

Oblivion - The Lost Spires Quests

The Lost Spires is a modification (mod) of "The Elder Scrolls IV: Oblivion" video game. The mod comprises thirteen quests revolving around the adventures of the Cyrodiil Archaeology Guild. Leo Gura and his Liquid Graphics Interactive team took eight months to create it and released the mod in August of 2007. It is available without charge if you visit <http://www.lostspires.com/>.

Join the Archaeology Guild

After you install Lost Spires and start Oblivion, an onscreen message will encourage you to travel to the Archaeology Guild. Look on your world map to find the guildhall south of Imperial City. The guild has refurbished a disused castle, where Old Bridge crosses the White Rose River.

Enter the front door and turn left, to see an Argonian named Teav. Speak with the slow-talking gemologist, exhausting all dialog options. Convince him to let you join the guild. He will give you a set of Archaeology Robes and ask you to introduce yourself to the other four guild members.

A Proper Acquaintance

Find the Breton geologist/cartographer, Aster Cei, working in the lobby near Teav. Then look for classical scholar and ancient languages expert Domitian Verus in a room upstairs. Find the Ayleid historian, Sova, just down the hall from Verus's quarters. Cross the lobby and go up the other stairway to find the Dunmer, and Tamrielic Deities specialist, Norlene. Explore all dialog options with each of them. The locked, glass windowed, display cases and stands, distributed about the castle, contain rewards that you earn for completing each quest. After you have spoken to your guild mates, speak to Teav again, about your "First Assignment".

The Newfound Ruin

Teav wants you to make the Newfound Ruin safe enough for further study by the guild. Find the ruin marked on your world map, southeast of Skingrad. You may speak with the two young guild associates, Cerru and Sirnus, who are loitering near the spire, to learn more about the guild.

Then go down the Ayleid-like spiral steps to a "Stone Door to Newfound Spire Ruin". Beyond the door is a large cave with an empty Warlock Chest. Drop down through the deep hole, to the tunnel below. This tunnel leads to an intersection. You must choose to continue right or left. To enjoy the full flavor of the quest, take the right fork.

Wild animals inhabit the caves, including lions and bears. You must kill a variety of them as you work your way along. The specific type of animals you see depends upon your game level. Lower level characters will see Trolls. High-level characters will see Ogres. Meet your first opponent just down the first tunnel. At the "T" intersection, go north a short distance and open a wooden chest. Then go south, kill another animal and enter a small cave containing a chest.

Exit the small cave through a tunnel on the west wall. Open a minor wooden chest where the tunnel turns east. A bit farther on, open a chest inside a side tunnel south. Then continue east, into a very large cave with four or five enemies, and two exits. Go down the south tunnel, to a small room with a chest and then continue south to the dead end to open a very nice chest. Then return north, to the large cave. Go down into the pit and take the east exit tunnel to an intersection.

The south fork may injure you with a rock fall. Go east instead, to a large cave with three enemies, one minor chest and two good chests. This cave exits through a wide tunnel south. At the next intersection, go south through the cobwebs to a small cave with one enemy and a very nice chest. Then continue through the wide tunnel, to a cave with a campfire. Two enemies will attack you. The cave has one minor chest and one good chest. Exit north, to a Major Intersection.

The south fork goes to a large cave with two enemies, one minor chest and one good chest. This cave has two exits. The south fork leads down a very long tunnel to a very small cave containing one enemy and a very nice chest. The west fork goes to a small cave containing one good chest. Near that cave, find the place at the bottom of the hole where you had to make your first decision. You cannot get out that way, so retrace your steps to the Major Intersection. Then go north.

When you get to the "T" intersection, watch for a rock fall west. Then go east, to a small cave with two enemies, one minor chest and an exit east. Take that eastern tunnel to a much larger cave, with four enemies and one good chest. Exit this cave east, through the tunnel at the bottom of the pit. When you get to the end of this tunnel, you will find yourself in the "Second Chamber".

Open a nice Stone Warlock Chest. From the altar nearby, pick up the "Metallic Shard". Step on the stone pressure plate to open a tunnel in the west wall, which gets you near a door to the outside.

Return to the Archaeology Guild and speak with Teav. He determines that the shard is a meteorite that hides an unusual design beneath the outer matrix of the rock. Now Teav wants you to acquire a bottle of Dissolving Agent, so that he can clean the grime off the design.

Tumyr's Dissolving Agent

Check your world map and then travel to the dig site near Fort Alessia. Save yourself some time and search the small island for five samples of Green Stain Cup Caps. While you search for the fungus, examine the Ampyx Adapsys fossil down in the pit. Both of the young assistants, Quovi and Azim will give you information about the guild if you speak with them.

Enter the tent and speak with Tumyr, the Khajiit paleontologist. Ask him about the Dissolving Agent. Exit the conversation and then immediately speak to him again. He will use the five Green Stain Cup Cap samples you already have, to make the bottle of Dissolving Agent. He is willing to make more, if you bring him more fungus. Return to the guild and give Teav the bottle of reagent. Because the dissolving process takes some time to do its job, he tells you to come back later.

Rythor's Task

Find Kal Rythor, headmaster of the Archaeology Guild, inside the guild library. He has discovered another spire, but he cannot get through the door at the bottom of the steps of the "Overgrown Spire". Instead, Rythor will send you to the nearby "Bloodvein Mine". Find both locations, east of Bravil on the other side of Niben Bay. Go inside the mine and speak with Foreman Clarus Ovin. He will give you an "Ancient Lair Key", but will not sell you his pet Fruit Bat.

Before Ovin will tell his miners to excavate an alternate entrance to "Overgrown Spire, you must kill all the vampires and animated Skeleton Warriors inside the mine. Go through the "Wood Door to Gold Vein", in the southeast corner of the living area. Past the door is a corridor to a room with a vampire. Use the key that Ovin gave you, to exit this room through a "Wood Door to Ancient Vampire Lair" in the northwest corner of the room.

On the other side of the door, is fort-style architecture. The first room you come to has two vampires living in it. Kill them and then loot one minor chest, one locked (very hard) minor chest, one good locked (hard) chest and one good unlocked chest. Read the book, "A Game at Dinner" for a one-point boost to your Alchemy Skill. Exit this room through a tunnel in the north wall.

At the bottom of that long, sloping tunnel is a Coffin Room with two vampires. One of them may be invisible. Three of the unlocked coffins in the room have good treasure. One of the two locked (average and hard) coffins has good treasure. One chest has gold. Exit this room west, to a three-way intersection. The south fork goes a short distance to a locked (hard) chest with minor treasure.

The north fork goes down a long tunnel to a side tunnel with a nice chest, and then to a "T" intersection. Both directions from here lead to an interesting, partially flooded room. Kill five Skeleton Warriors down there, and then search the room at your leisure. In the center of the room is a "Conjurer's Skeleton" lying on a raised stone block. Next to his right hand is a book, "The Doors of Oblivion". Read it, to receive a one-point boost to your Conjuration Skill. On the skeleton's left side, are a "Greater Staff of Training" and two Grand Soul Gems. The skeleton has no greater purpose than to add to the ambience of the room.

Three gated cubicles have treasure. One of them is already open. A second one is locked (very hard), and has the most gold. To open the "Sack" inside the broken barrel, you must carefully position your character over the barrel. One cubicle has a locked gate needing a key. The "Rusty Key" is lying on top of the rock shelf, just left of the treasure chest, *inside* the cubicle. However, you cannot pick it up through the bars, because it is too far away.

The locked chest (hard) *can* be opened through the bars, if you stand in just the right place. If you want the three scrolls and the book, sitting on the shelf to the right of the chest, you can get them. Equip an arrow or a "Weak Fireball" spell and hit the items on the shelf. They will fly into the air and onto the floor in front of you, where you can pick them up by reaching through the bars.

If one or more of the items fell too far away for you to reach, hit it with another blast of your fireball or another arrow, to move the item closer to you. The book, "2920, Hearth and Fire (v9)" gives you +1 to your Conjuraton Skill. Now you have all the treasure inside the cubicle.

However, if you are like me and absolutely have to get that key, you can do that too. **Save your game first.** Equip the Weak Fireball and stand as far to the right of the gate as you can. Shoot the key with the fireball. It will usually land in the water inside the enclosure, on the right side. Then, to locate the key, shoot fireballs at the water. When you hit the key, it will glow for a few seconds. If the key is too far away for you to reach, load your save and try again. Rarely, the key will fly through the bars and land near your feet.

When you finish in the Key Room, retrace your steps up the long sloping tunnel, to the intersection at the top near the Coffin Room. Now go down the west tunnel, to a half-flooded room defended by two vampires. Find this Second Coffin Room lined with three locked coffins (average, very easy, hard) of which only two have good treasure. One of two unlocked coffins has good treasure. One locked (very hard) Ayleid Reliquary has good treasure.

Exit the half-flooded room up the sloping tunnel south, to a dry room with a vampire who may be invisible. The room has a minor chest, a locked (easy) good chest and two good coffins. Exit this room west and then south, to an "Old Wooden Door to Bloodvein Vampire Chamber". Past this door is a short hallway to an "Old Wooden Door". Prepare for a big fight.

Beyond the double wooden door is a huge room inhabited by six powerful vampires. After you kill all of the vampires, open one very nice chest. Inside it, find a lot of gold and a book titled "A Dance in Fire, v7". Read the book for a one-point boost in your Mercantile Skill. Also in the room find, one Black Soul Gem and a book entitled "The Locked Room". Read it, to get a one-point boost to your Security Skill. Open one treasure coffin with an "Ancient Chamber Key", and open two unlocked chests with good treasure. Finally, if your character has a high Acrobatics Skill, jump into the small cubby on the west wall to find three wooden chests. One of them is very nice.

The key you got from the coffin will open the "Old Wooden Door to Ancient Vampire Lair" on the east wall. When you approach the door, the game will give you a pop-up message. The message tells you that you have cleared the caves of all enemies. On the other side of the door, turn south and go through the "Wood Door to Gold Vein". Return to the living area of the mine and speak with Ovin again. Tell him the good news and then return to the guildhall to speak with Teav.

A Mysterious Glyph

When you speak with Teav, he will give you a sketch of a strange glyph that he found on the "Brilliant Shard, after he used the Dissolving Agent. Take the drawing upstairs and show it to Verus. He will give you 1,000 gold coins to buy a transcript from Rathmer, a bookseller in Bravil. Find Rathmer's bookshop behind the Great Chapel of Mara.

When you speak with Rathmer, he will tell you that an associate of his, Rhea Miro, is transcribing a copy of the book "Runes of Cyrodiil", at her shop in Leyawiin. He wants you to go there and speak with Miro to find out how much progress she has made with the transcription.

In Leyawiin, go to the southwest corner of town to find Miro's shop burned to cinders. Speak with the guard outside and convince him to let you search the ruined house. Find Rhea Miro's blackened corpse in one part of the building. Then pick up the "Charred Transcript" near the fallen chandelier. The transcript will *not* spawn on the chandelier until after you touch the corpse.

Return to Bravil and speak with bookseller Rathmer. Then return to the guildhall. Go upstairs and speak with Verus. Some of the information in the transcript is still legible. Verus will send you downstairs to speak with Aster Cei. He will transpose the map co-ordinates from the transcript into a map marker for yet another spire. Look on your world map, for Pristine Spire.

Another Spire?

Pristine Spire is south of Cheydinhal, on a hilltop east of the Cerbele River. Go down the spiral staircase and through the "Stone Door to Pristine Spire". Just past the door is an intersection of tunnels. Take the right fork to a cave defended by a Wraith, and then open a Warlock Chest. The Flawless Pearl inside is the first of many small "Flawless" items you will find. Keep all of these gems and pearls in your inventory, for a special use at the end of the story. Return to the intersection and walk down the left tunnel.

You will come to a small cave defended by a Speckled Xivilai conjurer. Exit this room south, to a larger cave. Kill a Wraith and open a Warlock Chest. Exit this room east, to a "T" intersection, guarded by a Wraith and a Daedroth. The north fork goes to a large, angular cave defended by one Xivilai, one Crystal Atronach and a Speckled Spider Daedra. This cave has two Warlock Chests. Exit the large cave west, through a tunnel. At the dead end, kill two Wraiths and open a Warlock Chest. Then return to the "T" intersection and take the south fork.

The south tunnel will take you to a small room with a dead Daedroth lying on the ground. This room serves as a major four-way intersection in the cave complex. The east fork goes to a Warlock Chest, and a cave-in that prevents further progress. The south fork goes to a cave with a live Xivilai, a live Daedroth and two dead Crystal Atronachs. Open two Warlock Chests and then return to the four-way intersection.

The west fork goes to a very large cave, notable for its two high stone arches. In here, defeat one Crystal Atronach, and open a Warlock Chest. The cave has two exits. Go west, down a long tunnel, to a small cave with a Warlock Chest. Then return to the Arch Cave. This time, take the south tunnel to a large cave with a Wraith and a Warlock Chest. Exit the cave east and south, to a big cave containing a blue, shimmering Celestial Portal. Kill two Xivilai, one Crystal Atronach and a Spider Daedra. Open two Warlock Chests.

Activate the portal to go through it, into a different dimension. You cannot fall over the edge, but the tough Ascendant Warlock on the other side of the lair can kill you. He can regenerate his health too, just as you can. To defeat him, throw a lot of damage at him all at once. Then open his Warlock Coffin to get his treasure, including the "Warlock Rho Glyph". Use these just as you would a Sigil Stone, to upgrade your equipment. Activate the "Ayleid Captive" skeleton to get the "Ayleid Scroll" quest item, which completes this quest. Return to the guildhall. Speak with Verus.

The Funeral

After you speak with Verus, he will send you to Sova. She tells you that bandits have murdered Teav and two of his aides. Ask Sova about "Advancement" and "Teav's Funeral". **Save your game.** While you are standing in front of Sova, move your game clock close to 10:30 P.M. and wait a few *real* seconds, each one of which equals a minute of game time. At *exactly* 11:00 P.M. (you have only a few real seconds leeway), speak with Sova again and she will tell you that the funeral is starting. Everyone in the guild will walk outside to the pyre and Kal Rythor will set it alight.

A Vengeance Unfulfilled

After the funeral, move the clock forward at least four hours, and then speak with Norlene. Ask her about "Help" and then "Responsible Entities". She will send you to Cheydinhal to speak with Rodon Dakkon about the murder.

Find Dakkon's house, next to the Cheydinhal east gate. Stand in front of his door and then go into Sneak mode. When the (first person view) gold targeting oval goes dim, pick the lock (hard) on Dakkon's door and go inside. Speak with Dakkon about Teav's murder. To help convince you not to hurt him, he will give you 1,200 gold coins and tell you that he purchased an artifact from bandits. Pick up the "Ceremonial Warlock Blade" from Dakkon's desk. Then speak with him again. He will tell you that the bandits have a lair near Bravil. He will mark the location for you on your world map. He will even give you a key to his display cases, if you do not kill him. If you want any of those treasures, take them.

The Bandits Lair, southwest of Bravil, is much larger than you might expect, and there is a small army of bandits inside. Enter the "Wood Door to Bandit's Lair". On the other side, you can see four bandits in the large cave in front of you. As soon as you attack one of them, all of them will attack. The cave has two good chests and one with only minor treasure. Before you climb down the stepladder, go through the northeast tunnel to the small cave at the end. Kill one bandit there and open a good chest. Then return to the entrance cave and go down the ladder beyond the west wall. At the bottom of the ladder, go northeast, through a tunnel to an intersection.

Brush through the cobwebs southeast, to get to a Coffin Cave with three zombies. Two of the locked (very hard) coffins have *much* gold inside. One of the locked (very hard) coffins has only a small amount of gold. One locked (hard) coffin has good gold. One hidden chest has good gold. The unlocked coffin has only clothing and bones. Return through the cobwebs to the main tunnel.

Just down the tunnel northeast, is a huge cavern. Three narrow canyons divide it. One bandit may be standing at the bottom of the first hole. Three bandits roam about on the far side of the cavern. A rock bridge allows you to cross the first gap. The next two gaps have only rotten wooden boards bridging them. The boards are good for one quick crossing, and then they will break and fall to the bottom. Loot a nice wooden chest sitting on the narrow ledge of rock on the other side of the stone bridge. Find a nice locked (very easy) wood chest on the other side of the cavern. Exit the cavern through a tunnel in the northeast wall, to an intersection.

The southwest fork goes down a long tunnel to the bottom of the canyons you just crossed. At the northwest end of these canyons is a large cave with two bandits. One of them is a Hedge Wizard. A locked (easy) chest has a small amount of gold. The locked (very hard) chest on the other side of the water-filled trench has some minor treasure. If you fall into the water, the ladder makes it easy to climb out. There is no treasure at the bottom of the trench. However, to make it worth your while coming in here, a Sack hiding behind some crates contains very good treasure. Then consult your local map and navigate back to the intersection at the top of the sloping tunnel.

Now take the southeast fork to a small cave with two bandits and a nice chest. The cave has two exits. Take the north tunnel to a large cave with three bandits and a locked (very hard) chest with good gold. Then return to the small cave and take the wide southwest tunnel, to a large cave with a very tough Bandit Hedge Wizard. Farther southwest, down the same tunnel, is a much larger cave, with a bandit and another Hedge Wizard. This bandit camp has a locked (very hard) chest with good treasure. The unlocked chest in the pit also has good gold. This cave exits through a tunnel northeast, to an intersection guarded by two bandits.

From the junction, go northeast, to a large cave with three bandits, one of them a Hedge Wizard. One unlocked chest has good treasure. One locked (very hard) chest has only average treasure. The best treasure is inside the chest sitting on the steel grate, over a pit of sharp spikes. This is an obvious trap. If you step onto the grating, it will sink down onto the spikes, killing you.

To open this chest, you must use telekinesis. Agata, in the Leyawiin guildhall sells a Telekinesis Spell. So does Aurelinwae (Frostcrag Spire DLC), at the Mystic Emporium in Imperial City. You must have a Mysticism skill of 75+ to use it. Another option is to use a rare Telekinesis Scroll, but they can easily misfire. Lastly, wait until the Primeval Hollow quest and get the Telekinesis Staff.

Save your game before you attempt this tricky procedure. Standing near the pit, find a rock wedged into one of the four corners. On top of this rock, barely visible, is an "Old Key". Equip your Telekinesis Spell and point it at the key. The words "Old Key" should light up in orange text, to tell you that the spell is ready to cast. Cast the spell and then slowly back away from the pit or press the Block button, as you levitate the key above the rim of the pit. Get it high enough to clear the torch at the corner, and then swing the key right, above the floor next to the pit. The key will drop onto the floor when the spell expires, or if you press both the Attack and Block buttons.

Pick up the key, to put it in your inventory. Then jump onto the grating and quickly open the chest. Once the chest is open, you may take your time selecting the treasure you want. However, when you close the chest, you must quickly jump up onto the bank before the grating sinks too low for a jump. Then consult your local map and return southwest, to the previous junction.

This time go southeast down a tunnel to a flooded cave. Kill one bandit guard and then notice the rocky island in the middle of the cave. That is the main bandit camp, where Dwyff and his six lieutenants are standing. Do not attempt to jump across the water. The game will not let you. Also, avoid falling into the water accidentally, because there is no way to climb out, even though it seems as though you ought to be able to do so.

Although you face a large group of enemies, you have a huge advantage here. They cannot cross the water either. Use a ranged weapon, such as a bow or a "Heat Blast" fire spell. From the safety of the bank, kill the bandits one-by-one. They will run around in frenzy, once they notice you, but respond with a very limited counter-fire attack. You should be able to kill most, if not all of them.

When you can find no more enemies, jump into the water. Swim to the south corner of the cave and then dive to the bottom. Look for an underwater cave and swim through it a short distance. When you climb up to dry trail again, watch for a lich and a zombie. In that room, open a locked (very hard) coffin, for some very nice treasure. A second locked (very hard) coffin has only clothing and bones. One unlocked coffin has some gold. A large Stone Chest has only a ring and a Soul Gem. A locked (average) coffin has some good gold. The one unlocked coffin has no treasure.

Exit the Coffin Room northeast, through the cobwebs of a long tunnel, to a stone bridge and a wooden bridge. Kill the bandit guarding the bridges. Cross the wooden bridge and find a nice wooden chest. Then cross the stone bridge and loot the bandit camp. Find one minor chest, two good chests, and one Ayleid Cask with very good treasure. Inside the "Bandit Tent", open the chest, to find the "Warlock Scroll" quest item. The game will give you a pop-up success message.

Now jump from the stone bridge, or the bank near one of the tents, to the west corner of the cave. There, find one minor chest, three good chests, one good Ayleid Reliquary, one very nice chest, and one very nice Ayleid Cask.

To exit the cave, the game will now allow you to jump from the island, to the north corner of the cave. Consult your local map and exit the cave complex. Return the primitive Warlock Scroll to Norene, at the guildhall. She notes that Teav circled one of the locations on the scroll. He seems to have thought that that the site would be of special interest to Norene. She will then mark that location on your world map, and ask you to investigate.

The Primeval Hollow

After Norene reads the Warlock Scroll, she sends you to Primeval Hollow. Look for its map marker in the southeastern part of Cyrodiil, just northwest of the second "o" in "Blackwood". When you get close, look for a tree stump with a "Wood Door to Primeval Hollow". Beyond the door, fight your way through a wide variety of enemies, including Bears, Trolls, Will-o-the-Wisps, Minotaurs, and one Monstrous Land Dreugh.

In the first cave, kill one animal and then exit northeast, through a tunnel to an intersection. The southeast fork goes to a cave with a Primeval Troll and a minor chest. The northeast fork goes to a much larger cave, where a huge canyon separates you from the rest of the cave. A handy Hollow Log acts as a bridge, crossing the canyon. If you snipe the trolls in the canyon and on the ledge on the other side of the log, they will come running *through* that hollow log. Set up an ambush. Stand at your end of the log and shoot them while they cannot dodge your attack.

You may jump to the spit of rock to the east of the log. The chest there contains only a lock pick. Then cross the canyon through the hollow log tunnel. On the other side of the cave, watch for a Will-o-the-Wisp while you open a nice chest. The cave on this side of the log has two exits.

Go north, through the wide north tunnel, to a small cave with a nice chest. Kill a bear when you exit the small cave north, into a huge adjoining cave. Find yourself standing on a narrow ledge. The northeast end of that ledge contains a nice chest. A tough Minotaur waits for you around the corner southwest. In that area, open a nice chest. The southwest end of the ledge has a nice chest and a nice Sack. Snipe three Will-o-the-Wisps glowing yellow in the canyon below.

You must get to the ridge of rock running west, through the cave. Jump to it or go down into the canyon and climb up onto the ridge. Then walk along the ridge west and kill a bear at the end. Exit the cave through a tunnel south and west, to a cave with a Minotaur. Open two locked (very hard) chests. One has good treasure and the other only average. Now retrace your steps. Go all the way back to the large Hollow Log cave. Next to one end of that log, is a long southwest tunnel. Take that tunnel down to a wide "T" intersection at the bottom of the canyon.

Go southwest. Partway down the wide canyon, open a locked (hard) chest, for some nice treasure. Continue southwest, to a large waterfall cave. Jump on top of the giant red mushroom at the entrance, for some gold in a Sack. Before you cross the fallen tree, snipe a bear on the other side. The Sack on top of the mushroom on the other side of the log has only a Strong Healing Potion. Kill another bear. Open two minor chests, one good chest and one very good chest.

You can see two tunnel entrances from here. One is down by the waterline east. The other opening is across the chasm southwest. A long tunnel joins the two openings. If you know that you cannot make that chasm jump successfully, then go no farther. There is no other way back.

Kill the Spriggan before you jump, and consider using a ranged weapon against the four Mud Crabs in the water below. One of them is a huge, very fast Ancient Mud Crab. On the other side, open a chest with good treasure and a Sack with very good treasure. Then go through that tunnel in the southwest wall and all the way down, through a flooded section of tunnel. Wade through the half-flooded canyon to where the Mud Crabs are/were. At the waterline, open two locked (hard + very hard) chests. One of them has a very rare Telekinesis Staff and much gold. Near the base of the waterfall, find a Sack of gold wedged into the rocks. Then go all the way back up the tunnel, jump back across the gap, cross the fallen tree and return to the previous "T" intersection.

From here, go north through the mist. Find to a tunnel in the northeast wall of the canyon. At the end of the tunnel, fight another Minotaur in a large cave. Jump up out of the pit and open a nice chest in the northwest corner. Go to the other side of the cave, kill a troll and open a nice chest in the southeast corner. This cave has two exits.

The narrow north tunnel leads to a beautiful waterfall grotto with a broken marble arch, an elven statue and a Primeval Troll. Open the nice Ayleid Coffers on the stone altar. The Sack on top of the giant mushroom next to the waterfall has excellent treasure, including "Mystery of Talara v1", a book that gives you a +1 bonus to your Acrobatics Skill. To get there, jump on the rock next to the mushroom and stand as close to the bottomless chasm as you can. Then jump to the mushroom.

Pull the rope that hangs above the altar. This opens a rock wall on the other side of the waterfall chasm east. Jump across the chasm. If you fall into it while jumping, you die. The short narrow trail on the other side leads to a small bright room with a dozen Welkynd Stones, three Varla Stones, a nice Ayleid Cask and a nice Ayleid Coffers.

Now return to the previous large cave and take the other exit, southwest to a large waterfall cave. This cave has two exits. Kill a bear and then go west and south a short distance, through a wide tunnel entrance, to a dead end with two chests, one of which has good gold. Cross the waterfall chasm to the other side. Kill a Spriggan and open a chest containing a magic necklace that allows you to breathe underwater. Continue to the northeast end of the cave, to find another chasm. Jump across the gap to the ledge on the other side, and open a nice chest.

Then go through a tunnel south, to a large cave with a Will-o-the-Wisp and a Minotaur. Walk south, along the central rocky ridge. Down in the mist on either side of the ridge are giant bones that look like molar teeth. The east side hides a minor chest. The west side has a Sack full of gold. The other end of the ridge has one minor chest and one locked (very hard) chest with good treasure, both protected by a giant Monstrous Land Dreugh. Be advised that the Hunting Trophy you can take from it weighs 58 points. In the Dreugh's boneyard lair, at the southwest end of the cave, are an Ayleid Reliquary and an Ayleid Coffers. Both have good treasure. Exit this cave through the northeast tunnel, to a "Wood Door to Lost Deity Shrine".

Beyond the door is a bright beautiful grotto, with blue sky above. Pick up the "Memorial Stele" at the base of the statue. Touch the statue, to get a message. If your Acrobatics Skill is high enough, you can actually jump out of the grotto to the rocks above. There, you can walk around the isolated island in which the grotto sits. To do this, jump upon the broken marble pillars north, and then climb along the rocks east, to where you can see the top of the northern waterfall. Jump the gap. There, you will find an Ayleid Cask with minor loot. Jump up from here to gain access to the shoreline of the island. If you fall into the sea, you cannot get out again.

Return to the guildhall and speak with Norlene. She will send you to speak with Sova.

The Elven Hero

Sova will send you to the Elven Gardens district of Imperial City. Find the sewer grate inside a garden in the southeast quadrant of the district. Below the sewer grate, go southeast for a short distance. You will come to a room with a chain wheel on the wall. The next room southeast of this one has a staircase that leads up to a low railing. Jump over the railing and climb down to the "Stone Door to the Lost Ayleid Ruin". Beyond the door, watch for Skeleton Warriors and Wraiths.

Go down the stairs to the locked "Iron Gate". Then go left *or* right up the stairs, kill a Skeleton Warrior and push a block to open the locked gate. Go through the gate, kill a Wraith and turn left just before the next locked gate. You will come to a little maze of small cubicles, some separated by walls. One locked (very hard) Ayleid Cask northeast of maze entrance has gold. One Ayleid Cask sits on top of a column in the room to the northeast. Consult your local map and find the exit in the southeast corner. You will find at least six Skeleton Warriors in here.

After you leave the cubicles, go southeast down a long hallway. Two Ayleid Chests in here have only minor treasure. Kill two Skeleton Warriors and then go through a gate. Then turn northeast, kill a Skeleton Guardian and an Ayleid Zombie, open a nice locked (easy) Ayleid Cask and stop at a "T" intersection. Go northwest, to the stairs. At the base of the stairs, open a nice Ayleid Coffin. Go up the stairs and use the Push Block at the top. Then backtrack a few steps to a newly opened tunnel going northwest. Kill a Wraith and go onto the balcony to open an Ayleid Cask. Then return to the area with the Push Block and continue northeast, into a huge two-level room.

Kill two Skeleton Guardians and open the nice Ayleid Cask. Use a ranged weapon to kill the four skeletons below. Collect 10 Welkynd Stones on the floor below if you want them. A well-marked exit southwest gets you back to the "T" intersection.

Walk along the elevated causeway southeast, kill a Skeleton Hero, and turn left at the junction. At the end of the northeast fork are a nice Ayleid Cask and an Ayleid Zombie. Then return to the main causeway and continue southeast, to a narrow doorway. Open the minor Ayleid Chest and *stop here*. Just beyond the doorway threshold is a set of three Swinging Blade Traps. Even advanced characters with excellent health can easily die here.

Slowly creep toward the tunnel, to start the blades swinging. Then time your walk through each blade, one-at-a-time. An overhead third person view gives you a better idea of your character's relative distance from the blades.

Beyond the blades, go southwest, through an area with five dead treasure-laden Ayleid Zealot skeletons resting on stone slabs, and one animated Skeleton Hero. At the bottom of the next steps, is a southwest tunnel with *six more* Swinging Blade Traps. Past the next gate is a room with an Ayleid Zombie, a Skeleton Guardian, a locked (very hard) Ayleid Chest with minor treasure and an unlocked Ayleid Coffin with good gold.

Exit the next room through the metal gate northwest. Just beyond the roots that partially block the corridor, are a Wraith, a locked (hard) Ayleid Chest with minor loot and a nice Ayleid Cask. In the same short hallway as the cask, find a locked (very hard) Ayleid Coffin hidden on a high shelf. Inside the cask, find much gold and a book, "The Warp in the West", that tells an interesting story. Be wary of another set of three Swinging Blades just around the next corner, south of this area.

Beyond the trap is a huge two-tiered room with an elevated causeway. Snipe one Skeleton Guardian on the causeway and five skeletons on the floor below. Walk southwest, along the causeway. As you walk, notice the stone Push Block on top of the stone buttress in the center of the room. At the corner, turn northwest and look for that stone Push Block at the end of a walkway northeast. Two Skeleton Warriors, one of them a Champion, defend the walkway. Push the block.

Drop over the edge of the causeway, to the floor below. Search the room for a locked (very hard) Ayleid Reliquary with minor treasure, a nice wooden chest, eight Welkynd Stones and a locked (hard) Ayleid Chest with minor treasure. Push the block on the wall of the stone buttress, to open the locked (very hard) gate on the southwest wall. The locked (average) Ayleid Chest at the top of the stairs has minor loot, but the Ayleid Reliquary around the corner has very good treasure. A Push Block nearby, opens a secret panel northeast, putting you back on the upper causeway.

Continue walking northwest, along the main causeway to the corner. Turn northeast and walk all the way to the end. Step on the stone pressure plate. This opens a secret panel to a "T" intersection. The fork northwest would take you back to the exit of the ruin. Instead, take the southeast fork, through the open gate and down the steps to the "Stone Door to Lost Ayleid Ruin Substructure".

Beyond the door is a large rectangular room with a good Ayleid Cask sitting at the base of a wall. At both ends of the room are stone pressure plates. Each one of the plates opens a secret panel in the northwest wall. Beyond both panels are short tunnels with a stone Push Block at the end, defended by a skeleton. Each Push Block opens a hidden door at that end of the large room. The tunnels beyond the doors both lead to an enormous two-tiered room. Choose one of the tunnels and then fight your way to the enormous room. Clear the other tunnel too, if you like, for even more treasure. I will describe both routes.

Through the northeast tunnel is a rectangular room with six narrow corridors, joined at one end. The stairway in the north corner gets you up to a bridge, crossing all six corridors. At the end of the bridge, another stairway takes you down to a set of three Swinging Blade Traps.

The six corridors contain treasure and enemies, including four Skeleton Warriors, one Wraith, two Ayleid Casks, one nice locked (average) Ayleid Cask, and two minor Ayleid Chests. Beyond the Swinging Blade Trap, is a small room with a Skeleton Guardian, a Wraith, a zombie and a minor locked (easy) Ayleid Chest. Then go up the stairs to the upper level of the enormous room.

Back in the room with the two pressure plates, if you take the southwest tunnel, you come to a room with several corridors, but they are not all parallel. The stairway at the southeast end of this confusing area gets you up to the enormous two-level room.

With a detailed search, you will find two Wraiths, two Skeleton Warriors, two Ayleid Zombies, one nice Ayleid Cask, and one locked (very hard) Ayleid Chest with minor loot. One side room has a Varla Stone and three Poison Gas Vents. Find other treasure in one locked (very hard) Ayleid Reliquary and one minor Ayleid Chest. A stone pressure plate in a hallway releases two Skeleton Warriors. A high shelf holds a nice Ayleid Chest. A Swinging Blade Trap waits partway up a staircase in the southwest. Past the trap, go up those stairs and down the next, to a balcony above the Poison Gas room with a very nice Ayleid Reliquary.

Whichever route you took to get there, kill a Wraith and a Skeleton Champion on the upper level of the enormous room. Snipe two enemies on the lower level and then drop down there. Open one locked (very hard) Ayleid Cask inside a pillar and one locked (hard) Ayleid chest with minor treasure. Go southeast, through a hole in the side of the huge raised dais at the center of the room.

Past the hole, at the bottom of the steps, is a large room containing six large Minotaur statues with glowing eyes. Search the three skeletons of "Fallen Adventurers", while you wonder what killed them. Walk around the room to initiate a scary sequence where Lord Pratal attacks you. After you defeat him, go through the broken section of wall and pick the lock (very hard) on the Ayleid Coffin. If you forgot to bring lock picks, find three in a cask on a pillar northeast of the hole in the wall. Inside Lord Pratal's Coffin are good treasure and "Lord Pratal's Key". You must have that key, in order to leave the room.

Go through the door on the *southwest* wall and up the steps to an Ayleid Chest with minor treasure. Activate the Push Block, halfway along the balcony at the top of the stairway. Watch stone stairs rise up to the central stone dais. Down the steps, northeast of the Push Block, are two sets of Swinging Blade Traps. Past the traps is an Ayleid Reliquary with only a few gold coins.

Return to the base of the huge stone dais, walk up the steps, and open the Ayleid Coffin at the top. Get the "Labyrinth Key" and use it to open the gate on the northwest wall of the enormous room.

Beyond the gate is a nice Ayleid Cask hidden in the rocks near the roots. Then drop down to the lower hallway, open a minor Ayleid Chest and go through the "Stone Door to Lost Labyrinth". On the other side of the door, is a much larger version of the maze you negotiated earlier. The local map is not detailed enough to show you the correct route, but you must find your way through the maze to the other side, where you will find a set of steps going up southeast. To mollify your frustration, good treasure is scattered all throughout the maze. Clear the left and center passages first, then finish by going right.

Inside the big maze, you may have to fight up to nine *fast* Fallen Sentinel skeletons. Treasure you can find includes one nice locked (hard) Ayleid Cask, one good locked (hard) Ayleid Reliquary, three minor Ayleid Chests, one good Ayleid Cask, three Varla Stones, one locked (very hard) minor Ayleid Chest, one nice locked (easy) Ayleid Chest, one nice Ayleid Coffin, one very nice Ayleid Reliquary and two locked (very hard) Ayleid Coffers with much gold.

At the top of the southeast steps, is another huge two-tiered room with a causeway. As you approach the causeway, part of it will collapse. Jump over the gap and walk to the top of the steps southeast of the break, to find the "Sarcophagus of Aeon IV". Lying on top of the sarcophagus is the "Victory Stele". Take it and then use the Push Block behind the sarcophagus, to raise some more stone steps. In the flooded part of the room, are a minor Ayleid Chest and a minor Ayleid Coffin. Go southeast, up those steps and through the "Stone Door to Lost Ayleid Ruin". On the other side of the door, go up more steps to a very good Ayleid Reliquary. Then drop down to the hallway and exit the ruin northwest. Return to the guild and speak with Sova, then Aster Cei.

The Besieged Spire (Stele Battle-Point)

Aster Cei will send you to the Besieged Spire. Look for the map marker in the southeast quadrant of Cyrodiil. This spire is broken into several pieces. Go through the "Stone Door to Besieged Spire Ruin", at the bottom of the steps. In the cave past the door, find two exits. The one to the southeast goes only a short distance to a dead end cave with an Albino Goblin guarding a minor wood chest.

The northeast exit leads to a larger L-shaped cave with another Albino Goblin and a nice Warlock Chest. This cave has two exits. The one to the southwest goes to a small cave with three goblins, a minor Sack and a nice Warlock Chest. The northeast exit goes to a room with three more goblins, a good wooden chest, a minor Sack and a nice Warlock Chest. Two tunnels exit this room, both on the same wall. They are two ends of the same tunnel system. This walkthrough will take you in a big loop through the right tunnel, and then out the left tunnel.

So, go through the tunnel on the right, detour into a side tunnel northeast, and open two Warlock Chests. Then continue southeast, into a large cave. Three to four goblins live here, including a tough Goblin Shaman. Open two good wooden chests and a minor Sack. Then exit the cave northeast, into an even larger and very angular cave.

Seven to eight goblins live here, including two Goblin Shamans. Open another nice Warlock Chest and a minor wooden chest. Then cross the chasm and open two very nice Sacks, a good wooden chest, a nice Warlock Chest, and a minor wood chest. A cobwebbed tunnel in the southwest wall is unstable. Rocks will fall on you when you enter it.

In the pit that the goblins called home, a narrow tunnel exits the southeast wall to the lower living area of the next large two-tiered cave. You can take this route if you wish but, if you do, you must fight four tough goblins on their home turf. Instead, backtrack through the angular cave a bit and go through the wider northeast tunnel. This takes you to a small room with one goblin, a Sack on a high shelf containing a Crystal Ball, and two exits. Take the northeast exit, into the upper level of the large two-tiered room. Then snipe down at the four Albino Goblin residents.

A good long jump to the broken column on the southeast wall of this cave will get you access to a chest. When you miss the jump, the lower tunnel will take you from the pit, back up to the ledge. A good jump to the ridge in the southwest corner of the cave will get you to a nice wood chest. There is only a minor wooden chest in the pit. Then check your local map and return to the small cave with the Crystal Ball, northwest of the two large rooms. Now take the northwest tunnel to the quest cave. You will recognize this cave because of the shimmering blue Celestial Portal.

An evergreen tree near the portal grows underneath a spotlight of sunlight from above. Kill four tough goblins, and then loot the cave. Two obvious wooden chests in the pit have good treasure. The short tunnel on the northwest wall of the pit goes to a locked (very hard) chest with some minor treasure. The best treasure hides in a Sack behind a broken glyph column.

When you approach the portal, the game will put a success pop-up message on your screen. You may leave the cave complex now if you wish. However, if you go through the Celestial Portal and defeat the very tough Ascendant Warlock, you can loot his Warlock Chest. It contains a Warlock Spellmaker and a Warlock Sy Glyph.

Exit the quest cave through the tunnel in the southwest corner. Pass through a small cave with two rotten boards spanning a chasm. On the other side of the chasm, continue through the southwest tunnel to a very large cave with five Albino Goblins. Open *three* nice Sacks. Ignore the southeast tunnel in the pit. It has no treasure. Instead, exit southwest through either one of two tunnels. Both of them go to the same intersection. A short distance ahead is the cave near the entrance where you encountered two tunnels on the same wall. Along the way, detour northwest into a short side tunnel containing a Warlock Chest. Then exit the ruin and return to the guildhall. Speak with Sova first. She will send you to Kal Rythor, whom you can find in the Guild Library. He will send you to get an update from the miners at Bloodvein Mine, east of Bravil.

Finding the Horn and The Sorcerer's Captive

Return to Bloodvein Mine east of Bravil on the other side of Niben Bay. When you get to the miner's living quarters, find a grisly scene. Speckled Clanfears and Speckled Daedroths came out of the newly dug tunnel and killed all of the gold miners. Their bloodlust not yet satiated, three of the Daedra will now attack you. A pop-up message tells you to neutralize the threat.

So, even though Kal Rythor told you not to go into the new tunnel alone, find the "Wood Door to Bloodvein Mine Side Tunnel" at the south end of the miner's digs. Kill two Daedra along the way. On the other side of the door, kill five or six more Speckled Daedra. Mine some gold and open a minor Sack. In the cave with the coffins, open a nice wooden chest and a nice stone chest. At the south end of this group of four small caves, look for the "Wood Door to Overgrown Spire Ruin". Beyond that door is a small rectangular cavern with a Wraith and two exits. The east fork goes only a short distance to an "Unhinged Stone Door" that will not open.

The west fork goes to another intersection. Continue west, then north from there, to find a zigzag maze of tunnels and five caves with treasure chests. Expect to fight one Daedra, three zombies and three Wraiths. Use your local map to help your navigation. Along the way, find one good wooden chest and two minor wooden chests. At the end of the maze is a prison cell holding a man named Mavner. When you speak with him, he will naturally expect you to free him. An Evil Sorcerer dragged Mavner's screaming friend Jonnas into the "Dank Lair".

Go through the nearby lair door to find fort-style architecture. In the first room, kill two Skeleton Warriors and then open two wooden chests, one nice. You may find the Evil Sorcerer in this room. If so, be ready to fight off his Daedra conjurations too. Then go through the "Old Wooden Door".

Beyond that door, if you did not see him before now, find the sorcerer. The game will give you a pop-up success message when he is dead. Get the "Sorcerer's Key" from his corpse. Open two good wooden chests. Open a very nice wooden chest at the foot of his bed. Find a very nice Sack behind a fallen column. Riffle through the books on the bookcase, to find three of note. "The Art of War Magic" gives you +1 to your Destruction Skill. "The Warrior's Charge" gives you +1 to your Conjunction Skill. "Sithis" gives you +1 to your Alteration Skill. You are too late to release Mavner's friend Jonnas from the sorcerer's unholy experiments. Open the locked (very hard) "Old Wooden Door" on the east wall, using the Sorcerer's Key.

Past the door, is a "Trapdoor to Overgrown Spire Ruin". This grants access to a stepladder down to Mavner's prison cell. Speak with him again and he will reward you with an illustrated book about the Zinj, "Sentinels of Kar'toom". You will interact with the Zinj later. The book gives a hint about what you must feed it, so that the Zinj will give you treasures. Mavner tells you that he will follow you up the ladder but, at the top, he disappears. Return through the zigzag maze to its beginning. Locate a wide tunnel going down south, which you passed earlier.

Walk down the long tunnel to a room with a bubbling lava pool blocking your way. Use a ranged weapon to kill the Daedroth on the other side of the pit. If you have equipment that will give you the Water Walking Ability, consider equipping it now. There is more lava ahead. If you walk on it, you will suffer minor damage. If you jump over it, you will suffer no damage. If you try jumping over it, but fall into the lava and cannot swim out of it quickly enough, you will die. **Save your game.** Then cross the pool of lava.

On the other side of the lava, is a minor Sack. Two tunnels exit the cave. Take the south tunnel to a larger cave with a Speckled Clanfear and more lava in its center. Exit this tunnel through a tunnel in the east wall. A short distance down that exit tunnel, find a short side tunnel leading north to a nice Warlock Chest. A short distance east of that chest is a Major Intersection.

Turn south here, to a large cave with more fiery lava. An enormous bleached skeleton of a primeval creature lies on a spit of land on the other side of the lava. Kill two Clanfear on the other side and then jump, walk or swim across the lava to get to a Warlock Chest. You now have two choices on how you get to the south end of this room. You could swim, walk or jump across the wide lava pool south. Alternatively, you could exit the Creature Cave through a tunnel on its northeast wall, to another big cave. Kill a Wraith and then jump a chasm south. Kill a Clanfear and a Wraith, open a minor Warlock Chest and then go west, through a tunnel in the pit at the south end of that cave. Both routes are dangerous.

At any rate, when you get to the south end of the Creature Cave, kill a Wraith and loot the minor Warlock Chest. Then go through the tunnel in the southwest corner. Take the first right (west), to the Celestial Portal cave and kill three Crystal Atronachs. Walk out along the short section of stone bridge and collect the blue "Horn of Zyyr", hanging in mid-air above the circular lava whirlpool. The game will give you a pop-up message sending you back to the guildhall. Loot the minor Warlock Chest and consider going through the blue Celestial Portal.

Beyond the portal, as with the other two, is a tough Ascendant Warlock. This one is the toughest of the three and has a nasty trick up its sleeve, even after it dies. Inside the Warlock's Chest are a nice Warlock Robe, a nice Warlock Hood, a Warlock Enchanter, a Warlock XI Glyph, a water walking necklace, much gold and many Flawless Gems.

When you exit the portal room, go south at the intersection, to a place where lava has flooded the tunnel. If your character is very healthy, take a long swim through the lava tunnel and kill a Spider Daedra in the cave at the other end. In the small cave, find three Strong Healing Potions and a Potion of Insulation on top of the Warlock Chest. Drink the potions before you swim back.

Retrace your steps back to the cave with the huge bleached skeleton, which is large enough to show on your local map. Take either of the two routes discussed earlier, to the north end of this Creature Cave. Go a short way through the north tunnel, until you get to the Major Intersection near where you found a Warlock Chest at the end of a short tunnel.

Instead of going back west, continue north a very short distance, to the next tunnel intersection. Take the east fork, to a lava-flooded section of the tunnel. A *short* swim through this lava gets you to a small cave with a Daedroth, a nice Warlock Chest and three Strong Healing Potions.

Back in the main tunnel; continue north, to get to a large cave with lava. Loot the minor Warlock Chest and then jump north, across the lava chasm, kill a Wraith and open another minor Warlock Chest. Then cross a rock bridge north, kill a Wraith and open a nice Warlock Chest. Retrace your steps back across the bridge and then go through the tunnel west. You have been here before, but you may see another Daedroth. Jump across the lava lake north, to exit the cave complex.

When you get back to the miner's living quarters, if you want more treasure, go back through the Gold Vein door and then the "Wood Door to Vampire Lair". All of the vampires have regenerated, along with all the treasure in the chests, coffins, casks and the one sack full of gold.

When you get back to the guildhall and speak with Kal Rythor, he is upset that you went into the new area alone. He asks you to give him the Horn of Zyyr. Both dialog options end with your agreement. He will give you his Rythor Pendant - resist Paralysis, Poison, Shock, Disease and Fire 40%. Get a 5% bonus to your Damage Reflection. Then speak with Aster Cei, about his wall map.

Aster sees the pendant that Rythor gave you. He notices that four of the five gems appear to correspond to the four spires that the Archaeology Guild has already found. He wonders if the fifth gem is the location of yet another spire, and asks you to investigate.

The Fifth Spire

The Fifth spire is southeast of Sancre Tor and south of Ninendava, in the Jerral Mountains, at the northern part of your world map. This spire is in pristine shape. When you get past the "Stone Door to Fifth Spire Ruin", find a nice Warlock Chest in a short tunnel east. Then continue south to a "T" intersection. Take the east fork to a cave with a Wraith. Exit this cave north, through a tunnel to a second small dead end cave. Kill a Luminous Wraith Lord and open a nice Warlock Chest.

Then return to the "T" intersection and go west. At the second side tunnel north, open a nice Warlock Chest. Then continue west, to a room that serves as a four-way intersection, guarded by a Wraith. The west fork goes only to a dead end rock fall, leaving two choices.

Go north, to a "T" intersection. Jog a short distance east, to get a good Sack behind the crystal. Then go west, to a big cave defended by a Spotted Clanfear, and a Crystal Atronach.

Loot one nice Warlock Chest and a Sack of gold in this room. Then exit the cave south, through a zigzag tunnel, to a large L-shaped cave. A dead Crystal Atronach and Clanfear lie on the ground. Sometimes the Atronach spawns alive. Kill a live Wraith and open a minor Warlock Chest. Then exit the room through a short tunnel south, into an enormous cave with a pit in its center. Down in that pit are two Clanfears, one Xivilai and a very nice Warlock Chest. In the southwest corner of the upper ledge, is a good locked (very hard) wooden chest with gold inside.

Near the Warlock Chest, find the body of Wymere Solan. Stand next to his corpse and *wait* a few seconds for a pop-up message. Search Solan's possessions for his illustrated diary. Open your journal and open the diary. Turn the pages as Solan's voice narrates his last writings. At the end of the book, DO NOT select "Take", or the game will crash. You already *have* taken the book. When you Exit the book, the game will give you another pop-up message, telling you to speak with Cei.

Exit the room through the south tunnel, and through a rocky canyon. A Wraith lives here, but it may be waiting on the ledge above the canyon. The canyon leads to a room with two Clanfear, one Daedroth, a Crystal Atronach, a nice Warlock Chest and a very nice wood chest half-buried in the ground on the west side of the cave. Find a well-hidden minor Sack on the east wall of the cave. Walk along the upper ledge through a tunnel south, and then west, to the upper part of the rocky canyon. Kill the Wraith, if you did not do so in the canyon below, and then jump across the gap to open the nice Warlock Chest. Go south, through a tunnel, to a small cave with a Wraith and a nice Warlock Chest. Retrace your steps to the large cave. Exit that cave north, to the four-way intersection. Exit the ruin, return to the guildhall and speak with Aster Cei about the diary.

The Revelation

Use the key that Aster gave you to go into Rythor's Quarters, at the end of the balcony upstairs. Open his desk and take "Rythor's Lair Key", the book "Runes of Cyrodiil" and "Rythor's Note". Take the Varla Stone from the desk. Open a Sack and take 1,000 gold coins. Go to the bookcase and read "Response to Bero's Speech", for a +1 boost to your Destruction Skill. Read "The Wolf Queen", a book on the nightstand next to the bed, for a +1 boost to your Speechcraft Skill.

Finally, use Rythor's Lair Key to open the door on the east wall of the room. Inside the storage room, behind the tapestry at the end of the room, is an "Old Wooden Door to Hidden Passage". Beyond the door is fort-style architecture. Walk down the long, steep spiral passageway, past a minor wood chest and a Skeleton Warrior, to the four-way intersection at the bottom.

The northwest fork goes to a rock fall guarded by a Skeleton Warrior. I could find no way to open the Sack wedged into the rocks. ESC>Options>Audio>Effect Volume, adjusts the thumping sound.

Back at the four-way intersection, go northeast to two locked (very hard) prison cells containing locked (very hard) wooden chests with minor treasure. You will find four more of these cells, all with very hard locks. Not a good source of loot, they serve mainly to increase your Security Skill.

Farther northeast, down the hall beyond the two cells, is second four-way intersection with a zombie. Go northwest, to an "Old Wooden Door". **Save your game.** Past the door is a very tough "Soothsayer" and six "Ethereal Imps". As soon as they detect your presence, all of them will attack you at once. After you kill the Soothsayer, get the "Haunted Lamp" from his corpse. Keep the lamp in your inventory until the end of the story, where I explain its use. In the Soothsayer's chambers, loot a very nice wooden chest and read a book "De Rerum Dirennis" to raise your Alchemy Skill by one point. The stone pressure plate opens a gate at one end of the bridge that crosses the room.

Return to the second four-way intersection and take the northeast fork to a two-way intersection defended by a Wraith. Go up the stairs northwest, to that bridge that crosses the Soothsayer room. At the dead end of the bridge is a very nice wooden chest. Return to the two-way intersection and continue northeast, to a large room with a Headless Zombie, a Wraith and a good wooden chest. The room has two exits, northeast and southeast. Both directions go to the same U-shaped corridor, containing a Wraith, guarding a minor wooden chest.

Go southeast from here to enter a large two-tiered room. Get up to the platform in the northwest corner of the room by crossing the bridge or using superior jumping ability. If you cross the bridge, be wary of the four spiked balls that swing down on chains as you cross the bridge. On the platform, pull the lever. This raises a steel gate, blocking a door on the northeast wall. The Dart Trap at the base of those steps seems designed to fire only once. Look behind a statue on the northeast wall for a very nice Sack of gold, but ignore the northeast door for the moment.

Go southwest from the Lever Room, to a room defended by a Skeleton Guardian and a zombie. Open a locked (hard) wooden chest containing minor treasure. The room has two exits, northwest and southwest. Go northwest, past a minor wooden chest, to the second four-way intersection. Along the way there, a tunnel goes southwest, down some steps into a flooded dead end passage. Remember this location. Return to the previous room. The southwest exit from the room takes you to a Skeleton Guardian. Continue southwest, past another Skeleton Guardian and a minor Sack. Then turn northwest, through a room with a zombie, a nice wooden chest and a second water-filled tunnel, to the first four-way intersection. Your local map should now show this entire level.

Now return southeast, then northeast, to the Lever Room. Go up the northeast steps and open the minor locked (very hard) wooden chest. Then go through the "Wooden Door to Rythor's Lair". Beyond the door is a long rectangular carpeted room, lit with fire bowls along both sides. There are no enemies in this room. Take a moment to study the ceiling. Note that the ancient builders constructed parts of it with rectangular blocks of stone. I could find no treasure in this room.

Go up the northeast steps, into another large room. Three iron gates block access to most of the room. While you are investigating those gates, Rythor will blindside you. After you have killed him, the game will present you with a pop-up message. Search Rythor's corpse for the "Horn of Zyyr". He may have dropped it on the ground. The horn is actually a soul-trap sword.

Save your game. Repair the sword, and then equip it, to release the imprisoned spirit of Luminai, the missing god from the Lost Deity Shrine in Primeval Hollow. The game will give you another pop-up message. Now the sword is ready to imprison another soul - The Avatar. You can see him floating in the air down in the larger part of the room. The gate in the middle is now open. When you go past the gate to fight the blue monster, it will lower again, locking you in with him.

The Avatar will attack you with spells and send his Corrupt Wisp minions after you. These wisps drain your Willpower, hampering your Destruction, Alteration and Restoration Skills. Several sections of the floor will erupt in flame, which can injure you if you step in it. Do not stand in one place too long, or blocks of stone will fall on you from the ceiling. The Avatar can regenerate his health. Kill the wisps and The Avatar. You need *not* use the Horn of Zyyr to kill him. Any method resulting in The Avatar's death will cause the game to give you a success message.

After you defeat The Avatar, The gate will open again. Run back to the spiral exit tunnel. When you go through the Lever Room door, the game will give you a pop-up message mentioning a "...relentless wall of flame". The message suggests you jump in one of the two pools of water you found earlier, presumably to avoid the flames. However, many of the rectangular stone blocks in the ceiling will begin to fall as you approach them. Your vision will blur, just before they fall. It does not take many falling stone blocks to kill you. Stop moving, to allow most of the blocks to fall, but remember that a wall of flame is chasing you, so do not stop for long. Many people have trouble surviving this gauntlet, as you will understand if you try it once or twice.

One method I have had success with is to hit The Avatar with *one* fire spell to get the monster's attention. Then run through the door to the Lever Room. Here, turn around and defend yourself against the Corrupt Wisps that chase you. Heal up and then go back through the door, if necessary, to get The Avatar to come into the Lever Room. The closer to the exits you are when he dies, the less falling stone blocks you will have to avoid on your way to the exit. Also, having gone past the Lever Room door, you avoid the wall of fire completely. Be aware that if you injure the monster too much *before* you get him to the Lever Room, he may die early, from the falling stone blocks.

Once you have killed The Avatar in the Lever Room, run southwest, all the way to the "T" intersection where two clumps of Cairn Bolete mushrooms are growing. Remember to stop running whenever your vision blurs, to allow stone ceiling blocks to fall. Turn northwest (right) at the mushrooms, passing the pool of water in a tunnel to your left, until you get to the first four-way intersection. Then turn southwest (left), to exit safely up the spiral tunnel.

Return to the guildhall to find the four remaining members waiting for you in the lobby. Speak with Sova. She will offer you the job of Archaeology Guild Headmaster. You may accept or reject the offer. Then the four archaeologists walk off to their workstations.

There is more to do, if you have the time. Take a stroll around the guildhall and note that you can open all the glass display cases. Gone, are all the glass covers that used to shield the relics on the stands. Most of these artifacts are for display or trade only. However, a few of them are interactive.

Alzor's Merciless Maw, in the library, is one of those. Drop (Shift-Click) this giant spring trap on the ground. After a two-second delay, it will self-deploy. The trap will not injure you if you walk over it, but any of your enemies who step into it will probably die. "Take" the note from Kaveon, lying next to the trap. This gives you Place and Retrieve Spells for the trap. If you have a bottle of Dissolving Agent in your inventory, the reagent will add extra damage to the trap. Get the reagent from Tumyr, in the same way you did for the quest, "Tumyr's Dissolving Agent", at the Excavation Site. You must have two *separate* conversations with him, to get him to make the potion for you.

Another interesting interactive object is the "Compacted Deposit", an arrow stuck in a rock matrix. If you have a second bottle of Dissolving Agent in your inventory, you can remove the arrow. Select the "Souldrinker" arrow in your inventory and shoot something. In four seconds, the arrow will return to your inventory. Select it again and you can use it again. In addition to its offensive power, the arrow traps souls, as long as you have a suitable empty Soul Gem in your inventory.

Add the "Ancient Coin" to your inventory, to add 20 *Points* to your Luck Attribute.

Equip the "Magical Feather" as you do a ring, to add 105 points to the total weight you can carry.

You must win the Zinj's Malevolent Heart, before he will give you any gifts. To do this, you must feed him Flawless Gems. These must be Rubies, Sapphires, Emeralds, Topazes, Diamonds and Pearls. Drop (Shift/Click) five-each of all six types of gems, on the ground near the Zinj. These must be thirty *individual* gems, *not* groups of them. Then pick up (Caps Lock key) *three-each* of all six types, one-by-one, and drop them into the open mouth of the Zinj, totaling 18 gems. A musical note will sound after each drop. Now, from the pile on the floor, continue adding *any* remaining gems to the mouth of the Zinj. You will need to add as few as two and as many as twelve more gems, before you get a success pop-up message telling you that you have won the Zinj's heart.

Now, when you give the Zinj more Flawless Gems, he will give you these gifts:

A Flawless Sapphire will get you a Zinj's Malice Arrow (Damage 30 & Fire 20).

Three Flawless Rubies or Flawless Emeralds will get you 2,000 gold coins.

Two Flawless Pearls will get you a Welkynd Stone.

Ten Flawless Topazes will get you a Zinj's Malice Mace (Damage 23 & Frost 20).

Three Flawless Diamonds will get you a Varla Stone.

If you put anything in his mouth that he does not like, the Zinj will send out a red energy beam, similar to that of a Dark Welkynd Stone. The beam can injure or even kill you. If you jump quickly to one side, or run up the stairs, you can safely dodge the beam.

Near the ceiling of the room at the north end of the library, is a Sack of gold, a *very hard* challenge. Jump up on the barrels, climb up the sloping board while avoiding the stalactite and then jump above the Sack. As you fall back to the floor past the Sack, Activate it and it will open.

On the final quest, you found a "Haunted Lamp" on the Soothsayer. Click on it in your inventory. The first time you do this, you will get a message about the "power of the spirits". The lamp lets you conjure an Ethereal Imp, as long as your Conjunction Skill is high enough. That skill level also determines the strength of the conjured monster. If you drop the lamp on the ground and then pick it up again, an onscreen message will tell you the strength of the spell. You can also view this spell in your Journal. The power of the spell increases as your Conjunction Skill increases:

A Conjunction Skill of 60 gives you a Weak Imp for 20 seconds.

A Conjunction Skill of 70 gives you a Strong Imp for 30 seconds.

A Conjunction Skill of 90 gives you Two Imps for 40 seconds.

A Conjunction Skill of 100 gives you Three Imps for 60 seconds.

If you eat the "Psychotic Chili", in addition to momentary blurred vision, the chili generates several other effects. These include a reduction in your Intelligence Attribute, a weakness to Frost, an increase in your Endurance Attribute, an increase in your resistance to Fire and an increase in your ability to reflect Damage. To see these changes, go into your Journal and scroll down through your Active Effects. The potency of the effects depends upon the value of your Luck Attribute, *at the time you eat the chili*.

A Luck Attribute of 50 will give you a Feeble Chili Psychosis, reducing Intelligence by five points, giving weakness to Frost -10, increasing Endurance +5 and resistance to Fire +20.

A Luck Attribute of 75, will give you a Medium Chili Psychosis, reducing Intelligence -5, giving weakness to Frost -30, increasing Endurance +7, resistance to Fire +40 and Damage Reflection +2.

A Luck Attribute of 80, will give you a Strong Chili Psychosis, reducing Intelligence -5, giving weakness to Frost -40, increasing Endurance +8, resistance to Fire +50, and Damage Reflection +3

Lastly, in case you wondered, there are six empty rooms down the steps beyond the boulders in the dungeon. Perhaps they were to be part of another quest, subsequently abandoned. At any rate, you can only get there with a little Tender Caring Love. That is the only hint that I will give you.

Chris Barton - Revised 10.08.2011