

Oblivion - Thieves Guild Quests

As a member of the Thieves Guild, you will have quests that oblige you to steal various items without killing anyone. Do not even attempt these quests unless your Sneak and Security skills are strong.

Sneak is relatively easy to level up. In Sneak mode, the slower you approach (or back away from) an enemy, the faster the Sneak bar in your Journal fills up. Security, on the other hand, is one of the most difficult skills to level up. Even after 200 hours of game play, you may not have picked enough locks to get you to a Security level over 50. Your best bet is to wait until you reach game level 10, and then complete the Daedric quest for Nocturnal. The reward for completing this mission is a skeleton key. You still have to pick every lock, but the special Lockpick will never break. "Open Lock" scrolls are a useful alternative to picking locks, but there is a limited supply of those scrolls.

To join the Thieves Guild, you must get an invitation to a meeting in the garden of Emer Darelloth, in the Waterfront District of Imperial City. You have three ways to get this invitation. First, you might get an invitation by chance, in your normal travels about Cyrodiil.

Second, you could get yourself arrested and then choose to go to jail.

After you get out of jail, Myvryna Arano will stop you and give you a note. The note is the invitation.

Third, you could read one of the wanted posters all over town. Then speak with any beggar and, if that person's Disposition toward you is greater than 70, they will tell you about the Grey Fox. Say that you want to work for the Grey Fox, and then you will get an invitation to Darelloth's garden.

The garden is near the docks. Fast Travel to the Imperial City Waterfront. Then go through the stone arch to the south of where you arrive. Walk along the shoreline, westward, until you come to a group of seven shabby wooden houses.

The first house you get to has the only walled garden in the group of houses. This house used to belong to the Thieves Guild's founder, Emer Darelloth. It is now deserted, and marked as an "Abandoned Shack" on your local map. Wait in the garden until midnight. At about that time, Armand Christophe and Adanrel Methredhel will arrive in the garden. Wait patiently, until about 12:45 PM, for the fourth member of the meeting, Amusei, to stroll in. Then speak with Christophe.

MAY THE BEST THIEF WIN

Christophe will tell you that there have never been so many potential new recruits. He will propose a test, to see which of the three of you is best qualified. The first one to return with the diary of Amantius Allectus will get the new position in the Guild. Note that, from this moment on, you *are* a thief. Every time you see a valuable item marked with a red hand icon, *and nobody is looking*, pick it up. Later on in these quests, the guild will require you to prove that you are an effective thief. Therefore, you might as well start stealing now.

Nearby, Puny Ancus is sleeping on a cot against the wall. Wake him up and ask him about "Amantius Allectus". Puny will tell you where the house that you must rob is located. Then Fast Travel to the Temple District. As soon as you arrive, turn right and run along the path all the way to the end. At that point, turn left and go two doors farther down the path. Pick the lock on Amantius Allectus's door.

When you get past the door, you will see Adanrel Methredhel sneaking around. Run to the desk against the wall to your right and then open it to get Amantius Allectus's diary. Then return to the Dareloth's garden and wait until midnight the next day. When Christophe arrives, give him the diary.

If you are not fast enough, Methredel will snatch the diary first. Then she will crow about it, briefly, and run out the front door. Never fear, because you have two other options. First, you could Fast Travel back to Dareloth's garden and pick the lock on the house next door. This is Methredhel's house, and she will be fast asleep when you get there, at about 3:00 A.M. Then pick the lock on the chest next to her sleeping cot. Steal Amantius Allectus's diary from the chest.

Secondly, you could wait in Dareloth's garden until midnight the next day. At that time, Methredhel will give Christophe the diary. Speak with him afterwards. He will give you a second chance. Again, wake up Puny Ancus, and then ask him about "Rohssan". If you give him five gold coins, he will tell you where the sword is. Now Fast Travel to the Imperial City Market District. Follow your quest arrow to "A Fighting Chance". Pick the lock on the front door, and the door at the top of the stairs. Now kill Rohssan's dog before it attacks you. Then pick the lock on the only locked chest in the room. Steal Rohssan's sword from the chest.

Whichever way you pass the test, go back to Dareloth's garden and wait until midnight the next day. When Christophe arrives, speak to him about "Thieves Guild Test", "Three Rules" and "Thieves Guild Special Jobs". You are now a member of the Thieves Guild, but before you can do any special jobs, you must sell enough stolen items to qualify for each job.

INDEPENDENT THIEVERY

Stolen items are any items tagged with a red hand icon. The person to whom you will first sell the stolen items is Ongar the World-Weary. He lives in Bruma. To qualify for *all ten* special jobs, you must sell 1,000 gold coins worth of items. Keep in mind that stolen items are worth much less than what you have been used to getting from honest merchants. Save yourself some inventory space by stealing only items that have good value. As soon as you have fenced (sold to a person who buys stolen goods) enough goods to get 50 gold coins, you may start the first quest, Untaxing The Poor.

UNTAXING THE POOR

Speak with Armand Christophe again, at midnight in Dareloth's garden. Ask him about Special Jobs. He wants you to steal the tax records and the gold collected by Captain Hieronymus Lex from the poor.

Wake up Puny Ancus again. Ask him about "Hieronymus Lex ". Then Fast Travel to the Temple District of Imperial City. As soon as you arrive, turn right and run along the path all the way to the end. At that corner of the path, is the South Watchtower. Wait nearby until 9:00 A.M., and then go inside the door of the tower. The City Watch allows public access on the first floor. **Save your game.**

Notice the ladder on the south wall. It goes up to the "East Watch Barracks". At this time of day, the only guards you see should be sleeping or preparing to sleep. As soon as the only guards you see are ones who are asleep, go into Sneak mode and climb the ladder. Then, on your left, climb another ladder. Then, on your left again, pick the lock and then climb that ladder to Captain Hieronymus Lex's quarters. Pick the lock on his desk, take the tax records and the gold, and then return to Christophe at midnight in the garden.

THE ELVEN MAIDEN

When you have sold at least 100 gold coins worth of stolen goods, ask Armand Christophe again about "Special Jobs". The Elven Maiden is a statuette made of the late Countess Indarys of Cheydinhal. You must steal it. Go to Cheydinhal and speak to any beggar. They will tell you that the item you want sits on top of the countess's tomb. Go inside the Great Chapel of Arkay, and then down the staircase. At the bottom of the steps are three doors. Two of them, both locked, go to the Chapel Undercroft.

Save your game. Go into Sneak mode, pick the lock and go through the door. Hide behind one of the pillars in the next room. Watch the guard patrolling northeast to southwest. Wait until the guard turns to walk northeast, and then run into the room to the southwest. At the back of the wall is the countess's coffin. On top of the coffin is your prize. If you open the coffin, you must fight a ghost. Now wait until the guard is facing away from you and then Sneak back through the door.

When you return to the Imperial City Waterfront, you will find that word has gotten out about the theft of the bust. Captain Hieronymus Lex is in charge of the investigation. Methredhel will stop you and fill you in on what is happening. Myvryna Arano, who lives in one of the seven houses, is an informant. She has been telling Lex all about the Thieves Guild. To protect yourself and the guild, you must frame her (plant incriminating evidence) that points to her as the thief.

Find Arano's house on your local map and stand on her porch, near the front door. **Save your game.** Now go into Sneak mode and wait until the bright gold highlight around your crosshairs goes dark. Then pick the lock on Arano's front door and go inside. Arano is sleeping. Activate the cupboard next to her bed. The game will automatically put the bust inside the cupboard. Then go back outside.

Now tell Hieronymus Lex that Arano is the thief. He will believe you, if his Disposition toward you is 70 or above. Follow him into Arano's house. Lex will open the cupboard and then confront Arano. Even though she accuses you of being the thief, the evidence is overwhelming. Lex will order Arano off to jail and the secrets to the Thieves Guild are again safe.

Meet Christophe in the garden at midnight. He will pay you for your trouble and promote you. When you ask about "Special Jobs", he will tell you that he has no more work for you. He will suggest that you speak with S'Krivva, in Bravil, to get your next job.

Before you do that, you must have fenced at least 200 gold coins worth of stolen goods. You now have access to a new fence, Dar Jee, in Leyawiin. When you get to the city, check your local map for his house. Dar Jee will not mind if you pick the lock on his door and wake him up.

AHDARJI'S HEIRLOOM

Go to Bravil and check your local map. Do *not* try to pick the lock on S'Krivva's house. If you find her door locked, go to the Lonely Suitor Lodge and wait until the 10:00 A.M. to 11:00 A.M. hour. Any beggar in town will tell you that S'Krivva likes to eat her meals there. Speak with her about "Special Jobs". A close friend of S'Krivva's, Ahdarji, has lost a prized ring. Your job is to find the ring.

Go to Leyawiin and ask any beggar for directions to Ahdarji's house. This will put a quest arrow on your compass. Follow it to find her. If you find her in a room at the Five Claws Lodge, she will not mind if you pick the lock on her door. However, if anyone else in the lodge sees you do that, the City Watch will arrest you for breaking and entering. Ask Ahdarji about "Ahdarji's Stolen Ring". Then speak with any beggar or City Guard about "Amusei".

Now follow your quest arrow to the Castle Leyawiin County Hall. Inside, go south, just before you get to the throne room. Then go through the "Wooden Door to Castle Leyawiin Dungeon". Downstairs, speak with the Leyawiin Jailor about "Amusei", and then bribe him 20 gold coins to let you speak with Amusei. Go down the next stairs to the cells and give Amusei a pick, so he will speak with you. He will tell you that now Countess Alesia has the ring.

Now go back outside and speak with any beggar about the "Recovered Caro Family Ring". Follow your quest arrow to find Hildari Mothril. If her Disposition toward you is 80 or more, she will tell you that the countess is away from the castle every month from the 15th to the 17th. Mothril will also tell you that the countess goes to bed at about midnight and puts the ring in a jewelry box when she sleeps. She will also tell you that a secret passage joins the basement to the royal bedchamber.

Alas, a bug in the game sometimes prevents you from speaking with Hildari Mothril. She is fond of walks outside the city gates. Bandits may have killed Mothril. You go to where the quest arrow points you, and find nothing but a dead body; or no body at all. However, you can still complete the quest.

Wait until midnight, outside the door to Castle Leyawiin County Hall. Then go inside, all the way to the throne room. The countess should just be leaving for bed. When the throne room is empty, go through the door to the basement, just south of the throne. In the basement check *inside* a barrel on the south wall for a handle that is just barely visible. Pull the handle to open a piece of the wall just to the right of the barrel. Go through the opening and follow the dark corridor up two flights of stairs.

You will come to a locked "Secret Room". Beyond the door is a torture chamber. Pick up the valuable hammer from a table, and then go through a locked "Wooden Door to Lord's Manor Private Quarters". Past the door is a corridor that appears to lead to a dead end. Pull the handle on the left wall to open the end of the corridor. Go through the opening to another dark basement room with a lever in a barrel. From here, go up three flights of stairs to a small room. Find a locked "Wooden Door".

Go into Sneak mode before you pick the lock on this door. **Save your game.** Beyond the door is a large room patrolled by a guard, whom you can see walking left and right. Even though you can see him, he cannot see you unless you go through the now-open door. If you time his movements, you will see that when he disappears to your right, he is gone for up to a half minute.

The room has three exits. The east door goes to an office and a small bedroom. The south door goes to a long carpeted hallway that leads to the steward's quarters and a balcony above the throne. The door you want is to the north. That one leads to the royal bedchamber. Wait until the pacing guard has gone to your right, and then run through the north door before he comes back.

The royal couple will be asleep on the bed. On a side table next to the bed, is a small jewelry box. Either pick the pocket of one of the sleeping forms to get the key, or pick the lock on the box. Then steal everything inside the box, including the quest ring. Then stand where you can see the hallway and wait for the pacing guard to turn and walk away from you. Then run down the hall and exit through the basement, the same way you came. When you get to the throne room, you should still have time to loot the silverware here, and in the dining room just off the throne room.

Follow your quest arrow to Ahdarji. Give her the ring and then she will pay you some gold coins. Before you leave Leyawiin, drop by Dar Jee's house and fence the silverware you stole. Now go back to Bravil and find S'Krivva. Speak with her about another "Special Job", if you have fenced at least 300 gold coins worth of stolen property. That will get you the Misdirection quest.

MISDIRECTION

Go to the Talos Plaza District of Imperial City and follow your quest arrow to a beggar named "No-coins Draninus". Ask him about "Methredhel". Now go inside the nearby house of Dynari Amnis. That is where Methredhel is hiding from the guards. Ask her about the "Waterfront Invasion".

Now go to the Arcane University between 1:00 A.M. and 7: A.M., when the Arch Mage sleeps. Activate the portal inside the lobby. In the next room, Activate an identical portal to get to the Arch Mage's bedroom. On a table in the middle of the room is Hrormir's Icestaff. Steal the silver staff (even if you *are* the Arch Mage) and Activate the nightstand next to the bed. The game will automatically put the Grey Fox note in the nightstand. Then leave the same way you came.

Now take the staff to Methredhel, still holed up at Dynari Amnis's house. Methredhel will send you back to the Waterfront District. Follow your quest arrow. Walk close enough to Hieronymus Lex that you see a Dremora teleport in just to the west. The Dremora will give Lex a note, which he reads and then throws on the ground. When Lex leaves, pick up the note, read it and then take it to Methredhel.

Now she wants you to return the staff you stole, to the home of Ontus Vanin. Follow your quest arrow to his house is in the Talos Plaza District. He sleeps at night and walks around the city during the day, so you should have no trouble sneaking in. Go up the stairs and unlock the door at the top. The game has marked the chest you want as "Ontus Vanin's Chest". Activate it to put the staff inside the chest.

Now return to S'Krivva, in Bravil, and she will pay you some gold coins. Ask her about "Hieronymus Lex" and "Thieves Guild Special Jobs". If you have fenced at least 400 gold coins worth of stolen goods, she will give you the "Lost Histories" quest. You have a new fence in Bravil, Luciana Galena. You will find her in the Lonely Suitor Lodge, during regular business hours.

LOST HISTORIES

Go to Skingrad and then speak with any beggar about "Theranis". Then ask a guard about "Work in Castle Skingrad". Now follow your quest arrow to Shum gro-Yarug and then ask him about "Work in Castle Skingrad". Accept his offer of a job carrying "slop" to prisoners in the castle dungeon.

Apparently, this is an undesirable job. Everyone you meet will insult you, but this attitude only lasts until the end of this part of the quest. If you believe that your ego will be too bruised carrying slop, then get yourself arrested. At any rate, now you have access to the prisoner.

Go to the courtyard of Castle Skingrad, where the well is. Now go up the stairway, to a balcony. Oddly, the access door to the dungeon is up there. Go through that door and then down three flights of stairs to speak with the Skingrad Jailor. Say "Open the door, I'm the slop drudge". Go through the door to the hallway with the cells. You will find only one prisoner, Larthjar the Laggard. When you speak with him, tell him that you will rescue him. Then ask about "Theranis" and the "Pale Lady". If you like, you may pick the lock on the cell to free Larthjar.

Now go down to the end of the hallway with the cells. Note the blood trail on the floor. Pull the "Strange Candle" on the wall to open a secret exit from the dungeon. Follow the tunnel to a door and pass through into another tunnel. At the end of this tunnel, turn the wheel to open another secret door. Walk along this tunnel to an "Old Wooden Door to Castle Skingrad Wine Cellar". Go into Sneak mode now. Beyond the door are several racks of wine. Steal every bottle.

Follow the bloodstains to where they end in front of three large wine casks. Near the cask on the right is another "Strange Candle" on a post. The cask in the center is actually a door to a hidden passage. Then follow your quest arrow to where the Pale Lady is working. When she sees you, she will immediately attack you. Defend yourself and get the two keys from her corpse. The Pale Lady, a vampire, has already drained all the blood from Theranis. His corpse lies on the ground.

Ask the live prisoner, Amusei, about the "Argonian Prisoner". He knows where the book you want is located, but he will not tell you until you free him - not just from his cell, but from the castle too. One of the keys you have will open the cell, and the other key will open the other locked castle doors.

Stay in Sneak mode and go west, through the "Wooden Door to Castle Skingrad Dining Hall". On the other side of the door, up the steps, is the kitchen. Now turn east, into a long hallway. Cross the hall to the other side and creep along the wall north, until you get to a doorway going east again. Ahead of you is a "Wooden Door to Castle Skingrad County Hall".

Beyond that door, continue straight until you get to the balcony. Go along the balcony north and then east, until you go through another doorway. Now creep east along a hallway, until you get to a "Wooden Door to Castle Skingrad Courtyard". This puts you at the top of the steps above the well in the castle courtyard. Go down the steps and then through the door to the northeast. Run all the way across the bridge and down the road until Amusei stops you. Now he will tell you where the book is.

Now go to the east gate of Skingrad and follow your quest arrow north, to the area behind Nerastarel's house. The book you want is on the ground, against a wall, next to a rock and behind a green bush. Now return to Bravil and go to the Lonely Suitor Lodge. Wait until 4:00 P.M. and then speak with Luciana Galena. Sell her all the wine you stole. This should put you over the 1,000 gold coins mark.

Then take the book to S'Krivva for payment. Ask her about "Thieves Guild Special Jobs", to get the "Taking Care of Lex" quest.

TAKING CARE OF LEX

Go to Anvil and speak with any beggar about "Dairihill's Office". Now go to Castle Anvil. Inside the front door, take the first right and then go through the "Wooden Door to Smithy". Wake the smith, Orin, or follow your quest arrow to where he is working. He knows exactly why you are there and leads you to a "Moveable Pillar". This opens a secret passage that goes up four flights of stairs to a locked "Wooden Door to Private Quarters". Beyond that door, go up three more flights of stairs to another "Moveable Pillar". Go into Sneak mode *before* you pull that pillar. This opens a doorway to a hallway. To your right, a guard is standing watch.

Now Sneak left, through a locked door to an office. Even though the guard ought to see you, he will not, if your Sneak skill is high enough. Now pick the lock on the desk and steal the list. Sneak out the same way you came in. Find a beggar in Anvil and ask him about a "Master Forger".

Follow your quest arrow to an abandoned house. Go upstairs and ask "A Stranger" about "Forge this Letter". Wait twenty-four hours for him to complete the forgery. Give him his fee of 500 gold coins, and then Fast Travel to the Imperial Prison, in Imperial City. As soon as you arrive, turn north and walk to the second of two doors. It is marked "Wooden Door to Imperial Legion Offices". Wait until 2:00 A.M.

Go into Sneak mode and wait until the bright gold circle around your crosshair turns dark. Then pick the lock on the door and go into the office beyond. On the left half of the desk is an "Imperial Legion Seal". Activate the seal to complete this part of the quest. Then return to Anvil Castle.

Wait in the throne room until 9:00 A.M., and then ask Countess Millona Umbranox about her "New Guard Captain". Then consult your world map, to identify Hieronymus Lex's current location. Follow that quest arrow and speak with him about "New Guard Captain". Then return to S'Krivva's house, in Bravil. Speak with her about "Hieronymus Lex Reassigned" and "Thieves Guild Special Jobs". She will pay you, promote you and tell you that you must wait for the Grey Fox to contact you. She will also tell you that you have a new fence, Orrin, the smith you already met in Anvil.

TURNING A BLIND EYE

You must have fenced at least 600 gold coins worth of stolen goods. The game tells you that the best place to wait for a message from the Gray Fox is in Imperial City. Be aware, however, that you may wait in *any* city other than the one where you will *next* be meeting the Gray Fox. If you want to get the message quickly, Wait, in one hour increments. Methredhel will be the first person to contact you. She will tell you to meet the Gray Fox in Helvius Cecia's house, in the city of Bruma (so do *not* Wait there).

After Methredhel gives you the message, go to Bruma and find Cecia's house. Go downstairs and speak with the Gray Fox. He wants you to recover a magical object called Savilla's Stone. Blind monks inside the Temple of the Ancestor Moths guard the stone. Find the temple northwest of Cheydinhal, and just south of the "s" in "The Jerral Mountains".

When you get to the temple, speak with Brother Holgar, one of the three monks working outside the small house marked as the "Monks Quarters". Ask him about the "Blind Monks", "Savilla's Stone" and "Where are the catacombs?" If Holgar's Disposition toward you is less than 80, he will say that he does not know you well enough to give you all the information. If he *does* tell you where the catacombs are, follow him through the "Wooden Door to Ancestor Moth Crypt". If you cannot, or do not want to raise his Disposition, you must pick the lock on that door, which is up the hill from their house.

Beyond the front door, go down the steps and then through the "Wooden Door to the Temple of the Moth Halls". Now go into Sneak mode and through a room with one or two monks in it. At the first intersection, go either way. Both routes join up around the corner.

Continue along the hallway, northeast, until you come to another intersection. Again, both routes come together later. However, the northwest tunnel bypasses the monks dining hall. In addition, you can loot a chest in that tunnel, and another chest inside a broken section of the wall, just before you get to an "Old Wooden Door to Catacombs of the Temple of the Moth".

Beyond the door are steps down to another intersection. Both forks get you to an "Old Wooden Door". Pick the lock on either one (or both), to get inside the monks sleeping area.

Once inside the sleeping area, cross over to the hall on the southeast side of the room. This hall goes southwest and northeast. The southwest direction will get you to a storage room with crates and a chest. The northeast direction goes to a "Wood Door to the Caverns of the Moth".

Beyond this door is a long tunnel ending at an intersection. Either of two tripwires at this intersection will drop two spiked balls on chains. The two forks leading from here join halfway along and then join again, at the end of a long section of trapped tunnels. Both sections of these tunnels have their own unique traps. You can choose either route or both, if you want to backtrack a bit. Before you choose, loot the chest at the intersection.

The northwest fork leads to a corner with a chest, guarded by one undead. Farther down the hall is another chest and then a cross tunnel (with a chest), leading to the other route, described below. If you continue northwest from this intersection, you will come to a chest inside a spike field. You could jump over the field and continue, but the skeletons show what will happen to you if you make a mistake and touch the spikes.

The northeast fork goes to a small room with four poison gas vents and a chest. As soon as you enter the room, the stone door locks behind you. Pull one of the three ropes hanging from the ceiling to open an exit door to the northwest. Then go down a long tunnel to a cross tunnel (with a chest), leading to the other route, described above. Just northwest of here is a trip rope, which releases a pile of logs.

Beyond the logs, watch out for a metal pressure plate that releases a swinging log. Shortly after that, both routes come together and continue northwest, down a short slope, to a "Wood Door to Shrine of the Moth". Beyond the door is a long tunnel that ends in a huge dark cavern with stalactites hanging from the ceiling. From the ledge above the pit, you can see the small white round Savilla's Stone, resting on a flat slab of stone below you.

A Blind Monk guards the stone. A Dark Welkynd Stone, floating just above the short pillar next to Savilla's Stone, also stands guard. The Dark Welkynd Stone will only fire at you when you get close to it. The ledge you are standing on goes all the way around the cavern. The north corner has a chest containing minor treasure.

You could use a ranged weapon to kill the monk, and then run down and get Savilla's Stone. Alternatively, you could stand on the ledge to the northwest, jump down to the stone, grab it, and then run back out of the pit to the northwest. The Dark Welkynd Stone will only have one chance to shoot at you and, by then, you will have moved from its aiming point. The monk will not even know that you were there, if you are still in Sneak mode.

If you want some extra treasure, drop down off the southwest edge of the ledge and go through the tunnel below, to fight an undead and loot a chest. Then go back up on the ledge and take the northeast tunnel. It leads to a chest with "Instructions: The Gray Cowl", which gives some history of the cowl.

From this northeast tunnel, climb the shortcut ladder next to the chest. This will deposit you on top of the grating that covers the well behind the monk's house, outside the Temple of the Moth. Now go back to Bruma and speak with the Gray Fox in Cecilia's house. Ask him about "Savila's Stone", and "Nocturnal's Cowl". He will pay you. Then leave the house and wait for the next contact, assuming you have already fenced at least 700 gold coins worth of stolen goods.

ARROW OF EXTRICATION

Amusei will next contact you. After he does, go to Chorrol and find Malintus Ancrus's house. Inside, speak with the Gray Fox. He wants you to steal the Arrow of Extrication from Fathis Aren. He is a Bravil court wizard and a member of the Mages Guild.

Go to Bravil and speak with any beggar about "Fathis Aren". Then go inside the Bravil Castle throne room. Go up either the right or left stairs, just as if you own the place. Stop outside the locked door halfway along the balcony (above the throne). Then go into Sneak mode and wait until the yellow highlight around your crosshair goes dim. Then pick the lock on the door.

Past that door, take the first left, into Aren's quarters. Inside his room, pick the locks on both chests. The game will give you a message that the Arrow of Extrication is not in this room. Now go to the north wall and find a "Moveable Pillar". This causes a secret panel to slide up, revealing an exit. Beyond the panel is a locked "Wooden Door to Bravil Wizard's Grotto".

Past the door are three tiers of steps and a hallway to an intersection guarded by a Daedra. The west fork leads to a twisting and winding series of hallways containing nothing but Mud Crabs and rats.

Go north, instead, to another intersection. Either choice will put you into a maze of twisting tunnels, partly filled with water. From this maze, if you go north, through the "Old Wooden Door", you will find two Conjurers. They are guarding two locked chests and two unlocked chests. There is another "Old Wooden Door" exiting this room, but you need a key to open it.

Back in the maze, now go east and swim until you can see a shaft of light shining down. For a bit more treasure, continue to swim east until you can climb a dry ramp. Open the chest in the dead end corridor, and then swim back to the shining shaft of light. A spell to help you breathe underwater will help you here. A Starlight spell will help you to see in the dark water. The flooded hole below you goes a *lot* farther down than you need to go. So, swim just a *little* way down, following the shaft of light, and then face north. Look for an underwater tunnel going north and swim through it.

If you go down too far, you will start running into Slaughterfish, including one giant version. At the bottom is a trapdoor to Niben Bay. On the other side of the door, you will be at the bottom of a deep part of the bay, next to a treasure chest just to the west of the exit. Because the water is so dark, the trapdoor is very hard to see, from either side. Again, a light spell of some kind really helps here. On your world map, the trapdoor is at the "a" in "Niben Bay".

Assume that you found the north tunnel. Swim through it until it turns east. You will come up and out of the water. Just ahead is an intersection. The west fork goes to the other side of a door that you may have seen previously; the one that needs a key to open.

The east fork goes through a gate and down a hallway to another intersection, guarded by a Daedra. From this intersection, if you go through the "Old Wooden Door" to the south, you will find a Conjuror and some minor treasure. The east fork turns north, goes down some stairs to a Nirnroot, and then to an "Old Wooden Door to Bravil Wizard's Lair". Beyond this door, go up some steps to an intersection with an "Old Wooden Door" to the west. Inside is another Conjuror, with a chest.

Now turn south, up four tiers of steps, to a locked gate. You can see two Daedra guarding the room on the other side of the gate. After you have killed them, check one of the barrels for a torch. The gate to the north has no treasure behind it. Exit this room east, around a corner, up some steps and around another corner to another locked gate.

Past this gate are one Daedra, one Conjuror, and one locked chest. Then go up the steps just to the east and find another locked chest. Just down the hall from here is an "Old Wooden Door to Fathis Aren's Tower". **Save your game** here.

The other side of the door puts you outside, at the base of a four-tiered fort. On the first level, fight one Daedra. Go up the steps to the second level and fight two more Daedra. Also on the second level, in an alcove, are two locked chests. There is also other assorted treasure. Be aware, however, if you are a member of the Mages Guild and you take anything marked with a red hand, the guild will suspend you for stealing from a fellow mage - i.e. Fathis Aren.

Up the steps to the third level, fight another Daedra. This is the level where you will find Aren. However, there may be another Daedra on the fourth level, above you. If you are a fellow member of the Mages Guild, Aren will not mind if you open "Fathis Aren's Chest". Inside, are Aren's Tower Key and a "Key-shaped Arrowhead". Then make your way down to ground level and use the key to exit the ruined fort. If you are not a member of the Mages Guild, then you will have to kill Fathis Aren.

Return to Malintus Ancrus's house in Chorrol and then speak with the Gray Fox. He will pay you some gold coins and promote you. You have a new fence, Fathis Ules. He has a house in the Elven Gardens District of Imperial City. From 7:00 P.M. to 5:00 A.M., he sits on a chest behind his house.

If you have fenced at least 800 gold coins worth of stolen goods, wait for the next contact. That will again be Amusei.

BOOTS OF SPRINGHEEL JAK

With this quest selected in your Journal, go to Cheydinhal and follow your quest arrow to Ganredhel's house. Speak with the Gray Fox. Now he wants you to bring him a special pair of boots. So, go to Imperial City and speak with any beggar about "Finding Jakben, Earl of Imbel". Then follow your quest arrow to the earl's house, in the Talos Plaza District of Imperial City.

About mid-morning, stand at the earl's front door and go into Sneak mode. When the yellow circle around your crosshair turns dim, pick the lock on the door. Go up either staircase, to the second level. You will probably see both Gemellus Axius and Jakben, Earl of Imbel, though you only need to speak with Jakben. They both seem afraid of you. Jakben will give you a key to the catacombs below the house and then run up to his loft on the third floor.

Go downstairs to the ground floor and then pick the lock on either of two doors leading to the basement. Then use the key that the earl gave you to open the "Wood Door to Catacombs". Beyond the door is a small system of tunnels with four vampires. This area is a lucrative treasure location. You will find four chests and five coffins. When you get to the end of the longest tunnel, you will find the coffin of Springheel Jak. When you open the coffin, Jakben, Earl of Imbel will come running down the tunnel to attack you. He *is* Springheel Jak, and a vampire conjuror. Kill him and then take his boots.

Now return to Ganredhel's house in Cheydinhal and give the boots to the Gray Fox. If you have fenced at least 1,000 gold coins worth of stolen goods, wait for the next contact. That will again be Amusei.

THE ULTIMATE HEIST

After Amusei contacts you, go to Othrelo's house, in the Elven Gardens District of Imperial City. Speak with the Gray Fox. He wants you to steal one of the Elder Scrolls, a plan simple in concept but complex in execution. He has written down the steps you will need to take. Because of the extensive nature of this quest, make certain that you fully stock your inventory. This quest is a major dungeon crawl, away from any stores. You must pick many locks. You must repair your gear in the field. You will use the Boots of Springheel Jak, the Arrow of Extrication and the Palace Sewers Key. Be certain that you take a bow and *at least* 20 practice arrows with you, even if you do not regularly use a bow.

When you are ready, go inside the front door of the Imperial Palace. On the other side of the door, turn left and walk all the way to the end of the corridor. A ramp goes down to a locked door. Stand next to the door and go into Sneak mode. When the yellow circle around your crosshair goes dim, pick the lock on the door. Beyond the door is a large circular storage room patrolled by one guard. He only patrols the pavement around the edge of the room. Sneak into the central part of the room and use the stored items for concealment. On the other side of the room from the entrance door, you will find a giant hourglass, filled with pink sand. This is the "Glass of Time". Activate the glass to complete this part of the quest. Then Sneak back outside.

Now go to the "Imperial Sewer, South East Exit", southeast of Imperial City. Sneak everywhere in these sewers, so no monsters blindside you. Inside, go through an arch and northeast, across a narrow bridge, to a "Door to Beneath the Bloodworks". Pick the lock on the door and then go down the stairs on the other side. Then turn east and go into a room occupied by a vampire. After you kill him, go up the steps east, through a long tunnel, to a room with a large round wheel on the wall. Activate this wheel to turn it, and then go west and stand on the middle of a narrow bridge. Turn north and then drop down to the floor below. Continue north, under the arch, through another long tunnel.

When you get to a water channel, go north, to the other side. Kill the zombie in the room, loot the chest and then turn another large wheel on the wall. Now go back out to the water channel and wade west, then south, through a tunnel to a metal grate that opens with the Imperial Sewers Key.

In the small room beyond, loot the two chests and then go down through the "Manhole Cover to the Palace Sewers". Walk northwest, and then walk across a large round holding tank to the other side. Continue northeast, across another holding tank. Then turn south to find a room with a water channel running through it. On the other side of the water, in the southeast wall, is a doorway to "The Old Way". Loot the two chests before you go through the door.

On the other side of the door, go a short way to an intersection. Turn left and watch for a metal pressure plate partway down the next hall. Past that is another door to "The Old Way". Beyond that door, you come out onto the upper level of a two-story room. Kill all of the undead in here and then loot the chest on a ledge in the southwest corner. Then jump down to the lower section and loot the chest there. Then go through the hole in the west wall.

Continue west and then turn south, to find another hole in the wall. Drop down into the bright room beyond the hole and kill any enemies you find there. Locate a hole in the east wall. A tunnel slopes down from this hole to a "Wood Door to the Lost Catacombs".

Beyond the door, you weave around some angular passages. Two offshoots contain treasure chests. Because there is only one way to go here, you will eventually come to a large rectangular room. A set of eight posts, in a depression, support the central part of this room. Undead enemies fill that area. You can choose to fight them and then continue to a tunnel on the other end of the room. Alternatively, you can choose to bypass them by turning south, through a bypass tunnel. Both tunnels join up later.

When you get to the intersection of those two tunnels, go south, into a large room with two exits. Both exits go north to another large room with undead patrolling. This second room also has two exits to the north, but they twist and wind a bit before depositing you inside a huge Ayleid room with two defenders. The shortest choice is the eastern-most of the two north exits, but for maximum enjoyment, clear them both of enemies. At one end of the huge Ayleid room, is a door that will not open. This is where your magical Boots of Springheel Jak come in handy.

Put on the boots and find a set of broken stairs on the north wall of the room. Stand on the highest part of the steps and then jump up to the ledge above. Players who have advanced their Acrobatics skill to 70 will be able to take a running jump up to the ledge even without the special boots. Now push two large buttons, in the northeast and southeast corners. The gate on the east end of the room will slide down. Then jump down and go through that eastern gate. Oddly, the two Dark Welkynd Stones in this room never activate. Then pick the lock on the "Stone Door to Hall of Epochs".

Beyond the door, pass through two large rooms, and then into an enormous room. Kill the undead and then go up the double stairway to find three statues. The largest of them is marked "Keyhole Pillar". The balcony they are standing on runs all the way around the room. The two Dark Welkynd Stones flashing on and off in the distance are actually inert. To either side of the two Welkynd Stones are two huge square blocks of stone. Follow the balcony around to the south wall and pick the lock on the gate.

Past that gate, find a short balcony over a small room. At the east end of that balcony, push the button. Then go down the stairs at the west end of that balcony. At the bottom, kill the undead defender. Then exit this room through the doorway in the northeast corner. Just around the corner from here is the second "Stone Door to Hall of Epochs".

Beyond that door, one undead is standing guard in the hall ahead of you. Then go through one of the two gates into the large room. Defeat one undead and then open the three casks inside a small cubby on the west wall. Exit this room through a tunnel in the northwest corner. You will come to a room with a cask in a cubby on the west wall. Exit this room down some steps in the southwest corner, to a room with one undead, an Ayleid Reliquary, two chests and a push button at the west end.

When you push the button, the two huge square blocks of stone, in the enormous room with the three statues, will drop down. They were actually walls, preventing four undead from escaping into the room. Retrace your steps back to that room and kill them all.

Now walk out to the space between the two dormant Welkynd Stones. Stand on the stone pressure plate. When you do, the largest of the three statues on the other side of the room will turn, revealing a large keyhole. Take out your bow and then practice shooting arrows at the keyhole. Aim somewhere between the neck of the statue and where its hands are holding the sword. If you hit the right spot, you will hear the *sound* of the arrow striking true. If you miss, you will hear nothing at all.

Now **save your game**. Once you know exactly where to aim, shoot one last practice arrow and then, *without moving your bow again*, open your inventory screen. Select the Arrow of Extrication, and then close the screen. Now shoot that special arrow at the keyhole. The two Dark Welkynd Stones beside you will disappear, and the largest statue should rise up, revealing a set of steps going down beneath the statue. If your Arrow of Extrication missed its target, load the save and try again.

Now walk over to the statues and **save your game**. The other two "Ayleid Guardian" statues have come to life, but they will only attack you if you act aggressively toward them. If you have "Detect Life" ability, use it now. Go into Sneak mode, and then open the "Stone Door to Imperial Guard Quarters".

On the other side of the door is the Imperial Guard bedroom. If luck is with you, they are all asleep. If not, load your save, Wait for a few hours and try again. Sneak across the room, and open either of the two "Wooden Doors" on the west side of the room. On the other side of those doors is the dining room. Now pick the lock on the "Wooden Door" on the west wall. Now you know why the previous two rooms had circular walls. You are inside a tower.

Circle around the pathway left (counter clockwise), until you get to the Elder Scrolls Library door. Beyond the door, you may see a guard walking away from you. Sneak up the ramp and follow a discreet distance behind him. Halfway counter clockwise along the circular pathway; find a door on the inner side of the circle (left). If the guard, or anyone else, comes in your direction, dodge into one of the deep recesses along the outside of the circle and wait until they pass by you. Pick the lock on the "Wooden Door to Elder Scrolls Library".

On the other side of the door, circle right (counter clockwise) until you see a Blind Monk sitting on a stool. Behind him, on the floor to your right, is a lever. Pull it to open a door at the other end of the corridor. Now retrace your steps and go all the way to the other end of the pathway, clockwise.

Go through the now-open inner door to the library. Keep your mouth shut. Sit in the only chair in front of the round stone table with a fire in the center. You will automatically come out of Sneak mode. A Blind Monk will bring you the Elder Scroll. Pick up the scroll and then get up from the chair. Go immediately back into Sneak mode and then climb up to the top of the circular stairway.

Again, put on your pair of Springheel Jak boots. Sneak past the monk and then pick the lock on the only door. On the other side, Sneak left (counter clockwise) around the circle. If a guard is coming toward you, nip back inside the room at the top of the stairway for a few moments. At the end of the hallway, pick the lock on the "Wooden Door to Moth Priests Quarters".

Beyond that door, go completely around the circle to the "Wooden Door to Imperial Battlemage's Quarters". Beyond this door, go halfway around the circle to a "Wooden Door". Caution, the Battlemage may be inside. **Save your game** before you pick the lock on this door. If she catches you, reload the save. Otherwise, creep through either of the interior doors and find the fireplace grate. Activate the grate and then point your game camera down, to enjoy a very long drop back into the sewers.

Check your local map for a way out of the sewers. The quest arrow points to a different route than you came in. The easiest way would be to retrace your steps. Return to Othrelo's house, in the Elven Gardens District, and speak with the Gray Fox. He gives you a ring. Deliver the ring to Countess Umbranox in Anvil, and then watch the final cut scene.

The Gray Cowl of Nocturnal

This hood has Feather 200 points, Detect Life 200 feet and Fortify Sneak 25 points.

When you wear the Cowl, you become the Gray Fox. Any bounty levied against you while you wear the hood vanishes when you take the Cowl off. When you equip the hood or take it off in a crowd of people, nobody will notice. Your identity as the Gray Fox is secure.

However, any guards who see you wearing the Cowl will arrest you. They will not let you pay a bounty, so you must resist arrest. Many other NPC's will ignore the hood.

Dareloth's old shack on the Waterfront District is now your new Thieves Guild headquarters. The house is now a place to sleep, store items and sell stolen goods.

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