Inside the tower, find the trap door, in the floor behind some crates. Open the trap door and find a partially completed painting in the room below. Activate the painting to update the quest.

Now go to the dining room, which is just east of the throne room downstairs, and walk around on the carpet. Look for some paint marks, shaped like footprints. Activate them to update the quest. Now go back upstairs to Chanel's quarters. Open her lectern to find paint supplies.

Now find Chanel and make an accusation. If she does not confess to the crime and give you the painting, get her Disposition score up higher. Then go back and speak with the countess. Either inform the countess about Chanel's thievery, or refuse to accuse anyone and get less pay. If you take pity on Chanel, she will paint you a pretty picture.

CAUGHT IN THE HUNT

Go to Aleron Loche's house, just southeast of the Great Chapel of Mara in Bravil. The Loches live in the upper half of the duplex. Speak with Ursanne Loche about her missing husband "Aleron Loche". Now go to the Lonely Suitor Lodge, at the south end of town, and speak with Kurdan gro-Dragol. With a Disposition of 60 or above, he will trade you information for a favor. He asks you to retrieve a family heirloom from Fort Grief, in Niben Bay. Speak with him a second time and say, "Yes, I'm Ready", when you are ready to go. Now go to the city dock, on the north side of the bridge, just southeast of the Loche house. Activate Kurdan's Boat, and it will transport you to Fort Grief.

Turn the handle to the right of the main entrance gate to the fort. Go through the now open gate and speak with Aleron Loche. Ask about "The Hunt". As soon as you are out of sight of the front gate, it will close, locking you inside. Now go up the stone stairs to the third level, jump across the gaps and open the locked chest to get the two bottles of Shadow Banish Wine. Then go back downstairs and enter the wooden door to the fort. Beyond the wood door is a locked iron gate on your left. Your first, of three targets stands at the end of the hall. The game identifies him as "Kurdan's Imperial Hunter".

When he is dead, take his key and go down the zigzag corridor until you get to a narrow stone bridge. Stop at the beginning of the bridge. Look up, and left to see three spiked wooden cylinders mounted against the ceiling on long chains. As soon as you walk onto the bridge, they will swing down at you one-at-a-time. If they hit you, you will fall into the water. If this happens, swim through a tunnel to the northeast that turns right, and then up out of the water. Pick the Nirnroot and, at the intersection, turn northeast to bypass the bridge. The southeast fork leads to a spike bed at the bottom of a hole.

If you prefer not to swim, you have two choices. First, you could run across the bridge and hope you avoid the spiked cylinders. Second, you could creep across the bridge slowly, all the while watching the cylinders. Each one should swing harmlessly in front of you. Then walk past it. After a successful crossing, avoid the dart trap to the southwest of the next intersection. Instead, turn northeast and walk slowly down the corridor. Look for a hole in the floor that drops onto the spike bed below. Jump over the hole and continue down the corridor to the next intersection. This is the outlet to the underwater bypass. Take the other fork, but watch out for the dart trap on the wall ahead. Avoid it by running quickly around the corner.

Continue down the corridor until you see a small room ahead. Jump over the trip rope at the entrance to that room, unless someone tripped it already. The rope activates a poison gas vent. In that room is your second target, "Kurdan's Nord Hunter". Kill him and loot his "Second Hunter's Run Key". Also, loot the two chests in the room, one of them locked. Then go through the "Old Wooden Door to the Hunter's Abyss". Beyond the door, kill a couple of rats and watch for another trip rope at the corner.

If you do trip this rope, a poison gas vent will begin spewing at the base of the next stairs. You will have enough trouble at those stairs. To both sides of them are dart traps that you must run past.

Continue down the corridor looking for another trip rope. This one triggers a major poison gas field. Beyond that is a set of stairs leading down into a room with a pool of water in the middle. Here waits "Kurdan's Orc Hunter". Kill him and loot his Fort Grief Key. Then exit to the southwest.

Take the first right and follow the tunnel through the "Old Wooden Door to Hunter's Run". Beyond that door is a rock ledge just above the stone bridge you crossed previously. Drop down and return, through the Fort Grief front door, to the outside.

On the other side of the door, the game will freeze your character, forcing you to watch Kurdan murder the defenseless Aleron Loche. When you can move again, walk up to Kurdan. He will explain that the rules of his game have changed. Then he will attack you. A new hunter, "Ra'jhera the Keeneye" may start firing arrows from the upper level of the fort, while you try to deal with Kurdan. Use the rock columns for cover against the arrows until you can defeat Kurdan. Then take, from his corpse, his "Fort Grief Real Key". Then go back *inside* the wooden door to the fort.

Use the real key to open the gate to the locked room on your left, just inside the entrance. Turn the big handle in the center of the small room to open the outside gate. Now go outside, through that gate and activate Kurdan's Boat to return to Bravil.

Go back to the Loche house and tell Ursanne Loche what happened. Even in her grief, she will want to repay you for your effort. She will give you a Speechcraft skill-training book.

CORRUPTION AND CONSCIENCE

Complete the Main Quest before you start this quest, or Captain Ulrich Leland will not be able to help you in the defense of Bruma. Ask anyone in Cheydinhal about the fines that Ulrich Leland is imposing on the residents. This will lead you to Llevana Nedaren. You can usually find her in her house, near the chapel. Check your local map. Ask her about "Fines".

Nedaren will mention two persons with whom you should speak. Again, check your local map. Garrus Darelliun is second in command of the city guard. You will most likely find him in the throne room of the castle. If his Disposition toward you is 60 or above, he will help you get rid of the corrupt Captain Ulrich Leland.

The city guards have evicted Aldos Othran. You will find him wandering about town or sleeping on a bed next to the city walls. After you speak with him, follow Othran while he walks to his house and confronts the guard outside the door. The guard does not have unlimited patience, and winds up killing Othran. Now go back and tell Llevana Nedaren what happened. She rashly suggests you send Captain Leland over to her house for a frank conversation. This can only end badly for both of them.

Now speak with Garrus Darelliun again. Ask him about "Aldos Othran" and "Ulrich Leland". He will suggest that you search Captain Leland's quarters for evidence. He will give you a key to make that task easier. You may finish the quest Nedaren's way or Darelliun's way.

To follow Nedaren's plan, follow your compass arrow to Captain Leland. If it is not already there, raise his Disposition to 60 and invite him over to Llevana's house. Leland and Nedaren will argue, and then Nedaren will paralyze him. Then she feeds him to her pet rats. Tell Garrus Darelliun what happened. Nedaren must pay for the murder, and Darelliun will pay you a small sum of gold.

To follow Darelliun's plan, Sneak into Captain Leland's quarters, in the castle barracks on southwest wall of castle. You should do this during the day, while Leland is out on patrol. Inside the barracks open the left door on the back wall. You must do this without anyone seeing you, or face arrest yourself. The evidence is a letter lying on a book on top of the desk. Take the letter back to Darelliun. He will ask you to meet him at the Bridge Inn in two hours. When he joins you there, he will give you a larger sum of gold. Captain Leland will spend time in prison, but survive.

DAEDRIC QUESTS

Most of the fifteen daedric quests involve finding a shrine and giving a specific offering to that daedric lord. You do not speak with an animated individual, but a statue of that lord. They all have a specific chore that they want you to complete. They all give you a daedric artifact as a reward. Save yourself some running around; be sure you meet the minimum requirements before you start.

Azura

You must have gotten to Level 2 and have Glow Dust in your inventory. Will-o-the-Wisps drop Glow Dust when you kill them. You should have found Will-o-the-Wisps outside Swampy Cave, when you did the Fighters Guild quest "Mystery at Harlan's Watch". You can also find Glow Dust in other caves, the basement of the Mages Guild or a shop that sells alchemical supplies.

Find Azura's Shrine northwest of Cheydinhal, and just south of the second "n" in "Jerral Mountains". Between the hours of 5 - 7 A.M. or 5 - 7 P.M., Activate the statue of Azura. She wants you to give five "Afflicted Brethren" the "Peace of Death."

Check your world map for "Gutted Mine" to the southeast of the shrine. Inside the mine, the green arrows on your compass (and local map) point to the five Afflicted Brethren. Unless you have 100% resistance to disease, you will probably contract Porphyric Hemophilia (the vampire disease) from one of the Afflicted. Their names are Ghola gro-Muzgol, Aranalda, Nille Elf-daughter, Avita Cassiana, and Ulmar gro-Khar.

When you first enter the mine, beware of a trip rope that swings a spiked ball on a chain, into your face. The first small room you come to has two exits and one of your targets. The south fork goes to two coffins containing treasure.

The short west fork goes to another small room with two more targets. A cubby on the north wall contains a coffin, protected by another trip rope that releases a spiked ball to injure you. To exit this room east, you must pull a rock hanging from a rope. This opens a corridor blocked by a boulder.

The tunnel beyond, will take you to the last two Brethren and a coffin. Use your local map to help find your way back outside. Return to Azura and she will reward you with a re-useable Grand Soul Gem, Azura's Star. If you contracted Vampire Disease, use a Cure Disease potion or visit a temple to cure your Porphyric Hemophilia. Do this within three game days.

Sheogorath

You must have gotten to level 2 and have in your inventory a Lesser Soul Gem, a head of lettuce and a bolt of yarn. Sheogorath is the daedric lord of practical jokes. Find his shrine halfway between Bravil and Leyawiin, west of the main road between the two cities. Walk an imaginary line south from the 'B' in "Bravil" on your world map. The shrine is south of Fort Nomore.

Activate the statue. Shegorath will complain about the boring population of Border Watch. This is a small Khajiit settlement to the south. He wants you to go there and make their lives interesting.

In Border Watch, ask Ri'Bassa, the town spiritualist about the K'Sharra Prophecy. With a Disposition score of 60 or above, he will tell you the first two omens of the apocalypse. Those omens are a plague of rats and the death of all the livestock. He will *not* tell you the third omen.

Then go to the town inn, at the top of the hill, to the left of the central stairway. Ask the innkeeper S'thasa, about cheese. She will boast about her prized collection. Rent a room at the inn. Wait inside the room until 12:30 P.M., and then **save your game**. Sneak over to the blue-bordered display case, pick the lock and then steal the Olroy cheese. Alternatively, pickpocket the key from S'thasa's sleeping body, behind the bar. Use the key to open the case. If she catches you, load your save and try again until you succeed.

Then go outside and put the Olroy cheese in the cooking pot at the top of the central stairway. 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.

Then pick up the poison and 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 for a marker. 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.

Namira

You must have gotten to level 5 and have a Personality of 20 or lower - yes lower. One way to do this is to find or purchase bottles of Cheap Wine. Among its other delightful side effects is the ability to lower your Personality by 10 points, for every bottle drunk. For those who have already maximized their Personality to 100 points, this can be challenging. You would need eight bottles of Cheap Wine. The Tiber Septim Hotel, in the Talos Plaza District and Luther Broads's boarding house in the Elven Gardens District of Imperial City both sell Cheap Wine, as do other taverns in Cyrodill.

Namira's shrine is just west of the "B" in "County Bruma", east-southeast of Bruma. Stand in front of the statue and **save your game**. Now start drinking the wine. If you try to drink more than four bottles, the game will tell you that you may not drink any more right now. This appears to be a glitch in the game. Sometimes, waiting a few seconds after the first few bottles will help. Load your save and try again until you *can* get drunk enough. You can check your Personality level in your Journal.

Now Activate the statue. Namira will tell you that she has a group of followers called the "Forgotten". They live in total darkness, inside Anga, an Ayleid ruin. In fact, *any* light brings them pain. Four well-meaning Priests of Arkay are trying to bring them light. Namira will teach you a spell that, when you target the priests with it, causes the Forgotten to attack the priests.

Anga is due south of Namira's shrine. It contains only one level, but there are many twists and turns to confuse you. The ruin will reward you with many casks, reliquaries, and coffins with treasure inside them. Because of the near-total darkness, you will find a torch helpful. The light from it will hurt the Forgotten, but not affect the outcome of the quest. As soon as you find one of the green-robed priests, shoot the Namira's Shroud spell at him. Do not injure, or kill, any of the four priests. Do not kill any of the Forgotten. None of them will attack you.

When all the priests are dead, locate the room in the southern-most point of the ruin. Push a button to open the door. Kill two undead, the only lives you must take in the entire quest. Then open the two casks for the best treasure in the ruin. Then return to Namira's Shrine for a reward of a leveled ring that will Reflect Damage and Reflect Spells.

Vaermina

You must have gotten to level 5, and have in your inventory a Black Soul Gem. You cannot buy them in shops, only find them in certain ruins or create them. If you do not have one, and want to create a Black Soul Gem, take an *empty* Grand Soul Gem and a Soul Trap spell (any potency) to Dark Fissure. Mystic Emporium sells soul gems. Edgar's Discount Spells sells spells.

Walk due east from the second "R" in Reed River to find Dark Fissure. Outside the entrance is an altar with colorful tapestry draped over it. Stand at the altar, move your clock to midnight and then **save your game**. Look up in the sky to see a cone of light shining down on the altar. This "Shade of the Revenant" will be active for six game hours. Activate the altar to open it. Place your empty Grand Soul Gem in the altar and then close it. Now, standing as close as you can to the altar, Activate your Soul Trap spell. Then open the altar to see that the empty Grand Soul Gem is now a Black Soul Gem. The Shade of the Revenant occurs every 8 days starting with the first day of the month.

Alternatively, you could steal a Black Soul Gem. Wait, in Sneak mode, on the rocks next to the altar. You must have a Grand Soul Gem and Soul Trap spell in your inventory. Crouch where you can see the altar. At 12:38 A.M., a Worm Anchorite will come out of the cave and speak before the altar. When you see a flash of light at the altar, run down there, open the altar and steal the Black Soul Gem. You can kill the Worm Anchorite or just run down the mountain until he stops chasing you.

Now go to Vaermina's shrine, southwest of Cheydinhal. Find Lake Poppad on your map. The shrine sits on the eastern shore of that lake. Activate the shrine. The Wizard, Arkved, stole the Orb of Vaermina and she wants you to get it back. Find Arkved's Tower south-southwest of the shrine.

The first room inside the fort has a dining table set for dinner, complete with silverware. You will find no enemies here to deal with, only a locked chest. Continue to the next room, to find that the furniture is now on the ceiling. Open two chests, one locked and continue to the next room.

Here, you will have your first fight, with two daedra. Then go through the next two doors to find a long narrow Oblivion-like bridge, in five sections. After the first section of the bridge, turn southwest to find a treasure chest. Then retrace your steps and continue along the other four sections of the long bridge. At the end, are a door and a locked chest.

Beyond the "Old Wooden Door to Arkved's Lost Halls" are a hallway, then a door, then an odd room. The room contains seven branchless trees and two exits. The southeast hallway goes to a balcony overlooking Arkved's Oasis. The southwest exit door leads to a hallway with rocks on the ceiling, a chest and two more daedra. Kill them and exit through the next door.

The room beyond is normal sized, but the furniture is huge. Kill two more daedra here and note that the room has two exits. The trap door in the floor goes to the lower access to Arkved's Oasis, an Oblivion-like panorama of fiery lava with no enemies or treasure. The other exit "Old Wooden Door to Arkved's Hall of Changes", goes through a hallway and then to another door.

Beyond that door are two more daedra, patrolling a small room with a Dark Welkynd Stone in the middle, above a low pillar. Do not attack these daedra from inside the room. The stone can do terrific damage to you. Fight the daedra with ranged weapons, or entice them from the room into your hallway. After you have cleared the room of daedra, note that there are two exits from the room. The door to the northeast has only a wall behind it, so does not qualify as an exit. The exit to the southwest goes through a hallway, a door, another hallway, another door and then a dead end with no treasure. The southeast exit is the one you want. Run through the room before the stone kills you.

At the end of that hallway is another door, to a room with three exits. The door to the northwest has only a wall behind it. The trapdoor in the floor goes to Arkved's Retreat, which presents you with a bizarre panorama of columns and hanging undead zombies. Loot the chest, while you are there.

The northeast exit goes along a hallway and up two tiers of steps to a blank stone wall. The southeast exit is the one you want. It goes through a hallway and a door to another room with two daedra and a Black Welkynd Stone. This one shoots lightning. Use the same technique as with the previous one. This room has two exits. The door on the northwest wall opens only to a wall. The southwest exit goes through a hallway to a door, behind which is a dead end with no treasure. The southeast exit goes to a "Trap Door to Arkved's Rending Halls". Beyond the door, find two daedra, a flight of steps, two more daedra, and around the next corner, two more daedra. Then go through the next door.

Beyond that door, are a chest and three tiers of body-strewn steps going up to a "Trap Door to Arkved's Death Quarters". Beyond that door, Activate the "Ancient Portcullis" gate, which gives you access to Arkved's bedroom beyond. You may kill him or leave him dreaming.

Take the Orb of Vaermina from the table. You should also read the Illusion skill book "Palla, Volume 1". A nearby door lets you exit Arkved's Tower without having to face the Dark Welkynd Stones again.

Return to Vaermina, and she will reward you with the Skull of Corruption. Use this on any NPC or creature, to create an aggressive copy of that NPC or creature. Create havoc in a crowded town.

Sanguine

You must have gotten to level 8 and have a flask of Cyrodiilic Brandy in your inventory. You may have found it by closing Oblivion Gates. If not, you can sometimes purchase Cyrodiilic Brandy in "All Things Alchemical", in Skingrad or "The Guilded Carafe" in Imperial City.

Sanguine is northwest of Skingrad, and just south of the "ve" in "Imperial Reserve". This daedric lord wants you to liven up the life of Countess Alessia Caro in Leyawiin. Sanguine will give you a "Stark Reality" spell. You must cast it at the group of guests at a dinner party, hosted by the Countess.

Travel to Castle Leyawiin and go into the throne room. Note the locked door to the right, as you enter the throne room. This is the entrance to the dining hall. Outside the door, a guard has a list of the dinner guests. Your name is not on that list. Wait until 6:00 P.M. and then ask the guard about the "Dinner Party". If he thinks that you are well dressed, he will allow you to join the party. Alternatively, if the guard's Disposition toward you is 70 or above, he will let you in.

When you get inside the dining room, stand at the head of the table, behind the empty chair and facing east, toward Countess Alessia Caro. Then **save your game**. Cast the spell at the countess. She, you and all the guests should lose all their clothing *and gear*, except their underwear. Then, as everyone panics, a guard will immediately confront you. One of three things can happen here.

If the arresting guard's Disposition toward you is greater than 90 and your total bounty is less than 1000 gold, he will pay your fine and you are free to leave. Although, almost every other guard in the building will stop and talk to you. The guests will eventually come back to the table (still in their underwear) and resume eating their dinner, as though nothing happened.

If the guard does not like you, you can choose to go to jail and spend a week there. For each day you serve in jail, one of the skills from the following list will be decreased, to a maximum of ten: Armorer, Athletics, Blade, Block, Blunt, Hand to Hand, Heavy Armor, Alchemy, Alteration. You may retrain those skills later. If you choose to Resist Arrest, run like the wind, until you are far away from any guards or other enemies. Then return to Sanguine. The god will reward you with the Sanguine Rose, a staff that summons one random daedra. Save your game before you try out the staff on anyone. Find all of your gear and gold in the chest near one of the benches nearby. You now have gold to pay your fine. Unfortunately, you do not get to keep the Stark Reality spell.

Malacath

You must have reached at least level 10 and have Troll Fat in your inventory. Find trolls in the Forsaken Mine, south of Leyawiin and in Tidewater Cave southeast of Leyawiin.

Go north from Anvil until you find Lord Drad's estate, at the end of the road. Then turn northwest to the shrine. Malacath is just northwest of the "The" in "The Gold Coast".

Malacath wants you to free some enslaved Ogres. Go back to Lord Drad's estate and ask him about "Ogre Slaves". If you reply, "No creature should be a slave", he will tell you to leave. However, you can then ask his wife about Bleak Mine, if her Disposition towards you is greater than 70. Then a quest arrow for the mine will show on your map. If you say to Lord Drad, "I admire your efforts", you can have a quest arrow for Bleak Mine added to your map without speaking with the wife.

In any case, the mine is only a short walk to the northeast of the estate. Pick the lock on the cave door and go inside. You have two ways to complete the quest. Kill all the guards and then release the Ogres from the two pens, or Sneak past the guards and release the Ogres. The Ogre holding pens have locks that you must pick open.

If you use the Sneak method, the first Ogres released will attack the guards. Then all of them will come running and, likely, kill the first group of Ogres. Then they will accuse you of thievery, but not attack you. Brush your way past them and open the other cage. Then quickly exit the cave.

Return to Lord Drad's estate to find the nobles working the fields, supervised by the Ogres. Return to the shrine and Malacath will give you Volendrung, an axe with Paralyze and Drain Health.

Meridia

You must reach at least level 10 and have Bone Meal, Mort Flesh or Ectoplasm in your inventory. You get these things when you kill zombies, skeletons, lich, ghosts and wraiths.

Find Meridia west of Skingrad, and west of the Cursed Mine. Meridia wants you to go to Howling Cave, now marked on your map east of Castle Skingrad, and kill all the Necromancers.

Inside Howling Cave, the first room you come to has two low-level enemies and three exits. If you go east, you will find two low-level enemies and a silver vein. If you go west, you will find a room with two low-level enemies and a blocked tunnel. If you go north, you will come to a larger room containing one undead, around the corner in the northeast part of the room. Just beyond the enemy, is a "Wood Door to Howling Cave Lower Galleries". Lights in the tunnels make sneaking difficult.

Past the door, you will see your first two necromancers ahead of you, in a small room with two undead. Before you go inside that room, be aware of the pressure plate that drops a spiked ball in your face, just before you enter the room. Necromancers will summon help. The room has two exits.

The east exit from the room goes through a tunnel to a room containing the third necromancer, one undead, three coffins and one chest. The south tunnel exit from the room leads to an intersection.

From the intersection, the southeast tunnel leads to the fourth necromancer, two undead and a coffin. The southwest tunnel leads to the fifth and last necromancer, one undead and a coffin.

When the five necromancers are dead, return to Meridia for the Ring of Khajiiti, giving you the enchantments of 35% Chameleon and +10 Speed.

Nocturnal

You must have reached at least level 10. No offering is required. You will find the shrine north of Leyawiin, just south of the "C" in "County Leyawiin" on your world map. Nocturnal will only respond to you at night. She wants you to find and return her eye.

Go to Leyawiin and speak with the first guard you see. Ask him about the "Eye of Nocturnal" and "Leyawiin". Then follow your compass arrow to Weebam-Na's house. **Save your game** before you open the door. Then speak with either occupant about the "Eye of Nocturnal". They will feign ignorance. Go back outside and change into Sneak mode. Then go back inside and creep along the inside left wall close to the end. You should hear a conversation that points to Tidewater Cave as the location of the eye. The game will give you a confirmation message. Now leave the house.

Follow your compass arrow south, to Tidewater Cave. Defeat the two Trolls outside the cave. Inside the cave, not very far, is the first intersection. The south fork goes through a partially flooded tunnel to a small room containing two trolls, two bears and a chest.

The east (and then north) fork goes to another partially flooded tunnel, and another intersection. The east fork goes underwater to a dead end with two Slaughterfish. The north fork goes to another intersection. From this third intersection, the east fork goes to a large cave with no treasure. The west fork goes to a bear, and then another flooded tunnel. At the end of this flooded tunnel are the eye, and a chest. Now retrace your steps back to Nocturnal's shrine and give her the eye.

She will give you an unbreakable Skeleton Key, which will fortify your Security skill by 40 points. One big advantage of this lock pick is that you may use the Auto Attempt to open most locks.

Peryite

You must have reached at least level 10. No offering is required.

Find this shrine east of Bravil, halfway along the Silverfish River, on the south bank. Peryite wants you to rescue five of his followers from an Oblivion world. When you are ready to fight *many daedra*, Activate the statue again and Peryite will send you.

You will find yourself in a circular world, surrounded by lava. Paths run to the northeast, east and west. If you have closed many Oblivion gates, then this should not be too difficult for you. The game has marked all five followers on your local map, and on your compass. Unlike other Oblivion worlds, this one has no Fire Towers or Explosive Mines. However, there is more than the usual number of daedra. The game designers connected the paths with tunnels, so they make a complete circuit. This is a good place to get a ton of Experience Points for your skills.

Take the northeast path first. You will not have to go far to find your first captive soul. Look for a blue-black plume of smoke with a bonfire at its base. Near the bonfire will be the ghostly grey-white form of the soul. Activate the soul to release it. If you are brave, continue west, and complete the circuit to find the other four souls. Then find the fluorescent-blue portal, to return to Cyrodiil.

However, if you are not very experienced with Oblivion worlds, you may want to pursue a safer strategy. If you are playing it safe, return to where you entered this Oblivion world. From that starting point, go east and find some rocks that act as stepping-stones. Hop across to the other side, defeat the daedra and free the second soul. Then hop back across the rocks and go south from the starting point. The path eventually curves west, and then you will find the third soul.

Now return to your starting point once again and take the west path. Your route will turn southwest and eventually lead to a tower. The fourth soul is in front of this tower. Then go north from the tower to reach the last soul. Now return to your starting point, and go through the fluorescent-blue portal.

Peryite will reward you with an enchanted shield that reflects 30% of spells aimed at you.

Mephala

You must have reached at least level 15, and have a sample of Nightshade plant in your inventory. You can find it in "All Things Alchemical", in Skingrad or "The Guilded Carafe" in Imperial City. If you installed Frostcrag Spire, pick some Nightshade from the garden. Mephala is northeast of Imperial City. On your world map, the shrine is just south of the first "a" in "The Heartlands". Activate the statue between midnight and dawn.

Mephala wants you to start a conflict in Bleaker's Way. Follow your compass arrow west-northwest to that small town. Two extended families live there, representing Dunmers and Nords. Mephala wants you to kill the leader of each family and then leave evidence implicating the other leader.

In the middle of the night, break into Nivan Dalvilu's house, on the northern end of the village. Assassinate him while he sleeps. Pick up the Dalvilu Ceremonial Dagger, on a table near the door.

Now, break into Hrol Ulfgar's house on the west end of the village. Pick up the Ulfgar Family Ring from the table next to the stairs going up to the third floor. In the loft at the top of the house, kill Ulfgar. Activate his corpse and put the Dalvilu dagger in his pocket. Then return to Nivan Dalvilu's house and break in again. Activate his corpse and put the heirloom ring in his pocket.

Then wait until the town inn opens and go inside. Speak with Kirsten about "Hrol Ulfgar". She will draw a knife and then run outside. Follow her and see the residents battle in the streets. Then return to Mephala's shrine. She will give you an enchanted Ebony Blade, with Silence and Absorb Health.

Hircine

You must have reached at least level 17, and also have a Wolf or Bear pelt in your inventory. Find Hircine's shrine halfway between Imperial City and Bravil. On your world map, the shrine is just east of the first "N" in "Nibenay Valley". You will find several Wolves and Bears roaming around the fields near the shrine, if you need a pelt.

Hircine wants you to kill a Unicorn and bring the horn back to him. This Unicorn is the only one you will find in all of Cyrodiil. Go south and a little east of the shrine, to find Hircine Grove.

Three "Minotaurs of the Grove" are guarding the Unicorn. Creep upon them and goad one of the Minotaurs into chasing you back up to the road. Use the road as a clear area to fight, or run away if the going gets too tough. Repeat this tactic to eliminate the other two.

Do not draw a weapon where the Unicorn can see it, or it may attack you. However, if you sheathe your weapons, you may approach it. You may even jump on its back and ride it for a while. This may be the only chance you ever get to ride a Unicorn. Even though the Unicorn must die if you want to complete the quest, you do not have to kill it. Instead, ride it close to any enemy, dismount and watch the Unicorn die in the fight. For a large, heavy animal with a bone spike on its head, it fights poorly.

Harvest the Unicorn horn, and then take it back to Hircine. He will give you Savior's Hide, an enchanted Light Cuirass that resists magic.

Molag Bal

You must have reached at least level 17, and have a Lion pelt in your inventory. This shrine is in the middle of the Great Forest, west of Imperial City. On your world map, find it just south-southwest of the "The" in "The Great Forest". If you do not have a lion's pelt, find several lions in Breakneck Cave, just to the east of the "The" in "The Great Forest".

Molag Bal wants you to corrupt a man who has renounced violence. Bal will give you the Cursed Mace. Go to Brindle Home, a town now marked on your map, just southwest of the shrine. Ask anyone you see about "Melus Petilius" and "Vena Petilius". If their Disposition toward you is 60 or greater, they will give you the Petilius story. The game will mark his house on your world map.

Wait outside the Petilius house until Melus leaves to visit his wife's grave. Drop the Cursed Mace on the ground near his feet. Strip down to your underwear and remove all of your enchanted jewelry. Then punch him in the face. He will pick up the mace and beat you with it. When you die, Bal will transport you back to the shrine. He will give you the Mace of Molag Bal, which drains Strength and Magicka 5 points per hit.

Boethia

You must have reached at least level 20, and have a Daedra Heart in your inventory. If you do not have the Daedra Heart, go through any Oblivion gate and kill a daedra. If you have already closed all of the Oblivion gates, you could use a spell to summon one and then pick its pocket for the heart. Alternatively, you could go inside the Wizard's Grotto (it leads from Castle Bravil to Fathis Aren's Tower). In addition, Arkved's Tower (Vaermina's quest) is also full of daedra.

Boethia is south of Cheydinhal and just west of the "M" in "Valus Mountains". Draw an imaginary line west from that "M" to Drakelowe, which is just south of the "The" in "The Reed River", sitting on the eastern bank of that river. Bothia is about halfway along that imaginary east-west line.

Boethia wants you to fight in a Tournament of Ten Bloods. He will open an arch to a circular Oblivion world. Large doors divide the world into ten sections. Your nine opponents are all from different races, and they all arrived the same way you did, in a cage.

When you arrive, open the cage and then go right, as Boethia tells you. The doors in front of you will open as you approach. Then your first opponent will come running toward you. Boethia will make comments about each fight. Continue opening doors and fighting, until you return to your starting point. Boethia will open an exit portal back to the shrine. He will reward you with Goldbrand, an enchanted long sword with 22 points of fire damage.

Clavicus Vile

You must have reached at least level 20, and have 500 gold in your inventory. Vile's shrine is southwest of Imperial City. Draw an imaginary line from the end of the long bridge on the west side of Imperial City, south to the "R" in "The Gold Road". Halfway along that line is Vile's shrine.

Vile wants you to find a sword named Umbra and return it to him. Now go to Pell's Gate, marked on your world map. Ask Irroke the Wide about Umbra. Now follow your compass arrow to Vindasel, which is also marked on your map. When you get there, kill the conjurer outside.

Inside this Ayleid ruin, go down three tiers of steps to a large room with a pit trap in the middle. Kill the three low-level critters running around, and then jump across the corners of the trap. Exit this room to the southeast.

The next large room you come to has a large square poison gas vent in the middle. Exit this room to the southwest, through a small room and then through an iron gate to a balcony. Your target, Umbra, is pacing the floor of the room below you. If you want to speak with her, go down the stairs at the end of the balcony. She will offer not to kill you if you leave. She will even give you a second chance to leave. However, you must kill her to get the sword. Loot the chest and then return to Vile's shrine. He will reward you with an enchanted helmet that will raise your Personality by 20 points. You could also keep the Umbra sword. Vile will be upset, but he cannot harm you.

Hermaeus Mora

You must have reached at least level 20. You must also have finished all the other daedric quests, and at least begun the "Blood of the Daedra" in the Main Quest. Mora's shrine is in the northwest of Cyrodiil, at the end of a very short road just west of the "The" in "The Jerall Mountains".

Mora wants you to collect one soul from each of the ten player races. Those races are Bosmer, Khajiit, Redguard, Dunmer, Orc, Altmer, Nord, Imperial, Breton and Argonian. He will give you a Soul Trap spell and a unique Black Soul Gem. This gem can hold *one each* of the souls of those ten races. You must cast the spell on no more than one individual at a time, and then kill that individual. The game will tell you the name of each soul you capture. Write down the names, as you get each one.

To avoid having the authorities accuse you of murder, avoid killing law-abiding citizens. Instead of seeking your victims in the cities, start with the Ayleid ruin of Vilverin, across the water northeast of Imperial City. Outside are two bandits. Lure them over to you one at a time and collect their souls. Then go inside the front door of the ruin and lure another bandit to you from the rooms below. When you start seeing undead, instead of bandits, leave Vilverin. You should now have four souls.

Now go up the hill to the main road and travel south, to Fort Alessia, located on the west bank of the Upper Niben. Outside the fort, you should find one more race. Then go inside the fort to find a two level dungeon swarming with marauders. You should be able to find another three souls in here.

Now go to Mackamentain, southwest of the "Basin" in "Nibenay Basin". Go down inside the first room to find another soul.

Finally, go to Veyond Cave, on the west bank of Nibenay Bay, due north of Bravil. It is just east of the word "Valley" on your world map. Inside is a group of Argonians.

If you missed any races, keep searching bandit camps, marauder ruins and necromancer lairs until you do have all ten. The game will let you know when this has happened.

Then return to Mora's shrine and Activate the statue. He will reward you with the Oghma Infinium, a special skill book. When you read it, you will have the opportunity to select one of three paths or put the decision off until later. The three paths are:

The "Path of Steel" (+10 Strength, +10 Speed, +10 Blade, +10 Blunt, +10 Heavy Armor)

The "Path of Shadow" (+10 Speed, +10 Agility, +10 Sneak, +10 Security, +10 Light Armor)

The "Path of Spirit" (+10 Intelligence, +10 Willpower, +10 Destruction, +10 Conjuration, +10 Restoration)

GO FISH

West of Imperial City, at the end of the long bridge, and beyond the stables, you will find the settlement of Weye. Speak with an old man there named Aelwin Merowald. He wants you to kill twelve Rumare Slaughterfish and bring their scales to him. Use a spell or enchantment that lets you breathe underwater, to make this task very easy.

Follow the green arrow on your compass to the first fish. Kill it, harvest the scales and then a new green arrow will point you to the second fish. Repeat this sequence until the game tells you that you have scales from all twelve fish.

Aelwin will reward you with an enchanted ring with Fortify Athletics and Water Breathing.

GOBLIN TROUBLE

Southwest of the "y" in "Nibenay Basin", find the place where the Yellow Road crosses the Carbolo River. Crestbridge Camp is on the west side of that bridge. Speak to Barthel Gernand to learn that the family was trying to establish a farm up the road, in Cropsford. A Goblin war interrupted the family's plans. Then speak with Mirisa, the guide, to learn even more about the problem.

Look on your world map to find the two Goblin caves, Timberscar Hollow and Cracked Wood Cave. Cropsford is between those two caves and the Goblin war parties fight back-and-forth over this territory. You must stop the war, and you have two options.

You could kill the shaman in Cracked Wood Cave. Without their leader, the war is over. Alternatively, you could Sneak in and steal the totem from Timberscar Hollow. The war is over.

Then return to Crestbridge Camp. Speak to Mirisa and Gernand. The family will thank you, but you get no reward except an invitation to visit them in a month's time.

IMPERIAL CORRUPTION

Go to the Temple District of Imperial City, and then find Luronk gro-Glurzog's house on your local map. Enter his house and speak with him about "Corrupt Imperial Watchman". Then go to "Jensine's Good as New Merchandise" in the Market district. Speak with Jensine about the same topic. If her Disposition toward you is 70 or greater, she will tell you that the name of the corrupt official is Audens Avidius.

Now go outside to the nearest member of the City Watch, and ask him about the same topic. Then follow your compass arrow to Captain Hieronymus Lex, or Servatius Quintilius, depending on how far you have gone in the Thieves Guild quests. Then follow your compass arrow to Itius Hayn, who asks you to provide two witnesses to the alleged criminal activity.

Now return to Luronk gro-Glurzog's house and, if his Disposition toward you is 70 or above, he will agree to be one of the witnesses. Then convince either Ruslan or Jensine to be the second witness. Ruslan also has a house in the Temple District. However, he wanders around town a lot.

Now wait for 24 hours. The game should give you a message that the authorities have arrested Avidius and thrown him in jail. Later in the game, Avidius will escape from jail and come after you to get his revenge. He will surprise you with a dagger attack, but has no protection other than his prison rags.

KNIGHTS OF THE WHITE STALLION

After you complete "Mazoga the Orc", Count Caro will offer to make you and Mazoga Knights of the White Stallion. However, you must first kill Black Brugo, leader of the Black Bow Bandits. Speak with Mazoga, and she will tell you that she knows where to locate Brugo.

Have her follow you to Telepe, an Ayleid ruin just northwest of Leyawiin. Follow your compass arrow. Arrive during the day, and you may see two guards outside the ruin. If so, they will immediately attack you and Mazoga. Sometimes, the outside guards do not materialize. In any case, go inside the ruin and kill the other two guards down there. You can loot the chest in one of the rooms if you want to pick the lock.

Then go back outside. Stand up on the hill where you can see the door to Telepe, and wait until just before midnight. When you see Brugo, Roxy Aric and Alonzo go inside the ruin, follow them in and kill them. The key on Black Brugo's corpse opens the chest. A button on the wall opens the gate that protects the chest. Collect the Black Bows and Count Caro will pay you 100 gold each, for them.

Return to Count Caro and sell the bows you collected. You may have to follow your compass arrow. The count likes to wander around town sometimes. He will ordain you and Mazoga "Knights Errant of the White Stallion" and give you both keys to the White Stallion Lodge. Inside the castle, speak again with Mazoga, to let her know the good news.

LEGACY LOST

You must complete the side quest "Separated at Birth" before you can begin this quest. Guilbert Jemane wants you to clear the family farm of Ogres. Ask Sabine Laul at the Fighters Guild about "Weatherleah". Then find it on your map, kill the three Ogres there and tell Guilbert. Lead him and his brother to the farm. He will pay you a few gold coins for your trouble.

LIFTING THE VALE

Go to Castle Bruma and find Tolgan, the countess's right-hand man. You can usually find him in the throne room. He will give you 25 gold coins, but not tell you why. You must now speak with Countess Narina Carvain to get more information. Ask her about the "Draconian Madstone". If your Fame is at least 10, she will tell you that she collects Akaviri artifacts. She has located an artifact named the Draconian Madstone. She wants you to go to Pale Pass and get it for her. She will give you a key, a map and a note to aid you on your way.

First, find Dragonclaw Rock, on your world map between the words "Jerral" and "Mountains", at the very northern part of Cyrodiil. When you get there, do not look for some kind of giant monument. Dragonclaw Rock is small, just east of the road and shaped more like a dragon's foot than a claw. It is easier to see from a distance than close up, but shows up well on your local map.

From the map, you know that the next clue is a large white statue. Go west, from Dragonclaw Rock, to find the statue hidden in the trees up the hill. Then go north, from the statue, to find the entrance door to the Serpents Trail.

Beyond the door, after two turns in the tunnel, you will come to the first intersection. Southeast is a dead end. Northeast goes around a corner to a metal spring plate on the floor. This pressure plate releases a spiked ball on a chain. Walk around it or whack the plate with your sword and step back. Southwest of the spiked ball is a locked chest, at the end of a short hallway.

Farther along, the main tunnel turns northeast, where you will find the skeleton of the fatally injured Akaviri courier. Pick up the "Orders" slate tablet near one of his hands.

Around the next corner, you must kill your first two Ogres, and maybe a lion. Find two more chests, one of them locked, at the end of the short hall to the southwest. Farther northeast, in the main tunnel, you will come to the second intersection. The short tunnel to the southwest leads to an Ogre and a locked chest. As you continue down the main tunnel, some rocks fall. Beyond those rocks, you must kill two Will-o-the-Wisps, then another Ogre, and another Will-o-the-Wisp. Loot two chests before you go through the "Stone Door to Pale Pass". Beyond the door, you are back outside.

Now follow the trail, as it twists and turns down the mountain. Kill three more Ogres, pass a statue with no arms, kill two more Ogres, pass some stone ruins, kill another Ogre, pass between two statues, kill one Ogre, pass between two frozen ponds and kill two Ogres at the entrance to the ruin of a fort. Above you, on the second level of the fort, is one more Ogre.

Now go through the "Old Wooden Door to the Mouth of the Serpent". Just beyond the door is the undead skeleton of an Akaviri archer. Disintegrate him and then go northeast, through a gate. Beyond the gate are two pressure plates that will release a log, held to the ceiling by two chains. If the log hits you, it can do serious damage. Beyond the log is the third major intersection.

First, deal with the two skeletons straight ahead of you. You can find two more of them nearby. Although you cannot open the gate to the southeast, you do have two ways to continue. I have color coded the two routes green and brown. Pick one, or both if you are adventurous.

From the log trap, go along the northwest corridor and up the steps. Zigzag through the tunnels until you come to a gap in the path. Straight ahead of you, across the gap, is an "Old Wooden Door to the Scales of the Serpent". Jump across the gap and then go through the door. Just beyond the door are a locked chest and then some steps down. Beyond the next small room is another skeleton to kill. Watch for a large number of rocks to fall from the ceiling, and then jump over them to continue down the hallway. Find another skeleton beyond, as well as a pair of metal gates on the left and right sides of the corridor. Levers open the gates, giving access to the two prison cells beyond each gate. The northwest gate has no treasure, but the southeast gate has a locked cell with a treasure chest.

Continue along the corridor, to the northeast, up the steps, along the corridor, and around the corner to another intersection. The southwest fork leads to a room with spikes protruding from the floor. The southwest exit from this room leads to a basement room with uneven columns, two skeletons and a chest. The northwest exit from the basement slopes up to an "Old Wooden Door to Fangs of the Serpent". Beyond the door is a room below a bridge and a chest on the northeast wall. There is no exit from this room. You must return to the intersection in front of the gate.

To the northwest, a lever opens that gate and lowers a drawbridge. On the other side of the drawbridge is an "Old Wooden Door to Fangs of the Serpent". Beyond the door is the room where the three routes come together. Most of the columns in this room have dart traps on them. You can easily see the holes where the darts will come out. Do not walk in front of the holes. You must slowly zigzag your way through the columns to the handle that drops the next drawbridge.

From the log trap, go through the "Old Wooden Door" to the northeast. Beyond that door, go down some steps and kill two more Akaviri skeletons. Then go through the "Old Wooden Door to the Eyes of the Serpent". Beyond the door is a big room with two more skeletons. In the center of the room are four spiked logs, held to the ceiling by chains. One metal pressure plate releases each log. At the center of the trap is a locked chest, but you can access it without releasing the traps. Find a barrel in the northwest section of the room, holding two torches.

The northeast exit from this room goes around a corner to an "Old Wooden Door to the Fangs of the Serpent". The southeast exit from this room has two skeletons and a second "Old Wooden Door to the Fangs of the Serpent". Pick one of the two exits, and then go through the door.

Beyond the door is the room where the three routes come together. Most of the columns in this room have dart traps on them. You can easily see the holes where the darts will come out. Do not walk in front of the holes. You must slowly zigzag your way through the columns to the handle that drops the next drawbridge.

Turn the handle and walk across the long bridge. Disintegrate the three Akaviri skeletons on the other side. Then go through the "Old Wooden Door to the Venom of the Serpent". Beyond that door is the ghost of the Akaviri commander. He is still waiting for his orders. Give him the stone plate you picked up from the dead courier. He will leave you to loot the room, including the Draconian Madstone. Exit this room through the door to the northeast, jump down onto the bridge and then exit the ruin to the southeast. Follow your compass arrow out of the ruin.

Return to Castle Bruma and give the Draconian Madstone to Countess Carvain. She will reward you with the Ring of the Vipereye, an enchanted ring that fortifies Agility and resists Magic.

MAZOGA THE ORC

Go to Castle Leyawiin and speak with Count Caro. Ask him about "Service to Leyawiin". He will ask you to find out what Mazoga the Orc is doing in the castle.

When you speak with Mazoga, tell her "The Count sent me". Ask her about "Mazoga the Orc" and "Weebam-Na". Now look on your local map, to see that Weebam-Na has a house in town. Go there and, if his Disposition toward you is 50 or greater, he will agree to see Mazoga. Follow him back to the castle and listen in on the conversation.

After Weebam-Na refuses Mazoga's insolent demand, speak with her again. Exhaust all dialog choices with her. Then go up the east bank of the Lower Niben, with Mazoga in tow, until you reach the camp at Fisherman's Rock. **Save your game here**. Mazoga will confront the bare-chested bandit leader, Mogens Wind-Shifter, about the murder of her friend. Stand behind Wind-Shifter with your weapon drawn. As soon as the conversation is over, bushwhack the bandit. All of his fellow bandits will now join in the fray and Mazoga must survive. If she does not, load your save and try again.

Return to Castle Leyawiin and speak with the Count again. Ask him about "Knights Errant", to begin the companion quest "Knights of the White Stallion".

NO STONE UNTURNED

Go to the Imperial Bridge Inn. Find it northwest of the first "S" in "Silverfish River", on the north bank of that river, east of Bravil. Inside, speak with Lithnilian, who wants you to retrieve his notes from Bramblepoint Cave. Go to the cave, just northwest of the inn.

Inside Bramblepoint, go down a long tunnel, to a room with one Will-o-the-Wisp, an Ogre and a chest. This room has two exits. The south fork leads to a cave with a Land Dreugh, a Will-o-the-Wisp, a locked chest and an unlocked chest. The north fork leads to a much larger room with one Ogre, a Land Dreugh and a chest. Exit this larger room west, through a long tunnel, to another large room.

This second large room has an Ogre, a Land Dreugh and two chests. Exit this room south, to find an Ogre, a locked chest and a "Trap Door to Inner Bramblepoint Cave". At the bottom of the ladder under the trap door are a Will-o-the-Wisp and a chest. From here, follow the exit tunnel to another large room with an Ogre, a Will-o-the-Wisp and a locked chest.

Exit this third large room to the west, and find a room with a Spriggan and a chest. This room has two exits. The north tunnel leads to a Land Dreugh, a chest and a "Trap Door to Deep Bramblepoint Cave". Below the trap door, a Minotaur and a Land Dreugh wait in ambush for you. Take a different route and ambush them instead.

Return to the room with the dead Spriggan and take the south tunnel to a huge room with a Minotaur, two Ogres, a Land Dreugh, two chests and a second entrance to Deep Bramblepoint. Access this second entrance through a "Wood Door to Deep Bramblepoint Cave", at the bottom of the pit at the center of the room.

Beyond the door are two Will-o-the-Wisps, a locked chest and an unlocked chest. This room has two exits. The east tunnel leads back to the base of the second trap door. The Minotaur and the Land Dreugh are still waiting, guarding a chest. Ambush them, and then return to the previous room. Now take the south exit, to a large room with a bonfire and a chest inside a pit. The dead end tunnel leading west from the bottom of this pit has no treasure. This room has a few minor enemies and another chest near where you will exit to the south.

The southern-most room has a pit in the center, a Land Dreugh, a Spriggan, an Ogre, a Minotaur, a locked chest in the pit and two chests on the ledge above the pit. The chest nearest the naturally occurring Welkynd Stone crystals has the notes you came for. Return the way you entered, and then return the notes to Lithnilian, at the Imperial Bridge Inn. He will give you potions as a reward.

NOTHING YOU CAN POSSESS

"The Collector", Umbacano, will give you this quest, after you give him three of the ten Ayleid Statues he wants for his collection. He also wants a carving from an ancient Ayleid site, Malada. When you step outside the front door of Umbacano Manor, Claude Maric will speak to you. If you are already familiar with Malada, you may ignore him. Otherwise, get his Disposition to at least 60 and he will tell you about Malada, over drinks in the hotel. Malada is east of the Silverfish River and north of Canulus Lake. On your world map, draw an imaginary line north from the 'k' in "Lake".

Malada is at the end of a long east-west road. Near the end, but before the ruin, you will find a pair of "sightseers", Rigmor and Brucetus Festinius, in a small campsite. If you speak with them, they will give you bland answers to your questions. When you get to the site, find Khajiit, S'razirr standing on a hill just south of the ruin. Speak to him and he will offer you a partnership. For part of the proceeds from your sale of the artifact, he will assist you in any way he can.

Depending on the state of your Speechcraft Skill (51+), you may be able to bargain with him on the price of his help. He will accept as low as 25% of the artifact sale price. If you do not deal with him, and you want to keep the artifact, you must fight him and the two "sightseers" when you eventually leave Malada with that artifact. All three of them are currently working for Maric, the helpful man who bought you a beer in the hotel. He wants the artifact too, but if you give it to him, Umbacano will not pay you for the artifact. If you accept S'razirr's help, he will help you fight off the other two. Your final option would be to kill all three before you enter the ruin, and be finished with them.

Inside the ruin, the first small room you come to has a locked cask. Steps lead up from here to an intersection. The west fork goes down a hallway to a dead end, holding an Ayleid cask. The north fork goes to a small room with two gates exiting south. Past the gates is another intersection. The south fork goes to a small room with a locked cask.

If you continue west from the second intersection, you will follow a long hallway that turns into a balcony, overlooking a room with two Dark Welkynd Stone towers. The stones will immediately start shooting at you. Run to the other end of the balcony. It will curve around the end of the room to reveal a set of steps going down into that room. There is one locked cask on one of the towers.

Continue around the curve of the balcony to the other side of the room. Again, the Dark Welkynd Stones will start shooting at you. Run about halfway down this side and look for an entrance to your right (west). Quickly dodge in there and heal up. In front of you, is an unusual stone door. The stone key that Umbacano gave you will fit the hole in the door.

Beyond the door is the artifact you want, on the south wall. However, defenders have hidden behind the south, west and east walls. When you take the artifact, the wall in front of you will crumble and the two side panels will open, releasing the defenders. If you are in Sneak mode, they will not all rush you at once. Defeat them, take the artifact and jump over the jumble of stone blocks to the south. The cubicle contains a cask and a reliquary. Now go through the "Stone Door to Malada Aldamerisel". The hallway beyond has a Varla Stone, and a cask.

From the Varla Stone, go east, up the steps and through long hallway lined with four short side areas. This section contains two locked casks, one unlocked cask and numerous defenders. Just past the third side area, turn right (south). At the end of this short hall is an entrance to another hallway. This will take you downstairs to a room with a rising stone trap, but no treasure. Exit this room to the north and find a larger room. This one has a cask, defended by two enemies. Exit this room to the west and climb some stairs to a balcony above that same room.

From the balcony, take the hallway north, press the button and then go through the iron gate. After three seconds, the gate will slide closed, but this function seems to serve no evil purpose. Go through an identical gate, a few feet farther on.

Beyond the pair of gates, the hallway turns west and goes up some stairs. At the base of the stairs is a cask, on your right. To your left is an iron gate with a monster clearly visible beyond. Press the button to open the gate, kill the monster and loot the chest. At the top of the stairs is a "Stone Door to Malada". Beyond the door is a narrow ledge containing a chest. From here, jump down to the hallway below. Now check your local map. Exit the ruin to the north, then east and then south.

Outside Malada, Maric will immediately confront you. He will give you two chances to hand over the carved relic. If you do not, he will order his men to kill you. If you made a pact with S'razirr, allow him do the fighting for you. Maric will gallop away on his horse. If S'razirr dies in your defense, finish off Rigmor and Brucetus Festinius yourself. Your contract with S'razirr is void if he dies, and you do not have to share the reward.

Return to the Talos Plaza District of Imperial City and speak with Umbacano. Ask him about "Maric" and "High Fane". Then give him the statue. He will give you up to 2,500 gold, based on your level in the game. Then ask him about "Another Task", to get the "Secrets of the Ayleids" quest.

ORDER OF THE VIRTUOUS BLOOD

Go to the Temple district of Imperial City. A female, Ralsa Norvalo, will stop you, and ask that you see her husband at the house of an elf named Seridur. Follow your compass arrow to Seridur's house, just around the corner. Seridur will lead you down into the basement and introduce you to the Order of the Virtuous blood. Ask them about "Vampire".

They want you to break into Roland Jenserich's house, also in the Temple District, and find evidence of his whereabouts. Follow the compass arrow to his house and wait until dark. At night, the guards have gone home. **Save your game here.** Now pick the lock on Jenserich's front door and enter.

Pick up the love letter on the small table near the front door, and read it. Now follow your compass arrow to the hideout east-northeast of Imperial City, along the road to Cheydinhal. Ask Jenserich about "Vampire", then "Seridur", then "Vampire" again, and then "Seridur" again. Jenserich will tell you that Seridur is the real vampire.

Now go to First Edition Books in the Market district of Imperial City. Ask Phintias, the owner, about Seridur. Phintias will mark Memorial Cave on your map. Now go to the cave.

Inside, you will find a Vampire Thief at the first intersection. The south fork goes to two rooms joined by a short corridor. The second of those two rooms has a mouse, dog, two vampires and a chest. The second room also has a dead end tunnel on the south wall that goes to two coffins.

Back at the first intersection, the west fork goes through five rooms, connected together. Seridur is in the last room. The first room has two vampires. The second room has two vampires. Just past the second room is a short dead end corridor going east. You should find at least one vampire in there, and possibly two, but no treasure.

At this point, a glitch in the game may tell you that you have killed Seridur, even though you have not yet seen him. However, this does not affect the outcome of the quest.

The third room has two coffins. The fourth room has a vampire and a zombie. Kill Seridur in the fifth room, then return to speak with Roland, in his cabin. He will meet you in Imperial City, at Seridur's house in the Temple District. Speak with Roland in the basement. Ask about "Vampire" and then "Vampire" again to get him to buy your Vampire Dust @ 250 gold coins each. Do this for every sample of dust you have, and Roland will pay you for every sample.

ORIGIN OF THE GRAY PRINCE

Agronak gro-Malog is the Grand Champion of the Arena. He calls himself The Gray Prince. Go to the Arena District of Imperial City and through the door on your left, as you enter. You will find Agronak beating on a wood plank, with a sword. Speak with him and he will tell you that he is the half-son of Lord Lovidicus. He will give you a key, and ask you to find proof of his noble birth. Now go to Crowhaven, a ruined fort northwest of Anvil. The fort is marked on your map.

A number of skeletons protect the entrance to Crowhaven. Kill them and enter the fort. You will find that there is only one way to go, until you come to an iron gate. The tunnel to the southwest goes to an "Old Wooden Door to the Burial Halls". This area looks like two figure eights, side by side. You will find a few undead roaming about, and very little treasure.

The tunnel to the southeast goes to an "Old Wooden Door" that opens with the key that Agronak gave you. The living quarters of Lord Lovidicus are beyond that door. When he sees you, he will attack you. Defeat him and then loot the whole area. You will find a red journal on a table, in a recessed area to the right of the bed. Read the journal and then take it to Agronak.

Back in the Arena, Agronak will teach you three skills. This will raise your Blade, Block and Athletics by a whopping three points each. Even better, you get to keep any progress you have made on those skills during your current level. Only then, will he read Lord Lovidicus's journal and come to know his real birthright.

PARANOIA

Sometime during your first visit to Skingrad, a paranoid elf named Glarthir will ask you to meet him behind the Chapel of Julianos - at midnight. You may delay this quest for as long as you like. Garther will wait until you are ready to deal with him. When you do speak with him, he will ask you to find out why three people are following him.

If you refuse to take the contract, he will run to his house, get a weapon and start killing innocents. Instead, accept the assignment and speak with Bernadette Peneles. Return to the back of the chapel and tell Garther that Peneles is innocent. Then speak with Toutius Sextius, and return to the back of the chapel and tell Garther that Sextius is innocent. Then speak with Davide Surilie and return to the back of the chapel. However, this time tell Garther that Surilie is indeed part of a conspiracy.

Garther will give you an incriminating note, telling you to kill Surilie. Take this note to the nearest member of the City Watch. He will immediately find Garther and kill him. You get no blood on your hands. There are messier ways to complete this quest, but they all end with Garther dead.

REPAIRING THE ORRERY

You must have installed the Downloadable Content "Orrery", to start this quest. When you start your game again, the quest will start. The game informs you that you have a note from Bothiel, astronomer at the Arcane University. She is trying to repair the Imperial Orrery, an astronomical device, but bandits stole vital parts for the machine.

Go to Camp Ales, marked on your map, and due north of Kvatch. Kill the one or two bandits living there. You can find the first Dwarven Cog, and a note, on one of the corpses. The note tells you where you can find the other four camps. They are marked on your map. Make a stop at each camp and pick up the rest of the parts. At Bodean, find a Dwarven Cylinder. At Varus, find a Dwarven Tube. At Dagny's, find a Dwarven Coherer. At Brotch, find another Dwarven Cog. Of course, you must kill at least one bandit at every one of those locations.

Then return to the Arcane University and speak with Bothiel. Follow your compass arrow to find her. Wait 24 hours. Afterward, you will have access to the previously locked door inside the Arcane University lobby. Behind the door is the newly renovated Orrery. Go up the stairs, while the proud Bothiel watches, and push the large button to activate the huge machine.

Now, every time you push that button, the machine will grant you a special power. That power is permanent. You can use it once a day and it lasts 60 seconds. The type of power that the machine will give you varies with the day of the month when you push the button. If you want a different power later, you may push the button again. The machine will replace the old power with a new one.

To determine in advance, what power the machine will grant you, first look in your journal and find out how many days you have been playing the game (in Accomplishments). Then use a calculator to subtract 24 from that number. Keep doing that until the remainder is a number less than 24. Then look at the chart below to see what power the machine associates with that number.

0, 1 or 2 ----- Masser's Might: Strength +20, Speed -20
3, 4 or 5 ----- Masser's Grace: Agility +20, Endurance -20
6, 7 or 8 ----- Secunda's Will: Willpower +20, Intelligence -20
9, 10 or 11 ----- Secunda's Opportunity: Luck +20, Personality -20
12, 13 or 14 --- Masser's Alacrity: Speed +20, Strength -20
15, 16 or 17 --- Secunda's Magnetism: Personality +20, Luck -20
18, 19 or 20 --- Secunda's Brilliance: Intelligence +20, Willpower -20
21, 22 or 23 --- Masser's Courage: Endurance +20, Agility -20

RAID ON GREYLAND

Go to the West Gate of Leyawiin. Just outside that gate stands a guard, Lerexus Callidus. Speak with him, and he will tell you that he wants you to kill two members of a Skooma drug gang that deals from a house in Greyland. The hamlet is just south of Leyawiin, on the main road. As soon as you enter the house, the two occupants will attack you. Take Lonavo's ring to Callidus, as proof that Lonavo is dead. Callidus will give you gold for your reward.

REVENGE SERVED COLD

Find Harm's Folly halfway between Cheydinhal and Imperial City, and sitting on the "n" in "The Heartlands", on your world map. Speak with Corrick Northwode, who works the farm. You can sometimes find him kneeling at his wife's grave at the side of the house.

He wants you to kill all of the goblins that murdered his wife. For something to remember her by, he also wants you to bring back her jade amulet. The goblins live in Exhausted Mine. Find the mine a short distance to the southwest of the farm.

When you enter the mine, you will run into two goblins almost immediately. Loot the chest and go a bit farther to find another goblin. These goblins seem to have keener eyesight, in the dark, than most enemies do. Sneak carefully here. They also conjure up undead assistants.

In the next room, you will find three more goblins, and a chest. Find another goblin in the next room, and another chest. Past the "Wooden Door" are two rats and a chest. Past the next "Wood Door to Exhausted Mine Spent Works", are two goblins and a chest. Through the next door, you will find another goblin, and a chest. The next room has two goblins and a locked chest. Beyond the small room is a large cavern with one goblin, two rats and a chest.

Now, on the north wall, go through the "Wood Door to Exhausted Mine Bottom Section". Beyond the door are a goblin and a chest. Find another goblin in the next tunnel. The next two rooms both have a goblin and a chest. On the way to the last room, kill one goblin. In the last room, kill the Goblin Netherboss and get the amulet from his corpse. You have earned the nice treasure in the locked chest.

You must return to the farm the same way you came. Northwode, will give you six gems as a reward. If your level in the game is high enough, these will be six Flawless Diamonds.

SECRETS OF THE AYLEIDS

Do not accept this quest until you have finished "The Collector". Umbacano dies in this one. After you give Umbacano the carving in "Nothing You Can Possess", Umbacano will ask you to retrieve the crown of the last Ayleid king. However, another collector, Herminia Cinnia, already owns the crown. Umbacano will give you 1,000 gold coins to aid you in acquiring the crown. Nevertheless, Cinnia will not sell you the crown, no matter how much money you offer her.

Speak with her to find out why. She lives in the southeast part of the Elven Gardens district of Imperial City. It is marked on your local map. Exhaust all dialog options. She will give you a stone key that fits a door inside the Ayleid ruin of Lindai. You have two ways to complete this quest, give Umbacano a nearly identical crown from Lindai, or steal Cinnia's crown.

Cinnia is inclined to wander about Imperial City. Therefore, you could break in after she leaves. You could also break in during the middle of the night, while she sleeps. You must crack the lock on her front door, the bedroom door and the Ayleid cask in the corner of the bedroom.

To get the identical crown, find Lindai just east of Chorrol. It should be marked on your world map. Inside the front door, at the bottom of the first set of steps, is a corridor lined with six swinging blade traps. Past the trap, around the corner on a bridge above you, watch for a skeleton archer. Continue along the hall as it turns into a balcony, and then go down the steps into the room below.

This room has a cask and two marble columns holding four unusual cages from chains. Underneath each cage is a poisonous gas vent, for a total of eight. If you have no resistance to poison, run through this room quickly. Several undead will try to delay you. The exit is up the stairs to the northeast.

At the top of the stairs is a locked cask, and the hall runs southwest, along the other side of the room. At the end, is a larger room with a pit trap and a locked cask in a cubby in the southeast wall. Also, a cubby southwest of the trap has a cask. Exit this room through the northwest gate.

Beyond the gate is a set of steps going down into a large room containing three rising stone traps, inline. Look up to the ceiling to see that the trap in the center has no spikes hanging down. Notice the button where the spikes would be. Step on the middle trap and push the button when you get up there. The button opens a gate on the side of the room containing an Ayleid cask and reliquary. This room also has one locked cask. Exit the room through the gate to the northwest. Loot the cask beyond the gate and then go through the "Stone Door to Lindai Inner Tombs".

Beyond the stone door, walk zigzag through a room with no treasure. Then turn the corner to see another "Stone Door" with a hole in the middle shaped like a cross. The Carved Key that Herminia Cinnia gave you will open this door.

Past the door is one defender, a locked Ayleid reliquary, a button on the northeast corner to open one Varla Cage, another button on the north corner to open the other Varla Cage, an unlocked cask and a cask in the central pillar containing the crown you need. Exit this room to the southeast, up the stairs and then through the "Stone Door to Lindai". Past the door is a narrow ledge with a cask. Now jump down to the hallway below and exit the ruin southwest. Go through the six swinging blades again.

Back in the Talos Plaza District house of Umbacano, follow Jollring back upstairs and speak with Umbacano. Ask him about the "Crown of the Ayleids". He will ask you to accompany him through Nenalata, the city of the last Ayleid king. Meet him there in three days.

Nenalata

This ruin is on the south bank of the Silverfish River where it meets Niben Bay. On the morning of the third day after you give Umbacano the crown, meet him at the entrance to Nenalata. Claude Maric will be there too, but this time you will be working *with* him. Umbacano wants you both to escort him through the ruins, but you may tell him to "Wait", while you clear it of enemies first. Nenalata is full of undead. He does have healing magic, but if Umbacano dies, the quest is over.

You will find no intersections to confuse you, inside this ruin. Go down the steps to a balcony overlooking a room with enemies. The steps at the end of the balcony go down to that room. There is no treasure in the room, so just kill the monsters and exit to the west. Go along a wide hall, into the next small room, which is empty. Exit this room north, along a hallway containing a cask and a gate.

Past the gate is a long hall with cubbies on both sides with two casks. The room at the end of the hall has a locked cask. Now exit through the "Stone Door to Nenalata Wendesel". In the zigzag room beyond the door, you may witness a running battle between several different types of undead. You must kill them all, in any case. This room contains one reliquary.

The room beyond, has one defender, a locked cask and one unlocked cask. Exit this room to the east, down a hallway. The next room has one cask and exits east. The next room has one cask and exits west. The next room is larger, with two defenders and one locked cask. Exit to the east, up the stairs.

At the top of the stairs is a balcony above the previous room. Go along two sides of the room and then up some stairs to a "Stone Door to Nenalata Selaran Arpena". Past the door is a very long hallway going east. Find two cubbies on the sides of the hall, containing a cask and a locked cask. This hallway will turn south and go down some steps into a room with two enemies and two casks. Continue south, down more steps, and through an automatic gate. You will find yourself on a balcony above a large room, with a Varla Stone and a locked cask.

The stairway in front of you leads to a small rectangular hole in the wall ahead. This is where Umbacano will place the carving you got for him in the "Nothing you can Possess" quest. If you cleared the ruin by yourself, go back outside and have Umbacano and Maric follow you to this room. While Umbacano places the carving in the slot, he will speak an incantation and then a stone door will slide up, revealing a throne room.

Umbacano will sit on the throne, with the crown on his head. If you gave him the wrong crown, lightning bolts will flash from the Dark Welkynd Stones and kill him. If you gave him the right crown, he will turn into a Lich. If this happens, you must kill him or he will kill you.

Now, regardless of which crown he used, the doors to the hidden side rooms (north, east and south) will open, releasing powerful enemies. Maric will fight bravely, but he will probably die early. If you have a powerful weapon and high Attribute numbers, then you may be able to defeat them all from the throne room. If not, run to a narrow defensive position and fight them one-at-a-time. Or, run all the way back to the entrance and out of the ruin altogether.

If you kill all the undead in the throne room, loot Umbacano's corpse for nice treasure and the keys to his manor. Oddly, there is no treasure in any of the side rooms.

SEEKING YOUR ROOTS

Nirnroot is a small green alchemical plant found all over Cyrodiil, anywhere you find water. The first time you pick one, the game will give you a popup message. A man named Sinderion, who lives in Skingrad, in the basement of the West Weald Inn, is experimenting with Nirnroot. He makes a potion with it, called the Elixir of Exploration. He makes it in four different strengths.

10 Nirnroots will create a Weak potion.

It will Fortify your Health +20, and give you Night Eye for a 300 second duration.

20 Nirnroots will create a Moderate potion:

It will Fortify your Health *and* Fatigue +20, and give you Night Eye for a 300 second duration.

30 Nirnroots will create a Strong potion:

It will Fortify your Health *and* Fatigue +20, give you Night Eye, Fortify Blade, Fortify Blunt, Fortify Destruction, Fortify Restoration, Fortify Sneak *and* Fortify Security +5 for 300 seconds duration.

40 Nirnroots will create a Grand potion:

It will Fortify your Health *and* Fatigue +20, give you Night Eye, Fortify Blade, Fortify Blunt, Fortify Destruction, Fortify Restoration, Fortify Sneak *and* Fortify Security +10 for 300 seconds duration.

Therefore, to finish this quest, you will need 100 Nirnroot plants. This makes the quest one of the most time-consuming in the game. In addition, Nirnroots will not grow back later, in the same place, like all other wild alchemical plants in Cyrodiil.

You can start by having Sinderion make the Weak potion when you find the first 10 Nirnroots, or wait until you have 100. Then have him make all four strengths and finish the quest.

Sinderion named the potion well. To find Nirnroot, you must "explore" up and down rivers, around the shores of lakes, in swamps and in living quarters where people keep them as houseplants.

SEPARATED AT BIRTH

Reynald Jemane likes to get drunk at the Grey Mare in Chorrol. Speak with him and he will give you 50 gold coins to find out who is impersonating him in Cheydinhal. Now go there and ask the first City Guard you see about "Reynald Jemane". Now follow your compass arrow to "Newlands Lodge". Inside the lodge, ask Guilbert about "Reynald Jemane".

Guilbert will immediately run (literally) to Chorrol. You may follow along with him, clearing the way of monsters and bandits as you go. However, the worst that can happen to him is that he will fall down unconscious for a few seconds. He will know where his brother is, probably the Grey Mare.

Reynald also has a house in Chorrol. Speak with Guilbert again when he gets to Chorrol. He will ask you if you will clear the Ogres from his family farm, so the two brothers can live there. This begins "Legacy Lost", the companion quest.

SHADOW OVER HACKDIRT

Go to Northern Goods and Trade in Chorrol. Ask Seed-Neeus about "Hackdirt", and then "Dar-Ma". Then travel to any other city in Cyrodiil and wait until the third day *after* you first spoke with Seed-Neeus. Then return to Chorrol and speak with her again. Ask her about her "Missing Daughter".

Then travel to Hackdirt, which is marked on your world map, about one third of the way between Skingrad and Chorrol. Go there and find Blossom, Dar-Ma's horse, behind Moslin's Dry Goods. Then go inside the store and ask Eтира Moslin about "Dar-Ma". Then go inside Moslin's Inn and ask Vlanhonder Moslin about "Dar-Ma". Rent a room from him for 30 gold and go upstairs to the room. He will follow you. Look in the dresser to find "Dar-Ma's" diary. Ask Vlanhonder about "Dar-Ma" once more. All you have gotten so far are hostile and evasive answers.

Now find Jiv Hiriel and ask him about "Dar-Ma". If you are having trouble finding Jiv, step just outside of town and then check your local map, you should see a green arrow pointing to him. Then wait until after 6:00 P.M. and go inside Jiv's house, on the eastern edge of town. Ask him again about "Dar-Ma". He will give you a key, and an explanation.

Now wait until after midnight, and then go inside Moslin's Inn. Find the trap door on the first floor and open it with the key. At the bottom of the ladder below the trapdoor, is gathered the whole town, in a group to the south of you. Do not bother them, unless you want trouble. Instead, walk around the wall to your east, to find Dar-Ma locked in a cell. The key that Jiv gave you will open that cell. Have her follow you to Blossom, Dar-Ma's horse. She will get on the horse and ask you to lead her home. You can go overland or Fast Travel to Chorrol.

When you get there, go inside Northern Goods and Trade and speak with Seed-Neeus again. Ask her about her "Missing Daughter", to finish the quest. She will reward you with a +5 boost to your Mercantile skill.

SINS OF THE FATHER

A continuation of the Jemane brothers' quests, this one begins a few days after you leave the Jemane boys at Weatherleah. The next time you go Chorrol and wait until nighttime, a man named Fathis Ules, will stop you. Ask him about the "Jemane Family". He wants you to recover a sword from the Ogres in Redguard Valley Cave, just south of Chorrol.

Outside the cave, kill two goblins. Inside the cave, the first large room has two Ogres and a pit in the center of the room. In the bottom of the pit is a tunnel, going southeast. Go down that tunnel to an intersection. Continue southeast from there, to a room with one Ogre. Exit that room southeast, and around a corner southwest, to a much larger room with four Ogres and a pit in the middle.

The northwest exit from this room circles around to the first room you came to. Ignore that route. Instead, drop down into the pit in the center of the room. Two tunnels lead off from the pit.

The northeast tunnel takes you back to the first intersection. Go southwest instead, through the very long tunnel. At the end, the "Redguard Valley Ogre Chieftain" waits for you in a small room. On his corpse, you will find the "Honorblade of Chorrol".

Now the game will offer you two choices. You can return the blade to Fathis Ules, for a 1,500 gold coins. Alternatively, you can go to Castle Chorrol and speak with Laythe Wavrick, the Chief Herald. Give him the stolen sword, and he will give you the Escutcheon of Chorrol. This magnificent shield will give you + 10 to your Endurance *and* Reflect Damage 35%.

If you returned the sword, visit Guilbert Jemane, at Weatherleah, for an extra reward of Soul Stones.

TEARS OF THE SAVIOR

Go to Leyawiin and speak with S'drassa in the Mages Guild. When you get a chance, ask the brown hooded Khajiit about "Garridan's Tears". He wants you to acquire some for his collection. Now go to the Arcane University and speak with Julianne Fanis. Then go to the First Edition bookstore in Imperial City and buy the book "Knightfall". Now Frostfire Glade is marked on your world map.

Now go back to Julianne Fanis, at the Arcane University. Buy some Refined Frost Salts from her. These will act as a key to a special door. If you have little protection against frost, you should see S'drassa again. He will give you five potions that will give you temporary immunity to frost.

Now you are ready to go to Frostfire Glade. Go through the front door and kill four bears, even before you get to the only room in the cave. In the room are a lion and a very unusual looking door. With the Refined Frost Salts in your inventory, Activate the door. On the other side is a circular forested area with a large frozen crystal in the center. Lure the Frost Atronach "Gladelord" away from the white frosted area, using a ranged spell or arrow, and then kill him. Now pick up the white "tears" from the frosted ground. They are hard to see. Four of them are on the flat ground around the crystal (one behind a rock). The fifth one is at the base of the giant frozen crystal. Return the tears to S'drassa for a reward of up to 2,500 gold coins. The exit door is to the southeast.

THE ARENA

The Arena district is located on the east side of Imperial City. The Arena is open for business, for betting and fighting, from 9 A.M. to 9 P.M. every day. Hundolin, is the gatekeeper at the entrance to the Arena. He also takes bets on either the Yellow or the Blue team for 25, 50 or 100 gold. The game randomly equips the fighters for each team. You can lose as easily as you can win. Luck plays a part.

If you want to fight, go left from Hundolin, then down the stairs into the Bloodworks. Find Owyn and ask him about joining. You pick either Light or Heavy equipment, and fight with what you get. You may wear your own helmet and use any shield or weapon you prefer. You may also use spells.

Put on the armor you have selected and then speak with Owyn. He will tell you whom you are fighting and then he will send you to fight for the Blue team. You may not place a bet on yourself. You may fight twenty-two levels of, increasingly more difficult, opponents.

After the last fight, when you have defeated The Gray Prince, you become Grand Champion of the Arena. Ysabel Andronicus will continue to arrange fights for you - against wild beasts and monsters. The game keys your reward to your level. You may fight once every game week.

As Grand Champion, you will attract an Adoring Fan. This youngster will follow you around, pestering you incessantly. If you get tired of this and kill him, the Adoring Fan will regenerate in front of the Arena. Do not kill him where anyone can see the act.

South of the Arena, find a Redguard and an Argonian sparring most of the day. Stand and watch them for a few minutes to receive a +5 bonus to your Hand-to-Hand skill.

THE COLLECTOR

This is a big quest. You must acquire ten Ayleid Statues from ruins all over Cyradiil. To begin the quest, you must already have one of the artifacts in your inventory. The first one is easy. Go to the Ayleid ruin of Culotte. Check your world map. It sits on the east bank of the Upper Niben Bay, just northwest of the "T" in "The Yellow Road".

At the first intersection, go down the steps to the southeast and step on the pressure plate. This opens the door at the start of the long raised causeway that you will find when you take the northeast fork. Go all the way along the causeway to the end. Keep moving, because part of the causeway will collapse leaving behind a gaping hole. Then go down the steps to the room below. Kill all the zombies you see. Continue straight through the field of tombs to the smaller room at the northwest end of this larger room. Inside the smaller room is the Ayleid Statue. You may return the way you came or by way of the doorway on the northwest wall of the big room.

Now go to the Talos Plaza District of Imperial City. Just northeast of the dragon statue is the door to Umbacano's Manor House. At night, the locked door has a red icon on it. Wait until after 9 A.M. and the icon will turn white. Go inside and the butler, Jollring, will speak with you. Ask him about "Umbacano". Show him the statue and then follow him upstairs to Umbacano's quarters. Give Umbacano the Ayleid Statue and he will pay you. Now the quest has truly started.

Fanacus

Go to the Ayleid ruin of Fanacas, which sits north-northeast of Cheydinhal. Look on your world map and find Lake Arrius. Fanacas is due east of the northeastern tip of the lake. On the other side of the entrance door is a metal gate that opens into a huge, flooded room. The room has a complex series of causeways raised above the water. Go down the causeway in front of you until you get to the corner.

Beyond the corner are four blade traps. As you get near each one, it will fall from the ceiling onto the stone. If the blade hits you, it will deal major damage to you. Run past each one as it rises back up. However, do not run very far. There is not much space between each of the blades.

Beyond the blades is a pressure plate that opens the gate ahead. The room past the gate has two vampires, two coffins and one cask. East of this room is an access to the flooded part of the big room below the causeway. Instead, step on the pressure plate in the northwest corner of the room to open another gate. Past the gate is another piece of the causeway.

Zigzag along the causeway until you get to a pressure plate. Step on the plate to open the next two gates. Past the first gate is the area at the bottom of the entrance steps. You have come full circle. However, now the gate to the northwest is now open. This leads to another part of the causeway.

Walk along this section until you get to a pressure plate. The room beyond has two coffins and two casks and a vampire. The southeast corner of this room has another pressure plate. Step on it to open a gate to another piece of the causeway. However, this one is a dead end.

At the broken part of the dead end causeway, jump into the water and swim, underwater, through the opening to the northeast. Go up the stairway, out of the water, to the top. There you will find the Ayleid Statue. Exit this small cubicle to the south and then west. Walk along the causeway to the last pressure plate. Beyond the door is the "Vampire Patriarch". Kill him and then check your local map. You are close to the exit. You may take the statue to Umbacano after each one has been collected, or take them all back in the same visit.

Mackamentain

On the east side of Niben Bay from Bravil, and north of Silverfish River is a small kidney shaped lake. The Ayleids built Mackamentain on the north shore of that lake.

Inside the front door, marble steps lead down to a pressure plate. Step on it to open the iron gate. Beyond the gate is a huge room. Kill any undead you see and then push the buttons on the northwest and southeast walls of the room. These buttons will raise the cages over the Varla Stones, so that you may collect them. Exit this room through the hallway to the northeast.

Step on the next pressure plate to open the next gate. Past that gate, you will enter a room with a rising stone trap. The stone is marked with a smear of blood. Jump across one of the corners of the trap, and then go through the "Stone Door to Tombs of the Undead".

Past that door is an intersection. Left (northwest) leads to an enclosed area containing numerous tombs and undead. You can collect treasure and experience points, but there is no other reason to go in there. At the top of the stairs (northeast), is a narrow rock bridge passing northwest across those tombs. Take that bridge to arrive in a huge empty room with a pressure plate in the center. Step on the pressure plate to cause a stairway to rise up. Go to the top of that stairway. At the top, you will find two poison vents and one locked cask. Then go through the northwest gate.

Inside the next room, kill the undead and open the locked cask. Then go up the double stairway in the northwest corner of the room. Kill any enemies at the top and then go through the "Stone Door to Necromancer's Asylum".

The next room is enormous. Carefully bypass the stone pit trap on your left. A necromancer guards the next part of the room, along with a few undead. On an altar in the center of the room is the Ayleid Statue you want. Pick the lock on one of the two gates on the northwest wall, to open a shortcut out of the ruin. Press the button in the next room to open a rock panel. Beyond, is the huge room from where you started. Exit to the southwest to leave the ruin.

Moranda

Look at the northern part of your world map for the words, "The Orange Road". Moranda is just south of the word "The". On an imaginary line between Castle Chorrol and Castle Bruma, Moranda is at the halfway point. Before you go, prepare for poisonous fumes. You have two ways to proceed, inside this ruin. After you enter, at the bottom of the first stairs is a four-way intersection. A rock fall has blocked the northwest fork. To the southeast is a locked gate.

If you want to complete the collection of this statue quickly, and miss most of the enjoyment this ruin has to offer, take the southeast fork. Then pick the lock on the metal gate. Go straight through the next room and along the hall to the "Stone Door to Moranda Abaspania". The room beyond is full of greenish poisonous gas. In the first room, take the left exit. The Ayleid Statue is in an alcove on the southwest wall of the next room. For extra credit, take a Varla Stone from its cage in the room southeast of the statue room. The button to open the cage is in an alcove on the southwest wall, along with a locked cask, containing a key to the gate you already picked. Return the way you came and exit the ruin.

However, if you want a more fulfilling experience, go down the long northeast corridor. You will come to another four-way intersection. To the northwest is a locked gate. The northeast is a dead end. To the southeast is a passage where a rock fall has crushed the locked gate. Go that way to get to large room with one Ayleid cask, protected by monsters. From here, roots have blocked the exit to the southwest. Instead, take the southeast stairway. At the top is a "Stone Door to Moranda Aratase".

On the other side of the door is a huge room with both an upper and lower level. Go up the stairway to the northwest and kill the monsters patrolling nearby. Ignore, for now, the steps going down to the other side of the room. Instead, go northeast along the raised causeway. Clear monsters as you go all the way to the end. Turn right (southeast) at the end, and go until you reach a small room off the southeast wall.

Inside that small room, is a Varla Stone cage that may still contain its stone. A pressure plate opens the cage. Then backtrack a bit, until you find a corridor going northeast. This is one of two such corridors connecting to a small room with a locked Ayleid Reliquary. Then, back out in the huge room; find a hallway running off the northwest corner going to another cask.

Finally, return along the raised causeway to your starting point. Now go down the stairs to the northwest and continue in that direction, through a tunnel. This leads to a "Stone Door to Moranda".

Beyond this door, stairs go down to another large room containing a locked cask in the northwest section of that room. To the southeast, notice a pressure plate that opens a gate to the area with the crushed gate. You have come full circle. However, do not go that way. Instead, from here go into the adjacent room, to the southwest. From that adjacent room, take the northwest exit to a "Stone Door to Moranda Abaspania".

Past the stone door, go down two sets of stairs to the poison gas vents room. This room has two exits. The exit to the northwest is the long gas-filled way to the Ayleid Statue. The northeast exit is the short way to the statue. Unless you are immune to poison gas, take the shorter gas-filled route. The statue you want is on a column on the southwest wall.

For extra credit, exit the statue room to the south. This next room is identical to the statue room. Continue through this second room to the exit on the northeast. The room beyond has a Varla Stone in a cage. The button to raise the cage, and a cask containing the exit key, is in an alcove on the south wall. Retrace your steps south to the second room and then south, up the stairs and out of the gas.

At the top of the stairs is a "Stone Door to Moranda". Beyond that door are two more sets of stairs, going up to a room with monsters. A gate will open, using the key from the cask. At the top of the next steps is the first intersection you came to. Go up the steps to the southwest to exit the ruin.

Ninendava

Southeast of Bruma and halfway to Chorrol is Ninendava. Walk west, from Bruma's north gate. When you get to the first intersection, turn right (northwest). Continue past Boreal Stone Cave. You will come to a rope bridge. Cross to the other side and then turn left (west). Continue along the road, crossing another rope bridge, until you find Ninendava north of the road. You can see Sanctre Tor just to the southwest.

Ninendava is full of vampires and zombies. You have two ways to go here. If you are a competent lock picker, turn left (west) at the first "T" intersection, and then go up the stairs. Pick the lock on the gate and go pick up the Ayleid Statue.

If your lock picking skills are less than stellar, you must acquire the key to that gate. At that first "T" intersection, go right (east) instead. This route leads down and along a hallway lined with treasure cubbies on both the left and right sides. The room at the west end of the long hallway has one locked coffin and two unlocked coffins, containing treasure. The room to the west of that has a wooden table with the "Ninendava Gate Key" and a locked cask.

When you have the key, retrace your steps all the way back to the "T" intersection. This time take the west fork, up the stairs to the gate. Unlock the gate with the key and take the Ayleid Statue from the alcove on the west wall.

Vilverin

East of Imperial City, on the other side of Lake Rumare, is Vilverin. Two bandits live outside the ruin. Once you get inside, the upper levels contain even more bandits. The lower levels have no bandits. They contain the walking undead. Past the entrance, go down several sets of stairs until you see a trip rope. This releases two spiked balls on chains. Activate the rope to drop the balls. Beyond the next set of stairs is a large two-level room containing three bandits.

Kill the two bandits on the upper level and then search the room for two locked chests. On the south wall is a tunnel leading to a room with another locked chest.

Then drop down to the lower level and kill the bandit down there. The sleeping quarters of the bandits is the next room below. You will find at least one more bandit here. The exit from this room leads to a "Stone Door to Vilverin Canosel". On the other side of the door, find the last bandit near the small room with a cask on a stone pillar.

From the cask, go west and step on the pressure plate. A part of the stone wall will open. The room beyond has a low pillar with a corpse lying on top of it. You have two new exits from this room. They merge with one another later on. Go west and step on the pressure plate. Another part of the stone wall will open. Go through that opening and zigzag through the corridors until you get to another pressure plate, that opens yet another stone wall. You will come to a large room with multiple enemies and a pool of water in the center.

If you want the full tour, go down the steps into the water. Underwater is a locked treasure cask. Continue swimming underwater, north up some steps into a dry corridor. At the top of the steps is an intersection. The south fork goes along a balcony above the room with a pool. Then it merges with the room containing a low pillar with a corpse lying on it. The east fork goes to a dead end hallway containing four locked doors. Two of the doors have treasure casks behind them. Vilverin is a great place to work on your lock picking skills. Now return to the room with a pool.

From the room with a pool, exit to the west and go through the "Stone Door to Vilverin Wendesel". Beyond the door, a hallway leads to an obvious falling stone trap. To pass it, creep along the left or the right side of it. There is just enough room. Continue west to another "T" intersection. The south fork goes to a large room with two unusual stone columns in the middle. Each column has three buttons that open three corresponding doors on the left and right sides of the room. Five of the buttons release an imprisoned monster. One contains a cask with the "Vilverin Chamber Key". The button with the key is the one on the upper right.

Use the key, or pick the lock, on the gate that exits to the west. In the next room is a Varla Stone in its cage. The button to raise the key is on the balcony above. The access to the balcony is through the eastern tunnel. After you get the Varla Stone, go back up on the balcony and then through the "Stone Door to Vilverin Sel Sancremathi".

Beyond that door, up the stairs are three swinging blade traps. They start swinging when you get to the narrow part of the corridor where you can see the Ayleid Statue. After you get the statue, go west. The other two directions lead to dead ends and a reward of minor potions. At the top of the western stairs, kill Jalbert. In this room, near the Ayleid Reliquary is a "Vilverin Sepulcher Key".

Use the key to open the gate, upstairs to the north. Go through the "Stone Door to Vilverin" at the top of the stairs. Jump down and then exit the ruin to the west.

Welke

Look on your world map to find the Panther River east-southeast of Bravil. Welke is located just southwest of the "P" in "Panther River". This ruin is notable for having the most Welkynd Stones of any single location in the game (58).

At the bottom of the entry steps is a "T" intersection. To the northeast is an easy locked gate. I will come back to it later. Instead, turn left (southeast) and up a stairway until you come to a bridge overlooking your starting position. From here, continue southwest to the next intersection. If you continue southwest, you will go up some stairs to a small room with four poison gas vents and an Ayleid cask. Back at the intersection, if you go northwest, you come to another intersection.

If you continue northwest, you come to an apparent dead end containing a locked cask. However, if you take the right fork (northeast), you will come to a pressure plate that opens part of the wall in the dead end corridor. While you are near the pressure plate, loot the two casks. Then backtrack to the now open passage to the northwest.

Past the opening, kill the undead wandering around, and enter the enormous room beyond. You are standing on a balcony that surrounds a recessed area in the center of the room. Clear the entire balcony of enemies. Open the cask in the southwest corner. Then go down the steps on the northwest side of the room into the open area below. Waste no time looking for treasure down there. Instead, exit through the "Stone Door to Welke Ceyede".

Beyond that door, at the first intersection, turn right (southwest). Then go through the northwest tunnel to the room beyond. The room contains monsters and two exits. The southwest exit is a dead end with no treasure. The northwest exit goes down some stairs to a balcony overlooking a room containing a pool of water.

Ahead of you is another intersection. The northeast fork takes you, eventually, back to the first locked gate inside the ruin. Follow a long corridor down steps to a hallway with small rooms on both sides. You can access each room from either of two unlocked gates.

If you continue northeast from here, then go southeast and then northeast again, you will come to the "Stone Door to Welke". Beyond that door is a corridor to a set of three swinging blade traps, and then a room at the bottom of the steps behind the easy locked gate at the beginning of the ruin. You will have come full circle.

Instead, back at the intersection, take the northwest fork down to the room with a pool. Go into the pool and swim underwater until you see some steps going up, out of the water. If you want some good treasure, open two locked underwater casks here.

At the top of the steps, you come out of the water and into battle with monsters. Moreover, as you cannot Sneak underwater, they know you are coming. After you have defeated them, step on a pressure plate next to the northwest wall to release another monster. Loot the cask he was guarding.

The southeast exit from here leads to another pressure plate. This opens a passage that will take you back to the balcony overlooking this room, and an exit from the ruin. Instead, take the southwest exit to a "Stone Door to Welke Edesel". Beyond that door is another big room containing a defender, the Ayleid Statue you want, several casks and a Varla Stone high on the southwest wall. Knock the stone down from its holder with an arrow or a spell. Then leave the ruin, by swimming underwater again, using the pool room balcony exit, or take the southeast exit from the previous room. Check your local map to help navigate your way back.

Wendelbek

Refer to your world map and find the Panther River. You can find Wendelbek north of the "t" in "Panther River", which is southeast of Bravil. For a cross-reference, draw an imaginary line east from the "V" in "Nibenay Valley". Go to where the two lines cross.

From the entrance, go along the balcony until you can turn left (east). Go through the gate there. Inside is one of the necromancers who inhabit this ruin. Kill him and then loot the room for two soul gems and a locked cask. On the east end of this room, push the button to open a very small cell with containing three undead and a treasure cask. Then go back out onto the balcony.

Pick the lock on the door at the south end of the balcony. Beyond the door, go to the first intersection.

If you cannot pick the lock, jump over the balcony to the room below. The center of the room contains a large black square vent that will spew poisonous gas when you get near the vent. To make things more interesting, a rising wall trap will enclose you in with the gas. The trap extends all the way to the pillars on either side. To avoid the trap, jump over two corners of the trap to the area beyond. Then kill the defending necromancer. Then exit the room to the northwest, through a hall. Past the hallway is a large angular room full of poisonous gas from thirteen vents on the floor. Run through this room and up the stairway on the east wall. You will find yourself at the intersection just past the door you could not open. Then make a mental note to get better at picking locks.

From the first intersection, take the west corridor and zigzag along the balcony until you find the "Stone Door to Wendelbek Aldmerisel". Past this door is a pressure plate that opens a gate to a balcony overlooking a huge room. A large square stone block in the center of the room rises from the depression below the balcony. Two necromancers guard the altar at the top of the block. Jump down into the pit and find the stone column that houses a button. Push the button to raise several stairways. Go up one of them, kill the defenders and loot the Varla Stone and the locked cask.

Go back up on the balcony and go around to the west wall. A locked gate here leads to a necromancer, a cask and two soul gems in a small room.

Still on the balcony, find a stairway in the northeast corner. Go up the steps and along a corridor. At the end, are another necromancer and a button to unlock the exit gate that leads to a "Stone Door to Wendelbek Sel Aran Mathmedli". Go back down to the balcony and through the door.

Past the stone door is another balcony, overlooking another large room. Go left, along the balcony, and then down some steps to an archway. Beyond the arch, a Dark Welkynd Stone on top of a tall pillar will begin shooting energy pulses at you. The stones glow red when they have detected you. If you run and stand next to the pillar, it cannot hit you. From the arch, run left into the next hall.

Here, you should see a button to the south, on the wall in front of a gate. Push the button to open the gate and then turn right along the balcony to get the Ayleid Statue.

If you go left along the balcony instead, a set of closely spaced falling blade traps will mince you in seconds. The traps begin just past a second button. I have not been able to determine what this second button is supposed to do. To add insult to injury, the room beyond contains only a necromancer, a few Welkynd Stones and a locked cask. Jump to get to the cask on the east wall.

Instead, go back to the previous corridor and go north. It will turn east and then south, down some steps to a locked gate. If you pick the lock, you will access the floor below the blade traps. The archway to the east contains a necromancer, a locked cask and two soul gems.

The exit to the south leads to a room with a falling stone trap and two casks. Exit this room through the "Stone Door to Wendelbek Silaseli". Beyond that door is a wide hallway lined with Welkynd Stone columns. In the hallway are two necromancers. Beyond the hallway is a large empty room with a pressure plate in the middle. Activate it to raise a set of stairs going up. At the top of those stairs are two Varla Stones, a cask, and more Welkynd Stones. Go through the gate at the top.

Beyond the gate, zigzag through a long hallway to a pressure plate, that opens a gate. The large room beyond has a Necromancer Adept. Kill him and loot his Ayleid Coffers, a locked cask, many more Welkynd Stones and two soul gems. Exit on the west wall through the "Stone Door to Wendelbek". Past the door is a stone tunnel with a pressure plate. Then exit along the balcony to the west.

Wendir

Refer to your world map and find The Black Road, just south of Chorrol. Find the ruin of Wendir just south of the "c" in "Black". For a cross reference, draw an imaginary line west from Fort Carmala. The fort is also south of Chorrol. You will find many undead inside Wendir and many locks as well. You have two ways to go through this ruin, the quick way and the better way.

1. The quicker, but less satisfying, way to get this statue is to start by jumping over the balcony at the bottom of the entrance stairs. You will not need to pick any locks. In the very center of the room is a cask on a short pillar. Three rising stone traps guard three sides of the pillar. If you want open the cask, stand on the side of the room without a trap. Then, as you move close to the cask, two secret rock panels on the east and west sides of the room will open. This will release several undead for you to deal with. Then you may open the cask. Exit the room south, down a triple staircase.

Then pass through a large room and down a double staircase. Then go through a "Stone Door to Wendir". Then cross a room with a pit trap in the middle. Go up the long stairs on the other side of that room to an area with poison gas vents. Then go up some stairs to the north. On the balcony at the top, find a gate to the south. Push the button to open the gate. Kill the undead defender and go right, from the gate, to get the Ayleid Statue. Then go through the west arch. You passed it just before you got to the gate. Jog quickly now, past the Dark Welkynd Stone shooting at you, and then up the stairs to the north. At the top, on the balcony, go through the "Stone Door to Wendir". At the top of the next steps, jump down and exit the ruin to the north.

2. However, if you want all of the Wendir Experience Points, take the long way home. From the entrance, go down two sets of stairs to a balcony overlooking a huge room. At the west end of this balcony, pick the lock on the gate. Past the gate, walk along the hallway, killing any undead you find. As you go south, you will pass three small rooms on your right. All of them contain locked casks with treasure inside. One of the casks is behind a locked gate. As the hall continues east, you will find another locked cask on the ground next to a Welkynd Stone pillar. When the hall turns south, you will find an unlocked cask on the ground, just before a "Stone Door to Wendir Nagasel".

Beyond the stone door, steps go down to a room with monsters. Find a locked chest to your left, on top of a stone coffin and just before you get to a square stone trap that falls onto spikes. Jump across two corners of the trap and then push the button to open the gate on the west wall. Beyond the gate is a hallway. Two skeletons hide in a small cubicle on the west wall. You will pass their cubicle just before you get to the pressure plate. That pressure plate opens a moveable stone panel, releasing the skeletons. Continue down the corridor to a locked gate.

Beyond the gate is a large room with poison vents and Dark Welkynd Stones. The floor plan here is very much like Wendelbek. Go north, along the balcony, past the "Stone Door to Wendir". Then go down the stairs to the arch at the bottom. When you go through the arch, the Dark Welkynd Stones will begin shooting frost spells at you. Quickly move east, through the next arch, to avoid damage.

Now go south, push the button and kill the undead guard on the other side of the gate. The Ayleid Statue is to your right, along with a locked cask, after you pass the gate.

If you were to go left from the gate, you could push another button to open another gate. Beyond that gate is a falling blade trap (three). The first blade may be disabled. If you continue down the balcony beyond the blades, you will come to a room with two defenders, a cask and seven Welkynd Stones. Both of the gates in this area have buttons on the inside as well as the outside, though I do not know why. At any rate, begin the next section of your tour at the hall in front of the first gate. From here, go north a short distance, then east and then south, down some steps to an area with poison gas vents.

Down here, find a tunnel going south, but detour around the corner west first, to open a cask. Then go down the steps of the south tunnel to a room with a pit trap and one cask. The south exit from this room leads to a "Stone Door to Wendir". Past that door is a double stairway. It goes up to a large room with undead and one cask. The exit from here is a triple stairway, going up to an enormous room.

This is the room you saw when you first entered the ruin. In the very center of the room is a cask on a short pillar. Three rising stone traps guard three sides of the pillar. Walk around the edge of the room to the side without a trap. Then, as you move close to the cask, two secret rock panels on the east and west sides of the room will open. This will release several undead for you to deal with. Then open the cask and exit the room. Unfortunately, there is no convenient exit from the ruin from here.

You must retrace your steps down the triple stairway, down the double stairway, through the stone door, through the room with the pit trap, up the long stairs, up to the area with the blade trap, through the two arches past the Dark Welkynd Stones, and up the north stairs to the balcony in front of the "Stone Door to Wendir". Shortly past the stone door, the passage ends. Turn to the north and then jump down. Then exit the ruin to the north.

Wenyandawik

Find Wenyandawik northwest of Bravil. On your world map, find "The Green Road". Draw an imaginary line south from the letter 'R', and go in that direction.

Inside the ruin, go down three tiers of steps and through a long entrance hall. The cubbies on both sides of the hallway have no treasure, so keep going until you come out onto a balcony. The huge room in front of you has a stone platform in the middle with two defenders. Steps go down to the depression, where there are more defenders. At the top of the platform is a locked cask.

Find another cask on the east wall of the balcony. The south "Stone Door to Wenyandawik Edesel" has a cask in a cubby and then a button to open a gate. Beyond the gate is a hallway to a small room with two defenders and two casks. Exit the room by pushing the button next to the north gate.

Beyond the gate is another small room with two defenders and a locked cask. Exit this room through the north gate to a hallway. The eastern "Stone Door to Wenyandawik" goes to the west wall of the big room from which you started.

Back in the big room; go through the northern gate by pushing a button. Then go through the "Stone Door to Wenyandawik". On the other side of the stone door is a hallway going left and right. To the right is a room with two defenders, one locked cask and two Varla Stones. Raise the Varla Cages by pushing two buttons, one on the southeast wall and the other on the southwest wall.

Left (west) from the stone door is a long hallway. As you approach the first visible cask, on your right, a stone panel will open on your left. This releases an undead defender for you to deal with before you open the cask. Go inside his prison to open that cask as well. As you continue west, down the hallway, a gate will lock behind you. Find a locked cask just beyond the gate.

As you continue west, down the hallway, a stone panel will open in front of you, at the end of the hallway. A defender is standing there waiting for you. After dealing with him, notice that you are standing at another intersection. To the left is a trapped hallway with six swinging blades.

Instead, take the tunnel, behind where the enemy was standing. This leads to a locked chest on the right and a set of stairs on the left. At the top of the steps is a long room with a defender. Defeat him and loot the Ayleid chest on top of a low pillar. Nearby, on top of another low pillar is the Ayleid Statue that you came for. Exit this room to the south and loot the cask there. Then drop down to the hallway below, and bypass the swinging blade trap. Go through the nearby stone door to get back to the big room. Then exit the ruin up the steps to the east.

Return to the Talos Plaza District of Imperial City and go inside Umbacano's house. Jollring will lead you upstairs again. Speak with Umbacano about "Ayleid Statues". Select, from the dialog options, "Sell statue for 500 gold". Repeat this sequence for as many statues as you have in your inventory. After the third statue, you will get the "Nothing you can Possess" quest. Umbacano will walk over to his glass display case and put the statues in there.

THE FORLORN WATCHMAN

Go to Silverhome-on-the-Water and speak with Gilgondorin, the owner. Ask him about "The Forlorn Watchman". Then go to Bawnwatch Camp, southeast of Bravil. Wait there until 8:00 P.M. and see a ghost appear near the tent. If you try to speak with the ghost, it will not give you any reply. Instead, follow the ghost up the hill above Fort Irony, until it stops and peers across the water. At that point, the ghost will identify itself as Grantham Blakeley.

He wants you to free him from the "Mouth of the Panther". That is the place where the Panther River flows into Niben Bay, directly east of you across the water. Go there and find the broken ship, beached upon the rocks. Activate the hole in the side of the ship, to go inside. You must fight the spirits of the dead crew, two of them as soon as you enter.

Search the entire ship, killing spirits as you go. Down in the cargo hold, one of the spirits will have a key to the chains wrapped around a skeleton. These are the mortal remains of Grantham Blakeley. When you use the key, Blakely will appear and thank you for releasing him.

In gratitude, he tells you about a treasure map leading to a submerged chest. Find the map behind the post, to which the mutineers tied the skeleton.

Follow the green arrow on your compass, to find the treasure. Blakeley hid the chest in a cluster of rocks on the bottom of the river; near a dock.

THE GHOST SHIP OF ANVIL

Go to the Anvil docks and aboard the western-most of the two ships in port. Speak with Varulae, the woman on deck. She wants you to retrieve a crystal ball from deep within the bowels of the ship. She will give you a key that opens the door behind her.

Inside, the Wraith spirits of the murdered crew will attack you. Kill them all and return the crystal ball to Varulae. She will reward you with an enchanted cutlass.

THE GRAVEFINDER'S REPOSE

Speak with Malene, owner of the Roxey Inn on the north shore of Lake Rumare. Find the inn on your world map, just north of the "a" in "Imperial City". She wants you to kill a necromancer named Raelynn, who lives in Moss Rock Cavern. The cavern is just up the hill, north of the Inn. The first room you come to has two exits. If you can pick the lock on the door to the northwest, you will find Raelynn in the room just beyond. Otherwise, go down the northeast tunnel until you get to another room. Kill the necromancer there and get his key. Use the key on the locked door to Raelynn's room.

Return to the Roxey Inn and Malene will give you a cash reward.

THE KILLING FIELD

Go to the Grey Mare in Chorrol and speak with Valus Odiil. Ask him about "Sons" and "Creatures". He wants you to help his sons Rallus and Antus, kill some Goblins infesting his farm. Now go to Weynon Priory, where you will find the Odiil boys standing on the road.

Ask Rallus about "Valus Odiil". Then follow the pair down the road to their farm. The two will stand in the middle of the vegetable garden. You should stand close to the two openings in the fence, on the east side of that garden. This is where the Goblins will come from. **Save your game.** When the Goblins try to run past you to get to the boys, whack them with your weapon. Then turn around and attack, from behind, the ones that got past you. Then go back to the holes in the fence. There will be a second attack. During a third attack, even more Goblins will surge through the holes in the fence.

After the battle, loot the Goblin corpses and pick some free vegetables. Return to the Grey Mare. Valus will give you a named frost-enchanted sword, Chillrend, if both boys survived.

THE POTATO SNATCHER

Go to the Faregyl Inn, just north of the "G" in "The Green Road", between Imperial City and Bravil. Inside, S'jirra wants you to find six stolen jumbo potatoes. She thinks you can find the thief if you go west. Follow your compass arrow to an Ogre. Kill the Ogre and take the potatoes from his corpse. Return the spuds to S'jirra. She will reward you with several loaves of her famous potato bread.

THE SIREN'S DECEPTION

Go to Anvil and speak with the nearest City Guard. Ask him about the "Gang". Then follow your compass arrow to Gogan's House. Go upstairs and speak with his wife "Maelona". When you can, ask her about "Gang", and then "Gang" again. Then ask her husband, Gogan, about "Gang".

Now go to the Flowing Bowl, on the Anvil city docks. Either Faustina Cartia or Signy Home-Wrecker will approach you. If your character is a male, the sirens will tempt you. If your character is a female, the gang will offer you a job with them.

Either way, go inside the Gweden farmhouse (marked on your world map) at 11:00 P.M. The front door will lock behind you. Faustina will speak with you. The game will not give you any option but to defend yourself against all three female thieves, Faustina, Signy Home-Wrecker, and Tsarina.

After you have killed all three thieves, Maelona and Gogan enter the farmhouse, dressed in uniforms of the Anvil City Guard. They have used you as bait, to help them eliminate the gang. Ask Maelona about the "Gang". She will pay you a few gold coins. Get a key to the basement, from one of the corpses and loot the basement.

THE SUNKEN ONE

Travel northeast of Kvatch, to find a recently abandoned farmhouse. On your world map, Shetcomb Farm is just below the "h" in "Kvatch". Feel free to pick as many vegetables as you wish. Then go inside and look in one of the bowls on the table for a page from a journal. J Slythe Seringi has gone to Sandstone Cavern to mollify the "The Sunken One".

Find Sandstone Cavern northeast of the farm. You must first kill a few monsters hanging around the doorway to the cave. When you get inside, the first room has a bear, a Will-o-the-Wisp, a chest and two exits. Both the southwest and the south tunnels will take you to the doorway that gets you to the lower level of the cave.

Go southwest, to find a room with two rats, a Spriggan, and a locked chest. Exit this room to the northeast, on the same wall as the entrance to the room. This tunnel loops around and becomes a canyon below a large room. Watch for a bear and a chest with a page from Seringi's journal on top. At the southeast end of this canyon is a "Wooden Door to Sandstone Big Rooms". To get the maximum reward from this quest, return to the room at the beginning of the cave, and then take the south tunnel. The only rewards for this quest are in the chests.

That south tunnel leads to a large room with a rat, a Will-o-the-Wisp, a Spriggan and a chest. This room exits south, and then through a tunnel that loops around to a large room. This is the room above the canyon. Clear the room of a Spriggan, and a Will-o-the-Wisp. Loot the two chests. Then drop down to the floor of the canyon and go through the "Wooden Door to Sandstone Big Rooms".

Beyond the door are a huge room, a pit and a locked chest in front of you. Kill the Land Dreugh in the pit and then loot the chest. Then kill the Minotaur on the other side of the pit. Go down into the pit and through the tunnel that exits west. This tunnel loops around to the northeast and then into a huge room containing an Ogre, a rat, a chest and some felled trees over another canyon. Jump across the canyon to the other side of the room, and then go through the tunnel on the north wall. This tunnel will take you to a big room with a pit, an Ogre, a Minotaur and three chests.

Return to the room with the canyon and drop down to its floor. There, you will find Seringi's corpse. He is carrying the last page of his journal. When you read it, the game will spawn a Storm Atronach just to the west of you, around the corner. Kill it, and then check your local map for a way outside.

THROUGH A NIGHTMARE, DARKLY

You must have finished the Bravil Recommendation for the Mages Guild. Speak with Kud-Ei, who is sitting on a bench on the first floor of that guildhall. She wants you to help free a friend of hers from a captive dream. Then tell her that you are ready, and follow her to Henantier's house.

Now speak with Kud-Ei *twice* more, to get the Dream Amulet. Then equip the amulet and sleep in the empty bed. When you get to Henantier's dream world, you will arrive naked. Speak with Henantier, and he will explain that he has been too fearful to go through any of the four doors that exit the small red-tinged room in which the dream has him trapped.

To see a little better, stumble around until you find a crate with two torches inside. Then explore the upstairs and downstairs until you know the layout of the place. Find some potions downstairs, and some clothing, but nothing like the armor and jewelry you lost. Resist the impulse to knock the annoying Henantier unconscious. Now you must face four difficult challenges.

Upstairs, go through the door of Patience and open the Ayleid Cask on the other side. Inside, is a map of sorts that shows the safe squares in the three dart traps that you will find ahead of you. Walk forward until you get to the first trap. You will see a small field of stone pressure plates. If you step on the wrong plates, darts will seriously injure you. If at any time you find your health dangerously low, use the Wait function for one hour, to restore your health.

Look at the smallest diagram on your trap map (top) and note the symbols that look most like a "T". Those represent the safe squares. Now step on the second square from the left, go forward one square, go left one square, and then go forward two squares to get to the other side. Now move along the pavement to the second trap.

Look at your trap map again. In the center diagram, the symbols that look most like an "M" represent the safe squares. Stand on the third square from the right, go forward one square, go left two squares, go forward two squares, go right one square, go forward one square, go right two squares and then go forward one square to get to the other side. Now move along the pavement to the third trap.

Look at your trap map again. On the bottom diagram, the symbols that look like a lamppost with arms represent the safe squares. Stand on the third square from the left, go forward two squares, go right four squares, go forward two squares, go right one square, go forward two squares, go left three squares, go *backward* one square, go left four squares, and then go forward two squares to get to the other side. Then pick up the Element of Patience. The game teleports you back to Henantier.

Now go through the door of Perception. Take a torch from the Ayleid Cask. Walk along the uneven stones. Jump over the metal pressure plate, or be crushed by boulders. Then jump onto the wall of a circular stone well. Time your run between the blades, until you can dash across the poison vent field to your north. Continue along the stones until they turn a corner. At that point, jump over another metal pressure plate. Now move to the start of a falling blade trap.

Five metal blades will begin falling down and up when you get close enough to the first one. When the first one falls back down walk close to it and wait until it rises again. Then quickly run underneath it to the next blade. Wait until the second blade rises, and then run to the third blade. Do the same with the fourth blade. However, be very careful when you move past the fifth blade. Just the other side of it is another metal pressure plate. If you step on it, boulders will crush you inside the circular area beyond. So, jump over the pressure plate when the fifth blade rises up.

Continue along the bumpy path, avoiding four stone pressure plates, until you can pick up the Element of Perception. The game will then teleport you back to the room with Henantier.

Now go through the door of Courage. On the other side, wade through some water until you find the Ayleid Cask. Inside, find a potion that will refresh, for 30 seconds, your ability to hold your breath underwater. Now go north, and then swim underwater through the tunnel, until you get to the second Ayleid Cask. Inside, find another of the same kind of potion you got in the first cask. If you hold off using these potions until your blue air meter is halfway down, the potions will last longer.

From the second cask, swim ahead until you get to a hole going down. Swim straight down for a long way, until you get to a "Wood Door to Grotto of Courage". On the other side of the door, you will arrive at the surface of a pool. Swim over to dry land and pick up the Element of Courage. The game teleports you back to the room with Henantier.

Now go through the door of Resolve. Open the Ayleid Cask, put on a suit of armor and equip a weapon. Do not get greedy. You will not be able to keep anything you find inside this dream world. Just ahead of you are two Minotaurs. Defeat them, and then go up the newly risen stairway and pick up the Element of Resolve. Back with Henantier, speak with him again. The game will teleport you both back to his bedroom. Speak to him again and he will give you a few scrolls as a reward.

TWO SIDES OF THE COIN

Go to Bruma and ask a City Guard about "Rumors" and "Jorundr". Then go to Arnora Auria's house, behind Bruma Chapel. Ask her about "Jorundr" and "Stolen Goods". If her Disposition toward you is 60 or above, she will tell you about a robbery in which she was involved. She will give you half the plunder if you can get her former boyfriend to tell you where the gold is.

Now go inside the Great Hall of Castle Bruma. Once you are inside, turn north, through the barracks doorway. Then turn west, through the door to the dungeon. Past that door, go downstairs and speak with the Bruma Jailor. Ask him about "Visit a Prisoner". He will grudgingly get up from his table and follow you to Jorundr's cell. Speak with him through the bars. He thinks you are working for the guards, and will not tell you where he buried the gold.

You must be arrested yourself, to get inside the cell with Jorundr. Then he will confide in you. Punch the guard in the face just once, and then ask to go to jail.

Once the guard has locked you in the cell, speak to Jorundr again. He will tell you to kill Arnora Auria, because she is the reason that he is in jail. Then he will tell you where he buried the gold.

Now you must get out of jail. You have two options. You could sleep in the cot, to serve your sentence. Be aware, however, that for every 100 gold coins in your bounty, you spend one day in jail. In addition, for every day you spend in jail, the game selects one of your skills at random and reduces its value by one point. Obviously, this feature of the game can undo a lot of your hard work.

Your other option is to break out of jail. You have only one Lockpick. Save your game before you try to pick the lock on your cell door. As soon as you are successful, of course, the jailors will try to re-arrest you. Before they can do so, run into the next room, where you first spoke to the Bruma Jailor sitting at his table. Quickly open the chest on the south wall and put on your gear. Now let them arrest you, and then pay the bounty. They will let you walk out of the dungeon a free person.

Now return to Arnora Auria's house. Again, you have two choices. You could kill her, as Jorundr wishes. However, this will likely get you arrested once again. If you do this, get the key from her corpse and open the chest downstairs, next to her bed. The genuine Family Amulet is in the chest. Then return to the jail and show Jorundr the amulet. He will tell you where he hid the gold.

Alternatively, you could tell Arnora what Jorundr wants you to do. She will suggest that you take the amulet to Jorundr, and then lie to him about her death. She will give you the key to the chest downstairs, next to her bed. Get the genuine Family Amulet from the chest, and then go back to the jail. Show Jorundr the amulet and then he will tell you where he hid the gold.

Now the location of the stolen gold is on your world map. Find the treasure chest just outside the north gate. If you killed Arnora, the gold is yours to keep without further effort on your part.

If you lied to Jorundr, you will find one of the jailors waiting for you. Tyrellius Logellus overheard your conversation with Jorundr. Now Logellus tells you that he is going to kill you and take all the gold for himself. Disabuse him of this notion. Then get the treasure from the chest and go back to Arnora's house. Only now, will the quest finally end.

UNFRIENDLY COMPETITION

Go to the Imperial City Market District and find Jensine's Just like New Goods. Ask her about "Thoronir". Jensine and her fellow merchants have created a cartel of sorts. They fix prices for all goods sold in all the stores. Thoronir is a thorn in their side, because he will not join the cartel and he is constantly undercutting their prices. They want you to find out how he does this, and stop him.

Now go to Thoronir's store, The Copious Coinpurse. Ask him about his "Inventory". He politely refuses to tell you where he gets his merchandise. Go back outside and wait until 6:00 P.M. Thoronir will leave his house and go to The Merchant's Inn, the Arboretum or some other place and then stay there until just after 11:00 P.M. When his quest arrow stops moving, advance your clock to 11:00 P.M.

Then follow Thoronir to a rendezvous with a young blond haired man. The meeting takes place in a garden behind Thoronir's store. Walk up close enough to hear the discussion between the two men. When the talk is over, follow Agarmir to his house, in the Talos Plaza District.

Wait for Agarmir to leave the house and then break in. Morndas through Turdas, he will leave at about 4:00 P.M. and return at 8:00 P.M. On Loredas and Sundas, he will be gone from 8:00 A.M. to 8:00 P.M. On Fredas, he leaves at about 5:00 P.M. and returns at 7:00 P.M. **Save your game** before you try to break into his house. The City Watch heavily patrols this area. Crouch into Sneak mode, and then wait until the targeting reticle is *not* glowing bright yellow, before you attempt the pick.

When you get inside, pick the lock on the basement door and go down the stairs. Look for a red book named the "Macabre Manifest", and then take it. If the City Watch catches you breaking in, quickly pick up the book, pay the bounty and leave. Alternatively, you could load the save and see if you can break in without the guard catching you. When you have the book, show it to Thoronir.

Then go to the Palace District of Imperial City. An upscale graveyard surrounds the palace. Follow your compass arrow to a recently opened tomb. Inside, Agarmir and an associate wait for you. They have *not* been robbing a grave. They have been *digging* one - yours. Defend yourself and then loot their corpses. Ironic, is it not, that you are doing the same thing that Thoronir has been accused of?

Take the shovel that is leaning against the wall. Then return to Thoronir and let him know what happened. Then return to Jensine and let her know what happened. She will give you some gold.

VAMPIRE CURE

If you already have Prophyric Hemophilia (Vampire Disease), then follow this quest to find a cure. If you do *not* have the disease, but need to have it so that you may complete this quest, then go to anywhere vampires live. A good choice would be Memorial Cave, just southeast of Imperial City, on the east bank of Lake Rumare. Have a melee fight with any vampire to get the disease. Then wait three full days and sleep in a bed. When you wake up, you will be a vampire. To check the various benefits and weaknesses you have for any disease, look at "Active Effects", in your journal. Sunshine will be deadly to you. Do not go outside, *or use the Wait function*, between 8:00 A.M. and 8:00 P.M.

Now go to the Arcane University lobby and speak with Raminus Polus about "Cure for Vampirism". He will send you to Count Hassildor, in Skingrad Castle. When you get there, speak with either Mercatus Hosidus or Hal-Liurz, whichever one you find in the main lobby. The count will come down the stairs and tell you that he too seeks a cure for vampirism, for his wife.

Now check your world map for Drakelowe, well south of Cheydinhal, along the east bank of the Carbolo River. Inside the house, speak with a witch named Melisande. Ask her about "Cure for Vampirism", "Argonian's Blood" and "Vampire Ashes". She will agree to brew you a cure for vampirism if you meet certain conditions. First, she wants five *empty* Grand Soul Gems.

If you have been flagrantly selling or using them, instead of collecting them, then you must find or purchase them. Check with all the vendors in all the guildhalls. Check the Mystic Emporium in Imperial City. You might also have to complete a few more quests to find some Grand Soul Gems. At any rate, when you have five of them, speak with Melisande again.

Now you must go on a scavenger hunt, of sorts, to find the ingredients for the cure. First, go to Veyond Cave, which is due north of Bravil. Look on your world map, and you will find the cave just east of "Il" in "Nibenay Valley", right next to the water. Inside the cave are Argonian Tribesmen. Equip the special knife that Melisande gave you. Go inside the cave and slash one of the Argonians with the knife. Then run back outside before the rest of the tribe attacks you.

You will also need five samples of Nightshade, six samples of Garlic and two samples of Bloodgrass.

Visit the mage guildhalls in every city for Garlic and Nightshade. You may also find them in stores like The Main Ingredient and the Gilded Carafe, in Imperial city. The bandits outside of Vilverin, northeast of Imperial City have Garlic hanging off their tent. Nightshade grows all over Cyrodiil. Bloodgrass grows in Oblivion worlds. It also sometimes grows around the outside of Oblivion Gates, even if you have already closed the gate. Half a dozen sprigs of Bloodgrass even grow in the Frostrag Spire garden.

The only ingredient that you must kill for, are the **Hindaril Vampire Ashes**. Melisande will not accept any other kind of vampire ashes. Your world map should have a red arrow marker on the Panther River, northeast of Leyawiin. The cave you want, mislabeled Redwater Slough, is on the west bank of that river, just north of the first "R" in "River".

As soon as you enter the cave, you find yourself in a big room with a pit in the middle. On the other side of the pit are two coffins with treasure inside. Then drop down into the pit and walk along the tunnel heading east, until you come to a "T" intersection. The south fork will take you to a flooded tunnel, which goes a short way east to a dry room. Kill the vampire in there and then open the chest to get the "Redwater Slough Key". Take two torches from a barrel.

Just to the east of this room is a side cave, guarded by another vampire. Kill him and loot the chest and the locked chest. Then jump back in the water and go west, back through the tunnel, to the intersection. Now take the north fork, until you get to a locked "Wood Door". Your key will open that door. Beyond that door is an intersection. The north fork goes only a short way, to a vampire around the next corner and no treasure.

The east fork goes through a dry tunnel to a small room defended by animated skeletons. Knock them down and continue through to the next intersection. A very short tunnel leads to your right, where another vampire waits in a very small room. The north fork leads to a small room where your primary target, Hindaril, awaits. Kill him, take his ashes, and then exit the cave. Return to Drakelowe and speak with Melisande again. If you have all the ingredients, she will tell you to wait twenty-four hours and come back. Do that and return for two potions, one for you and one for the count.

Now return to Castle Skingrad and speak with Mercatus Hosidus or Hal-Liurz again. Follow along to a secret stone door in the courtyard outside. That door leads to a secret "Old Wooden Door to Chamber of the Lost". Behind that door is a secret room where Countess Hassildor lies on a bed. The count and Melisande are also there. Speak to the count and he will take one of the potions. Now watch a long scene where the countess gets up and speaks to the count.

When the countess finally falls dead across the bed, speak with the count again. He will tell you to wait twenty-four hours. Wait in the castle lobby. Then speak with either Mercatus Hosidus or Hal-Liurz again. Wait until the count comes through the front door. He will thank you for your service and offer you a reward of up to 10,000 gold coins, depending on your level in the game.

WHEN THE VOW BREAKS

Travel to Anvil's north gate and then go a bit further north, to find Whitmond Farm. Speak with Maeva the Buxom about her husband Bjalfi the Contemptible, who has stolen a family heirloom, Rockshatter. She wants you to retrieve it for her.

Now go a bit southeast of the farm and find Fort Strand. Kill the Marauder guard outside and loot the chest. Then enter the front door and walk down a long hallway, through a gate, to an intersection.

Near the intersection, another Marauder is guarding the hallway. Now go southeast, to an "Old Wooden Door". Beyond the door are two Marauders, one unlocked chest and one locked chest. Exit this area to the southeast, down some steps, to a metal pressure plate. Just before the gate to the southeast, find another pressure plate. Beyond the gate, the passage goes down two flights of steps to an intersection.

The southeast fork takes you to an interesting diversion. You will come to a deep chasm where three wooden boards allow you to pass. On the other side of the boards, the tunnel drops down a long way to a campfire and a chest. Then walk further down the tunnel, until you see wooden boards again. Walk along the boards, as you zigzag down to the very bottom of the chasm. Loot the two chests there and then climb all the way back up to the intersection.

Now take the northeast fork, to the "Old Wooden Door to Fort Strand Great Dome". Past the door, go down two tiers of steps to a large room with three Marauders. One of them is Bjalfi. Take the Rockshatter heirloom from his corpse. The stairs on the northwest wall have *no* treasure at the top. This room has two exits. Avoid the northwest exit, as it *also* goes to a room with *no* treasure. Instead, exit this room southeast. This corridor circles around to a Marauder. Be wary of a pressure plate at the top of the steps, along the way.

You will come to a stone bridge. Do not approach it yet. Instead, loot a couple of chests in a dead end corridor to the northeast. Then return to the start of the bridge. Approach it very slowly. Part of it will collapse, down to the room with no treasure. Now you must jump to the next solid section of the bridge. Past that point, several boards cross the next gap. Warning, a pressure plate lies hidden on the ground beyond the boards. If you trigger the plate, three spiked cylinders will swing down on you.

Go through the gate beyond the trap, get two torches from a barrel and then go through the "Old Wooden Door to Fort Strand". Beyond the door is a large room, where a Marauder guards a chest. The tunnel on the southeast wall goes to a cave with a locked chest. Exit this room southwest, through a gate and back to the first intersection. Now check your local map and then exit the ruin.

Then return to Whitmond Farm and speak with Maeva. She will reward you with gold coins.

WHERE SPIRITS HAVE LEASE

Go to the Count's Arms, a tavern in Bravil and speak with Velwyn Benirus. He will ask you if you want to buy his house for 5,000 gold coins. Accept his offer and go find the house, in the northeast part of Bravil. The place is a mess.

Go upstairs and sleep in the bed. When you wake up, three ghosts will attack you. Kill them and then go downstairs to find a broken vase on the floor. Read the "Scrap from a Diary" and then put the note into your inventory. Also, pick up the skeleton hand and put that into your inventory. Now kill three more ghosts that have appeared near you. If you need some more Ectoplasm, find four more ghosts in the basement. Otherwise, go back to the Count's Arms and ask anyone about "Velwyn".

Now go to the King and Queen tavern, in the Elven Gardens District of Imperial City. Ask Velwyn about "Manor", "Lorgren Benires" and then "Lift the Curse". Velwyn will agree to help you lift the curse. Meet him back at the Count's Arms, in Bravil.

Speak with Velwyn and then follow behind him to your mansion. When you enter, he will ask you to lead. You can start clearing the ghosts out of your way, or just run all the way down to the basement and stand next to the portal. Velwyn will follow you there and start working on opening the portal. Stand with your back to him and defend him against attack by the ghosts.

As soon as the portal opens, all of the ghosts disappear, and so does the frightened Velwyn. Go inside the opening and loot the sarcophagus in a cubby on the south wall. Then Activate the *altar*. The contrite, disembodied voice of Lorgren Benirus will tell you his sad tale. Notice that the left hand of the skeleton is missing. You have that hand and Lorgren wants it back. Now Activate the *skeleton* to give back the hand. Lorgren will transform himself into a Lich. He will laugh, evilly.

Now you must defend yourself against him and the skeletons that he will conjure. This is actually a good time to work on your offensive skills. Lorgren will continue making new skeletons as long as you keep knocking them down. Put a column between you and him, so his lightning spells do not injure you too much. Move around to stay out of his way, as necessary. When you tire of this, kill Lorgren and then go back upstairs. Your house is now tidy and clean. Go back to the Count's Arms and speak with Velwyn again to end the quest.

WHOM GODS ANNOY

Go to Leyawiin and find Rosentia Gallenus's house. Inside, speak with her about "Daedric Staff". She will tell you about her problem with the staff and four scamps. She wants you to go to the Leyawiin Mages Guild and speak with Alves Uvenim. Do that and ask Uvenim about the "Daedric Staff". Then return to Gallenus's house and ask again about the "Daedric Staff". She will give you the staff. Now all four scamps will follow you everywhere. If you kill them, they will regenerate.

Check your map and then go to Darkfathom Cave, just southeast of Leyawiin. Shortly after you enter the cave, you will come to an offset intersection. Go north a bit and a boulder will slide down, giving you access to a short tunnel with a chest. Then continue north, to a second intersection. From here, the way north will take you to a room with one locked chest, one unlocked chest and two daedra.

From this room, exit south and then go around the corner east to find another daedra. Beyond him is a room with two daedra. Exit this room south, to find another intersection. From here, go east to find Sheogorath's shrine room. Drop the staff near the altar. There is no treasure in this room, so backtrack to the previous intersection. Now take the south fork. In the next room, kill the Daedroth and then climb the west wall to get to a chest. Leave this room by the south exit and kill another Daedroth. Then check your local map for the way to the exit outside the ruin.

Return to Gallenus, in Leyawiin, for a reward of a magical ring.

ZERO VISIBILITY

This quest requires you to have a Detect Life spell or Detect Life equipment. To activate the quest, you have two options. One way, is to find and speak with Diram Serethi, in Aleswell. The other way is to speak with Malene, the innkeeper of the Roxey Inn on the north shore of Lake Rumare. However, you must eventually speak with Serethi anyway. He wants you to break a spell.

You can locate Aleswell north of Imperial City, along The Red Ring Road. On your world map, the town is just south of the letter "g" in "The Red Ring Road". The Roxey Inn is also north of Imperial City, along The Red Ring Road. On your world map, the inn is north of the "a" in "Imperial City".

A mage, Ancotar, has made everyone in the town invisible. This is why you need the Detect Life ability. When the quest is active, a map marker will point you to nearby Fort Caractus. Some wild animals around the fort are also invisible, but they will still attack you. Go there and up two flights of outside stairs and then find Ancotar's journal. Read it, and then go up one more flight of stairs to find him also invisible. Speak with him about "Invisibility Spell".

Ancotar will give you a "Reverse Invisibility" scroll. He should also give you a ring that you should wear before casting the spell. If you do not, you will lose about 50 points of Luck, and then have to visit a temple or a wayshrine to restore that Luck.

Return to Aleswell with the spell and consult your local map for the green arrow in the middle of the vegetable garden. Viram Serethi may interrupt you before you cast the spell, and then chastise you for wasting time. When everyone is visible again, Serethi will allow you to use a bed in the inn free, any time you want.

Chris Barton - Revised 07.30.2011