

Oblivion

The Shivering Isles - Side Quests

The Museum of Oddities

Speak with Una Armina in the Crucible Museum to activate the quest. Then, every time you find anything odd enough, the game will let you know. The museum will pay 200-300 gold for each item. You can find only five, of a dozen quest items, in specific locations. The other seven occur randomly.

Find the Pelvis of Pelagius in a locked display case inside the Howling Halls. Fast Travel to Crucible and go outside, 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 shore until you see a light on the hill east. Climb the east ridge to the ruins. Then go through the "Wooden Door to Howling Halls, Narthex".

Find Din's Ashes in Ebrocca, on the east coast of the main island. There are actually two entrances to the facility. The one you want is just inland from the letter "j" in "Enjaen Sea". A good way to see it is to look over the eastern bluff at Frenzied Camp. Fight several monsters outside Ebrocca and collect some nice treasure on the southeast steps. Then go through the "Wooden Door to Ebrocca, Descenia". Down the first set of steps and around the corner, a secret panel opens to release a skeleton warrior or a Shambles. As soon as you walk down the next steps, another secret panel will open behind you and another Shambles will attack you. Just below those steps is a stack of treasure coffins.

For now, ignore the three buttons in the southeast corridor. Instead, go through the locked "Metal Door" to the southwest. Beyond that door, straight ahead of you, are two leather shields. Move the one on the left, to reveal a button. Push it, to reveal a secret "Wooden Door to Ebrocca Crematorium". It becomes visible to the northeast. Past this door, go down the steps and through the "Metal Door". Inside the room beyond, is a skeleton warrior named "Bregor the Cremator" and a "Gilded Urn" containing Din's Ashes. If this was all you wanted, retrace your steps to the outside. Be wary of the three pit traps in the dead end hallway to the southwest, as you exit the crematorium.

If, however, you want to fully explore this large stone complex, then go into that southwest corridor with the three buttons that I earlier told you to ignore. Each of the buttons opens a trap door. All three will drop you down six levels to the other entrance to Ebrocca. Each level has another button and may have a dart trap or a monster, but nothing too serious. At the bottom, you find yourself standing on a blood stained floor. Go through the "Wooden Door to Ebrocca, Duwane".

The hallway beyond has two buttons. The west button opens a secret panel to a dart trap. The east button opens a secret panel to treasure. Farther down the hallway, around the corner and up some steps, is a button on a short pillar. This button opens a panel in the ceiling that showers you with darts, many gold coins and a nice gem. A skeleton warrior patrols the next section of this hallway. The button at the base of the Hunger Statue opens the next gate. The two buttons next to the gate cause fireballs, coming from the statue, to target you. They will damage your health if they hit you.

Past the gate, when you reach the top of the steps in front of the big urn in the center of the hallway, two panels will open. From the north and south sides of the hall, two Shambles will attack you. Then go through the "Wooden Door to Ebrocca, Masse". Past this door is an intersection. The north "Wooden Door to Ebrocca, Fiele" goes to a room with a fire column, and then a quick exit to the outside (you must first kill four monsters and push a button in the west hallway, to open the south exit gate). Do *not* go through this door if you want the best treasure.

Instead, go down the west steps to a huge multi-tiered room. You must fight nine monsters in this room and dodge fire from two Hunger Statues. Work your way up to the top level of the room, where a third statue will shoot electricity at you as you cross a stone bridge. On the other side of that bridge, go up the steps and into the room containing the shock statue. The button next to it will let you manually shoot electricity from the statue. The room is otherwise empty, except for a wooden door.

When you walk up to that "Wooden Door to Ebrocca, Sepechra", note the message. The door requires a key to open it. Even so, click on the door. This action will open three secret panels in the room. The two cubbies in the northwest corner are empty. The one in the east wall holds a chest. Inside the chest is a key for the locked door. Take the key and go through the wooden door.

Past that door is a pair of metal gates. When you pass the first (now open) gate, it will close. Then the second gate will open. When you pass the second gate, it too will close. The two gates have trapped you inside a large room with the elf who built this mausoleum. His name is Clanfather Malifant, and he will attack you on sight, using spells. He has three helpers in the side hallways. When you kill him the first time, the Hunger Statues in the corners will reanimate him. Kill him a second time.

Now loot the room and side hallways. The two buttons in the northwest and southwest corners of the room control the two locked entrance gates, but you should not leave that way. Instead, push the button at the head of the bed. This opens a trap door in the center of the bedroom floor. Drop down through this hole for more treasure and then push the button to open another trap door. Drop down that one too. Then go through the "Wooden Door to Ebrocca, Fiele" and be ready to kill a monster on the other side. The button in the hallway opens and closes a gate in front of the north "Wooden Door to Ebrocca, Masse", where you have already been. Just around the next corner, you will find yourself in the room with the fire column.

The statues on the column shoot fireballs in a regular pattern, clockwise, and always in the same place. They can damage your health, but these statues will not target you. Study the pattern and then run to the column when the fire passes. When you stand at the base of the column, the fire cannot hit you. Destroy the four enemies in the room. The pushbutton on the wall in the west hallway opens and closes the gate to the south. Past this gate is the outside and relative safety.

Find the Blind Watcher's Eye in Milchar, to the north. Fast Travel as close as you can. Camp Talltrees is a good choice. Walk 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 near the large harvested Mushroom Tree at the bottom of the steps. Go through the Root Door to Milchar, underneath that large tree. Inside, you will find the rare plant among a group of Flame Stalks to the left of the entrance.

Find the Deformed Swamp Tentacle south of Lost Time Camp, which you can find on your world map just south of the word "Boot" in "Madgod's Boot" in the far south of the isles. The tentacle has attached itself to a rock wall at the side of the main road, a short distance south of the camp.

Find a Mute Screaming Maw in Corpserot Prison, which you can find at the southernmost point in the Shivering Isles. Go to Corpserot Passage, at the heel of Madgod's Boot. This is the place where the Dark Seducers will take you if you break any laws in Crucible (except if you are Sheogorath).

Past the root door and along the tunnel, you will come to a large room. A Grummite guards the room. Loot the chest and then go down the steps, east. Open the "Metal Door" and then kill the Grummite on the other side. Go down some more steps and kill another Grummite. Exit to the north; go up some steps east and then north. In the next hall, go north, and then up the steps west, to a junction. Ahead of you, in the tunnel to the north, are two Screaming Maw plants. One of them is mute.

You can only open the Tangled Roots beyond, if the Dark Seducers have put you in the prison cell. Back at the intersection, be wary of a pit trap, in the hallway to the north, surrounded by four Grummite statues. Return the way you came.

The other seven oddities are the Ring of Disrobing, the Dagger of Friendship, the Hound Tooth Key, the Sheogorath-shaped Amber, the Soul Tomato, the Mixing Bowl and the Double-Headed Coin. These randomly spawned items are rare enough that you may never find them all.

The Antipodean Hammer

You can find Amber all over the Mania (northern) section of the isles. You can find Madness ore in the Dementia (southern) part of the Shivering Isles. Also find several different kinds of Matrix. The two blacksmiths in the isles, one in Bliss and one in Crucible, forge weapons and armor from Amber and Madness Ore, respectively. One uses Amber Matrices and the other Madness Matrices.

While listed by the game as a quest, you can never finish it, because the supply of Matrix, Amber and Madness Ore will keep spawning as long as you play the game.

A Liquid Solution

Go to Sickly Bernice's Taphouse in Crucible. Ask Bernice about a "Cure". She will give you a special flask and ask you to go to Knotty Bramble and then collect a liquid cure called Aquanostrum. Follow your quest arrow to the cave complex. On your world map, it is just east of the first "a" in "Pinnacle Road". The entrance to the cave is underneath the exposed roots of a large Mushroom Tree. Kill many Grummites and work your way down to a room with a large pool of the restorative water. Walk down a wide log, into the water. Walk over to the statue. The game will place Aquanostrum in your inventory. Two Grummites will ambush you. Retrace your steps and then Return to Bernice. Your reward is the Circlet of Verdure, which gives you up to 60% Resist Poison, 60% Resist Disease, a 35 point boost in Health and 12 points increase in Endurance, depending on your level in the game.

Ushnar's Terror

Go to Crucible and find Ushnar gro-Shadborgob. He wanders around the city. He wants you to get rid of a beggar called Bhisha. You can give Bhisha 100 Gold, kill him, or raise his Disposition toward you high enough that he will leave voluntarily. Your reward is a puppy companion.

Brithaur

Go to Crucible and find Earil, probably inside Earil's Mysteries shop. He wants you to get rid of a thief named Brithaur. Earil does not care how you do this. Either kill Brithaur or give him five Flawless Pearls. If you only need one more, find a Flawless Pearl on the roof of "Common Treasures", in Bliss. From the top of the entrance stairs of the Missing Pauldron, jump west, to the store's copper roof. Then jump northwest, to the roof of Common Treasures. On that roof, walk northeast to the corner of the building and look down to see the pearl. If you kill Brithaur, take his heart back to Earil as proof of your bloody murder. Earil will give you up to 450 gold coins, dependent upon your level.

The Coming Storm

Go to Crucible and speak with Ahjazda, the proprietor of Things Found. She wants you to find and bring her the Amulet of Disintegration, the Ring of Desiccation, and Calming Pants. With good Sneak skills, you can steal the Ring of Desiccation from a display case inside the Museum of Oddities. Wait until Una Armina leaves her shop. Save your game. Then break in and Sneak up to the second level of the store. Pick the lock on the small display case.

Fimmion, an elf who wanders around Bliss, owns the Calming Pants. He will give you the pants if you give him a Sweet roll. These are sometimes available for sale at Common Treasures, in Bliss. If you are too lazy to find a Sweet Roll, you could murder Fimmion and steal the pants.

Find the Amulet of Disintegration in Milchar. Your quest arrow will point to this ruin in the north-central part of the isles. Fast Travel as close as you can. Camp Talltrees is a good choice. Walk northeast from there, along the cobblestone road. You come to a long wall, parallel to the road.

Enter the ruin through a gap in the middle of that wall. There are a large number of monsters in this area. Enter the caves through the Root Door to Milchar, underneath a large Mushroom Tree. Past the root door, in the first big room, turn left. Look for a nearby "Wooden Door to Milchar, Tierras". This door takes you into a 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 a "frozen" urn inside, marked "Dilligence Crux".

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 this spell, as 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. The urn will open.

The Amulet of Disintegration inside the urn disintegrates your armor and weapons by 1,000 points. One possible use for such self-inflicted damage is to help you to level up your Armorer skill. Your reward for going to all this trouble for Ahjazda is "Ahjazda's Paranoia". This is a Greater Power that you can use once a day to Frenzy up to level 25, in 50 feet for 10 seconds on touch.

Final Resting

Go to Crucible and find a young man, Hirus Clutumnus, wandering the streets. Speak with him and he will ask you to meet him after dark. Go to the sewer grate just northeast of the south gate of the city. At about 9:00 P.M., Hirus will meet you there. He wants *you* to kill him, because he does not have the courage to commit suicide. In addition, he wants his death to be a surprise. Agree to this macabre request and then wait until the next day. Follow your quest arrow to find him standing near the edge of some high stairs. Speak with him and then push him over the edge of the stairway. The Dark Seducer nearby will tell you that people jump from there all the time. Go down to his body and take his house key from his corpse. Legally enter his house and take the Ring of Happiness. It gives you 25 points of Feather, 5 feet of light, Water Walking and +4 to your Personality.

Falling Awake

Go to Bliss and find Amiable Fanriene wandering the streets. He wants you to find him a safe place to sleep, without walls. He is terrified that they will fall on him. Speak with any of the beggars and they will point you to Uungor, who sleeps outside. Follow your quest arrow to his location. If you raise his Disposition toward you above 70, he will agree to switch beds with Amiable. Then return to Amiable and tell him the good news. Your reward is a Burst of Power scroll. It gives you Fortify Strength, Endurance and Shield +100 points for 5 seconds. This might be useful in a boss fight.

The Fork of Horripilation

Go to Bliss and find an Argonian named Big Head. He wants you to find the Fork of Horripilation. He will give you a charm, so that you may understand the rambling nonsense spoken by Bolwing, a local beggar. Find Bolwing in the south part of the city and surprise him when you understand him.

Go to Longtooth Camp, in the west of the isles. On your world map, find the camp just northeast of the word "Coast", in "The Laughing Coast". Kill a few Zealots and Heretics, and then follow your quest arrow to find a jewelry box holding the fork. Alternatively, one of the zealots or heretics may have it. Take the fork back to Big Head. The reward is one skill point (your choice) to Blade, Sneak, or Alchemy. This reward has more value later in the game, when skill points are harder to earn.

Work is Never Done

Go to Bliss and speak with Tove the Unresftul. He has a house in the south of town. He wants you to help him build a flyboat. He needs calipers and/or tongs to finish the job, 100 tools altogether. He does not care what the mix is. He will pay you five gold coins for each tool. Speak with him after you have sold him 100 tools and he will abandon his project, starting another. However, he will always buy more calipers and tongs from you, so the quest never really ends.

Everything in its Place

Go to Fellmoor, in the south of the isles. On your world map, find it just west of the word "Pinnacle" in "Pinnacle Road". Speak with the paranoid female cat Kishashi about "Ranjar's Trust". If her Disposition toward you is 70+, she will give you an "Old Spoon". If you do not use the persuasion mini game, she will give you the option of harvesting five of the plants. At any rate, once she likes you, she will give you the spoon as a way to introduce yourself to Ranarr-Jo.

Ask the paranoid male cat Ranarr-Jo about the "Spoon" and "Cindanwe". He wants you to steal a personal notebook from the farm's supervisor, Cindanwe, and trash her house. Talk with Cindanwe and ask her about her notebook. Raise her Disposition toward you to 70+ (you may need to bribe her), and then she will let you read the notebook. She is just as crazy as her two employees are.

Sneak into her house while she is outside and use your grab function (Z key), or telekinesis, or a projectile spell to knock small items onto the floor. The game will update your journal when you have made enough of a mess. Go back to Ranarr-Jo and tell him you finished. He will take the notebook from you. Then he will give you a Ring of Mind Shielding, which can Reflect Spells and Resist Magic up to 12%, depending on how close to level 25 you are. For the notebook, you get a randomly selected skill book as a reward. Cindanwe is too distraught over the mess to notice that you took her notebook.

Ghosts of Vitharn

Go to Vitharn, which is on the southeast coast of Madgod's Boot. On your world map, find the flooded ruin at the "S" in "Shallow Grave". When you get there, you will see a battle between two armies of ghosts. You may destroy the Ghost Fanatics who attack you, but leave the other ghosts alone. Find the huge Mushroom Tree in the south part of the ruin, and then go through the "Root Door to Vitharn Sump", beneath the roots of the tree. Inside, three Ghost Fanatics will attack you.

Find the place where water has flooded the hallway and then swim under the water. Go through the underwater "Root Door to Vitharn Reservoir". On the other side, surface and then loot the chest near the magically locked "Wooden Door to Vitharn Bailey". Continue wading south, to a "Wooden Door to Vitharn Keep". On the other side of the door, meet Count Cirion's Ghost. When he asks you why you are there, you have two dialog options. The polite answer will get you helpful answers. The haughty answer will force you to find your answers without the count's help.

Follow the count up the stairs. He will go through a "Metal Door" to the east, which goes to the dining hall. Pass it by, for now, and continue north and west, to a cubby with a table. Get the Vitharn Armory Key from the table. Continue north, from the table, into a room with a button on the north wall. Push the button to open a secret panel on the northwest wall. Jump inside the study and take the glowing Dagger of Depletion from the shelf. Now retrace your steps to the dining hall.

Inside the dining hall, see Count Cirion sitting on a throne, above the ghostly diners. Remember this location. Now cross the hall to the northeast. In the room beyond, find bunks with sleeping platforms hung on chains above them. On one of the platforms is Desideratus's Doll, glowing in a blue haze. Take the doll and then exit through the "Metal Door" to the north.

Past the door, go all the way to the north wall. Now look west to see a locked door to the armory. The key that you took from the table will open this door. Sneak into the room and steal Althel's Arrows, just behind the armorer, who should be standing with his back to you. The arrows also have a blue haze around them. Now go through a "Wooden Door to Vitharn Bailey". You will need to pick the lock on the door to the west of the armory, or go through one of the other two doors to get to the courtyard. The other two doors are both unlocked. Check your local map for their locations.

Outside, ignore the constantly recurring battle going on. Cross to the northwest part of the courtyard and enter the "Wooden Door to Vitharn's Mausoleum". At the south wall, look up to see a Ghostly Welkynd Stone. Jump up, take it and then loot the tombs and coffins. Now you must change the original fates of three defenders. All three are in the courtyard, fighting and dying repeatedly. **Save your game** before you go outside.

First, speak with Desideratus. He will tell you about his betrothed. Then speak with Hloval, the mage, who is standing nearby. Do this quickly, before another wave of invaders kills him. Ask him about "Desideratus's Betrothed" and then choose one of two dialog options. You can choose "Hloval's Magic Dagger", in which case he will stab you with the dagger to drain all your Magicka. Instead, choose "Vitharn's Welkynd Stones" and he will not stab you. Now pause your game (Esc key).

You have two choices, to change the fate of Desideratus. You could burn his doll on one of the two white glowing braziers, one in the mausoleum and one in the courtyard near the northern "Wooden Door to Realm of Sheogorath". Alternatively, you could stop one of the Ghostly Fanatics and give him the doll. If you decide on the second choice, start the game again and wait only seconds for a group of Ghostly Fanatics to attack Hloval. Activate the first fanatic that passes. Give him the doll.

Wait for the battle to reset itself and then speak with Desideratus before he runs off again. Whether you burned the doll or gave it to a fanatic, you will have effectively changed his fate and Hloval's.

To change the fate of Althel, give her the arrows you stole from the armorer. The game should update the quest after each successful completion of these three tasks, a total of three updates. The third update says, "I have changed the actions of three of the defenders". If you have *not* gotten all three updates, even though you have completed all three tasks, then go through any of the three doors into the keep and then come back out into the courtyard again. This resets the battle in the courtyard. Now go up on the platform where Althel is shooting arrows down at the invaders. Walking around on that platform seems to trigger the scripts that perform the updates. You cannot continue the quest until the game gives you that third update, so repeat the above workaround as necessary.

In addition, sometimes the fighting in the courtyard just stops. The defenders and the invaders stand around and do nothing. Go inside the keep, and come back outside to restart the action.

Now return to Count Cirion, in the dining hall. When you speak with him, he should tell you that the curse feels lighter. He will give you a cursed version of his helmet. Now your weapons will damage the Ghostly Fanatics, and their weapons will damage you. Go back outside to the courtyard.

Return to the platform from where Althel is shooting arrows. Stand near the blue glowing "Main Gate Wheel" and wait for a "Devoted Ghost Fanatic" to run up the ramp to attack you. Kill him to lift the curse. Afterwards, Count Cirion will walk up the ramp and give you a non-cursed version of his helmet. Now the exit "Wooden Door to Realm of Sheogorath" will open for you.

To Help a Hero

Go to Hale, in the northwestern part of the isles. Look on your world map to find this hamlet of three houses on the mainland, southeast of the Isle of Flame. Talk with a Knight of the Thorn, a Redguard named Pyke. If you cannot find him outside, look inside Zoe Malene's house. Ask him about his "Crisis". He wants you to retrieve his stolen medallion from Grummites living in Fetid Grove.

Find this tunnel complex southeast of the town, on the other side of an unnamed lake. The cave entrance is on a peninsula and well marked with totems. Access is through a "Root Door to Fetid Grove", underneath a large Mushroom Tree. You will have quite a battle just to get to the door. Once past it, go down the tunnel and turn left at the first intersection. The second intersection is where you must make an important decision.

Both the east and west forks go to a "Root Door to Fetid Grove, Encampment". The encampment is a virtual Grummite city, with two entrances. The west fork enters the city through a long canyon that twists and winds until you come to a ramp, constructed of boards. The ramp will take you up to the living area of the huge cave. The north fork, from the intersection, will take you to the upper entrance to the camp. Grummites defend both routes, but there are slightly fewer along the low road.

Wooden bridges cross the canyon at several points. Use these to get to a fortified area near the center of the complex, defended by two Grummites. Loot a chest and an urn to find Pyke's medallion. The rest of the tunnels are worth exploring for treasure, including much Amber and one Matrix. The Grummites have quite a lot of Madness Ore. When you return to Hale, Pyke will give you his magic Thorn Shield. It will give the wearer up to 23 points of Fortify Block and 22% Reflect Spell, depending on how close to level 30 you are.

The Great Divide

Go to Split, an aptly named town in the center of the isles, south of Fetid Grove. Everyone in the village has an identical twin. One is Demented and the other is Manic. The town sits on the dividing line between Dementia and Mania. The Demented people live in the south half of the town and wear dark clothing. The Manics live in the north half of town and wear light clothing.

Speak with either version of Horkvir Bear-Arm. Both of them will tell you to exterminate all the inhabitants on the other side of town. One caution here is that once you pick a side, you must not kill anyone on the other side, or you will fail the quest. In addition, you may not begin your killing until you accept the job from one of the Horkvirs. The game considers any killing done where others can witness it as murder, an arrest able offense. Your five quest arrows will help you to tell which inhabitants are your victims and which are not. The other four names of your helpless prey are Atrabhi, J'Zizzo, Jastira Nanus and Ural gro-Agamph.

The best time to kill them is in the middle of the night. All of the houses have easy locks. Each time you kill one, the game will give you an update message, except for Jastira. A bug in the script leaves out that message, but the quest will continue successfully. The Horkvir whom you save, will give you from 200 to 600 gold, depending on how close to level 26 you are.

Taxonomy of Obsession

Go to Highcross, north of the "The" in "The Festers Spine Mountains" on the map. Speak with Mirili, who is conducting research near the hamlet of Highcross. If you get her Disposition toward you to 60+, she will give you "Mirili's List". She wants you to bring her a sample of all the items on that list.

The 26 items are: Alocasia Fruit, Aster Bloom Core, Black Tar, Blister Pod Cap, Congealed Putrescence, Letifer Orca Digestive Slime, Elytra Ichor, Flame Stalk, Fungus Stalk, Red Kelp Gas Bladder, Gnarl Bark, Grummite Eggs, Hound Tooth, Hunger Tongue, Hydnum Azure Giant Spore, Water Root Pod Pit, Rot Scale, Scalon Fin, Screaming Maw, Bone Marrow, Swamp Tentacle, Thorn Hook, Void Essence, Watcher's Eye, Withering Moon, Worm's Head Cap.

If you give them to her all at once, the game will do a very slow imitation of a slot machine paying out. Speak with Mirili again about "Mirili's Research", to get another part of the quest. She also wants you to bring her a menagerie of live monsters, starting with a Baliwog, and then an Elytra, a Gnarl, and a Scalon. She will ask you to lure the animals close to her, and then she will capture them. You can have the animals chase you or use a "Command Creature" spell that she will sell you.

There are potential problems with this part of the quest. First, the animals are hard to find alone. You may find a Baliwog and a Gnarl in the same place, for instance. Then you must somehow kill the Gnarl and keep the Baliwog alive. Second, a monster may only follow you a short distance from his cell in the game. Then he will turn around and go back. Third, the other NPC's in the game will attack any monster that you have been successful enough to lure to town. Mirili only wants live animals. Fourth, Mirili tends to wander all over the Shivering Isles, including some parts infested with monsters. Sadly, she can die from an attack by these monsters. Then the game will give you a message that the quest has ended prematurely. If you must finish this quest, then use saves liberally.

Hill of Suicides

Go to the hamlet of Deepwallow. On your world map, Deepwallow is just west of the word "Heretics" in "Heretics Horn", on an eastern peninsula. At Deepwallow, speak with Erver Devani about the Hill of Suicides. You must go there and lift the curses from five ghosts by finding their skulls. You have no map markers or compass arrows to help you. The game's mapmakers *have* written "The Hill of Suicides" on the center of your world map, but you must actually go there to create a Fast Travel link. When you find one or more of the five skulls, return to the hill. Activate the matching ghost. The ghosts will *not* speak with you, but give you a blessing and then disappear.

Bog Trotter's Skull is in Knotty Bramble, in the south of the isles. On your world map, find it just south of the "The" in "The Low Road". The entrance to the cave is underneath the exposed roots of a large Mushroom Tree. Kill many Grummites and work your way down to a room with a large pool of restorative water. Walk down a wide log, into the water. As you get close to the statue, the game will automatically put a flask of Aquanostrum in your inventory, even though you are not doing the "A Liquid Solution" quest. Then two Grummites will ambush you from the log ramp above you.

After you have killed the Grummites, wade through the water to the other end of the pool. Go through the door to the Lost Crypt. Fight a few more Grummites, until you get to the stone architecture of the crypt. **Save your game**. Notice the two zealot corpses on stone slabs. Notice that all the statues look up, except one. Stand next to the slab nearest that statue and then use the grab function to move the zealot corpse to the side, enough to reveal a small hidden button. Press the button to open a hidden panel in the nearby wall. Climb up into the room and get ready to defend yourself from the, suddenly, reanimated pair of zealots. Then loot the chests and get Bog Trotter's Skull from his skeleton.

Sometimes, when you push the button, a bug in the game will cause a problem with the "run" function of your character. You may notice afterward, that when you push your movement joystick all the way forward, your character will walk instead of running, until you back off the joystick just a bit. This will negatively affect the rest of the game. If you notice this aberration, load the save and then try pushing the button again, until the glitch no longer appears.

Gadeneri Ralvel's Skull is in Knifepoint Hollow in the northern part of the isles. On your world map, find it south-southwest of Dunroot Burrow, east-southeast of Split and south of the word "Road" in "Overlook Road". Inside the main room, drop down to the recessed area below, and then go through the door. 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 the north side of a pillar that opens a panel to a secret room. Take "Gadeneri's Skull" from the top of the boss chest. Open a pushbutton panel to get back to the ledge above the main room.

Limark's Skull is in Milchar in the northern part of the isles. On your world map, find it north of the letter "O" in "Overlook Road". Look under the giant Mushroom Tree for the "Root Door to Milchar, Nexus". Past that door, go to the large room that serves as a threshold to four separate areas. Go to the south end of that room, down a log ramp and then through the "Wooden Door to Milchar, Extrem".

At the top of the steps on the other side of the door, turn east. At the top of the next stairs, beware of falling stones. Check where the stones fell, to the north, and open the locked urn. Then turn and walk south, to the wall. There, you will find the skeleton of Limark, including his skull. At this point, you can exit the same way you came.

M'Desi's Skull is in Rotted Den, on Madgod's Boot. On your world map, find it southwest of the word "Road" in "Pinnacle Road". This is an enormous cave complex. Archers should take at least 150 arrows. Beyond the "Root Door to Rotten Den, Deadfall", under the giant Mushroom Tree, is a long entrance tunnel. At the end of the tunnel is a "Root Door". Beyond the door is a dead treasure hunter. A Hunger Statue on the bluff above the canyon is shooting the fireballs that killed him. Many more statues of this type line the long, twisting canyon ahead of you. Dodge the fireballs as you make your way to the intersection at the end of the canyon. The north fork leads to a nice locked chest, then turns south to a living area for zealots, on the plateau above the canyon. You do not need to go there.

The east fork goes through a "Root Door", then along another canyon to a "Root Door to Rotten Den, Precipice". Past the door, at the "T" intersection, a Hunger Statue will start throwing fireballs at you. You may go either left or right here, as both directions go to the same rock ledge. Jump across the gap to the area with the tent and loot the locked chest. Then jump back to your starting point and find a wide log that acts as a ramp down south, to the canyon below. Once in the canyon, find another log that goes up to a large, dormant, Hunger Statue. Three zealots defend the area at the top of that log.

As soon as the zealots detect your presence, they will begin conjuring monsters to attack you. Concentrate on killing the three zealots. When they are dead, open the boss chest at the base of the statue. Then notice that the small ledge has three exit doors - east, west and south.

The east "Root Door to Rotten Den, Hollow" goes to a ledge, overlooking a canyon defended by at least two Shambles. A handy log ramp will let you walk down there, but do not, unless you want practice defending yourself against monsters. An archer in Sneak mode can deliver 3x damage to them from this elevated position. The west "Root Door to Rotten Den, Encampment" goes to a ledge that overlooks the living area for the zealots. Snipe them too, but if you go down there to loot the place, remember which log ramp you used to get down there. Then return to the big Hunger Statue.

Back at the statue, take the south "Root Door to Rotten Den, Sanctum". On the other side of the door is a short corridor with doors at both ends and a hole in the floor. The west door is another access to the zealot encampment. The east door is another way to the "Hollow" with *another* pair of Shambles. Ledges on the other side of both doors again give archers good sniping opportunities. When you have killed all the obvious enemies, go back to the short corridor and drop down through the hole.

At the bottom of the hole, drop down through another hole and then drop down through a third hole and kill the Shambles at the very bottom. Now look closely at the tunnel to the east. Spike-shooting plants line the tunnel. You must run or jump down that tunnel, past that gauntlet of spikes.

You will come to a large room full of coffins. Kill the Shambles and loot the coffins. Then go up the log ramp to the south. Then run another tunnel gauntlet lined with spike plants. At the end of that tunnel is a small stone room with a boss zealot praying. Kill him and find M'Desi's Skull sitting on top of the boss chest at the base of the Hunger Statue shooting fireballs. The fireballs will not target you, so they are easy to avoid. Alas, the game has not provided an easy exit shortcut from this room.

You must make your way back through the spiked tunnel, down into the pit and then north, through the "Root Door to Rotten Den, Hollow". On the other side of the door, make your way through the canyon. Then go down a log ramp, up another log ramp and through a west "Root Door to Rotten Hollow, Sanctum". This is the short corridor with the hole in the floor. Go through the "Root Door to Rotten Hollow, Precipice". Then go north, down and up the logs, to the intersection. Take either fork to the "Root Door to Rotten Hollow, Deadfall". Now run through the long canyon, avoiding fireballs. At the end of the canyon, check your local map for the nearby exit to the Realm of Sheogorath.

Salonia Viria's Skull is in Cann in the north of the isles. On your world map, find it just northeast of the word "Road" in "Overlook Road". Kill two heretics guarding the outside and then enter through the "Wooden Door to Cann, The Great Hall". At the bottom of two sets of steps, go through the "Metal Door" and kill two Transformed Heretics. Exit this room through the "Metal Door" west.

Past that door, at the bottom of the steps, are two Voracious Hunger. At the intersection, go north and then around the corner east. Kill one defending heretic and then go through one of the four openings in the north wall. The hallway beyond has two Hunger Statues shooting fireballs from the east and west ends of the hallway. They are targeting the chest in the middle of the hallway, but you can easily take cover in the nook next to the chest while you open it.

North of the hallway, three heretics guard a locked urn in another east-west hallway. The west end of this second long hallway has a south tunnel that meets up with the original intersection. In addition, nearby is a "Wooden Door to Cann, Halls of Tranquility". Ignore that end of the hallway entirely.

Instead, go through the "Wooden Door to Cann, Amphitheater", at the east end of the hallway. The room beyond this door has a Heretic War Priest and an exit east, through a "Metal Door". Past that door and down two sets of steps, is an intersection. West, down the steps, is a pushbutton metal gate to a laboratory with a locked chest guarded by a heretic. The east fork from the intersection goes to another intersection, guarded by a heretic.

Continue east, down some steps, to a room with Salonia Veria's Skull. It sits at the base of a Hunger Statue. Now you have all five skulls and you can leave the same way you came. Go to The Hill of Suicides and give each skull to its corresponding ghostly spirit and free them all to finish the quest.

However, for extra experience and treasure, you may want to explore the rest of the facility. If so, go north from the last intersection to a complex room. In this amphitheater, kill six heretics and open one locked chest. Backtrack a bit and then find a north "Wooden Door to Cann, Arena". Beyond the door are two heretics inside a broken room with three exits.

Go through the tunnel to the east, kill one heretic along the way and then enter the arena. The ruined arena has four heretics. In the northwest corner of the room, find a locked urn and a scroll explaining what the "Elaborate Spectacle" was.

Now jump down into the well of the arena and go through the pushbutton gate. The hallway beyond has two doors, both of which go to the substratum holding cells for the "participants". Two Voracious Hunger roam the open area in front of the cells. The large cell beyond the pushbutton door in the northwest corner has a chest, some madness ore and three Voracious Hunger. If you rashly push the button on the northwest pillar before you kill the three Hunger, the trap door to the northwest of the button may drop you right in the middle of the three Hunger.

When you leave the substratum, the game will have put three Transformed Heretics and a Hunger in the arena, waiting to ambush you. After you kill them, climb out of the arena and exit the room through the southwest corner. Open the chest; go up the north steps and cross the stone bridge.

Now look for a tunnel going west. Be ready to kill two Hunger as you go through the tunnel. When you stop to loot the Hollow Stump, look nearby for a rare Mute Screaming Maw. Cross a small section of stone ruins, killing one Ravenous Hunger, and continue north. Around the next corner east, kill a Voracious Hunger and loot one Hollow Stump. Around the next corner west, kill another Voracious Hunger and one more, just before you enter the ruins to the west. In that hallway, the north fork goes up some stairs to an urn at a dead end. Then retrace your steps and go through the "Wooden Door to Cann, Halls of Tranquility".

Beyond the door, down some steps and around a corner is a large room with three heretics. Open one boss chest at the base of the dormant statue column in the center of the room. Exit the room through the hallway to the south, until you get to an intersection. The south fork goes around a corner to a laboratory with one heretic.

The west fork goes to a room with a large square stone pillar in the middle. In the northwest corner of the room are one heretic and a fireball-shooting Hunger Statue. Run to the base of the statue and push the button to turn off the fire. Then loot the chest. Now go through the "Metal Door" south.

On the other side of the door, notice the switchback stairway going up. Archers should go into Sneak mode and get their bow ready. Three heretics will walk down those stairs, one behind the other, like clay pigeons. Beyond the "Metal Door" at the base of the steps is a hallway leading to a Dart Trap pointing upward. It is not a problem for you now and there is no treasure in there.

At the top of the stairs, the hallway to the north has a sleeping area with only minor treasure. Instead, go around corners south, west, north and then west again. At the intersection, note the dead end corridor to the northwest. At the top of the steps is a locked urn containing minor treasure. As you approach it, a trap door will open in the floor, and the Dart Trap below will start shooting arrows up.

South from the intersection, open a chest in the next room and then open the "Wooden Door to Cann, the Great Hall". This completes your circuit of the facility. Check your local map and then go south, through the short tunnel. Then go east, to the intersection and, finally, south to exit outside.

Fast Travel to the Hill of Suicides and give the skulls to their corresponding owners. They will each give you a "Spirit Blessing", fortifying your Fatigue by 100 points for 20 real minutes. These blessings are additive, so you could get up to 500 points of temporary benefit. A second reward for finishing this quest is a Greater Power, Risen Flesh, which allows you to reanimate a corpse for 60 seconds on touch, once a day. If you return to Deepwallow and speak with Erven, he will give you up to 600 gold coins.

The Stash

If you have found a locked urn behind Sickly Bernice's Taphouse, and wonder if you can open it, the answer is yes. You must have a well-developed Acrobatics skill, so that you can jump high and far. The key to open the urn is on top of the roof of Cutter's Weapons, in Crucible.

You have at least two ways to gain access to those rooftops. The first is from a rooftop patio. Go behind Bernice's, to the back door. A wooden walkway leads from there along the side of the building. Then walk up two wooden ramps, to get to the patio. Jump on top of the table near the roof and then onto the roof itself. From here, you can make further jumps to other parts of the rooftop.

Look for a wooden stool. Two bottles of Bernice's Roofwater Wine sit next to the stool. On top of the stool are a Faded Note and a Sunken Urn Key. For more-adventurous rooftop jumpers, there are other stashes of small treasure on these rooftops. One ring gives light for 30 feet. You may also find a Telekinesis Scroll in third location, and a pair of old boots in another.

Back on the ground; find the locked urn behind Bernice's, in the open sewer, under a broken crate. An alternate way to access the rooftops is to climb the stone stairways at the northeast corner of town. Stop climbing when you get to the place where the Dark Seducer is standing watch. Jump from the edge of this high point to the nearest roof you can see. Chris Barton - Revised 08.25.2011