

Oblivion - The Shivering Isles DLC

A Door in Niben Bay

Install "The Shivering Isles" downloadable content. Then start your game and look at your world map for an island off the east coast of Bravil, in Niben Bay. You should be able to see this island from shore. Swim out to the island and speak with guard Gaius Prentus about the "Strange Door". Shortly thereafter, Belmyne Dreleeth will jump through the Strange Door, to your island. He will begin ranting like a lunatic, using threatening language. Prentus will slay Dreleeth with his sword. You will also hear a disembodied voice coming through the door, inviting you in. Now accept the invitation, by activating that glowing blue and white "Door to the Fringe".

The small neat office on the other side may not be what you expected. Accept Haskill's polite instruction to sit in the only vacant chair. Ask him about the Strange Door, and then explore all other dialog options with him. He will tell you that Lord Sheogorath needs a Champion. As this is what you do best, accept his kind offer. Haskill will walk over to the only other door, and then the walls will turn into colorful butterfly wallpaper. Then the butterflies will come alive and flutter gracefully away, leaving you sitting in a sunlit room with no walls.

Through the Fringe of Madness

Get up from your chair and look behind you to see that the portal back to Cyrodiil is still there. Open your journal and look at your world map, to get an idea of where you are. Walk down the cobblestone road and explore a bit. Harvest some of the unique plant specimens for your collection. Partway down the hill, a Grummite Painbringer will attack you. Kill this sturdy little monster. A bit farther down the road, you will come to an intersection. An unpaved road to your southeast leads to a ruin called Xeddefen. Six more Grummites patrol this area. You may leave them unmolested for now.

Farther down the cobblestone path, you will come to another intersection. For now, bypass the north fork, which goes up the hill to a ruin called the "Gardens of Flesh and Bone". Instead, take the east fork, through an arch to a town called Passwall. Beyond the arch, you will find another intersection. Two men, Felas Sarandas and Mayor Shelden, are talking to each other here. They will soon run up the hill to the east. Follow them until you can see a group of "Adventurers" fighting (badly) with a giant green monster "Gatekeeper". The Adventurers will all die except one, who will run away.

If you get close to the Gatekeeper, the game will warn you not to fight him. This is good advice, because he is fifteen feet tall, has a large amount of hit points and is self-healing. However, that does not mean that he cannot be defeated. If you have built a powerful Oblivion character already, you may engage the giant in battle and win. If you know that you cannot beat him or just want the full flavor of this expansion pack, then keep reading. If you fight and defeat the Gatekeeper, scroll down four paragraphs, past the part about the arrows and "Relmyrna's Tears".

Speak with Sarandas or the mayor about the "Gatekeeper". They will both mention the name "Jayred Ice-Veins". This will update your quest. Now follow your green quest arrow to find Jayred. Ask him about the "Gatekeeper" and the "Gardens of Flesh and Bone". Agree to his request that you pick the lock on that ruin's gate. Then run behind him as he goes up the hill. At the top of the hill, pick the lock and enter the ruin with Jayred. Kill the three Replete Shambles defending the area. Then Jayred will get some bones from the corpse of the Gatekeeper's brother. It will take two hours for Jayred to make arrows from the bones.

In the meantime, go the Wastrel's Purse Inn and speak with Relmyna until she mentions Nanette. Then the quest will update. Now go outside and follow your quest arrow until you find her. Speak with Nanette *twice* about the "Gatekeeper". If her Disposition toward you is above 70, she will tell you that Relmyna's tears are deadly to her offspring, the Gatekeeper. Then go up the east hill again and wait at the top until midnight. At that time, Relmyna will walk up the hill and speak with the Gatekeeper. In another few moments, the game will give you a popup message reminding you to pick up the handkerchief that Relmyna dropped.

After you have squeezed three vials worth of teardrops from the handkerchief, go back down the hill and follow your quest arrow to find Jayred again. He will give you 20 of the arrows he made from the bones. Now tell him that you are ready to slay the Gatekeeper. Equip your favorite weapon, and then go into your inventory and click on the bottle of "Relmyna's Tears". A popup message will ask you if you want to add the tears to your weapon. You are now ready to slay the big green monster.

Go back up the eastern hill and do that, with Jayred's help. When the monster is dead, get both the Mania and Dementia keys from his corpse. Haskill will appear again, congratulate you and tell you to go and see Sheogorath. He will also give you information about the two different realms of the Shivering Isles. Mania occupies most of the northern part of the realm and Dementia the south. If you choose to go through the door to Mania, the game will give you the Blessing of Mania, a Frenzy Greater Power. If you go through the door to Dementia, you get the Blessing of Dementia, a Demoralize Greater Power. The paths beyond the two gates come together a short distance beyond.

The shortest route goes east along the cobblestone road toward New Sheoth. You must fight a variety of new monsters along the way, including Verdant Knarls that shoot a green bolt of Silence at you. This stops your spells for a short while. You may also encounter Scalon Brutes, which have the ability to become invisible. Detect Life equipment will help you locate them. Besides the hardy Grummites that you have already seen, you may also see fast-moving Venomous Baliwogs.

Pass by Hardscrabble Camp on your left, Blackroot Lair, an unmarked intersection, cross five wooden bridges and New Sheoth Graveyard, all before you get to the city itself. The section of the city that you will see first is Crucible. Go through the large wooden gate and explore to the edges of Crucible until your local map is fully uncovered. Then find Cutter's Weapons. Go there, sell your treasure and speak with the proprietress. She will give you a "Madness Ore Materials List". This will update a Side Quest that you may have already activated, "The Antipodean Hammer".

Then check your local map again to find the steep stairs going up to the palace, in the northeastern corner of Crucible. Climb the stairs and go through the door at the top. Open your inventory and reselect the "Through the Fringe of Madness" quest. Walk along the stone path on the other side of the door, following your quest arrow to the "Door to Sheogorath's Palace". The great monarch is sitting on his throne. Haskill is standing nearby. Sheogorath will congratulate you and give you an amulet. After that, he will go into a long speech and give you a new quest, "A Better Mousetrap". To go with this quest, he will also give you the "Attenuator of Judgement" and "Manual of Xedilian".

A Better Mousetrap

Go back outside the palace and look at your world map to find Xedilian to the southwest of New Sheoth. If you found Black Root Lair, then Fast Travel there. If not, then your journey will be longer. Go southeast down Pinnacle Road. Along this road, in addition to many Grummites, you must defend yourself against Skinned Hounds and Ravenous Hunger beasts. When you get to Xedilian, you will find stone architecture that is neither Imperial nor Ayleid. Kill two Grummite defenders outside, walk across the stone bridge and then go through the "Wooden Door to Xedilian".

Inside, go down the stairs and push the button to open the "Metal Gate". Down more steps beyond the gate, you must kill two Grummites defending a locked chest and an unlocked chest. Push another button to raise another "Metal Gate" and then exit the room west, down more stairs. Around the next corner, kill three Grummites. One of them, the Shaman, has the first of three Focus Crystals you must find. At the top of the next stairs, find the "Judgement Nexus". Activate the nexus to start the Focus Crystal slowly rotating on top of the nexus. Open one chest and an urn nearby. Continue south, along the hall to find a locked chest and an urn. Farther down the hall, is a "Metal Door".

Beyond the door, find three Grummites in a high-ceilinged room. Exit this room south, down some steps to a statue bust with a button below it. When you push the button, neither of the two gates to the left or right will open. Instead, you will drop straight down to the floor below. At the bottom, heal yourself and get ready to fight three more Grummites on the other side of the door to the east. One of them, the Shaman, has the second Focus Crystal. Just up the next stairs is the second nexus. Install the second crystal here the same as you did the first one. Loot the chest and go down the hall, pass an urn, go down two more tiers of steps, until you get to a large room with three Grummites.

Exit this room to the west, around a corner, down some steps to a "Wooden Door to Xedilian Halls of Judgment". Past the door and down some steps are two Grummites and a chest. Now go east, pass an urn, down three tiers of steps and around two corners to a room with three Grummites. One of them is the Shaman, who has the third Focus Crystal. Nearby is the nexus. Install the crystal and loot the urn nearby. Exit the area to the north and down some steps to a "Metal Door".

Beyond the door, fight three more Grummites. Exit this room north; pass a chest and an urn, go down some steps to a room with three Grummites. The room has a giant crystal formation at one end. Activate this "Resonator of Judgment". Loot the urn and chest and then go through the now-open door to the north. Activate the "Teleportation Pad to Xedilian".

When you arrive at the other end, Kiliban Nyrandil will stop you. He tells you that the teleport pad would have transported you outside Xedilian, but Adventurers have already entered the facility. Now you must deal with them before you can leave.

Baiting the Trap

Behind Nyrandil, go into the west cubicle. Watch, from your balcony, the three Adventurers walk into the room below. Listen to their overconfident chatter. You must push either the green button or the red button. They are both marked as to their effect. Watch one of the Adventurers die. The remaining two men will go to the next room, and you should go to the next balcony. Enter the north cubicle and Activate the "Teleportation Pad to Xedilian".

When you arrive at the other end, go into the south cubicle and wait for the two men. Then push one of the two buttons and wait for the results. Then walk to the west cubicle and Activate the "Teleportation Pad to Xedilian".

When you arrive at the other end, stand in the east cubicle and push one of the two buttons. When this last unpleasant incident is over, speak with Nyrandil again. Then go to the south cubicle and Activate the "Teleportation Pad to Xedilian". At your destination, speak with Nyrandil again. He will give you a sword taken from the last Adventurer and his journal. The journal explains how the magical "Dawnfang" sword works. Open the nearby chest and take what you want.

When you leave this area, three "Knights of Order" will attack you. After you defeat them, go back and speak with Nyrandil once more. Then follow your quest arrow to exit the area through a "Wooden Door to Realm of Sheogorath".

Once outside again, Fast Travel to the palace and speak with Sheogorath. He will give you a spell with which to summon Haskill whenever you want. Sheogorath will insist you try out the new spell *twice*, even though Haskill is standing right there. Then explore all dialog choices with Sheogorath. Now he wants you to meet the rulers of the "House of Mania" and the "House of Dementia". Access to both of those areas is through doors in the very throne room in which you are standing.

Understanding Madness - Addiction

Start by going through the "Door to Mania" and then speak with Duke Thadon about the "Chalice of Reversal". Then be in the room between 7:00 P.M. and midnight. An Argonian woman named Wide-Eye will seat herself at the table and begin to eat. Interrupt her and ask about the "Chalice of Reversal" and "Dunroot Burrow". If her Disposition toward you is high enough, the game will place a marker for Dunroot Burrow, on your world map. Find the cave in the northern part of the Shivering Isles, just south of the word "Road" in "Overlook Road".

Now go through the door on the southwest wall, to get outside. Fast Travel to the New Sheoth Graveyard and then go north, cross-country, until you reach the main road. You will fight your first of many Elytra, along the way.

Continue your journey along that poppy-lined cobblestone highway. Pick a few Alocasia Fruit, Red Kelp and Hydnum Azure fungus as you hike to the top of the mountain. Over the crest and down the other side, pass Frenzied Camp and kill the occasional monster. Go all the way down to the bottom of the slope, and then start climbing the next, until you come to a fork in the road. A dark narrow trail will climb up to the south. Take that fork, pass Camp Hopeful and continue up the trail.

Now you will start to confront monsters. On your way to the top of the hill, you must kill at least one "Elytra Hatchling". Near Dunroot Burrow, you can find at least four of these baby monsters. Harvest the "Felldew" drug from the youngsters. You can also find at least four of the tougher adult version of Elytra, around the entrance to Dunroot Burrow.

Before you can enter the burrow, you must temporarily become a Felldew addict. Open your inventory and click on a sample of Felldew. Then open the door to the burrow, which the Elytras have slightly hidden underneath the large tree roots. Beyond the door, even before you get to the first intersection, the drug will start wearing off. The game will advise you of this fact and encourage you to take more of the drug. Some of the Elytras that you kill in here will have the drug.

Withdrawal effects will come in 5% stages if you do not take more of it. The drug will affect all of your Attributes, except for Personality. The eventual damage will be a 10% drop in effectiveness for some Attributes, 15% for others. If you have worked hard enough to achieve high Attribute levels, this will hardly affect you. You may ignore the entreaties to take more of the drug. If, however, your character has low Attribute levels to begin with, then you may have a tough time defeating all the Elytra in this huge burrow unless you find more of the drug.

Work your way down to the end of the first long tunnel, killing Elytra as you go. Look for "Hollow Stumps" that contain treasure and trees that contain amber. Be aware that at least three different types of plants can damage your health. At the end of the tunnel, climb a fallen log to get up to the intersection above. Both the south and west forks go to the same place, although the south direction is shorter. You will come to a big cave with a ledge running all the way around a pit in the center of the cave. Work your way along the ledge to the exit tunnel at the northeast corner of the cave.

Turn north, down the slope to another dual-level cave with logs allowing access to the upper level at both the west and north ends of the tunnel. The north log is easier to climb. Three Elytras may attack you at the top. Exit this area through a "Root Door to Dunroot Burrow, Kelp Fen".

On the other side of the door, you will find yourself on a ledge overlooking a depression. Be wary of Agility-draining gas pods at the west end of this ledge. Three Elytras patrol the area below. Find a wide tree trunk that allows safe passage to the partially flooded area below. Wade through the water to the south end of the shallow lake. As you wade through the tunnel there, it will rise up out of the water. Continue to an intersection. The east fork leads to a dead end with an amber tree, a Hollow Tree, and an Elytra. The north fork leads to a ledge overlooking the lake through which you passed.

Go west, along the ledge, to an intersection of tunnels. Either of these will take you to a "Root Door to Dunroot Burrow, Drone Tunnels", farther south. Beyond that door, the tunnel takes you to another intersection. Take the south fork down, and then up, to another intersection. From here, a section of tunnels shaped like a figure eight goes west to minor treasure. Instead, you need to make your way south, to a "Root Door to Dunroot Burrow, Bramble Halls".

Past that door, roots block the easy way south. Instead, you must work your way west, and then south, to a large cave with a pit below. Two Elytras patrol that area. Find a wide log and walk down to the pit. Then go south a bit to another tree trunk going up to the ledge on the other side. Fight two more Elytras there and then go east, to another intersection. Either route will eventually get you north, to a "Wooden Door to Dunroot Burrow, Sanctum of Decadence".

Beyond that door is a nicely appointed living area for three Felldew addicts. When they see you, they will immediately attack, even though they have no weapons or armor. The Chalice of Reversal is sitting on a short pillar. When you pick it up, your addiction will magically disappear, removing all of your disabilities. Exit up the steps to the west, through a "Wooden Door to Realm of Sheogorath".

Before you move too far from the other side of this door, note the Knights of Order milling around the large Crystal Obelisk directly in front of you. You may choose to ignore them for now, or get some practice shutting down an obelisk. The obelisk is a teleporter of sorts, which the knights use to enter The Shivering Isles. Each obelisk comes with a priest, who can recharge the crystal. Therefore, you cannot shut down the obelisk permanently unless you also kill the priest.

Each of the knights has a Heart of Order that you can take from him after you kill him. If you put three of those hearts into the obelisk by Activating it three times, the obelisk will shut down. You can knock the priest unconscious, but you cannot kill him while the obelisk is active. Then, if the priest wakes up before you have finished putting three hearts into the obelisk, he will reactivate it. This is obviously a fruitless exercise. More knights will come through the portal and the fight can continue endlessly. You need a strategy for success.

Kill three knights to get three hearts. Put two of them into the obelisk. Knock the priest unconscious. You now have plenty of time to put the third heart into the obelisk and shut it down before the priest wakes up. Then kill the priest and any remaining knights.

To complete the Chalice of Reversal quest, Fast Travel back to the palace. Then go inside the door to the left of the front entrance (as you face the palace) to get back inside Duke Thaton's throne room. Give him the chalice and then he will make you one of his Courtiers.

Understanding Madness - The Lady of Paranoia

Go through the door to Dementia, either from inside Sheogorath's Throne Room or from outside. The outside door is southeast from the top of the main steps. Inside, wait until Duchess Syl is on her throne and then speak with her. Explore all dialog options. You are now the Grand Inquisitor. Follow your quest arrow through the opening in the south wall. Go down the steps and around some corners until you get to a "Door". Beyond the door is the torture chamber. Speak with the torturer, Herdir. Now he will follow you until you dismiss him.

Go back up to the Throne Room and ask Kithlan about the "Conspiracy". You will find him sitting next to Syl. He will profess ignorance. Choose one of the two torture dialog choices. Herdir will throw a shock bolt at Kithlan. He will remain defiant. Have Herdir shoot him again. Kithlan will now point your investigation toward Anya Herrick. Follow your quest arrow to find her.

Ask Anya about the "Conspiracy". She will profess innocence. Have Herdir shock her. She only needs one treatment before she points you toward Ma'Zaddha, a resident of Crucible. Follow your quest arrow to find him. Ask him about the "Conspiracy". He will profess innocence. Have Herdir torture him. Ma'Zaddha does not respond to torture. Leave him alone for now.

Your quest arrow has not updated. You must search for a cat man named Bhisha. He wanders around Crucible. When you find him, ask him about the "Conspiracy". He will profess innocence. Have Herdir shock him. Bhisha will tell you that Ma'Zaddha has secret meetings at midnight with Nelrene, a guard in Syl's own palace. Dismiss Herdir back to the palace. You do not need him now.

Find Ma'Zaddha's house on your local map and go west of it, to the alley beyond. Now walk southeast, to a balcony. Stand next to the chair and table. Wait until midnight and watch the two green quest arrows come together just below you. Creep along the balcony until you can overhear their conversation. When they break up and go their separate ways, stop Ma'Zaddha and confront him with your new knowledge. He will agree to give you the names of the conspirators.

Wait until midnight the next day and go inside his house. You will find Ma'Zaddha's body lying on the ground floor. Get the keys from his corpse and then go upstairs. Open the cupboard. Take the note and the ceremonial sword belonging to Nelrene.

Go to the Throne Room of the House of Dementia, even if Syl is not there. Nelrene will be standing guard in the room. Confront her with your new evidence and she will point you to Muurine, who has a house in Crucible. Follow your quest arrow to find her. It is ok for you to break into her house. Speak with Muurine about the "Conspiracy" and then she will confess.

Return to the Throne Room of the House of Dementia. Wait for Syl to arrive. Tell her who the conspirator is, and then follow her to the torture room. Syl will shock Muurine to death and then make you a Courtier. She will also give you a magic bow. Return to Sheogorath and speak with him.

The Cold Flame of Agnon

Sheogorath now wants you to relight the Flame of Agnon. You must go to Cylante, which is in the far north of The Shivering Isles, in the middle of The Isle of Flame. Teleport to Hardscrabble Camp, or any other location that will allow you to save a few steps. You have a long journey ahead of you. Go northwest, along the main road. When you get to Camp Tall Trees, turn northwest again, down a steep cobblestone trail toward the ocean. About halfway down the trail, you will have to confront a squad of Knights of Order, milling around a crystal obelisk. Or you could swing wide around them.

Continue down the trail to the ocean and then cross the wooden bridge. Walk through the front arch of the stone building to see two gates. The one on the left has a Dark Seducer guarding it. The gate on the right has a Golden Saint guarding it. Walk down the steps to Chuna, the Golden Saint. Tell her that Sheogorath sent you, and then she will open the gate for you. Go through the gate. Walk up to the two officers Mirel and Aurmazl Kaneh. Listen in on their conversation. The quest will update.

When the conversation ends, tell Kaneh that Sheogorath sent you, and then exhaust all dialog options. Tell her that you will help the Golden Saints, by scouting the Dark Seducer positions.

Now go back out the gate and speak with the Dark Seducer guard, Vika. She already knows that Sheogorath sent you. Go through the gate that she is guarding and then open the "Wooden Door to Cylarne". Explore the huge facility. You have permission to be there. Eventually, Stela will stop you. After you speak with her, follow her to a door. Past the door is the commander of the Dark Seducer forces, Grakedrig Ulfri. Tell her that you will lead the Golden Saints into a trap. Then explore the entire facility, so that your local map will show all the twists and turns. At the very end of the series of huge rooms, after wading through partially flooded hallways, you should find a "Wooden Door to Realm of Sheogorath". Beyond that door is the courtyard where the Golden Saints are standing.

Now you know the two ways into the huge facility guarded by the Dark Seducers - the front door and the back door. Now make a decision as to which faction you *really* want to support. Then speak with Aurmazl Kaneh again. If you want to support her, agree with her original plan to go through the front door. Say, "I'll help you, let's go". If you want to betray her, convince her to go along with officer Mirel's plan to go through the back door. Say, "Yes, but use the underdeep".

If you want a slightly easier fight, support the Saints. Either way, this will be a big fight for you. Whichever side you betray, will turn on you once they realize your deception. When the last member of the faction you betrayed is dead, the game will give a confirmation popup message. Follow the leader of the winning faction to an altar, where she will give up her life for the Flame of Agnon.

Now follow your quest arrow outside, into the courtyard. The fire, glowing green and yellow, is at the north end of that courtyard. Step into the flame, so that it surrounds your body. The quest will update. Return to Crucible and then look for the city gate to "Bliss". Beyond that door, turn west and go up the steps to a "Door to Sacellum Arden-Sul".

Beyond that door is a set of pews, an altar and two priests. One of them, either Dervenin or Arctus, will stop you, depending on which one is closest to you. He will try to convince you to support his house. Tell him that you need to think about it. Then go and speak with the other priest. He will try to get you to support his house. Your choice determines the reward you will get for the quest.

The Mania reward is the Raiment of Arden-Sul, which will increase your Intelligence up to 11%, Willpower 11%, Resist Paralysis 40%, and Shield 25%, depending on how close to level 30 you are. The Dementia reward is the Raiment of Intrigue. It will increase your Speed, Security, Sneak and Luck up to 10 points, depending on how close to level 30 you are. Both of these are clothing that replaces your armor, and may not be much of an improvement for you.

After you make your choice, step on the stone circle at the west end of the building. This action lights the Flame of Agnon. Then turn around and notice that Sheogorath is sitting in one of the pews. Speak with him about your next quest. He wants you to depose the ruler of one of the two houses, Mania or Dementia. He will give you time to think about it, if you wish.

Speak with the priest that you supported, to get your reward. Ask both priests about the "Ritual of Accession". The two houses do this in two different ways. Then tell Sheogorath your decision. I have written walkthroughs for both choices, described below. Choose one and disregard the other.

Ritual of Accession - Mania

Speak with Dervenin, the priest of Mania, about "Thadon". This will put a quest arrow for Wide-Eye on your compass. Find Wide-Eye and ask her about "Thadon", "Daily Routine" and "Greenmote". At noon, follow her outside to a bust of Sheogorath. Stop following when the quest updates. Wide-Eye will turn the statue, revealing a step ladder down to a large cavern. **Save your game.**

Go into Sneak mode and follow Wide-Eye down the ladder. This maze of tunnels goes generally east from the ladder. Golden Saints constantly patrol the area. Use the darkness to your advantage here. A Life Detect spell, or equipment, will also come in handy. When you see a guard coming toward you, dodge into a dark corner and stay there until the guard passes. Check your local map often, so that you do not get lost, and keep heading east. You must find a stone arch, very *unlike* the tunnels.

When you find the arch, walk down the hallway. Go all the way to the circular room at the east end. You will see a huge mound of powdered Greenmote. Wide-Eye is the only person in that room. Sneak to the other side of the room and jump up on the pile. Click on it twice, to get two samples of the drug. Now Sneak back outside, either the way you came or by following Wide-Eye.

Now go the House of Mania. Follow your quest arrow to a "Wooden Door to Halcyon Conservatory". Cross to the other side of the square and find the locked door to the Duke's quarters. Go into Sneak mode. Wait until the yellow circle around your crosshair goes dim. Then pick the lock on the door. On the other side of the door, stay in Sneak mode. You should see two green quest arrows to follow. One is Duke Thadon's meal and the other is his wine.

Avoid the two guards (and anyone else) in here, by hiding behind the wide square pillars. Follow your quest arrows to find "Thadon's Meal" on a table. "Thadon's Wine" is the largest bottle in the wine cupboard. Click on each of the two items to contaminate them with Greenmote. Now Sneak back out to the Conservatory and then come out of Sneak mode.

Go to the House of Mania Throne Room. Be there at 8:00 P.M. when dinner starts. Thadon will eat the adulterated food and then begin to recite a poem. Partway through the poem, he will ask for help. However, the overdose of Greenmote has already done its damage, and he falls dead. Activate his body to get a blood sample. Then follow your quest arrow back to the Sacellum Arden-Sul, in Bliss.

Walk up to the altar and Activate it. Dervenin will proclaim you the new sovereign of the House of Mania. Now speak with Sheogorath, who is standing nearby. Countess Syl will walk in and interrupt your conversation. She is not pleased that an outsider has taken over the throne of Mania. She tells Sheogorath that she is going to join the forces of Jyggalag, and then storms out.

Ritual of Accession - Dementia

Speak with Arctus, priest of Dementia, about "Syl". He will refer you to Anya Herrick and Kithlan. Follow your quest arrow to the palace and then into the House of Dementia to find both courtiers. Ask Kithlan about "Syl" and "Replaced". Get his disposition toward you over 60, and he will give you a key to Dementia's doors. Speak with Anya Herrick about "Syl" and "Replaced". Get her disposition toward you over 60, and she will distract two of the guards.

Follow your quest arrow to a "Wooden Door to Private Gardens". You have the key, but **save your game** and go into Sneak mode before you open this door. Beyond the door is a square patio with a garden in the center. Although Anya has distracted two of the guards, two more remain. Syl's bedroom is opposite the door you just opened, on the other side of the square. Use the garden in the middle to get closer to the bedroom door. One guard patrols the area, and the other is standing next to the door you must go through. Now test your Sneak skill. Both guards will attack if they see you.

Wait until the patrolling guard is walking away from you. Then move from the garden to the side wall. Creep along this wall until you get to the corner. Then creep along the wall toward the standing guard, and the door next to her. As long as the guard does not turn her head, she will not see you. Go through the door, into Syl's bedroom. Anya is inside. Walk up to the bed and touch the corpse. Syl has deceived you. Kithlan will run into the room and tell you that the body is an impersonation.

Then both Kithlan and Anya will leave you alone in the room. Loot it while you are there. Then, still in Sneak mode, open the bedroom door. The guard is still there, unless you killed her. Sneak left, toward the corner. At that corner, find a bust of Sheogorath. Activate the bust and it will turn, revealing a stepladder down to a tunnel. Go down the ladder.

From the bottom of the ladder, go down two tiers of steps to a "Metal Door". Beyond that door, at the bottom of the next steps, a statue will begin firing fireballs at you from the end of the long hallway. The structure has a maze of hallways similar to this one. Note the regular pattern of the fireballs. Run down the hallway in a zigzag fashion to avoid damage. If you stand next to one of the statues, they cannot target you. Use those locations to heal up and check your local map. Work your way through these hallways until you come to another "Metal Door".

Beyond that door, in a huge room, you must kill three Dark Seducers. Go north, through the room, then west, up the steps. Cross the stone bridge and go east, into another huge room. Two Dark Seducers lie in wait behind two rock panels on the other side of the room. When you approach the large pillar with the torches on all sides, the panels will open and the guards will attack. A third guard may attack you from behind.

Jump up through the holes where the panels were, and then follow the corridors beyond. On the way, stop and open two barrels to get four torches. Eventually, you will come to a "Wooden Door to Xirethard, Depths". Beyond that door, down some steps, is another "Metal Door".

The small room beyond is a dining room that two Dark Seducers have hastily converted into a defensive position. Kill them and then push the button on the wall to open a secret panel. Go through the opening in the wall, and then up a set of steps to a blank wall. Push another button to open another secret panel. Around the next corner is another "Metal Door".

Beyond that door is a long high-ceilinged room defended by two Dark Seducers. Beyond the room is another huge room with one guard standing at the top of some steps, halfway across the room. Kill the guard and go through the "Metal Door" at the top of the steps.

Beyond that door are two Royal Guards and Syl, in uniform this time. This is a tougher fight. You might want to ambush one of them, using a bow in Sneak mode. Then switch to a close-in weapon as the survivors run at you. Get Syl's heart from her corpse. You may want her two-handed hammer, Nerveshatter, which gives shock damage up to 24 points and weakness to shock damage up to 48%.

Now go back out into the big room. Notice that this room's stone is crumbling, unlike the rest of the underground structure you have seen so far. You have two ways to exit to the outside. You could follow your local map and go back the way you came. Alternatively, if you like a challenge, you could continue through the ruins. To see those ruins, walk to the east end of the room, and then go through the "Wooden Door to Xirethard, Subterrane".

Beyond that door is one exploding Shambles. Now go down two tiers of steps to a room guarded by two more Shambles and *eight* fireball throwing statues. First, use a bow to get rid of the Shambles. Now, watch the trajectory of the fireballs, and then use the columns as cover. Cross the room to the south side, where you will see two more tiers of steps. At the top of those steps are two more Shambles. Exit that room up two more sets of steps to a "Metal Door".

On the other side of that door, you can see a large stone arch in the middle of the room. Whether you go *through* the arch, or to either side, part of the stone structure will collapse. Kill the two Shambles, and then walk slowly forward until the screen starts shaking. Quickly back up. Let the rocks fall and then continue to the next arch, which is just as unstable. Beyond the two arches, and a short tunnel, is a "T" intersection. Go through the door to your right (north) and kill the two Shambles inside the small room. Notice that this room has three gates to three small cells. Each cell opens with a button.

The east cell is empty. The west cell has a treasure chest. The north cell has a hidden button inside. Push that button to open a secret panel on the north wall. Jump through the opening to a long room with an Ascended Zealot at the other end. He may be asleep. Next to his bed is a button on a short pillar. The button opens a hole in the floor between the two sets of steps just in front of the zealot. If he hits that button while you are standing on the trap door, you will fall a long way to the floor below. The fall may not kill you, but it will hurt. Kill the zealot any way you can. The chest he is guarding contains the best treasure in the entire quest. Then go back to the "T" intersection.

From the intersection, go south and kill three more Shambles. Go through this room, up two tiers of steps and through the "Wooden Door to Realm of Sheogorath". Now you are outside the ruin. Three last Dark Seducers are guarding the door. They will attack when they see you. Kill them, so that you can Fast Travel back to the palace.

Then follow your quest arrow back to the Sacellum Arden-Sul, in Bliss. Walk up to the altar and Activate it. Arctus will proclaim you the new sovereign of the House of Dementia. Now speak with Sheogorath, who is standing nearby. Count Thadon will walk in and interrupt your conversation. He is not pleased that an outsider has taken over the House of Dementia. He tells Sheogorath that he is going to join the forces of Jyggalag, and then he leaves.

Retaking the Fringe

After this unsettling incident with the leader of the other house, speak with Sheogorath again. He gives you a magic ring. Now he wants you to defeat the forces of order assembling at The Fringe. Fast Travel to the Gates of Madness and then go through the nearby gate, to The Fringe. Go down the hill to Passwell, following your green quest arrow to the commander of the troops fighting the Knights of Order. Note that everything has turned a dusty gray, just like the knights themselves.

Help Sheogorath's forces defeat the current attack. Then speak with either Aurig Desha or Grakendo Udico, depending on whether you are the sovereign of Mania or Dementia. She will give you a report on the current situation. Explore all dialog choices. If you wish to command the troops in the next fight, ask her how. Alternatively, you may tell her that you trust her judgment. Then help them fight off another three waves of knights. They will tend to ignore you and concentrate on your fighters. In addition, you will find it all too easy to injure your own fighters. This is close-quarters battle. One good way to help, instead of hurt, is to stand behind a knight and hit him in the back. The opponents tend to jump around a lot, so swing your weapon once. Then carefully set up for another swing. You will have only a few seconds to heal up, between the three attacks.

After the final battle, speak with your commander again. She wants you to go inside Xeddefen and then turn off the power to the central spire (crystal) in town. Follow your quest arrow to a "Wooden Door to Xeddefen". On your way there, you will have to defeat six Knights of Order.

Inside the dungeon, you will see three dead Grummites. The knights have killed them all. At this point, you have two ways to go. Choose one, as they both go to the same room. That room has three knights, a priest, a locked chest, an unlocked chest, and two urns. Get the "Xeddefen Key" from the priest and then open one of the two locked "Metal Doors" to the north.

Past those doors are two tiers of steps going down to another room. Inside that room, two more knights will come running toward you. If your Sneak skill is high enough (and you are in Sneak mode), the knights will run right past you and out the front door. Continue to the next room.

In this big room, you will find a priest, two knights and one urn. Continue north to the next room, where you will find three more knights. Again, they may run past you if you are in Sneak mode. A button on the northwest wall opens a secret panel. If you go in there, a trap door will open and a gate will lock you in. If you go this route, drop down through the hole, into the water. Then go north, out of the water and up the steps to the "Wooden Door to Xeddefen, Fane". Beyond that door, a button opens a secret panel to a long room with three exits.

If you do not want to push the button, then go north, through the "Wooden Door to Xeddefen, Fane". This will put you in the same room with three exits. Both the west and east exits from that room have knight defenders and a locked gate that you cannot open. Instead, go through the arch in the middle of the room. This will take you to another large room with a long high stairway in the middle. Go up the four wide tiers of steps, all the way to the top. Kill one knight along the way.

At the top of those steps, open the "Metal Door". Beyond that door, down some steps, is a "Wooden Door to Xeddefen, Great Chamber". Beyond that door, you will get a quest update and see a giant purple crystal obelisk. Then you will see Mayor Sheldon sneaking around. Speak with him and either tell him to follow you or wait here. He is actually not stupid enough to wait, but will run out of the dungeon if you choose that dialog option. Otherwise, because he cannot die, he may be of some use to you. Now you need to get down to that crystal

Go counterclockwise around the walkway until you get to the opening in the wall. Down the steps, in the room below are six knights and a priest, guarding the giant crystal. Even if you kill them all, more will pop into the room from the crystal. You need to put three Hearts of Order into the crystal to shut it down. Get more hearts from the dead knights if you do not have enough. Find the sweet spot on the back side of the crystal and Activate it. The game will ask you if you want to put a heart in.

As soon as you put the third heart in, the ceiling of the room will begin to collapse. Run back up the stairs and then clockwise to where you first entered. You will have to jump over fallen blocks of stone. You cannot go back the way you came. Look for a "Root Door to Xeddefen, Fells", to the west.

Past the door, you are still in danger. The screen will shake whenever blocks are about to fall. These blocks of stone are not just for effect. If enough of them hit you, they can kill you. Check your local map often. Go north, through a tunnel and back into the dungeon. Now go west again.

Up the next stairs, two knights will attack if they see you, and more blocks of stone will fall. Now go north up some more steps, then west and then north again through another tunnel. This tunnel bends around in a "U" shape, so you end up facing south. Run as far south as you can go, all the way to the wall. Look for, and press, a button on the wall. This will open a gate.

Now retrace your steps north, to the area between two tiers of steps, and then go west. Continue through the now-open gate, to the "Wooden Door to Xeddefen, Fales". Beyond that door, get ready for a lot more stones to fall. Despite the danger to them, you will also see many knights. Go east, as far as you can. At the "T" intersection, go south, then east again, to the "Wooden Door to the Fringe".

Back outside now; follow your quest arrow to find your commander. Help her fight off another hoard of knights, and then speak with her. Then go up the hill and back through the Gates of Madness. From the other side of the gate, Fast Travel back to the palace and speak with Sheogorath.

Rebuilding the Gatekeeper

Sheogorath wants you to rebuild the Gatekeeper to help defend the Gates of Madness from Jyggalag. Check your world map for the location of Xaselm. Now Fast Travel to Hardscrabble Camp. Then go north, overland, until you get to the main road. When you get to Xaselm, you will find one Mended Flesh Atronach and one Shambles defending the "Wooden Door to Xaselm".

Inside, go down two tiers of steps to a "Metal Door". Past that door and down more steps, you will come to a huge room with four Shambles. The Hunger Statue at the north end of the room will start shooting red fireballs at you when you get to the bridge. These fireballs will drain your health. Your equipment cannot reflect the damage. Run toward the statue in a zigzag fashion, dodging the fireballs, until you get to the base of the statue. Then run up the steps to the east of the statue.

Then run across the stone bridge, and go around the corner to another bridge. Run north, across that bridge to avoid another fireball-shooting statue. That statue has a locked chest at its feet. You will take some damage if you try to open the chest, but you can survive. Then run zigzag down the corridor to the east, until you are out of range of the fireballs.

That tunnel will take you to some gruesome examples of "Failed Experiments", lying by an urn that contains treasure. When you see this type of corpse, be aware that some of them are merely asleep. When you get close, they can jump up and attack you. Life Detect *cannot* detect this kind of life.

Then the tunnel will come to a "T" intersection. The northern corridor has another Mended Flesh Atronach, and then drops into a huge room. The tunnel to the east has two urns, a Sewn Flesh Atronach and a Skeleton Hero before dropping into the same huge room.

Inside this huge room are two sets of stairs, one set to the north and one to the west. Behind both of the pillars next to those two stairways, are two buttons. The four buttons control the four Hunger Statues, two in the northeast corner of the room and two in the southwest corner. Two of the statues may be dormant. Run to the buttons and listen for the sound of the fireballs. If you push the wrong switch, you will turn on both statues and the rate of fire will double. Disable all four statues and loot the two urns. Then go to the northwest corner of the room and push the button to open the gate.

Go past the gate and around an "S" shaped corner to fight a Sewn Flesh Atronach. Then open a "Wooden Door to Xaselm, Experiment Chambers". In the room beyond the door is another Sewn Flesh Atronach. The push button to the right of the north gate opens the first of many experiment chambers. One of the Failed Experiments will get up and attack you. The corpse attached to the wall is the target for a dart trap. Push the button near the table to fire the darts, if you wish.

The "Metal Door" on the west wall opens the second experiment chamber. A metal grate covers most of the floor. You can safely step on it. Read the scroll on the table "Hunger vs. Shambles". Note the dart traps on the ceiling, pointing down. If you push the button on the southwest wall, the darts will fire. Note the lone victim in the center of the room below. The button on the west wall releases all of the caged monsters: one hound, one Hunger and two Shambles. The button on the southeast wall opens a trap door to a bottomless pit. Relmyna designed these diabolical rooms.

Exit this area down the west steps between the two chambers, to a stone bridge. Then go down two sets of stairs and fight two skeletons. Take more steps down from here, to two more experiment chambers. Then go down more steps to another experiment chamber. Then take more steps down to three more experiment chambers defended by a Sewn Flesh Atronach.

Now go up the eastern stairs, kill the Mended Flesh Atronach, loot the urn and then jump into the tunnel going north. Keep going until you come to an intersection. If you continue north, through the "Root Door to Xaselm, Corpse Pit", you will find a good treasure urn among the discarded corpses. Be aware that a group of three Failed Experiments will awaken and attack you in here.

When you take the east fork, through the "Root Door to Xaselm, Sanctum of Vivisection", you will find a small maze of experiment chambers, Nanette Don, and Relmyna Verenim. You will find the latter performing experimental torture. Speak with Relmyna about rebuilding the Gatekeeper. She will tell you what you must do and give you a key to the exit door.

If you push her about stopping the torture, she will do so under one condition. You must agree to be tortured yourself. You can survive this torture-spell combination, but you should visit Sacellum Arden-Sul later. Use the altar there to repair your damaged Attributes: Strength, Willpower and Agility -5%. Now go through the nearby exit "Wooden Door to Realm of Sheogorath".

Fast Travel to the Gates of Madness, and then go through the gate to The Fringe. Follow your quest arrow to the Gardens of Flesh and Bone, and then go through the "Wooden Door to Gardens of Flesh and Body". The key that Relmyna gave you will open the door.

Inside the ruin, go down the steps and through the "Metal Door". When you walk past that door, do it slowly. Stone blocks will fall down from the ceiling. Kill one Skinned Hound and then notice that the room has two exits. Up the stairs and through the arch, are another Skinned Hound and a nice treasure urn in a dead end corridor.

The "Metal Door" west, goes into a room with a Skeleton Warrior. Roots have broken through the wall in two places. The third hole is clear. Take that tunnel south, until you reach a blockage in the tunnel named "Twisted Roots". Pull the "Pull Pod" next to the roots, and then they will move out of your way. Beyond the roots is an intersection. Two types of aggressive plants guard the tunnel to the west, one on the floor and two on the walls. Jump over them and then kill the Skeleton Warrior around the next corner. More Twisted Roots block further passage in this direction.

The south fork of the tunnel takes you to a continuation of the stone ruin. Down two more tiers of steps, are a Mended Flesh Atronach and two Hunger Statues. One may throw a bolt of fire at you. This happened to me one time, but I could not get either of them to repeat the action. Then go through the "Metal Door to Conservatorium Corpusculum".

Beyond the door is a hallway guarded by a Replete Shambles and Mended Flesh Atronach. From here, Twisted Roots block further passage east. Instead, go south, through the "Metal Door". Past that door, go up the steps to the west and kill a Sewn Flesh Atronach. Loot the locked urn. Exit this wide hallway through a "Metal Door" to the south. Past that door is another wide hallway with a Replete Shambles. In this hallway, find a hole in the north wall. **Save your game here.**

Go through that hole in the north wall and cross the log to the other side. You will be coming back here, but you have treasure to loot first. Kill the Shambles ahead and then loot the Hollowed Stump. At the end of the tunnel, kill the Skinned Hound and then climb the log to the upper ledge. Once up there, kill the Shambles and the skeleton. Then go north, through a tunnel, and loot another Hollow Stump. Pull the Pull Pod to move the Twisted Roots out of the way, and then continue to a hallway you have already cleared. Go south as far as you can and then east, to your starting point.

Again standing in front of the hole to the north, go through as far as the Log Bridge and then drop down to the lower tunnel. Pick a sample of the orange "Dermis Membrane" flowers. Exit the area west, down the lower tunnel. Defeat one Mended Flesh Atronach in the next stone hallway. The east and west ends of this hallway are dead ends. Continue south, through the hole in the wall. At the top of the hill ahead, are two Shambles, one Skeleton and one Sewn Flesh Atronach. When one sees you, all of them will come running. After you defeat them, continue to the next intersection.

The west tunnel from here will only take you back to the hole in the north wall. The east tunnel takes you to a Sewn Flesh Atronach. Continue to the end of this tunnel and then climb the log to the ledge above. Kill the Shambles up there and then pick a sample of the "Osseous Marrow" tree. This is your second ingredient. At the northern section of this ledge is a Hollow Stump to loot. Then drop down off the ledge and return to the intersection.

Now take the south fork to a "Root Door to Caverns of Susurration". On the other side of the door, note a green mist floating away from you. Follow this mist, so that you do not get lost in this very complex tunnel system. The Twisted Roots ahead of you will open automatically and then close behind you, preventing your return. Most of the Twisted Roots in these tunnels will do this.

Follow the mist east, to an intersection. Go south at next intersection and kill a Voracious Hunger. Go east at the next intersection and west at the next. Twisted Roots will open for you. Turn south at the next intersection, then east. Go through more Twisted Roots. Continue east again, through Twisted Roots and then kill a Ravenous Hunger. Then go north, through Twisted Roots and kill one Voracious Hunger and one Ravenous Hunger. Loot the Hollow Stump and then touch the "Essence of Breath". Wait for the bottle to fill and then take it. Now you have the third ingredient.

After you get the essence, retrace your path to the last intersection. Some previously closed Twisted Roots will open to the west. Go west, to a "Root Door to Natatorium of Wound Bled Tears". Immediately past the door is a Mended Flesh Atronach. Continue to the next intersection.

The west fork leads to a Skeleton Hero, a door to the west and a corridor to the south with a Shambles. The south end of this corridor has another door, behind which is a Shambles, a fire shooting Hunger Statue and a locked chest on a stone table. The button on the fire pillar appears to do nothing. Now return to the intersection and take the north fork.

Jump past three aggressive plants into a hallway going north. Kill one Sewn Flesh Atronach and then go down some steps and around a corner to the south. Slow down, because part of the ceiling will collapse in the large room beyond. Inside the room is a Sewn Flesh Atronach. From here, go down the steps to the south, kill two Mended Flesh Atronach, open the chest and push the button behind the chest to open the door to the south. Loot the two urns in the hallway, kill the Mended Flesh Atronach and then collect a vial of "Blood Liqueur" from the black root poking through the wall. Now you have all four ingredients needed to rebuild the Gatekeeper.

Follow your quest arrow back to the room where part of the ceiling fell. Then go up the north stairs. In the tunnel, kill one Skinned Hound, cross the hall and continue north through the next part of the tunnel. In there, find one Shambles and a "Root Door to Gardens of Flesh and Bone". Past that door, kill a Sewn Flesh Atronach. Pull the Pull Pod to open the Twisted Roots. There is only minor treasure in the chest guarded by five aggressive plants. Find a better chest farther on. Then come out into an area you have already seen. From here, turn east, then north and exit the way you came.

Now back in The Fringe, go through one of the Gates of Madness. Then Fast Travel to the Xaselm Secret Entrance. Follow your quest arrow to Relmyna and then speak with her about body parts. Now follow all six quest arrows a short distance south, to a room with those body parts. When you have chosen six parts, the quest will update. Then speak with Relmyna again. Then go back outside and Fast Travel to the Gates of Madness. Go through the gate and wait for Relmyna, in front of the bust of Sheogorath. She will instruct you on how to proceed. Follow her directions.

The stone circle in front of the bust will turn into a swirling blue-green pool. Relmyna will instruct you to put the body parts into the pool. Then she will incant some magic words. Then she will tell you to place each ingredient that you collected, into the pool, one-at-a-time between incantations.

When fully formed, the new Gatekeeper must fight a squad of Knights of Order coming up the steps. He will have no trouble and you do not need to help him. After the fight is over, walk up to him and touch him to get a gift. This gift is a spell that shows in your journal. Every time you touch the Gatekeeper, a new gift will take the place of the old one, based on your choices of body parts. Then go back to the palace and speak with Sheogorath.

The Helpless Army

While you are speaking to Sheogorath, either a Dark Seducer or Golden Saints messenger will come running in and interrupt the conversation. The former ruler of the House of Mania or Dementia, depending on which one you did not kill, has helped the forces of Order kidnap the commander of Sheogorath's forces. The location where this happened will also depend on your previous choices. The interior designs of Pinnacle Rock and Brellach are virtually identical, so one description should suffice, for both facilities.

If you see a Dark Seducer Messenger, then you must go to Pinnacle Rock, at the very tip of the "Madgod's Boot" in the Shivering Isles. Speak with the messenger to get more information. Then go back outside and Fast Travel to Xedilian. Follow the main road south from there, killing any monsters or forces of Order that get in your way. At Pinnacle Rock, Adeo will stop you and tell you that the forces of Order have taken Commander Dylora prisoner. The remains of the detachment will now take your orders. Lead them across the wooden bridge and through the "Wooden Door to Pinnacle Rock, Hall of Honor".

If you see a Golden Saint Messenger, then you must go to Brellach. Speak with the messenger to get more information. On your world map, Brellach is just north of the "W" in "Saint's Watch", on a peninsula at the far north of the Shivering Isles. To get there, go outside the palace, Fast Travel to Camp Hopeful or Frenzied Camp and then follow the main road to its northernmost point. Stop on the road at that point and then go overland, constantly heading north, until you reach the beginning of a faint cobblestone road. Follow this road northeast, up the hill, until it ends at Brellach. Kill any monsters or forces of Order that get in your way. At Brellach, Issmi will stop you and tell you that the forces of Order have taken Commander Staada prisoner. The remains of the detachment will now take your orders. Lead them through the "Wooden Door to Brellach, Hall of Honor".

From the other side of the door, go down the steps and through the "Metal Door". Beyond that door, kill three knights and one priest. Then exit the room to the west, through another "Metal Door", and then north to yet another door. Beyond that door are three more knights and a priest. After you kill them, ring the Chime on the south wall to shatter the crystal doors. Go inside the small room and loot the crystal chest. Then exit to the north, through a "Metal Door".

Go down the hall, past an urn, into a room with two more urns. Then open the "Wooden Door to Pinnacle Rock (or Brellach), Hall of Reverence". Beyond that door, down some steps and around a U-shaped corner, are two knights, two priests, one locked chest and one unlocked chest. Exit this room north, up the steps.

Through the door to the west are one priest, three knights and one urn. When you have dealt with all that, go upstairs to the small balcony room and push the button. That will open the door to the north. Beyond, are two more knights. Through the next door is the crystal prison, guarded by a priest. Ring the Chime on the west wall to shatter the prison doors. Speak with Commander Dylora (or Staada). She will follow you. Lead the team through the now-unlocked door on the south wall. Past that door, ignore the push button and open a "Wooden Door to Pinnacle Rock (or Brellach), Hall of Devotion".

On the other side of the door, your entire Mazken (or Golden Saints) squad will fall unconscious to the floor. The forces of Order have stopped the Wellspring, source of all Mazken (or Golden Saints) power. You must go on alone. Ring the Chime to break the crystal blocking your way.

Pass through the broken remnants of the crystal and go down the steps. Kill the two knights on the other side of the bridge. After you cross, loot the crystal chest and a locked chest at the east end of the walkway. Then go through the metal door to the south. On the other side of the door is a balcony overlooking a large room guarded by two priests and a knight. Then go through the "Metal Door" to the south. Past the door and up the first set of steps is another knight.

Now you have two options. The next large room has two entrances and two exits. If you enter the room through the pushbutton "Metal Door" to the east, you will come in on the ground floor. If you open the manually-operated "Metal Door" to the south, go up the steps, kill the priest, and open the pushbutton gate, you can access the room from the second floor stone bridge.

The button on the railing in the middle of that bridge causes four Hunger Statues to shoot fireballs at the base of the stairs below. The priest and two knights below, however, appear to be highly resistant to the fireballs. Kill them the old-fashioned way. Open a nice chest on top of a pillar on the north wall, and then use one of the two exits on the east wall. Kill a knight on the south steps in the hallway beyond and then open the "Wooden Door to Pinnacle Rock (or Brellach), Font of Rebirth".

Beyond that door, and down some steps, is a balcony overlooking a stone bridge, guarded by a priest. A good shot from a bow will take down the priest. You will find the gate to the west locked. Instead, go down the south steps. At the bottom, open a locked chest, and then go to the west end of the cluttered hall, kill the knight, and go up a set of steps. On the ledge, push one button that opens two gates. Cross the stone bridge south, to a "Metal Door" The priest may have opened the door for you.

Beyond the door, go down one tier of steps, kill one knight, go down a second tier of steps and push a button to open a "Metal Gate". Beyond the gate is an enormous room with a large gray pyramid crystal in the middle of it. The game will update. You must destroy that crystal to release the fountain below it. First, however, you must defeat the five knight defenders.

Then quickly run around the four corners of the room, ringing each of the Chimes as you pass them. Assuming that you ran quickly enough, after you ring the fourth Chime, the gray pyramid crystal will shatter. This will release the energizing water. All the fallen Sheogorath soldiers will rise up from the dead and thank you. Speak with Commander Dylora (or Staada). Either commander will reward you with a set of armor.

Now follow your quest arrow up the steps to the west and go through the pushbutton gate. Then go through the "Wooden Door to Pinnacle Rock (or Brellach), Hall of Honor". Then turn south, go through the pushbutton gate and up the steps through another pushbutton gate, south. Past that gate, turn east, and up the steps to the "Wooden Door to Realm of Sheogorath". On the other side of the door, Fast Travel to the palace and speak with Sheogorath for the last time. He will turn into Jyggalag right in front of your eyes, and then disappear. Now Speak with Haskill.

Symbols of Office

Haskill will tell you that the way to stop Jyggalag is to rebuild the Staff of Sheogorath. You must go to the Library of Order in Knifepoint Hollow. Go outside the palace and look at your world map. Fast Travel to Bliss and then go through the city gate to the outside. Cross the stone bridge and then jog a bit west, to the base of a ridge going steeply up to the northwest. Climb that ridge until you get to a large rock. Now walk west, down another ridge and along the edge of a small lake. Continue west, up the next ridge and down the other side to another small lake. Underneath the huge mushroom tree on the shore of that second lake is the access to the library. Find the "Root Door to Knifepoint Hollow" and go inside.

One Mended Flesh Atronach will try to stop you going down a tunnel to a small stone room. The "Ancient Door" at the north end of the room will shatter when you touch it. Inside the tiny prison beyond is the Jyggalag librarian, Dyus, sitting in a chair. Speak with him. Exhaust all dialog options. He will rebuild Sheogorath's staff if you bring him the materials.

Jump across the gap to the square platform and check behind the large statue for a hidden chest. If you drop down to the recessed below, and then go through the door, you can pilfer some minor treasures. Zealots will try to stop you from searching the short tunnels inside this Knifepoint Hollow Chantry. Watch out for a number of aggressive plants in those tunnels. One room has a button on a pillar that opens a secret room. Pick up the artifact "Gadeneri's Skull" in there. Open a pushbutton panel to get back to the ledge above the main room. Then exit the ruin.

Symbols of Office - Ciirta's Eye

Fast Travel to Crucible and go through the city gate. Cross the wooden bridge southeast, and then travel south, along the cobblestone road. Pass through Deep Wallow without stopping or speaking to anyone. On the other side of the hamlet, continue south along the shoreline until you see a light on the hill to the east. Climb the east-trending ridge to the ruins above. Then go through the "Wooden Door to Howling Halls, Narthex".

Inside the ruin, go down some steps, past the dormant Hunger Statue, down some more steps and kill the Apostle there. Take his dagger and "Howling Chamber Key". Go down one more set of steps and kill another Apostle. Take his dagger. In the big room up the stairs, kill a third Apostle and take his dagger. You should now have three of these daggers. Go up the stairs to the throne and find assorted treasures in a basket. Find a very nice locked "Alms Collection Chest" in the northwest corner of the room. Then go through the "Wooden Door to Howling Halls, Congregation Chambers".

In the room on the other side of the door, speak with the cat Ra'kheran. He will warn you not to wander around in these halls without a robe, and then give you one. When he asks you for help say, "I'm listening". He will tell you of his plan to kill Ciirta. Give him the three daggers that you collected from the Apostles. He will run off with them. **Save your game here.**

At this point, you can equip the robes or not. If you do not, then everyone in the facility will attack you, except for the three conspirators. If you put the robes on, every one of those idiots will think you are one of them. Explore the halls until you find Ra'kheran briefing his two associates. When he is finished talking to them, they will run off. Speak to him again and he will tell you to follow him through the "Wooden Door to Howling Halls, Antechamber".

When you get to Ciirta's chamber, the gang of three will confront her. She will defend herself in vain. Without any help from you, they will defeat her and her Hunger conjurations. Her aide, Luminary Kaz, will only attack you if you do not have your robes on. Ra'kheran, true to his word, will also attack you if you do are not wearing your robes. His two associates, however, will ignore you, robes or not. Get Ciirta's Eye and her key from her corpse.

Open the locked chest at the foot of the bed. It should have a random, but substantial, amount of gold and other goodies. A level 30+ character should find from 450 to 750 gold. If the amount is only 1 gold, then the game cheated you. Load the save and try again. Check inside the jewelry box on the table to the west. Then, if you have not done so already, go to the bedroom loop, at the east end of the complex. You will find three unlocked chests, two locked chests, and one locked display case with the "Pelvis of Pelagius" inside. None of the surviving Apostles mind if you steal their gold.

Symbols of Office - Branch from the Tree of Shades

On your world map, find Milchar to the north. Fast Travel as close as you can. Camp Talltrees is a good choice. Travel northeast, along the main cobblestone road, until you come to a long wall parallel to the road. The entrance you want is in the middle of that wall. Be advised that there are a large number of monsters in this area. Try to kill as many as you can find anywhere near the large harvested Mushroom Tree at the bottom of the steps. Around the base of that tree, are a nice urn (marked as a chest) and a nice Hollow Stump. Put *all* of your gear and weapons in that urn and then go through the Root Door to Milchar, underneath that large tree.

Inside, go straight south and through the "Root Door to Grove of Reflection". The quest will update. Now go back outside and retrieve all of your gear from the urn. Equip your standard load out.

Then go back inside and through the "Root Door to Grove of Reflection" - again. Now drop through the hole in the floor and follow the tunnel a short way to a pond. While you walk around in the pond, the game will create a clone of your character, based on what you were wearing when you first went through the "Root Door to Grove of Reflection". If you were naked, the clone will be naked, but he/she will be carrying a sword or mace. The clone may have a Daedra ally. Both of them will attack. You must defeat them before the Tree of Shades will give you a branch to make a new staff. Activate the large black tree root to get the branch. Then go back out into the hall and push the button (on the wall) near the stone wall to the west.

Beyond the door, step on the "Teleportation Pad to Milchar, Nexus". Activate it, to return outside the "Root Door to Grove of Reflection", but still inside Milchar. You can return to the palace now and speak with Haskill but, if you want some nice treasure, go clockwise around the area surrounding the door. Among a group of Flame Stalks, you will find a rare Blind Watcher's Eye, which is part of a side quest. Kill one Scalon and a Knarl. Watch for an aggressive plant trap across your path, near a double row of Flame Stalk plants. Open two Hollow Stumps.

Still in Milchar, open the "Wooden Door to Milchar, Sufflex". This is a small stone dungeon with much treasure. Find one locked chest, one Hollow Stump, and one unlocked chest. You should also find a nice urn with a nasty hidden spike trap in front of it at the west end of the area. Be on the lookout for a Scalon, a Baliwog, six Elytras, two roof falls, and a two-statue fireball trap in a hall. The push button in a display case fires a Hunger Statue fireball at the stone table in front of the switch.

Back in front of the "Root Door to Grove of Reflection" check your map. A nearby "Wooden Door to Milchar, Tierras" takes you into another small dungeon. Three Elytras, two Baliwogs, a secret panel that releases a Scalon and a fallen Hunger Statue that still operates all help to slow your progress. Two chests will reward you. One room, "Milchar, Chatterhall", has an urn marked "Dilligence Crux".

Find a "frozen" urn in the middle of this room. You must use a torch on top of one fire to light fires on two round circles in two corners of the room. You cannot equip the torch, only grab it (Z key) or use a telekinesis spell. Unfortunately, the game only gives you about ten seconds to get all three fires lit. Doing this with the grab function can frustrate you. The torch can easily slip from your grasp while you are running. A telekinesis spell works better because your grip on the torch is more solid.

Agata, in the Leyawiin guildhall sells a telekinesis spell. So does Aurelinwae (Frostcrag Spire DLC), at the Mystic Emporium in Imperial City. However, it takes a Mysticism skill of 75+ to use it, so your only other option is to use a telekinesis scroll. When all three fires are glowing, they will stay lit permanently. The urn will now open.

The Amulet of Disintegration inside the urn damages your armor and weapons by 1,000 points. One possible use for such self-inflicted damage is to allow you to level up your Armorer skill, if you have plenty of hammers. Now go back and stand *again* in front of the "Root Door to Grove of Reflection". At the south end of this room, down a log ramp, go through a "Root Door to Milchar, Extrem".

Beyond the door, at the top of the first stairs, turn east. At the top of the next stairs, watch for rocks falling from the ceiling. Then loot the locked urn under those rocks, in the north cubby. Then turn and walk south, to the rock wall. Destroy the Elytra and then look for a skeleton. Limark's Skull is part of a side quest. Collect it and then go back down the stairs to the main room.

From this room, go up the stairs to the west and through a "Metal Door" to a large room. Run to the base of the Hunger Statue shooting fireballs. Push the button at the base of that statue to turn off the fireballs. Now go up the steps to the south and open a nice chest at the dead end.

Up the steps to the east, and then north, is the drop that Limark did not survive. The corridor east from here crosses a stone bridge to a nice urn at a dead end to the east. Back at the bridge; go down the steps to find a locked chest. Exit Milchar underneath the bridge and out through the door. Fast Travel to the palace and speak with Haskill.

The Roots of Madness

Go behind Sheogorath's throne and look behind the large tree there. Go through the "Root Door to the Fountainhead". Beyond that door, follow the tunnel to the first "T" intersection. The tunnels go a long way left and right from here and you must explore virtually all of them. You need to find two pools that the forces of Order have corrupted and then slay the priests keeping the crystals active.

Along the way, you must fight some, but not all, Gnarl. Kill only the Gnarl that have a silver-blue aura around them. The Gnarl Cultivators help you to open root doors. When you see a Gnarl Chrysalis, Activate it to create another Gnarl Cultivator. Keep a lookout for aggressive plants. Every priest you kill has a Shard of Order. Use these shards to open doors locked by crystal growth.

From the "T" intersection, go *as far as you can* to the east. You may find minor pools, guarded by a single priest and a Gnarl or two that work for him. These small pools have a healing effect when you wade in them. Detour around corners as needed, until you find the "Root Door to the Fountainhead, Pool of Dementia", at the most eastern part of the level.

On the other side of that door, stay on the ledge and cross the log bridge going east. Then walk north, along that ledge, gradually turning west. Go through the western tunnel you find there, until you get to an intersection. From here, you may take either fork, north to the first intersection where you can turn west again. Keep going west.

At the next "T" intersection, take either fork until you come out into a big room with the Dementia Pool below you. Kill the three priests and three hostile Gnarl. Then wade through the water and up a log slope going west. This puts you on a ledge on the other side of the room. Now go through the south tunnel and through the "Root Door to the Fountainhead". Drop down through the hole in the floor of the tunnel and then go south, back to the first "T" intersection - near the exit to the outside.

Now go as far *as you can* to the west, detouring around corners as necessary, and find the "Root Door to the Fountainhead, Pool of Mania". Go down the tunnel on the other side of the door.

At the first intersection, go either east or west until you get to a big room. Find a nearby log that slopes down to the gully below you. Work your way to the north until you find a log sloping up to a tunnel. Go north, along that tunnel, until you get to the Pool of Mania. Kill the three priests, a Gnarl or two and either Syl or Thadon. Exit the pool to the south, up a log and through the tunnel there, until you get to the "Root Door to the Fountainhead".

On the other side of the door, drop down through the hole in the floor of the tunnel. Then follow your quest arrow back outside. Now Fast Travel back to the throne room and Activate the Font of Madness behind Sheogorath's throne. You are now Sheogorath, because you have the power of the staff. Use it to immobilize nearby individuals for a few seconds. A guard will run up to you and tell you of yet another emergency.

The End of Order

Follow the guard. The squad commander will stop you near the exit. She will tell you that a large crystal formation has appeared in the courtyard outside the palace. Go outside and put three Hearts of Order into the crystal. While you are doing that, the game will interrupt you to say that another crystal has surfaced nearby. Still in the courtyard, find the other large crystal and put three hearts in that one too. When you do that, Jyggalag will manifest himself in corporeal form.

The Prince of Madness

When you defeat him, Jyggalag will seem almost grateful that you have taken on the mantle of responsibility for the Shivering Isles. Go back inside the palace and speak with Haskill. He will give you the ability to manipulate the weather. In addition, Sheogorath's Protection will whisk you back to the palace if ever you get yourself into a situation where your death is imminent.

In the future, when you speak with Haskill in the palace, he may tell you that one of the Shivering Isles towns is under attack by monsters or bandits. You may send your armies to take care of these problems, or take personal charge. The gold reward is greater if you do the work yourself.

Then try out your new throne. You may use the Court Healer to restore your Health, cure disease, neutralize poison damage and repair damaged Attributes. As Sheogorath, you may ask either of the two guards next to the throne to escort you around the Shivering Isles, but not in Cyrodiil.

You may use the Sword of Jyggalag (on the podium behind the throne) and Sheogorath's Regalia (the folded package on the seat of the throne). You may recharge the Staff of Sheogorath in the Font of Madness, behind the throne. Your guards may still arrest you, if you break any laws, even though you make the laws. Then you must "Go With Guard" outside New Sheoth. If you do not speak with the guard after that, then the game will assess no penalty. Chris Barton - Revised 07.02.2011