

Oblivion - Dark Brotherhood Quests

Members of the Dark Brotherhood worship Sithis, the Dark Lord of Death. These quests require you to become an assassin. A high-level Sneak skill will be helpful to you. In addition, as with the Thieves Guild quests, you must have a high-level Security skill to complete these quests. The only prerequisite for joining is to carry out what the game considers an unnecessary killing.

Your first contact with The Dark Brotherhood will be Lucien Lachance. This may happen almost by chance, because you may have unknowingly killed someone who satisfied the game prerequisite. The game will give you a message, "Your killing has been observed by forces unknown..." After the next time you sleep, Lachance will stop you and ask you to kill one Rufio at the Inn of Ill Omen.

If Lachance has not contacted you, then you must kill some innocent person, in a place where no one else can observe the killing. This could be a beggar, though that would violate a Thieves Guild rule. You could kill a guard, but do not try this inside a city. You could kill a shopkeeper whom you do not depend upon. On the other hand, you could complete all of the fights in the Arena until you get to the one with The Gray Prince. He will beg you to kill him, because he has found out that he is descended from a vampire. This is more a mercy killing than murder. However, if you were worried about the moral implications of murder, you would not be trying to join The Dark Brotherhood in the first place. Then sleep and wait for Lachance to contact you.

A KNIFE IN THE DARK

Go to the Inn of Ill Omen, which is located about halfway along the Green Road, between Bravil and the coast of Lake Rumare. Inside, ask Manhiem Maulhand about "Rufio". Then go down through the trap door, near the front door. Go inside the room at the end of the hall. Rufio should be sleeping. You can kill him now or wake him up and speak with him. All dialog choices end with him running out the door to get away from you.

Then sleep in Rufio's bed for one hour. When you wake up, Lucian Lachance will be waiting to speak with you. He tells you that, with this killing, you have "signed a covenant". You are now an official member of the guild. Explore all dialog choices with Lachance. Now he wants you go to Cheydinhal and visit Ocheeva in an abandoned house. Follow your quest arrow there.

Pick the lock on the "Boarded up Door to Abandoned House" and go down into the basement. The reddish glow of the corridor below draws you to an artfully designed "Ancient Black Door to Dark Brotherhood Sanctuary". Activate the door and, when the popup window asks you "What is the color of night?" answer "Sanguine, my brother".

Speak with Ocheeva. She will give you a fancy new black outfit. Then go through the door on the west wall. In the next room, go down through the trap door. Below, speak with Vicente Valtiere about a "Contract". He wants you to kill the captain of a ship docked on the Imperial City Waterfront.

A WATERY GRAVE

Fast Travel to the waterfront and walk to the east end, where you will find First Mate Malvulis, standing on the dock in front of the sailing ship Marie Elana. Captain Gaston Tussaud is in his cabin at the stern of the ship. There are three doors into the cabin. You can access one of them from the outside main deck. A second outside door opens onto a balcony at the stern. The third door is a trapdoor that you can only access from the crew berthing area below decks. This leaves you with a variety of choices how you might assassinate the captain.

If you walk onto the ship as if you owned it, a major fight will break out between you, the ship's crew and the City Guards. This way, none of the crew survives. Then pick the lock on the outside main deck door, kill the captain inside, take his key, loot his sea chest and then take his Nirnroot plant. Then return to the Abandoned House in Cheydinhal and speak with Vicente.

If you want a bit more of a challenge, do not board the ship. Instead, walk to the end of the pier. Almost at the end of a row of crates, the game will give you a popup message. You can elect to stow away in the crate. You will later find yourself in the below decks storage area. Search this area to find two torches and two lock picks. Then go up the ladder to the mid deck crew berthing area. Make a mental note of where you are standing, because you will want to run back here in a few moments.

Go into Sneak mode and creep along the corridor until you can hear a long conversation between two crewmembers. When you hear the words "...now come on, we've been gabbin' long enough", run back to the trap door area and hide until the two men go into their rooms. Then creep past one open door where a sailor is sitting with his back to you, and then pass a closed door. A third sailor should be asleep in a room just ahead of you. If you search this area thoroughly, you will find three torches. Then go up the "Wooden Ladder to Captain's Cabin". He is *not* asleep, but he will not put up much of a fight. Two of the crew, however, will hear the noise of your murder and come up to investigate. Kill them too, and then loot the cabin. Alternatively, after you kill the captain, you can Sneak over to the balcony access "Wooden Door to City Isle" at the north end of the Captain's Cabin, pick the lock and jump overboard into the bay. Then swim until the crew no longer chases you. This way, nobody dies but the captain. Then return to the Abandoned House in Cheydinhal and speak with Vicente.

An even more creative way to complete the quest requires that you have a high Acrobatics skill. Do not board the ship *or* stow away. Instead, find the stone walkway that crosses the water to the lighthouse. The short wooden dock on that side of the Marie Elana is close enough to the ship for a person to jump over the water and land on the balcony at the stern of the ship. Then pick the lock on the door, to get access to the Captain's Cabin. You may find him sitting with his back to you, just on the other side of the door. Kill him easily, steal his Nirnroot plant and then go back through the door before the two crew below can come up to prevent your escape. Again, nobody dies but the captain.

If you want to push your luck, you can go back to the wooden dock and jump up to the main deck. Then go through the door to the captain's cabin, run past the two crewmen, and back out the balcony door. At least one of them will chase you. Run far enough that he no longer chases you. Do the same to the second man. In this way, you clear the cabin of any enemies and *still* do not have to kill anyone but the captain. Then get the key from the dead captain's pocket and loot his sea chest. Then return to the Abandoned House in Cheydinhal and speak with Vicente.

Vicente will give you the Black Ring. When you wear it, depending on how close to level 30 you are, the ring will add up to 18 points to your Sneak, Light Armor and Resist Magic. Speak with him again about your next "Contract".

ACCIDENTS HAPPEN

Go to Bruma and follow your quest arrow to a "Wooden Door to Baenlin's Basement". Wait until 8:00 P.M., go into Sneak mode and then pick the lock on the basement door. Now **save your game**. Inside the basement, Sneak up the steps and pick the lock on that door as well. On the other side of the door, creep over to the west wall, and then up the steps to a balcony. Here, on the balcony, the gold circle around your crosshair will turn bright gold, but that does *not* mean that the two inhabitants below have seen you.

Creep southeast, into the small bedroom there. Now open the "Crawl Space Door", on the west wall of that bedroom. It will make a lot of noise, but nobody will hear the noise except you. Walk to the end of the crawlspace and notice the "Mounted Head Fastenings". Check the current time and, if it is still not yet 11:00 P.M., Activate the fastenings. This will drop the Minotaur head on Baenlin's head and kill him. This will also cause Gromm, the servant, to look up at that hole. If you look through the hole too, he will see you and then the quest is ruined. So do not look.

Instead, creep back down the stairs, across to the basement door, through the door, down the steps and out of the basement. Return to Cheydinhal and speak with Vicente. He will give you Sufferthorn, a dagger that adds up to 20 Drain Strength points and 35 Damage Health points to any attack, depending on how close to level 30 you are. Then ask him about another "Contract". Vicente will give you a key to the sewers.

SCHEDULED FOR EXECUTION

Revisit the Imperial Prison Sewer where you began the game, northeast of Imperial City Prison. The key that Vicente gave you will fit the lock. Inside, go right as soon as you can, to a "Door to Sewers". The only foes you will find here are Mud Crabs and rats. The game will not even let you wander off the main path. Doors to other areas will not open.

Beyond the door, get two torches from a barrel and loot two chests. Then go southeast, to a room where two water channels come together. Trudge through the water, northeast along a watery tunnel. Then go through a tunnel heading northwest. The end of this tunnel has two exits.

The wheel on the wall to the left of the entrance will open the grate to the northeast. In there is a small room with a chest. Now pick the lock on the gate to the northwest. Past the gate is a tunnel to a "Door to Sewers".

Beyond that door is a large stone holding tank. Exit the tank through a door, to a gate southeast, and then through a tunnel to a water channel room with three exits. The two on the northeast side have no treasure and go nowhere. Instead, exit the room southwest, up the stairs to stand in front of the "Exit to the Sanctum". Go into Sneak mode and **save your game, now**, before you open the door.

Creep along the dark hallway beyond the door until you hear a conversation between two guards. Wait until their conversation is over, and then follow the guard who goes into the southeast room. This is very near where the Mythic Dawn killed Uriel Septim. In the darkness of the room, move from pillar to pillar until you reach the southeast wall. Now turn northeast to the pillar nearest the guard. He will pace back and forth a bit. Wait until he walks down the steps and then into the dead end walkway opposite you. He will stand facing the wall to the northeast. This is your moment. Jump up to the low platform he just vacated and run northeast to the "Door to Imperial Subterrane".

On the other side of the door, find a room with another patrolling guard. Stay in the shadows again and wait for the guard to walk to the northwest and stand next to the wall. This is your second moment. Jump around the corner southeast, to the guards' makeshift break room. Quickly continue west, then northwest, up the stairs.

At the top of the stairs, go around the corner to the northwest and open the "Door". Beyond this door, go southwest as far as you can, and then up the steps northwest, to the "Door to the Imperial Prison". On the other side of this door, go northwest as far as you can, southwest through a tunnel and then up the steps and through a hole in the northwest wall. At the end of the dark tunnel beyond is an area of light. Two persons are trading snide comments with each other. One is a guard and the other is your target, Valen Dreth. When the conversation ends, the guard will walk up the stairs. As soon as the guard has gone through the door at the top of the stairs, you can come out of Sneak mode.

Walk to the northwest end of the corridor and pick up the "Imperial Prison Key". Also on the table there, is the key to Dreth's cell. You may kill Dreth through the bars with an arrow or a spell. Alternatively, you may speak with him. He will beg you to release him. You can pick the lock on his cell or use the key to open it. However, even if you do, he will not leave the cell. You can also get him irritated enough that he will attack you. You can even get him to chase you up the stairs into the public area of the prison, where the guards will immediately kill him. They will not molest you.

Return to the Abandoned House in Cheydinhal and speak with Vicente. He will give you the "Scales of Pitiless Justice". When you leave the scales in your inventory, this artifact will raise your Strength, Agility and Intelligence by 2 points each, but reduce your Personality by 2 points. When you ask Vicente about another "Contract", he will give you "The Assassinated Man" quest, a poisonous Languorwine Blade and a bottle of antidote for the poison the blade delivers.

THE ASSASSINATED MAN

Go to Chorrol and then follow your quest arrow to Francois Motierre's mansion. Pick the lock on his front door and then speak with him. He has been expecting you. **Save your game** here. Now equip the Languorwine Blade and stand next to Motierre. You will hear Hides-his-Face uttering threatening words from the other side of the front door. Then he will come inside. As soon as you see Hides-his-Face, slash and kill Motierre. Do *not* kill Hides-his-Face. The game will give you a popup message. Quickly run out of the house, and then all the way outside *any* of the gates of Chorrol, to initiate the next sequence of the quest. The game should give you another popup message.

Wait twenty-four hours and then go inside the Chapel of Stendarr in Chorrol. Inside, go down the steps to the doors leading to the Undercroft. Sometimes, a bug in the game will lock this door. If you get a message telling you that you need a key to open it, reload your save and try again. The icon on the door should be white, not red.

Inside the Undercroft, find Motierre's body, lying on a slab of stone. With the Languorwine Antidote in your inventory, Activate the body, and then he will rise from the dead. He will give you a speech about how his relatives are upset with him. Three of them, in the form of zombies, will attack you as you leave - in three separate parts of the Undercroft. To complete the quest, you must lead Motierre safely to the Grey Mare Inn. He will attack the zombies himself and suffer damage, if you do not kill them first. Follow your quest arrow to the inn. Beyond the door of the inn, the quest ends.

Return to the Abandoned House in Cheydinhal and then speak with Vicente. He will give you a magical amulet called Cruelty's Heart, which adds 3 to 18 points to your Willpower and Strength depending on how close to level 30 you are. He will also give you a key to the well in the back yard of the house. This is a shortcut into the Brotherhood Sanctuary. He will even turn you into a vampire if you wish, bless his heart. When you ask him about a new "Contract", Vicente will tell you that you must now speak with Ocheeva. Find her nearby, and ask her about your next "Contract".

THE LONELY WANDERER

Go to the Elven Gardens District in Imperial City. Check your local map in the northeast section of the district. Look for Lorkmir's house. Break into the house to find it trashed. Lorkmir's corpse is lying on the floor in the basement. Wait until noon and then see Faelian come through the front door. You may speak with him if you wish. Kill him in this house and the game will give you a popup message telling of your success.

Return to the Abandoned House in Cheydinhal. Try out the new well key. Speak with Ocheeva and she will give you Shadowhunt, a bow that will Turn Undead to level 32, Damage Health 20, Damage Magic 20 and deal Weakness to Poison 20, depending on how close to level 30 you are. Then ask Ocheeva about your next "Contract". She will give you a vial of poison and the "Bad Medicine" quest.

BAD MEDICINE

Fort Sutch is about as far to the southwest as you can go in Cyrodiil. On your world map, it is north of the first "T" in "The Gold Coast". Follow your quest arrow to an "Old Wooden Door to Fort Sutch". The door is inside a tunnel that circles the fort's central column. Go into Sneak mode. Just inside the door is a locked gate on your right. A tunnel beyond that gate leads to another locked gate.

Beyond the second gate, Sneak all the way to the northeast wall. You will hear two guards having a conversation, but they cannot see you. Ignore them and go northwest, along the wall, until you can turn northeast again. Go through the arch, up the steps and through the tunnel. That tunnel will turn right (southeast) and then curve around to an intersection.

Go northwest, up to the top of some steps. If you look left from here, you will see the sleeping form of Roderick. Ignore him and, instead, keep going northwest to the wall in front of you. There you will find the medicine cabinet. Open it and take out the real medicine. Replace it with the bottle of poison in your inventory. The game will give you a popup message that you have been successful.

Now go back to the top of the steps, up which you just came. The two guards who were talking will be walking up those steps in a few moments. Stand behind the nearby fat pillar in such a way that they will not see you when they get to the top of those steps. They will both walk toward Roderick, lying on his bed. While their backs are toward you, Sneak back down the steps and out of the fort the way you came. Watch for a guard patrolling the area near the front door.

Return to the Abandoned House in Cheydinhal. Ocheeva will give you The Deceiver's Finery, which is a fancy outfit that will Fortify your Personality and Speechcraft from 3 to 18 points, depending on how close to level 30 you are (a bug will sometimes cheat you out of a level). Speak to Ocheeva about another "Contract", and then she will give you the "Whodunit?" quest.

WHODUNIT?

Follow your quest arrow to Summitmist Manor in Skingrad where Fafnir is standing outside. This house is across the street from the one for sale. He will give you a key to get back outside after you have killed all five of the guests attending the party. You have a wide range of choices here, or you can do it my way. The only prerequisite is that nobody sees you kill anyone. You can even use dialog choices to have some of them kill each other. When you enter the house, Matilde Petit will speak with you. You can ask her about the other guests if you like. Then everyone goes upstairs except for haughty Primo Antonius. While he is alone on the ground floor, kill him. Then go upstairs.

On the second floor, you will find Neville and Nels the Naughty having a conversation on the second floor. Leave them there and go up to the third floor. At the top of the stairs is a hallway with three "Reinforced Doors" to the bedrooms. Oddly, Matilde Petit and Dovesi Dran are sleeping in the same room, on two separate beds. Kill Matilde. Dovesi will wake up, but not seem to notice the dead body on the floor. Then she will lie down and go to sleep again.

Go back downstairs and wait for one of the two men to leave. It will probably be Neville. Then kill Nels the Naughty and go back up to the third floor. By this time, Dovesi will have woken up. Speak with her about the murders. She *knows* you are innocent, so Neville must be guilty. She will go after him and kill him. That leaves the unfortunate Dovesi alone with you, her murderer.

Then return to the Abandoned House in Cheydinhal and speak with Ocheeva. She will give you the Nightmother's Blessing. This raises your Security, Marksman, Blade and Acrobatics skills, each by 2 points. Speak to Ocheeva about a new "Contract". She will give you the Rose of Sithis (a special arrow) and the quest "Permanent Retirement".

PERMANENT RETIREMENT

Go to Leyawiin and follow your quest arrow to a small pond. Between about 2:20 and 6:30 P.M., the retired Adamus Phillida likes to take a swim, almost naked. Stand on the north shore of the pond, or on the small dock. Select the Rose of Sithis and any bow. Now **save your game**. Shoot Phillida while he swims in the pond. The game will give you a popup message when you are successful. Then jump into the water, swim over to the body, and loot it for his keys and the ring finger. Exit the pond, up the steps to the south.

Fast Travel to the Imperial City Prison District. From where the game deposits you, turn left, (north) and then go two doors down, to the "Wooden Door to Imperial Legion Offices". Wait until the wee hours of the morning and then go into Sneak mode. Wait until the gold ring around your crosshair goes dim, and then use the key you looted to open the door. Inside is an office. Pick the lock on the desk drawer and put Phillida's ring inside. The game will give you a popup message telling you of your success. Sneak back outside.

Then return to the Abandoned House in Cheydinhal and speak with Ocheeva. She will give you an extra 500 gold coins bonus, in addition to your regular fee. Speak to her about a new "Contract". She will give you a sealed message from Lucien Lachance.

OF SECRET AND SHADOW

The message from Lachance says that he wants you to go to his location and speak with him. Go to Fort Farragut, just northeast of Cheydinhal. Inside the front door, a corridor leads down some steps to a large room with three exits. Kill the animated "Dark Guardian" skeletons patrolling the room.

The eastern-most exit goes up to the bridge above the room, and has two chests. The southeast exit goes through a tunnel with dart traps on both sides. Jump past the traps for minimal damage. Around the next corner is a room with a chest, another skeleton warrior and two exits. The southwest exit from this room has a trip rope. Someone may have broken the rope already, allowing large stones to fall from the ceiling onto the floor of the tunnel. Past the boulders is a "Locked Wooden Door". This is actually the third exit from the first room. You have come full circle.

Go back to the room with the chest. Now take the southeast tunnel exit. Around the corner is a large hole in the floor. Jump over the hole to an intersection. The southeast tunnel slopes down to a spike trap underneath the hole, and contains no treasure. The southwest fork goes to another intersection. Both routes meet later, just in front of a closed gate.

The northwest route goes down a steep slope and through a long tunnel. In the tunnel is one skeleton warrior. Then the tunnel widens into a hallway. At that point, be wary of dart traps on both sides. The southwest route goes around a corner to another skeleton warrior and a metal pressure plate. The plate will release three spiked balls on chains.

At the closed gate, pull the lever. In the room beyond, Lucien Lachance is waiting for you. Speak with him to get the "Purification" quest. He will give you a poisoned apple. Find ten more poisoned apples in a locked barrel in the corner next to the alchemy table. He will give you a scroll of "Rufio's Ghost". The scroll releases the ghost of the first person you killed, but for only 120 seconds. Use the rope ladder in the room to exit to the surface, inside a hollow tree.

THE RENEGADE SHADOWSCALE

Before you kill all the inhabitants of the Cheydinhal Sanctuary, speak with the Argonian, Teinaava. If you have not spoken to him before, then you have to speak with him twice. If his Disposition toward you is greater than 70, he will ask you to perform a service for him. He wants you to kill a former member of the Dark Brotherhood who deserted the organization. This quest is optional. You may ignore it completely and continue with the "Purification" if you wish.

If you wish to do this Shadowscale quest, check your world map for a quest marker sitting at the very southeast tip of Cyrodiil, just south of the "B" in "Blackwood". This location is a campfire in the middle of Bogwater Swamp. Get close enough to see the campfire, and then **save your game**. Now walk down to the fire and speak with Scar-Tail. Agree to his deal.

The treasure he speaks of is in the rock pile north of the campfire. The dead Argonian agent is lying on the ground to the west of the campfire, under a large tree. Sometimes, the game has a glitch where the agent is *not* under the tree. If this happens, load your save and try again.

You may take the treasure or not. You may betray Scar-Tail and kill him, or not. After you make your decision, return to the Abandoned House in Cheydinhal and speak with Teinaava. He will accept the dead Argonian agent's heart as proof of the death of Scar-Tail. Then he will give you a reward of the Boots of Bloody Bounding, which raise your Acrobatics and Blade skills from 3 to 18 points, depending on how close to level 30 you are.

THE PURIFICATION

Lucien Lachance has told you to kill all of the members of the Cheydinhal Sanctuary, because he does not know who the real traitor is. Make sure that you select this quest in your journal, so that your local map will provide you with the locations of all your victims. You will probably have to defend yourself from the walking skeleton "Dark Guardian" as well. You have a variety of options at your disposal to help you accomplish this mass murder, including the poisoned apples.

The Scroll of Rufio's Ghost releases a very lethargic ghost. A note in Vicente Valtieri's quarters indicates that he is deathly allergic to garlic. Antoinetta Marie has garlic in her personal chest. You might want to buy the 30 lockpicks that M'Raaj-Dar is selling, before you kill him. Use your murderous imagination. Loot every personal chest. Then return to the hollow tree at Fort Farragut and speak with Lachance again. He will promote you to "Silencer". A horse named Shadowmere is waiting for you outside. The horse will show up magically, every time you Fast Travel anywhere. It is yours to ride, or not ride. It will defend you whenever an enemy attacks you.

Then go to Hero Hill, which is marked on your world map, southeast of Cheydinhal and northeast of Swampy Cave. The orders inside send you on your next quest, "Affairs of a Wizard".

AFFAIRS OF A WIZARD

Check your world map for Leafrot Cave, directly south of Lake Canulus. Inside the first room, a laboratory, you will find two undead patrolling. Find the journal on the table and read it. The room has two exits and, therefore, two ways to get to Celedaen. The east tunnel goes to a dead end room with two undead, one treasure coffin and a "Wood Door to Leafrot Hollow". The door opens into a small maze of tunnels containing Celedaen.

The northeast exit goes to a locked door that opens to a small room with an undead defender and one coffin. This room also has an exit "Wood Door to Leafrot Hollow". Beyond this door is a room with a hole in the middle covered over with two rotten boards. If you step on the boards, you will drop safely into a small room below. The exit from this room opens into the small maze of tunnels containing your victim, Celedaen.

Take either route and decide how you will kill Celedaen. If you Sneak well enough, you can remove the Sands of Resolve hourglass from his pocket. Otherwise, you will have to kill him with a weapon. After he is dead, loot the three coffins in the short tunnels.

Then go to the Great Oak, south of the north gate in Chorrol. Next to the tree is a green bush. Hidden behind that bush is a sack with your next orders inside. You must murder all five members of the Draconis family. The orders give you no reason why you must exterminate these people.

NEXT OF KIN

Go to Applewatch, which is marked on your world map, west of Bruma. Go into the garden and start picking the vegetables. Perennia Draconis, an old lady, should come out of the house. Your presence there will startle her. Speak with her and say, "I'm looking for your children". She will think you are a courier and then give you 100 gold coins and a list of presents to buy for her four children.

If instead, you say, "You and your children must die", she will cry a bit and then attack you. Your horse will defend you. When she is dead, take the list from her corpse, as well as the 100 gold coins she was going to give you. Follow the list she gave you and systematically destroy all of her children. You know you are going to Hell for this one.

Find Muck Valley Cavern on your world map. There should be a marker for it, halfway between Imperial City and Cheydinhal. Inside the cave, you will have to kill some bears and lions, but the route is easy to follow. There are no intersections. Sibylla is living at the back part of the caverns. You can speak with her. She is beautiful, polite and helpful. Kill her like all the others.

Fast Travel to Leyawiin and check your local map for the arrow marking Caelia. **Save your game.** She is a member of the City Watch and patrols the streets at night. You can follow her around and whack her when nobody can see the murder. If her guard friends catch you, load the save. One good place to kill her, is in the center of the city graveyard. Alternatively, wait in her room at the Three Sisters Inn.

Just to the northwest of Leyawiin, find the Drunken Dragon Inn. Andreas is tending bar there. He has a bit of an attitude. If he is alone, kill him with a weapon. If a guard is in the bar drinking, taunt Andreas with dialog choices and he will attack you. The guard will then help you kill Andreas.

Fast Travel to the Talos Plaza District of Imperial City. Check your local map to find Matthias's house, in the southwest part of the district. Pick the lock on his front door. Ignore the housemate and go upstairs. Pick the lock on Matthias's bedroom door. If he is sleeping, kill him in his bed. If he is not home, wait for him in the bedroom, and then kill him when he enters the room.

When the whole family is dead, the game will give you a popup message. Then go to Castle Skingrad and look inside the well in the courtyard for your pay and your next quest "Broken Vows".

BROKEN VOWS

Go to Bruma and check your local map for J'Ghast's house. Pick the lock on his front door. Now look behind the stairway and find a trap door under some flattened bolts of cloth. You may speak with him, but he has an aggressive personality. Perhaps this will soothe your conscience as you cut him to ribbons. Then check your world map for Old Bridge, on the other side of Lake Rumare from the Imperial City Waterfront. Underneath the bridge is a "Rotten Box" containing your blood money and your next quest "Final Justice".

FINAL JUSTICE

A water breathing spell will help you with this quest. Check your world map for the Flooded Mine marker, north of Bravil. Inside the mine, you quickly become submerged. At the first intersection, you may take either the left or the right fork. Both have a treasure chest along their routes, and both go to a second intersection. The left choice is the longer one. When you get to the second intersection, check your local map for the quest arrow. A short distance down the tunnel is Shaleez, your Argonian victim. She will attack you as soon as she detects your presence.

After you have killed her, check your world map for a marker at Fort Redman, which is about halfway between Leyawiin and Bravil. Kill the defending bandit nearby, and then open the white coffin leaning against the right doorjamb of the fort. Inside, are your payment, details of your next quest "A Matter of Honor" and a travel schedule for your next victim, Alval Uvani.

A MATTER OF HONOR

Your world map will have a marker representing Alval Uvani's current location. The travel schedule will tell where he is going. On Sundas (Sunday) morning, for instance, he will be walking along the main road between Bruma and his house in Leyawiin. You can fast travel to a point south of his position and set up an ambush on a lonely part of that road. Remember, though, that time passes for you when you Fast Travel. You must allow for this time differential, so that you do not arrive north of his position and then have to chase him south.

There are many other ways to kill him. After you do, go to the Market District in Imperial City and find Edgar's Discount Spells. In a cozy little park behind the store, find a hollow stump of a tree. Inside the stump are your gold and your next quest, "The Coldest Sleep".

THE COLDEST SLEEP

Check your world map for a camp just south of the "M" in the snowy "Jerral Mountains". Havilstein Hoar-Blood is an easy target for any good archer. Snipe him and his pet wolf, from the top of a nearby hill. Alternatively, go down there and trade blows with the big Nord axe-wielder.

When he is dead, check your world map for an Ayleid ruin called Nornal. Find it southeast of Imperial City, just west of the first "N" in "The Nibenay Basin". Inside the ruin, go down the first two steps and open a chest. Then go down one more set of steps to an intersection. A water breathing spell will be helpful to you here. Take the right fork, into the submerged tunnel. Under the water, pick the lock on a gate, and then swim into the small area beyond and open the "Sunken Chest". Find your payment and your next quest "A Kiss before Dying" inside the chest.

A KISS BEFORE DYING

Go to Bravil and then follow your quest arrow to a statue called The Lucky Lady. Between the hours of midnight and 2:00 A.M., Ungolim prays there. If he sees you, he will attack you.

As soon as you have killed Ungolim, Lucien Lachance gets in your face with accusations you know nothing about. He will quickly realize his mistake, and then tell you to stake out the next dead drop.

FOLLOWING A LEAD

Go to Anvil and find the beautiful pond with a statue of a mermaid. It is next to the house for sale. Find a hiding place from which to watch the barrel behind the statue. Soon, a Wood Elf named Enilroth will approach the barrel and put something inside. Run over and speak with him. He will tell you everything he knows and then walk away. Your pay is in his pocket, not the barrel. As he is walking away from you, quickly go into Sneak mode and pickpocket your gold from him. This way, you avoid the chance of arrest and any extra addition to your infamy. Ignore the note in the barrel.

Now go to the Anvil Lighthouse. Follow your quest arrow to find the lighthouse keeper, Ulfar Fog-Eye. He tends to wander around a bit, so he may not be inside the lighthouse. Speak with him about getting the key to the lighthouse basement from him. Say, "The Dark Brotherhood demands it".

Go to the basement door, on the south side of the tower. In the grisly room beyond the door is a severed "Mother's Head". Also, read the "Traitor's Diary", resting on a small table. Put both of these items in your inventory.

Then return to the Applewatch farmhouse, west of Bruma. When you go through the front door, Arquen will speak with you. You may also speak with the other three members of the team of assassins who recently murdered Lucien Lachance. His corpse is hanging from the ceiling. Of particular interest is the conversation you can have with Mathieu Bellamont, if you first drop the severed head at his feet. Then, any time between midnight and 3:00 A.M., have another conversation with Arquen and tell her that you are ready to meet the Night Mother.

HONOR THY MOTHER

The game will then teleport the five of you to the Lucky Lady statue in Bravil. A short cut scene will play, as the statue swivels to reveal a trap door into the room below the statue. When you can move your character again, follow the four of them down through the trap door at the feet of the statue.

Arquen will speak with the Night Mother, a ghostly form, and then the mother will chastise Arquen. When the Night Mother says that the real traitor is Bellamont, he will turn and kill Belisarius Arius and Banus Alon. Then he will turn his sword on you. Defend yourself, with some help from Arquen. The Night Mother will promote you to leader of the Cheydinhal Sanctuary. When you ask her to, she will teleport you and Arquen back there. Loot the three coffins in the small room first. Once a week hereafter, Activate the Lucky Lady statue in Bravil and then receive payment from Arquen.

One of the new members of the sanctuary will be your follower if you wish.