

# Skyrim - Thieves Guild Quests

## A Chance Arrangement

You may have begun this quest when you did the Main Quest. A man named Brynjolf, in the central market of Riften, will stop you and speak to you. At night, he hangs around in the local inn, the Bee and Barb. Brynjolf wants you to steal a ring and then put it in the pocket of a man named Brand-Shei (Reverse Pickpocket). Agree to his proposition.

While Brynjolf distracts the crowd, stand behind Madesi's counter on the southwest side of the circular plaza of market stalls. Go into Sneak mode and, when you are "hidden", pick the lock on the sliding door of the counter. Then pick the lock of the small box inside the cabinet. To avoid having to pick the locks, pick Madesi's pocket instead and take his key, though you should do this *before* you accept the job from Brynjolf. Madesi sleeps in Beggar's Row, in lower Riften.

Take Madesi's Ring from the box. Follow your quest arrow over to the group of distracted people and stand behind Brand-Shei, behind some crates. *Sneak* the ring into his pocket and then walk away. Speak with Brynjolf again. He will reward you with 100 gold coins.

Alternatively, you may drop the ring and tell Brynjolf that you lost it. If you do not want to do *any* stealing, just stand and wait for Brynjolf's distraction speech to end. Then go through the door of any building and come back outside again, failing the quest. Find and speak with Brynjolf again. He will *still* tell you that you have the spark that he is looking for.

## Taking Care of Business

With this quest selected, follow your quest arrow down some steps, to a metal gate. Open the gate and then open the door behind it to, "The Ratway". **Save your game** here. If you have not been here before, you have a tough fight coming up at the "T" intersection at the end of the entrance tunnel. You can hear Hewnon Black-Skeever and Drafff having a conversation. When they detect you, they will attack you. Just beyond the two men may be a "Lowlife", who may attack the two men and/or you. If you do not meet him now, you will later.

After you have killed all three men, continue down the tunnel to a ledge. Drop down and activate a door. Jump back immediately, to avoid the spike trap, and then go through the door. Beyond the door is a round stone room with flammable liquid dripping from a clay pot. Look for a Skeever in the south tunnel. The room to the west has only minor treasure. Exit through the south door, to a room with five Bear Traps. "Gian the Fist" will attack you here. In a corner, find an Alchemy Lab.

Open a gate to the south, *run* up the steps east, to avoid a Swinging Log Trap. Open the gate and go through the north tunnel to a room with a book on the table. Read "Beggar", for a boost to your Pickpocket Skill. Go east and open the door to the "Ragged Flagon" tavern.

Speak with Brynjolf for another job. He wants you to collect debts from three business owners. Pick two of the three debtors and speak with them. It does not matter in what order you speak with them. The third person on the list will fall into line when he/she hears about what you did to the other two. Follow your quest arrows to find the three. All of them live in Riften.

Haelga runs Haelga's Bunkhouse. She will give you excuses why she cannot pay. You may use your fists to beat her health down to zero. Then she will pay up. Alternatively, look around the room to find the Statue of Dibella. Pick it up without anyone seeing you do so. Then walk over to the counter and say to Haelga, "So, should I drop this statue down a well?" She will pay you.

Bersi Honey-Hand runs the Pawned Prawn market. He will give you excuses why he cannot pay. Turn around to see a "priceless" gold and green vase sitting on a shelf. Take out a weapon and break the vase. Alternatively, beat him with your fists until his health drops to zero. At least this way, he gets to keep his golden vase. Bersi will pay you.

Keerava runs the Bee and Barb Inn. Speak with Talen-Jei first. Mine him for information about Keerava, and then speak with her. Mention the farm in Morrowind. She will pay you. Return to the Ragged Flagon and speak with Brynjolf. This ends "Taking Care of Business".

## **Loud and Clear**

After Brynjolf pays you, follow him into the Cistern to meet the boss, Mercer Frey. After he welcomes you to the Thieves Guild and gives you your next assignment, speak with Brynjolf again, exploring all dialog options. Exit the Cistern northwest, back to the Ragged Flagon. Speak with Vex, the blonde female, about the Unusual Gem and ask her about Goldenglow Estate. Ask Delvin Mallory for advice. Speak with Tonilia, your fence. She will give you some special Thieves Guild Armor, which you may need soon. Even if you do not use this armor, do not sell it. A future upgrade depends on it. Five locked training chests in the Training Room have treasure.

Then follow your quest arrow back inside the Cistern. From there, go southwest up the ladder. At the top, pull the chain to open a sliding trapdoor. Exit to the town graveyard, located behind the Temple of Mara. Exit the city north, through one of two main gates.

Check your map to find Goldenglow Estate just west of Riften, occupying three islands in the middle of Lake Honrich. A road runs around the lake. Go to the northwest shore of the lake and find a small boat docked at the end of a short pier. From there, looking southeast across the lake, the Sewer Entrance is just west of the large building. Swim across the lake to the wooden stockade. Find the Goldenglow Estate Sewer manhole on the shore, below the stockade.

Inside the sewer, go north and kill two Skeevers. When the tunnel turns east, watch for flammable liquid on the floor and three more Skeevers. At an intersection of the tunnels, the locked (adept) gate south opens to a locked (apprentice) chest with gold. Sometimes it has lock picks too. A book, "Guide to Better Thieving", raises your Pickpocket Skill.

Continue northeast, down the main tunnel to a circular room with two Skeevers. Watch for a trip rope as you continue east and up a ladder. You will exit outside, near a locked (expert) door to the Goldenglow Estate. Put on your Thieves Guild Gloves, and any other items or potions you have that will raise your Lockpick Skill. **Save your game** and pick the lock. Sneak through the door.

Alternatively, you could enter the estate through the unlocked front door on the opposite side of the house. Several tough mercenaries patrol the area. However, they will only chase you as far as the front door, not beyond it. Run through the door, and find yourself in a small empty room. The locked (apprentice) door on the east wall is a closet. Inside, open a locked (apprentice) Strongbox with a large number of gold coins. At the end of the east hallway is a junction. Go southeast, to get to the same area where the locked (expert) door, would have taken you.

Aringoth has the "Goldenglow Safe Key". To find him, Sneak to the end of the southwest hallway. The locked (adept) door on the north wall has two nice unlocked chests. Then turn south. You can see one mercenary with his back to you. Sneak that way, but turn east through the dining room when you see its doorway. On the other side of the dining room, go north up the wooden stairs to the second floor of the building. Open the door at the top.

Beyond the door, go north to the corner of the hallway. Peek around the corner and notice the mercenary just visible at the west end of the hall. Until now, you have not had to kill anyone. However, this mercenary blocks your route to the key. Snipe him with one arrow and then Sneak back around the corner. He will investigate the place from where you loosed the arrow, but will not venture farther unless he sees you. Sneak back and repeat the tactic until he is dead.

Then go to the west end of the hall, where the mercenary was standing, and turn south, all the way to the end of the hall. Prepare to snipe another mercenary. He is sitting at a desk in the room just south of you. Deal with him the same way as you did the first, or try to Sneak past him.

Go inside his room and unlock (novice) the door on the east wall. There, you will find Aringoth. Persuade him to give you the safe key, pickpocket the key or kill him. If you fail to Persuade him, he will attack you. Any mercenaries you left alive may come to his assistance. Take his "Goldenglow Cellar Key" and "Goldenglow Safe Key". Open his locked (apprentice) chest to find a small amount of gold. Take a Coin Purse. Pick up the Queen Bee Statue for Delvin. Then retrace your steps back down to the first floor. At the bottom of the steps, notice the locked (novice) gate to the southeast. A guard patrols the hallway to the west. Wait until he is walking away from the gate and then pick the lock or use the Goldenglow Cellar Key and go downstairs to the cellar.

Still in Sneak mode, go north, past a group of mercenaries to the east of you. Open the north door and go along the hall to an intersection. Circle along the hallways east, north and west, to a position where you can see a mercenary sitting in a chair down the hall. A pool of flammable liquid sits on the floor between you and him, but igniting it may only annoy him. Kill him or Sneak past him and then go downstairs southeast, to a room with "Aringoth's Safe" (expert). Use his key to open it. Take the "Goldenglow Bill of Sale" and some gold. Open a locked (novice) chest. Take two Coin Purses. Then open the gate southeast and go through the trapdoor.

Take the tunnel north and then drop down through the hole at the end. Exit up the ladder north, to the outside of the building. Now you must complete the mandatory part of this quest. One of the islands of the estate has several large beehives. Unfortunately for you, up to ten mercenaries patrol the area. They are stronger than normal enemies are. Additionally, even if you have a high Sneak Skill *and* work at night, they may detect you. A set of two bridges to the south shore connect the mainland with the estate. Other bridges connect the islands together. One way to complete the quest is to kill all the mercenaries and then burn *three* of the beehives.

However, that method is messy and dangerous. An alternate choice does not require you to kill anyone, and is relatively safe. Fast Travel to Riften and then exit the city by the *south* gate. Go south along the main road, passing the windmill of Snow-Shod Farm. Keep going along the main road west, passing by the stone bridge that is the main access to the estate. Keep going until you can see a very small island to the north. A large rotting tree trunk has fallen across this island.

Swim to that island and then go into Sneak mode. Now swim to the larger island east. This is the Goldenglow island with the beehives on it. The rocks look impossible to climb, but are not. Still in Sneak mode, jump up the rocks just left of the smaller of the two trees on the shoreline. You will find yourself next to a wooden fence. If you go left, you will soon run into mercenaries. Instead, go right (south), to the end of the fence. Equip a Flame Spell. Then run around the end of the fence to see the beehives. Burn the first three (*only* three) of them in the row and then quickly jump back into the lake to avoid a confrontation with the mercenaries. Swim back to the shore.

Fast Travel back to Riften and walk south. Turn east at the Temple of Mara. Go behind the temple to find the graveyard and enter the tomb. Push the button on the stone coffin and go down the steps to the manhole. Go through the manhole to the Ragged Flagon Cistern. Your quest arrow should be floating above Brynjolf's head. Explore all dialog options with him. He will pay you and send you to Maven Black-Briar, who will give you your next assignment. Before you leave, find Delvin, probably in the Ragged Flagon, and sell him the Queen Bee Statue.

## Dampened Spirits

Follow your quest arrow southwest, up the ladder to the graveyard and then to the location of Jarl Maven Black-Briar, possibly in the Bee and Barb. She is initially unimpressed with you. Explore all dialog options with her and then Fast Travel to Whiterun. Find Mallus Maccius at the Bannered Mare. He will tell you that he has cut a hole to allow pests into Honningbrew Meadery. Now you must go there and apply for the job of pest removal and, while you are at it, poison the mead.

Check your map to find that the meadery is very near Whiterun, on the main road outside town. When you get there, speak with the owner, Sabjorn. Offer to help him with his pest problem. He will give you some poison, a key and half your pay *if* you can Intimidate him. Open the east door and, in the room beyond, go down the steps north. Use your key to open the locked door at the bottom and then kill two Venomfang Skeevers at the south end of the room.

Exit the room down the tunnel west. When it turns south, kill five more of the fast-moving Venomfang Skeevers. Pass some nice ferns and then go through the tunnel east and south. When you get to the cobwebs, watch for four small Frostbite Spiders and one large one. Continue east past the now-dead spiders. At the bale of hay, watch for two Bear Traps. Past that, watch for a trip wire that releases a spiked ball on a chain in front of a tunnel south.

Down that tunnel, south and west kill five to six more Skeevers. In the large cave where you find them, be very careful of a maniac named Hamelyn. He is an Ice Bolt spell caster, can heal himself and will immediately attack you.

Read Hamelyn's Journal to learn his back-story. Read his book, "Three Thieves", to boost your Sneak Skill. Unlock his novice chest for some gold. Take some potions. Activate the pile of straw next to the chest to apply the poison there. Exit the cave through the tunnel east.

Past some cobwebs, watch for two Bear Traps before you re-enter the meadery. Then enter the Honningbrew Boilery through the door east. Past the door, go up the ladder in the northeast corner of the room. Walk along the balcony to the other side of the room. Activate the "Brewer Lid" to put some poison in the mead. Nearby, unlock an apprentice chest for some gold.

Back downstairs, take the "Honningbrew Brewhouse Key" hanging on a nail next to the east door. Exit the boilery through that door. Enter the other meadery building and speak to Sabjorn. He will tell you that you have to wait for your money until the tasting session finishes. Have a seat and watch while Caius, the Commander of the Guard, downs his "Honningbrew Reserve" mead in one gulp. He can instantly taste the poison. He tells Sabjorn that he will spend a lot of time in prison and places Mallus, who is standing nearby, in temporary charge of the meadery. After the pair leave, speak with Mallus. Explore all dialog options. He tells you that he can fence stolen goods for you. Tell him that you want to look at the books. He will give you a key to Sabjorn's dresser.

Go into the east room again and then through the doorway south. Then go up the stairs to the balcony and along it to the other side of the building. Use the Honningbrew Meadery Key to open the office door on the west wall. Find a book, "A Game at Dinner" and read it to increase your Alchemy Skill. Open the dresser and take the "Promissory Note". Open the locked (expert) closet on the west wall and steal the "Honningbrew Decanter" for Delvin. Steal three Silver Ingots, three Coin Purses and a Silver Necklace.

Exit the meadery and return to Riften. Follow your quest arrow to find Maven Black-Briar and speak with her. She will reward you with an enchanted weapon. Now go through the graveyard entrance to the Cistern. Follow your quest arrow. Find and speak with Brynjolf, ending the quest.

## **Scoundrel's Folly**

After you speak with Brynjolf, find Mercer Frey and speak with him. Then return to Brynjolf and explore all dialog options with him. Before you leave, speak with Tonilia in the Ragged Flagon and sell her your stolen items. The game marks these items with the word "stolen" in the item description. Buy some lock picks from her if your supply is getting low. Sell Delvin the Honningbrew Decanter. Exit to the outside and Fast Travel northwest, to Solitude.

The first door on your left, beyond the Solitude main gate, is the Winking Skeeever tavern. Inside, meet with Gulum-Ei. Among the three listed dialog options, it may happen that only the bribe option works for you. In that case, agree to steal the case of Firebrand Wine. Follow your quest arrow southeast, to the Blue Palace on the other side of town.

Inside the palace, go down the corridor to the left of the main staircase. Halfway along the hall, find the case of wine on a small wooden table. Go into Sneak mode and, when hidden, steal the case of wine. Exit Sneak mode and then walk out of the palace without speaking to anyone. When you take the wine to Gulum-Ei, he will give you three Soul Gems, but tell you very little.

Gulum-Ei will leave the tavern and take a long walk across town to the warehouse of the East Empire Company. You could pick his pocket for the key, but the apprentice lock is very easy. Follow him at a discrete distance, west through the city gates, along the roads and down to the docks. Gulum-Ei will enter a locked (apprentice) door to "East Empire Company Warehouse". Go into Sneak mode and then pick the lock on the door. Inside, stay in Sneak mode and follow Gulum-Ei on a zigzag route between tall racks of merchandise.

Along the route, you will meet the first of several "East Empire Wardens" patrolling the docks. To avoid fighting this one, look for an East Empire Company sign on the wall in front of you. Behind it, find a ramp going west, up to the top of the high stacks. You can keep track of the warden *and* Gulum-Ei from there. A set of stairs takes you back down to the lower deck west. Sneak past another guard after you turn the corner to get to the other side of the water.

Watch for a third and fourth guard near a huge barrel cask. Hide behind it to avoid them. Gulum-Ei will double-back on his route just past this cask. Wait there until he walks back your way. He will walk down some wooden steps east. Before you follow him, go *up* the steps east, to a platform. At the north end of it, go up the rock ramp to an unoccupied building near the ceiling of the cave. Inside the building, get two Coin Purses and an "East Empire Shipping Map" for Delvin.

Back down at the barrel cask, go *down* the steps east, wade through the water under the dock and then walk up a ramp north. At the top, find yourself *behind* the racks of goods. You will come to a door to "Brinewater Grotto". In the tunnel beyond, you will hear the voices of two men having a casual conversation. Between you and them are a trip wire and a Bear Trap. Sneaking past these two men is possible, but tricky. Killing them is one option. If you do, then take a few potions from the top shelves to the northeast. Then go north, up the wooden steps.

Bandits have adapted a natural water channel to move their merchandise. The channel goes a long distance, generally north. Five wooden bridges cross from one side to the other. Eight more bandits stand between you and the end of the channel, where Gulum-Ei is having a meeting. The game gives you several options on how to get to the end of the channel.

At the base of the steps, note the tunnel covered with cobwebs. This tunnel is a home for two or three Frostbite Spiders. The tunnel exits back on the main path, beyond the next two bandits. Although you could use the tunnel to Sneak past the two bandits, this option is not truly viable. The bandits will almost certainly hear you battling the spiders and come running.

You could swim the entire channel without walking on any of the ledges or crossing any bridges. Sneak very slowly into the water near the first two guards. Swim north, as close to the bottom as you can. Open an unlocked chest on the bottom of the channel between the first and second bridges. Swim past the swimming bandit. He should not notice you. At the end of the channel, kill the two guards watching the two boats and loot the chests on the boats. Then kill the guard standing next to Gulum-Ei in the large storage area east, and confront him.

You could walk along the rock shelves and kill the two bandits just past the stairs. A short distance farther, watch out for a bandit archer on the walkway. Here, another side tunnel takes you west and north, to the same place as the main walkway. If you take the side tunnel, watch for a trip wire, two Bear Traps, another trip wire and a dog. Both routes take you to a campfire where two bandits are cooking Slaughterfish. At the end of the water channel, find two boats docked and two bandits guarding them. Open the locked (apprentice) chest on the first boat and an unlocked chest on the other boat. Just east of the two docked boats is an open storage area. Gulum-Ei and the last bandit are there talking. Kill the bandit and then confront Gulum-Ei.

Now Gulum-Ei is willing to cooperate with you. He tells you that Karliah is responsible for the trouble at the Thieves Guild. He will give you a "Goldenglow Bill of Sale". He will stand around while you loot the place. Go up the ladder south and open a chest. Take the statue of Dibella and a Soul Gem. Open a chest at the base of the ladder. Unlock (expert) a chest on the shelves next to the ladder, to get some gold. The locked (expert) chest on the north wall has better treasure.

Find three levers on the ground behind Gulum-Ei. The first and third ones open the doors on the large cages above you. The lever in the middle opens a rock door on the east wall. Behind the door is a cave with three Horkers. Jump onto the rock ledge just south of the entrance. Walk along this ledge to the other side of the cave, avoiding the Horkers. From there, use the shortcut exit to "Brinewater Grotto". Outside, around the corner, find a rock crevice with an unlocked chest.

Fast Travel back to Riften and follow your quest arrow to find Mercer Frey. When you speak with him, he tells you to meet him at Snow Veil Sanctum. There, he wants to kill Karliah. Find Delvin and sell him the East Empire Shipping Map.

## **Sneaking with Silence**

Before you leave, speak with Tonilia, your fence, inside the Ragged Flagon. She will allow you to trade in (upgrade) one piece of Thieves Guild gear, but only if it is in your inventory.

Upgraded Thieves Guild Boots increase your Pickpocket Skill from +15% to +25 %.

Upgraded Thieves Guild Gloves increase your Lockpick Skill from +15% to +25%.

Upgraded Thieves Guild Cuirass increases your carrying capacity from +20 points to +35 points.

Upgraded Thieves Guild Hood increases the price you get from vendors from +10% to +15%.

Outside once more, select the "Sneaking with Silence" quest. Check you map to find Snow Veil Sanctum northeast of Whiterun and north of Windhelm. Meet Mercer Frey there and explore all dialog options with him. Then take the lead, go down inside the stone ring and stand near the door to "Snow Veil Catacombs". Mercer will pick the lock on the door.

Inside, at the bottom of the first steps, pass through the first empty room. Go down the steps east, into the second empty room. When you open the chest, two Draugr will pop out of the two sarcophagi on the walls of the room. Loot four urns and pull the chain hanging from the south wall, to open the gate in the northwest corner. Take the potions and a Coin Purse.

Exit east down the steps to the next room, where you will find five dead Draugr. However, watch for one of them only pretending to be dead, inside a sarcophagus. Mercer will mention it, but it bears repeating, watch for the swinging gate trap when you pull the chain on the south wall. Through that tunnel and down the steps east, watch for a Draugr in a nook on the wall. Another Draugr stands in a similar recess opposite the first one.

The locked (adept) Iron Door on the east wall is a closet with some potions. Disarm three Bear Traps in the hall, loot an urn and kill another Draugr around the corner north.

Continue north, down the hall until it turns east. There, kill a Draugr in a cubicle. At the end of the hallway, kill another. Mercer will warn you of two more, when the hall opens up into a room. Find them standing to the south, along with one standing in a cubby and another one hiding. Beware the two trip wires crossing both routes south. They release a clay pot full of flammable liquid that you can shoot with an arrow to burn the Draugr. Open three urns and a chest.

Pull the chain hanging in a cubicle, to open the gate south. Go down the hallway and some steps, to an intersection. The locked (apprentice) Iron Door south opens to a small room with six urns and a chest. Here, look through the grate south, to see 7-9 Draugr and two Skeevers walking around in the big room below you. Save yourself a lot of grief and snipe them from here, through the bars and in Sneak mode. Kill all of them you can see and then go through the east doorway.

In the next room, Mercer will warn you of the "Bone Chimes". When you touch them, the bones make a sound that wakes up the four Draugr in the room. Kill them, take some potions and then pull the chain to open the east gate. Past the gate and down some steps, find the large room that you saw through the grate upstairs. Even if you killed all the moving Draugr that you could find, however, another one will pop out of a sarcophagus. This one uses Frost Spells.

The log ramp in the southeast corner of the room takes you up to a ledge above this room, where you will find two urns and a "Model Ship" sitting on a pedestal. When you pick up the ship, the clay pot suspended from the ceiling drops and breaks, filling the room with fire. Sometimes, during the battle with the Draugr, something knocks the ship off its pedestal and onto the floor here, or below in the larger part of the room. Exit up the steps west and open two urns. Go through the south tunnel and up many steps to a bridge enclosed in iron straps. Cross the bridge to a door to "Snow Veil Sanctum".

Past the door, ambush three Draugr lying on rock shelves. Just around the corner, kill three walking Draugr. The Bone Chimes in front of the two chests (one locked - adept) will wake up two more Draugr lying on rock shelves. Pull the chain on the wall to open the gate east. When the gate opens, the clay pots fall over and darts start shooting from the wall beyond the gate.

When the darts stop, go down the hall north and kill one Draugr, just before you go up some steps east, to a door south. Hidden clay pots on the other side of the door will fall over. Two Draugr wake up. One of them is a Draugr Scourge Lord with its own Shout. When you pass near them, two sarcophagi, one on each side of the room, release one Draugr each.

Read a book on the table, "Ice and Chitin", for a boost to your Light Armor Skill. Climb up to the top of the central platform in the room and open a nice chest. At the Word Wall, learn the word "Weapon - Disarm". Pull a chain next to the east gate and go through that tunnel. Disarm three Bear Traps. At the puzzle door, Mercer knows a way to open it without a Claw Key. When you go through the door, a unique poisoned arrow knocks you down. You are not yet unconscious, so you can hear a conversation between Mercer and Karliah. Mercer has betrayed you. He cuts you. You pass out and wake up outside. Speak with Karliah to learn that Mercer was the one who murdered Gallus. She gives you Gallus's Journal and some potions.

## Hard Answers

Select this quest and then Fast Travel to Winterhold. Find Enthir, a wizard at the college, inside "The Frozen Hearth Inn". When you speak with him, Enthir will tell you that Gallus wrote his journal in the Falmer language as a way to disguise the messages in the journal. Enthir knows a man, Calcelmo, who can translate the journal for you. He lives in Markarth. Look on your map to see that the city is about as far west as you can go. Fast Travel as close as you can. Karthspire Camp is a good choice. From there, go northwest and cross the bridge to find the main road to Markarth.

Just past the Markarth city gate, if this is your first time there, a man named Eltrys may stop you and tell you that you dropped a note. This begins a side quest, "Forsworn Conspiracy". He wants you to meet him at the Shrine of Talos. Ignore this request for now. Instead, go up the slope west, to the building at the top and then enter the "Understone Keep".

Follow your quest arrow to find Calcelmo. When you speak with him, he will not let you look at his Falmer research. You have two options here. You could steal his key from the nearby table and then return to the entrance lobby. Go up the north steps, past the guard and use the key to unlock the door. Inside the museum, immediately go into Sneak mode. You will hear the guards talking. When their conversation ends, you will have a small window of opportunity to Sneak to the west end of the room. Do not attack the three guards. Instead, wait behind the good cover until they have their backs turned to you. Go up the steps at the west end of the room and open the locked (adept) gold door with your key. You could also run through the room. A guard will stop you. To regain control of your character, say, "I'd rather die". Then continue running west to the door. The guards will not follow you past it.

Another option, when speaking with Calcelmo, is to say, "I'd like to see the Excavation Site". He will allow you into the museum if you first kill a giant spider named Nimhe. Accept the proposal. Calcelmo will give you a key to the "Nchuand-Zel Excavation Site". Cross the bridge southwest, up the stairs and through that door. On the other side, go down the hall north. Open a chest at the top of the rubble north. Then go up the steps west and along another corridor. At the end, find a ledge above a tall room. Go down the rock ramp to the bottom of the pit. In the south tunnel, kill a Frostbite Spider. When that tunnel turns east, look for two spiders in the next room. Cut the cobwebs at the east end of that room. Go through the narrow tunnel to the next room.

The giant spider Nimhe, drops from a hole in the ceiling. It cannot fit into the narrow tunnel, giving you a huge advantage. After you kill the spider, activate the corpse of Altheus to begin a Side Quest, "The Lost Expedition", which has you recovering Stromm's Journal. This is a time-consuming task inside an enormous ruin beyond the cobwebs south. Save that quest for later.

Return to Calcelmo and tell him that you killed Nimhe. Calcelmo will give you a key to the museum. Then, when you enter the museum, you can wander around like a tourist. The guards will not bother you, and you do not have to Sneak until you enter Calcelmo's Laboratory.

Inside "Calcelmo's Laboratory", you *may* kill any of the Wizard's Guards who get in your way. One of them will come through the golden gate at the southeast corner of the room. You cannot go through the door in there. Instead, go west, toward the door to the next room. The big red valves in these rooms each have different purposes, but they are all traps of one kind or another. The first one you come to shoots darts from the wall.

The large room beyond the west door has two guards and two valves. One of the guards may come through that door looking for you. Inside that room, one valve swings a bar gate and the other one shoots three exploding bolts from a crossbow.

Kill the remaining guard and note that the north and south exits are both bedrooms. Go west, up the stairs, where you will hear two guards talking about a Dwarven trap. They patrol the corridor to the south. Both the south corridor and the west corridor go to the same place. However, the one to the west passes through a flooded area filled with toxic green gas. It can easily kill you. There are stone pressure plates on the floor of the room. If you stand on them, the gas stops. When you step off the plates, the gas again fills the room. You can use the plates as stepping stones to cross the room, but that is a more dangerous way to go, and you will meet the same guards either way.

A better option is to snipe the two guards that you can see in the south corridor and then look for the two you cannot see. The red valve at the end of the corridor activates the rotating blades of the Dwarven trap the guards were discussing. Another option for you would be to run *past* all four guards. Turn the valve when you get to it. This activates the Dwarven Rotating Blade Trap, slicing the guards who are chasing you. West of the valve is the reverse route through the gas-filled room. Steal some Elven Armor and open a locked (master) chest with minor treasure.

Then take the east tunnel up the steps and around a corner to a large room with up to four guards. From there, go through the big gold door east, to a room with up to three guards and Calcelmo's nephew, the wizard Aicantar. Rather than fight them, you might want to turn the red valve at the west end of the entryway. This activates four flame jets and a Rotating Blade Trap in the room below. Aicantar may escape and you may see him later. Use the Arcane Enchanter if you wish and take the Dwarven Puzzle Cube from the stand on the south wall. Sell it to Delvin later.

Go through the door east, "Markarth Wizard's Balcony". This puts you outside. Follow the balcony up the stairs south to a door to "Calcelmo's Tower". Inside the tower, go up the steps in the southeast corner of the room and open the door to Calcelmo's office. Find a book on the table, "Chimarvamidium" and read it, to get a boost to your Heavy Armor Skill. Collect some paper and charcoal that you need soon. Open a locked (expert) chest for some valuable items you can steal.

Then open the north door, to a balcony. There you will see "Calcelmo's Stone", a translation of the Falmer language. Use the charcoal and paper to make a rubbing of the letters on the stone. After you have done this, Captain Aquilius and three guards (or Aquilius, Aicantar and two guards if Aicantar still lives) will walk into the room. If you decide to fight them, be aware that Aicantar can reanimate the guards after you kill them, so target him first. To avoid this fight, jump down off the balcony and run through the exit door. They should *not* follow you outside. You would think that you could Fast Travel from here, but you cannot. You have two choices.

You could re-enter Calcelmo's Laboratory. Just the other side of the door, turn north and go through the door. On the other side of the door go north and east to the Dwemer Museum door. Go into Sneak mode and then open the door. **Save your game.** Sneak east, past the three guards as you did before. Then go through the door to the Understone Keep and come out of Sneak mode. If you do not Sneak through this keep door, the guard on the other side may attack you. Now safely exit the building east and then Fast Travel to Winterhold.

Alternatively, on the balcony outside Calcelmo's Tower, look for a narrow crevice going east. It ends at a ledge just inside the waterfall. Drop down through the water into a deep pool at the bottom. Swim up for air and then Fast Travel to Winterhold.

At Winterhold, enter the Frozen Hearth Inn. Follow your quest arrow to the cellar, where you should find Enthir and Karliah. Speak with Enthir and then he will translate Gallus's Journal for you. Listening to the translation, Karliah is appalled, but she will not tell you why.

Speak with Enthir again. He tells you that he can fence goods for you at the college. Speak with Karliah. She will give you a "Nightingale Blade". She wants you to meet her at the Ragged Flagon. As Enthir walks away, speak with him again. A new dialog option will now allow you to sell him the stolen items you carry, even before he leaves for the college.

## **The Pursuit**

Fast Travel southeast to Riften, but be aware that the graveyard entrance to the Cistern is temporarily unavailable to you - for plot reasons. Instead, enter the Ratway and meet Karliah in the Ragged Flagon. She is worried about the reception she will get. Follow her, to find Brynjolf in the Cistern. Karliah will give him Gallus's Journal. Astonished, Brynjolf directs everyone to the vault, which requires two keys to open. Follow them there and watch while Delvin uses his key. Then Brynjolf uses his key and enters the vault. He commands everyone to enter the vault.

Every chest inside is open and empty. Vex is very angry and starts waving a knife around, but Brynjolf calms her down. When everyone leaves, speak with Brynjolf. Tell him everything you know. He wants you to get into Mercer Frey's house and look for evidence of his current location.

Go inside the Ragged Flagon and speak with Vex about Mercer Frey's guard, Vald. She suggests that one thing you can do is to pay off Vald's debt with Jarl Maven. Find Delvin, to sell him the Dwemer Puzzle Cube and the Model Ship. Return to the Cistern. The graveyard trapdoor is again available to you. Outside, just north of there, find Mercer Frey's house, Riftweald Manor.

Speak with Vald through the locked gate. No matter what you say to him, he will not let you in except if you somehow convince Jarl Maven Black-Briar to forgive his debt.

Find the Jarl, during regular business hours, on her throne at Mistveil Keep. She will agree to forgive Vald's debt if you retrieve the Quill of Geminatio from the bottom of Lake Honrich, near Riften. From the Riften Stables, go southwest to the edge of the lake. Note the large ship docked at Riften. On a clear day, you can see a similar ship docked at Goldenglow Estate. Swim west, from the Riften ship toward the other one. Halfway between the two, find Vald's rowboat sunk in the mud on the bottom of the lake. Open a locked (adept) strongbox and take the quill. Return to Maven and give her the quill. She will give you a note: "Vald's Debt". Give it to Vald at Riftweald Manor. In return, he will give you a key to the house and the gate.

Alternatively, you could pick the lock (expert) on the gate. Vald will come after you and you must either fight him yourself or lead him to one of the guards or the townsfolk. One of them will kill Vald. When Vald is dead, take his "Mercer's House Key".

Shoot the mechanism marked by the lower of the two quest arrows on the back of Mercer Frey's house, to drop his escape ramp. Although listed as optional in your quest log, lowering the ramp is the *only* way to get inside the house. Go up the ramp to the door at the top. Use the key to open the door. Inside, go into Sneak mode. You can hear a voice. Open the north door to see a man with his back to you. Kill this Bandit Thug before he kills you. Then go downstairs and kill a second thug. In one room downstairs, you will find a "Suspicious Cabinet". Open it and activate the "False Back Panel" to reveal a secret stairway to a tunnel.

Go through the tunnel west and watch out for a metal pressure plate that releases spring-loaded spears from the floor. From there, the room to the south has fire holes on the floor. Use Whirlwind Sprint to zoom to the other side. There, watch out for another metal pressure plate that shoots darts from the wall. Open a chest and then continue north.

When you turn west, two sets of *four* swinging blades *and* a swinging log activate. Run past the first set of four blades, into a nook south. Then run through the second set of blades. Note that you must dodge around the low-hung light fixture.

Continue down some steps south, to a door. When you open the door, stand to the left to avoid a flurry of darts coming from the holes above the door.

In Mercer Frey's office, open one urn, unlock (expert) a display case and take the Chillrend sword, read "The Red Kitchen Reader" to raise your Sneak Skill, take a bowl full of gems, take the Bust of the Gray Fox for Delvin, open a Dwarven Chest and take the map with Mercer's plans.

Exit the office down the south steps and through a door to "Ratway Vaults". Drop through a square hole in the floor and watch for a "Vagrant". Go through a door, west to the Ragged Flagon. Sell the Bust of the Gray Fox to Delvin. Then follow your quest arrow to Brynjolf, in the Cistern. Speak with him to end the quest.

## **Trinity Destroyed**

Walk with Brynjolf to where Karliah stands. Listen to them talk. She wants both of you to meet her at the "Standing Stone". Exit the Cistern southwest, to the graveyard and then find the southwest gate of the city. Outside the city, turn south. Find Karliah and Brynjolf standing at the base of the tall black stone. Speak with her. Follow her through a door into "Nightingale Hall". Inside, follow her to the "Armor Stone" and activate it to get a suit of Nightingale Armor.

Equip the Nightingale hood, gloves, boots and cuirass. Then follow the pair north, down the hall. When they stop, listen to Brynjolf express reservations at what you are about to do. Then Karliah will ask if you are ready to take the Nightingale Oath to the god Nocturnal. Accept this request. Follow her through the north gate and then stand on the marked stone circle. Brynjolf will stand on another. Karliah will call to Nocturnal from her circle. The god will appear as a blue cloud above the larger stone circle. She will talk back to Karliah, who will recite the Nightingale Oath.

Now you are a Nightingale too. Speak with Karliah. She will tell you that Mercer stole a Skeleton Key that can open any lock. The longer that the key is away from Nocturnal, the less luck the Thieves Guild has. Karliah wants to get the key and return it to its proper place. Speak with Brynjolf. He wants you to become the leader of the Thieves Guild.

## **Blindsighted**

On your way out of Nightingale Hall, stop by two side rooms and open the two locked (novice) chests inside the rooms. Outside, check your map to find Irkngthand north of Valheim Towers.

If you go west upriver and then north up the mountain from Valheim Towers, watch for a dragon sleeping on top of a Word Wall just west of Irkngthand. The local inhabitants have named this monument Shearpoint. Fighting this dragon will be extra difficult because Krosis, one of eight Dragon Priests in Skyrim, sleeps inside a sarcophagus next to the wall. He uses a powerful "Staff of Fireballs". Draw the dragon away from the Word Wall and deal with him first.

If you have finished the Main Quest, then you may find Krosis easier to defeat if you use the Shout "Call Dragon". Then your dragon friend Odahviing can help you. The Word Wall gives you *all three* words (Voice, Fool, and Far) of the "Throw Voice" Shout, a distraction to enemies, causing them to run to where you point the Shout. A chest near the Word Wall has nice treasure.

Another good reason to go to Irkngthand by way of Valheim Towers is that you can approach the ruin from the mountain above it. At least seven Bandit Thugs live in the Irkngthand ruins. Alternatively, approach them from the main gate of Irkngthand, down by the main road.

Whichever way you get to Irkngthand, watch for Bear Traps, two unlocked chests, one locked (apprentice) chest, a Coin Purse, potions, and a pressure plate trap that shoots out three spears. All of that before you even get to the top of all the ramps and ladders. A lever, on a platform behind the metal gate near the main road, opens the gate. Watch for the Bandit Chief at the very top of the ramps, where you will find the door to "Irkngthand Arcanex".

Beyond the door, note several dead bandits near the campfire. Open a locked (expert) chest. At the top of the stairs south of the campfire, watch for two Bear Traps. The southwest and southeast corners of the big room have Dwarven Sphere Dispensers. Expect at least one sphere to activate. You can choose to Sneak past them or fight them. If you decide to fight them, first locate several piles of rubble that the spheres cannot climb. From there, snipe them with ranged weapons.

Then go through the hallway south, to a room with a shallow pool of water. Note the Sphere Dispenser on the east wall. In the room to the south of the room with the pool, you may have to deal with as many as three Dwarven Spheres. Open two Dwarven Chests in this room.

Down the steps east, rotating pillars of fire block your path. Run around the room clockwise, as close to the walls as you can get, to avoid the flames. The golden gate on the south wall is unlocked. Go through that gate. For an extra challenge, use any one of your Shouts to activate up to four Dwarven Spiders. I could not get them to come out of their dispensers any other way.

Past the gate, open a locked (apprentice) chest. Farther north, find an Alchemy Lab and some potions near it. The locked (expert) gate south of the lift handle appears to serve no function, other than giving you a chance to raise your Lockpick Skill. Watch for a Dwarven Spider guarding a chest at the dead end of the corridor north. Pull the lift handle to "Irkngthand Grand Cavern".

When the lift stops, you find Brynjolf and Karliah standing in front of you. Speak with her and then take the lead. When you open the door, dodge a spiked ball swinging toward you on a chain. Behind a locked (expert) gate on the southeast wall are ingots, gems, potions and a chest.

Continue southwest, to a balcony above a very large room. Karliah looks through the bars and sees Mercer below. Watch him kill a Falmer. You may see Skeevers down there too. Brynjolf wants to run down there and attack Mercer but "There's no way through".

There is a way through. Open the door to the northeast. Past that door, you enter the big room. Turn southeast and open a Falmer Chest. A Falmer may attack you here. Turn northeast, to a room that looks like it houses a lift. Unlock (expert) the gate to find a crossbow aimed at the Falmer camp below. Wait until one of the Falmer walk in front of the crossbow and then pull the lever. The crossbow fires three explosive bolts at the Falmer. Snipe any others you see. If you can get one to walk along the road, you may see two rotating blades rise up from holes in the pavement.

Continue west, to a chest next to another lever. This lever is one of a pair that opens the exit gate below you to the west. The other lever is to the left of that gate, high up to the southwest. You should just be able to see it from here. When you pull the lever, however, the gears will only turn for about 40 seconds and then stop. A Dwarven Sphere in a dispenser below you may activate. Run to the other side of the room and pull the other lever before the gears on this side stop turning. Then the gate will open. Open a nice locked (novice) chest at the base of a stairway.

Past the gate, watch for a Bear Trap and a Falmer beyond that. Brynjolf will mention that you have a choice of taking the high road or the low road. He means that you can go along the ledges to your left or through the valley in the middle of the big room. There is no good reason to go up the spiral ramp above your head. Along either route, watch for at least four Falmer. Open a Falmer Chest. When your group gets about halfway along the room, Mercer will use the magic of the Skeleton Key to collapse a tower. Open a locked (novice) Dwarven Chest at the west end of the room.

Go up a spiral ramp at the west end of the room to find a door. Beyond the door and down the steps, watch for three Bear Traps. You come to a room with two doors. The west closet has three empty chests and two Detect Life Scrolls. A note scratched backwards on the wall above the largest chest reads, "One step ahead - Mercer". Find another Detect Life Scroll in the larger room.

Go east, through the gate and watch for two Bear Traps. Then go through the gold door and kill five to seven Falmer who attack all at once. One way to distract them is to release the Centurion by either shooting it with an arrow or pushing the button below the top of the steps south. However, the Falmer will swarm around the Centurion and quickly destroy it.

Past the Centurion, watch for a Skeeever and a trip rope that releases a Spring Claw Trap at the top of some steps on the east side of the room. Those steps get you up to the bridge over your head. Cross the bridge, watching for three Bear Traps. When you get close to the south end of the room, watch for three Frostbite Spiders and two Falmer. Kill them, open a Falmer Chest, open a Dwarven Chest attached to a wall and then go through the gold door south, to the "Irkngthand Slave Pens".

On the other side of the door, kill a Dwarven Spider. The locked (apprentice) gate up the steps south has ingots and two Sphere Dispensers, although no spheres emerged for me. Go through the opening east and note the Falmer below you. The Bone Chimes will alert them if you are not careful. The lever on the landing between stairways activates a huge rotating blade on the floor below. Pull the lever to slice the Falmer and then pull the lever again to stop the blade. At the bottom of the steps, open a Dwarven Chest, take some potions and continue north.

The three stone pressure plates around the corner east, shoot flame jets from the walls. Be careful not to stand too near your friends, as they may step on the plates. In the next room, you must fight eight to ten Falmer. One of them has a Frost Spell that is strong enough to kill you. Retreating, in the face of overwhelming opposition, is not cowardice. Your friends cannot die, but you *can*. Open two Falmer Chests inside tents and then exit through the tunnel at the east end of the room.

You will come to a Falmer camp covered in cobwebs. Look for perhaps three Falmer nearby. Two Chaurus bugs also live here. Open one locked (apprentice) Falmer Chest. Exit through the tunnel southeast, kill two Falmer and arrive at a ledge. Below you are two Falmer tents. Once you drop down, you have no way back. Open a locked (master) chest and then go through the Falmer Gate. Down the next slope east, you come to a door to "Irkngthand Sanctuary". **Save your game** here.

On the other side of the door, watch a cut scene where Mercer Frey pries a large gem from the eye of a large statue on the other side of the room. He will collapse the ledge upon which you are standing, dropping you into the room, but not Brynjolf or Karliah. Then he will make a short speech. Speak with him one last time. Then he will use a power, "Agent of Subterfuge", which causes Brynjolf to attack Karliah. Get ready to take control of your character again.

Run up the steps on the east side of the room, all the way up to the area behind the head of the giant statue. Here, Mercer can only come at you from two directions, up the steps on either side. Equip your best weapons. Mercer has many hit points, dual swords and invisibility. However, your red compass dot shows you, approximately, where he is. You could also use the Life Detect Scrolls you acquired in a previous room. He is vulnerable to Unrelenting Force.

After he dies, *quickly* take his left and right "Eyes of Falmer", the "Skeleton Key" and much other good treasure. At this point, the overhead pipes break open and water begins to fill the room. When the water rises to where you stand, tread water and face southeast. When you float up to the ceiling, you will see a tunnel. Run down the tunnel and exit to the "Bronze Water Cave".

Brynjolf will tell you that he has other business. Speak with Karliah. Explore all dialog options. She tells you that you must return the Skeleton Key to the god Nocturnal. However, you must travel Pilgrim's Path alone, because Karliah cannot face her failure. Pilgrim's Path is a test of worthiness. To help you, Karliah will give you her magic Nightingale Bow. Exit to the outside.

## Darkness Returns

Your next destination, the "Twilight Sepulcher" is southwest of Whiterun, in a rocky cul-de-sac at the bottom of a long series of cascades and waterfalls. Two large bowls of flaming liquid burn brightly on both sides of the entrance door. **Save your game** before going through this door. When you get inside, speak with the ghostly form of the "Nightingale Sentinel". This is Gallus. Tell him that you have the Skeleton Key. He tells you that he cannot escort you to the "Ebonmere", a conduit for Nocturnal's luck. You must return its key yourself. After your conversation with Gallus ends, go to the east wall of the room and find Nystrom's Skeleton. Read his Journal to learn about the five tests you will face as you walk the Pilgrim's Path. Open his Satchel.

Go through the south tunnel and then west through an Iron Door. On the other side, a hostile Nightingale Sentinel "senses your presence" from the lower section of a two-tiered room - even if you are Sneaking. The small room in the southwest corner of this room has another Sentinel.

After you kill them both, push a button on the floor behind the stone desk in the smaller room, to lower a stone door on the south wall. In the closet, find potions, a Knapsack and a chest. In the main room, find potions on two shelves along the north wall. Then go down into the well of that room and through the hole in the west wall.

When you turn the corner west, watch out for a stone pressure plate on the floor. It shoots darts. However, do not let the Dart Trap distract you from the greater danger of a Nightingale Sentinel waiting at the top of the steps to the next room. The ghost uses a powerful Frost Spell that can kill you if you are not ready for it. Here, consider luring the ghost back down the passageway. It is just as vulnerable to the Dart Trap as you are, and will pass through it *again* on the way back to its room - assuming it does not detect you. In any event, kill it. Then go through the Iron Door west.

The room beyond the door is so smoky that you can hardly see. Although your natural inclination might be to walk in the brighter areas of the room, avoid doing this. The bright areas are deadly. Therefore, leave the dead bandits alone and walk *only* in the darkest areas of the room.

Go up the steps west, watching for a trip wire halfway up. Breaking it causes darts to fire at you from the west. Duck your body below the top of the steps until the darts stop. Then continue up to the platform. Watch for another trip wire on the other side of the platform, at the top of the next steps. Shoot the trap to trigger it. This time the darts come from the south. Go down those steps.

At the bottom of the steps, turn south and west, to the next dark stairway up. Shoot a tripwire at the beginning of the rope bridge at the top of those stairs. The darts come from the other side of the bridge. Then cross the bridge and go up either staircase east. Shoot the trip wire at the top of the steps south. Darts come from the south. Then go down those steps.

At the bottom of the steps, cross a narrow band of shadow west, then run up the steps to an Iron Door south, keeping inside another narrow band of shadow. On the other side of that door, open an urn and a chest. Pull the chains on the east *and* west sides of the statue of Nocturnal, to snuff out the fires and open the rock door south. Soon, you will come to an intersection.

When the Swinging Blade Trap activates, watch for a stone pressure plate on the floor ahead. The trap shoots darts from the direction of the blades west. Here, you have a choice of two routes. Use your Skeleton Key to pick the locked (master) door to the south. This leads to one end of a large room containing the last two Nightingale Sentinels. The route through the swinging blades leads to the other side of that room, and an exit through an Iron Door west. That leads to your eventual destination and you may avoid the south room with the two ghosts, if you wish.

Be advised of a second pressure plate just past the first blade and a third plate past the third blade. A good way to get through the blades *and* pass the plates is to use Whirlwind Sprint. Wait until the blades swing down to the center of the tunnel and then activate the Shout. You should end up with your nose against the Iron Door and the blades should stop swinging. Beyond that door, be ready for a Swinging Log Trap. A short corridor leads you to the door to "Twilight Sepulcher Inner Sanctum". A south hallway takes you to the other side of the room with the two ghosts.

However, if you want to clear the large south room with the two ghosts, the better way to approach it is through the locked (master) door. The two ghosts together make a tough fight and they may detect you from the west end of the blade tunnel, even if you use Sneak mode. Just past the master door, find a small ledge overlooking the large room. There, you can see one of the ghosts standing on the other side of the two-tiered room. The other ghost is hiding at the end of the long hallway west. Snipe the one you can see and then retreat down the tunnels until they stop running after you. Then creep back and repeat the tactic.

Another useful tactic, if you stopped by Shearpoint and acquired the Throw Voice Shout, is to use it to move the second ghost out of hiding to where you can target him safely. The ghosts cannot heal, so take your time with them.

After you clear the room, read a book, "Proper Lock Design and Construction", for an increase in your Lockpick Skill. Some players may also come across a book "Sacred Witness", which raises your Sneak Skill, though I did not. Find a few potions and a Coin Purse on a metal pedestal.

Finally, open the door to the "Twilight Sepulcher Inner Sanctum". At the north end of the hallway beyond that door, open another Iron Door. On the other side of that door, after you turn east, you see a huge round hole in the floor and human bones lying on the floor at the bottom of the hole.

**Save your game** here. Drop down to that floor.

There, activate the bones of Anders and read his last message. Fifteen seconds after you exit your Journal, the Skeleton Key should appear in your hand and the floor disintegrates. You will fall again, to land at your destination. Stand on the south side of the circle and "Replace Skeleton Key in Ebonmere Lock". The god Nocturnal will rise from the blue circle and begin speaking to you. When she stops talking, she will return below.

A quest message should say "Speak with Karliah", who is standing to the west. She will tell you to choose one of three "Roles", (Powers, in your Journal). You can use the Powers only once a day. Three small circles spread evenly around the center blue circle, have white moons, in three different phases, painted on them. They each have a quest arrow floating over them. If you even *touch* one of the circles, you have made one of the following choices.

The Crescent Moon gives you the Shadowcloak Power, for 120 seconds of Invisibility when you go into Sneak mode. If you activate anything while using the Power, you become visible again. If you attack anyone or thing, you become visible again. Sneak again to turn Invisibility back on.

The Half Moon gives you the Subterfuge Power. For 30 seconds, animals and people will mindlessly attack any living being nearby.

The Full Moon gives you the Strife Power, which instantly absorbs 100 Health Points from an enemy *and* gives that Health to you.

The ghost of Gallus will enter and speak with Karliah. They will say their goodbyes. She tells you that she will live in Nightingale Hall. Walk through any one of the three blue portals. Find yourself in the anteroom of the Twilight Sepulcher, ending the main Thieves Guild quest. Return to the Riften and sell the "Left Eye of the Falmer" to Delvin.

## **Improving the Thieves Guild**

Much more remains for you to do, however. Now that you run the Thieves Guild, you are in charge of improving the guild. A new title, Guild Master, will become yours, after you finish a series of five Radiant Quests in each of four cities: Whiterun, Windhelm, Solitude, and Markarth. The game chooses randomly, the location of Radiant Quests and the NPC's you will meet there. In addition, after you complete each *set* of five city quests, you must complete four Special Jobs. The Special Jobs, however, are *not* Radiant Quests. They always happen in the same location, with the same NPC's, and I have described each of those Special Jobs below.

Return to the Ragged Flagon and speak with both Vex and Delvin. Ask for a job from both of them. Rarely, both jobs will be in the same city. Vex and Delvin will offer some jobs in Riften, but these jobs do *not* count towards Special Jobs. Unfortunately, neither Vex nor Delvin will tell you where the job is located until you accept it. If you want to decline a job that you have already accepted, you may. The game lists these rejected quests in your quest log. The seven kinds of Radiant Quests available from Vex and Delvin Mallory are:

**The Sweep Job**, from Vex, has you robbing a house of several specific items.

**The Burglary Job**, from Vex, has you stealing a special item for a client.

**The Shill Job**, from Vex, has you planting evidence against a victim.

**The Heist Job**, from Vex, has you stealing an item from a shop.

**The Fishing Job**, from Delvin, has you pick pocketing an item.

**The Numbers Job**, from Delvin has you altering numbers in business ledgers.

**The Bedlam Job**, from Delvin, has you stealing enough items to meet a certain gold quota.

After you have completed five minor jobs in a city, Delvin Mallory will offer you a "Special Job". These jobs increase the Thieves Guild influence in that city. Every Special Job you complete adds one merchant to the Ragged Flagon. This makes buying and selling goods more efficient for you. In addition, the Gold available from your fences increases to 4000. You will also begin to notice cosmetic changes in the Ragged Flagon and the Cistern. If guards arrest you in a city where the Thieves Guild has influence, you may bribe the guard even if you do not have the Bribery Perk. Completing the third and fourth Special Jobs adds recruits to the guild.

### **Special Job - Imitation Amnesty**

Delvin will ask you to do this job after you have completed five Radiant Quests in Whiterun. Select this quest and then Fast Travel to Whiterun. Follow your quest arrow to find and speak with Olfrid Battle-Born. He will tell you that Whiterun guards have arrested his friend Arn for drunkenness. The authorities in Solitude are also looking for him, to ask him about a murder. Olfrid wants you to steal the letter sent from Solitude. It asks for help locating the murder suspect. Olfrid also wants you to change Arn's name in the prison ledger, so that nobody can find him.

Then Arn will only have to spend a short time in the Whiterun jail for the drunkenness charge.

If you have completed the Main Quest far enough to have become a Thane in Jarl Balgruuf the Greater's court, this quest is a piece of cake. The guards will let you go almost anywhere.

Inside the Jarls palace, go up the steps northeast, behind the Jarl's throne. Then go through the door northwest. Past the door, go up the stairs southwest and through the door at the top. Past that door, open another door to the northwest. From the table in front of you, steal the letter.

Retrace your steps down the last stairs you came up and then go through the northeast door.

Just inside the door, on your left, is the Prison Registry. Activate it and then exit the palace. Follow your quest arrow to find Olfrid again. He has a house in town. Tell him the good news.

Return to Riften and speak with Delvin. A vendor has set up shop in the Ragged Flagon.

## **Special Job - Silver Lining**

Delvin will ask you to do this job after you have completed five Radiant Quests in Markarth. Select this quest and then Fast Travel there. Follow your quest arrow to find and speak with Endon at the Silver-Blood Inn. Bandits stole Endon's new Silver Mold from a trade caravan. He discovered the location of the bandit's hideout, but local officials say they cannot help him.

Exit the inn and check your map to find Pinewatch southwest of Whiterun. When you get there, however, you find only a cute little country cottage, not Rigel Strong-Arm's bandit camp. I *did* find a large number of wild animals near the cottage.

Pick the locked (adept) front door of the cottage and enter to find an unoccupied room. Go down the stairway to find Rhorlak sitting in a chair and eating a loaf of bread. Speak with him about Endon's Silver Mold. He will give you an evasive answer. Give him 49 gold coins, however, and he will tell you of a button on the wall. He tells you that he has never tried to find out what the button activates. Now he thinks he will take a long vacation from woodcutting.

Find the button to the left of the table with the Coin Purse and an incriminating note. Push the button to cause the cabinet to swing away from the wall, revealing a secret tunnel. At the end of the tunnel, you come to a large two-tiered smoky cave.

In front of you, snipe two bandits patrolling along several rope bridges. Then go down the log ramp to explore the lower part of the cave. Find a locked (apprentice) chest. A tunnel goes south, past a Bear Trap, to the bottom of a Pit Trap with two bodies, a Coin Purse and a potion. Also on the lower part of the cave, is the iron grate at the top of the pit. Either of two levers opens the grate.

Watch for another Bear Trap as you go north, to a ramp going up east. A bandit stands on the ramp. That ramp takes you up, full circle, to the rope bridges on the upper part of the cave.

On that upper level, someone has barred the door to the east from the other side. The door west opens to a locked (adept) closet containing potions and wine. Exit this upper level through the tunnel west and north, to another large storage cave. Three Bandit Thugs guard the cave.

A clay pot of flammable liquid hangs above the central bridge. Loot an urn and a chest (holding up a ramp). Past the Grindstone north, the cave narrows to a spiral wooden ramp going up to a locked (novice) chest. From there, a tunnel goes east to a door to "Pinewatch Bandit's Sanctuary". A bandit may come through that door before you get to it.

Beyond the door, find another bandit warehouse cave. Seated at a table, three bandits are having a casual conversation. If you Sneak very slowly, you can pass behind the stacks of barrels on your left, to the other side of the cave. Watch for a Bear Trap at both ends of the stacks. The other end of the cave has a locked (expert) chest. Another locked (novice) chest sits nearer the bandits. If you have the Throw Voice Shout, point it back the way you came, to distract the bandits long enough for you to pick the lock on this second chest. You could also fire a distracting arrow in that direction. Then go west, up the rock ramp, to a tunnel that begins above the bandit table.

The tunnel goes west, and a bandit stands at the end. There, the tunnel opens up to a cave with two locked (adept and expert) empty cages. Watch for a Bear Trap near them. The cave exits south, up some steps to a Wooden Door.

Beyond the door is a small room with a Bandit Highwayman. Five dead Draugr lay on the floor. The locked (apprentice) door west is a closet with a locked (novice) chest. Stand to the side of the chest when you open it. Iron spears shoot out through holes in the wall. Open three Coin Purses, take a Soul Gem, find potions and pick up an Unusual Gem (Stone of Barenziah). Then exit the small room through the tunnel east, to a cave where a bandit may be sleeping. **Save your game.**

Past the wooden wall east, a bandit tends bar for three of his friends grilling leeks and baking potatoes. If one of them sees you, they will all come running. Be ready to retreat, after you begin this fight. Afterwards, loot the room and then go north.

In the next room, watch for Bone Chimes that can alert the boss, Rigel Strong-Arm. A wooden wall partitions a bedroom from the larger room. That may be where you find Rigel, sleeping. She is much stronger than her bandit friends are. Take her "Pinewatch Treasure Room" key and loot her locked (apprentice) chest. You can pickpocket the key and leave her sleeping unaware of you.

From there, go down the tunnel west, following a trail of gold coins to a locked (master) door.

It opens with the Pinewatch Treasure Room key. Past that door, another door opens to a stone bridge that crosses a room you were in before. A stone pressure plate sits at the start of the bridge. If you step on the plate, darts will shoot out from both sides of the bridge, all the way along it. You could jump over the plate, use Whirlwind Sprint or use Become Ethereal to cross the bridge.

When you get to the other side, go through the Wooden Door. In the hall beyond, find another stone pressure plate. It activates a Swinging Blade Trap. Save yourself a lot of pain and pass carefully to the side of the pressure plate to avoid triggering the trap.

At the other end of the tunnel, another stone pressure plate activates a Swinging Log Trap west. A metal pressure plate farther down the tunnel sometimes does *not* release a spiked ball. Past that point, open a Wooden Door, but be ready to duck down when a spiked ball swings into your face.

Past that door is a small Draugr crypt with a desk. A metal pressure plate in front of the desk releases two metal spears. Take the quest item "Silver Mold" and the Silver Candlestick inside it. Loot the top of the desk for much gold and silver. Open a nearby chest.

Exit the room through the door to "Pinewatch". Unbar the Wooden Door and go through to the two-tiered room you came to at the entrance. Exit south, to the outside and Fast Travel to Markarth. Follow your quest arrow to find Endon again. Give him the Silver Mold. He will now fence goods for you. Return to Riften and speak with Delvin. A vendor has set up shop in the Ragged Flagon.

### **Special Job - Summerset Shadows**

Delvin will ask you to do this job after you have completed five Radiant Quests in Windhelm. Summerset Shadows, a rival Thieves Guild from Summerset Isle, has expanded their operations into Skyrim. They loot the corpses of the dead for treasure, giving *your* Thieves Guild an undeserved reputation by name association. Select this quest and then Fast Travel to Windhelm.

Follow your quest arrow to find and speak with Torsten Cruel-Sea. Tell him that Delvin sent you. Torsten will tell you that an Altmer killed Torsten's daughter Fjotli. The Summerset Shadows took her Silver Locket. Torsten asks you to get the locket and give it to him.

Follow your quest arrow to find Niranye, a market vendor (fence) who sells the items stolen by the Summerset Shadows. Ask her about Fjotli. Convince her to tell you that the Summerset Shadows work from Uttering Cave, west of Windhelm. Exit the city and then go west, along the main road. Cross a stone bridge at Anga's Mill. Just west of there, cross the river south and go up the hill. At the top, two Summerset Shadow guards will attack you.

Inside Uttering Cave, go down a long entrance tunnel. You will come to an intersection. Two Summerset guards patrol to the east and west. Both of the tunnels go to the same place. That place is a campfire, where two more Summerset Shadows cook meat in a pot.

Open their chest and then go through the door north. Past the door, down three tiers of steps, find an Alchemy Lab and a guard. Stand at the top of the stairs and notice a guard sitting in a chair west. Left of the stairs, find a chest in a nook. At the bottom of the stairs are three holding cells and an entrance to a room north.

The north room is the central meeting area for the Summerset Shadows, but the room is deserted. Note the red Summerset Shadow Banner hanging from the wall. Two men sleep in the bedroom to the west and are easy targets. Deal with them first.

Past the door to the east is the bedroom of Linwe, the bandit chief. He is awake and has many hit points to spend attacking you. He is wearing some very good armor and carrying much gold.

Fjotli's Silver Locket is in Linwe's bedroom. Open his unlocked chest. Before you leave the meeting room, ignite the red banner and watch a good animation of it burning.

Return to Windhelm and follow your quest arrow to find Torsten Cruel-Sea. Give him the locket. Return to Riften and speak with Delvin. A vendor has set up shop in the Ragged Flagon.

### **Special Job - The Dainty Sload**

Delvin will ask you to do this job after you have completed five Radiant Quests in Solitude. Select this quest and then Fast Travel to Solitude. Set your game clock to normal business hours and then enter the Blue Palace. Follow your quest arrow to find Erikur, a Thane of the court.

Speak with him and he will tell you that he wants revenge against the captain of a ship. The captain, Volf, cheated Erikur in a business deal. Follow your quest arrow through the west gate of the city and then down to the docks. Sabine Nyette is standing on the deck of the largest ship in the harbor. Walk up the gangway of the Red Wave and speak with her about a drug called Balmora Blue. Because of its rarity, she wants you to pay her 1,500 gold coins for it.

You have the option to pay her, finishing this part of the quest. You have a second option to pickpocket her "Sabine's Footlocker Key" and then use the key to open the chest containing the Balmora Blue. You have a third option to pick the lock (expert) on the chest.

If you want to steal the Balmora Blue, go back down the gangway to the dock. Walk along the dock, toward the stern of the ship - east. Note the large ornamental shields attached to the side of the ship. Count the shields; walking from the rudder at the stern. When you get to the eighth shield, the chest will be on the bottom of the bay below your feet. Jump into the water and swim to the chest. Open it with the key or pick the lock. Take the Balmora Blue from the chest.

Now you must find a second ship, the Dainty Sload. One good way to get there is to jump into the water at the east end of the dock and swim northeast. Continue swimming until the huge rock arch of the city of Solitude is over your head and then climb up onto land. Follow the main road north, until you can turn east. Go down to the dock where you can see a large ship, the Dainty Sload.

Go up the gangway and easily Sneak past the two guards on the deck. Enter the main cabin door west and then **Save your game**. There are five more sailors inside the ship, all of them armed.

You have a choice of killing them or Sneaking past them, which is considerably more challenging. In either case, loot a chest near the entrance door, go into Sneak mode and then creep down the steps slowly. Two sailors, sitting in a cabin to the north, are having a loud conversation. They are easy to Sneak past, if you go slowly enough.

Past the cabin, when you turn the corner north and west, watch for a lone seaman in another cabin. This man seems to have extraordinary hearing. Wearing Heavy Armor, I found it very difficult to pass by him, even with a Sneak Skill of over 90. If you stand behind the table outside his door and wait, he will come out and sit on the bench opposite the door. After about 60 seconds, he gets restless and moves to the bench farther down the passageway west. After another minute, he will get up from there and walk back inside his cabin. That is when I was able to Sneak past him.

At the west end of the passageway is a set of stairs going down into the cargo area of the ship. The fourth seaman patrols the cargo area. His hearing seems less acute, but he is still a danger. In addition, do not dally on the cargo steps, because the bench-sitter will be coming your way within a minute. Your goal is the east end of the cargo hold and up to the top of the stairs there. Do this in stages. Jump up to the area with the crates, along the south hull. Move east, far enough to put the central wood post between you and the cargo hold guard.

The bench-sitter may come down into the cargo hold looking for you. This will agitate the other guard and they may search for you. If their backs turn away from you, jump down to the center of the ship and run up the east stairway. At the top of those stairs, you are safe for the moment. Another tactic is to use the Throw Voice Shout. Point it away from the direction you want to go, as far as you can. This will cause all five sailors to go to that location, including the First Mate, at his desk above the east stairs. Use the distraction to run up the stairs and hide in the storage closet at the top. A third option is an Invisibility Potion or the Power, Shadowcloak.

In that storage closet, open a chest and then creep to the marked Captain's Chest. Pick the lock (adept), or take the key from the First Mate. Put the Balmora Blue drug inside the chest. The First Mate normally sits with his back to you at his desk, east of the Captain's Chest. Distract him away from his desk (or kill him) and then take the Unusual Gem from his desk. Read his book, "A Dance in Fire", for a boost to your Speech Skill.

One way to distract him is to stand in the storage closet and throw your voice down into the cargo hold. He will run down there. This will give you about 30 seconds to loot his desk and hide behind a cabinet near the Captain's Chest, before he returns to his desk. When you have taken all you want from the ship, come out of Sneak mode and run for the exit. All five of the sailors will chase you as far as the door to the main deck. Outside, the two guards there may not see you. In any case, run until nobody is chasing you. Return to Erikur and tell him, "I have planted contraband on the Dainty Sload". Then return to Riften and speak with Delvin for your payment. A vendor has set up shop in the Ragged Flagon.

## **Under New Management**

After you complete the fourth Special Job and return to the Cistern in Riften, you will notice that most of the members of the guild are standing around waiting. Follow your quest arrow to find Brynjolf, probably in the Training Room. Speak with him. Then follow him back to the Cistern. Stand where the quest arrow points. Brynjolf will make a short speech naming you Guild Master. After the ceremony, everyone will walk away.

Follow your quest arrow again to find Brynjolf. Speak with him again and he will give you a "Tribute Chest Key". Then speak with Tonilia. If you have been ignoring her, she will ask you to take a batch of Moon Sugar to a merchant bandit named Ri'saad. This miscellaneous quest allows the Thieves Guild to ship goods more efficiently. The more important reason to speak with Tonilia, however, is to get from her a set of Guild Master's Armor. This ends the quest.

Guild Master's Boots increase your Pickpocket Skill +35%.

Guild Master's Gloves increase your Lockpick Skill +35%.

Guild Master's Cuirass increases your carrying capacity +50 points.

Guild Master's Hood increases the price you get from vendors +20%.

To find the Tribute Chest, go into the Cistern and find the area where Delvin has displayed all the items that you have sold him. This area is left of the vault door. The chest is in front of the display. Delvin will periodically stock the Tribute Chest with new treasures for you.

Chris Barton 01.28.2012