



Introduction

Your task is really quite simple. All you need to do is close all of the Oblivion gates and save Cyrodiil from certain doom, rise to the top rank in every guild, become the strongest warrior to ever walk the earth, and complete about a million side quests. Ok, maybe you have a lot of work ahead of you, but you've come to the right place. IGN Guides is your source for everything you need to know about The Elder Scrolls IV: Oblivion. We'll take you through the entire game and show you where all of the greatest rewards can be had. Before you get lost, make sure you check out our guide.

Look inside the guide for:

- **Basics:** Those new to the Elder Scrolls world should read this section before they get overwhelmed.
- **Character Building:** Skills, Attributes, designing a character, and leveling up are all described here.
- **Combat, Magic, and Stealth:** The ins and outs of battle are discussed here. Read our tips to stay alive.
- **Items, Weapons, and Armor:** Read here to learn which tool will best fit your needs.
- **Alchemy Spellmaking, and Enchantment:** Learn how to make your own potions, enchant items, and create your own spells.
- **Main Quest:** Our complete walkthrough of the main story.
- **Factions and the Arena:** Read here for info on completing the Guild, Arena, and Faction side quests.
- **Side Quests:** Side quests, random dungeons, a cure for vampirism and cool places to visit. It's all inside.
- **City Life:** Inside you'll find our tourist guides for each city and village. Which sections of the guide we've updated today.
- **Secrets:** Hidden items and Achievement points can be found here.



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Basics

Role Playing

If you haven't played a game of the scope of one in the Elder Scrolls series, then you might be in for an overwhelming experience. The entire point of Oblivion is to create and play as any character as you please. If you want to play the main story line and then quit, then you are free to do so. You can even ignore the main story and just run around killing innocent people if you like. The name of the game is role playing.

At the heart of any true RPG is character creation. Make sure you create a character that fits your personality. If you want to play a strong, beefy, melee brawler, be sure to pick a race and character class at the beginning of the game that will fit this persona. For details on creating a character, see our [Character Creation](#) section.

Exploration

The world of Tamriel is huge. It's quite easy to get lost, so Bethesda has seen it fit to include several means for getting back on task.

Compass

New to the Elder Scrolls series is the on-screen compass which indicated not only which direction you are moving, but also the locations of places of interest and target markers. The target markers are important as they will let you know whether you are going in the right direction. Red arrows mean you must travel through a door or portal in the given direction to reach your objective. Green arrows mean that you are in the right area and must just move in the indicated direction. Blue arrows can be placed by you on the map screen (see below) and will help guide you towards a non-quest desired location.



Journal

Your Journal will keep track of every quest that you have started, even if they were completed. The active quest is the quest that you currently are working on and all of the markers on your compass and map screens will indicate it as your target. The active quest is indicated by a hand grasping a goblet. All current quests that aren't active are indicated by a goblet sans hand. Completed quests show up with a trio of goblets. You can select any quest and read the details to help get you back on track at any time. You can also equip and use items and view your character's stats from the Journal.

Map Screen

You can access the map screen from the menu. It will show your position with a gold arrow. The active quest will be marked with a red or green arrow, indicating where you are supposed to go. Remember, you can change your current active quest from the Journal. You can move around to look at parts of the map with cursor. If you see somewhere you'd like to aim for, place down a marker on the map, which will show up with a blue arrow. This will then appear on your compass to help you aim for your intended location.

Fast Travel

If you have discovered a location, you can fast travel to it from the map screen. A discovered location appears with a dark icon on the map. Simply put your cursor over it and choose to fast travel there. If you see a bright icon, then that is indicating a known location. Known locations are ones that you were informed about, but have not visited yet. You can not fast travel to these locations, so it would be a good idea to hop on a horse and ride over so that you can fast travel to them in the future.



Finding Information

The bulk of your help towards solving quests will be found through talking to people. Make sure you talk to everyone. Who knows, they may offer the piece of the puzzle you're looking for or they may offer you an entirely new quest themselves. You'll never know until you chat them up.

Search Everything

There is a king's ransom in treasure to be found throughout Oblivion. As we find cool items, we'll list them here in our guide. That doesn't mean you shouldn't do your own exploring. Random dungeons, houses, and tiny nooks can hold wonderful items. Don't run through caves or rooms without stopping to look around and see what you can find. Remember, if the item you covet is owned by someone else, you run the risk of committing a crime by picking it up. Don't risk this unless you absolutely need the item or are playing the role of a thief. Anything you find in a dungeon can be taken for free without running the risk of committing a crime. Also, search every dead body, even those of creatures, to find goods.

Stats

Like any RPG, stats govern how powerful your character is. If your stats are too low, you'll find that you fail at desired tasks or that you are constantly dying. To improve your stats, you must level up your character. Before we get ahead of ourselves, let's review the basic stat categories that you need to be familiar with before beginning.

Health: Health is the amount of damage you can endure before you die. If you die, you'll have to start back from a previous save point. Since you can save anywhere, make sure you do. You never know when you'll run out of health. Your starting health is equal to twice your Endurance (which is determined by how you create your character). Each time you level up, your health is increased by 1/10th of your Endurance. Health does not regenerate, so you will have to use spells, potions, or sleep to restore it.

Magicka: Magicka is what you use to cast spells. Even pure melee characters have something to gain by using this, so don't neglect it. You start with maximum magicka of twice your Intelligence. Magicka slowly regenerates over time, though you can speed it up with potions and spells.

Fatigue: Fatigue is how exhausted you are. If you have low Fatigue, you won't be able to move as quickly which will affect your combat and defense effectiveness. Combat and jumping reduce your fatigue, as well as getting hit. If your Fatigue drops below zero, you get knocked over. Rest up by moving slowly or staying still or use a potion to restore your Fatigue if it gets too low.

encumbrance: encumbrance is the total weight of items you can carry. If you are carrying too much, you will be over encumbered and unable to move. The maximum encumbrance you have is equal to five times your strength. Occasionally, spells or other attacks will reduce your encumbrance and you will find yourself suddenly unable to move. If this happens, use a potion or spell to restore your encumbrance or drop everything so that you can move until your encumbrance is back to normal.

Attributes and Skills: There are eight primary attributes which govern everything you do in the game. They can range from 0-100 and can be increased permanently only by increasing the level of you character. There are 21 skills in the game. Each action you perform is tied to one of these skills, which is in turn governed by an attribute. In order to gain levels and proficiency in the skills, you need to perform the skill repeatedly, read books to gain knowledge, or train with experts. To read more about attributes and skills, read our [Character Building](#) section.

The Right Time For Everything

The people of Tamriel have normal lives and don't spend 24 hours a day in one place. This means that shops will be open at set hours and people will move about their daily business. If you need to change the time of day (or night) to complete a task or even to just shed some light on the situation, there are two options for quickly moving time forward. You can wait in one place by selecting it from the menu screen. This will simply move time forward and regenerate your fatigue, magicka, and health. If you sleep in a bed, time will move forward at your discretion in hourly increments. Sleeping can level you up if you have met the requirements and will also regenerate your health, magicka, and fatigue. It is also important to remember that fast traveling will move time forward the estimated amount of time it would take to cover that distance.

Criminal Activities

Nearly everything in Oblivion can be picked up. Just center your crosshair on an object and you'll be given a description of it and will get the option of picking it up. Anything you pick up that is owned by an NPC (aside from bandits and thieves) will be considered stolen, even if you do it accidentally or just want to hold it. To know whether it is owned, take a look at what color the crosshair turns when you focus it on an object. If the cursor turns red, picking the object up is a crime. The penalty for theft is a fine equal to the cost of the item stolen. Theft is the most common crime, but there are others you should watch out for.

Trespassing - Fine = 5: Entering through locked doors into private residences or entering other off-limits zones will be punished. You'll know if you're about to enter a private area by the normal open door icon turning red. Other places will only allow you limited access and you'll be warned on the screen that you should leave quickly.

Pickpocketing - Fine = value of theft with a minimum of 25: If you move in Sneak mode, you can approach characters from behind and take their possessions. They have a chance of recognizing your crime and will quickly alert the guards if they do.



Assault - Fine = 40x level of the attackee: Attacking any good citizen of Tamriel will result in a charge of assault. Striking them with any weapon, your fists, or a magic spell can cause this charge to be levied, though it won't in every instance.

Murder - Fine = 1000: Attack any NPC enough and they'll die. This will bring down the charge of murder, unless you kill them in one hit and there aren't any witnesses. Any character that is not hostile towards you and you kill will be considered murdered.

Once you commit a crime, an alarm will go out. Normal citizens will cry for help and, if they are close enough to hear it, guards will come to the call for aid. When the guards come to you, they will ask you to pay a fine (if the crime is small enough), go to jail, or you may resist arrest. Guards, shopkeepers, and some other characters will always report the crime instantly and a bounty will be placed on your head, even without a cry for help. If a guard confronts you, they will remove any stolen goods from your inventory. Remember, no witnesses means no crime, so be careful with where and when you do break the law.

Pay the Fine?: You should always pay the fine when confronted by guards. They will be much stronger than you and will quickly swarm you and probably kill you. Going to jail will cause you to lose levels in a randomly selected skill each day of the sentence you serve (except for Security and Sneak which may increase, though it is more likely that your other skills will go down). The only way to prevent this is to sneak out of jail which is much easier said than done. Pay the fine so that you don't have to do the time.

Buying Goods

Aside from stealing and finding items, you can also purchase them from merchants around Tamriel. The prices that you'll get quoted will depend upon the merchant's disposition towards you. This means that persuasion can work to get you cheaper goods. The other thing that the price depends upon is your Mercantile skill. The higher this is, the lower you can slide your offered price. Press the price a little bit lower than the base price each time you buy something to increase your Mercantile skill. Eventually, you'll be able to get offers well below asking price accepted when you try to purchase goods.

Persuasion

When you meet a character in Tamriel, they will have a certain disposition towards you between 0 and 100. A 0 means they absolutely hate you while a 100 means they consider you completely trustworthy. The disposition between people varies with how they feel about your prior actions, race, and reputation. The Persuasion Mini-Game will allow you to gain people's trust through either bribes or persuasion. Once each round you can select either Admire, Boast, Joke, or Coerce. Certain choices will be either well received or result in lowering your disposition. You can find out whether the choice will be well met or not by looking at the person's face as you highlight the option.

Each round, the four quadrants will be filled with wedges. The larger the wedge is, the greater the end result will be. The person will either hate, dislike, like, or love the action. Quickly find the action that they love and the one that they hate based on how they change their face. To succeed, you need to remember that all four wedges must eventually be selected per round, even the ones that you know that they hate. You can't select an option twice and each time you do choose an action, the wedges will rotate. You can follow the large wedge all the way around as it rotates, but you'll end up hurting your cause as you choose the largest wedge on the thing they hate. The trick is to plan ahead. If you know that the action they hate will be occupied by the smallest wedge on the third turn, select the largest wedges on the actions that they like for the first two turns. If you end up with a net positive reaction, the disposition will go up.



Disposition goes down if you don't quickly select an option, so don't spend too much time looking for the perfect combination (nobody likes a slow talker). Once you have maxed out the increase in disposition from persuasion, break out your bribes if their disposition isn't high enough for you yet.

It is quite easy to raise your skill in Speechcraft just by playing this little mini-game all over town. It isn't super useful to have this as a Major Skill, so you probably won't gain levels by practicing, but you will end up with huge multipliers on your Personality attribute when you do level up.

Character Building

The Basics	Races
Skills	Trainers

How you design your character at the beginning of Oblivion will have far reaching consequences as to how you play the game. Make sure you think long and hard about which type of character you'd like to play as before you begin. If you love to run around dealing out death and destruction, you probably will want to design a character capable of doing so rather than realizing you aren't strong enough to swing a weapon because you created a weak little mage. Read below to learn all about each race and the attributes that govern each skill before making your character so that you'll be sure you have the character you want. Also, as you move through the first dungeon, you'll be asked to make choices regarding each of the following options, as well as design your face. This is a trial period, so test out a character to see if you like what you get. You'll end up getting the opportunity to change this at the end of the dungeon, but after that you're stuck.

Classes

Your character's class should reflect the way you want to play the game. There are 21 predefined classes for you to pick from in Oblivion, though you'll probably want to create your own custom class that fits your personality perfectly. Whether a class is predefined or created by you, they all have several things in common. The first, and most important, aspect of a class is the Specialization. Your Specialization is either Combat, Magic, or Stealth. These three main groups govern different skills and will determine which ones you will start with a bonus in and which you will have an easier time increasing. Read below to learn more about these skills and to find out which class they fall into. Each skill in the specialization will receive a +5 at the start of the game and will be easier to level up.



Each class also has seven Major Skills. Major Skills have a base value of 25 (though race and specialization modifiers can increase these further) and are easier to increase than other skills. They also determine when your character increases a level, so choose them wisely. If you want to quickly power-level a character, choose all seven skills that are considered part of the Specialization as Major Skills. This will give you a base of 35 on each of the skills and will make you level up much faster.

Any skill that is not a Major Skill is considered a Minor Skill. These can be increased in the same way as Major Skills, but it will take more effort to do so. This doesn't mean you should ignore them because they will give you a bonus when your character levels up.

Attributes

Attribute	Skills Governed	Function
Agility	Security, Marksman, Sneak	Determines how well you can balance and move, Fatigue, and damage done with arrows
Endurance	Armorer, Block, Heavy Armor	Affects Fatigue, Health, and how much your Health increases when your raise levels
Intelligence	Alchemy, Conjunction, Mysticism	Affects total Magicka and magic use
Personality	Illusion, Mercantile, Speechcraft	Affects how much people like you
Speed	Acrobatics, Athletics, Light Armor	Affects how quickly you can walk, run, and swim.
Strength	Blade, Blunt, Hand-to-Hand	Affects how much you can carry, Fatigue, and how much damage you can do with melee weapons
Willpower	Alteration, Destruction, Restoration	Affects Magicka regeneration and Fatigue
Luck	None	Affects everything you do

Birthsigns

The birthsign that you choose will give you either a stat boost or the ability to use some spells. Choose a birthsign that will help you get an easy start to the game by picking one that compliments your intended play style. These bonuses last the entire game, so be wary of choosing one that gives you a weakness unless you are sure you want the positive side.

Birthsign	Bonus
Apprentice	+100 Magicka / 100% weakness to Magicka
Atronach	+150 Magicka / 50% Spell Absorption / no Magicka regeneration
Lady	+10 Willpower / +10 Endurance
Lord	Restore Health spell / 25% Weakness to fire
Lover	Paralyze spell / lose 120 points of Fatigue (once daily)
Mage	+50 Magicka
Ritual	Restore Health spell (once daily) / Turn Undead spell
Serpent	Damage Health spell / Dispel spell / Cure Poison spell / Damage Fatigue. All spells are once daily.
Shadow	Invisibility (once daily)
Steed	+20 Speed
Thief	+10 Agility / +10 Speed / +10 Luck
Tower	Open Average Lock spell (once daily) / Reflect Damage spell
Warrior	+10 Strength / +10 Endurance

Leveling Up and Building Your Character

Each time you increase any of your Major Skills by a total of 10 (in any combination), you are set to level up your character. This will only happen after sleeping. Make sure you take a rest every once in a while to gain the boosts that you'll enjoy through leveling up. You'll be notified on screen when you have made it to the point of leveling up so there is no need to worry about missing it.

Each time you raise a level, you are allowed to increase three of your eight Attributes. If you have raised many skills since the last time you leveled, you may receive a bonus modifier on some Attributes. Since each Attribute governs a set of skills, raising the level of those skills will determine whether you get a bonus when you level up your character. It doesn't matter whether you raise Major or Minor skills, the bonus will be the same either way. If you do see the bonus modifier, you should definitely choose to increase those Attributes, even if they aren't ones that you want to increase just yet. The bonus is too good to overlook.



Power-leveling still exists in Oblivion, much the same way it did in Morrowind. If you want to level up quickly, select Athletics as one of your Major Skills and never stop running. In fact, you can swim in one direction all night and your Athletics will quickly max out. Likewise, having Acrobatics as a Major Skill and jumping nonstop will have the same result. The same can be done with spells that don't require much Magicka. Just keep casting them one after another until you see the notice that you can level up. Having Block as a Major Skill on a fighter will make you naturally level up just by fighting which takes a load off of any melee player's mind. Other Skills that are easy to leveled up are Light or Heavy Armor, Sneak, Mercantile, and Speechcraft.

Though power leveling may be tempting, it is probably more useful to level your character up evenly. A super fast Khajit won't have too much of an advantage even over the weakest creatures if you haven't mixed in some Strength boosts. However, if you are really jonesing for a level-up, these aforementioned skills should be selected as your Major Skills.

Choosing a Race

Argonian		
Skill Bonuses	+5 Alchemy, +10 Athletics, +5 Blade, +5 Hand-to-Hand, +5 Illusion, +5 Mysticism, +10 Security	
Specials	Resist Disease, Immune to Poison, Water Breathing	
Base Attribute	Male	Female
Strength	40	40
Intelligence	40	50
Willpower	30	40
Agility	50	40
Speed	50	40
Endurance	30	30
Luck	50	50
Personality	30	30
Description		
These lizards evolved in dangerous swamps and so they have developed resistances to poisons and diseases. Their ability to breath underwater can be helpful, but since most of the world isn't covered in water you'll find it unused most of the time. Unless you love playing with a leathery scale face, we suggest choosing an alternate race and just learning the Water Breathing spell later in the game to aid in your exploration.		



Orc		
Skill Bonuses	+10 Armorer, +10 Block, +10 Blunt, +5 Hand-to-Hand, +5 Heavy Armor, +5 Mercantile	
Specials	Resist Magicka, Berserk (Boosts melee stats once daily)	
Base Attribute	Male	Female
Strength	45	45
Intelligence	30	40
Willpower	50	45
Agility	35	45
Speed	30	30
Endurance	50	50
Luck	50	50
Personality	30	25
Description		
The Orc is a great choice for someone looking to be a tough melee style fighter. Although not as strong as a Redguard or Nord, their added Willpower makes them great for combined spellcaster/fighter role. They don't get along with most other races, probably due to their ugly mug, so you'll want to use one of these as the strong, silent types.		

Breton		
Skill Bonuses	+5 Alchemy, +5 Alteration, +10 Conjuration, +5 Illusion, +10 Mysticism, +10 Restoration	
Specials	Fortified Magicka, Resist Magicka, Dragon Skin	
Base Attribute	Male	Female
Strength	40	30
Intelligence	50	50
Willpower	50	50
Agility	30	30
Speed	30	40
Endurance	40	40
Luck	50	50
Personality	40	40
Description		
<p>The Breton is the best spellcaster in the game with the best race boosts around for Willpower and Intelligence. You'll lose out slightly in Agility and Endurance if you pick a Breton over a High Elf, but for someone focused solely on casting spells, this is your best pick. Although they don't get any Destruction skill boosts, they will have enough of a boost at Restoration that you won't have to worry about being underpowered and dying early in the game.</p>		



Dark Elf		
Skill Bonuses	+5 Athletics, +10 Blade, +5 Blunt, +10 Destruction, +5 Light Armor, +5 Marksman, +5 Mysticism	
Specials	Ancestor Guardian (summon spell), Resist Fire	
Base Attribute	Male	Female
Strength	40	40
Intelligence	40	40
Willpower	30	30
Agility	40	40
Speed	50	50
Endurance	40	30
Luck	50	50
Personality	30	40
Description		
<p>Anybody looking to fight first and cast strong spells to support the blade should pick a Dark Elf. Strong in both the use of swords and Destruction spells, Dark Elves are great offensive characters. Even better, they can move with deadly speed which is always fun early on.</p>		

High Elf		
Skill Bonuses	+5 Alchemy, +10 Alteration, +5 Conjunction, +10 Destruction, +5 Illusion, +10 Mysticism	
Specials	Fortified Magicka, Weakness to Fire, Frost, and Shock, Resist Disease	
Base Attribute	Male	Female
Strength	30	30
Intelligence	50	50
Willpower	40	40
Agility	40	40
Speed	30	40
Endurance	40	30
Luck	50	50
Personality	40	40
Description		
<p>The Fortified Magicka does more for the High Elf than it does for the Breton, but it comes at the price of having a weakness to some spells. You can really flip a coin between using the Breton or High Elf if you're looking at a purely magic role, though the Breton is more robust. Choose a High Elf if you want a risky attempt at creating the ultimate spellcaster.</p>		



Imperial		
Skill Bonuses	+5 Blade, +5 Blunt, +5 Hand-to-Hand, +5 Heavy Armor, +10 Mercantile, +10 Speechcraft	
Specials	Star of the West, Voice of the Emperor	
Base Attribute	Male	Female
Strength	40	40
Intelligence	40	40
Willpower	30	40
Agility	30	30
Speed	40	30
Endurance	40	40
Luck	50	50
Personality	50	50
Description		
Imperials are some of the best balanced characters in the game, though they only excel in relationships. If you think you'll be trying to persuade a lot of NPCs, this might be the class for you. Their combat attributes aren't the best in the game, but they certainly aren't the worst.		

Khajit		
Skill Bonuses	+10 Acrobatics, +5 Athletics, +5 Blade, +5 Hand-to-Hand, +5 Light Armor, +5 Security, +5 Sneak	
Specials	Eye of Fear, Eye of Night	
Base Attribute	Male	Female
Strength	40	30
Intelligence	40	40
Willpower	30	30
Agility	50	50
Speed	40	40
Endurance	30	40
Luck	50	50
Personality	40	40
Description		
<p>Khajit's are cat-like creatures that are fast and agile. They make great thieves since they can see in the dark and have the highest base Agility in the game. Their combat skills leave much to be desired, so don't pick one of these characters unless you want to play as a cat in a dog's world.</p>		



Nord		
Skill Bonuses	+5 Armorer, +10 Blade, +5 Block, +10 Blunt, +10 Heavy Armor, +5 Restoration	
Specials	Nordic Frost, Resist Frost, Woad	
Base Attribute	Male	Female
Strength	50	50
Intelligence	30	30
Willpower	30	40
Agility	40	40
Speed	40	40
Endurance	50	50
Luck	50	50
Personality	30	30
Description		
Tall, fair haired and strong, the Nords are a power-melee player's dream come true. Their extreme strength and ability to perform a Restoration spell when necessary makes them extremely dangerous and built like a tank. The Nord's specials revolve around their resistance to the cold which is only marginally useful.		

Redguard		
Skill Bonuses	+10 Athletics, +10 Blade, +10 Blunt, +5 Light Armor, +5 Heavy Armor, +5 Mercantile	
Specials	Adrenaline Rush, Resist Poison, Resist Disease	
Base Attribute	Male	Female
Strength	50	40
Intelligence	30	30
Willpower	30	30
Agility	40	40
Speed	40	40
Endurance	50	50
Luck	50	50
Personality	30	40
Description		
The Redguard is perfect for kicking ass in a melee role. Their extreme base Strength and Endurance make them the perfect combat race. The Skill Bonuses are more than enough to sway any would-be fighter towards this race. Adrenaline Rush gives enough of a boost to make this the ideal pick over the Nord or Orc race.		



Wood Elf		
Skill Bonuses	+5 Acrobatics, +10 Alchemy, +5 Alteration, +5 Light Armor, +10 Marksman, +10 Sneak	
Specials	Beast Tongue, Resist Disease	
Base Attribute	Male	Female
Strength	30	30
Intelligence	40	40
Willpower	30	30
Agility	50	50
Speed	50	50
Endurance	30	30
Luck	50	50
Personality	30	40
Description		
Wood Elves are ideal for thieves and other stealthy characters. They are the fastest and most agile characters out of the blocks which will allow you to quickly move in for stealth kills and escape before you have to face a difficult enemy. These are tough characters to play as your first time through the game if you don't know what you're doing, but can bring some of the most fun gameplay moments. Thieves and ninjas should take a good look at this race when creating a character.		

Choosing a Sex

Make sure you look closely at the differences between the female and male sexes of each race before picking it. If you definitely want to play a female role, make sure you pick the race that allows her to do everything you want. In general, the females are weaker than the males but have greater Willpower, though not in every race. The males also generally have better Endurance, making them much better for stand and swing melee players than the females. That's not to say that playing as a female doesn't have its advantages. Females are great in the Personality department and, in the case of Argonians and Orcs, are more intelligent. Playing as a male will give you an easier time when first starting out (we guess it is still a man's world in this land), but there won't really be much of a difference towards the end of the game.

Skills

There are 21 skills in Oblivion. Each of them can be leveled up by either repeatedly using it, by purchasing training from an NPC, or by finding and reading special books. For each skill, you are rated as either a Novice, Apprentice, Journeyman, Expert, or Master. These are based on your level (see the chart below) and you'll get new bonus maneuvers and attributes when you attain a new ranking.

Mastery Level	Level Range
Novice	0-24
Apprentice	25-49
Journeyman	50-74
Expert	75-99
Master	100

Combat Skills

Block

- Governed by: Endurance

The block skill is useful for characters who plan on entering into a lot of melee fights. Blocking will reduce the amount of damage your character takes when he or she gets hit. This skill will be leveled up by successfully blocking enemy attacks.

Mastery Level	Bonuses
Novice	Fatigued by blocking and hand-to-hand blocking against weapons has no effect
Apprentice	No longer fatigued by blocking
Journeyman	Shields and weapons are no longer damaged by blocking and opponents may recoil when blocking with hand-to hand
Expert	Blocking with a shield has a chance to do a knockback counter which will stagger the enemy
Master	Blocking with a shield has the chance of disarming an enemy with a counterattack

Armorer

- Governed by: Endurance

Armorer is a useful skill for those who want to keep one piece of equipment in top condition. As a piece of armor absorbs damage or a weapon is repeatedly swung into an enemy's body, they will take damage and not work quite as well as they once did. By using Armorer, which requires repair hammers, players can maintain their equipment at its peak performance levels. This is a difficult skill to level up and is very time consuming. We don't recommend choosing this as a Major Skill for novices.

Mastery Level	Bonuses
Novice	Cannot repair magic items
Apprentice	Repair hammers last twice as long
Journeyman	Can repair magic items
Expert	Repair items beyond their highest condition to 125%
Master	Repair hammers never break

Heavy Armor

- Governed by: Endurance

Heavy armor will absorb the most damage but it also requires some extreme strength to lift it. This armor will over-encumber weak users, so only choose it if you plan on playing a melee expert. This skill can be leveled up by engaging in combat while wearing heavy armor.

Mastery Level	Bonuses
Novice	Heavy armor degrades at 150% of normal rate
Apprentice	Heavy armor degrades at normal rate
Journeyman	Heavy armor degrades at 50% of normal rate
Expert	Heavy armor only encumbers 50% when equipped
Master	Heavy armor does not encumber at all when equipped

Blunt

- Governed by: Strength

The blunt skill governs your ability to effectively wield and attack with mace and axe weapons. If you choose to use this skill, ignore swords and daggers to improve the skill the fastest. This skill can be leveled up by attacking enemies with mace or axe weapons.

Mastery Level	Bonuses
Novice	Basic Power Attack with a damage bonus in all directions
Apprentice	Bonus for a Mastery Standing Power Attack
Journeyman	Master Left and Right Power Attacks, which can disarm the enemy
Expert	Mastery Backwards Power Attack, which can knock down the enemy
Master	Mastery Forward Power Attack, which has a chance to paralyze the enemy

Blade

- Governed by: Strength
Likewise, if you choose to level up the blade skill, you can ignore the blunt skill. This skill governs the use of daggers and swords and can be leveled up by successfully attacking with those weapons.

Mastery Level	Bonuses
Novice	Basic Power Attack with a damage bonus in all directions
Apprentice	Bonus for a Mastery Standing Power Attack
Journeyman	Master Left and Right Power Attacks, which can disarm the enemy
Expert	Mastery Backwards Power Attack, which can knock down the enemy
Master	Mastery Forward Power Attack, which has a chance to paralyze the enemy

Athletics

- Governed by: Speed
Those with a high level in athletics will be able to run and swim faster as well as regenerate lost fatigue at a faster clip. This is a great skill to have if you enjoy running around exploring or want to power-level your character. Running and swimming will help you to level this skill up.

Mastery Level	Bonuses
Novice	Regenerate Fatigue slowly when running
Apprentice	Regenerate Fatigue 25% faster when running
Journeyman	Regenerate Fatigue 50% faster when running
Expert	Regenerate Fatigue 75% faster when running
Master	Running does not reduce Fatigue

Hand-to-Hand

- Governed by: Strength
This skill allows you to fight without weapons. Novices should ignore this skill and take the extra damage you get from wielding a weapon. This skill is useful for role-players and for those who don't want to be encumbered by carrying around a heavy weapon. By punching enemies, you will level the skill up.

Mastery Level	Bonuses
Novice	Basic Power Attack with a damage bonus in all directions
Apprentice	Bonus for a Mastery Standing Power Attack
Journeyman	Master Left and Right Power Attacks, which can disarm the enemy
Expert	Mastery Backwards Power Attack, which can knock down the enemy
Master	Mastery Forward Power Attack, which has a chance to paralyze the enemy

Magic Skills

Destruction

- Governed by: Willpower

Destruction spells will inflict fire, frost, and shock damage, or lower resistances to magic attacks. Each spell's power and effects are based upon which level of mastery you have with the skill. You can't cast a spell above your current Mastery Level. Every magician should have a high level for this skill. Repeatedly using these spells will level up the skill.

Alteration

- Governed by: Willpower

Alteration spells will allow you to open locks, breath or walk on water, create shields, and boost your encumbrance. Each spell's power and effects are based upon which level of mastery you have with the skill. You can't cast a spell above your current Mastery Level. These are great spells to have if you plan on thieving. Repeatedly using these spells will level up the skill.

Illusion

- Governed by: Personality

Illusion spells allow you to charm, conceal, create light, and otherwise alter other people's behavior. Each spell's power and effects are based upon which level of mastery you have with the skill. You can't cast a spell above your current Mastery Level. Thieves should look to pick up a few of these spells. Repeatedly using these spells will level up the skill.

Conjuration

- Governed by: Intelligence

Conjuration spells allow you to summon creatures, weapons, armor, and command the undead. Each spell's power and effects are based upon which level of mastery you have with the skill. You can't cast a spell above your current Mastery Level. These spells will bolster a Spellsworn's combat effectiveness nicely. Repeatedly using these spells will level up the skill.

Mysticism

- Governed by: Intelligence

Mysticism spells will allow you to absorb, reflect, and dispel magic. You can also sense enemies, move objects remotely and bind souls into soul gems. Each spell's power and effects are based upon which level of mastery you have with the skill. You can't cast a spell above your current Mastery Level. This powerful class of spells is important to anyone interested in enchantment. Repeatedly using these spells will level up the skill.

Restoration

- Governed by: Willpower

These spells restore life, fortify stats, and absorb damage. Each spell's power and effects are based upon which level of mastery you have with the skill. You can't cast a spell above your current Mastery Level. Everyone will need at least one restoration spell to keep themselves alive when the damage comes in. Repeatedly using these spells will level up the skill.

Alchemy

- Governed by: Intelligence

Experts in alchemy can effectively combine ingredients into potions and will get a greater benefit from alchemical ingredients. This is another difficult skill for novices, so if this is your first time playing through the game you might want to ignore it. This skill can be leveled up by eating alchemical ingredients or successfully creating potions.

Mastery Level	Bonuses
Novice	Recognizes only the first of four potential alchemical properties of a substance
Apprentice	Recognizes the first two of four potential alchemical properties of a substance
Journeyman	Recognizes the first three of four potential alchemical properties of a substance
Expert	Recognizes all four potential alchemical properties of a substance
Master	Can make potions from just one ingredient

Stealth Skills

Security

- Governed by: Agility

The security skill will enable you to unlock doors and containers. This is useful for everyone as it gives you access to hidden items and will allow you to steal your way to a comfortable lifestyle. Successfully opening locks will improve your level in this skill.

Mastery Level	Bonuses
Novice	As many as four tumblers will fall when you fail and break a pick
Apprentice	As many as three tumblers will fall when you fail and break a pick
Journeyman	As many as two tumblers will fall when you fail and break a pick
Expert	One tumbler will fall when you fail and break a pick
Master	No tumblers will fall when you fail and break a pick

Sneak

- Governed by: Agility

The sneak skill will enable you to pick pockets and move around unnoticed by observers. Moving around in sneak mode without being discovered or successfully picking a pocket will help you to level this skill up.

Mastery Level	Bonuses
Novice	4x damage bonus for one-handed weapons and hand-to-hand and a 2x damage bonus for marksman attacks when undetected
Apprentice	6x damage bonus for one-handed weapons and hand-to-hand and a 3x damage bonus for marksman attacks when undetected
Journeyman	The weight of your boots gives no penalty towards the chance of being detected
Expert	Movement gives no penalty towards the chance of being detected
Master	Armor rating is ignored when you attack undetected

Acrobatics

- Governed by: Speed

Those skilled in acrobatics will be able to jump long distances and will not incur any damage when falling great distances. This is useful for reaching high perches where you can attack with magic or arrows and is also useful when making escapes. Jump around constantly to level this skill up.

Mastery Level	Bonuses
Novice	Cannot attack when jumping or falling
Apprentice	Can make normal attacks when jumping or falling
Journeyman	Learn the Dodge ability which is done by holding block and jumping in a direction to do a quick roll
Expert	Fatigue from jumping is reduced by 50%
Master	Learn the Water Jump ability which allows you to jump off of the surface of water

Light Armor

- Governed by: Speed

Light armor experts can effectively use Furs, Leather, Chainmail, Mithril, Elven, and Glass armor. This skill will naturally be leveled up if you wear light armor during battle. Don't try to level up this skill if you already are focusing on Heavy Armor.

Mastery Level	Bonuses
Novice	Light armor degrades at 150% of normal rate
Apprentice	Light armor degrades at normal rate
Journeyman	Light armor degrades at 50% of normal rate
Expert	Light armor does not encumber at all when equipped
Master	Light armor gets a 50% bonus to the armor rating (only light armor can be equipped to get this bonus).

Marksman

- Governed by: Agility

A marksman expert can fire his bow with precision and power. This a great skill for those who prefer to travel with minimal armor because it lets you stay away from the danger. Keep firing arrows to level this skill up.

Mastery Level	Bonuses
Novice	Fatigue occurs when holding a bow drawn back
Apprentice	There is no Fatigue cost for holding a bow drawn back
Journeyman	Gain the Zoom ability
Expert	Arrow attacks can knock enemies down
Master	Arrow attacks can paralyze the enemy

Mercantile

- Governed by: Personality

If you like to buy and sell merchandise, you'll need this skill. It allows you to get better prices for goods and allows you to sell items at a higher cost. Bartering will increase the level of this skill.

Mastery Level	Bonuses
Novice	The value of an item is reduced by its condition
Apprentice	The value of an item is not reduced by its condition
Journeyman	Buy or sell any object to any vendor, even if he normally doesn't deal in that type of good
Expert	Can invest in a shop, permanently increasing the shop's available gold by 500
Master	All shops always have 500 more gold available

Speechcraft

- Governed by: Personality

Those with a high level of speechcraft will be able to persuade other people to like and trust you. With this skill, you'll get better information and will have less difficulty convincing others to help you. Successfully Persuading people will boost the level of this skill.

Mastery Level	Bonuses
Novice	Can offer bribes to increase the Disposition of people
Apprentice	Gets free rotation of a wedge in the Persuasion Menu
Journeyman	50% slowdown in the Disposition timer in the Persuasion mini-game
Expert	Disposition loss in the losing the Persuasion minigame is reduced from 150% to 100%
Master	Bribes cost 50% less

Training is a vital part of building your character in Oblivion. You should begin doing it at the very beginning of the game. But before we get ahead of ourselves, let's take a look at who trainers are and what they do. You have 21 distinct skills in Oblivion. To level them up and make your character more powerful, you need to repeatedly perform an action that that skill governs. For instance, if you want to level up Security, you'll have to pick as many locks as possible. That is, of course, unless you find a trainer. Trainers will give you an automatic increase in a skill level for a price which increases as your skill level goes up. You can only train five times for each level that your character improves. Make sure you do all five of these each time. They will not only make your character stronger, but they also will improve your bonus multiplier for the Attributes that you are allowed to increase each time your character levels up.

Trainers come at different skill levels, just like you. If you find an Apprentice level trainer, they can only train you up to a skill level of 40. Journeyman level trainers can take you up to level 70. That means you'll have to switch which trainers you are looking for as the game progresses. There is only one Master trainer for each skill. In order to obtain the services of these trainers, who can train you from level 70 to 100, you'll have to first reach level 70 in that skill, then talk to one of the advanced trainers who will point you in the direction of the Master. Finally, you'll need to complete a small quest for the Master trainer. Outlined below, we have each trainer along with their level of expertise and the requirements for obtaining the Master's help.

Alchemy

Level	Trainer	Location
Apprentice	Felen Relas	Anvil Mages Guild.
Apprentice	S'Drassa	Leyawiin Mages Guild.
Journeyman	Adraline	Bravil Mages Guild.
Journeyman	Brotch Calus	He hangs out in Olav's Tap and Tack in Bruma.
Master Trainer Quest		
The top two Alchemy trainers will send you towards Sinderion once they can't help you any more. Sinderion can be found in the West Weald in in Skingrad, down in the basement. He requires two bottles of the best wine in all of Cyrodiil before he'll help you. These are the Tamika and Surlie Brothers Vintage 399. If you've done the Thives Guild quests, you should remember that Castle Skingrad has quite the wine cellar. You can access it through the Dining Hall by going through the door leading to the side passages. Search the wine racks for each bottle from the year 399 and return them to Sinderion. He is so pickled he readily agrees to train you the rest of the way.		

Acrobatics

Level	Trainer	Location
Apprentice	Ida Vlinorman	The King and Queen Tavern in the Elven Garden District during the afternoon.
Apprentice	Quill-Weave	Inside her house in Anvil during the day.
Journeyman	Ganredhel	Outside of her house in the southeast part of Cheydinhal.
Journeyman	Tsrava	Inside of J'bari's house in Leyawiin.
Master Trainer Quest		
Ganredhel and Tsrava refer you to Aerin, who lives out in the woods. Fast travel to Azura's Shrine and start walking east through the mountains. You'll eventually come to Aerin's camp, but only a man named Torbern is there. Talk to him about training and he'll agree to help you out. His services are available during the daytime.		

Alteration

Level	Trainer	Location
Apprentice	Deetsan	Cheydinhal Mages Guild.
Apprentice	Dovyn Aren	In his house in the Imperial City Elven Garden District. He is there after 4 PM.
Journeyman	Athragar	Chorrol Mages Guild.
Journeyman	Abhuki	Faregyl's Inn, south of the Imperial City.
Master Trainer Quest		
<p>When you reach level 70, you will be told to seek out Tooth-in-Sea. This Argonian sleeps at a camp by himself north of Bravil on the bay. Talk to him and he'll tell you that in order to prove yourself, you'll have to meet him out in the bay during the day. Go in the morning as he won't let you begin the test after 1:00. Talk to Tooth-in-Sea in the morning and he tells you to follow him to his favorite spot in the bay. Wait for him to get to a stationary point and talk to him (sometimes he just wanders around and never gets there). He'll ask you if you're ready to begin the test. When you say yes, it starts. You need to stay underwater right next to the Argonian for 3 hours of game time. This evens out to about 15 minutes of real time, but it can still be difficult. That is, of course, unless you're an Argonian or have found the Helmet of the Drowned. We had neither advantage and had to resort to a Water Breathing spell. Get a low level one that does not require much Magicka to cast. This will enable you to regenerate the Magicka before the spell wears off allowing you to constantly cast it until the test is over. Remember, you have to stay right next to the master trainer during the three hours. If he swims away from you and you don't follow, you'll fail the test and have to come back in 24 hours to try again.</p>		

Armorer

Level	Trainer	Location
Apprentice	Eitar	The Dividing Line in Leyawiin
Apprentice	Tadrose Helas	Bravil Fighters Guild - must be a member.
Journeyman	Rasheda	Fire and Steel store in Chorrol.
Journeyman	Rohssan	Fighting Chance store in the Market District.
Master Trainer Quest.		
<p>Gin-Wulm can be found wandering around the Imperial City Market District during the day. This guy wants to know what the name Hazadir means to you. He tells you to seek more information at the First Edition Book Store. Go there and purchase the Armorer's Challenge book. Read it and you'll gain one free level in Armorer. Return to Gin-Wulm with the book in your inventory and you'll be able to answer his question. That's all you need to get him as a trainer.</p>		

Athletics

Level	Trainer	Location
Apprentice	Mahei	Three Sister's Inn in Leyawiin.
Apprentice	Uuras the Shepherd	In his house in west Skingrad. Go around 11 PM.
Journeyman	Honditar	Central Chorrol in the afternoon near the large tree.
Master Trainer Quest		
<p>At level 70, you'll be directed towards Rusia Bradus. She lives in Silgor Bradus's house in Anvil. If you've discovered at least 30 locations on your map, she'll agree to train you. If not, go run around the world a bit to uncover some more and she'll offer her help once you've met her requirement.</p>		

Blade

Level	Trainer	Location
Apprentice	Right-Wind	Bruma Fighter's Guild - must be a member.
Apprentice	Naspia Cosma	Walking up the hill to Castle Cheydinhal (between 2:00 and 3:00)
Journeyman	Rhano	Anvil Fighter's Guild - must be a member.
Journeyman	Sherina	Leyawiin Fighter's Guild - must be a member.
Master Trainer Quest		
<p>Alix Lencolia can be found at the the Faregyl Inn, which will be marked on your map when you receive this quest, south of the Imperial City. All you need is a fame or infamy rating of 20 to make yourself famous enough for him to offer his services to you. unless you haven't been completing quests, you'll almost assuredly have this by the time you require his services. If not, go finish some odd jobs to get his help.</p>		

Block

Level	Trainer	Location
Apprentice	Fadus Calidius	Inside Skingrad Fighters Guild.
Apprentice	Huurwen	Inside the Anvil Fighters Guild. She doesn't train after dark.
Journeyman	Ambroise Canne	Inside his home in Skingrad, southwest end of town.
Journeyman	Lum gro-Baroth	He hangs out <i>behind</i> the Chorrol Fighters Guild.
Master Trainer Quest		
We found Andragil in her house around 4:00 PM. Before she'll train you, she subjects you to a rather easy test. You must simply guard her attacks and survive for about a minute. As long as you've got a shield, this challenge should be no problem (especially since your Block skill is already at 70 or higher). About the only way you can fail this challenge is if you attack Andragil.		

Blunt

Level	Trainer	Location
Apprentice	Vigdis	Anvil Fighters Guild - must be a member.
Apprentice	Bugak gro-Bol	Southern Books in Leyawiin.
Journeyman	Azzan	Anvil Fighters Guild - must be a member.
Journeyman	Christophe Marane	Brina Cross Inn, north of Anvil.
Master Trainer Quest		
Christophe and Azzan will direct you towards the master of Blunt, Irene Metrick. She hangs out in the Imperial City Market District at nights. For her to agree to train you, you'll have to have killed at least 50 people. If you haven't, run off and do some dirty deeds and return.		

Conjuration

Level	Trainer	Location
Apprentice	Fathis Aren	Castle Bravil.
Apprentice	Sulinus Vassinus	Skingrad Mages Guild.
Journeyman	Arentus Falvius	The Great Chapel of Talos in Bruma.
Journeyman	Alberic Litte	Chorrol Mages Guild.
Master Trainer Quest		
Litte and Falvius will send you on to Olyn Seran, who hangs out at Molag Bal's Daedric Shrine. To complete his requirement, you need to summon a Faded Wraith. You can purchase this spell from Athragar in the Chorrol Mages Guild, but you'll have to at least be at level 75 to cast it. Sit there and summon some creatures repeatedly for a few minutes to raise your level before going back to the Daedric Shrine. Summon your Faded Wraith in front of Olyn and then speak with him to gain him as a trainer.		

Destruction

Level	Trainer	Location
Apprentice	J'Skarr	Bruma Mages Guild. If you need the recommendation to join, you'll have to complete that quest first.
Apprentice	Chanel	Castle Chorrol. If you are currently working on the Canvas the Castle side quest, or turn her in at the end of it, you'll lose her as a trainer.
Journeyman	Marc Gulitte	Anvil Mages Guild.
Journeyman	Delphine Jend	Bravil Mages Guild in the morning.
Master Trainer Quest		
Bralsa Andaren is the Destruction master trainer. She can be found out in the wilderness northwest of Skingrad, just northwest of the Shrine of Sanguine. Talk to her about training and she'll tell you to return with 20 bear pelts. You can either hunt down the bears yourself or make a few stops around at general stores which usually have three or four for sale. Return with the bear pelts to get the training.		

Hand to Hand

Level	Trainer	Location
Apprentice	Rufrius Vinicius	Anvil Fighters Guild - must be a member.
Apprentice	Nahsi	Bravil Fighters Guild - must be a member.
Journeyman	Davela Hlaren	Imperial Bridge Inn, across the bay and up the river from Bravil.
Journeyman	Ra'qanar	Castle Cheydinhal. Look for him on the hallway on the left as you enter in the afternoon.
Master Trainer Quest		
<p>Helvius Cecia is the master trainer for the Hand to Hand skill. He can be found in his house in Bruma. All he wants you to do is punch him for a little while. Talk to him about training and then about the fight and he'll start blocking. Once he does, just start wailing on him. Since your Hand to Hand skill is already at least at 70, you shouldn't have any problem doing enough damage to him to earn his respect.</p>		

Heavy Armor

Level	Trainer	Location
Apprentice	Brodras	Leyawiin Fighters Guild during the day - must be a member.
Apprentice	Bumph gra-Gash	Bruma Fighters Guild - must be a member.
Journeyman	Valus Odiil	First in the Grey Mare, but you must complete a quest for him before he'll discuss anything.
Journeyman	Varnado	The Best Defense in the Imperial City Market District
Master Trainer Quest		
<p>The Heavy Armor Master trainer is named Pranal. He hangs out at the Roxey Inn, which is north of the Imperial City. In order to get him to help you, you'll have to run a small errand for him. He wants 4 silver cups and a silver pitcher given to Malene, who is also at the Roxey Inn. He supplies you with 50 gold to help you buy them. We found these items at the Copius Coinpurse. Although you can only buy 3 silver cups there, if you wait a few days the supply will be restocked. Return to the Roxey Inn and talk to Pranal. He'll tell you to anonymously give the gifts to Malene. Once you do, talk to Pranal again and he'll be ready to train you.</p>		

Illusion

Level	Trainer	Location
Apprentice	Jantus Brolus	She's in Istrius Brolus' house at the southwest end of Bruma.
Apprentice	Hil the Tall	He hangs out in the Cheydinhal chapel in the morning hours.
Journeyman	Carahil	She's found in the Anvil Mages Guild, right at the front door.
Master Trainer Quest		
<p>You'll find Martina Floria behind the gates of the Arcane University. You'll need access to the University, which requires you to have all of the Mages Guild recommendation letters. Talk to Martina and she'll give you a simple task: locate ten Welkynd stones and bring 'em to her. You can find Welkynd stones in pretty much every Ayleid ruins, including the Vilverin ruin just northeast of Imperial City (it's on an island in the water that surrounds the city).</p>		

Light Armor

Level	Trainer	Location
Apprentice	Olfand	At Nord Winds in Bruma.
Apprentice	Dul gro-Shrug	Inside his house in the Imperial City Elven Garden District.
Journeyman	Luciana Galena	At the Lonely Suitor Lodge in Bravil after noon.
Journeyman	Ahdarji	In her house on the eastern side of Leyawiin.
Master Trainer Quest		
<p>J'bari can be found inside of his house during the day in the southeast corner of Leyawiin. He requires you to bring him an Elven Cuirass. This item can't be bought in any particular store, so you'll have to find it off of an enemy's dead body. We found bandits to be the best route. You can always find two at Fanacasecul, west of the Imperial City. One of them had the Elven Cuirass on our first trip. Return it to J'bari when you find it and you'll have access to his masterful training skills.</p>		

Marksman

Level	Trainer	Location
Apprentice	Edla Dark-Heart	Though she lives in the south of Bruma in Regna's house, she'll offer training out of the Nord Winds shop where she hangs out during the day. Catch her as she leaves her home around 10 in the morning.
Apprentice	Shameer	In his house near the Great Chapel of Julianos in Skingrad.
Journeyman	Reman Broder	In his house in the southwest part of Skingrad.
Journeyman	Pinarus Inventius	In his house in the western portion of Anvil.
Master Trainer Quest		
Alawen sits out in a the Troll Candle Camp, east of Anvil. When you find her, she'll request that you bring her an Elven Bow. These are fairly difficult to find and you might not be able to purchase them anywhere. We found one by constantly fast traveling around to the different forts and battling the Bandits that appear at each one. Eventually, an enemy will drop an Elven Bow for you to return with. You don't even have to give the bow to her, you just need it in your inventory.		

Mercantile

Level	Trainer	Location
Apprentice	Foroch	Gottshaw Inn, located on the road between Anvil and Kvatch.
Apprentice	Mach-Na	Mach-Na's Books in Cheydinhal.
Journeyman	Seed-Neeus	Northern Goods and Trade in Chorrol.
Journeyman	Margarte	In her house in Leyawiin. Go at 10 at night or around 6 AM.
Master Trainer Quest		
Paloniyra is the final trainer for Mercantile. She heads up the Divine Elegance store in the Market District. If you talk to her with more than 10,000 gold in your pocket, she'll agree to start training you. Looks like it takes money to make money.		

Mysticism

Level	Trainer	Location
Apprentice	Anglamo	Chorrol Mages Guild.
Apprentice	Druja	Skingrad Mages Guild.
Journeyman	Boderi Farano	Mystic Archives in the Arcane University.
Journeyman	Ita Rienus	Bravil Mages Guild.
Master Trainer Quest		
Ita and Boderi will refer you to the master trainer after you have reached level 70. Dagail can be found in the Leyawiin Mages Guild (she is the crazy old one you helped as part of the Mages Guild quests). She only requires that you have closed at least 3 Oblivion Gates. If you've done the main story, this won't be a problem. If not, you may still have met the requirement in your travels. You can check how many gates you have closed in your journal, so you'll know for sure how many you need to get to before talking to Dagail.		

Restoration

Level	Trainer	Location
Apprentice	Cirroc	He'll train you in the Bruma chapel, only in the morning hours.
Apprentice	Marie Palielle	She's found in the Chapel Julianos (Skingrad) starting at around 5:00 PM.
Journeyman	Marz	Marz is in the Bravil chapel around 6:00 PM.
Master Trainer Quest		
The master trainer is Oleta of Kvatch. Just after clearing the first Oblivion gate, she can be found in the chapel of the city. However, you'll need to clear the city of enemies before you can get training. When the city's clear, Oleta will go down to the camp just south of Kvatch. Talk to her there and she'll give you training.		

Security

Level	Trainer	Location
Apprentice	Malintus Ancrus	Outside his house in the southwest corner of Chorrol.
Apprentice	Samuel Bantien	Outside of his house in the southwest corner of the Talos Plaza District.
Journeyman	Dro'Shanji	Inside of his house in the northeast side of Bravil.
Journeyman	Mandil	Inside of Othrellos's house in the northeast corner of the Elven Gardens District
Master Trainer Quest		
This quest is as simple as they come. Once you have the topic, go look for J'baana walking around the courtyard of the Imperial Prison District. Talk to him through the bars if you don't have access to this area yet. He'll ask you to go to S'krivva in Bravil. Talk to her, obtain her note, and return it to J'baana to gain his services.		

Sneak

Level	Trainer	Location
Apprentice	City-Swimmer	In the center of Bravil in the afternoon.
Apprentice	Glistel	In Malintus Ancrus's house in southwest Chorrol in the daytime. Note: She was missing in at least one of our games here in the office. Perhaps it was because the Thieves Guild was completed on that save file.
Journeyman	Mirabelle Monet	The Fo'c's'le at the Anvil docks.
Journeyman	Othrellos	In his house in the northeast corner of the Elven Garden District.
Master Trainer Quest.		
Marana Rian is the master of all things sneaky. She can be found in the Temple District of the Imperial City. Her task is for you to steal her favorite coin out of her pocket. Since the conversation will end with her watching you, run around the block and sneak up on her from behind. Despite her ability to train you in Sneak, she probably won't recognize that you're stealing from her, even after she told you to do it. Bring the coin back to her and ask her about training to gain access to her talents.		

Speechcraft

Level	Trainer	Location
Apprentice	Uravasa Othrelas	She can be found in the Bravil chapel at around 8:00 AM.
Apprentice	Alga	You can find her in Honmund's house in Bruma, open at 10:00 AM.
Journeyman	Varon Vamori	You can enter his house in Bravil for training at around 10:00 PM.
Journeyman	Gruinand Garrana	She can be found in Cheydinhal's chapel around 2:00 PM.
Master Trainer Quest		
Go to the Temple District of the Imperial City to find Tandilwe. Speak with her and she'll tell you that you need to speak with every beggar in all of Cyrodiil. There are five beggars to find in the Imperial City, and two beggars in each of the other towns (Anvil, Bravil, Bruma, Cheydinhal, Chorrol, Leyawiin, and Skingrad). That's nineteen beggars in all. Since you're already in the Imperial City, you might as well start here.		
Imperial City: Fralav the Faker can be found in the Elven Gardens District. No Coins Draninus hangs out in the Talos Plaza District, Punny Ancus sleeps in the Waterfront District area (behind a house), Ragbag Buntara sleeps in the Temple District, and Simplicia the Slow can be found wandering the Market District.		
Now, the cities in alphabetical order:		
Anvil: Imus the Dull can be found on the Anvil waterfront, and Penniless Olvus is usually found near the main gate.		
Bravil: Cosmos the Cheat is usually near the city's chapel, and Wretched Aia can be found near the Lonely Suitor Lodge (or sleeping in the southwest corner of the city).		
Bruma: Fetid Jofnhild is usually near the east gate of the city, and Jorck the Outcast is often nearby, in front of the city's chapel.		
Cheydinhal: Brucius the Orphan spends his days near the entrance to the chapel, and Luckless Lucina can be found south of the western entrance to the city.		
Chorrol: Lazy Kaslowyn can be found at the southwest end of town, and Nermus the Mooch is usually near the gates (we found him just west of the north gate).		
Leyawiin: Deeh the Scalawag can be found south of the west entrance, on the other side of some buildings, and Rancid Ra'dirsha is usually around the southwest end of town (though she moseys about).		
Skingrad: Foul Fagus sleeps behind the West Weald Inn, and Nigidius the Needy frequents the area near the eastern gate.		
After you've met with all of the beggars, return to Tandilwe for training. If you can't find one of the beggars, it's possible that they've died. This will not be held against you (unless you killed them during the quest). We recommend using a Detect Life spell when moving through the cities and looking for the beggars.		

Combat, Magic and Stealth

Combat

Stealth

Magic

General Tactics

Art of Blocking

We generally recommend using one-handed weapons that'll allow you to carry a shield. Having a shield equipped does much more than simply dampen the damage sustained from enemy attacks. More importantly, a successful block will temporarily stun an attacker. During this stun, the enemy won't be able to attack or even guard. It's during this quick stun where you should make your move.

Typically, we stick to the block-slash-slash-block standard of fighting. When up against an enemy (most notably an armed person), start the fight by taking a guarding position. Block the enemy's first attack to stun him, then quickly come in with two fast attacks. After the two attacks land, throw up your shield again to intercept the inevitable counter from the enemy. If you only throw two attacks after each successful block, you pretty much guarantee that you'll never get hit with your guard down.



This style of fighting improves both your Blade (or Blunt) skills as well as your Block skill. When you become an expert of Block, you'll gain the ability to knock back opponents simply by guarding. This random occurrence will stun opponents even longer than a normal block, letting you get in three or four quick attacks before guarding again.

Mobility in Combat

If you want to not get hit (who doesn't?) then you're going to have to learn to be light on your feet. Being able to move around to an area that's advantageous for you can be the difference between dying and being the victor in battle.

Retreating from a battle is not always a bad option. Though we think it's pretty weak to run away from a fight entirely, we do *not* object to backpedaling away from an enemy to get some breathing room. Backpedaling will let you cast some healing spells or simply let you move to a more advantageous fighting spot. If you're surrounded by a number of enemies, try to lure them into a tight area where they're limited to attacking you one-on-one.



Another useful way to maneuver is to jump on top of things that your opponents can't mount. Most enemies are unable to get atop large rocks and buildings, and that makes those areas safe areas to camp. Once out of harm's way, you can

either restore your health or resort to dirty fighting tactics. Equip a bow or a long blade (claymores work great) and hit the enemies from your high position while they frantically try to get to you.

Control the Odds

There's only one you but a nearly endless supply of enemies. Simply charging into a dungeon, hacking and slashing, will likely leave you in some pretty rough situations. Try to move through areas slowly so as to not get the attention of more enemies than necessary. If you can keep battles limited to one enemy at a time, you'll have a lot better chance at coming out of a dungeon alive.

Even if enemies are next to each other, there are ways you can lure them out one-by-one. It's good to always have a long-range attack available, whether by means of a bow attack or by using a projectile magical spell. If you stay hidden in the sneaking position, you can usually hit one enemy without alerting the others. That single enemy will charge towards you, letting you retreat to a safe place to continue the fight.



You can also limit the number of enemies you fight by moving through doorways. If you're attacked by a number of enemies, retreat to a doorway and pass through to load up a new area. More often than not, some enemies will stay behind the doorway while only one or two pass through. This will let you fight off the baddies in fairer numbers.

Poison

Poison may be a tool of cowardly fighters, but our very own Erik Brudvig sure loves to use it. By using a Damage Health potion, you can poison your blade and poison the next enemy you hit, quickly draining his health for a few seconds.

With an enemy poisoned, you can throw up your shield and retreat, letting the poison do the dirty work. When the poison has worn off, use another potion on your blade and repeat the process. Using this tactic, you can easily defeat enemies that are more powerful than you. (This trick is very useful in the Imperial City Arena.)

Using Weapon Skills

Disarming Opponents

At the journeyman skill level, blade, blunt and hand-to-hand skills gain the disarm attack. To disarm an opponent, hold the attack button while moving either left or right. It can be hard to hit an opponent while holding sideways on the controls. Here's what we recommend: While holding down the attack, sort of *wiggle* between left and right on the controls. Your character will stutter back and forth, and then perform the attack without actually moving anywhere. When you disarm an opponent, be sure to pick up his weapon so that he can't get it back! (In the Arena, you can't pick up an opponent's weapon. However, attacking while he tries to pick it up will usually keep him away.)

Though honestly, even when you can easily execute it, the disarm isn't a very reliable attack. The chance for disarming an opponent is pretty small (even with a high combat skill). It's good to try the attack in difficult Arena matches, but don't rely on it when crawling dungeons.

Knockback

When you've leveled a combat skill up to the expert level, you'll gain the ability to perform a knockback move. To execute this attack, simply hold down the attack button while holding backwards on the controls. Your character will backpedal a bit while performing the attack, making it difficult to land. To counteract this effect, here's what we do: Hold down the attack button and move *towards* the opponent, then quickly press and hold *away*. With practice, you should be able to make this attack connect most of the time. Even when it does fail to connect, you should be far enough from opponents that they can't hit back. Once you've knocked down an opponent, quickly run to his body and start executing quick attacks.



Knockbacks are more common than disarms and are actually very useful. The attack can be especially helpful (and easy to execute) when pinned against a wall. Still, it's important that you do *not* rely solely on the knockback attack. You're generally best off sticking to the block-slash-slash-block fighting style.

Paralyze

Once you've become a master of your combat skill, you'll learn the paralyze attack. To execute the attack, simply hold down the attack button and press forward. Your character will lunge forward with an attack that has a *chance* to paralyze. Emphasis on *chance*. In fact, it's more like *fat chance*.



The paralyze attack hardly ever paralyzes an enemy. It's fun to use (and very effective if it works properly) but not at all the *best* way to fight. Usually, performing the attack will put you right in front of your enemy. The recovery you suffer from executing the attack is almost always longer than the stagger of the enemy, meaning that you will (most of the time) get hit immediately after attacking. On occasion, the paralyze strike *will* push an enemy backwards even if it doesn't paralyze. Still, the best way to use the move (if you insist) is carefully. Execute the attack from far away so that your weapon just *barely* comes in contact with the enemy. If you're careful about it, you can perform the attack while keeping yourself far enough away to avoid a counter attack.

Lock Picking

In lieu of a dice roll for lockpicking, which is what previously existed in Elder Scrolls games, a lockpicking mini-game has been created. Your chances of success still depend on your Security skill, though you have more control than simply pushing a button. To pick a lock, you'll need a lockpick. These are plentiful in Tamriel so you'll rarely find yourself in need of one.



Every lock has a certain difficult level attached to it, except for those that require a special key and can not be picked. The higher the difficulty level, the faster the tumblers will fall and the more tumblers you'll have to move into place before the lock is picked. To put a tumbler in place, move the pick under a tumbler that is down and press up. You then need to set the tumbler in place (with the A Button on the Xbox 360). It is in place when it is just a hair below the top. Certain tumblers fall faster than others, so hit the tumbler a few times before attempting to put it in place. If you make a mistake, the lockpick will break and one or more tumblers that are in place (depending upon your Security skill) will be reset meaning you'll have to start over.

You can try to autopick a lock, but you're more likely to be successful by doing it yourself. Characters with higher security levels will have an easier time picking locks because they will have less tumblers fall when they make a mistake and the tumblers will move more slowly.

Of course, you can always purchase an open lock spell and cast it instead of using lockpicks. These spells work every time.

Every beginning player will find themselves running low on lockpicks early and often. They are rarely found on dead enemies or in crates and break way too easily. There are, however, several ways to ensure that you always have enough lockpicks.

- **Join the Thieves Guild:** When you join up with the thieves, you'll have access to fences. Each one of these will purchase stolen property from you. More importantly, they each have a regularly restocked supply of 100 lockpicks for sale.
- **Shady Sam:** If you don't want to join the Thieves Guild, there is an alternate place to purchase your tools. Shady Sam can be found outside of the Imperial City walls. Start by fast traveling to the Chestnut Handy Stables. From there, walk northeast along the outside of the city wall, regularly looking back into the nooks. Shady Sam will be waiting in a corner, ready to sell you some potions or his replenishable supply of 30 lockpicks.
- **Skeleton Key:** As soon as you reach level 10, you should complete the [Nocturnal Daedric Shrine Quest](#). The reward for finishing this quest is the Skeleton Key which is an unbreakable pick that boosts your Security skill by 40. With this in hand, you can't fail when opening a lock.



Shady Sam's Location

When picking a lock in a town, be wary of who is watching you. Go into sneak mode prior to attempting to open the lock and ensure that nobody is watching you. If somebody sees you picking a lock to an area where you'll be trespassing or into someone else's chest, you'll be charged with a crime.

Sneaking

If you're committing a crime or are somewhere you're not supposed to be, you better make sure that you're not seen. Sneaking is the best way to do this. By going into stealth mode, you'll move slower but will be less likely to be detected by other life forms. When you're in sneak mode, your cursor will change to the outline of an eye. If it is transparent, nobody can see you. If it is lit up, somebody is on to you and you're not actually hidden.

Play Cheaply! If you want to boost your Sneak level artificially, join the Mages or Fighters Guild. Find a bed that people commonly sleep in and go into Sneak mode. Make your character constantly run into a nearby corner (with a rubber band or somehow keeping your character running so you don't have to hold the controller). Next, go to lunch. When you come back, you'll find that all night, your character was sneaking in the corner and gaining experience as the guild members slept.

Chameleon: Chameleon is a very cool effect that will make you partially invisible. This decreases your chances of being detected. If you can manage to get your Chameleon to 100% through several enchanted pieces of armor, nothing will be able to see you while you are sneaking -- a huge bonus to a thief.



Pickpocketing: Pickpocketing can be done if you manage to get close enough to another person that you can touch them without being detected. For the most part, stealing objects from other characters in Oblivion isn't a worthwhile task. They will detect you attempting the theft more times than not and call for help. What's more, they rarely hold anything of worth. Your best bet is to steal their house key or money. Anything other than that isn't really worth the risk. However, if you're in a dungeon and can sneak up on someone, pickpocketing actually becomes a great idea. You can sometimes steal their weapon right out of their inventory requiring them to fight you with just their fists.

Stealth Combat

Sneak attacks are the thieves best friend. If you're playing a bandit type character, you likely will have extremely low Strength, Endurance, and armor rating. This will make combat nearly impossible, especially against some of the tougher enemies you find in dungeons. To even the odds, employ sneak attacks and other dirty tactics whenever possible.

Sneak Attacks: If you attack an enemy while you are in stealth mode undetected, you'll get a multiplier on the damage done (assuming you are at least an Apprentice of Sneak). This is usually up to three times for a marksman attack and up to six times for a melee attack. If you are playing a true bandit, you should probably use the marksman attack so that you don't have to worry about any immediate retaliation that will likely kill you.



Poison Attacks: Alchemy is a great skill to make use of if you're a thief style of character. With it, you can make Damage Health potions. You can apply these to your next arrow or melee weapon. These potions will give you a huge edge in combat, especially if you are quick, agile, and weak. Each time you inflict an enemy with a Damage Health potion, it will initiate a health drain for a specified number of seconds. If you combine this with a sneak attack from you bow, you'll find that most enemies are mostly dead by the time they can actually get close enough to hurt you.



Night-Eye and Detect Life: Make sure you have both of these effects at your disposal, either through an enchanted piece of armor, potions, or spells. Night-Eye allows you to see in the dark, just as Light or a torch does. The bonus, though, is that Night-Eye will not make you easier to detect by enemies. This makes it infinitely more useful. Detect Life causes anything that is alive to glow. You'll even be able to see the glow through some walls. If you are trying to sneak up on enemies, make sure you are using this so that you don't accidentally miss one in the shadows.

One at a Time: Never fight more than one enemy at a time. If you're sneaking through a dungeon, you can usually spot small groups of enemies before they see you. Hit one of them with a poisoned, sneak attack arrow. On most occasions, only the one you hit will recognize your presence and come to attack you. The rest will just sit there and wait for their turn.

Mage Tactics

There are six skills associated with Magic: Destruction, Alteration, Illusion, Conjunction, Mysticism, Restoration, and Alchemy. The skills are all governed by Intelligence or Willpower except for Illusion which is governed by personality.

Offensive

The most important magical skill early in the game is destruction. Focus on only attacking with magic and as you level up add plenty of points to Willpower and Intelligence.



Players that want to focus completely on magic will learn the importance of enchanted weapons and staves. Gaining access to the Mage's guild will grant players with their first staff that does damage specific to their liking: fire, frost, lightning, charm, Paralyze, Silence, Soul Trap, Telekinesis, or Dispel. Alternating staff attacks also allows time for player's magika to restore itself.

Daggers may seem pointless but when they contain damaging enchantments players can carry an assortment of these light weapons to finish opponents that have been weakened by ranged destruction spells.

At higher levels Conjunction can be one of the most powerful offensive skills. Summoning a creature not only give you an offensive partner but it also takes the focus off of your character and allows players to cast status changing spells like damage armor or damage weapon while enemies are distracted.

Enchanted Items

Keeping your powerful enchanted weapons charged is vital and there are a few ways to do it.

- Pay for a recharge at most Mage's guild. This can be extremely expensive.
- Find Varla Stones in Ayleid ruins. Using a Varla Stone fully replenishes all enchanted items.
- Players can also **exploit** the ability to bring creatures into existence by also raising their Mysticism. The trick is to conjure a creature, cast soul trap on it, kill the creature and capture its essence in a soul gem which can be used to recharge enchanted items. You gain experience for the battle and don't have to waste money recharging your goods.

Defensive

Restoration magic offers the most useful defensive spells to restore life, fortify your other abilities, and absorb damage. Mysticism also allows players to cast reflect spells on themselves. A high level reflect spell will have enemies killing themselves when they try to inflict damage on your character. Another useful Mysticism spell is dispel. This will significantly shorten the time that enemies status spells affect your character. This comes in handy when enemies cast drain life or encumbrance.

Players that want to focus solely on magic will eventually want forms of protection in addition to armor and robes. Conjunction allows players to summon powerful armor at a moments notice. This means that they don't have to waste their strength carrying around permanent forms of protection and will have more room for staves and other enchanted weapons.

The Mage's Guild

Note: Mage's guild quests will sometimes award player's with spells. The strength of these spells scale to a player's overall level when he completes the quest. Therefore, if you decide to go mage late in the game you may be granted spells that you are unable to cast due to a low destruction level.

One of your main objectives as a Mage should be to join the Mage's Guild. You can find a chapter of the Mage's Guild in every major town usually located next to the Fighter's Guild. After receiving recommendations from each of the guilds in one of the game's lengthier quests you will gain admittance to the Arcane University in the Imperial City.



Joining up will also give you the "Mage's Guild Key" which allows free admittance into all of the Guild halls and most of the items lying around within. There aren't a huge number of incredibly useful objects in the guilds but you can grab low level mortar and pestle, alembic, calcinator, retort, various soul gems (some containing souls), scrolls, and potions.

Buying decent spells can be expensive but completing quests for the guild will also reward players with unique and powerful magic. Moving up in the ranks also grants players enchanted robes that boost willpower and intelligence but do almost zero armor protection.

Inside the Arcane University players will also be able to enchant their items with custom spells for a price in the "Chironassium." You can also build custom spells in the Praxographical Center.

Tips

- Alchemy can seem pointless compared to more powerful spells but collecting items and mixing them into expensive potions can be one of the easiest ways to make money early in the game.
- There is no reason to assign illusion as a major skill since it is governed by personality.
- Many of the spells granted with alteration can just as easily be found on items with constant enchantments.
- Higher level soul gems allow players to capture higher level souls which will give more charge to enchanted items when used.

Items, Weapons, and Armor

Items	Weapons and Armor
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Finding weapons, armor, and other items is a random occurrence in Oblivion. Outside of quest rewards, shop inventories, dungeon loot, and items found on NPCs are all random and change according to your level. We wish we could tell you where to look for these items, but we can't.

Notes on Selling Goods

Selling goods is the primary way to make money in Oblivion. The only problem is that there aren't any secret shopkeepers in the game like there were in Morrowind. The most money you'll find on a merchant is 1200 gold. Merchants carrying this much money can be found all around the Market District of the Imperial City. Pick one store and always return to it. Each time you make a sale, the merchant's disposition will increase slightly allowing you to sell your goods at a closer to retail price. Merchants can make as many transactions per day as you want, provided the cost of each individual sale isn't greater than their maximum amount of gold. That means you'll have to sell that Daedric Cuirass for a measly 1200 gold. The only way to increase the amount of money a merchant holds is to increase your Mercantile skill to 75 and then 100.

Since you can only make 1200 per transaction, it is important to look at the weight to value ratio of each item you find in a dungeon. Just because a cuirass is worth 2000 gold, it doesn't mean it is a better deal than the 800 gold potion next to it. A rule of thumb to follow is to divide the cost of the item by the weight. Take the items with you that have the bigger result of that quick math. If you're not good at math, it is ok to round these off to rough estimates.

Items

Items of Great Importance

Item	Description
Lockpick	Use these to open locked doors and chests to gain access to areas and items otherwise unobtainable. These can be extremely difficult to find and break if you misuse them. For more on how to find and use them effectively, read our Stealth section. Also remember that some keys can be used in place of lockpicks while other doors require a key and can't be picked.
Repair Hammer	Repair hammers can be purchased at most general stores and just about any weapons or armor store. Each weapon you use and piece of armor that absorbs a hit will take damage and become less effective in battle. To restore them to their natural glory, you'll have to either pay someone to repair your items (at equipment stores or the Fighters Guild) or do it yourself. Repair hammers have a base cost of 10 gold and can be used multiple times before they break making them a cost-effective way of maintaining your equipment. Buy them and keep at least 10 with you at all times.

Rocks

Item	Description
Varla Stone	These extremely valuable stones can be found in Ayleid ruins. They will restore the charge on all of your enchanted items when you use them, though with a base price of 1000 gold you might want to sell them when you're lucky enough to come across a stash.
Welkynd Stone	These cheap counterparts to the Varla stones are also found in the Ayleid ruins. They are only worth 50 gold, but when you use one you'll have your Magicka fully restored instantly. These work better than any potion you'll find. Hang on to them.
Soul Gems	Ranging from Lesser Soul Gems to Grand Soul Gems, these can be used to house the souls of creatures after you kill them. To capture a soul, you'll need to use a Soul Trap spell and then kill the enemy before it wears off. You'll also have to have a Soul Gem large enough to carry that soul. Humans can only be trapped in Black Soul Gems which must be created or found on Necromancers. Make sure you complete the quest for Azura's Shrine to get Azura's Star, a reusable Grand Soul Gem. Once you've trapped a soul, you can use the gem to recharge your enchanted items, or you can bring it to the Arcane University and use it to add an enchantment to an item. Grand Soul Gems are most easily found in the Mages Guilds or in dungeons at later levels. Remember, a soul will go into the smallest soul gem you have available. That means that if you only have Grand Soul Gems and you capture a Rat, the lesser soul will fill the Grand Soul Gem and you will be stuck with a wasted gem.
Sigil Stones	When you remove one of these from an Oblivion gate to close it, you'll find that it has certain effects associated with it. These will either be a constant effect for armor or an on-strike effect for a weapon. The constant effect enchantments are much more useful. You can use Sigil Stones to enchant any piece of armor or weapon that doesn't currently have an enchantment without even having to go to the Arcane University. The effects of the Sigil Stone increase as you level up, but they are still random. If you save your game right before pulling it out, you can reload the save and try again if you find you got a stone with a useless enchantment.
Jewels	Diamonds, topaz, emeralds; these, and other, stones can be found in various states of perfection all around Cyrodil. They can't be used for anything other than as an item to be sold for profit. Pick them up since they weigh little but can bring in a decent amount of gold at the shop.

Edible Goods

Item	Description
Potions	Potions can be made from alchemy ingredients or bought in stores. You'll want to carry around a good supply of Restore Health and Restore Magicka potions at all times, just in case. Another potion that is always good to have is a Restore Strength potion. You'll learn why when you face some undead Wraiths.
Ingredients	You can find and harvest ingredients all over Cyrodill. They can be found in the wild, in people's houses, and even growing in towns. They can be eaten by themselves for a minor effect or combined with other ingredients using your Alchemy tools to create powerful potions. For a list of alchemical ingredients and instructions on how to use them, see our Alchemy page .

Alchemy Tools

Item	Description
Mortar and Pestle	This tool gets its own mention because it is required to perform any alchemy. You can purchase one at any store that sells ingredients, though they are cheaper if you join the Mages Guild and just take one off of the shelf. Once you have this and several ingredients, use the Mortar and Pestle to begin making potions.
Alembic, Calcinator, Retort	Like the Mortar and Pestle, these tools range from Novice to Master ratings. To find any better than Novice rating, you'll have to buy them in stores or find them in dungeons. The only way to begin finding more advanced ones is to increase your character's level.

The Pen is Mightier

Items	Description
Scrolls	Scrolls work just like a spell, but don't require any special skills. You can purchase them in stores or find them in dungeons. Many of them will have effects more powerful than spells your character actually has the ability to cast making them prized possessions. To use them, equip them through the journal screen. They will become equipped as the next spell you cast when you enter combat.
Books	There are hundreds of books in Cyrodiil. Many of the books are holdovers from Morrowind, though there are plenty of new texts to read. Aside from offering you bits of backstory, some of the books will give you an increase in one or more skills. For this reason, it is a great idea to read every book you can without getting caught stealing.
Miscellaneous	There are tons of random scraps of paper and notes in Oblivion. Some will offer clues on how to make potions, find caves, or give you clues as to local affairs. Rarely, unless noted in a quest, will you need to have these in your possession. Outside of quests, read these and discard them immediately.

Items, Weapons, and Armor

Items	Weapons and Armor
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Apparel

Types

Armor comes in two varieties -- Light and Heavy. You should always stick with one type for every piece you have equipped to gain the most experience towards skill increases and to have the most efficient defense. Within the Light and Heavy categories are several sub-categories. It doesn't matter if you mix these together, so always equip the best one you have. Aside from the sub-categories listed below, there are many rare pieces of armor that must be found randomly or obtained as a quest reward. Read through our Walkthrough and Side Quest sections for more on these rare items.

Light Armor

Light armor is a great choice for anybody playing a character low on Strength. Although it offers roughly half of the protection of Heavy Armor, it weighs much less allowing you to carry more loot that you find in dungeons without being overencumbered. It will break more easily than Heavy Armor which means you'll need more Repair Hammers, but it also costs much less allowing you to purchase it in the store without breaking the bank. Better armor will appear as you progress through the game. On the chart below, the worst armor is at the top down to the best at the bottom. Better armor is worth more money, can absorb more damage without breaking, and will add more to your armor rating.

Type	Level Available
Fur	1
Leather	3
Chain	6
Mithril	10
Elven	15
Glass	20

Heavy Armor

Heavy Armor is ideal for anybody with a great Strength rating. It is more durable than Light Armor, provides more protection, is worth more money, but it also weighs a lot more requiring you to eat up a good chunk of your encumbrance to wear it. On the chart below, the worst armor is at the top down to the best at the bottom. Better armor is worth more money, can absorb more damage without breaking, and will add more to your armor rating.

Type	Level Available
Iron	1
Steel	3
Dwarven	6
Orcish	10
Ebony	15
Daedric	20

Pieces

You can equip up to 9 pieces of clothing/armor at one time. Some equipment, such as Raiment or cloaks, will take up more than one of the available item slots and prevent you from equipping as many items. Read below to learn each of the general armor pieces along with some notes on how to best use them.

Piece	Notes
Helmet	Helmets protect your character's head and increase your overall armor. Although they cover up your hand crafted face, they should be worn at all times.
Shield	Shields add to your overall armor and block rating. If you have a two handed weapon equipped, they won't add to your armor rating, but their enchantments will still work. Keep one equipped even if you prefer two handed weapons.
Gauntlets	These are your gloves. They add to your armor rating and can be enchanted. They are lightweight, so picking them up from dead enemies to sell later is a good idea.
Cuirass	This is your chest protection and the most important piece of armor you can equip. It will weigh the most, but is also them piece that adds to your armor rating the most.
Boots	Your shoes affect how easily you can sneak until your Sneak skill reaches a high enough level. If you're a fighter, go with the strongest ones. If you're a thief, you might consider regular shoes instead of armor.
Greaves	Like Gauntlets, these pieces of leg armor are great for selling later. They add to your armor and can be enchanted.
Necklace	You can wear one necklace which, if you're smart, you'll have enchanted with a powerful bonus spell. We suggest enchantments that do either Reflect Damage or boost one of your Attributes.
Ring 1	Use this exactly like a necklace. Enchant a spell to it at the Arcane University or find your own enchanted ring for sale, for stealing, or in a dungeon.
Ring 2	Exactly the same as Ring 1. You'll want to bring as many of these back from dungeons to sell later as possible. They weigh very little and have great profit margins.

There are other things you can wear such as shirts, pants, or cloaks. However, these items offer no inherent armor and must be enchanted to have any use. Since you can equip armor just as easily as cloth, we don't suggest you wear them.

Weapons

Even if you're playing a pure mage character, you're going to want to carry a weapon. The enemies in Oblivion come at you fast and tend to swarm you in caves. Without a last defense, you'll find yourself dead very quickly when the enemies make it past your projectile magic. There are three main categories of weapons; Blunt, Blade, and Marksman. Blade weapons range from a quick dagger to a powerful two-handed claymore. Blunt weapons are all fairly heavy and should only be equipped by characters who can put their immense power to good use. Marksman weapons are weak and costly to continuously use. We only recommend them to people playing a thief who can make great use of the sneak attack.

Like armor, weapons come in different types which will not appear in the game until you reach a certain level. Daedric weapons are the most powerful, but you won't find them until you're well into the game. Read the chart below to learn what types of weapons you can gain at each stage of the game.

Type	Level Available
Iron	1
Steel	2
Silver	4
Dwarven	6
Elven	9
Glass	12
Ebony	16
Daedric	20

Blunt

Blunt weapons are the heaviest in the game but they do great damage and have, in general, a longer reach than Blade weapons. War axes and maces are one handed weapons, allowing you to take advantage of the added blocking power of a shield, but they aren't quite as strong as warhammers or battle axes. Below are the most common weapons you'll find along with their weight and damage they can do. For rare items that must be found, read through the walkthrough and side quest sections of this guide.

Type	Weight	Damage
Iron War Axe	12	8
Fine Iron War Axe	11	9
Iron Mace	15	10
Fine Iron Mace	14	11
Iron Battle Axe	27	12
Fine Iron Battle Axe	24	13
Iron Warhammer	30	14
Fine Iron Warhammer	27	15
Steel War Axe	16	10
Fine Steel War Axe	14	11
Steel Mace	19	12
Fine Steel Mace	17	13
Steel Battle Axe	34	14
Fine Steel Battle Axe	34	15
Steel Warhammer	39	16
Fine Steel Warhammer	39	17
Silver War Axe	20	12
Silver Mace	23	14
Silver Battle Axe	41	16
Silver Warhammer	48	18
Dwarven War Axe	24	14
Dwarven Mace	27	16
Dwarven Battle Axe	48	18
Dwarven Warhammer	57	20
Elven War Axe	28	16
Elven Mace	31	18
Elven Battle Axe	55	20
Elven Warhammer	66	22
Glass War Axe	32	18
Glass Mace	35	20
Glass Battle Axe	62	22
Glass Warhammer	75	24
Ebony War Axe	36	20

Ebony Mace	39	22
Ebony Battle Axe	69	24
Ebony Warhammer	84	26
Daedric War Axe	40	22
Daedric Mace	43	24
Daedric Battle Axe	76	26
Daedric Warhammer	93	28

Blade

We prefer blades over blunt weapons, mostly because they weight significantly less and can do nearly as much damage on the highest level. Also, the speed of a dagger combined with a good enchantment is nearly unstoppable if held by a mage who weakened the oncoming monster. Claymores are two-handed weapons, as are Dai-Katanas. For rare items that must be found, read through the walkthrough and side quest sections of this guide.

Type	Weight	Damage
Iron Dagger	3	5
Fine Iron Dagger	3	6
Iron Shortsword	8	7
Fine Iron Shortsword	7	8
Iron Longsword	20	10
Fine Iron Longsword	18	11
Iron Claymore	22	12
Fine Iron Claymore	20	13
Steel Dagger	4	7
Fine Steel Dagger	4	8
Steel Shortsword	10	9
Fine Steel Shortsword	9	10
Steel Longsword	24	12
Fine Steel Longsword	23	13
Steel Claymore	26	14
Fine Steel Claymore	23	15
Akaviri Katana	20	14
Ancient Akaviri Katana	18	15
Akaviri Dai-Katana	24	16
Silver Dagger	5	9
Silver Shortsword	12	11
Silver Longsword	28	14
Silver Claymore	32	16
Dwarven Dagger	6	11
Dwarven Shortsword	14	13
Dwarven Longsword	32	16
Dwarven Claymore	38	18
Elven Dagger	7	13
Elven Shortsword	16	15
Elven Longsword	36	18
Elven Claymore	44	20
Glass Dagger	8	15
Glass Shortsword	18	17
Glass Longsword	40	20
Glass Claymore	50	22
Ebony Dagger	9	17
Ebony Shortsword	20	19
Ebony Longsword	44	22
Ebony Claymore	56	24
Daedric Dagger	10	19
Daedric Shortsword	22	21
Daedric Longsword	48	24
Daedric Claymore	62	26

Marksman

If you have a good Sneak rating, getting the jump on opponents is a simple task if you use your bow and arrows. You must equip both a bow and a type of arrow to make use of these weapons. Arrows can be costly, so make sure you retrieve them from fallen bodies or on the ground after the battle is over. Since firing arrows is a slow process and they don't do much damage, they shouldn't be used as a sole method of fighting unless you can get yourself up onto a ledge where you can't be attacked. Below are the most common bows and arrows you'll find along with their weight and damage they can do. For rare items that must be found, read through the walkthrough and side quest sections of this guide.

Note: If you enchant an arrow, you'll only enchant one at a time. Enchanting a bow is much more effective as every arrow that it fires will have that effect.

Bow	Weight	Damage
Iron Bow	8	8
Fine Iron Bow	7	9
Steel Bow	10	9
Fine Steel Bow	9	10
Silver Bow	12	10
Dwarven Bow	14	11
Elven Bow	16	12
Glass Bow	18	13
Ebony Bow	20	14
Daedric Bow	22	15

Arrow	Weight	Damage
Iron Arrow	0.1	8
Steel Arrow	0.1	9
Silver Arrow	0.1	10
Dwarven Arrow	0.1	11
Elven Arrow	0.1	12
Glass Arrow	0.1	13
Ebony Arrow	0.2	14
Daedric Arrow	0.25	15

Staves

You can obtain a staff early in the game through the Mages Guild. Otherwise, you'll end up finding them on the bodies of dead Necromancers and Liches as you fight through dungeons or obtain them as quest rewards. Your staff can act like a never ending scroll, but you don't gain any skill increases by using them. Therefore, we recommend their usage only when you are running low on supplies, health, or magicka.

Alchemy, Spellmaking, and Enchantments

Alchemy

Spellmaking and Enchantments

Alchemy

Alchemical ingredients can be found all over the land, from the barrel by the side of the road to the fiery depths of Oblivion. The layman wanderer will simply ignore them and pass them by, but a true adventurer knows the power that picking flowers, scraping bits from dead animals, and rummaging in crates can bring. Although individual ingredients are less than useful, cumbersome, and don't fetch a high asking price, mixing them in your alchemical tools can bring you riches and a huge advantage over your foes. Let's start from the beginning.

Tools of the Trade

Before you can begin mixing any ingredients you find, you'll need a Mortar and Pestle. You can pick one of these up for free by joining the Mages Guild and then simply plucking one off of the cabinets or you can purchase them at nearly all alchemy stores. Try to round out your Novice Mortar and Pestle with a Calcinator, Alembic, and Retort as soon as possible. These supplementary tools are not required, but they will improve the strength, duration, and weight of your potions. To begin mixing potions, go to your inventory and use one of these tools and then select the ingredients you want to mix. Each of the four alchemy tools can be found in Novice, Apprentice, Journeyman, Expert, and Master varieties. The higher the level, the more powerful potions you'll be able to create. Unfortunately, the higher level tools only begin appearing in the game as you level up, meaning you won't be able to get a full set of Master tools at the beginning of the game.



After you have a Mortar and Pestle, you can begin mixing ingredients to make potions. Each ingredient has four effects, though they aren't all available to low skill alchemists. When your Alchemy level reaches 25, you'll be able to see the first 2 effects. The third becomes available at an Alchemy skill of 50. The final effect can be used in mixing potions when your skill hits 75.

Mix and Match

In order to make a potion, you need to have two different ingredients that have the same effect. For instance, any low level alchemist will be able to combine an Apple and Beef to create a Restore Fatigue potion since both of those ingredients have the same Restore Fatigue Effect. However, you can't combine two Apples to make that same potion. The only way to make potions out of a single ingredient is to get your Alchemy skill to 100.

Just because two ingredients don't have the same effect, it doesn't mean you won't be able to combine them in a potion. As long as the ingredient you add has at least one effect in common with any other ingredient in the pot, you'll be allowed to add it. For example, if you combine Mandrake Root with Foxglove Nectar, you'll get a potion that does Resist Poison. From there, you can add Bloodgrass, even though Bloodgrass has nothing in common with Mandrake Root. The result would be a potion that does both Resist Poison (from the Mandrake Root and Foxglove Nectar) and Resist Paralysis (from the Foxglove Nectar and the Bloodgrass).

There are two main categories of potions that you will mix. Those that are used on yourself and those that you apply to weapons to do added damage to your enemies. If any of the effects included in the potion are ones that can only be applied to yourself, every effect of the mixed potion will be given to you when you use it, including any negative ones. Usually, the negative side effects of the potion will be small. Be careful when trying to make a potion that poisons your own blade. If you accidentally add an effect that will be applied to you (such as Restore Agility), you can't use it against

an enemy.

Making the Most out of your Potions

Alchemy seems like a lot of work with very little reward, but we actually suggest you make it one of your major skills. There are several reasons for this. The primary one is that it is a trickle down skill. This means that the more you use this skill, the more other skills will increase. How does that work? Alchemy is one of the greatest skills to have early in the game to make money, which in turn will improve your Mercantile skill. A great way to increase your Alchemy and Mercantile skills, as well as pad your pocket, is to practice making potions early in the game. Go to a store that sells Alchemy ingredients and buy every one of them that costs you less than around 20 gold coins. Promptly go through and mix as many potions out of these ingredients as you can and then turn around and sell them back to the shopkeeper you just bought them from. You'll almost always end up with a sizable profit and you'll quickly see your Mercantile and Alchemy skills are flying through the roof.



Potions can be very useful to the dungeon crawler as well. There are several potions that you'll want to mix up as many batches of as possible. These are potions for Restore Health, Restore Magicka, Damage Health, and Feather. Restore Health and Restore Magicka potions will save you a lot of money and keep you alive even against the toughest enemies. This is because, unlike the normal restorative potions you buy, these will work over time. A Restore Health potion you create will continuously heal you over time, enabling you walk in and absorb many attacks before having to worry about your life again. Damage Health potions are extremely helpful to thieves and marksmen. If you use a Damage Health potion, it will poison your next attack from your equipped weapon. If you use this on an arrow, it makes that initial long range attack so draining that most enemies will be mostly dead by the time they get to you. A great deal of enemies are susceptible to Damage Health poisons, which will continue to drain their life even as you dance around them healing yourself.

Things to Remember

- Alchemy ingredients can way you down way more than you might expect. Don't forget to periodically clear out what you're carrying around either by mixing the unused ingredients into potions or stashing them away in a drawer at your house.
- Early on in the game, you won't be able to carry around a whole bunch of ingredients, especially the heavy meats you find off of dead animals. Rather than trying to, just eat them. Eating ingredients will give you the first effect of the ingredient at a reduced effectiveness. More importantly, it also gives you experience towards your Alchemy skill.
- Some ingredients are rare while others can only be picked in Oblivion. Playing through the Mages Guild will give you access to an item that allows you to duplicate items making this less of a problem.
- Harvesting ingredients can be extremely taxing. If you don't have the patience, just take a stop at an alchemy store. Most of the ingredients are extremely cheap and you can even find rare ones at the Main Ingredient store in the Market District.

The Ingredients

Below, we've included a table of each ingredient you are likely to mix in the game. We didn't include ingredients such as Painted Troll Fat, Nirnroot, or Refined Frost Salts as these are items only gained through quests that are extremely rare and not recommended for general alchemy. Remember, there are four effects listed but you need to be at level 75 Alchemy to use them all. The effects are listed in order from left to right as they will become available in the game.

Ingredient	Effect 1	Effect 2	Effect 3	Effect 4
Alkanet Flower	Restore Intelligence	Resist Poison	Light	Damage Fatigue
Aloe Vera Leaves	Restore Fatigue	Restore Health	Damage Magicka	Invisibility
Ambrosia	Restore Health			
Apple	Restore Fatigue	Damage Luck	Fortify Willpower	Damage Health
Arrowroot	Restore Agility	Damage Luck	Fortify Strength	Burden
Beef	Restore Fatigue	Shield	Fortify Agility	Dispel
Bergamot Seeds	Restore Disease	Dispel	Damage Magicka	Silence
Blackberry	Restore Fatigue	Resist Shock	Fortify Endurance	Restore Magicka
Bloodgrass	Chameleon	Resist Paralysis	Burden	Fortify Health
Boar Meat	Restore Health	Damage Speed	Fortify Health	Burden
Bog Beacon Asco Cap	Restore Magicka	Shield	Damage Personality	Damage Endurance
Bonemeal	Damage Fatigue	Resist Fire	Fortify Luck	Night-Eye
Bread Loaf	Restore Fatigue	Detect Life	Damage Agility	Damage Strength
Cairn Bolete Cap	Restore Health	Damage Intelligence	Resist Paralysis	Shock Damage
Carrot	Restore Fatigue	Night-Eye	Fortify Intelligence	Damage Endurance
Cheese Wedge	Restore Fatigue	Resist Fire	Fire Shield	Damage Agility
Cheese Wheel	Restore Fatigue	Resist Paralysis	Damage Luck	Fortify Willpower
Cinnabar Polypore Cap Red	Restore Personality	Restore Endurance	Restore Agility	Shield
Cinnabar Polypore Cap Yellow	Restore Endurance	Fortify Endurance	Damage Personality	Reflect Spell
Clannfear Claws	Cure Disease	Resist Disease	Paralyze	Damage Health
Clouded Funnel Cap	Restore Intelligence	Fortify Intelligence	Damage Endurance	Damage Magicka
Columbine Root Pulp	Restore Personality	Resist Frost	Fortify Magicka	Chameleon
Corn	Restore Fatigue	Restore Intelligence	Damage Agility	Lightning Shield
Crabmeat	Restore Endurance	Resist Shock	Damage Fatigue	Fire Shield
Daedra Heart	Restore Health	Lightning Shield	Damage Magicka	Silence
Daedra Silk	Burden	Night-Eye	Chameleon	Damage Endurance
Daedra Venin	Paralyze	Restore Fatigue	Damage Health	Reflect Damage
Daedroth Teeth	Night-Eye	Frost Shield	Burden	Light
Dragon's Tongue	Resist Fire	Damage Health	Restore Health	Fire Shield
Dreugh Wax	Damage Fatigue	Resist Poison	Water Breathing	Damage Health
Dryad's Saddle Polypore Cap	Restore Luck	Resist Frost	Damage Speed	Frost Damage
Ectoplasm	Shock Damage	Dispel	Fortify Magicka	Damage Health
Elf Cup Cap	Damage Willpower	Cure Disease	Fortify Strength	Damage Intelligence
Emetic Russula Cap	Restore Agility	Shield	Damage Personality	Damage Endurance
Fennel Seeds	Restore Fatigue	Damage Intelligence	Damage Magicka	Paralyze
Fire Salts	Fire Damage	Resist Frost	Restore Magicka	Fire Shield
Flax Seeds	Restore Magicka	Feather	Shield	Damage Health
Flour	Restore Fatigue	Damage Personality	Fortify Fatigue	Reflect Damage
Fly Amanita Cap	Restore Agility	Burden	Restore Health	Shock Damage
Foxglove Nectar	Resist Poison	Resist Paralysis	Restore Luck	Resist Disease
Frost Salts	Frost Damage	Resist Fire	Silence	Frost Shield
Garlic	Resist Disease	Damage Agility	Frost Shield	Fortify Strength
Ginkgo Leaf	Restore Speed	Fortify Magicka	Damage Luck	Shock Damage
Ginseng	Damage Luck	Cure Poison	Burden	Fortify Magicka
Glow Dust	Restore Speed	Light	Reflect Spell	Damage Health
Grapes	Restore Fatigue	Water Walking	Dispel	Damage Health
Green Stain Cup Cap	Restore Fatigue	Damage Speed	Reflect Damage	Damage Health
Green Stain Shelf Cap	Restore Luck	Fortify Luck	Damage Fatigue	Restore Health
Ham	Restore Fatigue	Restore Health	Damage Magicka	Damage Luck
Harrada	Damage Health	Damage Magicka	Silence	Paralyze
Imp Gall	Fortify Personality	Cure Paralysis	Damage Health	Fire Damage
Lady's Mantle Leaves	Restore Health	Damage Endurance	Night-Eye	Feather

Ingredient	Effect 1	Effect 2	Effect 3	Effect 4
Lady's Smock Leaves	Restore Intelligence	Resist Fire	Damage Fatigue	Fortify Health
Lavender Sprig	Restore Personality	Fortify Willpower	Restore Health	Damage Luck
Leek	Restore Fatigue	Fortify Agility	Damage Personality	Damage Strength
Lettuce	Restore Fatigue	Restore Luck	Fire Shield	Damage Personality
Lichor	Restore Magicka			
Mandrake Root	Cure Disease	Resist Poison	Damage Agility	Fortify Willpower
Milk Thistle Seeds	Light	Frost Damage	Cure Parlysis	Paralyze
Minotaur Horn	Restore Willpower	Burden	Fortify Endurance	Resist Paralysis
Monkshood Root Pulp	Restore Strength	Damage Intelligence	Fortify Endurance	Burden
Morning Glory Root Pulp	Burden	Damage Willpower	Frost Shield	Damage Magicka
Mort Flesh	Damage Fatigue	Damage Luck	Fortify Health	Silence
Motherwort Sprig	Resist Poison	Damage Fatigue	Silence	Invisibility
Mutton	Fortify Health	Damage Fatigue	Dispel	Damage Magicka
Nightshade	Damage Health	Burden	Damage Luck	Fortify Magicka
Ogre's Teeth	Damage Intelligence	Resist Paralysis	Shock Damage	Fortify Strength
Onion	Restore Fatigue	Water Breathing	Detect Life	Damage Health
Pear	Restore Fatigue	Damage Speed	Fortify Speed	Damage Health
Peony Seeds	Restore Strength	Damage Health	Damage Speed	Restore Fatigue
Potato	Restore Fatigue	Shield	Burden	Frost Shield
Primrose Leaves	Restore Willpower	Restore Personality	Fortify Luck	Damage Strength
Pumpkin	Restore Fatigue	Damage Agility	Damage Personality	Detect Life
Radish	Restore Fatigue	Damage Endurance	Chameleon	Burden
Rat Meat	Damage Fatigue	Detect Life	Damage Magicka	Silence
Redwort Flower	Resist Frost	Cure Poison	Damage Health	Invisibility
Rice	Restore Fatigue	Silence	Lightning Shield	Damage Agility
Sacred Lotus Seeds	Resist Frost	Damage Health	Feather	Dispel
Scales	Damage Willpower	Water breathing	Damage Health	Water Walking
Scamp Skin	Damage Magicka	Resist Shock	Reflect Damage	Damage Health
Shepherd's Pie	Cure Disease	Shield	Fortify Agility	Dispel
Somnalius Frond	Restore Speed	Damage Endurance	Fortify Health	Feather
Spiddal Stick	Damage Health	Damage Magiccka	Fire Damage	Restore Fatigue
St. Jahn's Wort Nectar	Resist Shock	Damage Health	Cure Poison	Chameleon
Steel Blue Entoloma Cap	Restore Magicka	Fire Damage	Resist Frost	Burden
Stinkhorn Cap	Damage Health	Restore Magicka	Water Walking	Invisibility
Strawberry	Restore Fatigue	Cure Poison	Damage Health	Reflect Damage
Summer Bolete Cap	Restore Personality	Fire Shield	Damage Agility	Night-Eye
Sweetcake	Restore Fatigue	Feather	Restore Health	Burden
Sweetroll	Restore Fatigue	Resist Disease	Damage Personality	Fortify Health
Taproot	Restore Luck	Damage Endurance	Resist Poison	Lightning Shield
Tiger Lily Nectar	Restore Endurance	Damage Strength	Water Walking	Damage Willpower
Tinder Polypore Cap	Restore Willpower	Resist Disease	Invisibilty	Damage Magicka
Tobacco	Restore Fatigue	Resist Paralysis	Damage Magicka	Dispel
Tomato	Restore Fatigue	Detect Life	Burden	Shield
Troll Fat	Damage Agility	Fortify Personality	Damage Willpower	Damage Health
Vampire Dust	Silence	Resist Disease	Invisibility	Damage Magicka
Venison	Restore Health	Feather	Damage Health	Chameleon
Viper's Bugloss Leaves	Resist Paralysis	Night-Eye	Burden	Cure Paralysis
Void Salts	Restore Magicka	Damage Health	Fortify Magicka	Dispel
Water Hyacinth Nectar	Damage Luck	Damage Fatigue	Restore Magicka	Fortify Magicka
Watermelon	Restore Fatigue	Light	Burden	Damage Health
Wheat Grain	Restore Fatigue	Damage Magicka	Fortify Health	Damage Personality
White Seed Pod	Restore Strength	Water Breathing	Silence	Light

Ingredient	Effect 1	Effect 2	Effect 3	Effect 4
Wisp Stalk Caps	Damage Health	Damage Willpower	Damage Intelligence	Fortify Speed
Wormwood Leaves	Fortify Fatigue	Invisibility	Damage Health	Damage Magicka

Spellmaking

In order to begin making your own spells, you'll have to join the Mages Guild and gain access to the Arcane University. Inside, go to the Praxographical Center and approach the Altar of Spellmaking. You can only add a spell effect to your created spell if you already know it and can cast it. For instance, if you don't have a Shield spell, you can't create a new spell that has that effect. Likewise, if you can't cast a Summon Storm Atronach spell that you have, you won't be able to create a less powerful version of it to cast. Now, here's where it gets a little tricky. Even if you can cast the spell and have access to it, you still can create a spell that you can't cast. At the bottom of the spell creation screen it will tell you what level of each skill you are required to be at to cast the spell you are creating. Just about every spell effect you could ever desire can be purchased at either the town temples or at the Mages Guild.

When you're adding a spell effect to your new spell, you'll have to choose from a list of options after you choose the effect. The first choice is Range. This allows you to choose between Self, Touch, and Target. Self is, well, self-explanatory and Touch and Target choose whether you have a long distance attack or you'll need to get your friend or enemy up close to hit them with a Touch spell. Target spells are much more effective and useful, but more expensive in terms of Magicka use.



You'll also have to choose between Magnitude, Area, and Duration. Magnitude determines how powerful the spell is. If you want your fireball to do more damage when it hits, then you should increase the Magnitude. Area determines how big of a space the spell will encompass. If you have a large Area and hit an enemy in the middle of a pack of bad guys, the added Area effect will damage everyone surrounding your target. These spells are costly and we find them less than useful in most situations. The final effect is Duration. If you have a long Duration on a Fire Damage spell, it will continue to inflict damage each second until it runs out. This turns out to be more effective, though slower, than a larger Magnitude and we highly recommend it. Another good tip is to create a spell that makes a weakness to a specific effect and then also include that effect. For example, a Weakness to Lightning Damage, Weakness to Magic, and with Lightning Damage spell will wreak havoc on your enemies.

Enchantments

Just like spellmaking, to start enchanting items you'll have to join the Mages Guild and gain access to the Arcane University. Inside, locate the Chironasium and approach an Altar of Enchanting. In order to begin the enchanting process, you'll need a filled Soul Gem. Grand Soul Gems work the best. In order to fill the Soul Gem, if it wasn't already filled when you found it, you'll need to cast Soul Trap on an enemy and then kill the enemy before the spell wears off. Depending upon how strong the enemy is, you'll capture a different size soul. The soul will go into the smallest soul gem available, so if you only have Grand Soul Gems and you Soul Trap a Rat, you'll be stuck with a Petty Soul in your Grand Soul Gem -- not the best use of your resources. Read the chart below to learn how much of a charge you can get out of each type of soul.

Soul Size	Charge
Petty	150
Lesser	300
Common	800
Greater	1200
Grand	1600

You can use the charge from these souls to replenish enchanted items, but we're here to talk about doing the actual enchanting. Once you have your filled soul gem and are at the Altar of Enchanting, select it for use. Next, you'll have to select an item to enchant. You can choose either a weapon or a piece of apparel. We prefer to do all of our enchanting on things we wear because it is the only way to do constant effect enchantments. These enchantments are working all the time when you wear the item, unlike a weapon which will only be used when you strike an enemy. Likewise, weapons that are enchanted need to be recharged using more souls and soul gems once they run out from use. Constant effect enchantments never wear off.



Enchanting a Weapon

Although you can find just about every type of enchanted weapon yourself, it still might be worth your time to add your own enchantments depending upon your style. This works exactly the same as making a spell. You still need to know the spell effect before you can enchant it. This time, select which weapon you'd like to have the enchantment placed on. It must be a weapon that doesn't already have an enchantment -- you can't make an uber weapon. Next you'll be asked to choose the Magnitude, Area, and Duration. Magnitude and Duration are much more important for weapons than Area is, unless you are enchanting a bow. Make sure you keep an eye on the number of uses the weapon will have before you have to recharge it. Making a weapon that does extreme damage but can only be used twice before you have to recharge it makes it mostly useless. If you have more Charge have available from the size of the soul you are using, then you'll be able to enchant a more powerful spell to your weapon.



Enchanting Armor

When you enchant armor with a constant effect, you can't change the magnitude of the effect nor can you apply more than one effect. Once you choose which enchantment you'd like to add to the armor, the altar will tell you how large of a magnitude your enchantment will have and it will depend entirely on the size of the soul you are using. By far, the most

useful enchantments you can place on your armor are Fortify Attribute (beef up wherever your character is hurting -- most likely Luck), Fortify Health, Fortify Magicka, Reflect Damage and Feather. Equip yourself with a good variety of these and throw in a Night-Eye, Detect Life, or Shield to round out your armor and you'll be sitting pretty.

Main Quest

Part 1	Part 2	Part 3	Part 4	Part 5
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Imperial Prison

At the start of Oblivion, you'll be given a brief introduction by the emperor. After this, you'll be asked to pick a race and sex and will be allowed to edit the appearance of your character. Don't worry about getting too meticulous at this point. You'll be allowed to edit your character if you find you don't like something before you get too far into the game.

This beginning part of the game will lead you through a series of tutorial quests. We'll hold your hand slightly more than normal through this section of the game to help you get started. Your first part of the Tutorial quest is to practice moving around. Follow the instructions to get a handle on the basics of motion. Hop around a bit and you'll find that your Fatigue drops down low enough that another tutorial prompt pops up. Sit around and wait and you'll find that your Fatigue naturally comes back if you sit still. Practice picking up and dropping some objects in this area and then walk forward to the end of your cell.



At the gates, another prisoner starts to taunt you. Just as he tells you that you're going to die in prison, the guards show up with the emperor in tow. Run back to the back of the cell and stand under the window and the troop will enter. When the emperor sees you face, he recognizes you as the one from his dreams. Learn the background of his attempted escape from assassins. Once he is done talking to you, they open a secret path and lead the emperor through. Thankfully, they leave the escape route open. Follow them through.



Imperial Substructure

Soon enough, assassins attack. The Blades fend them off, but Captain Renault dies. Watch the battle and don't join in. When it finishes, search the bodies to pick up some weapons and clothing. Make sure you equip the Akaviri Katana that Renault dropped and draw it, your first battle is quickly approaching. Two rats come charging at you. They are

underpowered, even for you the beginning character. Swing your sword at them a few times to put them down. Once you do, search their bodies for some Rat Meat.



Walk forward through the hole in the wall into a darker cavern. You should have found a torch amongst the dead bodies in the previous room. Equip it and you'll pull it out with your left hand to light the way. Make sure you explore this room fully. You can find a chest with a Blunt weapon that you might want to use momentarily until you get a better one and some Gold just to your right after you enter. You'll find some more torches and your first lockpicks around the rest of this room, as well as a bow and some iron arrows near a skeleton. Equip the bow and the arrows simultaneously and practice your aim on the bucket hanging over the well. You can retrieve arrows after you fire them and reuse them. Don't forget this as the game progresses.



Before moving on, look for the chest near the skeleton and try your hand at picking the lock. Follow the Tutorial to learn how and inside you'll find some Gold and a gem worth taking. Search the dead body of the Goblin Shaman to find several scrolls and other useful items, including the Iron Key. Use the Iron Key to open the door out of this room and continue on.



Through the door you'll be prompted to try out your magic. If you've been hit, equip a restoration spell and try it out. Otherwise, try an attack spell on the rat at the far end of the room. Either way, deal with the rat and then explore the room and open the chests you find. You'll be able to pick up your first Heavy Armor, which should be equipped immediately if you're playing a true melee character. Further down the path are two rats and a zombie. Zombies are slow, but powerful compared to your weak character. Try using some ranged attacks such as more arrows or some magic to deal with it.

Walk down through the small corridor until the room opens up again. There is a rat waiting around the corner for you to kill and take his meat along with a chest holding some lockpicks and potions. Kill the remaining two rats in this area and go around the corner into a room with some structural support beams going up to the ceiling. More rats wait for you here, though they should not be a problem by now.



Around the corner here you can find a chest with an Average lock on it. This can be difficult with your low Security skill. Inside of it you can get some gold, more lockpicks, and some torches. In the center of the room here there are some pieces food that you can use to make potions once you find the proper Alchemy tools, as well as a Rusty Iron Helmet, an Iron Warhammer, and a Rusty Iron Shield. Take some the equipment to bolster your defence before moving on. Before going up the stairs to the next region, open the chest to get some gold and, if you want it, another weapon.

At this point, you'll start to have to make serious decisions about what to keep. Look at the ratio between encumbrance and worth. You can sell all of this stuff once you make it to a town and you'll definitely want the gold to upgrade your inventory as soon as you can.

Kill the rat at the top of the stairs and move through the next area to find another. When you start going back down a small ramp, look for a bag on the left and you'll be rewarded with a potion and some more lockpicks. At the far end of this next room you'll find a barrel holed up in the wall with 4 bottles of Ale worth taking. As you try to go down the next tunnel, you'll fight another rat (yay!).



At the end of the tunnel is, besides a rat, your first opportunity to harvest some Alchemy ingredients that you didn't just find. Take a look at the mushrooms and plants to find some Wisp Stalks, and Cairn Bolete caps. Nearby is a chest with some restoration potions you'll want to grab before moving on as well as a searchable skeleton that holds some lockpicks. When you see some skulls hanging from strings, look to the right for more Cairn Boletes and some Sinkhorns. You may not successfully harvest these, but try anyways. When you're ready, go through the door.

Natural Caverns

Walk down the tunnel until you get an update on your quest. You can sneak up on this first Goblin, who incidentally is your first real enemy. Go into Sneak mode and get close enough to attack so that you can take him down before he can do much damage to you. Move slowly but keep moving. If the Goblin turns around he'll attack you with his full fury. In this room, there is a locked chest that holds some gold and tools. The most important items in this area are on the table near the fire. Grab the potion, Alchemy ingredients, and don't forget the **Mortar and Pestle**. Try your hand at Alchemy if it appeals to you at this time.



In the next room a bunch of Goblins are waiting. Run right through the tripwire blocking your path and it will set a trap off that will take out the first Goblin. Ahead on the left is a locked chest holding some arrows and lockpicks. Next to it is a dagger that isn't useful and a single coin.



Just up ahead you'll find some logs. Walk up to them and activate them and you'll watch them roll down the hill, crushing the two Goblins at the bottom. The chests down there contain some potions, arrows, and lockpicks. Practice picking the lock even if you don't care for the contents.

Up ahead is a large cavern. If you wait at the front, the weakest Goblins will come running at you and you can pick them off as they come. Have your healing spell at the ready and hit it anytime your health gets too low. On the far side in the glowing light is the powerful Goblin Witch. This guy has some powerful spells. If you're playing a marksman or magic game, try your best to sneak up on him. Otherwise, rush him and nail him with your best weapon to take him out quickly. Make sure you grab his staff and Petty Soul Gem, both high quality items at this point.



There are some rats on the lower level of this area which shouldn't be a problem. Make sure you explore everywhere. You'll find your first Hammers. These can restore your armor and weapons to new condition. Always use them immediately upon finding them. You'll also find some good items to sell later in the chest nearby where the Goblin Witch was first sitting, but you'll have to pick the lock to get them.



Once you have everything, walk up the cave tunnel near the witch's skull pot. At the top, look to the left for a chest with some more tools and then exit through the door.

Imperial Subterrane

There is a hole in the wall up ahead that you have to drop through to continue. You won't be able to come back to this area immediately after you drop through, so go back now if you missed anything. Drop down and you'll find yourself back with the emperor. Walk down and watch them fight off another assassin attack. The guards want to kill you, but the emperor instead wants to talk. He'll ask for your birthsign. Choose it based on how you intend to play the game. You'll soon be able to change it if you have second thoughts. Continue talking to the emperor and then get your instruction from the guard. He wants you to stick close to the emperor and light the way. Start following them as they leave.



Along the way, you'll find a chest with some tools and you'll get a firsthand look at the Blades killing more assassins. Search their bodies as you go to possibly find some potions. Eventually, the troupe gets to a door leading to the next area. Before going through, look on the wall to the right for a raised chest. Open it to get some potions and then move through the door to keep following your group.



Inner Sanctum

When you come to a dead end, the emperor is left with you while the Blades deal with some assassins behind you. During this time, the emperor gives you his **Amulet of Kings**. He instructs you to take it to Jauffre at Weynon Prior. Just then, an assassin pops through the wall. Let it kill the emperor and wait for the Blades to come back and deal with it unless you like dying. Talk to Baurus and he'll tell you where to go to get outside. He gives you **Baurus' Key** which is necessary for escaping. He explains that the sewers can be rough, and then asks you to select your Class. Once again, you'll have the opportunity to change this soon. Once you have chosen a Class or created one, head through the opening that the assassin who killed the emperor came through.



Go through to the next room and look for another raised chest on the wall near the door. It contains some more potions that you'll find useful at some point in the future. Use Baurus' Key to open the door and go down into the sewers.



The Sewers

Walk down the stairs to enter the main sewer area. When you see the water running in the drain below you, look across to see the first Goblin. You can nail him with a ranged attack to kick things off or just get the jump on him. Another one comes running down the hall when you try to explore the far side and a rat is also waiting near by. Fight them and collect all of the items in the room and off of the bodies. You should find some Alchemy items and some tools.



Walk down the tunnel on the right. Go up the stairs and you'll find a bridge to cross. Open the gate on the other side and you'll come across one last rat to deal with. At this point, **save your game**. When you walk up through the next gate, you'll be asked if you'd like to change anything about your character. This is the last chance to do so, making this a perfect place to save your game and continue on if you ever want to create another character to play as.



City Isle

You're now free to explore anywhere you want. This guide will become significantly less detailed, as you should have a general idea how to play by now. We'll still point you in the right direction and tell you of any great items to find, but most of the exploration is up to you. The rest of this section will only take you through the main quest. For any side traveling or other quests, look through the other portions of this guide. Feel free to continue following what we do or strike off on your own.

Deliver the Amulet

So, you've decided to play the main story. Your first task now that you're outside of the sewers is to deliver the amulet to Jauffre at Weynon Priory. Travel to Chorral and look to the southeast to find Weynon Priory. Locate Weynon House and go upstairs. Jauffre is sitting behind the desk to the right at the top of the stairs. Give him the amulet and wait as he interrogates you and then gives you background information.



Note: The first quest in the game requires that you fight alongside various AI controlled teammates. The enemies in Oblivion scale to your character's level however your teammates do not. For this reason if you level up your character before starting the main quest the enemies will be tougher and will completely kick the crap out of accompanying friendlies. This can make the first quests extremely difficult.

Find the Heir

Jauffre sends you to Kvatch to look for Septim's illegitimate child. Martin is a priest in the Chapel of Akatosh. Your job is to find him and bring him back to Weynon Priory. Fast travel to Kvatch to start your search.

When you arrive in Kvatch, Hirtel runs up to tell you that Daedra have overrun Kvatch and the entire town is a smoking ruin after an Oblivion gate opened. Talk to one of the towns folk who don't run off and ask about Savlian Matius. You'll be told that he's at the gate at the top of the road. Since he's the resident strong guy, run up there to learn more.

Once you get to the top, Savlian Matius draws his sword and orders you back to the encampment. Ask him about Martin when you get the chance. Apparently he led a troop to the Chapel of Akatosh and should be holed up there safely. Offer to help and Savlian will give you a new quest.



Breaking the Siege of Kvatch

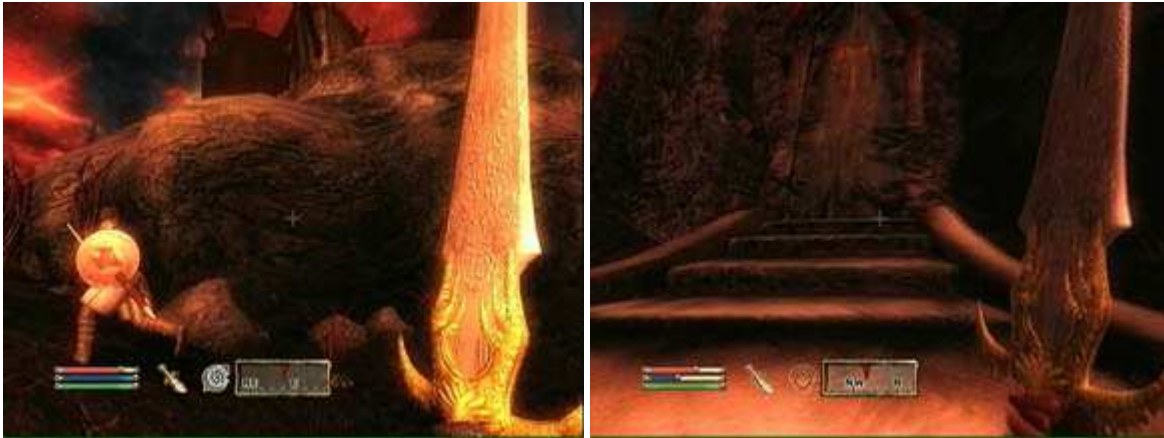
You're left with the unhelpful journal entry that tells you to go to the Oblivion Gate and somehow close it. Well, better start moving towards it. You'll soon be confronted by some leveled monsters. Deal with them and then enter the gate.



As soon as you're through the gate, you'll be attacked by a group of enemies that were currently engaged in combat with some soldiers. Join in the fight and try to keep the human soldiers alive. Talk to Ilend Vonius when the battle ends. He'll tell you that at least one survivor was taken into the large tower and that you need to look for him there. Tell Vonius to help you and he'll tag along and provide some help.



Go to your left down the hill around the outskirts of the tower. You have more than just enemies to watch out for here. The Spiddal Sticks by the side of the road will release gas if you get too close to them while trying to harvest ingredients that drains your speed. Also, the Harrada Root will try to give you a smack if you get too close. On the plus side, there are fleshy pods hanging about that you can find items inside. Move down the trail and watch out for falling rocks.

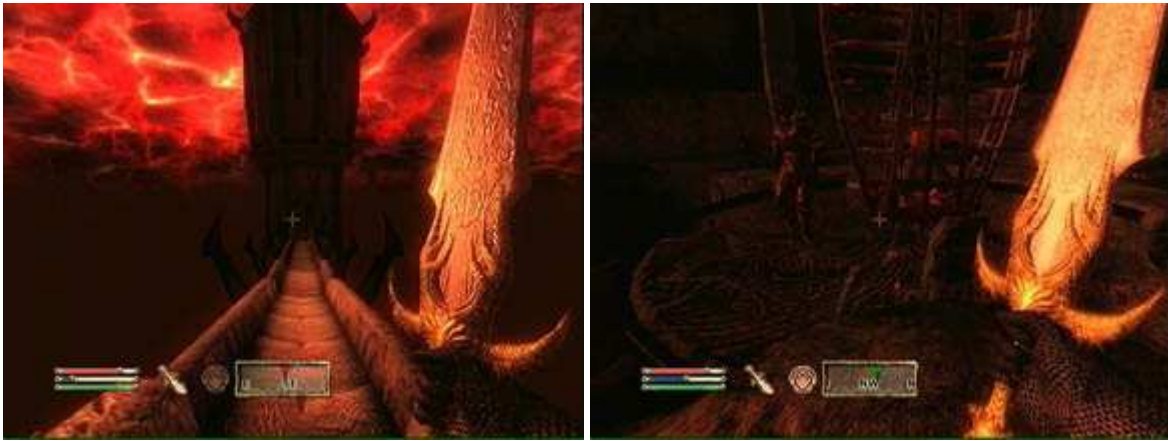


When you get to the large central tower, enter the door to the Blood Feast. Just inside, you'll find Magicka Essence pots. If you activate them, then you regain magicka at a faster rate. They take awhile to recharge after each use. Just inside the door you will be faced with a slew of high level enemies. If you waited too long and leveled up a lot, you'll find that all of your helping friends were quickly killed and the enemies you're facing here are extremely difficult. Don't be afraid to run back outside to wait and heal. The enemies won't follow you out. Also, the old poisoning your blade with a Damage Health potion works great in this situation.



There are two doors leading upstairs, they both go to the same place. You'll find a few enemies upstairs and a blood fountain that restores your health when activated. If the enemies you encounter are large enough you can trap them in the hallways. Enter the second floor of the Bloodfeast which leads to a ramp and the Corridors of Dark Salvation.

You will face more enemies in the corridors so prepare yourself. Once they're down, you'll find locked doors on either side of the room and only one possible exit. Go outside back onto the Plane of Oblivion and walk across the bridge to the other tower.



Inside you'll find the Dremora Sigil Keeper. Knock him around a bit and try to fight him on the ramp. Odds are good that he'll fall off the edge to his death. Search his body to find the Sigil Keep Key. At the top of the ramp is a guy locked in a cage. He'll tell you that you need to go to the Sigil Keep and remove the Sigil Stone to close the Oblivion Gate.

Go back to the main tower and use your new Sigil Keep Key to enter the locked doors. Walk up the ramp on the other side and be ready for a fight at the top. There are some spikes that come flying out of the walls which you can use to hurt the enemy if you can keep him in one place where they come out.

Go back into the Blood Feast and continue up the ramp to another encounter with a demon. Once he is done, move on to the top of the ramp and ride the Runed Portal to the Blood Feast. On the other side, you'll find more enemies waiting for you. When they're gone, walk around collecting some goods from the dead bodies and then go use the key to enter the Sigillum Sanguis.

There's a fight coming up, but you're also provided with another Blood Fountain and some Magicka Essences to bring your health and magicka back to full. Try to make use of these during the battle and do most of your fighting up on the top level. There's always a chance that you can knock your opponents off of the cliff to their doom. When the battle ends, search the area for The Punished containers for some leveled loot.



Walk to the topmost area and look for the glowing orb. Approach it and choose to activate the Sigil Stone. With the Oblivion Gate closed, you are warped back outside into the normal world. Go tell Savlian Matius of your deeds. He'll ask you if you can help with the counter attack. Tell him that you're ready to move on unless you're in a weakened state. A brutal battle awaits you past the town gates so make sure you are ready.



Once in Kvatch you are supposed to clear the southern plaza. However, you can run into the church and speak with Tierra to find Martin's location. Ask her where Martin is and she'll point you to the corner. Martin won't budge until you clear the courtyard of enemies. Once everything is dead talk to Savlian Matius and join him back in the church. He'll issue some orders, and then talk to him again and he'll ask you to help him storm the Castle Kvatch.



Finding the Heir (Continued)

Tierra will lead the survivors outside of the town. You can meet them just outside the gates. Speak to Martin and he will agree to follow you to Weynon Priory.

Weynon Priory

You can fast travel with Martin back to Weynon Priory. Once you arrive there you will be greeted by a screaming civilian who tells you that the priory is under attack. After the conversation you will immediately engage in battle with a couple of Mythic Dawn Agents. Cut them down and enter the church. You'll find two more assassins. Beat them in the face and speak with Jauffre who tells you that the Amulet of Kings is in a hidden place inside the Priory.



Follow him back to the Weynon House and learn that the Amulet is gone. Martin must be taken to safety at the Cloud Ruler Temple. You can take Prior Maborel's horse in the stable for a faster way to travel. The temple will appear on the map next to Bruma in the north.

Once you arrive at the temple, Martin will be greeted at the gate and taken inside. Martin will make a speech to the troops. Speak to him and he will instruct you to speak with Jauffre in order to locate the Amulet of Kings.



The Path of Dawn

When you talk to Jauffre, he asks you to join the Blades. You have to agree if you want to continue playing the main quest. You start out at the rank of Knight Brother and provide you with the Akaviri Katana, the traditional weapon of the Blades. Ask Jauffre about the Amulet of Kings and he'll tell you to go to Luther Broad's Boarding House in the Imperial city and talk to Baurus. He might have the information you need.

Now that you're a member of the Blades, it would be a good idea to explore this temple. Taking the items is no longer considered stealing. Stock up on supplies, arrows, potions, and anything else that catches your fancy.

Travel to the Elven Gardens district in the Imperial City. Locate the boarding house and go in. Baurus will be sitting on a stool at the bar. Sit down and listen to what he says. Wait for the guy in the corner to follow Baurus and then follow that shady character. They both go into the basement. Follow them down.



Down in the basement, the man you followed attacks Baurus. Kill him and Baurus will tell you to search his body. Grab the Mythic Dawn Commentaries and your journal will update. Talk to Baurus again and he'll explain what just happened. Tell him about Martin and he'll give you your next objective. You are to talk to Tar-Meena at the Arcane University. She is an expert in daedric cults and may be able to tell you more about how to find the Mythic Dawn that apparently has been causing all of this commotion.

The Arcane University is in the Imperial City on the southeast side. Go into the large tower to the Arch-Mage's Lobby. Tar-Meena is an Argonian. Talk to her for help. She tells you that you'll need all four volumes of the Mythic Dawn Commentaries if you want to find the cult. You have the first volume. She gives you the second one. She recommends going to the Market District to look for help tracking down the third and fourth volumes.



Go to the First Edition bookstore and ask about Mysterium Xerxes. Phintias tells you that the 3rd and 4th volumes are impossible to find. However, he has volume three, but it is already promised to another buyer. Ask him about volume three again and he'll agree to sell it to you for 100 gold. Next, ask him about Gwinas, the man who had special ordered volume three. Phintias tells you that Gwinas was very interested in the book, but was late picking it up. Wait for him in the store to talk so that you can talk to this book collector about his obsession.

When Gwinas shows up, Phintias tells him that he doesn't have the book anymore which quite upsets the collector. Talk to Gwinas about volume three and he'll tell you how angry he is. Next, tell him that you're looking for volume four. Continue talking to him and eventually he'll give you a note that the Mythic Dawn gave him. Read the note and it will tell you to go to the Sunken Sewers under the Elven Gardens. Follow the main tunnel until you reach the room with the table and chair. Sit down and wait there and the "Sponsor" will give you what you need.



You might want to read through the Commentaries. Reading Book 1 will increase your Conjuration skill. Book 2 will increase your Destruction skill. Book 3 will increase your Illusion skill.

Next, go back to the Elven Gardens and meet Baurus where you left him. Once you tell him about the books, talk to him about the sewers. He'll tell you that there are entrances to them in every district and that they are used by the Blades to travel around in. Follow Baurus and he'll lead you into the sewers.

Down in the sewers, keep following Baurus as he takes out the small creatures that inhabit the region. When you reach the small room with the chair you have the option to meet the Sponsor if you insist. Enter the room and sit down in the chair. If you allow Baurus to conduct the meeting, he'll sit on the chair and you'll take the perch up the stairs.



Regardless of which route you take, a fight breaks out when more Mythic Dawn agents appear at the top area where the hiding Blade is. We suggest going up to the top as it will allow you to initiate the fight rather than waiting for the fight to come to you. Go into sneak mode and fire a poisoned arrow down at Raven Camoran while he is talking to Baurus. The fight will break out, but the initial damage you gave with put things decisively in your favor. Baurus might die during the fight. If he does, search all of the bodies yourselves to get some nice loot. Make sure you search Raven's body to get the Mythic Dawn Commentaries Volume 4 and the Sunken Sewers key. Give volume four a read to increase your Mysticism skill.



Continue through the gate that the Agents came out of to find a Mythic Dawn hideout full of great items. Once you have everything, go back out the way you came.

Back up on the streets, take your four volumes of the commentaries and go see Tar-Leena at the Academy again. Ask her about Mythic Dawn and she'll tell you to come back in 24 hours after she's had some time to think. When you ask her the next day, she has "discovered" that the first letter of each paragraph might be important. Wait another 24 hours to find out what her next nugget of wisdom is. Give her the 3rd and 4th volumes. She'll read off the first letters of each paragraph to spell, "Green Emperor Way Where Tower Touches Midday Sun." She then tells you that something must be happening at the Green Emperor Way by the Imperial Tower at noon.

Go to the Imperial City Palace and follow the green nav point to find the meeting location. Wait near the tomb until noon. At noon, a map of Cyrodiil will appear on the Tomb of Prince Camarril. Walk up to it and activate it to complete this quest and begin the next one.



Dagon Shrine

To start this quest, you need to go to Lake Arrius Caverns. It is located on your map and is just north of Cheydinhal. Fast travel to the closest location you have previously visited, which is probably the city of Cheydinhal itself, and walk the rest of the way.

When you enter the caverns, your journal updates you that the Mythic Dawn shrine must be somewhere inside.

There are two ways to go about completing this dungeon. The first is a way of stealth. Walk in and talk to the Doorkeeper. He'll tell you to go inside as he assumes you're looking to join. Through the next door, Harrow talks to you and says you may join. First, you must give him all of your possessions and put on the initiate's robe. Follow Harrow down the tunnel into a large open cavern where a ceremony is taking place.



Mankar Camoran is preaching at an altar. When he finishes, he teleports into the realm of Paradise and takes the Amulet of Kings with him. The Mysterium Xarxes, which is still in the shrine, becomes your target. The Mythic Dawn members ask you to prove your loyalty and kill the Argonian they want to sacrifice. Whether you do or not, alarms go off and you'll have to fight your way out. We suggest releasing him and playing the good guy.



You can also just walk into the shrine and start fighting. You'll have to go through many more Mythic Dawn Agents, Acolytes, and Guards, but at least you won't have to sacrifice all of your equipment (which you can pick up by killing the guy you gave it to).

Regardless of which way you play this cavern, make sure you grab the Mysterium Xarxes from the altar next to the ceremonial knife and fight your way out of the dungeon. The door that you came in through will be barred, but a second exit on the north end of the cavern is open which you can leave through to go into the Living Quarters. From there, you'll have to fight your way out. Make sure you loot this entire cave before you leave. At the end of the trail, you'll come to what seems like a dead end even though your objective marker tells you to continue in that direction. Look for a lever to turn and a secret passage will open which puts you back into the first part of the cave that you came into.



Also, you also won't save the Argonian unless you specifically release him from where he is tied down when you are asked to kill him. When we came in fighting, a bunch of rocks fell on him and ended that poor saps life.



When you step outside of the cave, your quest journal updates telling you to return to Cloud Ruler Temple and report what you've learned. When you get back, Jauffre is waiting for you. He tells you to take the book you've found to Martin immediately. Martin tells you that he'll try to decipher the book and learn some of its secrets. Go back and speak to Jauffre again in the meantime.

Spies

Talk to Jauffre about Spies and he'll ask you to look into some shady characters that have been spotted around the area recently. He recommended talking to Steffan of the Blades and Captain Burd of the Bruma Guard as starting points in your search.

Captain Steffan can be found inside the Cloud Ruler Temple. Talk to him about the suspicious strangers and he'll tell you to go to the runestone at dusk.

Go to the runestone located at the base of the hill near the Cloud Ruler Temple at dusk. Jearl, a Mythic Dawn Agent, will be there and will attack you. Kill her and take the Basement Key and Jearl's Key off of her dead body. You'll also find the spy Saveri Faram at this location and time. She also has a Basement Key identical to the one Jearl had. Now that those spies are cleaned up, go to Bruma and look for Captain Burd.



Go to the West Bruma Barracks at night to find Captain Burd. You tell Burd that Jearl was a spy and he authorizes you to search her house. Jearl's house is on the south side of Bruma and will open with her key. There is a basement door partially hidden by a rug that can be opened with the basement key. Make sure you pick up Jearl's orders rolled up on the desk. Once in the basement use the same key to open the door to the Bruma Caverns, go outside and travel back to the Cloud Ruler Temple.



Talk to Jauffre and he will thank you and tell you to talk with Martin and so ends the Spies quest.

Blood of the Daedra

Martin has figured out a way to open the gate to Camoran's Paradise but you need the blood of a Daedra Lord. You must read the book *Modern Heretics*, which is sitting right in front of him along with a book titled *The Warp in the West* which increases Block. There is another book on the table that increases conjuration. Read the book and it will tell you to visit the Shrine of Azura. There are 15 Daedric Ruins, each with its own side quest and reward. You only need to complete one of them and return with the item for Martin to continue the main quest.

Complete one of the [Daedric Shrine side quests](#) and take your reward back to Martin at the Cloud Ruler Temple. Speak to Martin about the daedric artifact and he'll ask if you're sure you want to give it to him because it will be consumed in the process. If you don't want to give up the artifact you have, go do another shrine side quest and return with that item instead. You'll be given a list of the daedric artifacts that you possess and will be allowed to choose which one to give. Remember, it is gone for good once you hand it over to Martin so give him something you can live without.

Blood of the Divines

After you complete the Blood of the Daedra quest, Martin tells you that he has figured out the second item needed. It is the Armor of Tiber Septim. He tells you to speak with Jauffre about it. Jauffre tells you to go to the Sanctre Tor, a holy place which has been overrun by evil. Nobody has returned from there in a long time. He provides you with the key to Sanctre Tor so that you can get inside. The shrine is north of Chorrol.



Travel to Chorrol and walk north through the woods until you arrive at the Sancre Tor. The outside of Sancre Tor is heavily guarded. Come prepared for a fight. If you find yourself weak, make sure you approach the entrance so that your journal updates. This will allow you to fast travel back and forth from this location to restock on supplies if necessary.



Sancre Tor is full of undead creatures. Remember, ghosts can't be harmed by normal weapons. Magic will work like normal, but unless you have a silver weapon or an enchanted one, you won't be able to hurt them at all. We highly recommend picking up a silver weapon and some silver arrows before tackling this dungeon.

There aren't any side paths to get lost in at first. After turning the first corner and going down the steps, you can find a chest on the left in a small nook. Watch out for an arrow trap guarding a chest. Fight your way to a gated entry and pull the nearby lever to open it.

After going through the opened gate, you'll be attacked by an Undead Blade. Kill it and the Ghost of Rielus will come out. Talk to him to learn his background story and about the Underking who killed him and ensnared him. He asks you to free his brothers so that they can complete their duty to Tiber Septim. You can also find some Ancient Blade weapons and armor on the body so be sure to grab it off of the skeleton if you find things better than what you currently have. There is also a locked chest just down the hall from where the Undead Blade was patrolling.



If you follow the Ghost of Rielus, he'll walk towards your next goal. Follow him to the Entry Hall. Clear out the enemies in this area and have a look around the circular room. There are four ways out that you haven't explored yet. Down the side paths that don't have doors, look at the end of them for chests. Two of the doors have objective markers on them.

Start by going into the Prison. More enemies are waiting inside for you to deal with. Fight down the hall and pull the lever to open the gate. Go up the stairs and you'll find the Warden Kastav in undead skeleton form. Once you kill him, search the body to find Warden Kastav's key. Walk up the stairs until you come to an Old Wooden door. Search the chest on the right and then use the key you just found to open the door.

Fight your way down the path and look in the cells on each side for sweet stuff. When you come to a staircase leading down into an open area, look for the patrolling Undead Blade. When you kill him, your journal will update and the Ghost of Vlademar will walk off. Search the area around where you found him for a bunch of chests. Go back to the Entry Hall to go down the next side path.

This time, go through the door to the Hall of Judgment. Fight off the ghosts waiting for you and start exploring the area.

When you enter the Hall of Judgment, fight your way around the bend and when you reach a large open area take a path back to the southeast to find some chests. Then return to the north to face another cursed blade. The pit he's waiting in contains some chests that can be opened after the fight.



Exit from the south of the Hall of Judgment to reach the Catacombs. There is a chest near the entrance. The ghost of Alain, the third cursed Blade is waiting just on the other side of the door. Past Alain there are a bevy of ghosts and a large room that connects back to the center of the dungeon. There are three chests in the large room at the end of the Catacombs one of which is behind a large stone tomb.

At the end of the Catacombs, when the last Blade is released, return to the circular room filled with water. Walk up the ramp and jump to the door to the Tomb of the Reman Emperors. Once inside talk to the ghosts and they will open the door ahead. Grab the Armor of Tiber Septim and get the hell out of there. Return to Martin at the Cloud Ruler temple to complete the quest.



Talk to Martin about the armor of Tiber Septim and you will learn about an Oblivion Gate that has opened near Bruma.

Bruma Gate

Travel to the Wildeye Stables outside of Bruma. There, you'll find Captain Burd and a small group of infantrymen gathered to fight. Talk to Captain Burd and tell him that you're ready to go into the gate. As you approach it, the first wave of leveled daedra will come flooding at you. Captain Burd can't be killed, but all of the other soldiers can. If Captain Burd goes down, he'll recover in a few moments and continue fighting with you.

Inside the gate, things should look familiar. Your goal is the same as that of Kvatch. You'll need to battle past all of the daedric monsters and get to the large tower. It is on the other side of a lava river, so you'll have to walk your way around which means a lot of battles. Watch out for the towers that send fireballs down at you -- don't stand too close to them.

Eventually, you'll make it to the entrance to the tower called Fury Spike. Enter it and battle the daedra inside. The layout here is similar to the last tower that you fought through in Kvatch. Kill the daedra and go through the door into the Rending Halls. More enemies are waiting for you at the top of the ramp. Kill them and then look around the room. You can find a Blood Fountain to restore your health and some chests full of goodies. Watch out for spike traps on the walls. There is a door leading back to the Fury Spike on the second level. Travel through it and go up the ramp to find a place to restore your Magicka and another chest to grab some goods. Go back down and look for a sealed door that opens to more of the Rending Halls.



There's a trap at the top of the ramp, so watch out for the trigger. Fight your way past another demon and climb up the ramp at the end of the hall. Before going through the door, open up the two Punished chests. Go through one of the doors back into the Fury Spike on a higher level. Climb the ramp and fight the enemy blocking your way. Enter the Corridors of Dark Salvation.

There are two ramps for you to go up in this room. Each eventually leads to the same place, but you'll want to explore both. There is a Magicka Essence on each side as well as a chest full of goods. Run up and down each ramp fighting the demons and then rally together at the top. Go back into the Fury Spike on the new higher level. You'll have to fight a high level daedra and the Sigil Keeper here. Take them down and pillage the Sigil Key from the body of the Sigil Keeper. Use it to unlock the final door and you'll find your target. There are more enemies to fight and a few more chests to

open, but you can skip all of that if you want and just run to the top. Grab the Sigil Stone and you'll be warped back outside of the gate with Burd.



Talk to Burd and he'll thank you for all of the help. Next, go report your success to Jauffre at Cloud Ruler Temple.

Miscarand

After returning the Armor of Tiber Septim, Martin tells you that he has discovered the third item required for retrieving the Amulet of Kings. It is a Great Welkynd Stone and can be found in the ancient ruin of Miscarand. Miscarand is located between Kvatch and Skingrad. Travel there and you'll find some easy Goblins outside on guard. Take them out and enter the ruin through the spiral staircase in the center of the site.



Miscarand is inhabited by both Goblins and undead Zombies and Skeletons that will be leveled to your ability. If you keep to the upper path and follow your compass, you'll reach the destination soon enough. There are only a limited amount of chests and none of the loot we found was even worth carrying. It was mostly health and magicka restoration potions. The best treasure you can acquire by fully searching this dungeon is a wealth of Welkynd Stones which can be plucked from their holders.



The difficult part of this dungeon comes when you finally get to the Great Welkynd Stone. Save your game before you pick it up. As soon as you do, the King of Miscarand, a very powerful Lich, and two high level Zombies come out to attack you. The King of Miscarand is extremely dangerous and you should try to keep the slow moving Zombies between him and you so that his ranged attacks are shielded while you grind it out with the undead monsters. When it is just you and him, rush him and attack him at close range. His magical staff and powerful spells will make short work of you if you try to take him out from afar. When he's dead, grab his items and make your way back out of the dungeon. Return the Great Welkynd Stone to Martin to complete the quest.

Allies for Bruma

This quest is long, repetitive, and wholly unnecessary. It will, however, make the next quest much easier if you complete it. Your job is to travel to each of the major cities and request help for the upcoming battle at Bruma. If you completed the **Wayward Knight**, and **Battle for Castle Kvatch** side quests, you only need to go talk to Savlian Matius and the Count of Cheydinhal to get their support. The other towns are not so willing to lend a hand.

The Imperial City flat out won't give you any aid. Go there and talk to Chancellor Ocato, the head of the Elder Council. He'll tell you that the Imperial Legions are already spread thin fighting the daedric invasion and can't lend any support. For Chorrol, Skingrad, Anvil, Bravil and Leyawiin, you'll have to speak to their Counts inside the castle. Each one will ask you to close the Oblivion Gate threatening their town. Go outside, enter the Oblivion Gate, climb the tower, and pull out the Sigil Stone. By now you should be a pro at closing the gates. Even if the enemies give you difficulties inside, each one is almost exactly like the ones we have walked you through already with only minimal changes in layout.



This will take quite a while when you realize how many cities you have to help before they'll help you. Each time you convince a Count to help you by closing a Gate, they'll send several troops to aid Bruma in your next battle. The next fight can be overwhelming and is difficult, so any extra help you get now will go quite far towards making things easy. Also, the Sigil Stones you pull out will help to beef up your character for the end of the game battles that are approaching.

Defense of Bruma

After delivering the third item needed for the ritual to Martin, he'll tell you that he has deciphered the final relic needed. It is a Great Sigil Stone and must be taken from a Great Gate, which means risking a city. This means allowing the Mythic Dawn to actually attack Bruma so that they open up a Great Gate to bring in a giant army. Martin plans to lead a defense of Bruma while you go into the gate to secure the Great Sigil Stone.



You can begin this quest immediately, but you probably should go get some help in the Allies for Bruma quest outlined previously. The more allies you gain, the larger your army will be against the daedra attack. When you're ready to begin, go to Castle Bruma and tell the Countess that Martin will meet her in the Chapel of Talos for a war council.

When you're ready for battle, go to the Chapel of Talos in Bruma and tell the Countess you are ready to fight. Follow the procession down to the battlefield. Your goal is to protect Martin. When you arrive, you'll see all of the allies that you recruited, as well as some of the Blades. Just as Martin finishes giving his speech, the first gate opens. Leveled daedra will come running out and a giant melee will ensue. Do your best to draw the enemies away from the crowd to do your fighting. The last thing you want is to have your stray attacks hit friendly soldiers.



You'll have to hold the ranks while a second and third Oblivion Gate open. Finally, the Great Gate will open. This is your queue to run and leap inside it.



Great Gate

As soon as the Great Gate opens, run and leap into it. Ignore any leftover enemies you haven't killed yet. Your army can take care of them. The real prize is the Great Sigil Stone.



Inside, you'll notice that this isn't any normal Oblivion Gate. Dead ahead of you is a giant siege weapon. If that thing gets out, Bruma will be lost. You have 15 minutes to find and remove the Great Sigil Stone. That means you should probably ignore all of the battles and just run through this stage.

Start by going either to the left or the right and entering the tower you find there. Climb to the top and exit out to a bridge. This will lead north to another tower. You can either climb down here, or if your Acrobatics is good enough, leap off of the top. When you're down on the walkway, keep going to the north.

There will be a giant gate blocking your way to the main tower. Inside of the two satellite towers on either side is a switch to open the gate. Once again, if your Acrobatics is high enough, you can simply jump through the rocks on the side of the gate closest to the tower and bypass the tower entirely.



Once you're inside the main tower, everything should be familiar. This tower is laid out the same as previous ones you've been to and your target is once again the top. Run past all of the daedra to the top and pull out the Great Sigil Stone. You'll be warped outside where you should give the Great Sigil Stone to Martin so that he can return to Cloud Ruler Temple to make preparations for opening the gate to Paradise.



Paradise

Make sure you make all of your preparations for battle before beginning this quest. Once you go through the gate to Paradise, you can't go back to restock on goods until the quest is over. This means you should bring plenty of Restore Life potions, Armorer Hammers, and other restorative items. When you're ready, go to Cloud Ruler temple and talk with Martin. Tell him you're ready and he'll open the gate for you to jump through.



Once inside, you'll hear a voice which will fill you in a little as to what is going on. Start walking up the hill and look for a

person to talk to. You'll find an Ascended Immortal who will tell you all about this place. These people are trapped in "paradise" where they are constantly attacked, killed and then reborn to live through it again. Talk to one and you'll learn that only those wearing the Bands of the Chosen may enter the Forbidden Grotto, which is the only way out of the Savage Garden that you're trapped in.



Find the stone path and follow it towards the mountain until you find Kathutet. He'll recognize you as a great warrior and will make you an offer. You can either fight him or help him out. To help him, you'll have to go to Anaxes's Lair and free a Xivilai who was captured by some Ascended Immortals. Either way, you'll gain the Bands of the Chosen. We chose to simply kill Kathutet and take the bands. He was sort of a pushover.



When you have the Bands of the Chosen, enter the cave to the Flooded Grotto that Kathutet was guarding. You'll have to fight your way past a few more enemies to get to the end where you'll find the entrance to the Forbidden Grotto. Equip the Bands of the Chosen and walk through.

The Forbidden Grotto is a torture chamber where demons play with Ascended Immortals for fun. You'll notice some caged humans that you can raise and lower into the lava below by pushing a lever. Keep walking along and keep your eye out for a Punished chest. Eventually, you'll run into Eldamil. This Mythic Dawn agent will offer to help you now that he's had a change of conscience. Play along with him and he'll tell the daedra lords that you're here to be tortured. Follow his lead and get into the cage. It may seem like a crazy idea, but he doesn't lower you all the way into the lava. Just before it hits the bottom, he'll raise it again and let you out through the back of the cage, putting you on the far side of the lava pit.



Fight your way into the next hall and you'll find you can take two paths. If you want some useless fights, go to the left and move north. A few lesser enemies inhabit this hall, but the real fight comes at the end. There you'll face Orthe, Ranyu, and Amkaos. These three dremora are at a high level and will rush you as a pair. Try for a sneak attack and to lure one off before the other two know where you are. The key on Orthe's dead body would have been necessary had you refused Eldamil's help. As it is, you don't have anything to do but go down the hall to the south and kill the enemies there. There is a Punished chest, but it doesn't hold much besides a few weak potions. Exit through the door on the south end of the room.

Eldamil runs up to greet you on the far side and offers you help. Accept it and move down the tunnel. Eldamil will help you fight the various creatures that stand in your path. There isn't much to do except plow through the remaining enemies in this area. At the end of the tunnel, enter the door to Paradise.

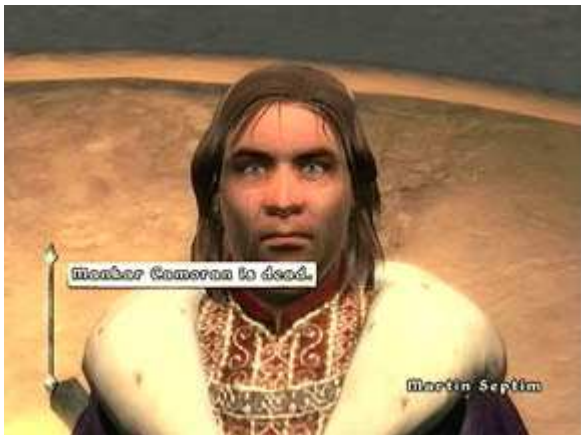


Walk down the path and collect the Ambrosia along the way. At the end, you'll run into Ruma and Raven Camoran. They'll usher you inside to see their father. Take the initiative and just start fighting the elder Camoran. The younger two and some other various enemies will join in on the fight to kill you regardless of what you do, so you may as well get the first shots in. Focus on Mankar Camoran. When he dies, everyone else falls down dead as well. Make sure you loot all of the bodies before approaching Mankar. As soon as you search Mankar's body, you'll be whisked out of Paradise and back to the Cloud Ruler Temple.



Light the Dragonfires

There is one last quest for you to take care of. Martin needs to be escorted to the Elder Council Chambers in the Imperial Palace so that he may claim his throne. You can make this quick by fast traveling. Bring him inside to find High Chancellor Ocato. Just as Ocato recognizes him as the Emperor, a guard runs in and tells everyone that Oblivion Gates have opened all over the city. Martin tells you that you need to get to the Temple of the One immediately. Fight off the two dremora that rush in for battle and head outside. The Temple of the One is actually just south in the Temple District.



Battle your way past the demons and enter the Temple District. Try not to lose Martin, as you'll need his services shortly. As you round the corner, Mehrunes Dagon appears!



Talk to Martin and he'll come up with a plan. Enter the Temple of the One with him and stand back to watch Martin do his thing. He breaks the Amulet of Kings and joins the blood of the gods with his own. This turns him into an avatar of

Akatosh and he proceeds to kill Dagon. Unfortunately, Martin is gone and the battle ends with the avatar turning into a statue.



Although you were able to defeat the evil, Martin is gone leaving the empire in limbo. But at least you saved the world!

Imperial Dragon Armor

Talk with High Chancellor Ocato and ask him all he knows. He'll tell you that as a reward, you are to be named a Champion and will have a suit of Imperial Dragon armor made for you. Go pick it up in the Imperial Legion Compound in two weeks. When your journal updates, go to the prison and look for the nearby Armory. Inside you can pick up the Imperial Dragon armor, though if you waited to complete the main quest, you'll find that it isn't even very good. All it does is minor resistance to various effects.



Factions and the Arena

The Arena

The Thieves Guild

The Fighters Guild

The Mages Guild

Dark Brotherhood

The Arena

General Arena Info

The Arena can be located in the Arena District in the Imperial City and can be easily fast traveled to. You can either partake in a fight or simply watch and bet on them but both activities only happen between 9 AM and 9 PM. Both battling and betting can net you some quick cash which makes this a premier destination early in the game. Also of note, when you sign up to fight in the Arena, you are offered the standard Arena armor which must be worn in a match. It is free to take and better than what you'll have at the beginning of the game (with a 2 point Personality and 5 point Athletics boost). Even if you don't plan on fighting, stop by to pick it up.

Gambling

To bet on a match, talk to Hundolin outside of the Arena entrance. He'll ask you which team you want to bet on. Choose either the Yellow or the Blue team, it doesn't matter which, and then decide whether you'll bet 25, 50, or 100 gold. Head into the Arena and watch the fight. If you win, go back out and talk to Hundolin to collect your prize. It is that simple. There isn't anything you can do to affect the outcome except to raise your luck.

Winning Tactics

The fights in the Arena can be tough, but we've been through it and have found all of the cheese tactics for you to use. The first, which works on any fight where your opponent doesn't have a ranged attack, is to jump up onto the ledge next to the gate that you come out of. Once up there, you can jump again to a slightly higher one where all of the enemies can't reach you. From there you can cast spells or rain down arrows on your helpless opponents.



If cheating isn't your cup of tea, consider using Damage Health potions. These work on nearly every fight (except for Argonians and a few enemies that have enchanted armor). Simply mix up a few Damage Health potions and apply them to your weapon of choice. When you connect with a hit, it poisons the opponent and slowly drains their health. Do this a few times per fight and you nearly can't lose, provided you also have some Recover Health potions to back you up.

Although these tactics are great, don't forget to block. Your opponents will come charging at you and not allow you much time to think or recover health. Blocking and counter-attacking is integral to victory. Remember to only attack twice with fast swipes or one charged attack after a block or your next move will be blocked by the enemy. Also, don't forget to restore your lost health and magicka at the altar as you leave the battle field after each fight.

Fighting Matches

To fight in the Arena, you first have to go to the Bloodworks underneath it. Find Owyn and tell him you want to fight. He'll ask you what kind of armor you want so you can wear the standard combat outfit. Choose either Light or Heavy Raiment

depending upon which armor you're more skilled in. Once you have the getup, equip it along with your best helmet, shield, and weapons. Talk to Owyn and tell him you're ready for a match.



Enter the Arena through the fighter's ramp, which is right nearby Owyn on the opposite side of the wall behind him.

Pit Dog Class

The first two fights are against a single opponent equipped with a longsword and a shield. They will heal themselves when their health gets low, so don't get too cocky if you're doing fine early. We found these incredibly easy by poisoning the blade. Use your Alchemy to put a Damage Health potion on your blade and then block until they strike your sword. While they are reeling, just hit them with the poisoned blade and you'll be set to just sit back and watch their health drain. If you don't have any alchemical prowess, try your usual block and counter tactics. Always keep a Restoration spell on hand in case your health gets low. You can always run away while you heal in these early rounds. Each of these fights has a 50 Gold reward.



The final fight in this rank is against an Argonian marksman. He'll try to dance around you and prick you with arrows, so get in fast and hit him with a melee weapon. He resists status changes almost 100% of the time, but can't block for squat. When you win this battle you attain the Brawler status and get a 100 Gold reward.

Brawler Class

Your first fight is against a Nord who wields an axe. This is just a slightly harder version of the Pit Dog battles you just fought. The second fight is against twin elvish sisters. One comes at you with a sword while the other hangs back and picks at you with arrows. These girls will need some finesse. Try to keep an obstacle between the archer and yourself while you fight the melee twin. She won't try to heal at all, so full on combat or poisoned blades work exceptionally well. Once you have her down, the weaker and slower attacking archer doesn't stand a chance.

Your final match in this class is against a Khajit wielding a Silver Axe. This guy is tough, but shouldn't be a problem after you just handled two combatants at once. Use your normal techniques to take him down. For winning these fights, you get 100 gold for each of the first two rounds and 150 for the final one.



Bloodletter Class

Your first battle in this class is against a powerful Redguard fighting with either a sword or a mace. He pulls out advanced attacks that can both stun and disarm you. To avoid these, always hold down your block button while you aren't attacking. We found this battle to be a big boost in difficulty over the Brawler Class fights, but no trouble at all when we kept up with our strategy of poisoning the blade with damage health potions. The Redguard won't use any healing potions or spells, so just poison him and run away while blocking for an easy win. The second fight should be easier.



This Breton wears Heavy Raiment and fights with a short sword. As such, he is tough to hurt but also won't do much damage to you when he attacks. Your final fight will seem even easier. It is against a Dark Elf who doesn't have much in the hit point or strength departments. He does, however, have a bow and a sword. If you're not a ranged fighter, rush him at the start of the match so that he doesn't have a chance to get a many cheap shots in before you can attack. The first two fights give you 150 gold while the final fight in this class nets you 200.

Myrmidon Class

When you go into the Arena for the first fight in this class, you'll be faced with a fairly weak enemy who has a dagger called the Shimmerstrike. This weapon does frost damage. Unless you have a particular vulnerability to these attacks, this fight won't be a challenge at all. The middle match is equally easy. You'll face a female High Elf who comes equipped with an Elven Longsword and some terrible equipment. Fire spells work well here if you're a magician, but brute force is just as effective. The third match as a Myrmidon is against a slow, lumbering Orc who carries a Silver Battle Axe. This guy uses charged attacks almost exclusively, which makes it incredibly easy to simply walk in, slash one or two times, and then back away while he swings wildly and misses. You'll get 200 gold for the first two wins and 250 for the final one.

Warrior Class

The opening match as a Warrior is against a female Nord. She has a long sword and some impressive armor including a Mithril Shield. Still, she doesn't attack in any different way than those that came before her and shouldn't be a problem. The second fight is something new. You'll be put up against a High Elf with a Silver Long Sword. The catch is that she also casts Shock and does a good amount of damage with it. Since this is a ranged attack and much more powerful than her sword, rush her immediately and go in swinging. She won't block much. Try to end this fight as quickly as possible. Your final fight is against a female Orc wielding a Glass Hammer. She'll use a heal potion once you get her health low and her attacks are strong. Make sure you take advantage of the fact that she swings that hammer very slowly and dodge the attacks. Even blocking a hammer attack of this strength will damage your health quite severely. The fights in

this class will give you 250 or 300 gold.

Gladiator Class

The first match pits you against three Argonians. This means that a Damage Health potion won't work on your blade. Since two of them are unarmed and one has a Short Sword, you're likely to run out of Fatigue and go unconscious. We suggest bringing along some means of restoring your Fatigue so that you won't have to worry about getting knocked over and you'll still be able to deal out a lot of damage with each swing of your weapon of choice. Summon spells and scrolls are also extremely handy here since they even the odds.

Second up, you fight a Khajit in Heavy Raiment. He is a bit of a pushover after the Argonians, though he is fast which makes it difficult to do ranged attacks. Finally, you fight a Breton who is tougher than he initially looks. Although his attacks are only slightly above average, he will constantly heal himself meaning you won't be able to back off on your offense if you ever want to kill him. Try to reduce the effectiveness of his healing or poison him to counteract it and you should come out in one piece. The prizes for this round are 300 and 350 gold.



Hero Class

This is the final round of Arena battles. It opens with a former member of the Blades carrying an Akaviri Longsword. He can be fairly difficult because of his ability to successfully block and parry. Make sure you only counterattack with two swings after blocking his attack and use all of your tactics from before to win. The second match is against a Destruction expert who loves fire spells. You'll want to take the fight to her and not bother using any potions or spells. Her Grey Aegis shield will block most everything except for finely placed melee attacks.



The final fight can be trouble if you don't know what you're doing. You face off against the Yellow Team Champion as well as a lower level mage and marksman. Luckily, you're given Porkchop the boar to fight alongside you. Here are the tactics that work best. Hang back in the tunnel when the gates come down. Porkchop will rush out and attack the lower level enemies while the Champion will come straight at you. Poison your blade and get a few swings in before parrying around so that you have the Champion on the lower ground. This gives you an advantage in attacking and defending, but you'll want to make sure that you finish off what Porkchop started so that you don't get surrounded. If you manage to take it down to just the Champion, keep her pinned down the stairs and let Porkchop do his thing on her. For winning the first two rounds you get 350 gold and you'll receive 500 gold for being crowned the champion.

Grand Champion Match

There is one more fight before you're the true victor. Talk to Agronak gro-Malog, the Arena's reigning Grand Champion and tell him that you want a fight. He'll tell you to set it up with Ysabel Andronicus who can be found over near Owyn. One thing you should know, this upcoming battle will be brutally hard if you haven't completed the Gray Prince sidequest. Do it now if you've been holding back on it.



Talk to Ysabel and ask her questions to learn about the Grand Champion Match. For this fight, you can wear whatever armor you want and are allowed to loot the body when you win. Before the fight, you get to select your cool nickname that everyone in the world will start to refer to you as, if you win. We went with Sir Slaughter because it sounded the most like a G.I. Joe character.



Don't worry about the upcoming fight. If you completed the Gray Prince sidequest, Agronak will just sit there and let you kill him in the battle because he is so ashamed of his heritage. Nice. Grab his sword, armor and anything he is holding and go back to talk to Ysabel again. She gives you 1,000 gold as a reward and provides you with your choice of Light or Heavy Raiment of Valor. It has a constant effect of +10 on Personality, Athletics, Fatigue, and Health.



Now that you're the greatest fighter in the world, Ysabel wants to make (and share) some money with you. You can return here at any time of the day for a once a week fight. You'll be put up against some beasts from around the world and have a great opportunity to earn money and practice your fighting skills. Also, you'll end up getting a fan. When you leave the Arena the Adoring Fan will come running up to you and offer to follow you around. He carries a torch for you at night, but won't help you fight. You can tell him to scram and then find him later at the Arena if you want him back again.



The Thieves Guild

Thieves Guild Overview

There are several reasons why you would want to join the Thieves Guild. The first is that the only way to sell stolen property is through fences who are revealed as you progress through the guild ranks. The second is that you will be able to pay off your fines and bounties. Just go to one of the Doyens (those who give you jobs) and they can remove any bounty you accrue for half of the cost. This makes it so that you pay off less fines and don't get your stolen property confiscated by guards. The final reason to join the Thieves Guild is for the abundance of lockpicks. We have only seen one character outside of the Thieves Guild that sells them. He is Shady Sam and can be found by walking along the outside wall of the Imperial City north of the stables. If you want to do some great stealing and improve your Security skill early in the game, this is the best way to do it.

There are some negative aspects to the Thieves Guild. You can't steal from or assault any fellow members of the guild. Likewise, beggars and peasants are off limits. You also can't kill anybody while on the job. These are grounds for instant expulsion. If you do break one of the rules, you'll have to pay a fine for reinstatement to the guild which can be as high as 1,000 gold coins for a murder. The rewards far outweigh the downside. We recommend joining this guild to anyone who has Sneak or Security as major skills.

Finding the Thieves Guild

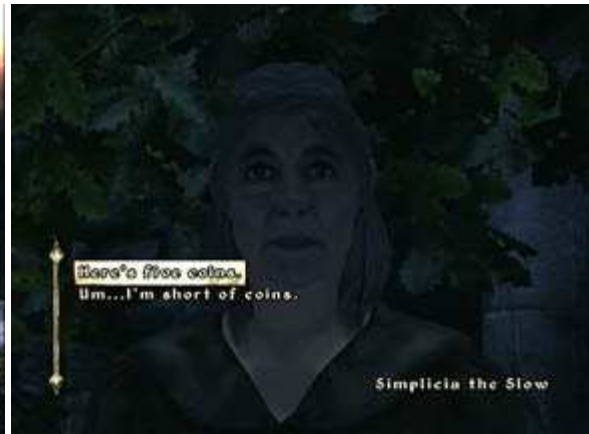
There are two ways we know of to locate the Thieves Guild. The first is the easiest. Begin by reading one of the wanted posters that are littered everywhere around the Imperial City. Next, find a beggar and raise their disposition until they really like you. Talk to them about Gray Fox and they'll tell ask you if you want to join the Thieves Guild. Tell them you do and they'll tell you to go to the Garden of Darelloth in the Waterfront District and mark the point on the map for you. Show up at midnight and you'll find a gathering of nefarious fellows behind a house in a stoned in garden of sorts. Talk to Armand Christophe about joining once he arrives.



Another way to find the Thieves Guild is to spend time in prison. Commit a crime and do the time. When you emerge, someone will approach you and give you a note about meeting up in the Garden of Darelloth. Follow the same instructions as listed above. Since this requires you to go through a prison sentence, we suggest the alternate method of locating the guild.

May the Best Thief Win

Speaking with Armand Christophe at midnight in the Garden of Darelloth will allow you to begin this quest. Tell him that you want to join the Thieves Guild and he'll put you into a contest with two other would-be members. Whichever one of you steals Amantius Allectus' Diary first will be given the membership. The only rule is that you may not kill anyone, including Amusei and Methrdhel that you are competing against. You are also given the hint that the beggars might be able to help you find Amantius.



To begin with, locate any beggar. There should even be one right next to the entrance to the garden you're in. Talk to them and mention Amantius Allectus. When the option to give them money comes up, make sure you give them the 5 coins. When you do, you'll be pointed towards the Temple district and Amantius' house will be pinpointed on your map for you. If you don't have any lockpicks, buy some from Armand before taking off. Fast travel over to the Temple district and find the door.

You'll have to pick the lock to Amantius' door to gain entry. It is an average lock, so you shouldn't have much trouble. If you were extremely fast, you'll have a chance to locate and swipe the book yourself. If you were slow getting here, you'll find that Methredhel has beaten you to the punch as she walks out of the door with the book in hand. Follow her out of the door and go into Sneak mode. Keep following her until your icon indicates that nobody is looking at you and then pickpocket the diary. If you get caught doing this, or try to pinch something else, the guards will come and arrest you. If this happens, reload the Autosave that happened as you left Amantius' house and try again. When you successfully snatch the book, your journal will update and tell you to get back to Armand.



When you return the book to Armand, he gives you entry into the Thieves Guild. There are some rules you'll have to follow from here on out. You are not allowed to kill anyone while on the job. Also, you can't steal from anyone in the Thieves Guild. Finally, you can't steal from any beggars or peasants since they are under the protection of Gray Fox.

Independent Thievery

Armand tells you that you're on your own to go steal some property and sell it to Ongar. Ongar is one of several fences who will buy stolen goods. Setting this as your active quest will tell you that Ongar is in Bruma. Fast travel there and look around for some items to pinch. Ongar, and all fences, work just like regular merchants except that they will deal with stolen property if you are in the Thieves Guild. That means that you should boost their disposition through persuasion and try your best to haggle with them so that you get the most money for your stolen goods.



Sell Ongar enough stolen goods so that you have earned 50 gold and the first part of this quest will be completed. You'll have to fence more money in the future to unlock new quests for the Thieves Guild. If you just get all of your stealing and fencing done right now, you won't have to come back here. You may as well fence 1,000 gold worth of items right now. This will prevent you from having to repeatedly continue this quest after each new job you perform for the Thieves Guild.

Untaxing the Poor

Once you have fenced 50 gold worth of stolen goods with Ongar, return to the garden in the Waterfront district at midnight to get a quest from Armand. It turns out Hieronymus Lex, an Imperial Captain, has taxed to poor folks who live around here. Your job is to get the money and a record of who paid what back for the poor folks who need it. You can find him in the South Watchtower which can be found in the Temple district. Since you're dealing with guards, you might want to stash any stolen items you didn't sell to Ongar just in case you get caught.



Inside the South Watchtower, you'll undoubtedly find some guards regardless of what time of day you go. Wait until around 3 AM and most of the guards will be asleep, including your target. Hieronymus Lex sits at the top of this watchtower, so start climbing the ladders. If any guards spot you, they'll tell you to stop trespassing, but they won't actually arrest you if you get up the next ladder quickly. If everyone is asleep, feel free to loot each floor for all it is worth on the way up. You'll know you're about to enter the top floor when the ladder you're about to climb on the wall has an average lock on it. Pick it and continue up.



Now that you've made it into Hieronymus Lex's room, take a look around. He should be sleeping in his bed and you might be tempted to pickpocket him and see if he has what you need. We don't recommend this unless your Sneak skill is exceptionally high. He doesn't have what you need and he might wake up and arrest you. Your target is the desk near the trapdoor going back down. Pick the average lock and grab both the money and the tax records. Before you go back down, make sure you pluck the Nirnroot growing near Lex's bed. Now that you have everything, quickly descend the ladders and hightail it back to Armand.



The Elven Maiden

After fencing 100 gold worth of stolen goods and completing the Untaxing the Poor quest, Armand will offer you this job. You are tasked with stealing the bust of Llathasa Indarys from Cheyindal. The reward for completion is 100 in gold. Fast travel there and locate Bruccius the Orphan, the local town beggar. Ask him about Llathasa Indarys and offer him 15 coins for information. He tells you that you need to go to the chapel undercroft in the Temple of Arkay to find your item.



Walk down the stairs inside of the Temple and look for the locked door to the Undercroft. Once again, it is an average lock so you shouldn't have too much difficulty getting in. Once you are inside, immediately start sneaking. Hang down in the shadows and watch what happens. There is a guard patrolling here that makes a loop around the basement. Your goal is to go down the stairs on the left to find your target tomb. Wait until you see the guard walking to the right and sneak through the shadows down the stairs. The bust is sitting in front of the tomb at the end of the hall. When you start to steal things, a ghost appears near the door. Sneak back through the shadows and try not to be seen by either the ghost or the patrolling guard.



Once you're safely out of the Temple, fast travel back to the Waterfront district. When you get there, you'll find out that Armand is wanted for the crime you just committed and is hiding. Apparently all of this was a set up to root out the mole that had penetrated the Thieves Guild. Wait around by the Waterfront for a little bit and Methredhel will come running up to you and tell you all of this as well as give you the next part of your mission. Your job now is to plant the bust on the mole, Myrvyna Arano, and make her go down for the crime.

Follow your quest marker on the compass to Myrvyna's house in the Waterfront. Sneak and skulk off to the side of the door as you approach it. The Waterfront is crawling with guards and you don't want them to see you break into this house. Wait until your sneak icon goes transparent and then pick the average lock to get inside. Continue sneaking and move towards the cupboard on the right. Open it and you'll automatically place the bust inside.



Now you need to inform Hieronymus Lex of the bust's location. He is just outside asking everyone if they have seen Armand. He won't believe you if you tell him where the bust is straight out, so you'll have to do a little persuasion to raise his disposition to the max. Once he trusts you, tell him where you've planted the bust and follow him over as he makes the arrest. With your job complete, go over to the garden and wait for Armand to show up at midnight. He still gives you the 100 gold reward and also promotes you to the Bandit rank. This gives you access to the fence Dar Jee in Leyawin. Christophe won't have any use for you from here on out unless you need him to pay off a bounty.

Ahdarji's Heirloom

After fencing over 200 gold worth of goods, your next Thieves Guild quest becomes available. Your new Doyen is S'krivva who is located in Bravil. You can usually find her in her house (when the door is unlocked) or at the Lonely Suitor Lodge. Her first quest for you is to retrieve a ring that a freelance thief stole from Ahdarji, a Khajit in Leyawiin. Fast travel to Leyawiin and seek out Ahdarji who will most likely be in her house in the morning, the Five Claws Lodge at midday, or at the Three Sisters Lodge in the evening. Talking to her reveals that Amusei, your rival in the initiation quest, stole the ring.



Head to the local beggars for more information. It turns out the local guards have already arrested Amusei. He is sitting in the dungeon of the castle serving hard time. Normally, visitors aren't allowed but the beggars will make it clear to you that the guards are corrupt and a meeting with Amusei could easily be arranged for a small fee.

Go to Castle Leyawiin and follow your objective marker down into the dungeon. You can talk to the guard and offer him 20 coins for a meeting. Or, if you want to you can just sneak around the small path to the left before he sees you and pick the lock at the end of the hall. It's a hard lock, so forking over the 20 coins might actually save you some money.



At the end of the hall on the right you'll find Amusei. Offer him a lockpick and he'll tell you all about the ring. It was already stolen when it came into Amusei's hands. He tried to ransom it back to the Countess, who was the original owner, but she simply took the ring and threw him in jail.

Your journal suggests going to Ahdarji or the beggars for more information. Ahdarji will offer you more money, but won't help you find the ring. Since beggars always have the best information, go talk to them. Ask a beggar about the recovered ring and pony up the 10 gold coins. They'll tell you that Hlidara Mothril might be able to tell you where the ring is if you can sweet talk her enough. Go back to the castle and wait around until your compass marker tells you that she isn't in a restricted area. You don't need to draw the attention of the guards at this point. It is better to just wait until she comes out to the main hall or for her dinner. Persuade her until you have maxed out her disposition and she'll open up with a boatload of information.



It turns out that there is a secret passage leading from the basement to the Countess' private chambers. Additionally, she takes the ring off at night. The chambermaid will even give you the Countess' complete schedule. If you are there between the 15th and 17th, then you'll have to wait for her to return from her monthly trip. Otherwise, she retires at 11 each night. Those bits of information should be all you need.

Wait until night to make your move and then follow your compass down into the basement. In the back of the room there is an open barrel. Jump and look in it and you'll see a secret lever. Pull it to open the secret passage. Walk down the hall and pick the average lock at the end to enter the creepy torture chamber. Move down the to the opposite end to find an average lock for you to pick. On the other side of this door is the Lords' Manor Private Quarters. Activate the lever there and you're inside your target room.



There are two more locks to pick to get into the actual bedroom portion of the chamber, but both of them are easy. After moving through the first one, watch your surroundings carefully so that you don't get caught by the patrolling guard.

Inside the bedroom, you should see the Count and Countess sleeping in bed. First, go to the bookshelf and read the copy of *Warrior* to increase your Block skill. Alessia's Jewelry Box is on the far side of the bed and is locked with an average difficulty. Pick it and grab all of the contents inside. Your quest will update as soon as you have the ring. Bring it back to Ahdarji and she'll give you your reward. The final task is to return to S'krivva. Tell her that you completed the quest and you'll be promoted to Prowler.



Misdirection

Once you have fenced 300 gold worth of stolen items, S'krivva will offer you the next quest. Once again, it involves Hieronymus Lex. Apparently he has pulled guards from all over the Imperial City to the Waterfront in an attempt to flush out Gray Fox. Your first objective is to find Methredhel who is hiding out in the Imperial City.

Travel to the Imperial City and talk with one of the beggars for information. They'll send you to Dynari Amnis' House in the Talos Plaza district. Go there and talk to Methredhel. The plan is to stage a series of high profile thefts in an attempt to force the guards to be reassigned to new locations. Your target is Hroimir's staff which is located in the Archmage's room at the Arcane University and leave a note in its place.



Go to the Arcane University while the Archmage is sleeping between 1 AM and 7 AM. In the opening room, you'll notice that there is a display case with some soul gems inside. Pick the very hard lock and you'll be rewarded with 2 charged Grand Soul Gems and 1 empty Grand Soul Gem. The only way up is to use the purple lift nearby, so take it. Go up to the top floor and grab the staff off of the dresser. Next, you need to plant the note in the nightstand. Unfortunately, the nightstand is locked and needs a key. You'll have to pickpocket it from the Archmage (he also holds an enchanted staff and some money). Unlock the nightstand and you'll automatically place the note inside. There is plenty of stuff to steal here, including more rare Nirnroot.



When you have everything you want, head back to Methredhel. He tells you to go to the Waterfront and keep an eye on Lex. When Lex gives the order for everyone to return to their original posts, you need to go back and let Methredhel know. Lex can be found down in the slums of the Waterfront. Just when you find him, a Dremora shows up and delivers a note to him. After this happens, he orders everyone back to their posts. Go back and let Methredhel know the good news.



You're not quite done with the quest yet. It seems that the Thieves Guild doesn't want to make waves with the Mages.

You are tasked with returning the staff you just stole! Rather than bring it back to the University where you would be most likely killed, you need to put it into a chest in Ontus Vanin's home. You'll have to wait until he isn't home and then pick the hard lock that protects his house as well as the average lock that blocks entrance to his room. We went at roughly 8 PM where we found an empty home and no trouble completing the task. Once you look at the chest the staff will automatically be placed inside. Go back to S'krivva to tell her of your accomplishments. She rewards you with 300 gold and a promotion to the Catburglar rank. You also get access to Luciana Galena, a fence in Bravil with 1,000 gold available for bartering.



Lost Histories

S'krivva will only allow you to begin this quest once you have fenced 400 gold worth of stolen items. You are asked to find out what has happened to a fellow thief named Theranis who was sent to find the book titled Lost Histories of Tamriel in Skingrad. If you can't find Theranis and help him, then you must at least return with the book. Of course, you'll want to talk to a local beggar. He'll tell you that Theranis was arrested after he got drunk and started bragging about stealing something from Castle Skingrad. You'll have to break into the dungeon (unless you want to get arrested which we don't recommend) to find Theranis and learn more about the book. The other option is to get a job in the castle itself. Talk to a guard and you'll see the option of asking about Work in Castle Skingrad. They'll tell you to talk to Shum gro-Yarug.



Talk to Shum gro-Yarug and tell him you're looking for work. He'll give you a job and tell you that part of your duties is to feed the prisoners. The guards will let you right into the dungeon now. Just tell them you're the slop drudge and they'll open the door for you. Once you get inside, however, you'll find that Theranis isn't there. Tell the only other inmate that you are there to rescue him and he'll give you an account of what happened to Theranis.



A pale lady took him away, but not after he put up a huge struggle. Check the floor and you'll see drops of blood leading in a trail up to a blank wall at the end of the set of cells. Look up and you'll find a candle on the wall that you can activate. Do so and follow the tunnel that opens up in front of you.



There are some lockpicks on a chair to your left at the bottom of the hill. Keep going through the door into the wine cellar. At the end of the path, activate the turn handle to open the secret door. Keep following the bloodstains down the hall and to the right into the actual wine storage area. The stains lead right up to the large barrels at the end. On the right side of the pillar, look up and you'll find another candle that you can activate. This opens a secret door in the barrel that you can go through to the next room.



Just around the corner, the Pale Lady is waiting for you. You'll have to fight her, but she doesn't have much in the means of strength so you shouldn't have a problem. Once you've killed her, have a look around. Theranis is dead on the floor. There is an Argonian prisoner behind bars that you should ask for information. Inquire about every topic related to the quest and he'll tell you that he knows where Theranis' treasure is, but he won't tell you until you break him out of prison. You don't have to pick the lock to his cell. The Pale Lady has it and you're free to loot her body. Make sure you

also pick up the Skingrad Castle Key. It will make your escape much easier.



You can go back out the way you came in, or head out through the other door. We decided to go through to the Dining Hall. Since you're about to attempt sneaking past some guards with Amusei in tow, you might want to save your progress here in case you make a mistake. Go through the Dining Hall and exit through the door to the County Hall. From there, it is a short walk to the door leading out to the courtyard. Go down the stairs and out into the West Weald. Walk across the bridge and down the hill. Eventually, your journal will update and tell you to talk to Amusei to see if he'll keep his word.



Amusei calls you his savior and tells you exactly where the book is. Run and retrieve it and then return it to S'krivva in Bravil.



Taking Care of Lex

Upon completing the fencing of 500 gold worth of stolen property, this quest becomes available from S'krivva. Lex is still a constant thorn in the side of the Thieves Guild. Instead of killing him, the plan is to have him restationed to Anvil where he can't harm the interests of the Thieves Guild.

Go to Anvil and start your search with the beggars. You'll be told that the castle has secret passages and that you should seek out the blacksmith. Go to the castle and follow your compass marker to the Smithy. Talk to Orrin and he'll show you a secret passage.



Walk up the stairs and pick the lock on the next door. Walk to the left and pick one more lock on the door at the end of the hall. Now you're finally in your target room. Pick the lock on the desk and grab the List of Candidates. Go back down your secret passage and back to the main town.



Talk to the beggar once more to learn of The Stranger. He lives in the Abandoned House and is known as a master forger. The Stranger will agree to forge the letter for you, but it will take a full 24 hours. Come back once the time has passed and give him his 500 coin fee for the Forged Letter.



Your next job is to get the Imperial legion's seal on the letter. Travel back to the Imperial City and go to the Imperial City Prison district. Pick your way into the Imperial Legion office as indicated on your map screen. The outside door is easy, but you'll have a harder one just after you enter. Make your entrance and exit quickly and at nighttime. This place is crawling with guards at night and impenetrable during the day. There is a chest and a desk in the second room after you enter. Pick both of the locks for some quality goods. The Imperial Seal is sitting on the desk. Pick it up and your journal will update.

Now that you have the completed forged document, take it back to Anvil and go inside the castle. Find Countess Umbranox and deliver the letter. Collect your 20 gold tip from the lady you originally stole the letter from and head off to find Lex.



Hieronymus Lex still spends much of his time at the Waterfront, so you'll probably find him there. Tell him about his new assignment and he'll begrudgingly take the directive. Go back to S'krivva to get a 1,000 coin reward and an advancement to the Shadowfoot rank. You'll also have access to Orin, the blacksmith who helped you out, as a new fence. He has 1,200 gold coins that he can use to buy your stolen goods. Talk to S'krivva again about jobs and she'll tell you that she has nothing more to offer you, but that Gray Fox might be looking for help.

Turn a Blind Eye

After you have fenced 600 coins worth of stolen items, Methredhel will set out looking for you to inform you that Gray Fox wants your help. She will only seek you out in cities, so once you get the message, simply stay put in one major city and wait for her arrival. Travel to Helvius Cecia's house in Bruma to find out more about this new quest.

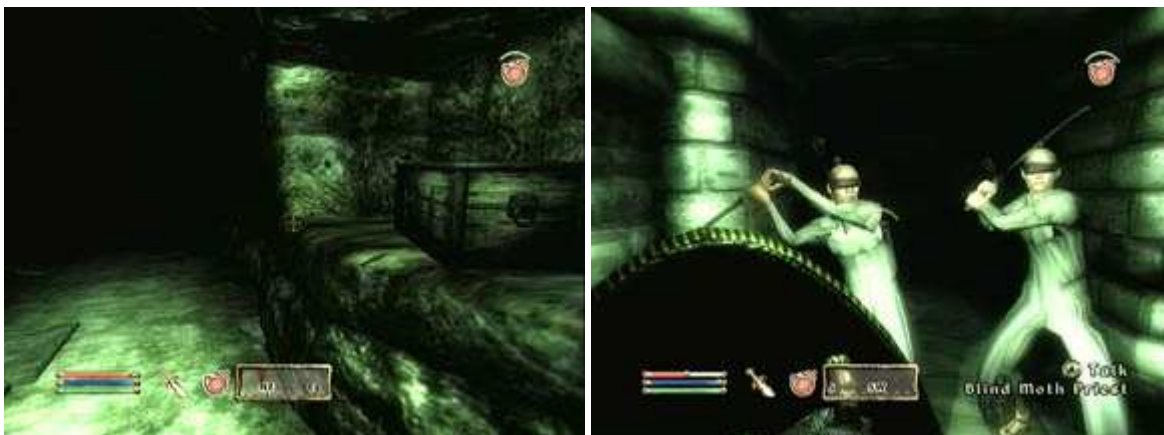
The Gray Fox is in the basement. He wants you to go to the Temple of the Ancestor Moths, which is in the mountains north of Cheydinhal. You'll have to go there by foot since fast travel won't be an option to a new location. Steal a horse from the stables at Cheydinhal and ride north until you find the temple.

Just outside of the temple is a hut where some monks live. Go inside and persuade Brother Holger all the way up to the max. Once you do, you can ask about Savilla's Stone and he'll agree to show you to the entrance to the catacombs where it is located. Follow him to the Ancestor Moth crypt and down the hall to the door leading to the Temple of the Moth Halls. Enter and your journal will update reminding you that you can kill people on this quest, which means you

probably won't get a warm reception.



In the first level of this cave, you'll find a lot of Blind Moth monks. They'll attack you if they detect you and they do a pretty good job of seeing while being blind. If you want, you can fight your way through this section without any consequence from the Thieves Guild. However, if you want to play a true thief, you should sneak past the monks. They are mostly looking towards a wall or sleeping in beds anyways. There are locked doors throughout this area. Either pick them or pickpocket a Catacombs Key from one of the Blind Moth monks to gain access to the other rooms. You'll want to explore every bit of this floor. There are tons of items in both chests and barrels.



when you enter the Caverns of the Moth, start watching out for traps. You'll also come across some ghosts in here, so use your silver weapons or magic to get past them. Although your compass may direct you in a short path to the next room, it will lead you into a floor covered in spikes. Don't walk on it! There is a side path that goes around (through more negotiable traps) so that you don't have to walk on the spiked floor.



The last room you enter is the Shrine of the Moth. Savilla's Stone is sitting in the center next to the glowing red crystal. There are two things to watch out for here. The first is the invisible Blind Moth Prelate guarding the stone. The second is that red crystal. It will fire ice spells at you if you are too close to it. This means that you should sneak up on the invisible enemy and hit him hard, but then quickly retreat out of range of the red crystal. Once you kill the invisible guard, grab the stone and head to the right of where you came in. There is a small side path that leads to a chest and a ladder. Open the chest and take the note as well as any other goods. The note tells you about the Gray Cowl, which you can then ask Gray Fox about. Climb the ladder and travel back to Bruma. Go back to the Gray Fox and deliver Savilla's Stone to him.



Arrow of Extraction

Once you have fenced 700 gold worth of items, Amusei will come looking for you. Just sit tight in a city and wait for roughly 12 hours for him to show up. The Gray Fox needs your help again. This time you can find him in Chorrol. Look for him at Malintus Ancrus' house.

The Gray Fox asks you to steal the Arrow of Extraction. He informs you that Bravil's court wizard named Fathis Aren has it. You can kill Fathis as long as it isn't done in the castle. Head to Bravil and speak to one of the beggars. Ask them about Fathis Aren and you'll be told that he keeps all of his prized possessions in his tower outside of town. Nobody but the wizard can get into the tower, but there is supposedly a secret passage from the castle to the tower. Go to Castle Bravil to investigate.



Go upstairs and pick the locks without being seen to get into Fathis Aren's room. There are two locked chests, but opening them only updates your journal to tell you that there must be a hidden area where all of the real great items are stashed. Look in the back of the room and you'll find a pillar that you can pull which will reveal a secret passage.

Pick the next locked door and you'll find a maze called the Wizards Grotto. There are ton of leveled enemies in this area, but there are also some cool items to be found. Explore everything to collect your goods. At first, it will look like there isn't a way out. The locked door at the end says you need a key and it can't be picked. The secret passage you need to find exists in the hall filled with water. This deep, dark pool has a tunnel leading out of it. Check your map to line yourself up with where the entrance should be and then start swimming down and searching for the opening under the ledges.

Fight your way up and out of this dungeon, through the Wizard's Lair, and out into the tower. This tower will be stacked

full of leveled monsters and daedra, making it very difficult. Additionally, Fathis will attack you when he sees you and he carries a staff that will drain your strength (a nice pickup if you kill him). You don't have to fight anyone here. Aren's little den is on the second floor from the top. If you don't want to fight everyone, a good technique is to run up to the top floor and wait for everything to chase you up. Then, drop down and run into his little hideout. There are some cool items to steal, but the prize is sitting in a chest behind his desk. Grab the Key Shaped Arrowhead and Aren's Tower Key, as well as anything else you can get before all of the enemies come back for you. If you allow yourself to get trapped in this room, it will be lights out so make your trip quick. Once you have everything, you can drop down to the floor and use the key you just picked up to walk out of the front entrance. Fast travel back to Chorrol and talk to Gray Fox again. He'll reward you with 500 gold as a reward. He'll also promote you to the Master Thief rank. With this, you have access to the new fence Fathis Ules. He is in the Elven Gardens District of the Imperial City and has 1,000 gold to buy goods with.



Boots of Springheel Jak

After fencing 800 gold worth of stolen items and completing the Arrow of Extrinsic quest, Amusei will contact you again about a new job from Gray Fox. He'll only find you in a city, so don't go off exploring if you want to begin this. After speaking with Amusei, go to Ganrendel's house in Cheydinhal and get the job from Gray Fox. He wants you to find where Springheel Jak, a famous thief, is buried and retrieve his magical boots. You are told to start with Jakben, the last descendent of this fabled thief. He lives somewhere in the Imperial City. Go there to start your search.

Speak to any beggar in the Imperial City about Jakben and they'll tell you he lives in the Talos Plaza District. They'll also say that he's a bit of an eccentric and only goes out at night. Since he won't be there at night, we went in the early evening around 5 PM. Pick the lock to get inside and go upstairs into Jakben Imbel's Private Quarters. He'll immediately be frightened by your presence. Just go up and demand that he tells you what you need to know and he'll give you the Imbel Family Crypt Key and tell you to go down into the basement to find the grave you're looking for.



Pick the locks to get down into the basement and locate the door leading into the Catacombs. Inside, you'll face a slew of vampires and other undead creatures. These guys can be very tough. You'll want to tackle this dungeon with plenty of Cure Disease potions and items or spells to restore your health. Explore the cave fully to collect a few random chests and then head for the back. Once you get into the crypt itself and search the coffin, you'll find that the boots aren't there. Pick up the diary you find for clues.



Reading the diary confirms what you may already have suspected. Jakben only goes out at night and his basement is full of vampires. It doesn't take a rocket scientist to figure out that Jakben is a vampire. The kicker is that he is actually the famous thief from hundreds of years ago. As soon as you finish reading the diary, Jakben will come rushing in attacking you. He's equipped with some pretty decent armor (he had a constant effect Chameleon against us so he looked invisible). Make sure you grab all of the goodies off of his dead body, especially the Boots of Springheel Jak. These boots fortify your Athletics 50 points! When you decide to give them to the Thieves Guild leader, he rewards you with 500 gold.



The Ultimate Heist

You must fence 1,000 coins worth of stolen property and have completed the Boots of Springheel Jak to begin this quest. Once you do, wait in a major city and Amusei will come looking for you again. He'll tell you to meet the Gray Fox in the Elven Garden district of the Imperial City at Othrelor's House. When you meet Gray Fox, he wants you to pull off a heist for all times. You are to steal an Elder Scroll! To help you, he gives you back the Boots of Springheel Jak so that you can reach a ledge you otherwise wouldn't be able to jump to. He also gives you the Arrow of Extermination so that you can unlock a door no other key can open, as well as the Imperial Sewer Key. He has written down the entire plan in a scroll called Plan for the Big Heist. Refer back to it if you forget what you're doing.

The first step is to activate the Old Way using the Glass of Time. Travel to the Imperial City Palace and enter the Elder Council Chambers. Travel around the ring to the left until you get to the door leading to the basement. Pick the lock and go through. You're now in an area that you're not supposed to be in, so go into stealth mode and don't let any guards see you. There is one guard who patrols around the inner ring and then switches to the outer ring. We found it easiest to follow the outer loop around until you find the Glass of Time, activate it, and then sneak back across the center when the guard switches to the outside. When your task is complete, hightail it out.



Next go to the Arboretum. Look for the Grate to the Southeast Tunnel and enter the sewers. Go down the stairs and turn the lever to open the next area. Move through the tunnels until you get to the door leading to Beneath the Bloodpath. At the bottom of the stairs, a creature will attack. Kill it and go through the gate to the right. Go back up the next staircase and wind your way around to the next open room. Turn the crank on the right side of this wall. In the next room you'll find yourself on a platform above either an animal or a vampire. Sneak attack it before it recognizes you are there. One more vampire might also attack you in this region. There is a chest in the room on the other end of the bridge, as well as one over near where you first entered this region that can be found by taking the path straight ahead instead of going to the right. Search this area to collect everything and then head back to the room where you fought the vampires. Go north until you come to a gate with a wolf behind it. Kill the wolf, open the chest inside of the room, and turn the crank. This lowers a gate outside in the previous room that allows you to go through the sewer to the west.



Another vampire might be waiting for you on the other side. Deal with it (or the creature in its place) and go down the side path to a locked gate. Use the Imperial Sewer Key to open it and grab the goods from the chests inside. Next, go down the manhole in the center of the room and your journal will update.

You're now in the Palace Sewers and need to look for the Old Way. Drop down off of the bridge and fight the vampires waiting at the bottom. Go through to the next room, open the chest for some free stuff and turn the crank to open the door. Take a right (going up the stairs leads you back to the beginning) and open the gate at the end. The water in this next room has some Slaughterfish waiting to attack if you fall in. Open the gate at the end of the next room and open the chest in the corner. Fight off the low level enemies and look for a run down door. This is your entrance to the Old Way.



There's lots to explore in this area, but there are also a ton of high level adversaries. Watch out for pressure plates that trigger traps. You can quickly cut west and then to the south to get to the locked door leading to the next area. Just follow your compass and you'll be there in a flash. As soon as you go through the first locked door, you'll find yourself in a room literally full of undead creatures. Make use of the multi-tiered room to keep yourself from having to face them all at once. If you can get all of the close ranged enemies on the lower area and clear out the top, you can have a sanctuary to retreat to. Grab the items from the chest after you clear out the undead army and go to the west through a crack in the wall.

Drop through the crack into the well lit room and travel east into the Lost Catacombs. This area has a few chests and another giant army of undead monsters. This section can be especially dangerous for a thief. You might find yourself having to run through it while ignoring the difficult battles. When you come to an open area, you'll find that the door you need to go through is opened remotely. Use your Boots of Springheel Jak to jump up onto the ledge that goes around the entrance to the room. There, you'll find a set of switches. Hit one of them and you'll open the gate at the far end of the hall. Go down and enter the Hall of Epochs.



Inside, you'll find more undead enemies in the first room. Once you deal with them, grab the four Welkynd Stones (the glowing orbs at the top of the pillars). Move into the next large room and deal with the undead enemy there. Grab a few more Welkynd Stones and then walk up the stairs. Your journal will update saying that this is the location to use the Arrow of Extrication and mentions that there is probably a specific place that you have to stand.

Start walking around the outer ring and your journal will update again when you approach some the wall blocking off the central podium. It tells you that you'd better look for a way to get through them. There is only one door out and it goes back into dangerous territory.



The first door puts you on a balcony with some enemies. Fight them off and then search the room. There are a few chests full of items as well as a button to push. No, this isn't the one that opens the way to the podium. It actually opens up a small tunnel at the bottom of this platform leading into a hidden room. Go through the secret door and you'll find another door to take.

The next few rooms are completely filled with undead enemies, but there are also a lot of chests and Welkynd stones to collect. Carefully fight your way through the first room and go down the staircase in the back corner. After another room of fighting, you'll go down the last staircase. Some more tough enemies are guarding the final room. After you clear them out, press the button behind the coffin. This opens the wall back in the room where you need to use the Arrow of Extermination. Sweep across the area to collect a few more chests full of items and then climb the stairs back up.



Walk around the ring to the far side and you'll notice that the door is open to the central podium. When you stand on the pressure plate, your journal updates telling you that you need to hit the pedestal at the far end of the room which is now open. Your target is the glowing area. Equip your bow and the arrow and save your game. If you miss the shot, you probably will be able to retrieve the arrow, but it is so time consuming that you're better off reloading the save. Remember, your arrows fall under gravity, so you'll have to aim a bit high. Steady your shot at the top of the statue's forehead and let the arrow fly. When it connects, your journal will update telling you that you have opened the secret path into the palace.

Before you can get into the palace, the two statues on each side of the pedestal you just hit come to life. They may be tough if you are a low level, but they won't be much compared to what you just battled through. When the coast is clear, walk down the newly unveiled stairs and enter the Imperial Guard Quarters.



Most of the guards are asleep, but any noise will wake them up. There are a bunch of locked chests here, though they don't contain anything great. Feel free to steal everything you can carry. You've earned it. Sneak past the guards and out into their eating room. Continue into the hall and up into the Elder Scrolls Library.

Walk around the ring and pick one more door to get into the interior. When you first enter, sneak around to the right and you'll come up behind a Blind Moth. On his right is a lever that you need to pull. On the ground floor, you can find assorted books, scrolls, alchemy ingredients, and several jewelry boxes. Sit down on the chair near the fire in the center of the room. The Blind Monks mistake you for someone else and come down to hand you the Elder Scroll. Sneak past the Blind Monks up the stairs and pick the lock on the door at the top.



Back in the halls, you have no choice to but to go up. Going back down into the guard's rooms will get you spotted for sure. There are patrolling guards and even more Blind Monks in these halls. Use the side nooks to hide and let them pass. Wind your way around into the Moth Priest's Quarters and then again up to the Imperial Battlemage's Chamber. When you come to a door that is locked, wait outside it. Eventually its inhabitant will come out. Go through the door she just opened to gain access to the central room. You might feel inclined to start robbing this area blind. While there are some decent items under the display cases, most notably potions, we don't recommend it. Eventually, people walk through here and they'll immediately start attacking when they spot you. Go to the fireplace in the back of the room. The one thing you should be sure to do is read the book on the shelf next to the fireplace titled 2920, Second Seed. This will increase your Speechcraft skill. Next, drop down through the fireplace chimney. The Boots of Springheel Jak will prevent you from dying during this fall, but they get destroyed when you hit the ground. You'll land back down in the Old Way. Retrace your steps and get back out of the sewers.



Note: We were able to survive the fall without the Boots of Springheel Jak equipped at level 23 with 58 for Acrobatics and 240 for health, so we still have those sweet loafers.

Take the Elder Scroll back to the Gray Fox. It seems your job isn't over. The Gray Fox wants you to take a ring to Countess Umbranox in Anvil. Check your inventory and you'll learn it is a wedding ring. Deliver the ring to the lady in the castle at Anvil. She recognizes it as her missing husband. The Gray Fox appears and talks about his ordeal as the Gray Fox. The Countess isn't too happy, so the Gray Fox tries to heal her pain by giving you the Gray Cowl and naming you as the new leader of the Thieves Guild. The Gray Cowl of Nocturnal fortifies your Sneak 25 points, gives you 200 pts of Feather, and gives you Detect Life 120 ft all at constant effects. It also puts your bounty at 500 and your infamy at 100 each time you put it on, though you can pay off your bounty at the Thieves Guild which is now located in Darelth's House. To get in, enter through the new door that is open in the garden where you first began the Thieves Guild. Enter through there and move through the basement to find all some fellow thieves.



If you get caught with the 500 bounty, the guards will simply try to kill you since they recognize you as the Gray Fox. Take it off again and your bounty vanishes with none the wiser, unless they already began attacking you.



Make your way back to the Waterfront to check out the new hangout of the guild you now run. Be sure to have a look around. Armand Christophe is here and can pay off any bounty you ever accrued. Also, you can unlock the upstairs with the Guildmaster Key to a room that essentially is yours now.

The Fighters Guild

A Rat Problem (Azzan, Anvil Fighters Guild)

The first quest you'll get from Azzan asks you to clear the basement of a woman in Anvil. Head to Arvena Thelas's house and go upstairs to talk to her. You'll learn that it's not the rats she's worried about, but rather what's killing them. Go into her basement and you'll see a starving mountain lion that's attacking the rats. The starving mountain lion isn't nearly as difficult to kill as regular mountain lions, so don't be afraid. Kill the lion, then head upstairs to talk to Arvena.



Arvena will send you to meet with Pinarus Inventius in a nearby house. Follow Pinarus outside of the city gates and up the road a bit. Look out for a pack of lions on your left, just around a large rock. Again, they're all starving mountain lions and are much weaker than normal mountain lions. Kill the three lions there and talk to Pinarus.



Go back to Arvena's house and talk to her. She'll tell you that another mountain lion is in her basement. Head downstairs to kill the lion, then talk with Arvena again. She'll tell you that she believes her neighbor, Quill-Weave, is somehow behind the mountain lions in the basement. You'll have to track Quill-Weave's movements to see what she's up to.

Leave Arvena's house and you should find Quill-Weave roaming the city nearby. She's an Argonian and is pretty easy to spot. However, she won't take action until after 8:00 PM. Wait until 8:00 PM and watch her from a distance. She'll start sneaking behind Arvena's house, at which point you should follow her. Try to stay hidden until your quest is updated, letting you know that Quill-Weave has been putting raw meat behind Arvena's house. Confront Quill-Weave and she'll ask you to not tell Arvena.



Now you have a choice. You can talk to Arvena and either tell her the truth or tell her that Quill-Weave had nothing to do with the lions. If you keep Quill-Weave's secret, go talk to Quill-Weave and she'll reward you.

Reward

No matter which story you decide to tell Arvena, she'll reward you with 300 gold. If you tell Arvena the truth, Arvena will also teach you a bit about Speechcraft, raising your skill. If you protect Quill-Weave's secret, talk to Quill-Weave and she'll increase your Athletics skill.

The Unfortunate Shopkeeper (Azzan, Anvil Fighters Guild)

This is a very simple and short quest that'll fetch you a quick buck (and possibly give you some worthwhile armor). Azzan will tell you of Norbert Lelles's shop that's been the recent victim of robbery. Go talk to Norbert at his shop on the waterfront. He'll leave you in the shop by yourself so that you can wait for the robbers to come in at night.

Wait until around 12:00 AM and the robbers will enter the shop through the front door. The three of them make a pretty nasty gang, though you can get a leg up on them by attacking them the moment they appear inside the door. They won't be able to counter attack for a few seconds, letting you get in some cheap shots to wear 'em down. After that, back up to the counter and try to keep the enemies on the other side. The short wood elf is by far the weakest of the bunch, so try to kill him quickly. Be sure to block a lot and counter with quick attacks before going into a defensive stance again.



When all three baddies are dead, go talk to Norbert Lelles at the Flowing Bowl tavern nextdoor. He'll thank you and give you a reward.

Reward

For helping him out, Norbert Lelles will give you 300 gold. Moreover, you can loot the bodies of the three robbers once they're dead. They often have some good armor and a bit of gold. Not too shabby for such a quick quest.

The Desolate Mine (Burz gro-Khash, Cheydinhal)

The first contract from Burz gro-Khash starts as a simple delivery quest. He'll load you up with gear to take to the Desolate Mine, just northwest of Cheydinhal. Leave the city and move through the wilderness to reach the mine. Just inside you'll find three Fighters Guild members. Talk to Rienna and she'll take the bow you've got. You can then talk to the other two warriors to divvy up the gear as you want (we gave the orc the axe, and the other guy got the sword).



When all three warriors are armed, they'll storm into the mine to clear it out. Follow them to take on the goblins inside. The goblins aren't full power, but there's a lot of them to fight. Just stick with your fellow fighters and you shouldn't have trouble clearing the cavern. The mine is pretty deep and there are goblins throughout. Watch out for a couple of traps that the goblins have set up, including a trip wire that runs along the floor of one of the tunnels. Set off the trip wire with a bow shot from afar. Clear the entire mine and return to Burz gro-Khash to complete the quest.



Reward

Burz gro-Khash will give you 320 gold for completing the quest. You can get even more loot by exploring the mine after killing all of the goblins. Check the silver veins in the walls for silver nuggets, and grab the bits of gold that are in the various chests. All in all, you should come out with upwards of 100 gold in loot.

Unfinished Business (Burz gro-Khash, Cheydinhal)

Talk to Burz gro-Khash again and he'll refer you to the Fighters Guild in Chorral. Once in Chorral, talk to Vilena Donton, then talk to Modryn Oreyn. Modryn will tell you about a member of the Fighters Guild that's defaulted on a contract. You'll need to travel to Skingrad to find him.



Enter the West Weald Inn of Skingrad and you'll find the fighter, Maglir. He'll admit to not completing his contract and suggests you take care of it. Head to the nearby Fallen Rock Cave and go inside. Expect to find ancient ghosts, so be

prepared with either silver weapons or magic attacks. Inside the cave you'll find the journal of Brenus Astis. Grab it, then head back to Skingrad.



After talking to Maglir, go back to Chorral and complete the quest with Modryn Oreyn. You can tell Modryn the truth or lie to save Maglir's hide. In our experience, it didn't matter which choice we made. The reward is the same no matter what.



Reward

Modryn Oreyn will give you 400 gold for completing the quest. On top of that, you'll find a good amount of gold inside the Fallen Rock Cave. You won't get any extra armor or weapons (you're fighting mostly ghosts) but you can get some relatively rare alchemy ingredients.

Drunk and Disorderly (Modryn Oreyn, Chorral)

This is a very simple quest that might not require any fighting at all. Talk to Modryn Oreyn about duties and he'll tell you of a group of Fighters Guild members in Leyawiin that are causing a bit of a ruckus. Travel south to Leyawiin and talk to the porter of the local Fighters Guild. He'll send you to the Five Claws Lodge to find the three men.



Talk to Vantus Prelius and he'll explain that the trio has had no work to do since the Blackwood Company moved into

town. No matter which conversation branches you choose, you'll inevitably have to agree to help the fighters find work in Leyawiin. To do so, leave the lodge and talk to just about any local resident. They'll tell you that Margarte, a resident of Leyawiin, may be looking for good workers to hire. Time to track her down!



After talking to a resident, Margarte's location should be marked on your compass. If she's not home, look for her at the Five Claws Inn or roaming the land outside the city walls. When you find her, ask Margarte about work and she'll agree to hire the Fighters Guild men...if you can prove the worth of the Guild. You need to bring her five portions of ectoplasm, an item that you normally get from killing ancient ghosts and wraiths. Assuming you completed the earlier Fighters Guild quest, Unfinished Business, you should have a few in stock. You can find more for sale at alchemy shops, as well.

Give Margarte five bits of ectoplasm and she'll agree to give work to the fighters. Go back to the Five Claws Lodge to tell Vantus Prelius. When you've done that, return to Chorral to tell Modryn about the happenings in Leyawiin to end the quest.

Reward

For completing the quest, Modryn Oreyn will give you 400 gold. Since there's nothing else to this quest, that's about all you'll get.

Amelion's Debt (Burz gro-Khash, Cheydinhal)

Talk to Burz gro-Khash and he'll give you another assignment. You need to find and talk to Biene Amelion in her home just north Leyawiin. Head to Leyawiin and follow the norther road along the water to reach her home and talk to her. She'll tell you that she has a debt of 1,000 gold, and she wants you to retrieve her grandfather's armor so that she can pay off the debt.

There are actually two ways to complete this quest. If you have the money, you can simply offer to pay the debt yourself. She'll be thankful, and you can go talk to Burz gro-Khash to complete the quest. Otherwise, you can enter the Amelion Family Tomb to retrieve the gear and give it Biene.



Biene will mark the location of the tomb on your map. It's just on the other side of the water, southeast of where Biene lives. You'd be wise to enter the cave with more than a single sword. The area is filled with zombies that take a *lot* of hits to kill, putting the durability of your weapons to the ultimate test.

The cave is relatively small, but it's still packed with baddies. You shouldn't have to fight more than one at a time until

you reach the first doorway inside the cave. Just beyond the door is a pack of *four* enemies (we fought skeletons). You can lure them through the door for a better chance at killing them.



Look everywhere in the cave to find the pieces of Brusef Amelion's armor. Only two pieces are enchanted, but the rest of it is decent stuff and worth grabbing on the way. Near the end of the cave, you'll enter a somewhat open area that has a number of exposed caskets. One of the pedestals doesn't have a casket, instead holding up the two pieces of enchanted arms.



Reward

For completing the quest, Burz gro-Khash will give you 400 gold. If you choose to pay off Biene's debt with cash, you can keep all of the gear you find in the cave. On top of the enchanted armor, you'll also likely come across a number of locked chests with gold and enchantable jewelry. The value of Brusef's armor is barely more than 1,000 gold, so you can't really sell it to make up for the loss of paying off the debt. However, it's pretty decent stuff that could easily replace the gear you're currently sporting.



Den of Thieves (Azzan, Anvil)

Azzan's next contract asks you to find a den near Anvil in which a group of thieves are hiding. You'll have Maglir along to help you out, though in our experience he wasn't necessary.

Leave the Fighters Guild and talk to a resident of Anvil to find out where the thieves are hiding. If you talk to Newheim the Portly, he'll mention that the thieves took something of his. If you find his flagon in the thieves' den, you can return it to Newheim for a reward.



Head north from Anvil and follow the arrow on your compass to locate the thieves' den. It's very close, just north up the road and to the right a bit. Inside the cave you'll find a number of thieves, each of which is marked by a green arrow on your map. If your fighter is even somewhat competent, you should be able to clear out the den quite easily. Still, you may want to play a bit more cautiously. Try to attract the attention of only one thief at a time to avoid being surrounded. Also be on the lookout for the trap that's in the cave. There's a trip wire on the ground that you can set off with a bow shot to avoid getting whacked in the face.



Near the end of the cave, you'll enter a large, open cavern area that's home to a few enemies. In the center of this cavern is a large drop in the floor. Besides another enemy, you'll also find Newheim's flagon on a table in this hole. Grab it, then continue to clear out the thieves' den.



Reward

As per usual, you'll earn 400 gold from the Fighters Guild when you've completed the quest. On top of that, you'll likely find a lot of really cool gear in the thieves' den. Most of the thieves are wearing pretty decent armor and have some solid weapons (in our run, we found a few enchanted bows and swords). Moreover, returning the flagon to Newheim will earn you a few of his special brews. These brews act as potions that fortify your strength and personality (though they drain

your intelligence and willpower).

The Master's Son (Azzan, Anvil)

Ask Azzan about your next quest and he'll send you over to Modryn Oreyn in Chorral. Head north to Chorral and Modryn will give you another duty. You're to lead the son of the guild master through a quest to build up his confidence. Follow the arrow on your compass to find Viranus Donton and keep the mission secret from his mother.



With Viranus in tow, head just north of Chorral to find the Nonwyll Cavern. The on-screen prompts tell you to protect Viranus, but the opposite is more true. Viranus is actually immune to death, though he will be knocked unconscious after sustaining too many hits. Let Viranus rush into battle ahead of you and soften up the baddies. By the time you reach them, the enemies should be weakened and distracted by Viranus.



The cavern is relatively small, though the number of doors can be confusing. The doors all either lead back outside or to the same place as other doors, so as confusing as the cavern may seem it's literally impossible to get lost. Follow the green arrow on your compass and you'll stumble upon the remains of Galtus Previa.

Galtus is dead, and the discovery prompts another message that tells you to go back to Modryn. You can simply run back to Modryn to complete the quest or continue exploring the cavern with the help of invincible Viranus. We suggest finishing off the cavern before returning to Modryn.

Reward

For completing the quest, Modryn will reward you with a powerful weapon. In our case, we were given the Boreal sword, a glass claymore that's enchanted with frost damage. As per usual, your reward will likely vary depending on your character's level. On top of the weapon, we also got a number of goodies from the cavern. There were no humans to kill, so there's no armor and weapons to collect, but there's a fair amount of gold and locked chests that makes it worth exploring.

More Unfinished Business (Modryn Oreyn, Chorral)

Talk to Modryn Oreyn about duties and he'll tell you that, once again, Maglir has defaulted on a Fighters Guild contract. You'll need to contact Maglir down in Bravel to see what's up. Travel to Bravel and talk to a guard (or other random citizen) to learn that Maglir is at the Lonely Suitor Lodge. Maglir will tell you that he's joined the Blackwood Company

and won't be completing his Fighters Guild contract. Go back to Chorral to tell Modryn and he'll send you back down to Bravil.



Once back in Bravil, find Aryarie in the Mages Guild. She'll tell you that she needs ten portions of imp gall. She'll even mark on your map the location of a cave just north of Bravil inside which you'll find numerous imps.



Locate the Robber's Glen Cave and head inside. There are imps in nearly every "room" of the cave, and none of them are particularly difficult to defeat. In fact, imps were the only enemies we found other than one powerful (level-matching) enemy we found in a distant corner of the cave. When you've killed ten imps and looted their corpses for gall, you can return to Aryarie fulfill the contract. Once you've done that, go talk to Modryn Oreyn to complete the quest.

Reward

Modryn will give you 400 gold for completing the quest. Even better, Aryarie gives you the Ring of Aegis, a valuable ring that has a constant effect shield spell. This ring drastically increased our defense rating. Moreover, the Robber's Glen Cave is home to a lot of valuable weapons and items.

Azani Blackheart (Modryn Oreyn, Chorral)

Talk to Modryn Oreyn at the Chorral Fighters Guild and he'll tell you to meet him at his house after dark. You can look around for his home (west end of Chorral) or simply follow him there and wait until nightfall. Modryn's door will become unlocked when it's safe to enter, letting you talk to him about the next duty.

You need to travel to Leyawiin and enter the local Fighters Guild. You should find Modryn upstairs and he'll tell you the next part of the assignment. Lead the way outside and north of Leyawiin to find the Arpenia cave. The cave is nearly empty save for a few rats and some random chests (none of which have much to offer). When you've reached the center of Arpenia, Modryn will speak and tell you that Azani Blackheart must be somewhere else.



You'll have to follow Modryn to the next area. If you get too far ahead of Modryn or drop too far behind, he'll simply stop and wait for you to get near him again. Atartar is directly northeast of Arpenia and is decidedly more guarded than the previous cave.

Lead Modryn through Atartar and watch for enemies. There's a number of men spread throughout the fortress, though you luckily shouldn't have to fight more than two at a time as long as you're cautious. Remember that Modryn is practically invincible (he'll only be knocked unconscious), so don't be afraid to let him attract the enemies' attention while you come in from behind.



There are three separate areas of Atartar. When you reach the third, be ready to fight Azani Blackheart. Blackheart is armed with an enchanted sword that does fire damage (at least that's what he had in our experience), though with the help of Modryn you should be able to bring down Blackheart without much trouble. When you've killed Azani Blackheart, be sure to loot his body and grab the ring he's carrying. Talk to Modryn and he'll ask for the ring as proof that you killed Blackheart. The quest will be complete.



Reward

Not only will you rise in rank within the Fighters Guild, but you'll also have access to lots of great items. The enemies we fought in Atartar were armed with great weapons and dressed in some stellar armor. We made a lot of cash on this quest.

The Wandering Scholar (Azzan, Anvil)

Azzan's next contract will have you escort a scholar through a dangerous cave. Head north to Brittlerock Cave and go inside to meet up with Elante of Alinor. She's the bird you're going to escort through the cave. And she's the reason you're about to fight a bunch of tough monsters.



Elante will lead the way through the cave as long as you're near her. However, if you fall behind or go too far ahead, she'll stop and wait for you to come to her. This is good since you don't really want her near you when you're fighting. In fact, we recommend ditching her the moment after you talk to her. She'll otherwise just get in the way as you try to fight the enemies.

In our run, we faced number of challenging baddies, mostly enemies from Oblivion. Dremoras, daedra, and clanfear were all waiting in the tunnels, usually challenging us two at a time. Be sure to use the long tunnels to backpedal away while healing, then move in to quickly attack.



Clear out the entire cavern and you'll find a passage that leads back outside. Return to Elante and walk with her to the shrine near the bottom of the cave. She'll talk to you and let you know when your help is no longer needed. Return to Azzan to complete the quest.

Reward

Aside from the 500 gold you get from Azzan, you'll also get some decent items from the dremora you kill. Unfortunately, their items aren't worth much, but they weigh a ton. There's also a number of chests to unlock, though none of them had more than a handful of gold each.

The Fugitives (Burz gro-Khash, Cheydinhal)

Burz gro-Khash's next assignment will have you hunting four fugitives in a cave just outside of Bravil. Travel to Bravil and talk to any of the locals about the fugitives. They'll mark on your map the location of Bloodmayne Cave, the enemy hiding spot. Leave the town and head west towards the cave.



The cave is pretty simple and relatively empty. The only enemies we encountered were the four bandits and one black bear. Each of the bandits is waiting in a different part of the cave, all standing alone. Because they're alone you'll never fight more than one at a time. That's good!



Watch for traps as you move through the cave. At one point early in the cave, you'll enter a room with a bunch of steam and three ropes to pull. We pulled the rope to the far right to open the doorway ahead. We can't tell you what the other ropes do, but pulling them after opening the stone door didn't seem to have any effect.



When you've killed all four of the fugitives, you'll get an on-screen prompt to go back to Burz gro-Khash. Return to Cheydinhal to collect your reward.

Reward

Aside from your cash reward for completing the quest, you'll also collect some pretty sweet gear in the cave. Each of the fugitives we fought was wearing valuable armor that can be sold for a lot of profit.

Trolls of Forsaken Mine (Burz gro-Khash, Cheydinhal)

Talk with Burz gro-Khash and he'll send you to Chorrol to speak with Modryn Oreyne. Oreyne will tell you that he sent

Viranus Danton on a mission and that he hasn't yet returned. You're to travel to Forsaken Mine (just south of Leyawiin) to find out what's gone wrong.



We encountered just rats and mud crabs through the first few cavern tunnels. However, expect to run into trolls as you move into the later rooms of the cave. You'll also run across a lot of dead bodies, but no live humans. You can loot the bodies and grab their gear, but none of it's worth that much gold. Only the lone Blackwood Company member has armor that's worth much.

You shouldn't fight more than one troll at a time until you've reached the end of the cave. At the end of the cave, you'll find the body of Viranus Danton. Search his corpse to retrieve his journal, then return to Modryn Oreyn to complete the quest.



The Stone of St. Alessia (Azzan, Anvil)

Azzan's final task for you will send you first to Bruma, a city at the north end of the map. Enter the city's chapel and talk to Cirroc. He'll mark on your map the location of the thieves who usurped the precious stone of St. Alessia.



Leave the town heading east and you'll quickly come up on a lone Khajit bandit. Speak to him and he'll explain that a

pack of ogres robbed the robbers and took the stone of St. Alessia to a nearby Ayeleid ruin.

Follow the next arrow on your compass to reach Sedor. As you can expect, the ruin is crawling with enemy ogres. In most instances, you can stick to fighting just one at a time, though there are some moments when you'll have to fend off two ogres simultaneously. If you're having trouble, we recommend a weapon that does shock damage. Also keep in mind that the ogres are pretty slow moving, making it easy to retreat and heal yourself.



Just in front of the stone of St. Alessia is a locked gate, barring you from grabbing the gem. You'll need to find the switch to unlock the door, which is actually on the walkway directly above the locked gate. Follow one of the adjacent hallways to reach the upper level, unlock the door, grab the stone, and return to Cirroc. When you've returned the stone to Cirroc, talk to Azzan to complete the quest.



The Noble's Daughter (Burz gro-Khash, Cheydinhal)

When you've got the contract, head north from Cheydinhal to reach Rugdumph's estate. Go inside and talk to Lord Rugdumph and he'll mark on your map the approximate location of the ogres that've kidnapped his daughter.



Leave the estate and head east towards the map marker. There are *three* ogres surrounding Lady Rogbut and you've

got to kill the lot before you can return the daughter to her father. We weren't able to fight them one-on-one. Instead, all three charged us at the same time. If you've got a powerful claymore, swing it in front of you like mad to stay just outside the reach of the ogres. Otherwise, there are many large rocks you can jump onto that should be hard (or impossible) for the ogres to mount. Stay atop these rocks and rain arrows or magic attacks on them.



Once all three ogres are dead, go up the hill to talk to Lady Rogbut. She'll follow you back to the Rugdumph estate where you can reunite her with her father. Talk to Rugdumph and he'll give you a family sword (it's not very good), then return to Burz gro-Khash in Cheydinhal to complete the quest.



Mystery at Harlun's Watch (Burz gro-Khash, Cheydinhal)

Burz gro-Kash's next assignment will first send you to Harlun's Watch, a small village just southeast of Cheydinhal. Go to Harlun's Watch and speak to Drarana Thelis. She'll give you more info on the quest, as well as mark the location of a nearby cave.



Approach the cave at night and you'll spot a trio of will-o-the-wisps. They'll attack you on sight, so be ready to take them down with silver or enchanted weapons. When the entrance to the Swampy Cave is clear, head inside, ready to take on some trolls.

There are trolls throughout the cave, often more than one per room. If you can, try to lure them towards you one at a time. Get the attention of one troll using a bow or magic spell, then retreat to a quiet place where you can kill it without alerting others.



Halfway through the cave, you'll come across the bodies of the missing villagers. After the discovery, you'll need to continue clearing the entire cave of trolls. Simply make your way through the cavern's two sections, chopping away. When all trolls are dead, a message prompt will send you back to Harlun's Watch.

Return to Drarana Thelis and give her the news. She'll reward you with the Mind and Body Ring, a ring that fortifies strength and reflects a small percentage of damage. Go back to Burz gro-Khash to complete the quest.

Information Gathering (Burz gro-Khash, Cheydinhal)

Talk to Burz gro-Khash and he'll send you over to Modryn Oreyn in Chorrol. Head to Oreyn's home in Chorrol (southwest end of town) and go inside to talk with the no ex-member of the Fighters Guild. He'll ask you to go find and capture Ajum-Kajin, a Blackwood Company leader. Oreyn will mark on your map the location of a Blackwood Company hideout. Head northeast from Chorrol to find the cave entrance, then step inside.



You'll fight a number of Blackwood Company members as you move through the cave, often two at a time. They're all armed with top-of-the-line gear, which is both a blessing and a curse. On the one hand, you can grab their gear and sell it later. On the other, you've got to deal with well-armed enemies. As geared up as the baddies were, we still didn't have much trouble with them. Try to fight the baddies one on one whenever possible to up your chances of survival.



At the very end of the cave, a doorway opens to reveal Ajum-Kajin. *Do not kill him!* Just talk to Ajum-Kajin and he'll agree to follow you back to Chorrol.

When you've returned to Modryn Oreyn, talk to the former Fighters Guild leader and he'll order you to interrogate the captive. Tell Ajum-Kajin to sit down and you can then begin the interrogation. There are two ways you can coerce Ajum-Kajin into talking. If your speechcraft skills are solid, you can use persuasion to raise Ajum-Kajin's disposition. Otherwise, resort to a bit of fisticuffs to butter him up (just don't kill him).

You'll likely have to get one piece of information at a time, implementing your interrogation tactics after collecting each new piece of info. Eventually, Ajum-Kajin will kill himself instead of coughing up the information. Talk to Oreyn to complete the quest.

Infiltration (Modryn Oreyn, Chorrol)

Talk to Modryn and he'll ask you to join the Blackwood Company. Head south to Leyawiin and follow the compass arrow to the Blackwood Company hall. Talk to anyone in the building about joining the Blackwood Company and they'll refer you to Jeetum-Ze. Talk to Jeetum-Ze about joining, then follow him downstairs to the training hall. He'll give you a bottle of Hist and tell you to consume it.



Drink the Hist from your menu and a couple seconds later you'll be transported to the Water's Edge settlement that's north of Leyawiin. You've been contracted to eradicate the goblin infestation, so move about and slay the goblins you see. The goblins will all die without much resistance. When the outside area is clear, invade the three homes of the settlement and kill the goblins inside. When you've cleared the third building, just wait a couple of seconds to be automatically transported back to Modryn Oreyn. (We tried leaving the third building we cleared and the game locked—when you've killed the last goblin, just stand still and wait for the game to take over.)



Speak with Modryn and he'll once again send you back down south. Go to the Water's Edge settlement and speak with someone there to learn that everyone has been killed. Return to Modryn to complete the quest.

The Hist (Modryn Oreyn, Chorrol)

This is it, the final Fighters Guild quest. Talk to Modryn Oreyn and he'll send you back down to Leyawiin to end the Blackwood Company once and for all.

Head to Leyawiin and enter the Blackwood Company quarters in the center of town. As you enter, three Blackwood Company members will attack you. Not one of them is particularly difficult, though fighting the three simultaneously can be a challenge. Try to lure them one-by-one into the side room to your right. If you can take down the fighter first you can then easily deal with the archers.



Loot the dead bodies to find the key to Jeetum Ze's room. Use the key to unlock the door on the second floor of the building. Inside, you should find Jeetum Ze (though we actually didn't see him until after we left the room, at which point he mysteriously appeared in the main hall of the building). Kill him, then loot his body for the key to Ri-Zakar's room. The key unlocks a door on the third level of the building, letting you in to kill Ri-Zakar and get the Blackwood Company Basement Key.



Go back to the ground floor of the building to find the basement door. Head inside and be ready to fight the two mages inside (they're pretty weak). With them killed, your next (and final) goal is to destroy the Hist tree. There are two loose pipes to find in the room. One is on a table to the south and the other is on the floor to the southwest. Pick 'em up, then activate the machinery on either side of the tree to destroy the Hist. As you leave the basement, Maglir will confront and attack you. Dispose of the pest.



Return to Modryn Oreyn and he'll tell you to inform Vilena Donton. Head to the Chorrol Fighters Guild and speak with Vilena, who will then promote you to Master of the Fighters Guild. Return to Modryn Oreyn and speak with him to complete the quest.

Now that you've completed the Fighters Guild quests, you can speak to Modryn Oreyn to oversee the general actions of the guild. You can tell him to have the guild focus on recruitment, which will earn the guild extra loot. Or if you tell Modryn to focus on contracts, the guild will focus on earning money. After every month, check the Guildmaster's chest on the top floor of the Chorrol Fighters Guild to collect the booty.

The Mages Guild

Mages Guild Basics

Joining the Mages Guild is one of the most involved tasks in the game. However, once you join you'll have access to the Arcane University in the Imperial City. There isn't any other way to access this area and it is the only place that you can conduct spellmaking and item enchanting. These are two of the best ways to make your character invincible, so the reward is high for all of your hard work. If you're a fighter, try a different guild first and this one will be a piece of cake.

It is a good idea to join the Mages Guild early in the game, especially if you plan on using Magicka. You'll obtain spells, items, and equipment that make being a spellcaster go from nearly impossible to easy as pie. Once in to the Mages Guild, don't screw up. That means no stealing from the Mages Guild and no killing its members. This isn't as lighthearted as the Thieves Guild. To regain admission for the Mages Guild you'll need to provide 20 Dragon's Tongue Flowers and 20 Redwort Flowers just for stealing. For murder, you'll need 20 Daedra Hearts and 20 Vampire Dusts. All of these items can be bought at alchemy stores (try the Main Ingredient in the Imperial Marketplace) except for Vampire Dust which can only be found on the dead body of a Vampire. Although you won't be able to buy all 20 ingredients at once, simply wait a few days and then go back to the store where you first bought the ingredients and you'll find them restocked. We ended up finding this much easier than scouring the countryside.

Join the Mages Guild

Talk with the head of any Mages Guild and simply tell them you'd like to join up. They'll let you in immediately, but you'll have to get letters of recommendation from the head of the Mages Guild at each major city before you'll get access to the Arcane University.

Once you have every recommendation, speak with Raminus Polus at the Arcane University. He'll advance you to the rank of Apprentice and give you the Robe of Apprentice. This robe will fortify your Willpower 8 points, but offers nothing in the means of defense.

Skingrad Recommendation

Talk with Adrienne Berene at the Skingrad Mages Guild. She'll tell you to find Erthor and return him to the Skingrad

Mages Guild, but won't tell you where to find him. Go downstairs and talk with Sulinus and then Druja. Ask them about Erthor and Bleak Flats Cave. They'll tell you that cave is where to find Erethor and will mark its location on your map for you. Go remind Adrienne of this and she'll tell you to fetch Erthor from the cave. She'll also provide you with a Weak Fireball spell in case you don't have one yet.



Go north out of Skingrad to find Bleak Flats Cave. Various zombies will be wandering around this small series of rooms. You'll have to kill all of them before Erthor will come with you, so do a thorough sweep of the area. There are a few chests though they won't carry more than some gold and weak soul gems. Find Erthor at the bottom and he'll tell you if you've destroyed all of the zombies. When you do, walk back up with him and go back to the Mages Guild. There is a path leading out of his old room that has a shortcut which you can activate with a lever, which is also near a chest holding some money.



Go back to the Mages Guild in Skingrad and talk to Adrienne after Erthor has a word with her. She'll tell you that your recommendation is on the way.



Anvil Recommendation

Talk to the leader of the Mages Guild, Carahil. She'll ask you to look for a Battlemage that has been killing merchants for their goods. She asks you to go to the Brina Cross Inn, north of Anvil, and speak with Arielle Jurard. Talk to Carahil again and ask about the Rogue Mage. She'll give you three scrolls that will help protect you against frost spells.

When you talk to Arielle, she'll tell you to rent a room and that she'll tell you more at night. Talk to Christophe, who might be asleep in the basement, and tell him that you want a bed and are a traveling merchant. Go up to your room and wait for Arielle to come talk to you. She wants you to sleep at the Inn and then travel along the Gold Road towards Kvatch. She'll follow you with some other Mages from a distance until the Rogue Mage reveals him or herself.



In the morning, start walking along the road following your marker. Caminalda, the lady who spoke to you at the Inn the previous night, will catch up to you and attack. Just sit back and the mages from the Guild will do the dirty work for you. Feel free to take Caminalda's possessions after she is dead and then return to Anvil to tell Carahil the good news.



Chorrol Recommendation (Fingers of the Mountain)

Find and talk to Teekeus at the Mages Guild. He wants you to find Earana and discover why she is in Chorrol. She can be found either outside of the Mages Guild or at the Grey Mare Inn. When you talk to her, Earana tells you to bring her the book Fingers of the Mountain. Run back and tell Teekeus of this development. Teekeus obviously wants the book for the Guild and tells you to find it and not give it to Earana.



The book is located at the Cloud Top ruin. Follow your compass out of town and up the mountain to this small stone structure. Search the scorched body on the ground and you'll find the Fingers of the Mountain book. Return it to Teekeus and you'll get your recommendation. You may also return it to Earana, though the next part of this quest will simply be reversed.



Fingers of the Mountain, Part II

Tell Earana that you gave the book to Teekeus (or vice versa). She'll tell you to steal it back. It is located in the chest next to Teekeus's bed on the top floor of the Mages Guild. Grab it and return it to Earana. Wait for 24 hours and talk to Earana again. She'll give you some scribbled notes which you should read. They tell you to obtain a Welkynd Stone (which can be found at all Ayleid Ruins) and to cast a shock spell at Cloud Top.



Any shock spell or shock enchanted item will work. Hit the small pillar with your shock spell while holding a Welkynd

Stone and you'll get the spell Fingers of the Mountain, which will do an insane amount of shock damage, if you have the Magicka to cast it. This spell will level with you, so if you do this quest later, it will provide a more powerful spell.



Note: If you returned the book to Earana in Part 1 of this quest, you can do all of the above actions and then steal the book back to give to Teekeeus. You'll still get your guild recommendation. Either route will end with the same results.

Cheydinhal Recommendation

Talk to Falcar in the Cheydinhal Mages Guild. He'll ask you to retrieve a ring from a well that he thinks was tossed down there by another associate. First, you need to get the key from Deetsan, another member of this Guild.



Deetsan wants you to return when Falcar isn't around. Do so and he'll give you the key, a warning, and a Buoyancy spell that does Water Breathing and Feather. Go outside and locate the well behind the Mages Guild.

Before you jump in, take off enough equipment so that you have 150 points of free encumbrance. The Ring of Burden will weigh this much and drown you if you're not careful. Dive in and find the body of the other poor associate sent on this task. Take the Ring of Burden and then look in the other corner for some Nirnroot.



Take the Ring of Burden and go back inside. Talk to Deetsan and he'll tell you that Falcar left in a huff after he was told about Falcar's assistance. Go down into the basement and search Falcar's room for any note he may have written. There is a locked chest in the back that you'll have to get open. Inside you'll find 2 Black Soul Gems. Bring them back to Deetsan and he'll take them from you and tell you that a letter of recommendation will be forthcoming.



Bruma Recommendation

Speak to Jeanne Frasoric in the Bruma Mages Guild. She has an easy task. You simply need to find J'skar who has gone and disappeared. He is actually just invisible, so you might be able to find him by running around pressing the Activate button. However, there is an easier way.

Talk to Volanaro. He wants to play a trick on Jeanne and asks you to steal her Manual of Spellcraft from her desk upstairs. He'll provide you with a spell that will open easy locks to do so. Go upstairs and look for the locked desk. Cast the spell or pick the lock and go back down to talk to Volanaro.

Volanaro wants you to meet him at 10 PM in the basement. Go down there and talk to Volanaro about J'skar. Volanaro will cast a spell and J'skar reappears. Go upstairs and inform Jeanne of your success to gain the recommendation.

Bravil Recommendation

Speak with Kud-Ei in the Mages Guild in Bravil. She'll tell you about Ardaline's Staff being stolen by Varon Varmori. You'll be given a Beguile scroll which will boost someone's disposition towards you. Walk over to the other side of town and find Varon Varmori. First try to persuade him. If you can't get him to open up about the Mages Staff, then use the scroll you were given. He'll finally tell you that he likes Ardaline and got frustrated when he couldn't get her attention. He stole her staff and sold it to Soris Arenim in the Talos Plaza District of the Imperial City.

Go back and update Kud-Ei on the situation. She'll provide you with three more Beguile scrolls to help you continue your quest. Travel to Soris Arenim's house and take the easy route. Speak to his wife and persuade her until she really likes you (use one of the Beguile scrolls if necessary). She'll tell you that the staff is in a chest in the basement and that Soris

keeps his key upstairs in a desk. You can easily pick the lock to the upstairs without being seen and obtain the key from the desk. Go down into the basement using the key and open up the chest with the same key. This will allow you to keep money you would have spent on Soris Arenim if you had tried to persuade him and buy the staff back.



Now that you have the staff, return it to Kud-Ei. She'll teach you a Captivate spell and relay on your recommendation.

Leyawiin Recommendation

Talk to Dagail at the Leyawiin Mages Guild. At first, she'll speak in mostly gibberish, but she will mention the name Agata. Agata is another member of this Guild. Find and talk to her and you'll learn that Dagail had a Seers' Stone that kept her from going insane, but the stone has gone missing recently putting Dagail into a world of illusions.

Agata tells you to ask around to see if anybody knows anything about the stone. Look for Kalthar, who spends much of his time sitting across the entrance from Dagail. When you ask him about it, he makes a big stink about the stone and how Dagail doesn't deserve her position as leader. Go back to Agata and report your findings. Next, go to Dagail armed with your new information and ask her about her father. You'll learn that her father is dead but his body can be found at the fort where he was stationed. Your new target is Fort Blueblood, which is located to the east and slightly to the south of Leyawiin.



Fort Blueblood is guarded by some bandits on the outside. Inside, you'll find quite a few Marauders. These guys are about as tough as bandits and you should use similar tactics when dealing with them. There aren't a whole lot of side paths to explore in Fort Blueblood, though you should scour each room for a number of chests.

The first big battle comes when you arrive in a large room with three Marauders. These guys will be tougher than the ones you faced before, but the open space will allow you to maneuver making this battle only moderately difficult. Once you take them down, search their bodies for a key. This key unlocks the door in the back of this room.

Things take a sudden turn towards the undead when you enter the next room. Coffins line the walls and a swarm of enemies is waiting for you. Jump to the back of the room and search the coffins to find the amulet you're looking for. At this point, Kalthar will run in and help you finish off the enemies. Talk to him and he'll demand the amulet. He wants

Dagail to be insane long enough to push her out of the Mages Guild. When you refuse to hand it over, he attacks. He isn't much of a fighter and will drop with a few swings of your blade. Now that everything is settled, scurry back and give the amulet to Dagail. She'll be so pleased to be sane that she'll gladly send her letter of recommendation.

A Mages Staff

The first quest as an Apprentice of the guild is to obtain your own magical staff. Talk to Raminus Polus about tasks to begin this quest. He'll tell you to go to the Wellspring Cave, which is northeast of the Imperial City. There, you are to talk to either Elette or Zahrasha.



When you enter the cave, you'll be attacked by Necromancers. They don't have much in the means of health points or defense, so you shouldn't have trouble with them. Ignore any creatures they summon and go straight for the source. When the area is clear, search the ground. Zahrasha is lying dead near her bedroll. Your journal updates telling you to investigate what happened to her.



Search the Necromancers' bodies and you'll find a key. Walk to the end of this cave and use it to open the door leading back outside. You'll find yourself on the island in the middle of the lake surrounding the Imperial City. You'll also find yourself in a fight with another group of Necromancers. Kill them and search the tomb in the middle. Pick up the Unfinished Staff and return to the Arcane University. Talk to Raminus Polus and he'll forward you on to the Chrionasium.



Go back into the Arcane University courtyard and locate the Chironasium. Speak with Delmar and he'll make your staff for you out of the unfinished one you just retrieved. First, he'll ask you what school you want the staff to be in. If you choose Destruction, you can make a staff that does fire, frost, or lightning damage. We suggest lightning out of these three since it is the most universally damaging. If you choose Illusion, you can make a staff that does Charm, Paralyze, or Silence. All three of these can be useful, but since you already obtained a charm spell, we suggest Paralyze. This will be the most effective against a wide range of opponents. If you choose Mysticism, he'll offer a staff that can do Soul Trap, Telekinesis, or Dispel. Soul Trap is by far the most useful out of these three. Choose the effect you want and then come back in 24 hours to retrieve it from Delmar after he completes it.

If you ask Raminus Polus for advancement, he'll give you the Journeyman ranking.

Ulterior Motives

Ask Raminus Polus for another task and he'll request that you bring back a book from Janus Hassildor, the Count of Skingrad. When you arrive in Castle Skingrad, talk to Mercator Hosidius. He is in charge of setting up appointments with the Count. When you first ask to see the Count, he'll tell you that the Count is not currently accepting visitors and that you should come back the next day. Wait for 24 hours and talk to Hosidius again. This time, Hosidius will be more receptive. He'll schedule the meeting for 2 AM, outside of town north of the Cursed Mine.

Sure enough, at 2 AM Mercator Hosidius arrives with a team of Necromancers to kill you. Luckily, the Count also shows up and fights alongside you. Take down the Necromancers and Mercator Hosidius, but be careful not to hit the Count too many times. You don't want him turning on you.



When the battle ends, talk to Count Hassildor. He'll call you a fool for actually expecting a meeting to take place in the middle of the night outside of town, but he'll quickly realize that you didn't mean any harm and were just following orders. He'll send back a message to the High Council telling them not to send lackeys under false pretenses if they want information from him.



Go back to the Arcane University and deliver the message to Raminus Polus. He'll go on to explain that Hassildor is actually a vampire and that the Council was worried that he had fallen in with Necromancers. Mission complete. You can now ask for advancement again and you'll be promoted to Evoker. Along with the promotion comes the Spelldrinker Amulet which does a constant effect of absorbing spells.

Vahtacen's Secret

Ask Raminus for another Task and he'll send you on a nicer one. No Necromancers to deal with, he assures you. Begin by talking to Irlay Jarol who can be found in the Arch-Mages Tower. Irlay will tell you to go to the Ayleid ruin Vahtacen and talk to Skaleel to offer your assistance. Vahtecen is south of Cheydinhal.

In Vahtecen, you'll notice there aren't any enemies. Travel to the left upon entering and look for a few chests and Ayleid casks to collect a few items. Find Skaleel and she'll tell you about a pillar that has everybody stumped further down in the ruin. The pillar reacts to magic, but if you cast the wrong spell it will send a lightning bolt at you instead of opening. Go down and talk to Denel about the pillar. He'll suggest going back to Skaleel to obtain a reference manual.



Bring the book back to Denel. He'll offer to translate anything you find. Go around and read the inscriptions on the lit squares in each corner of the room. When you ask Denel to translate them, he'll tell you that they make references to fire spells, frost spells, decreasing Magicka, and then increasing Magicka. You need to cast each of these spells on that side of the pillar. We found that they only worked in that order as well -- fire, frost, decrease Magicka, and then boost Magicka. You may not have all of these spells, but the chest near Denel has scrolls with a wide variety of effects and each of these spells can be found there. Cast the four spells on the pillar in order and the pillar will reveal a path down to a door.

Since you unveiled the path, it is your job to go down and search for goodies. Unfortunately, the rest of the ruin hasn't been cleared of enemies by the Guild. You'll be facing plenty of leveled undead enemies in the rooms ahead. You'll also want to watch out for traps. Both the kind that drop the floor out from under you and the kind that mash you into the ceiling will have to be dealt with, as well as some swinging blades. When you finally do reach the final room, you'll see a large square pedestal without any stairs allowing you up to the top. Go to the back of the room and look for a switch. Pressing it will raise some stairs. It also unleashes a team of undead enemies. Clear them out and then search the podium. Another button can be found which will raise the stone blocking the central stand. When it moves, an Ancient

Elven Helmet will be revealed.



Your job now is to go report to Skaleel what you have found. There is another door leading out of this last room which you should take. You'll have to fight a few more undead enemies, but you'll also find some more Ayleid chests containing some nice loot. The wall at the end of the stairs will crumble revealing a shortcut back to Skaleel. Talk to her and she'll tell you to take your prize back to Irlav. Do so to complete the task.



With the completion of this task, you can request advancement in the Guild from Raminus. He'll name you a Conjurer and give you the Robe of the Conjurer, which fortifies Intelligence and Willpower 7 points as well as Conjuration and Destruction 10 points constantly.

Necromancer's Moon

This is by far the easiest quest that Raminus gives you. It is also the last one he'll provide you. First, he'll send you to Tar-Meena in the Mystic Archives to inquire about Black Soul Gems. The Mystic Archives entrance is in the Arcane University courtyard. Tar-Meena will tell you to look around the archives for a book titled Necromancer's Moon. It just happens to be sitting on a circular table in the corner of this very room. Pick it up and read it and then wait for your journal to update.



Talk to Tar-Meena about the book and then bring it back to Raminus. He tells you to talk to Bothiel about the Shade of the Revenant. Bothiel hangs out in the Arch-Mage Tower lobby, so she might be right next to Raminus. If not, follow your compass to her current location. Bothiel gives you a piece of paper that Falcar dropped to bring back to Raminus.

Finally, you're off on your own. Travel to the Dark Fissure, which is south of Cheydinhal. You're supposed to look for heavenly lights. As you approach the Dark Fissure, you'll find a tomb outside of the entrance. Wait until night and see if there is a beam of light coming from the sky to light up this altar. If there isn't, wait 24 hours and try again. If there is, hang back in the shadows and go into sneak mode.



A Necromancer will come out and perform a ceremony creating Black Soul Gems. You can quickly return to Raminus with this information, but don't you want to know how he did it? Kill the Necromancer or pickpocket him. Grab the hand written note and give it a read through. It tells you exactly how to create a Black Soul Gem. The process involves placing a Grand Soul Gem in the altar when the heavenly light is coming down and then casting Soul Trap. You can use these Black Soul Gems to capture humans that you kill. You'll also need them for a Daedric Shrine Quest. Check inside the altar for one that the Necromancer didn't have time to remove before you jumped him.

Whether you want to dabble in the black arts or not, return to Raminus and give him your report. Ask him for advancement afterwards and he'll bump you up to Magician. Ask for another task and he'll forward you to Hannibal Traven.

Liberation or Apprehension

Now that Raminus has forwarded you to Hannibal, go through the purple portal to the second floor of the Arch-Mage's Tower to talk with him. His job for you is to seek out Mucianus Alias and ensure his safe travel back to the Arcane University. Alias is not a member of the Guild, but he has been feeding information to the Guild about the Necromancers. Distrust has grown and Battlemages have been dispatched to his last known location. You need to get there before the Battlemages take him out. Alias is at Nenyond Twyll, which is south of the Imperial City.

When you enter Nenyond Twyll, the only remaining Battlemage will greet you. It looks like this was a trap. Fithragaer is the last one alive and he urges you on. The two of you will clear out this Necromancer hole. Unfortunately, Fithragaer will run towards the first enemy and be squished in a trap.



Fight your way past a few undead enemies and some Necromancers. The real battle comes when you go through your first door to Riellesel. Inside, you'll find a Necromancer who decides to kill you. Dispatch her and walk down the hall to a large open room. It has a middle walkway swarming with Necromancers and undead enemies all primed to kill you. The water pools on each side have a switch that you can hit under the surface to reveal a Varla Stone (one switch on each side for two stones). These are worth quite a bit of money. Once you have everything cleaned up, look for another button on the back of this room. This opens a secret door to the back room where Mucianus is waiting. The only problem is that he has been turned into some kind of zombie. Get a good look at his ugly mug and then go back to the Arcane University to make your report.



You can now ask Raminus Polus for advancement and be granted the status of Warlock.

Information at a Price

The next time you speak with Traven, he'll tell you that Count Hassildur wishes to speak with you. You are to travel to Skingrad immediately to see what he wants. When you arrive at the castle, speak with Hal-Liurz to get the Count to come downstairs for a meeting.

Count Hassildur tells you that he has important information for the Mages Guild, but he'll only tell you if you complete a task for him. He says there are some vampires in nearby Bloodcrust Cavern and some vampire hunters that took up residence in Skingrad. Hassildur wants both of them gone as they are attracting undue attention towards his unique situation. He tells you that he doesn't care if you kill the vampire hunters, but if the guards catch you, then they'll arrest you for murder and the Count won't help you out. There's an easier way.



Start by going to Bloodcrust Cavern outside of town. It is full of vampires, but you can easily sneak up on them individually and hit them with your most powerful attack before they even know what's going on. Search the cave and kill all of the vampires. Make sure you collect their Vampire Dust.

Return to Skingrad and locate the vampire hunters. They tend to hang out at the Inn. You'll need to talk to their leader, Eridor. Lie to him so that he'll explain why they're in town and then tell him that you already took care of the situation. Provide some Vampire Dust as proof and the entire group will up and leave town.



Go report your success to Hassildor and he'll give you the bad news. Mannimarco is back in town, the King of Worms. Warn Traven about his presence to complete the quest.

A Plot Revealed

You'll have to wait for a few days after telling Traven about Mannimarco while he consults with the council. Once he is done, talk to him again and he'll ask you to help him again. Jeanne Frasoric of the Bruma Mages Guild has not reported in for a long time. You are to go to Bruma and see if she is alright.

Inside the Bruma Mages Guild your journal will update. The entire place is in shambles with small fires and bodies everywhere. Plenty of undead creatures are roaming the building that you'll have to destroy. Fight your way downstairs on the right and through the basement. You'll come back upstairs on the opposite side of a burning wall that collapsed and blocked the direct route up to the top floor. Go up there and you'll be confronted by a Necromancer looking for a fight. Kill her and J'skar will pop out to talk to you. He is the only survivor and explains that the King of Worms is responsible for this tragedy. Report your findings back to Traven to complete the job.



You can now request advancement from Raminus. He'll name you a Wizard and teach you the spell Wizard's Fury, a multiple element Destruction spell.

The Bloodworm Helm

After receiving your advancement in the Guild rankings, go talk to Traven again. He'll tell you that the Council has shattered. Irlav Jarol has run off to Fort Teleman with the Bloodworm Helm. He plans to study it so that he can use it against the enemy. Traven fears this may make him a target, so he wants you to go find Irlav and bring back the Bloodworm Helm.



Fort Teleman is marked on your map for you. Fast travel to the closest location and hoof it the rest of the way. It is northeast of Leyawiin. Inside the fort, you'll find Necromancers Anybody who is surprised needs to pay more attention. This is a short dungeon with no real way of getting lost. When you come to the last room, look on the floor and you'll find Irlav's dead body. Search it for the Bloodworm Helm and take it back to Traven.



The Necromancer's Amulet

Caranya has also made off with an important item. She stole the Necromancer's Amulet because she felt it posed a great threat to the Arcane University. She ran off to Fort Ontus. This location is to the northwest of Skingrad, hidden amidst some rough hills.

When you first enter Fort Ontus, you'll find some friendly Mages. Each one you talk to says that you should speak with Caranya. Keep following the path down deeper into the fort until you find Caranya. She reveals that she has sided with Mannimarco and promptly tries to kill you. Once you kill her, search her body to find the Necromancer's Amulet.



From here, you only need to get out. You can run if you want, but the Necromancers here really don't put up much of a fight. Plus, if you kill one you can take the Fort Ontus Key off of his or her corpse. This will allow you to further explore this dungeon which actually has quite a few chests worth opening. No matter what your decision on fighting is, return the amulet to Traven as soon as you exit the cave.

After giving the Necromancer's Amulet and Bloodworm Helm back, talk to Raminus to get your promotion to Master-Wizard.

Ambush

Your next job for the Mages Guild involves the recovery of a Black Soul Gem before it is delivered to Mannimarco. A group of Battlemages has been dispatched and you are to join them and aid them in the struggle.

Travel to the Ayleid ruin of Silorn. Meet up with the group of Battlemages, as indicated on your compass, before going directly to the ruin. If you go to the ruin before meeting the Battlemages, the original mission will be aborted and you'll have to fight your way through the ruin. When you meet them, they'll ask for orders. Decide whether you want to ambush the Necromancers or just run in and deal with them where they are. If you wait to ambush them, you'll have to talk to each Battlemage and assign them positions. If you choose a place they aren't suited to, they'll let you know, effectively making it impossible to screw up royally. Once everyone is in position, talk to Thalfin. This will prompt a few new

Necromancers to emerge and the battle to begin. Falcar will come out during the hustle and bustle. He is your target. Immediately shift your focus to bringing him down as he carries the Black Soul Gem you are looking for.

If you mucked things up and alerted the Necromancers to your presence, the ambush will be called off. Your journal will tell you that you now need to enter the ruins and find Falcar who has surely been alerted. No worries, this is a simple dungeon that is impossible to get lost in. Keep moving down through the doors until you find Falcar. Kill him and take the Colossal Black Soul Gem. Return with the prize to Traven.

Confront the King

Go back to Traven with your Colossal Soul Gem and accept his final task to battle the King of Worms. Make sure he is NOT in his room at the top of the tower. The reason for this is, Traven will kill himself, a sacrifice to fill the Colossal Soul Gem so that you can use it to defeat Mannimarco. If you are in the Arch-Mages Quarters, searching his body for it will be considered stealing and you'll be kicked out of the Mages Guild. Wait until he is downstairs so that you can pick up the Colossal Black Soul Gem after he dies.

You're now the Arch-Mage, which comes with the responsibility of doing away with Mannimarco. Fast travel to the Cloud Ruler Temple and head west along the northern edge of the mountains until you find Echo Cave. Bolor Savel is guarding the entrance and informs you that you'll have to kill him if you want the key to Echo Cave. Go ahead and do it.



There isn't any real way to get lost in the Echo Cave. It's full of both Necromancers and undead creatures, so come prepared for some battles. Travel down into the Echo Passages and then into the Necromancer's Chamber. Mannimarco is waiting on the far side. You can talk to him, but it will end in a fight either way. Don't tell him that you'll join him. He'll still attack you, but when we did we weren't able to inflict any damage on him. Mannimarco isn't that much stronger than your typical Necromancer, so the fight shouldn't be a big deal. Make sure you search his body once you kill him to find the Staff of Worms, a weapon capable of reanimating dead enemies for 30 seconds. It will surely bring you hours of fun.



You only need to return to the Mages Guild now, but don't forget to fully explore the Necromancer's Chamber. There is a side path on the right side as you enter the room that is definitely worth searching. Unlike most of the chests in this cave, there is actually some worthwhile goods to be found. Also, be sure to swim through the water-fill tunnel at the end of the

side path to find another chest hidden at the end. Once you've got all you can carry, go back to the Echo Passages and hang a right. You'll find a few chests and a shortcut to the exit. Get back outside and fast travel back to the Arcane University. Talk to Raminus Polus and he'll give you the Arch-Mages Hood and Robe. Neither of these items do anything except change how you look. The better reward is in the Lustratorium. Talk to Julienne Fanis and she'll explain how the Enchanted Chest inside the Arch-Mage's Quarters (which are now yours and located at the top of the tower) works. Once a week, you may place any ingredient you want in there (though we haven't been able to get Nirnroot to work). When you come back 24 hours later, it will create 10 of whatever ingredient you put in. If you wait too long after putting something inside the chest, you'll lose the item. Also inside the Arch-Mage's Quarters are Hrovmir's Icestaff, which is really only good for selling), a Nirnroot plant, and Altars of Enchanting and Spellmaking.



The Dark Brotherhood

A Knife in the Dark

In order to initiate this quest, you must first kill an innocent person. After killing a person, go to sleep. When you wake up, you should be met by Lucien Lachance. He'll give you a blade and your first quest; you're to kill a man named Rufio.

Travel to the Inn of Ill Omen, north of the city of Bravil. Go into the lower level of the building (by way of the floor hatch) and enter the room at the far end of the hall. Inside you'll find Rufio asleep. He's very weak and should die without any trouble. Once you've killed Rufio, sleep in his bed. As you wake, Lucien will greet you once again.



You're now instructed to travel to Cheydinhal. Once there, break into the abandoned house and follow the downstairs door to the basement. In the basement is a broken wall that opens to a tunnel. At the end of that tunnel is a doorway that lets you into the Dark Brotherhood headquarters. Go inside and speak with Ocheeva to complete the quest.



A Watery Grave

This is a simple and quick quest. Talk to Vicente Valtieri and he'll tell you of a pirate that needs to be killed. Travel to the Waterfront District of the Imperial City. There you'll find a pirate ship you can board. Enter the captain's cabin and you'll find the target, Gaston Tussaud.



Gaston isn't expecting you so you should have a relatively easy time killing him. The tight quarters of the ship's cabin will make it hard to maneuver, but you can make the fight really easy by keeping a table between you and the enemy and attacking with a claymore. When Gaston is dead, search his body for loot (grab his key!). You can now either leave the ship quickly to avoid further confrontation, or stick around to fight off more pirates and collect some of the goods aboard the pirate ship.



There's honestly not much that's worthwhile on the ship. Whether or not you fight through the ship to collect its wares, afterwards you'll need to return to Vicente Valtieri to complete the mission.

Accidents Happen

Valtieri's next contract will send you to Bruma. You'll find the target's home along the east end of town. Move behind the houses and you can enter Baenlin's basement. Once inside the basement, wait until about 8:00 PM, then start sneaking upstairs.



Just beyond the door that leads upstairs is another set of stairs. Go to the second floor of the house and enter the room to the south (right of the stairs). In the corner of the room is a hidden doorway that leads to the second floor crawl space. Sneak to the end of the crawl space and activate the mounted head fastenings *between the hours of 8:00 and 11:00 PM*. If you do so, the mounted head will fall on the target.



You now need to leave the building while avoiding Baenlin's servant. Sneak downstairs and head straight for the basement. You should be able to avoid detection, letting you leave the home and return to Valtieri for your reward.

Scheduled for Execution

Travel to the northeast corner of the Imperial City and you'll find the entrance to the sewers along the water. Unlock the sewer gate with the key given to you by Valtieri and follow the compass arrow through the dingy passage. You'll encounter mudcrabs and rats along the way, but nothing more than that...until, of course, you finally push through the entirety of the sewers and emerge inside the prison.



Before you make yourself known to the guards, here's a couple of things to keep in mind. First, guards *will* attack you even if you don't pick a fight. Second, if you don't attack back you will *not* get a bounty. This is good.



When you're ready, charge into the prison and make a mad dash towards the arrow on your compass. You'll pass through a number of doors before finally arriving at the prison cells. Valen Dreth will initiate a conversation with you automatically. As he tries to break out, throw up your guard and talk to Valen to yield to him, then break him out of his cell.



Valen Dreth will make a mad dash for the exit. You can try to kill him yourself or wait for a guard to kill him. We let the guards kill him for fear that our own blade swipes might accidentally hit one of the guards. With Dreth dead (and *no* guards harmed), high-tail it back through the sewers to exit the Imperial City prison.

More than likely, the guards will still be chasing you, an unfortunate fact that prevents you from fast traveling. Make a beeline back towards Cheydinhal and eventually the guards should give up their pursuit. Return to Valtieri and speak to him to complete the quest.

The Assassinated Man

Go to Chorrol and find Francois Motierre's house near the center of town. Break in and Francois will talk to you about the situation, explaining things a bit further. Equip the Languorwine Blade and wait. It won't be long before Hides-His-Heart busts into the room.



Quickly stab Francois with the Languorwine Blade before Hides-His-Heart has a chance to act. The assassin won't take kindly to you killing his target and will then turn on you. Don't fight back! Instead, leave the house and run for one of the city's exits. As soon as you exit the city of Chorrol, Hides-His-Heart will disappear.

Return to Chorrol and wait for 24 hours. After a day has passed, enter the city's chapel and find the door to the undercroft downstairs. In the undercroft you'll find the body of Francois Motierre. Simply "activate" him to use the revive potion and Francois will arise from the not-so-dead. Unfortunately, he drops a bit of a bomb on you as he wakes up; Francois kindly informs you that his ancestors aren't happy about this desecration of their gravesite.



You'll have to fight off a couple of weak zombies before leading Francois out of the undercroft. Leave the chapel and head straight for the Grey Mare at the south end of town. Once inside, Francois will disjoin from you, letting you return to Valtieri to complete the quest.

The Lonely Wanderer

You can speak with any High Elf in the Imperial City about Faelian and they'll tell you to go to the Tiber Septim Hotel in the Talos Plaza District (we spoke to the owner of Divine Elegance in the Market District). Enter the Tiber Septim Hotel and speak with the hostess. She'll give you more info about Faelian, as well as refer you to Atraena.



Atraena should be inside the Tiber Septim. Speak with her and she'll tell you that Faelian frequents the abandoned home of Lorkmir in the Elven Gardens District. Head there and break into Lormir's home (try to stay undetected).



Faelian appears in the house between the hours of 2:00 PM and 6:00 PM. Wait until that time and kill him. One blade stroke should be enough to drop him in silence. Return to Ocheeva to complete the quest.

Bad Medicine

Ocheeva's next quest will send you to the far west end of the map. Fort Sutch is directly north of Anvil. Head there and get ready to sneak. To complete the quest to the fullest, you'll want to remain completely undetected. Be sure to equip the items that give you the best stealth ratings, and if you have a chameleon spell we suggest you put it to good use. If you're quick, you can be in and out of the fort in under two minutes.



As soon as you enter Fort Sutch, start sneaking and look for a locked gate to your right. Unlock the gate and follow the dark passage to the other end. From here, walk forward and follow the wall left while looking for a hall that leads northeast. When you find the hall, sneak through it. It's not a bad idea to use a detect life spell to make sure there are no enemies ahead.



You'll find a medicine cabinet marked by a green arrow on your compass. Open the cabinet and remove the medicine inside, replacing it with the poison given to you by Ocheeva. With the medicine replaced, sneak out of the fort the way you can and return to Ocheeva to complete the quest.



Whodunit?

Though the setup is a bit complicated, the quest is actually quite simple. Travel to Skingrad and find the Summitmist Manor. Speak to the doorman and he'll let you into the manor, giving you a key which will unlock the manor door when your business is completed.



Enter the manor and you'll find the five guests roaming about. You can speak to them to learn more about each (raise their dispositions to get the dirt) or simply commence the killing. Each guest should die by a single stroke of your blade. When all five guests are dead, return to Ocheeva to complete the quest.



The bonus for this quest is awarded by being discreet. "If I am discovered...any bonus will be forfeit." You need to kill each person individually without the others seeing. You can wait upstairs for them to go into their rooms. They'll sleep at night, making the slaughter pretty easy. We were able to, at one point, kill three of the guests while they were standing around each other. As long as you're quick about it, it's possible to slay a few in front of each other before they realize what's going on. But to be safe, deal with them one by one on the upper floor of the manor.

Permanent Retirement

Travel to Leyawiin and follow the green arrow on your compass. If it's after 3:00 PM but before nightfall, you'll find Adamus Phillida in the outdoor pool area. During this time, Phillida isn't completely vulnerable. At any time, break out a bow with the Rose of Sithis equipped and snipe the enemy dead. Don't worry about hiding. In our experience, it was impossible to avoid a small bounty (40 gold). As soon as you've killed Phillida, go loot his body for the keys he's got as well as grab his severed finger.



Now head to the Imperial City Prison. If you fast travel, you'll appear very close to the Imperial Legion office door that leads to the room you need to visit. Wait until after 1:00 AM before breaking into the office, otherwise you'll have to contend with Phillida's successor head-to-head. In the wee hours of the night, the office should be empty. Open the desk and transfer the severed finger from your inventory to the desk.



With that done, leave the office and travel back to Ocheeva. Speak with her and the quest will be completed.

Of Secret and Shadow

You get a letter from Lucien that says you must see him in Fort Farragut. Fort Farragut is directly northeast of Cheydinhal, not far away from the city. Go there right away, and be prepared to kick a lot of ass.



Once inside Farragut, you'll encounter a number of Dark Guardian skeleton enemies. For the most part, you'll encounter them one on one. They're not particularly hard to fight though they do take a lot of punishment before shuffling off the mortal (immortal?) coil. If you can, use a detect life to see them in the darkness. Try to fight them one at a time to ensure you don't get overwhelmed.



You'll also need to be on the lookout for traps, including pressure plates and one nasty hole in the floor. After a bit of moving through the fortress, you'll find Lucien behind a gate. Open the gate via the nearby lever and speak with Lucien. He'll give you new orders.

The Purification

Lucien's next order is to kill every member of the Cheydinhal Dark Brotherhood. Travel back to Cheydinhal and enter the Dark Brotherhood sanctuary. For now, none of the members will be wise to your orders. They'll treat you as a friend, giving you one last chance to make use of their services.



Now none of the Dark Brotherhood members are very tough to kill but you still don't want to fight the lot at once. Wait for times when the brothers scatter throughout the sanctuary so that you can fight them one at a time. Be sure to check the living quarters and the training room for lonely members of the chapter.

Kill them each, one by one, then return to Lucien to complete the quest. For your actions, Lucien will reward you with the horse Shadowmere.

Affairs of a Wizard

You'll find the dead drop for this quest on Hero Hill, inside a hollow rock east of Cheydinhal. Get the dead drop orders, then travel to Leafrot Cave due south and east of Bravil.



Expect to find ghostly enemies inside the cave. Appropriately arm yourself with silver or enchanted weapons so that you can kill the enemies inside. The first section of the cave has a number of baddies (we fought liches), but Celedaen is wandering about the next section. While still in the first part of the cave, look for a book on a nearby table that details the weakness of Celedaen. To kill him easily, you'll have to pickpocket from him the Sands of Resolve.



There are two doorways that lead to the section of the cave in which Celedaen resides. We suggest taking the door on

the left, then dropping through the weak boards to reach Celedaen's level. After opening the wooden door (after dropping), we suggest using some sort of chameleon spell to turn yourself invisible. It's hard to sneak up on Celedaen otherwise, though sneaking honestly isn't necessary. Even if Celedaen does see you, the fight with him isn't so bad. He'll summon some baddies to get in your way. Just charge straight for the necromancer and chop him down.

When Celedaen is dead, travel to the center of Chorrol. Near the tree at the town's center you'll find a sack cloth inside which is your reward, as well as orders for the next quest.

Next of Kin

Travel to Bruma and head due west from there to find Applewatch, the farm with the first of the Draconis family. You can speak with Perennia Draconis about her children and she'll give you a list with their locations. Once you've got the list, slay the woman (she puts up quite a fight!), then plot your next attack.



There are four more Draconis family members to find and kill. East of the Imperial City is Muck Valley cavern. Immediately upon entering the cavern, you'll be attacked by Sibylla and one of her creatures (in our case, a mountain lion). There are other creatures in the cave but nothing in the cave that's worth looking for. Simply kill Sibylla and move on.



Between Muck Valley Cavern and Leyawiin is the Drunken Dragon Inn. Go there and you'll find Andreas Draconis behind the counter of the inn. There's an Imperial Legion officer inside the inn's lobby at most hours, though you can wait until 2:00 AM to make this a silent and crime-free kill. At 2:00 AM, Andreas will go to sleep. Wait for the officer to walk away and you can kill Andreas in his sleep.



You'll find the third Draconis sibling wandering the city of Leyawiin. Caelia is a city guard, so she's both well-armed *and* very criminal to kill. Wait inside the Three Sisters Inn at around 7:00 AM. Caelia will go to a private room upstairs where you can fight here alone. Unfortunately, there's no way to avoid getting a massive bounty.



Now return to the Imperial City to take out Matthias Draconis. He wanders about the city a lot, though he sleeps in his home in the Talos Plaza district. Break into his house after midnight and head upstairs to his room (don't worry about Matthias' buddy downstairs). Again, you can't avoid a bounty when you kill Matthias. After you've killed Matthias, go to Skingrad castle and look for the next dead drop in the well.



Broken Vows

This is a pretty quick and simple quest. Travel to Bruma and find the home of J'Ghasta. You'll have to pick the lock on his door, but it's a pretty easy lock to break. Once inside the house, go downstairs. Behind the stairway and under a bunch of folded cloths you'll find a hatch that leads to the secret basement. (Wait, how did J'Ghasta cover the hatch with cloth from inside the basement?)



Depending on the time of day, J'Ghast is either training in the room at the end of the hall or sleeping in it. He fights bare-handed and is pretty easy to take down. When he's dead, locate the old bridge due south of Imperial City. You'll find the next dead drop there.



Final Justice

Travel to Bravil and you'll be very near to the Flooded Mine you need to infiltrate. Just north a bit is the entrance to the mine. If you've got a water breathing spell (or an enchanted item with an equivalent effect) we suggest you be ready to use it.



The entire mine is flooded with water and there are no enemies to worry about other than the target, Shaleez. It's hard to sneak up on Shaleez because of all the water (you can't sneak while swimming). Luckily, it's easy to get Shaleez stuck.



We swam into the northwestern part of the cave. You can jump out of the water and onto the shore in this open part of the cavern...but Shaleez can't. If you can get her attention, Shaleez will swim towards you and try to attack from the water. Simply counter with a long-range attack and she's guaranteed toast. When she's dead, travel to the next dead drop to the south. Inside a coffin in the fortress is your next assignment.

A Matter of Honor

Be sure to grab Alval Uvani's schedule from the dead drop before leaving. The document details the target's location on the various days of the week. Pay attention to the day of the week (you can tell which day it is by bringing up the waiting screen). When you've found the day of the week, match it to Alval's schedule and travel to the appropriate town.

On Morndas and Tirdas, Alval can be found in Bravil at the Lonely Suitor Lodge. On Middas and Turdas, he's usually at the West Weald Inn of Skingrad. On Fredas and Loredas, Alval should be at Olav's Tap and Tack in Bruma. Finally, on Sundas you should be able to find the target at his house in Leyawiin.

The dead drop note makes mention of Alval's allergy to the honey in mead. If you can get him to drink some mead he'll become paralyzed, letting you hack away to his gruesome death. You can get some mead from the Summitist Manor in Skingrad (the one you cleared in an earlier Dark Brotherhood quest). To get Alval to drink the mead, you'll want to remove *all* food from the building he's in and place bottles of mead in the cabinets for him to steal.



If you want to try and kill Alval without getting a bounty, you'll have to wait for him to come back to his home in Leyawiin. Break into his house and you'll find him there on Sundas. Kill him, then go to the Market District of the Imperial City to find your next dead drop orders in a hollowed-out stump.

The Coldest Sleep

Travel to Bruma and head due east to get to the Gnoll Mountain camp. The camp is set atop a very steep cliff. The best way to reach it is to travel to the northwest corner of the mountain and start climbing.



You'll find the target, Havilstein Hoar-Blood, hanging out near the camp with his dog. Kill the dog first (should be easy), then focus on the Nord. Havilstein is a very tough opponent, though being a Nord he seems weak to fire. If you've got a fire spell or an enchanted sword, don't hesitate to put it to good use. Be sure to block often, and consider using the steep cliffs to your advantage (push the enemy off a cliff and he'll fall to his death).



The next dead drop is inside an Ayleid ruin east of the Imperial City. You'll have to go inside the ruin and swim through the first flooded area to locate the sunken chest with the mission reward.

A Kiss Before Dying

Head to Bravil and locate the Lucky Old Lady statue at the center of town. Wait around until between the hours of 6:00 PM and 1:00 AM and the target, Ungolim, will show up. Time to kill!



Your dead drop orders suggest a sneak attack, but Ungolim is actually pretty weak. Such careful actions aren't necessary. When Ungolim appears, quickly attack with melee weapons. The enemy uses only a bow and should go down without much effort. When he's dead, Lucien will appear and tell you about your next order.

Following a Lead

Go to Anvil and locate the pond just east of the northern city entrance. Watch the barrel behind the statue and before long an elf will come creeping up. Talk to the elf after he's accessed the barrel and he'll explain that he's been given orders from a man in the nearby lighthouse cellar. You can open up the barrel to find the false dead drop orders the elf planted.



Leave Anvil through the southern gate to reach the docks, then locate the lighthouse nearby. Ascend the lighthouse stairs to reach the upper level where you'll find lighthouse keeper. Intimidate the poor man and he'll hand over the key to the cellar. If you say nothing, he'll try to fight, forcing you to kill him if you want to key.



When you've got the key, return to the base of the lighthouse to find the cellar door (it's on the outside of the lighthouse). Unlock the cellar door and crawl down into the enemy's putrid home. There are dead bodies strewn about, and in the back room you'll find the traitor's diary. Read the diary and you'll be prompted to travel to Appewatch farm, west of Bruma. Before leaving, you can grab the Mother's Head from the nearby table. It'll come in handy in a bit, though it's not required.



At Appewatch, you'll learn that the existing members of the Black Hand have killed off Lucien Lachance. Arquen will ask

you to speak with her between the hours of 12:00 AM and 3:00 AM to continue the next mission. Before you do that, though, you can drop the Mother's Head on the ground and talk to the remaining Black Hand members. One of them will react...

Honor Thy Mother

The final real quest of the Dark Brotherhood is a very short and sweet one. After talking to Arquen back at Applewatch, you'll be transported to Bravil to watch the Black Hand members enter the Night Mother's crypt. Follow them into the crypt (access the hatch on the floor) and you'll be unable to move while the following scene unfolds.



Mathieu Bellamont will soon attack the Night Mother. Kill him quickly and the Night Mother will speak to you, appointing you as the Listener of the Black Hand. You can collect any loot you find inside the crypt before speaking with the Night Mother again and returning to Cheydinhal. Once back at the Cheydinhal sanctuary, speak with Arquen to complete the quest.



Whispers of Death

This quest does not have an end. Instead, it is merely a way for you to grow the ranks of the Dark Brotherhood and earn some money for yourself. Once per week, you can travel to Bravil to speak to the Night Mother at the statue. After speaking with the Night Mother to learn of new contracts, return to Cheydinhal to deliver the orders to Arquen. She will, in turn, assign the contracts to new members of the guild. You'll get a portion of the pay when your underlings complete the contract.

Side Quests

Welcome to the wonderful world of side quests. Here you'll find information for every side quest, temple, ruin, and little cave that we find in Oblivion. The Side Quests sections are listed alphabetically by quest.

Side Quests - 1	Side Quests - 2	Side Quests - 3
Vampirism	Daedric Shrines	Ayleid Ruin Quests

The Battle for Castle Kvatch

After completing the Breaking the Siege of Kvatch quest, this mission becomes available. You can begin it by talking to Savlian again and telling him you're ready to fight to win back the castle. Follow him through to the next courtyard.

If you do this quest after leveling up, the enemies will be much stronger than Savlian and will knock him out in a single hit. Luckily, he can't die and he'll recover quickly and continue fighting alongside you. Help him clear out the enemies in the area. When you're done, talk to Savlian. He'll tell you to go back into the Chapel and speak with Berich Inian.

Follow Berich down into the Undercroft. You now have a large squadron of Imperial guards and Berich to fight the slew of enemies you'll face. If Berich Inian dies, it is your responsibility to get the guard house key off of his body and continue on alone.



Go out of the basement through the only remaining door and you'll find more nasty demons to fight. If you have to, retreat back to the relative safety of the basement (though some enemies might follow you). You occasionally will get a respite where you can rest on one of the bedmats to heal. Also, there is a ledge just across from the well where you come out that acts as a nice sniping perch once all of the ranged enemies have been taken care of.

Once you've cleared out the area, start heading to the north. More enemies are waiting for you as you approach your target. Once again, there are plenty of perches around for you to sit atop of and wear down your targets.



After clearing the area travel to the north until you find the Castle Kvatch passage way which is a small sewer entrance on the ground. Follow the passageway to the ladder at the other end of the tunnel. Once in Kvatch activate the gate lever and Savlian and his men will rush into the castle. There is a hoard of enemies to be disposed of inside, then move further into the Kvatch Castle Great Hall.



The Great Hall is also filled with enemies, speak with Savlian when they are destroyed and he will tell you to advance into the castle alone and find the Count. Continue on into the Great Hall. You'll be faced with some battles as soon as you go through the door, only this time you'll have to fight them by yourself making them a little bit more difficult. When the coast is clear, look for a copy of the book Dance in Fire on the right placed on a table. Read it to increase your Acrobatics.



The side passages in the Great Halls are dead ends but are filled with ingredients and a bed. After plundering the halls enter the Count's quarters and face more enemies. When the battle ends, look on the ground and you'll see the dead body Ormellius Goldwin. Search him to update the journal. Grab his signet ring as proof that he is dead and return it to Savlian. As a reward, you'll get the Kvatch Cuirass, which is enchanted with fortify Endurance and Strength at 5 points each.



Bear Season

Locate Shardrock farm between Skingrad and Kvatch (north of the road that spans the two cities) and speak with Thorley Aethelred inside. He'll tell you that his farm's been the recent victim of a pack of bears and asks you to do something about it. You'll need to kill six bears and bring back their fangs.



Exit the home and you'll find the sheep sitting quietly in their pen. The bears to kill are surrounding the farm, and while they won't attack you all at once you've still got quite a fight ahead of you. If you've got a life detection spell we recommend using it to easily spot the bears around you. Try to fight them one at a time to avoid getting overwhelmed. If you do get in over your head, jump onto one of the many tall rocks in the area. There are some rocks the bears can *not* get onto, letting you freely attack from safety.



When you've killed six bears and collected their fangs, return to Thorley for your reward. He'll give you a random book from a selection of rare books, some of which may increase one of your skills.

A Brotherhood Betrayed

Location: Bruma

Enter Bradon Lirrian's house to begin this quest. A guard named Carius Runellius will immediately tell you that you've stumbled upon the scene of a crime and that you should leave unless you're a guard or Raynil Dralas. Talk to the guard to learn more and he'll tell you that Raynil is a vampire hunter who killed Bradon in his sleep.

To continue your investigation, talk to Bradon's wife, Erline. She'll tell you that she suspects her husband was framed. Your journal updates telling you that you should now seek out Raynil and suggests the local merchants as a good place to start. Go to any of them and ask about Raynil and you'll be directed to Olav's Tap and Tack, the inn located next to the main gates. Go there and talk to Olav. He'll give you Raynil's room key and direct you up the stairs to the end of the hall. Go to the far room and use the key to enter. Your journal will update here telling you to search the room for evidence. If you look behind the dresser, you'll spot a book peaking out. Read Raynil's journal and then take it with you as you go to Olav.



Olav will relate the tale of Raynil's other vampire slaying, Gelebourne in Skingrad. It looks like Raynil is killing off the people he had a pact with to get all of the treasure. Take this news and the journal back to Carius. The head guard is surprised that he committed such a grievous error in judgment and asks you to meet him back at Olav's in an hour.



Go back to the inn and wait around for Carius to show up. When he does, he comes armed with a plan. You are to go to Boreal Stone Cave, west of the town, to find Raynil and stop him before he escapes. If you can't convince him to come back to town, you are to kill him.

Raynil is sitting just inside of Boreal Stone Cave. You may as well just start attacking him to get the jump on him. If you don't, then he'll just tell you that he isn't coming back and has no choice but to kill you. Once you take him out, search his body for the three keys and use them to open the Waterlogged Chest that is just past where he was waiting. Inside, you'll pick up the Mundane Necklace, a piece of jewelry that doesn't look special. If you explore the rest of the cave, you'll find some low level loot and potions in a few chests, but no more enemies.



Take the jewelry back to Erline in Bruma. When you tell her what happened, she explains that a special spell was placed on the necklace and its true power can be released with a word that only she knows. She takes the amulet and removes the spell and then returns it to you as a reward for killing Raynil for her. The amulet is called the Phylactery of Liteness and does a 10 point constant effect Fortify Speed.

Buy a house in the Imperial City

You won't get any reward for doing this quest and it costs a load of money. You will end up with a house of your own and some nice furniture including a bed to sleep in and some drawers to store items in. To begin the quest, go to the Imperial City Market District. Locate the Office of Imperial Commerce and head inside. You can buy a house from the clerk, but only after you have raised her disposition so that she feels comfortable talking to you about buying property. The house costs 2,000 gold and is non-negotiable.



The house you buy is located in the Waterfront district of the Imperial City amongst the other rundown shacks on the far side of the harbor wall. The next part of the quest involves furnishing your room. Go to the Three Brothers Trade Goods and talk to Sergius Verus. You'll notice that he has furnishings for sale at quite an expensive price. When you have the money, buy all of it to complete this quest. Don't forget to stop by your house anytime you want to sleep for free or need to store anything.

You can complete a similar quest in each major city. The houses have various prices and you'll want to go to the castle in most cities to make the purchase.

A Brush with Death

Location: Cheydinhal, Rythe Lythandas' house.

If you talk with people around Cheydinhal, they'll tell you that Tivela Lythandas' husband has gone missing. Go to his house and speak with her to begin the quest. She'll tell you that her husband locked himself in his studio to paint and has disappeared without leaving the room. Take the key that she gives you and enter the painting studio. There, you'll find a magical painting that you can enter.



Inside the painting, you'll find Rythe but you won't be able to leave with him just yet. Apparently he had a magic paintbrush that allows him to enter paintings and just think about what he wanted to exist and it would appear. A thief stole this paintbrush, preventing Rythe from being able to leave the painting. Your job is to get the Brush of Truepaint and return it to Rythe so that he can paint a way out for the two of you.



Retrieving the paintbrush is a little more difficult than it initially seems. The thief painted a bunch of trolls into existence which promptly killed him. You need to get past the Painted Trolls to the thief's body, grab the Brush of Truepaint and get back to Rythe in one piece. Make sure you talk to Rythe until you exhaust all options and he'll give you 6 Turpentines. These potions will give a +100 damage to Painted Trolls when you apply them to your weapon. Painted Trolls have more than 100 health, so unless you're strong it is going to require more than one of the Turpentine's to take them down. Also, Painted Trolls regenerate health faster than minor spells can dish it out. That means that if you take on this quest with a low combat rating and weak spells, you may have to resort to running past the final few Painted Trolls to get through. Sneak attacks with your bow might work as an alternative if you have a good stealth rating.



If you run out of Turpentine and can't take down the final 2 or 3 Painted Trolls, unequip your weapon so you can move

faster and blaze to the end of the trail. Grab the Brush of Truepaint and get it back to Rythe.



Go back through the portal Rythe creates and then make sure you talk to him back in his house. He rewards you with the **Apron of Adroitness**. It is light armor with constant effect fortify agility and intelligence of +6 and is worth 1235 gold.

Canvas the Castle

Location: Castle Chorrol

Talk with Countess Valga and she'll tell you about a portrait that was stolen from her. Your task is to go out and gather evidence as well as look for witnesses. Here are the people you should talk to, all within the castle, and what they will tell you.

Laythe Wavrick: The castle herald will tell you that he saw Orgnolf has a drinking problem and has been asking for money to fund his habit.

Chanel: She'll say that on the night in question, she was in the courtyard taking star readings, went to the dining hall, and then to bed.

Orgnolf: This orc argued with a delivery boy in the Great Hall, and then went to his room for the rest of the night.

Orok gro-Ghoth: He was in the castle the entire night but didn't see Orgnolf or Chanel. He saw Orgnolf drinking in the West Tower once, but stopped when threatened.

Bittneid: The captain of the guard says he saw Chanel spend a good deal of time in the West Tower.

Once you've spoken to everyone, it is time to gather evidence. Clearly the two suspects are Chanel and Orgnolf, but neither was seen committing the crime nor does either have a great alibi. The West Tower was also mentioned several times. Go there to begin your search.

Look behind the crates in the West Tower and you'll find a painting. Look for more clues that lead to someone being a painter. Orgnolf's room doesn't reveal anything that might show he is involved. However, if you look in the dining area of the Great Hall, you can find paint footprints on the carpet. Chanel was supposedly in this area -- go to her room to continue the search. Look inside the lectern near her bed in her room and you'll find painting supplies. This is more than enough to make an accusation.

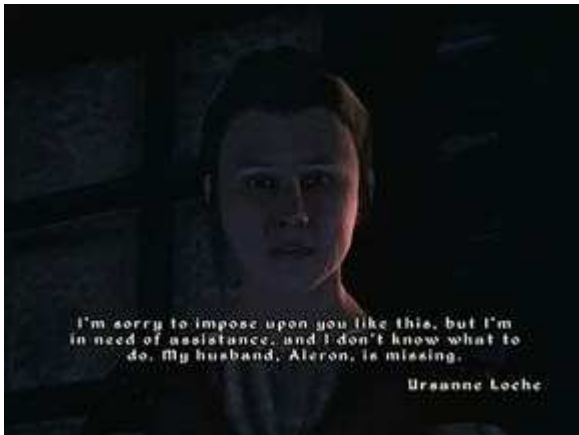
Chanel will admit she took the painting and tell you where it is hidden, but she'll beg you to let her keep it. If you tell the Countess about Chanel, you'll get up to 700 gold and some gems. Also, Chanel will be gone from the game for good. If you tell her that neither suspect is the criminal, you'll get less money as a reward and should go back and tell Chanel what you did. She'll be so pleased that she'll offer to paint a picture for you. Return in three weeks and you get a nice little painting that you can place in your house.

Caught in the Hunt

Location: Bravil

Ask around town and you'll learn that Ursanne Loche's husband, Aleron, has gone missing. Go to meet her at her house

and she'll ask you whether you'll help her or not. Agree and she sends you to an Orc usurer named Kurdan gro-Dragol at the Lonely Suitor Lodge. Follow your navigation to get to the lodge across town and go upstairs to talk to the Orc. Gro-Dragol won't even talk to you if he doesn't like you. Start by buttering him up with a little persuasion. Once you have his disposition high enough, he'll tell you that he knows where Aleron is. Before he'll tell you though, he wants you to seek out a special axe for him. Agree and then talk to him again. He'll ask you if you're ready to go and when you agree, a boat will appear outside for you to take to Fort Grief in search of the axe.



Get on the boat down by the docks near the magic shop. When you arrive at Fort Grief, you may find it difficult to get inside. Look on the ground to the right of the entrance and you'll see a small metal switch. Flick it to open the gate. Inside, you'll find Aleron who tells you that it was all a trick. There is no axe and Kurdan only told you there was to trap you in Fort Grief for a manhunt. Unfortunately, you are the person being hunted in a game where people pay Kurdan for the privilege of hunting live humans in his dungeon. There isn't any way out except to enter the Hunter's Run, kill the hunters, and find the key which one of them will be holding.



Inside the Hunter's Run, you'll be attacked by three twisted hunters. The first is against an Imperial wearing chain mail and shouldn't pose any problems. He will rush you just after you enter the ruins and can be dealt with in the normal fashion. Once you kill him, make sure you search his body to find the first key. The second enemy you fight will be slightly more difficult than the first, but when you kill him you'll be able to loot his corpse for some Dwarven armor along with the second key. You need to have both of the keys from the first two hunters to enter the second part of the dungeon, The Hunter's Abyss. Before you do go to the Abyss, make sure you dive into the water in this area. You'll find a water filled tunnel that pops you out at a rare Nirnroot. Finish exploring the region, but watch out for the numerous traps, and then go on into the Abyss.



In the Abyss, you'll find a bed where you can rest up if you need to. Make sure you do if you're weak because you'll have the final battle of this dungeon just in the next room. It is against an Orc who is the most powerful of the hunters. Luckily, there is a pool of water in the middle of where you fight which you can get the Orc trapped in and confused if you constantly circle around. From the higher ground, you can slash the Orc as he tries to swim towards the walls making for an easy fight. Loot his body and get the final key which should let you escape. Run back to Aleron to tell him the good news.

When you get outside, you'll see Aleron get killed by Kurdan. The guy who trapped you here then tells you that there isn't any way you're getting out and starts to attack you. He has an archer on the top level that will rain arrows down on you and holds some powerful armor. Run under cover so the archer can't hurt you and deal with Kurdan. Make sure you take the leveled loot (we recovered aElven Claymore, Firewalker Greaves and Nord Gauntlets) he holds. Even if you don't want enchanted light armor, they fetch a fair price. More importantly, get the real key so that you can leave. Run up the stairs and kill the archer. Take his bow if you don't have a better one and then go back into the Hunter's Run.



Inside, look for a gate right near the beginning. Use the real key to open it and turn the gate switch so that you can leave Fort Grieve. Go back outside and take the boat back to Bravil. Once there, talk to Ursanne and she'll reward you with a copy of the **Biography of the Wolf Queen**. Read the book to increase your Speechcraft.

Corruption and Conscience

Location: Cheydinhal

Just about anybody in Cheydinhal will offer you this quest. The guards have been imposing heavy fines lately for even the tiniest of infractions and the townsfolk are none too pleased. The trouble started when the new Captain of the Guard, Ulrich Leland, took over. You'll be directed to Llevana Nedaren who is the most upset about this issue.

Go talk to Llevana to learn about her friend Aldos Othran -- a man who was made homeless by Ulrich. You'll be forwarded on to Garrus Darellium, the second in command who might be sympathetic. Go find Garrus in the castle and he'll tell you that nothing can be done without Aldos as a witness, but that he will help you if he can.

Aldos can be found either wandering the town or passed out on his mat in the corner of town. When you talk to him he gets so worked up that he goes off to confront the guards. The outcome is that he gets killed, which probably isn't what

anybody had in mind. Go back to Llevana to report the news.



Llevana was friends with Aldos, so the news of his death wounds her deeply. She decides that she should take matters into her own hands and wants you to find Ulrich and convince him to come back to Llevana's house. Since this sounds pretty extreme, go talk to Garrus first about what Llevana is scheming.

Garrus encourages you not to go through with Llevana's plans. You now have two options. The first is to go through with Llevana's plan. If you decide you want Ulrich to die, then go locate him in town. When you talk to him, you won't have any choice but to bring him back to Llevana, unless you want him following you around forever. Inside, she casts a paralyze spell and then has a rat kill him. You're helpless to defend him as you're stuck in one place.



If you don't want Ulrich dead, go to his living quarters and search for the note on his desk. Bring it back to Garrus as the evidence he requires.

Regardless of which option you decide to go with, you'll have to return to deliver either the report or the note to Garrus. He'll ask you to wait two hours and meet him in the Cheydinhal Bridge Inn. Do so and he'll show up with a gold reward for helping him to make Captain of the Guard.



The Forlorn Watchman

Location: Bravil

Everyone around town in Bravil will make mention of the Forlorn Watchman -- a ghost of an old sailor that walks the shores of Niben Bay during the night. Ask for more information and you'll be referred to Gilgondorin at Silverhome-on-the-Water. Gilgondorin will provide all of the information you need and even mark the location of the Watchman on your map for you. You're told to look for the ghost there at 8 PM, though he'll be there until around 10.

When you find the ghost, just wait around for him to start moving and follow him. He'll walk quite a ways along the shore before turning to you and giving you a cryptic message. Go back to Gilgondorin and ask him about the mouth of the panther. Once again, Gilgondorin will be in the same location and provide you with everything you need to know. This time, his marking leads you to a ship that wrecked itself on the shore.



Look for a hole in the side of the shipwreck and you'll be allowed to enter. The entire ship is infested with undead ghouls for you to fight. Upstairs in the captain's quarters is a chest with some potions, but you should immediately head down as far as you can. In the lowest level, you'll find the ghost of Gable, the traitor. Kill the ghost and search its body for a Small Key. Use it to open the next door and to unlock the skeleton that is shackled in the next room.



When the skeleton drops, the Forlorn Watchman appears and thanks you. He tells you to take the map on the floor and follow it to his treasure. As soon as you pick it up, you'll find the compass directs you to the reward.



Your compass will guide you to the middle of a stream which doesn't look like it holds any treasure. Dive under the water and you'll find the chest. Inside is some money, jewels, assorted Soul Gems, and a junky enchanted mace. This was probably not worth your time.

The Ghost Ship of Anvil

Location: Anvil Docks

On the deck of the western ship of the Anvil shipyard, you can find Varulae. She'll complain about a lost crystal ball that is inside the ship you're on. The only trouble is the fact that the boat is chock full of the ghosts of murdered sailors. This is a simple quest with a small reward, perfect for someone just getting started in Oblivion.



Use the key Varulae provides you to enter the ships hull. You'll be attacked by undead creatures throughout this entire ship which will level with you. Your target is a chest at the bottom-most level of the boat. You'll know you're in the right room when your compass lights up with a green target instead of red. Inside of the chest, you'll find Varulae's Crystal Ball. Return it to her and she'll reward you with Redwave. This cutlass only does moderate damage by itself, but it also does a Drain Health 15 points for 6 seconds when you connect with an enemy.

Goblin Trouble

Follow the Yellow Road towards the Cerbele River just northeast of the Niban Bay. You'll find Crestbridge Camp on the west side of the road. Talk to Barthel Gernand and he'll tell you about his settlement that's overrun with goblins. He'll then refer you to Mirisa for more information.



Talk to Mirisa (she's at the same camp) and she'll mark on your map the locations of two goblin caves. She gives you two options for helping clear the settlement. You can either assault the Cracked Wood Cave goblins' shaman or rush into the Timberscar Cave and retrieve the Goblilm Totem Staff.

Since the Timberscar Cave is closer, that's the one we went into. There are goblins just outside the cave, and the pair is pretty vicious. More dangerous, though, are the goblins within the cave. There are a number of them roaming about, and getting swarmed by three or more can spell instant doom if you're not careful. You can retreat to the cave's exit to lure the goblins into the open if you wish. However, we tackled the challenge a bit differently.



Rush into the cave and follow the arrow on your compass to locate the staff. The chief goblin, who sports a wicked horned helmet, is the one carrying the staff. Run him down and kill him, then grab the Goblin Totem Staff and make a run for it. Simply return to Mirisa and she'll tell you that the war between the goblins is over. Talk to Barthel Gernand again and he'll thank you for your work, ending the quest.



Reward

The goblin cave Timberscar is pretty bare. Aside from a chest or two that had a bit of gold, there's really not much there that's worth going after. However, you are able to keep the Goblin Totem Staff once you've completed the quest. The staff we got is worth 7760 gold, though the strength (and value) of the staff is likely dependent on your character's level.

Go Fish

Location: Weye - just west of the Imperial City, near the Wawnet Inn

Look for Aelwin Merowald walking around either inside Weye or just outside by the road. Talk to him and agree to help him to begin this quest. It seems he had a deal with an alchemist to deliver scales from the Rumare Slaughterfish but is unable to complete collecting them due to an injured leg. He asks you to collect the final 12 for him in return for a reward.



This quest is quick and easy. Follow your compass and it will lead you to all 12 of the Slaughterfish in order. These guys are slightly more difficult than your typical Slaughterfish, but they only come at you one at a time, so you shouldn't have any difficulties. Kill each Slaughterfish and take care to collect their scales once they're dead. With all 12, your journal will update telling you to return to Aelwin. He'll give you the Jewel of Rumare as a reward. This ring will give you Water Breathing and an Athletics fortification of four points.

The Gravefinder's Repose

Location: The Roxey Inn (north of the Imperial City)

Talk to Malene at the main desk in the Roxey Inn and she'll ask for your help getting rid of a Necromancer named Raelynn the Gravefinder who has taken up residence in the Moss Rock Cavern to the north. This quest is far from easy, especially if your fighting skills aren't up to snuff.

Walk north from the Roxey Inn until you find the Moss Rock Cavern. The door is locked, but that isn't something that a player with lockpicks will find troubling. Pick your way in and you'll immediately be confronted by rats, Necromancers, and undead creatures. Fight your way until the first room is cleared out. You can take a side path down to the right, but the goal is through another locked door straight ahead of where you entered. Pick the lock and you'll come into a room with Raelynn as well as some undead enemies and other Necromancers. You only need to kill Raelynn, but you probably will end up with quite a large fight.

Feel free to search the rest of the dungeon. There isn't too much to find but the Necromancers carry some things worth taking from their dead bodies. With Raelynn dead, return to the Roxey Inn and talk to Malene to collect your sizable gold reward.

The Gray Prince

Location: Talk to Agronak Gro-Malog in the basement of the Bloodworks at the Arena.



Hagronak Gro-Malog will give you his key and ask you to travel to Crowhaven and unlock the truth for him regarding his heritage. Crowhaven can be reached most easily by fast traveling to Anvil and then walking north. Once inside, you'll be attacked by some foul creatures, but the path is straightforward. When you come to an iron gate that you can swing open, you have your first choice of directions. Going through the old wooden door on the right will lead to the burial chamber where two vampires are waiting to attack you. Go through the other way on the left and use the key that you were given.



Once through the door, you find Lord Lovidicus. He apparently wants to eat you and he's quite strong. Luckily, he has no armor and only attacks with a dagger. As long as you have sturdy armor and a shield, you shouldn't have too much trouble laying him down. Once you do, walk to the bedroom and look for his journal. Read it and then take it as proof to bring back for Agronak. For your trouble, he'll give you training that is nothing to scoff at. You'll get a permanent Fortify Block, Athletics, and Blade boost of 3.



Imperial Corruption

Location: Imperial City, Temple District

Speak with an Orc named Luronk gro-Glurzog or a Redguard named Ruslan and they'll start going on and on about a corrupt Imperial Watchman. He doesn't know who it was, but it happened at Jensine's Merchandise in the Market District. Go there to see if you can attach a name to this guard.

Jensine verifies the story and identifies the Imperial Watchman as Captain Audens Avidius. You're told that only another Watchman can arrest him. Your job now is to find that brave Watchman. Talk to any guard in the city and ask about the Corrupt Watchman. They'll tell you that they can't help you, but that maybe Servatius Quintilius will. He is the new captain who seems like he might try to shake things up.

When you catch up with Servatius during his rounds (follow your compass, he moves a lot), he forwards you on to Itius Hayn. Itius is willing to help you, but due to the severity of the crime, he'll need two witnesses. Don't bother going back to Jensine -- she won't help. Luronk and Ruslan will. After you talk with them, wait a day and then go find Itius. Talk to him to complete the quest. You may have to wait a while after you talk to him for your journal to actually update as a completed quest. There is no reward for this other than an increase in Fame.

The Killing Field

Location: Chorrol

Speak to Valus Odill once you have the rumor about his sons. He'll tell you that he is concerned about his sons who are prepared to fight some creatures who have been showing up outside of town. Agree to help and then go meet the two men outside of town near Weynon Priory.



Talk to either Antus or Rallus and tell them that their father isn't coming but that you have agreed to help. They'll immediately start walking towards the Odill Farm. Fall in line behind them. When you arrive, they'll stop in the middle of the garden. Line up next to them and wait for the enemies. Three waves of three Goblins will show up. This won't be any problem for any character, especially with the two brothers helping you out. Once the Goblin waves are defeated, the journal will update telling you to return to Chorrol.



Back in Chorrol, follow your compass to find Valus. Talk to him about his sons and, since you kept them alive, he'll reward you with the Chillrend. This is a fairly powerful sword that does Frost Damage as well as causing a Weakness to Frost on strike.

Knights of the White Stallion

Location: Castle Leyawiin

You may only begin this quest after completing the Mazoga the Orc quest. Talk to Count Marius Caro about being named a Knight-Errant. He'll tell you that he needs you to kill the Orc named Black Brugo, the chieftain of the Black Bow Bandits. Once you have the quest, go talk to Mazoga and tell him about the Count's offer. Mazoga immediately offers to help and even has a plan. Tell her to follow you when you're ready to head out.



Head off for the ruin of Telepe which can be found to the northwest of Leyawiin. When you arrive, a few Bandits will be waiting for you outside. Don't forget to look on the roof of the ruin as there might be an archer camping up there. Take them down and heal up your party.

The room immediately to the right upon entry holds two Bandits, a chest with some gold and an Ayleid Cask holding some potions. The room on the left holds a locked chest with some gold, a Welkynd Stone, and a switch that will open the gate to the next area of this dungeon. Press it and continue down through the steps where you came in. Inside you'll find another locked cask, this one holding a handwritten note. It tells of Brugo and a midnight meeting. Mazoga will also confirm that he'll show up at that time. They'll actually probably just show up a short while after you've taken out the first set of enemies.



The fight against Black Brugo and his underlings can be tough, especially on Mazoga. If you're having trouble keeping her alive, you can always lock her in the back room that requires a switch to be pressed to open it. She'll be safe back there while you do your business. Make sure you fight the mage first so that you get rid of her and any conjured enemies she brings. Grab all of the high level equipment (and all of the Black Bows) from the dead Bandits and go back to Castle Leyawiin. Report your deeds to the Count



Talk to the Count about Black Brugo and tell him that Brugo is dead. You'll be named a Knight-Errant in the Knights of the White Stallion. This novelty award can be viewed on your Factions screen in the journal. You'll also get the Leyawiin Shield, which isn't very good, and the White Stallion Lodge Key. Talk to the Count again and ask him about Black Bows. You'll be able to turn each one in that you brought back from the battle for 100 gold. You can also bring any other Black Bows you find back for an additional 100 gold each. Go tell Mazoga the Orc the good news about how she's now a Knight-Errant. She'll be thankful and tell you that she'll probably see you at the White Stallion Lodge. Speaking of which, go take a look at the lodge. There isn't much there, but you can use it as a house if you want.

Lifting the Vale

Location: Bruma

Once your fame hits the double digits, take a walk around in Bruma and a man named Tolgan will seek you out. He comes from Countess Narina Carvain and gives you a small amount of money to tempt you into meeting with her. Accept the request for a meeting and go to the castle to see what she wants.

The Countess is looking for a certain Akaviri relic called the Draconian Madstone which she believes to be in the ruins called Pale Pass. The trouble is that she doesn't know where Pale Pass is. To help you find your target, you're given a translated portion of a messenger's diary which should give you clues as to how to find Pale Pass. She also gives you a map and a key to help you. The first marker is given to you. Head northeast out of Bruma and follow the trail until you arrive at Dragonclaw Rock.



At Dragonclaw Rock, your journal will update telling you to look at the diary to learn where to go next. The section where Dragonclaw Rock is mentioned also tells you that the messenger headed west from here along a path.

Walk due west from Dragonclaw Rock while keeping an eye out for the large statue that is mentioned next in the diary. You'll come to the Sentinel at which point your journal will update again. The next clue in the journal is to go north. Your compass should have a cave marked on it. That's your target.



Inside Serpent's Trail, your journal updates once more letting you know that you'll have to make your way through this cave if you want to find Pale Pass. If you're low on supplies, you may want to travel back to a town now. You're going to have to make it through two difficult dungeons before this is all over.



The first cave, Serpent's Trail, houses a few chests and traps along with various animals. The real difficulties are the ogres that inhabit the region (you should have expected them from reading the diary). They'll try to block your progress straight through this impossible to get lost in tunnel. Partway through, you'll come across the dead messenger that wrote

the diary. In his hand is a stone tablet that you need to take with you. Don't forget it!

Once you make it outside again, you'll have to fight several more of these Ogres before you reach the ruins you're looking for. Keep following the path to the north until you find a ruined tower and your journal updates.



Inside of Fort Pale Pass, you'll be attacked by Akaviri undead creatures. These cursed soldiers are still trying to defend this fort as they await news of reinforcements. They'll keep coming at you and are fairly difficult to take down. If you're finding this section excessively difficult, you can try running past them. The ruin is fairly expansive, though you won't be able to get lost in it. When you come to a room with arrow traps, look for a lever to press which will bring down a drawbridge. Cross it and enter the next room where you'll find an apparition waiting for you. This is the commander of the Akaviri. Talk to him and deliver the message you picked up on the tablet. He will commend you and all of the enemies will stop fighting as he disappears. Now that the fort is calm, you can easily look for the amulet you came for.

The next room has a small altar. On top of it is the Draconian Madstone. This necklace does a 50% resistance to both Poison and Disease. Pick the locks on the chests here to get some leveled treasure and then make your way out of the fort and back to Castle Bruma. Deliver the amulet to the Countess and she'll reward you with the Ring of the Vipereye. This artifact will give the wearer a +10 fortification on Agility and 15% resistance to magic constantly.



Mazoga the Orc

Location: Castle Leyawiin

Mazoga is an odd Orc that can be found in the waiting room of Castle Leyawiin. When you first talk to her, she'll simply ask if you're the count. No matter your response, she doesn't want to talk to you. Ask one of the guards about her and you'll be directed to the Count himself. Seems he has wanted this little matter to be looked into.

The Count of Leyawiin will tell you about how he is wondering why Mazoga is there if you ask him about the Service to Leyawiin. Now that you've spoken to the Count about the issue, go back to Mazoga. You'll now be able to tell her that the Count sent you. Do so, and she'll begin asking you for help, but not after she tells you how to properly address her.

Mazoga wants you to fetch Weebam-Na. He can be found in his shack on the far side of town. Tell him that you want

him to go talk to Mazoga and he'll agree. If he doesn't, bring his disposition up. Follow him back to the castle.



After Weebam-Na and Mazoga talk, ask Mazoga if that is all she needs. She'll tell you that Weebam-Na refuses to take her to Fisherman's Rock. The task falls to you. Mazoga makes it clear that you are to take her there and NOT attack anyone until she talks to them first.

Fisherman's Rock is north of Leyawiin close to the main road. A group of four shady looking characters are there waiting for you. Mazoga will walk up to their leader and tell him that he is going to die for killing her friend. As soon as she is done talking, a fight breaks out. Help Mazoga kill the rest of the bandits. She is pretty tough, so the fight shouldn't be too difficult. When everything calms down, Mazoga tells you to help yourself to the goods off of the dead bodies of the bandits. Take what you will and go back to Castle Leyawiin. Talk to the Count and he'll thank you for performing the service. The quest to become a Knight-Errant is now available from the Count. Continue reading about this tale under the Knights of the White Stallion side quest.



No Stone Unturned

Check into the Imperial Bridge Inn on the north bank of the Silverfish River and find the elf named Lithnilian. He'll tell you that his notes were lost in a nearby cave. Travel to the cave, find the notes, and bring 'em back. Simple enough, right?



The Bramblepoint Cave is very nearby. Make the trek over and head inside to encounter an array of nasty baddies. The cave is pretty large with many sections. Look for hatches on the floor that'll let you into the later sections of the cave.



At the very end of the cave is a glowing pile of rocks and, to the right, a bed with a chest at the head. Open the chest and you'll find Lithnilian's research notes. Grab 'em, then return to Lithnilian at the inn to receive your reward. (He gives you some Potions of Sorcery.)

Order of the Virtuous Blood

Location: Imperial City, Temple District

If you wander around the Imperial City long enough, Ralsa Norvalo will approach you. She'll ask you to go see her husband at Seridur's house after you agree to help. Go there and speak to Seridur. Follow him down to the basement where he'll tell you that he's part of a group called The Order of the Virtuous Blood. They are dedicated to keeping the Imperial City safe from all vampires and would like your help.

Seridur tells you that Roland Jenserich is a vampire and he is preying on the townfolk. It is your responsibility to take him out. Start by searching his home nearby in the Temple District. Once you enter, the journal will update telling you to look for clues. Walk over to the table on your left and look for a book amidst the table settings. On top of the book is a note that you must read. It will update your journal and tell you to go to Roland Jenserich's cabin.



Roland's cabin is east of the Imperial City. Inside, talk to him about vampires. He'll tell you that he isn't one, but Seridur is! You can choose to believe Seridur and kill Roland, but Roland really is a good guy so you shouldn't. Instead, follow his advice and go to the First Edition Bookstore in the Market District. Talk to Phintias in the bookstore and he'll tell you that Seridur makes regular visits to Memorial Cave, also east of the Imperial City.



When you enter Memorial Cave, your journal will update telling you that this is a vampire's nest. Be careful in here as it is literally infested with vampires. Work your way through the dungeon and kill every vampire, making sure to take their Vampire Dust once you down them. At the end of the tunnel, you'll find Seridur. Attack and kill him and your journal will update.



Head back to Roland's cabin and tell him that you've killed Seridur. Roland decides that he wants the Order of the Virtuous Blood to continue, even though Seridur was evil. Go back to Seridur's house and head down to the basement. You'll find Roland there. Talk to him and he'll reward you with the Ring of Sunfire which does a Resist Disease 35% and Reflect Spell 25%. You can also return to Roland at any time with Vampire Dust and turn them in for a 250 coin reward. Just talk to Roland about vampires with the dust in your inventory and you'll be given the money.

Paranoia (Good Path)

While wondering through the town of Skingrad, you may be approached by an elf named Glarthir. He will ask you to meet him behind the Great Chapel at midnight. Be at the back of the chapel (southeast end of town) around midnight to meet with Glarthir and he'll tell you that he thinks people are plotting against him. He'll then ask you to watch a woman named Bernadette Peneles who lives across the street from Glarthir. You can watch the woman if you want, but it's not necessary. Just fast-forward time to the following night and meet with Glarthir at the same place again.

Now you can lie to Glarthir and tell him that he *is* in fact being spied on, or you can tell him the truth and let him know that he's not. Either way, he'll ask you to watch another two city dwellers in the same fashion, one per day. Continue waiting to pass the time and update Glarthir each night. On the last night of the quest, after having reported on the actions of three "spies," Glarthir will take action. If you told him the truth (that no one is spying on him), he'll think you've turned on him and will attack you with an axe. You can either kill him or simply run away to let a nearby guard kill him.

Reward

On the second and third nights of the quest, Glarthir will reward you with 150 gold (300 total).

Paranoia (Evil Path)

Play through the Paranoid (Good Path) quest, but when Glarthir asks if the people were watching him, tell him that one of them was. He'll still pay you the reward for tracking them, but at the end of the quest, he'll give you list of people he wants killed. On the list will be each of the three people that you told Glarthir were following him.

You now have two options. You can kill the person or persons as Glarthir wants. If you kill every one of them and return to Glarthir, he'll give you a reward of 1000 gold. The second option is to turn Glarthir in. Talk to a guard or one of the people on his list of death and let them know that Glarthir is looking to have people killed. They will immediately go kill Glarthir, leaving his body for you to loot.

The Potato Snatcher

Location: Faregyl Inn

Travel to Faregyl Inn, south of the Imperial City. There, talk with S'jirra the Khajiit. She'll tell you that someone has been stealing her Jumbo Potatoes and offers a reward for their safe return. She tells you to head west to look for the culprit.



Outside, you'll only have to follow your compass a little ways to the west before you run into an Ogre. Kill it and search the Ogre's body. You'll find your Jumbo Potato stash, just as S'jirra requested. Take the 5 Jumbo Potatoes and return to Faregyl Inn. Talk to S'jirra about it and she'll reward you with 5 of S'jirra's Famous Potato Bread. This bread is worth 30 gold and can be used in alchemy. It has the effects of Detect Life, Restore Health, Damage Agility, and Damage Strength.

Raid on Greyland

Talk to Legion Guard Lerexus Callidus outside of the western gate of Leyawiin. He'll tell you that he's trying to catch a Skooma dealer that's holed up nearby. Follow your compass arrow to the Greyland settlement, a small home just a few dozen yards away. As you enter the home, be ready for a fight.



The target, Kylius Lonavo, has a marauder body guard with him. Fighting the two of them inside the small building can be difficult. We recommend starting the fight and then retreating outdoors to give yourself more breathing room. There's a small wall in front of the Greyland settlement that serves as a good obstacle for the baddies. You can jump over the wall but they can't.



When Lonavo is dead, search his body for his ring. Return to Lerekus Callidus and he'll give you a reward in exchange for the jewelry.

The Renegade Shadowscale

To get this sidequest you must first join the Dark Brotherhood. Speak with Teinaava and he'll ask you to kill a fellow Shadowscale, Scar-Tail. Scar-Tail can be found at his open-air camp at the southeast end of the map. Travel to Leyawiin and head east along the coast to find the camp.



You can talk with Scar-Tail to learn that he's already been badly wounded by a previous assassin. It's your choice to actually kill Scar-Tail or to spare his life in exchange for his secret. The Argonian's secret is the hollow rock next to the campfire. Inside the rock you'll find a decent stash of gold. If you opt to spare Scar-Tail's life, look for the dead assassin whose body is at the base of a nearby tree. Grab that Argonian's heart and return to Teinaava.



Teinaava will be oblivious to your deception and will reward you just the same as he would if you had actually killed Scar-Tail.

Revenge Served Cold

Go to Harm's Folly, a small farmhouse northeast of the Imperial City (on your map, it's just above the "N" in "Heartlands"), and speak with Corrick Northwode (he's outside his home around 10:00 AM). He'll tell you that goblins invaded his home and killed his wife while he was out. Corrick wants revenge.



The goblins are in a mine just southwest of the farm. Be prepared to fight a long, hard battle through the mine. We recommend coming equipped with lots of repair hammers. The Jade Amulet, which is what you're after, is found at the very end of this long mine. There are about four separate areas within the mine, and in each one are loads of goblins.

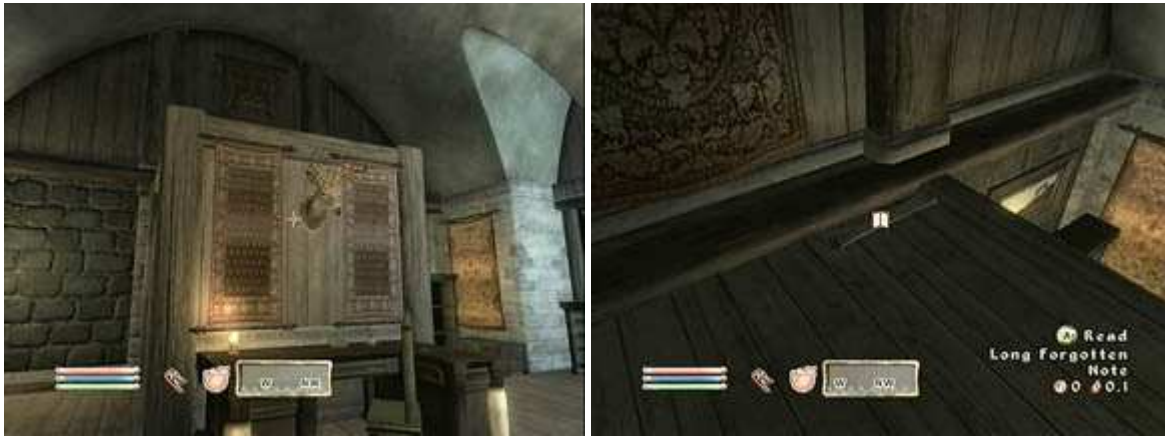


If you're so inclined, you can actually complete this quest very easily. Just turn invisible and run through the mine without attacking any enemies. At the very end of the mine is a dead-end and the goblin netherboss. Kill the netherboss (he's pretty weak) and grab the Jade Amulet. Return to Corrick and he'll reward you with some flawless diamonds.

The Rosethorn Cache

Location: Skingrad

After you purchase the expensive Rosethorn Hall in Skingrad, go up to the top floor and look for a deer head mounted on the wall. If you run around to the right side, you'll find that you can jump up to the ledge above the deer head by using the storage shelves as a step. On top, you'll find the Long Forgotten Note. Read it to begin this quest.



The note has a cryptic message, but it really won't help you out much even if you do solve the riddle. Walk down to the basement and look for the beam that has garlic cloves hanging from it. Wedged in between the rafters and the ceiling is an hourglass. Activate it and you'll finish the quest. For your small trouble, you'll get 2 Flawless Diamonds, 2 Flawless Emeralds, 2 Flawless Sapphires, and the Ring of the Gray. This little bauble will give you a +5 fortification in Sneak, Security, Marksman, and Acrobatics. It also gives you Detect Life for 50 feet and Resist Poison 50%.



Seeking Your Roots

If you see a sparkling blue-green plant, pick it up. Chances are you've found a rare Nirnroot plant and started the Seeking Your Roots quest. After you've nabbed the first root, go speak to any alchemist in Cyrodiil (one can be found in the Market District of Imperial City). You'll then be referred to Sinderion, an alchemist that dwells in the cellar of the West Weald Inn of Skingrad.

Talk to Sinderion and he'll ask you to find even more Nirnroot samples. Bring back 10 Nirnroots and he'll make for you a weak Elixir of Exploration. Unfortunately, that's not the end of it. Sinderion has three more levels of elixirs he can make, and he'll ask for more and more Nirnroots every time you've brought him another delivery. To complete this quest, you'll need to have collected a total of 100 Nirnroot samples. One hundred!



Nirnroots are almost exclusively found where water is. They're usually along the banks of rivers, nestled between rocks and out of sight. Nirnroots can also be found in some caves and inside some homes. If you're listening *very* carefully, you can hear a faint chime that lets you know a Nirnroot is in sight.

Separated at Birth

In Chorrol, you'll hear rumors that a local resident has been seen in Cheydinhal. Go to Cheydinhal and look for a man named Guilbert Jemane. Talk to him and you'll discover that he is the twin brother of the Reynald you'd heard about in Chorrol. Upon learning of his brother's residence in Chorrol, Guilbert will run to Chorrol to meet him.

Travel to Chorrol and you'll find the two brothers together in a local tavern. Talk to Guilbert and he'll thank you, effectively ending the Separated at Birth quest. However, there's more to do with the Jemane brothers...

Legacy Lost

Speak with Guilbert and he'll tell you about his family's old home, Weatherleah. Talk to residents of Chorrol and ask about Weatherleah and they'll refer you to Sabine Laul of the Fighters Guild. Head to the Fighters Guild and find Sabine, who'll mark on your map the location of Weatherleah.

Head south to Weatherleah and you'll find the residence "overrun" with ogres. In fact, there are only three ogres in the area. You can return to Guilbert to update him on the situation, or simply kill the three ogres. With the residence cleared, return to Chorrol and speak with Guilbert. He'll ask you to lead the brothers back to Weatherleah, at which time they'll thank you and end the quest. However, there's yet more to do with these brothers...

Sins of the Father

Wait a few days after returning the brothers to Weatherleah, then head to Chorrol and walk around. You'll soon be approached by Fathis Ules who'll tell you about the Jemane brothers' father, Albert Jemane. Fathis tells of an item that Albert stole long ago but never turned in for his reward.

Fathis marks on your map the location of Redguard Valley Cave. Go to the cave, just outside Weatherleah, and find the ogre chieftan inside. Defeat the ogre chieftan and you'll find that he's carrying the Honorblade of Chorrol. Grab the Honorblade, then leave the cave.

You've got some options once you've secured the Honorblade. You can return the blade to Fathis for a reward of 1,000 gold, though this is by far the worst of the three choices. Another choice you have is to return the blade to Laythe Wavrick at the Castle Chorrol Great Hall. He'll reward you with the Escutcheon of Chorrol, a great shield that reflects a percentage of every bit of damage you take. The effectiveness of the shield varies with your character's level. If you earn that shield at a high level, 35% of all damage you take (whether blocking or not) will be reflected.

Needless to say, we recommend returning the sword to get the awesome Escutcheon of Chorrol shield instead of giving the blade to Fathis Ules. However, there's a third choice you can make. You can keep the Honorblade of Chorrol for yourself. Excluding the powerful Umbra Sword, the Honorblade of Chorrol is the most powerful sword we've found in the game. Not only is it a great blade, but it's also completely weightless since it's a quest item.

Here's our best advice: Keep the Honorblade of Chorrol, at least for now. When you're ready, complete the [Clavicus Vile Daedric Shrine](#) quest to acquire the Umbra Sword. Once you've got the Umbra Sword, return the Honorblade of

Chorrol to Laythe Wavrick in exchange for the Escutcheon of Chorrol. You'll then have an awesome sword *and* an awesome shield.

A Shadow over Hackdirt

Location: Chorrol To start this quest, locate Dar-Ma, an Argonian, and have a chat with her. This begins the quest, although nothing will happen just yet. Return in a week and you'll learn that Dar-Mar went on an errand and never returned. Talk to any of the townfolk about rumors and they'll give you this bit of information. Armed with the Missing Daughter topic, go find Seed-Neeus at the Northern Goods and Trade near the southern gate.

Dar-Ma was going to see Etira Moslin in a small town named Hackdirt and rode on her favorite horse, Blossom. If you talk with others in town about this place, you'll learn that it was burnt to the ground several years ago and can be found just to the south of Chorrol. Etira Moslin is the owner of the local trade store in Hackdirt and can be found behind the counter there. When you talk to her, she'll deny that Dar-Ma ever arrived with her shipment. Your journal tells you that something is amiss and suggests you explore the town for more clues.



Talking with Vlandhonder Moslin in the Inn will net you the same result that you got from Etira. That is, he'll completely deny that she ever arrived. Continue your exploration behind Moslin's Dry Goods, which is Etira's store. There, you'll find Blossom waiting inside a burnt out building. As soon as you find her, the Hackdirt Brethren will come marauding out and try to kill you. These low level, poorly armed enemies shouldn't stand a chance against an armored soul such as you.



This attack and the horse should be definitive proof that you're on the right track. Go back and talk to Etira Moslin again. She'll still deny seeing Dar-Ma. Look in the back corner of her shop and you'll find a trap door. Pick the lock and head down into the cave below.



Note: The second time we played this quest, the pack of Brethren enemies attacked in the caves. Either way, make sure you kill all of them before continuing.

With the Brethren out of the way, all you have to do is locate Dar-Ma who is locked in a cell. Get her out and use any of the ladders to exit back to the surface and fast travel back to Chorrol. Go see Seed-Neus and tell her that her missing daughter is back in one piece. For your trouble you'll be rewarded with a 5 level boost in your Mercantile skill.

The Siren's Deception

You can talk to the porter of the Anvil Fighters Guild about a gang of women terrorizing the men of the city. The porter will refer you to a pair of locals, Gogan and Maclona. Go to their home and talk to Maclona about the gang. She'll give you some info on them, then refer you to her husband downstairs. Talk to Gogan and he'll give you some more info.



Leave the house and follow the marker to The Flowing Bowl, a tavern on the waterfront. Wait inside and you'll soon be approached by two women. Listen to what they have to say, then leave the tavern. Follow the new marker to their farmhouse named Gweden.



You won't be able to enter Gweden unless it's somewhere around 11:00 PM. Wait until 11:00 PM and then enter the home. You'll immediately be approached by Faustina, one of the female bandits, who'll ask you to remove all of your gear. You have no choice but to resist her. Faustina will summon the help of two other lady bandits and they'll all try to kill you. None of them are particularly strong, but you don't have much running room. All doors in the building are locked, so you've got to fight off the attackers in a very tight area. Try to keep all three women in front of you to avoid getting attacked from behind. When all three bandits are dead, Gogon and Maclona will enter the farm and complete the quest.

Reward

Maclona will give you 300 gold for killing the three bandits. In addition, you can loot the women's bodies for keys that'll unlock the basement to Gweden. Aside from the few coins you'll find downstairs, there's also some jewelry to grab. Though the jewelry isn't worth much, it can be enchanted with magical powers that make them worth having.

The Sunken One

Just northeast of the city of Kvatch is the small Shetcombe Farm. Explore the area and you'll note that the place seems oddly deserted. Time to find out where the residents have gone!

Almost directly north of the farm is the Sandstone Cavern entrance. Inside you'll find lots of imps and wolves (at least we did at our level). Follow the tunnels deep into the cavern and you'll eventually come upon the corpse of Slythe, the farm's former inhabitant.

After completing examining the corpse, a Sunken One will charge at you from behind. Be ready to take him down with whatever means you can. He's pretty powerful and aggressive, but successful blocks will stun him.

Reward

You can loot Slythe's body for his gear, as well as grab the goods (some rare stones and gold) from his nearby sack. The cavern is also home to a number of chests with gold and other goodies, though many of them require lock picking.

Tears of the Savior

This quest can be found in the Leyawiin Mages Guild. Talk to S'drassa, a Khajit. He'll ask you to find Garridan's Tears and offers a good reward for each one found. Continue talking to him and he'll describe the crystals and point you towards his colleague Julienne Fanis. She can be found in the lobby of the Arcane University tower.

Talk to Julienne Fanis about Garridan's Tears and she'll give you a brief history of their formation. For more info, she suggests reading the book Knightfall which is available for purchase at the First Edition Bookstore in the Market District of the Imperial City. When you purchase and read the book, it will give you a map marker with the location of the Frostfire Glade. The book also tells you that you need refined frost salts to get in. Purchase these from Julienne Fanis before you leave for your adventure.



Frostfire Glade is located northeast of the Imperial City. When you first enter the cave, you'll be confronted with some animals. Fight off the wolves, lions, or bears depending upon your level. At the end of the short tunnel is the entrance to the Glade. If you have the refined frost salts with you, just walk forward and enter the door.



Inside the Glade there is a Frostfire Atronach of the Glade. Lure him away from the icy center towards the exit you just came through. There are two reasons for this. The first is that if you step on the ice, you'll begin taking frost damage from the extreme cold. The second reason is that you might knock the tear crystals into the brush during the battle, making them nearly impossible to find. Another thing to note, if you can get a resist frost 100% through any combination of your equipment or potions, this next section will be much easier.



With the Atronach gone, you'll have to begin the search for Garridan's Tears. There are five of them, and they are quite small. If you stand on the ice in the middle where Garridan is locked in eternal battle, you won't take the frost damage and you'll be able to survey the area. Use our map below to aid you in locating the Tears. Remember, they may have been scattered by you bumping them, errant spells, or even the Atronach's bumbling about. If they're not in the locations we have marked here, look in the nearby brush.



When you have all five tears, return to S'drassa. He'll reward you with 500 gold coins for each one, a total of 2500 in cash.

Through a Nightmare, Darkly

Ask around Bravil and you'll learn that Kud-Ei is looking for help searching for a lost friend. Go to the Mages Guild and speak with Kud-Ei. When you do, you'll learn that Henantier is actually trapped and Kud-Ei needs your help freeing him. Talk to Kud-Ei once more and tell her that you're ready to help. Follow Kud-Ei to Henantier's House.



Henantier is actually caught in a Dreamworld. To enter it, put on the Dreamworld Amulet given to you by Kud-Ei and go to sleep in the bed. You'll instantly be taken into Henantier's dreamland. All of your items will be temporarily removed. Talk to Henantier and he'll tell you that he has lost something important. A quick survey of the area will show that there are four portals. Each of them leads to a test that you must pass to escape with Henantier. Save your game before each of them as they can be quite perilous.

Test of Perception

Through this door lies a path full of traps. You only need to walk through it in one piece to make it to the Element of Perception. The blades at the beginning rotate and can knock you off of the edge. Once you make it past them, just keep running and jumping along the walkway at top speed and you'll get to the end in one piece.



Test of Patience

The pot marked Study doesn't appear to have anything other than a bunch of gibberish on a scroll. A closer look will reveal that it actually has a path of the same symbol, leading from the starting square that you can enter the arrow traps, through to the other side. These are the only squares you can stand on. The rest will fire a deadly amount of arrows into your side. If you stay on the right tiles and read the scroll after every few steps, you'll be fine. You can also jump over the tiles, so if you're close to the end, just make a leap for it. The first arrow trap you come to is the top pattern and so forth down the scroll



Test of Courage

You must have the courage to swim through a dark tunnel of water. Open the small pot at the beginning to find a potion that will give you water breathing for 30 seconds. There is another such pot part of the way through the tunnel. Don't use the potions until your breath is getting low. Keep moving through the tunnel and try not to get turned around. When you reach a door, go through it and you'll find the Element of Courage.

Before you enter the Test of Resolve, look in the cabinet to the left of the portal. You'll find one marked Heal Yourself. Take the potions from within.

Test of Resolve

The Prepare Yourself pot here has a full set of Daedric and Glass Armor as well as a sword, staff, and warhammer. Take whichever set of armor will do more protection for you and equip it with your choice of weapons. We found that the lighting staff was the best for the upcoming battle with a secondary weapon of the claymore. You'll have to fight two Dreamworld Minotaurs. Once you take them down, some steps raise and you're allowed access to the Element of Resolve.



Once you have completed all four tests, talk to Henantier and he'll realize that you know what is going on and he'll take you out of the dream. As a reward, he gives you six scrolls that vary based on your level. You get all of your items back, but don't get to keep anything from the Dreamworld.

Two Sides of a Coin

Location: Bruma

You'll have to ask around Bruma for rumors to be told about this quest. Once you have it, you'll be told that Arnora Auria needs help recovering money that was stolen from her. Go to her house to find out more. When you arrive, she'll be in the basement practicing her magic on a target. Talk to her to learn a story about how her boyfriend and her committing petty thievery which escalated into a big heist. Apparently her boyfriend killed someone and hid their loot. He's now in prison and she needs help finding the money.



Go to the Bruma Castle and take a right to go down into the dungeon. Talk to the guard and tell him you'd like to visit a prisoner. Jorundr is inside, but he won't talk to you because he doesn't trust you. Your journal suggests getting arrested to gain his trust. Wait until the guard is looking and then pick something up. Agree to go to jail (you'll wind up losing a skill level here). Once inside the cell, talk to Jorundr and he'll spill the beans.

Sort of. Jorundr has a different tale. He says that Arnora set him up and had him arrested. He wants you to kill her and bring back proof of her death in the form of her prized amulet. Take a nap on one of the mats to finish up your jail time.



Go back to Arnora and tell her the news. She'll come up with a better plan. You can take her amulet without killing her and bring it to Jorundr. Take her key and go downstairs to the basement. Look for the chest behind her bed and take Arnora's True Amulet out. Bring it back into the prison (you may have to pick the lock to get into the room where Jorundr is). Talk to him and he'll be pleased enough to tell you the location of the gold.

The gold is outside of town and should be marked on your mini-map. When you arrive there, Tyrellius Logellus is waiting. This corrupt guard overheard what you said and wants the loot for himself. When he attacks, kill him. When he's dead, open up Jorundr's Loot to see what he stole.



Inside of Jorundr's Loot you'll find 3 rings, the History of the Fighters Guild book, Purloined Shadows book, some gold and jewels. Before Tyrellius attacked you, he mentioned that he killed Arnora and that you're the last loose end. To complete the quest, go back to Arnora's house to see if he was telling the truth. Turns out that he was, so it would be a good idea to immediately leave the scene of the crime so as not to be implicated.

An Unexpected Voyage

Location: Imperial City, Waterfront District

To begin this quest, board the Bloated Float and purchase a room for the night. Sleep in the bed for more than a few hours and when you wake up, you'll find that the ship has set out to sea with you on it. Your journal first tells you to find the owner and discover what is going on, but things won't be that easy.



Waiting outside your door is a thief named Lynch. You can try to answer his questions by telling him you're a passenger and then a member of his gang to find out more information, but it doesn't matter if you. The end of the conversation ends with you killing him. Search his dead body and find the key to the Storage Room. Look inside the Storage Room and you'll find the bouncer, Graman gro-Marad. Talk to him and you'll learn that the boat has indeed been hijacked and, if you can clear the way to the ship's wheel, he can steer the boat back to shore.

When you go up to the next level of the ship, Minx will be waiting for you. Once again, you can try to get information out of her by lying and you'll just end up killing her. Take the key from her body and go up to the Tavern Deck.

The third thief is waiting at the wheel. Talk to him and then kill him and you'll get the key to Ormil's Cabin. You've cleared a path to the wheel, but when you go back to talk to Graman, he says he won't sail until you rescue the captain, Ormil.



The last thief is waiting with Ormil in the captain's cabin. If you respond to her properly, you can get her to give up without a fight. The correct answers are "I took the key from Wrath", "I'm here to join the gang", "...three months ago", "to find the Golden Galleon", and "You mean in Bravil?" You could have learned all of this information by lying to the other three thieves. If you respond properly, she'll hand over her sword. This powerful sword does an Absorb Fatigue on strike and will be more powerful depending on what your level is.

With Selene in check, Ormil asks you to escort her downstairs. Do so and then go back to talk to Ormil. He'll give you the full story and then tell you to go rest while they sail back. Sleep down in your bed one more time and you'll awake with the ship back in port. Talk to Ormil one last time to get a reward of up to 450 gold.

Unfriendly Competition

Talk to any of the shopkeepers around the Imperial City Marketplace and you'll be told about a shop that has opened recently that is putting them out of business by undercutting their prices. You're told to go see Jensine at Good as New Merchandise as she is the one leading the investigation. Jensine is a member of the Society of Concerned Merchants. Talk to her and she'll ask you to investigate a new store that was opened by a man named Thoronir. His shop is called the Copius Coinpurse. Go there and talk to Thoronir. He won't reveal any information, but your journal will update saying that he is obviously hiding something and that you should keep an eye on him after his store closes.

Thoronir closes his shop at 9 PM, but he won't do anything interesting until midnight. In the center of the Marketplace, there is a garden area with a well. Go there at midnight and hide in the bushes. Thoronir will walk over and start talking to a man named Agarmir. They won't start talking if you're plainly visible, so you'll have to hide in an area close enough to hear them but out of sight. Your journal will update saying that you should follow Agarmir to see what he is up to.

Agarmir walks south into the Palace District and then in to the Talos Plaza. Follow him straight to his house where your journal will update once more. This time, it tells you to wait until he is gone to start searching. If you go around 7 or 8 PM, he'll be gone. You'll have to pick an average lock to get in and then a very hard lock to get down into the basement, so come prepared with plenty of picks.

Once you're down in the basement, look for a table with candles on it and a book. Read the Macabre Manifest and your journal will update once more. Take the book as evidence and get out of the house. Your next task is to go see how much Thoronir knows about the goods he is buying. When you show the book to Thoronir back at the Copius Coinpurse, he immediately agrees to stop buying goods from Agarmir and gives you a hint that Agarmir might be in the graveyard today.



Go to the central Palace District of the Imperial City. Follow your compass to the proper grave where your journal will update again. The Trentius Mausoleum is open for some reason. Go inside to investigate. As soon as you enter, you'll find Agarmir and a thug waiting for you. You've been set up! They even dug a grave to leave you in after they kill you. You'll have to fight these two. The thug has some solid armor but you should fight Agarmir first. His armor is weak though he carries the Debaser, an enchanted short sword that will drain your Endurance and Willpower. Deal with them and then search their bodies. Make sure you take the Trentius Mausoleum Key so that you can leave.



Your journal will update again telling you to look for one more piece of evidence. Searching the room will unveil two notable items. The first is Agarmir's Shovel which is the evidence you need. If you look in the back corner of Calliben's tomb, you'll see a gold weapon. Jump up onto the ledge and try to examine it. If you get in the right position, you'll be able to pick up Calliben's Grim Retort, a fairly decent mace that has some good enchantments if you're just starting out in the game (Absorb Blunt 8 points, Absorb Strength 8 points, and Frost Damage 10 points). Don't forget the Debaser that Agarmir had as you leave the tomb.



Go back to Thoronir and tell him what happened. He'll change his inventory and give you the Weatherward Circlet as a means of thanks. This ring does a Resist Fire and Frost at 35%. Finally, go talk to Jensine again. She'll give you a cash reward for your troubles and say that nobody is going to press any charges against Thoronir, though the shovel and book you collected will be perfect evidence against Agarmir.

A Venerable Vintage

Speak with Nerussa at the Wawnet Inn (it's just west outside the Imperial City) about wine and she'll tell you that she wants six bottles of Shadowbanish, a rare brew that can only be found in eight forts throughout the world. Each of the eight forts has only two bottles of the wine, so you'll have to stop by three of the forts. The eight forts that have the wine are Aurus, Carmala, Dirich, Girief, Irony, Magia, Scinia, and Vlastarus.



Three of the forts are very close to each other, and none of them are very large. Fort Aurus can be found right at the mouth of the Corbolo river. Inside expect to find some weak conjurers and not much else. A chest containing two bottles of Shadowbanish can be found at the eastern end of the fort.





Directly south of Aurus is Fort Grief. This fort can only be unlocked by starting the [Caught in the Hunt](#) sidequest, but finding the Shadowbanish is very easy (it's at the top of the fort's tower). If you don't have access to this fort, continue on to the next. Fort Irony is almost directly south of your current position, on the eastern shore of the Nibeau bay.



Fort Irony is a bit more difficult to traverse as it's filled with goblins. Fight through them and you'll find a chest with two bottles of Shadowbanish in a room to the far east.



If you weren't able to get into Fort Grief, there's another quick fort we recommend. Fort Carmala is directly south of Chorrol's southern entrance. Expect a few vampires inside, but nothing else to worry about. Again, the chest with the wine can be found in an eastern room, this time to the north.



Return to Nerussa with the six bottles of wine and she'll reward you with cash. She'll also offer to buy more bottles of wine if you can bring her more Shadowbanish. The quest ends, but if you wish you can investigate the other forts we mentioned. Bring her the wine and she'll give you the best price you can get.

The Wayward Knight

This side quest becomes available after you close the first Oblivion gate in Kvatch. Travel to Cheydinhal and the local townsfolk will tell you that there is an open Oblivion Gate outside of town. If you talk to the Count, he'll tell you that he is too troubled to speak and that all discourse should go through Amminus Gregori. Nobody will tell you who Amminus Gregori is, so you'll have to go look for this Oblivion Gate yourself.



Go outside of Cheydinhal to the west and look for the Knights of the Thorn Lodge. Just nearby is the Oblivion Gate everyone is afraid of. What's more, there are some guards patrolling the area. Go down and talk to them. Speak with Amminus and he'll tell you about the foolish son of the Count named Farwil who went inside the Gate to close it with a small army of wanna-be knights. As soon as you step through the Gate, you'll find one of the dead knights. Things are not looking good for young Farwil.



Continue down the slopes until you find Farwil. Rather than allow himself to be escorted back, he demands that you press onward to close the Gate by taking the Sigil Stone. From this point on, follow whichever tactics you find work best for closing an Oblivion Gate. You are supposed to keep Farwil alive, but it doesn't really matter if he dies. Pull out the Sigil Stone without letting Farwil die and you'll be rewarded with your choice of the Staff of Indarys, which does Shock and Strength damage, or the Thornblade, which does Disintegrate Armor on strike. You'll also get the Knights of the Thorn Medallion which boosts your Speechcraft by 15 points. If Farwil dies, your journal will update and tell you that you should grab his Signet Ring as proof of his death. Take it and the Medallion you would have been rewarded with if he lived off of his body. After you close the gate, return to the Count and tell him the bad news. He'll allow you to keep the ring which is only good for enchanting and will give you 200 Gold as a reward.

When the Vow Breaks

Location: Whitmond Farm - just north of Anvil

Talk to Maeva the Buxom and ask her about her husband to begin this quest. She'll tell you that her husband took off with the family heirloom, a mace called Rockshatter. Your quest is to bring it back. All you have to do is go to Fort Strand, located just to the east of Anvil. Go inside and travel down to the second floor where you'll find Bjalfi the Contemptible. Kill him and take Rockshatter back to Maeva. Obviously, you'll meet some resistance along the way. Fort Strand is a Maruader hideout. All types of warriors will be waiting for you and you'll have to fight up to three of them at a one time before you make it through this brief quest. Return Rockshatter to Maeva to get a reward of up to 745 gold.



If you still want Rockshatter, kill Maeva and take it from her. The mace is fairly strong and has a shock damage and weakness to shock enchantment.

Where Spirits Have Lease

Location: Anvil

Ask around Anvil for rumors and you'll learn that Velwyn Benirus is looking to sell his house and on the cheap. He is located at The Count's Arms. When you ask him for the house, he offers it up for an extremely reasonable price. It seems fishy and the house doesn't look to great on the outside, but you may as well spend the few thousand gold on this fixer upper.



After the house is purchased, you can enter the manor. The inside looks just as run down and beat up as the outside did. Go upstairs and locate the bed for a nap. You'll be awakened by a crash and several ghosts attacking you. Deal with the undead enemies and go downstairs to investigate the crash. Look for a glowing green pot that fell onto the floor. When it fell and broke, it revealed a page from a diary and a skeletal hand. Take both and go back to the Count's Arms to demand an explanation from Velwyn.



Not surprisingly, Velwyn took off as soon as he unloaded that haunted manor on you. You'll learn this by talking to the man behind the counter at the Count's Arms. Rumor has it that he left for the Imperial City.

Velwyn is hiding out in the Imperial City in the Elven Garden District at the King and Queen Tavern. He can be found either downstairs or up in his room, though you'll have to pick a lock to get to him while he is asleep. If you question him without the diary page and skeleton hand in your inventory, he'll refuse to come back with you. If you do have them, however, he'll feel bad since it is clear that only he can lift the curse and agree to meet with you back at the Count's Arms to discuss the next plan of action.

Get back to the Count's Arms and wait around until Velwyn shows up. When he does, speak to him and tell him you're read. Follow him over to the manor which will once again be populated by ghosts. Ignore them and go down to the basement. At the far end of the basement is a strange symbol etched on the wall. Bring Velwyn there and then protect yourself while he works his magic. As soon as he lifts the curse, the ghosts will disappear. Approach the wall and activate the symbol to reveal a hidden door.



Explore the room and you'll find some nice loot in a sack in the back corner, as well as some other goodies at the desk in the front such as the rare book "Tome of Unlife". Approach the altar and activate it. The voice of Lorgren Benirus will begin talking to you. When he's done, activate the altar again and you'll place that skeletal hand you picked up a while back on the body. This will bring Lorgren back to life in the form of a Lich. Kill him and take his staff. The last thing for you to do is to return to Velwyn and tell him what happened.



Your reward for this quest, other than the treasure you found in the secret room, is the house in Anvil. This is the only house that you get fully furnished without spending a ton of money to add furniture and other assorted things. As soon as Velwyn lifted the curse on the house, you get all of those things instantly as everything reverts back to its lovely state instead of being trashed.



Whom Gods Annoy

Location: Leyawiin

Everyone in town is overcome by the stench they smell when they pass by Rosentia Gallenus's house. Somebody needs to do something about it and, since you're a hero, you're just the man/woman/beast to take care of it. Inside of her house, you'll find Rosentia surrounded by four Everscamps. These creatures will reappear if you kill them and do nothing but follow Rosentia around. Talk to her to learn that she has possession of a cursed staff, which is the reason these four scamps are forever following her. She can't seem to let go of it either and desperately needs your help.



Rosentia directs you to her trusted friend, Alvis Uvenim at the Mages Guild. Go talk to her and you'll learn more about the staff. It can only be given to someone else if they accept it willingly. It makes someone move slower and keeps the four scamps at the heels permanently. The only way to get rid of it is to return it to Darkfathom Cave where it came from. Armed with this information, go back to Rosentia to tell her what you know.

Rosentia asks you to take the staff from her and return it to Sheogorath's Shrine in the cave. As soon as you tell her that you will, the scamps will begin following you. They will reappear anytime you kill them, but you can soul trap them if you like. They won't fight for you, though they do make good blockers in tight spots.



When you've tired of the scamps, start moving towards Darkfathom Cave, east of Leyawiin. Inside, you'll find assorted Daedric creatures that level with you and little in the means of treasure. Make your way down to the bottom of the cave and you'll find Sheogorath's Shrine. Your journal will update saying that you can drop the staff now and several new Daedric creatures will rush in for a mini-battle. Get rid of the staff while you can and exit the cave. When you return to Rosentia, she rewards you with the Ring of Eidolon's Edge which will fortify your Block and Blade 15 points each.

Zero Visibility

Due north of the Imperial City, just across the waterway, is the Aleswell inn at the top of the hill. Enter the inn and you'll be approached by the invisible inn-keeper, Diram Serethi. Turns out, every person in the small village was turned invisible by a wizard that lives in a nearby fort. After talking with the people of the town, leave the inn and head directly south to reach Fort Caractacus. On your way to the fort, don't be surprised if you run into some invisible monsters.

They'll just be the normal fare of creatures you're used to seeing, like rats, wolves, or bears (depending on your character's level).

Walk around the exterior of the fort (without entering the dungeon) and you'll soon be approached by the invisible madman, Ancotar. Talk to him and he'll eventually give you a spell that will reverse the invisibility that's befallen the villagers up north. If you use persuasion to build the wizard's disposition, he'll give you a ring to wear that'll protect you from any ill-effects of casting the reverse invisibility spell.

Return to the center of the village up north (a green arrow marks the spot where you should stand) and activate the reverse invisibility spell. Go back into the inn and the Diram Serethi will thank you.

Reward

For saving the village from the pains of invisibility, the Diram Serethi will let you stay in the inn for free, any time you want.

Random Dungeons

These caves and dungeons aren't associated with any particular quest as far as we can tell and mostly contain randomized goods. Still, they're worth exploring and will usually give you a bit more detail into the history of the world.

Fort Urasek

Location: East of the Imperial Prison Sewer that you emerged from at the beginning of the game across the moat and slightly to the south.



Cool stuff we found: There are some marauders locked up behind a door that you'll need to find the Urasek Lockup key to let them out. The key is right next to the door they are behind, though letting them out puts you in a battle with them and some other enemies. There are plenty of arrow traps, so watch the walls as you move through this level. After you let the marauders out, walk up the stairs and jump over the crumbling bridge. There is a tough enemy to fight here, but at least you're rewarded with a sweet deer head at the end. Don't sit in the throne or a giant spiked ball will come down and slam into your face. You'll also find some enchanted items, ingredients, and other assorted goodies.



Sideways Cave

Location: Southeast of the Imperial Prison Sewer that you emerged from at the beginning of the game.



Cool stuff we found: The main draw of this cave is the Ayleid Ruins. Reading them tells you a little about the background of the settlers who tried to live here. Run through to learn a bit of background into their story and this forgotten Daedra shrine. You'll also find assorted potions, enchanted items, books and scrolls littered about.



Side Quests - Vampirism

Vampirism Cure

Vampire Basics

First of all, it's worth understanding the rules of vampirism. If you've just recently come out of a cave where you fought vampires, be sure to check your Active Effects spells page. If you see that you've got the beginnings of the vampire disease, simply use a Cure Disease potion to rid yourself of the virus. However, if you go *three days* without curing the sickness, you'll wake up from your next nap as a vampire.

Now once you're a full-blown vampire, there are essentially four stages of the disease. At the first stage (Vampirism 25), your character earns some stat boosts and turns a bit ugly. You can still move about in daylight, and people are only mildly bothered by your appearance. At stage two (Vampirism 50), you start taking damage while in the sun. Don't use fast travel unless it's going to be night throughout your journey! You'll earn some more powers, however, as many of your stats see increased boosts. The next two levels of vampirism (Vampirism 75 and 100) increase both the damage you take by sun and the stat boosts you gain from the disease. It's also worth nothing that as you progress through the stages of vampirism, your character looks older and older. Some players report that these aging effects are permanent, though in our experience it was hard to tell after we cured the disease.



Don't want to be damaged by the sun while you seek out the cure for vampirism? There is a way to hold back the evolution. To stay at the first stage of vampirism, you must feed once every 24 hours (Oblivion hours, not your real-life, mother-terrorizing hours). If you fail to feed within 24 hours, the next time you sleep or wait will end with your progression to the next stage of the disease. After you've evolved, you can simply feed again to instantly revert back to the very first stage of vampirism, no matter at which stage of the disease you started. However, some of the aging effects will always remain.

You can only feed on sleeping people. To do so, simply sneak up to someone that's asleep and access their body to feed. Feeding does *not* kill people and you can feed on the same person as many times as you'd like. However, feeding *is* a crime if you're caught. Be sure no guards are around to see you. You may find that it's hard to find access to sleeping residents. Most people lock up their homes before sleeping, forcing you to break in. However, it is generally easy to feed on homeless people. There are two homeless people that sleep in Skingrad, and they make great targets.

Curing the Disease

The first step in curing the disease is talking to Raminus Polus at the Arcane University, just south of the Imperial City. He hangs out in the lobby, so you don't need access to the inner-depths of the building. He'll refer you to the Count of Skingrad for further help in seeking the cure. Travel to Skingrad and enter the Castle Skingrad County Hall. Once there, talk to Hal-Liurz and she'll in turn get the Count. The Count does not know the cure for vampirism, but suspects he knows someone who does. He'll then refer you to Melisande who lives in a cabin directly east of Imperial City and south of Cheydinhal.

Talk to Melisande and she'll help you cure your vampirism...for a price. She first wants you to bring her *five* Grand Soul Gems. Now you can find Grand Soul Gems in various caves and dungeons, but the easiest way to secure them is to go to the Mages Guilds of the main cities. Most of the Mages Guilds have them for sale for between 300 and 350 gold. Gather up five and bring them back to Melisande. She'll then finally give you the recipe for the vampirism cure.

You need to find a gather the ingredients yourself, including two (2) Bloodgrass blades, six (6) cloves of garlic, five (5) Nightshade plants, the blood of an Argonian and the ashes of a specific vampire. Bloodgrass can only be found within Oblivion gates, but it's very abundant there and easy to find. You can find garlic for sale in lots of shops, or hung in homes. Bandits that set up camp often have garlic hanging from their tents, and most residents of Skingrad have garlic

hanging over their fireplaces. Nightshade is a relatively rare plant, but there're *loads* of it south of Skingrad. In fact, just southwest of Skingrad, between the city and the map's border, you can find a large rock that's surrounded by Nightshade plants. You can still see the castle from the rock, so if you've lost sight of Skingrad then you've gone too far. The rock is located on a hill that's about fifty yards south of Fat Ramp Camp.



To acquire the blood of an Argonian, Melisande gives you a blade with which to stab an unwitting lizard. For this endeavor, we went to the Waterfront District of Imperial City where we found an Argonian behind the shacks. We raised his disposition as high as possible and stabbed him afterwards (just once). Strangely, he didn't seem to mind much and didn't attack or send guards after us. You can take your chances with other Argonians and we suspect the result will be the same, but if you want to be safe then just mimic our method.

The final ingredient to secure is the ash of a specific vampire who dwells (or is locked) in a cave to the southeast, just north of the Panther River. Melisande should mark the location on your map, so you shouldn't have trouble locating it. Now Hindaril isn't the only vampire in this cave, but he's certainly the most difficult to fight. There's a number of vampires inside, but as long as you move through the tunnels slowly you shouldn't have to fight more than one at a time. None of them are particularly difficult, though Hindaril himself can be a challenge. He didn't seem to have any weapons when we fought him, instead relying on hand-to-hand combat. Be ready to restore your fatigue with spells and potions if needed, or watch for him to run into the nearby tunnel to grab a weapon from a vampire you previously killed. To prevent him from grabbing weapons, you can simply pick them up and hold onto them.

Once you've killed Hindaril, be sure to grab his ashes by looting his corpse. Return to Melisande and give her all of the ingredients. She'll ask you to wait 24 hours while she brews up the cure. Talk to her after 24 hours and she'll give you two doses of the cure, one dose for you and one cure for the Count's wife.

Travel back to Skingrad and speak with Hal-Liurz again in the Castle Skingrad County Hall. She'll bring you to a secret tunnel inside which you'll find the Count and his wife. Talk to the Count to give him the cure and wait for the gruesome finale to the Countess's ailment. The Count will tell you that he needs time before he can deal with your further. Simply leave the tunnel and return to the Castle Skingrad County Hall to wait for 24 hours.

After waiting 24 hours, talk to Hal-Liurz again. She'll go summon the Count who will in turn thank you for your efforts. You can talk to him about "Reward" and he'll reward you with 1,000 gold, effectively ending the quest. (In our experience, we were able to repeatedly talk to the Count about "Reward" and were given 1,000 gold every time we did. This is likely a bug in the game that may be patched later. Take advantage of the bug now if you wish, 'cause the Count will soon return to his chambers where he locks himself away.)

Daedric Shrines

Daedric shrines can be found sprinkled throughout the land. There are 15 of them and each requires you to be on a certain level to begin the quest. You can find most of the shrines through talkign to specific people in nearby towns, but others must be happened upon by chance. When you find a shrine, talk to the worshippers to learn what makes this particular demon tick. You'll have to persuade the followers until they like you enough to get them to tell you about what offering to make. Once you know it, simply walk up to the statue and activate it with that item in your inventory to make the offering. When you do, the statue will speak to you and give you a quest, usually of the particularly evil sort. Completing these quests gives you some of the best equipment in the game. They are definitely worth doing.

Azura

Azura is directly east of the Cloud Temple and just north of Cheydinhal. When you get there, talk to Mels Maryon after persuading him enough to like you about the Shrine of Azura. He'll tell you that you need an offering of glow dust, which can be obtained from a will-o-the-wisp, to summon the Daedra. Glow dust can be purchased at the Main Ingredient in the Market District of the Imperial City.



Go back to the Shrine of Azura at dawn or dusk and offer the glow dust to the statue. The statue will begin talking and tell you to go to the Gutted Mine and kill the followers who were trapped in there and end their vampiric lives. The Gutted Mine is located to the southwest of the Shrine of Azura on a mountaintop.

There are five vampires in the Gutted Mine, along with some silver veins full of nuggets and some other assorted goodies. Each is a tough fight, so play to your character's strengths. We found it possible to sneak up many of them and hit them with sneak attacks. After taking out the first three, you'll need to locate a pull rope towards the back. This will open a secret passage to the other two.



These vampires can be a tough battle. We actually had to lure them outside where we had more room to maneuver and our agility really could play to our advantage. When they're dead, grab everything you can carry and scramble back to Azura's Shrine to complete this quest. Your reward is Azura's Star, a Grand Soul Gem that can be reused.

Boethia

Start walking east out of the Imperial City and go as far as you can. If you pull up your map, you'll notice a chain of mountains runs along the eastern border of the playable world. You'll have to climb up into these mountains in order to find the somewhat hidden shrine. You need to be at least at level 20 to begin this quest and need to come with a Daedra Heart for an offering. You can find these on the Xivilai inside of Oblivion and some dungeons, or you can purchase one in the Main Ingredient shop in the Imperial City Marketplace. When you make the proper gift, Boethia will open a portal to Oblivion where you'll have to do battle with one member from each of the races that you aren't. For example, if you're an Argonian, you won't have to battle an Argonian here.

Some of the battles may initially seem difficult, but you should have some tricks up your sleeve. First of all, it is quite easy to push or knock your opponent into some of the lava. They won't be able to get out once they drop in and you'll end up with an easy kill. Secondly, you can see these guys a mile away when they run at you giving you ample opportunity to hit them with plenty of ranged attacks. You really shouldn't have much of a problem at all after the first fight. We found that all nine of the enemies carried a ton of health potions. So many, in fact, that we couldn't even carry them all and had to leave some behind at the end so that we could carry more items and equipment.

When the battle is over, take the open portal back to the regular world and talk to Boethia at the shrine. The reward for this battle is the Goldbrand. This sword isn't as good as Umbra, but it does 22 points of fire damage on strike. The real prize is everything you collect from the dead enemies. We were able to make off with over 25,000 gold worth of goods after selling everything. Since you can't make return trips, you should drop as much stuff off as you can in a safe place before attempting this quest. The only thing you should bring plenty of into the fight is repair hammers. Beyond that, you'll want as much free encumbrance as possible to carry back the spoils.

Clavicus Vile

Umbra is back! Fans of past Morrowind will immediately recognize this powerful enemy and it carries. Anyways, travel west out of the Imperial City to Fort Nikel and then walk due south until a shrine shows up on your compass. You must be at least on level 20 to begin this quest and the offering is one of the easiest yet. Just drop 500 gold at the shrine after talking to the followers to learn the price and you're set to go.

Clavicus Vile wants you to return Umbra's sword to him. You are directed to Pell's Gate which is just east of where you are now. As you start to walk off, you'll hear a voice. If your volume is turned up enough, you'll hear Barbas, the voice of the Hound of Clavicus Vile that was placed in your possession. Barbas doesn't want you to return the Umbra Sword to Clavicus Vile and explains that it will bring ruin to his realm. If you don't heed his advice, speak with Iroke the Wide. Raise his disposition up and he'll tell you that his apprentice named Lenwin found the Umbra sword and was possessed by it. She now considers herself Umbra and left to fight with mercenaries. The last anyone heard of her she was in Vindasel.

Go west to Vindasel and enter. The first room contains a false floor that drops down onto some spikes and the second holds a poison gas vent. Neither of these, nor the low level enemies, should provide any difficulties. If you approach Umbra, you can talk to her and she'll tell you to leave. You can do this and just walk away without the sword, but where is the fun in that? We went up to the balcony and nailed Umbra with a magic arrow. Our Acrobatics were high enough that we could jump up and down from the balcony while our poison worked on Umbra (we stuck her with a few more of the arrows). Eventually she dropped with minimal effort on our side. Going toe to toe with her can be difficult because the Umbra Sword is one of the most powerful in the game.



Once you have the sword (don't forget to nab her armor), Barbas tells you again to not give the sword back. When you

return to the shrine, you'll be asked if you want to give the sword in. Say no and you'll keep it.

Note: If you're playing the 360 version, the game will probably lock up on you at this point. Here is the way to fix it: After completing the quest, do not move. Fast travel to another location and wait in one place until you hear a voice talking to you. Wait until it finishes talking and then fast travel one more time. This will allow you to get around the fatal error that will normally occur. Thanks to Stevie B. for e-mailing in that fix.

The Umbra Sword does more damage than a Daedric Longsword, is one handed, and does Soul Trap for 120 seconds 120 times with a full charge. This is one monster weapon. If you decide to trade in Umbra's Sword, Clavicus Vile is pleased and gives you the Masque of Clavicus Vile. This helmet offers no more protection than Umbras Ebony Helmet you just found, but it looks completely awesome and fortifies your Personality by 20.



Hermaeus Mora

This is the last Daedric Shrine quest. In order to begin it, you must have completed the other 14 and have reached the part of the main quest where you are to turn in a daedric artifact. Once you meet these requirements, go to sleep and an agent of Hermaeus Mora will be there when you awake and let you know that the last daedric lord has summoned you. The shrine is marked on your map for you, but it isn't the easiest place to get to. It is in the extreme northwest part of the Jerall Mountains. To get there, fast travel to Sancre Tor and start walking to the northwest. You'll run into some impassable mountains pretty quickly. Move west along their base until you find a stone path leading through a valley. Follow it along to the other side and then start moving towards your compass marker to find the shrine.



There isn't any offering required for Hermaeus Mora. When you approach the shrine he tells you that he wishes you to collect one soul from each of the ten races of Cyrodiil. To help, you're given Mora's Soul Trap and Hermaeus Mora's Soul Gem. To capture the soul, simply cast his spell on an unsuspecting citizen and then kill them. Start with the three worshippers at this shrine. Taking their souls will give you a Khajiit, Imperial, and Dunmer. Next, we shot over to Malacanth's Shrine. Since we already completed the quest there, we figured there wasn't any harm in killing the worshippers. Pick an Orc and steal its soul. At the Shrine of Sanguine, you can snatch the soul ofso a Bosmer. Meridia's Shrine has your Redguard and Breton. Next, head down to Sheogorath's Shrine. There, you'll get an Argonian and a Nord. One last stop at Peryite's Shrine will fill out your list.



When you return to Hermaeus Mora's Shrine with every soul he requested, he'll reward you with the Oghma Infinium. This is a book that, when read, will ask you whether you want to follow the path of steel, spirit, or shadow. The Path of Steel will give you +10 to Strength, Speed, Blunt, Blade, and Heavy Armor. The Path of Spirit will give you +10 on Intelligence, Conjuration, Destruction, Alteration, and Restoration. The Path of the Shadow will give you +10 to Speed, Acrobatics, Light Armor, Security, and Sneak. Not a bad reward for completing some evil acts.

Hircine

Hircine's shrine is located south of the Imperial City, just to the east of Charcoal cave. Hircine is a hunter and requires a pelt of either a wolf or a lion to begin talking to you. You must be level 17 or higher to begin this quest.

When you make the proper offering, Hircine tells you to go to Harcane Grove and hunt a unicorn. Harcane Grove is just south of where you are. When you arrive there, you'll see the unicorn is guarded by two or three Minotaur's of the Grove. These beefed up versions of normal Minotaurs are extremely difficult. Even worse, other enemies that populate the forest might join in on the attack. If you aren't great with your fighting skills, you might want to try using spells or ranged attacks so that you don't get pummeled to death immediately. Once you've cleared out the riff raff, you'll have to fight the unicorn itself. This animal is cake compared to what you just fought.



Alternatively, you could always lead the Minotaurs on a wild goose chase off into the woods, and then double back and quickly kill the unicorn. Either way, grab the horn off of the unicorn's dead body and return it to the shrine. Hircine rewards you with the Savior's Hide. This light armor has strong defensive capabilities and has a Resist Magic 25% at constant effect.

Malacanth

Malacanth's Shrine is located north of Anvil, well past Crowhaven. In order to get Malacanth's attention, you'll need to make an offering of Troll Fat. This can be found by killing any Troll around, or at some alchemy shops. You must be at least at level 10 to begin this quest.

Malacanth is upset that a local landowner is using Ogres as slaves to make a profit. It seems that Malacanth wants to be the only one controlling Ogres and takes this as a personal offense. Your job is to liberate the Ogre slaves from Lord Drad's estate, which is nearby to the southeast.

If you go into the Slave Quarters, you'll find them empty. Go into the main house and talk to Lord Drad. Ask him about the Ogre Slaves and he'll tell you that they make him a ton of money. Tell him you admire him and he'll go on to tell you about how he keeps them in the Bleak Mine where he has them digging up gold for him. The Bleak Mine is just to the east of the main house.



When you go into the Bleak Mine, you'll be confronted by a ton of high level guards. These guys will really gang up and kick your ass if your character isn't a superhero. Here is the easiest way to do it for underpowered characters. If you sneak up on the first guard, you can pickpocket him. Take either the Tarnished Ogre Cage Key or the Shiny Ogre Cage Key. This will probably get his attention and a bunch of guards will come to attack you. If you have the shiny key, run down the path to the right and let the Ogres out. They'll put the hurt on the guards for you. Likewise, use the tarnished key on the cell on the left. Join in and beat up the guards with the help of the Ogres and then search the bodies for plenty of great items and the other key you don't have yet. Unlock the other set of Ogres and then return to Malacanth's Shrine. You'll be rewarded with the Volendrung. This is a warhammer that has a paralyze for 3 seconds effect and drain health 5 points for 20 seconds on strike and can be used 16 times with a full charge.



Mephala

Mephala's Shrine is located to the north and slightly to the east of the Imperial City. You need to be at least level 15 to begin this quest and should come with nightshade as an offering. Nightshade can be bought at any alchemical store.

Mephala wants you to travel to the town of Bleaker's Way and cause a family feud. You are to kill the two leaders and blame it on the opposite families. Nobody can see you kill them. Travel to Bleaker's Way which is a little ways to the west of the shrine. Talk to anybody and they'll tell you who the leaders of each family are. Go to their houses and start snooping around. Since you need to make it look like the other family committed your murder, you'll want some evidence to plant. In Hrol Ulfgar's house, you should look for the Ulfgar Family Ring. It is located up one flight of stairs and on a table near the wall. Next, go to Nivan Dalvilu's house. You're looking for the Dalvilu Family Dagger. It is on a table that is to your right when you first enter the house. Once you have these items, go outside and wait for nightfall.

Break into both Hrol Ulfgar and Nivan Valvilu's house and kill them. Once they're dead, search their bodies and drop the stolen item on their body from the other family as planted evidence. Your journal will update each time you do this properly. When all the killing and framing is done, run and find any other village member. Talk to them and mention each leader's name and the entire town will erupt into chaos. With your job done, return to Mephala's Shrine and you'll be rewarded with the Ebony Blade. This sword does decent damage and has Silence and Absorb Health effects on strike.

Meridia

The Shrine of Meridia is located to the west of Skingrad. You must be at least at level 10 to begin this quest and Meridia requires an offering of something from the corpse of an undead creature. You can use bonemeal or ectoplasm to meet this requirement.

Meridia hates the undead and wants you to kill a band of Necromancers that have been offending her. The Necromancers can be found by going through a secret door in the back of Howling Cave. This cave is located east of Skingrad.

When you first enter the cave, you'll find three branching paths and a few rats and mud crabs. Clear the outer two paths out and then take the central one. At the end, undead enemies will start attacking you. Kill the one or two that guard the door into the backroom, save your progress, and then enter.



Inside, there will be a small army of undead monsters and a team of Necromancers. The Necromancers will probably summon more undead enemies to help them. You should target the Necromancers first. They go down easy and it will clear all summoned enemies that they had control of when they die. When they're dead, your journal will update saying that you should get back to the shrine. We suggest killing the remaining undead enemies and searching the rest of this tomb. There is a lot of expensive loot to find here.

When you return to Meridia's Shrine with the Necromancers dead, she rewards you with the Ring of Khajiiti. This little bauble gives you 35% Chameleon and fortifies your Speed 10 points constantly.

Molag Bal

The Shrine of Molag Bal is located just about at the point directly between Chorrol, the Imperial City, and Skingrad. You'll find it if you just keep walking west out of the Imperial City. You must be level 17 to begin this quest and Molag Bal requires an offering of a lion pelt to speak to you.

Molag Bal wants you to corrupt Melus Petilius, a local hero. Your job is to get him to kill you with the Cursed Mace which Molag Bal provides you with. Your first step is to follow your compass south to Brindle Home.

Talk to anyone in the small settlement about Melus after persuading them to like you and they'll tell you that he lives in a house just outside of town. Your journal and compass directions update. Follow your compass to his house and go inside to speak with him. Melus won't do anything while he is in his home save for talk about his dead wife and ask you to leave. Wait until roughly 11 AM and he'll leave to go look at her grave. Follow him and drop the Cursed Mace near him. Give him a little tap with your fists or a weapon and you'll finally get a rise out of Melus. He'll pick up the Cursed Mace and start attacking you. Just let him beat you to death and you'll appear back in front of the Shrine of Molag Bal. As a reward, you are given the Mace of Bolag Mal which is enchanted to do a drain Strength and Magicka at 5 points each on strike.

Namira

The Shrine of Namira is located to the east of Bruma. You only need to be at level 5 to begin this quest, but the required offering is strange. You're only told that you're too pretty to start this job. This actually means that your personality is too high. You'll have to find a way of lowering it. The easiest way to do this is to drink a lot of Cheap Wine. Cheap Wine, among other things, does a Damage Personality effect of 10 points for two minutes. Drink a few of these and your Personality will plummet below the 20 that is required to begin this quest. Once you have a low Personality, talk to Namira's shrine.

This is one of the easiest Daedric Shrine quests, though it is pretty evil. Namira provides you with a spell that you are to cast on some priests who are attempting to save the Forgotten Ones at the Ayleid Ruin of Agna. The rest, as they say, will take care of itself.

Agna is located to the south of Namira's Shrine. Inside, a series of green triangles will appear on your compass. Follow them and cast Namira's Shroud on the priests. It will put out their torches at which point the Forgotten Ones will run out and club them to death. Do this to each one and search the ruins for a few locked chests and coffins with some good items to sell. Return to Namira's Shrine and you'll be rewarded with the Ring of Namira. This ring does a constant effect Reflect Damage and Reflect Spell making it quite useful for characters in need of some defense.

Nocturnal

The Shrine of Nocturnal can be found by traveling east out of Leyawiin and then following the road north. You must be at least level 10 to begin this quest. Unlike most other shrines, no offering is required. Nocturnal wants you to recover the Eye of Nocturnal and believes it was stolen by thieves from Leyawiin. Go there to start your search.

Enter Weebam-Na's house in the center of town and speak to either him or Bejeen. They will both deny knowing anything about the Eye of Nocturnal. Sneak and find a corner where they can't see you and they'll start talking about the item they pilfered. It seems it is hidden in the Tidal Cave underwater. This updates your journal and your compass should direct you to the desired cave. It is south of Leyawiin on the shore.



In the Tidal Cave, we ended up seeing a Troll, despite the reassurances of Weebam-Na. Keep making left hand turns and swim down to the bottom. The Eye of Nocturnal is just above the chest. Also, explore the rest of the cave. Swim down into the other water filled cavern and you can find a chest floating at the surface. When you return the Eye of Nocturnal to the shrine, you'll be rewarded with the Skeleton Key. This special lockpick can't be broken and gives you a +40 Fortify Security.

Peryite

You must be at least level 10 to begin this quest. Peryite's Shrine can be found by crossing Niben Bay outside of Bravil to the east. Follow the Silverfish River east along its southern bank and you'll run into it. When you get there, you'll find that all of the followers won't respond to anything you say. Approach the shrine and Peryite will respond that five of his followers have had their souls trapped in Oblivion when they tried to conduct a ceremony to get closer to him. The next time you approach the statue, Peryite will ask you if you are ready to go into Oblivion to retrieve the souls.



Once you enter Oblivion, things are pretty straightforward. Follow the green compass triangles to each of the five souls and activate them to capture their souls. Along the way, you'll have to deal with the usual Oblivion daedric enemies. When you collect all five, your journal will update telling you to return to where you entered. Follow your compass and you'll find a blue gate. Focus your cursor on the rim of it and you'll be able to activate the gate to travel home. When you get back to the normal world, Peryite rewards you with the Spell Breaker shield. It reflects spells at 30% and is classified under heavy armor.



Sanguine

The Shrine of Sanguine can be found north and slightly to the west of Skingrad. You must bring him Cyrodilic Brandy to begin the quest and need to be at least at level 8. Cyrodilic Brandy can be bought at the Main Ingredient shop in the Market District of the Imperial City. Return with it and Sanguine will ask you to liven up a party that the Countess of Leyawiin is going to throw. She needs a little excitement in her drab life. To help, Sanguine gives you the spell Stark Reality that you are to cast on the Countess and her attendees.



When you show up at Castle Leyawiin, your compass will direct you to a room that is blocked by a guard. When you talk to him, he says that a party is being planned and that you can't go in while it is being setup, or after it starts. Wait until 6 PM, which is when the party gets going. Talk to the guard again. If you're wearing expensive armor and jewelry, he'll let you in on the assumption that you're somebody important. If not, persuade him up to at least 70. Once you're inside, make sure the Countess is there. We failed this mission about 100 times before remembering what we learned during the Thieves Guild. Countess Caro leaves from the 15th-17th (she won't actually be available for the party until the 19th). The game will still put all of the guests in the party, but the Countess will be absent if you come on the wrong days of the month. That means it will let you cast the spell on them, but as soon as you leave the game will recognize that you missed the Countess and you'll fail.



Once you're inside, cast Stark Reality. This will remove everyone's clothing and items (except for any guards present), including yours. The guards will run in and your journal will update. Make a run for it since you can't pay any fine, don't have any lockpicks and don't want to spend the time in prison. Ditch the guards and scam back to the shrine. When you get there, Sanguine tells you that your equipment is in the nearby trunk and gives you the Staff of Sanguine for your troubles. This staff will conjure up a random demon that will attack whoever you hit with the spell.

Sheogorath

Sheogorath's Shrine can be found by walking west out of Leyawiin until you hit the invisible barrier and then walking north for a while. You only need to be at level 2 to begin this quest and the offering is a Lettuce, Lesser Soul Gem, and some Yarn. These common items can be found in towns and settlements all over Cyrodil.



When you make the proper offering, Sheogorath tells you of a settlement named Border Watch which is located to your south. You are to simulate a prophecy of doom that the locals there believe in by committing two acts. Go to the settlement and talk to Ri'bassa about the K'Sharra Prophecy. There are three parts to this prediction of doom, but Ri'Bassa will only tell you the first two. The first one is an infestation of vermin. The second sign is a plague that kills the livestock. He also suggests that you stay at the Border Watch Inn if you want to learn more about the town.



You don't actually need to stay at the inn, but the first item you'll need can be found there. The owner has a large collection of rare cheeses under locked display cases. One of the display cases only has one piece inside of it. This is the Olroy cheese and is your target. If you go into sneak mode, you should be able to pick the lock undetected. If your security isn't good enough, you'll have to steal the key from the lady running the inn. Once you have the cheese, go outside and put it in the cooking pot nearby. This will attract a good deal of rats and cause everyone in town to believe that the first sign of the apocalypse is coming. Talk to Ri'Bassa to see what he has to say about this.



Ri'Bassa will put down some rat poison at the base of the stairs where the rats came flooding in to get rid of them. You can also kill them if you want. Go down and pick up the rat poison and walk over to the sheep pen. Activate the bales of hay to place the poison in the sheep's food. Sit back and wait and you'll see the sheep slowly keel over and die. Next, go to the center of town to see what happens. Ri'Bassa will tell you that the end is near and the sky will start to turn red. Flaming dogs will rain down marking the third sign. This completes your job. Go back to Sheogorath's Shrine and collect your reward. You get the Wabbajack Staff. This casts a spell on any creature you hit with it that transforms it into another random creature for roughly 15 seconds. This means if you cast it on a mudcrab, you might find yourself fighting a Daedroth. Or, if you cast it on a Storm Atronach, you might end up getting to kill a sheep in one hit. It's quite fun.



P.S. Punch the dead sheep for a nice jiggle effect.

Vaermina

This Daedric Shrine is located near the small lake directly east of the Imperial City. You need to be at least level 5 to begin this quest, but the more difficult part is finding the proper offering. Vaermina wants a Black Soul Gem. You may occasionally find these from Necromancers, but that is a rare occurrence. Black Soul Gems are Grand Soul Gems that have been cursed so that they can hold the souls of humans. The easiest way to get them is to make them yourself. To do this, you'll have to join the Mages Guild and work your way up the ranks until you learn how. You can read all about this in the [Necromancer's Moon](#) quest section.

When you have obtained the Black Soul Gem, offer it to Vaermina's Shrine. From there, it becomes a straightforward quest. You are to travel to Arkved's Tower, located to the south, and return with an Orb that the wizard stole. The tower is your typical dungeon, full of leveled daedra and some locked chests that don't contain anything of particular value. There are also some dead end hallways which will probably have you wasting about 20 seconds of your life, but it isn't that big of a deal to find the proper route as long as you use your map. When you finally make it to Arkved's room, you'll find him unconscious on the bed. You can't even pickpocket him! Look on the table and you'll find the Orb you're looking for as well as a book that increases your Illusion skill. Grab both of them and then exit through the door at the end of the room. You'll be put back outside through a trap door that didn't exist before. Don't worry, you didn't just run through an entire dungeon for no reason.

Take the Orb back to the shrine and you'll be rewarded with the Staff of Corruption. This very cool looking item also has a sweet effect. If you cast it on a person, it will create an evil clone of them who will promptly attack them. If the clone wins the battle, you aren't even charged with murder making this a great way to get rid of unwanted NPCs without ruining your reputation.

Side Quests - Ayleid Ruins

The Collector

This quest is one of the more difficult ones to begin as well as one of the most time consuming. In order to begin the quest, you need to find an Ayleid Statue. These can be found in any of ten distinct ruins even before beginning the quest. For the quest to officially start, you must go to one of the ruins, find the statue, and then sell it at any store. After you pawn off the statue for a few hundred gold, wait around for a few hours outside of the shop. Eventually, you'll be approached by Jolring. This guy is a servant of a rich collector named Umbacano. He'll ask you to have an audience with his boss as soon as possible.



Umbacano's house is in the Talos Plaza district of the Imperial City. Go there and Jolring will lead you upstairs for the meeting. Umbacano will offer you 500 gold for each statue that you return to him. The quest won't be done until you find all 10 (the first one counts as he purchased it from the store you sold it to). Each statue that you return will net you 500 gold with an additional 5000 for completing the quest.

Unlike most quests, you won't get any map markers for this one at the beginning. You're left on your own to locate the specific Ayleid ruins that have statues in them. Read below for the locations and maps to help you find your way. After you return one more statue, Umbacano will give you map markers for several more ruins, but not all of them.

Ayleid Ruin Locations and Notes

Culotte: Southeast of the Imperial City along the Upper Niben's east shore.

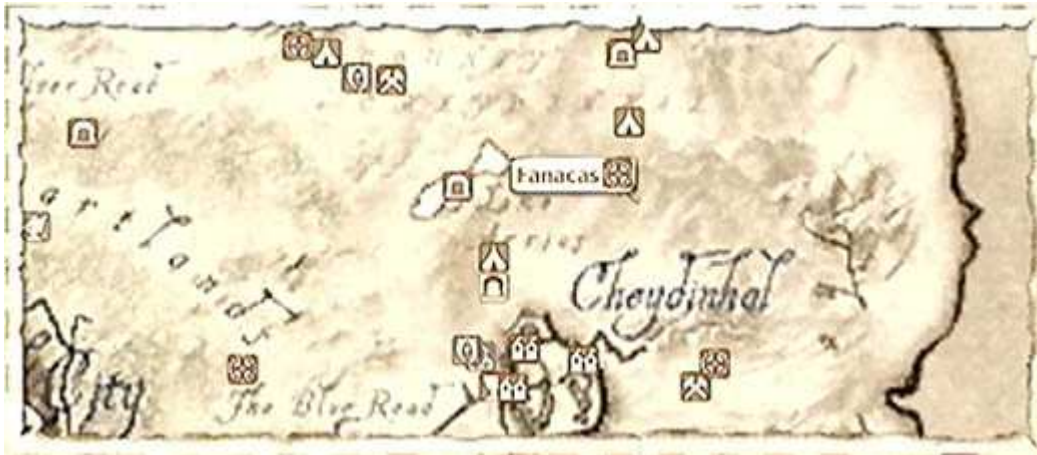
This dungeon is only guarded by four zombies that, regardless of your level, won't be more difficult than the Dread variety. Follow your map all the way to the end of this narrow ruin to find the statue.



Fanacas: North of Cheydinhal, due east of Lake Aerius.

This dungeon is guarded by several tough Vampires and many traps. Keep following the path without bothering to jump

into the water and you'll step on triggers to open the doors. You'll eventually find yourself at the statue, but don't forget to open every coffin and cask around. There is some great treasure to be found here.



Mackamentain: In the Nibenay Basin, just to the northwest of the small lake north of the Silverfish River. This is a Necromancer dungeon, so expect to deal with several Necromancers, Necromancer Adepts, Zombies, Wraiths, and Liches. There are several Varla Stones in the first major room, but after that the treasure becomes mundane until the last room, where you'll find the statue and a chest full of items worth taking. Once you have your prize, keep going ahead and unlock the gate at the end to find a secret path back to the beginning.



Moranda: In between Chorrol and Bruma. This dungeon is inhabited by a range of creatures. Expect to encounter Will-o-the-Wisps, Minotaurs, Spriggans, and Ogres while walking through this area. There are more Varla stones to be had here as well as a ton of Welkynd Stones making it worthwhile to explore the region fully. The Ayleid Statue is on the lowest level. You'll know you're near it when you enter the region filled with poisonous green gas. The central room has the statue, tucked in a nook on the side of the room closest to the exits.



Ninendava: East of Sanctre Tor (close to Moranda).

This is one of the shortest dungeons. Be prepared for Skeletons and Zombies as you enter. Just keep going straight and pick the lock on the gate when you get to it. The Ayleid Statue is just on the wall on the far wall.



Wenyandawik: Northwest of Bravil, south of the Green Road.

Ghosts, Zombies, and Rats inhabit this dungeon that is easy to get lost in. As you enter the first room, you'll find several possible exits from the first large room. Take a right as you enter the open area (heading north on your dungeon map) and use the door you come to in that direction. If you take any other door, you'll come to locked gates and dead ends. From there, you can explore the area for some Varla stones and Ayleid chests. Keep walking down the hall until a hidden door opens and reveals the path to the statue. It is guarded by a powerful enemy which is most likely a Lich with nasty spells, so be careful.



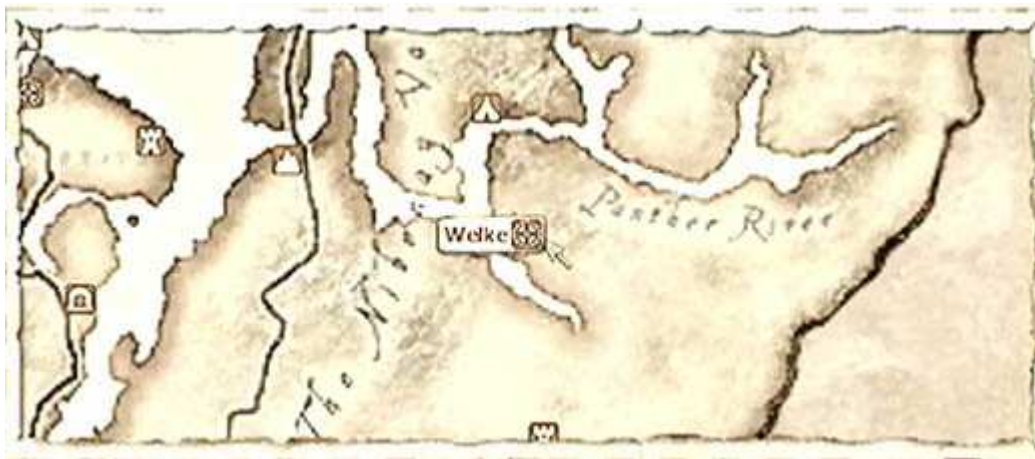
Wendir: South of Chorrol, just to the northwest of Hackdirt.

More undead enemies are waiting for you in this ruin, along with some nice treasure for those willing to explore. The statue is in the second room on the right side of the higher path (it is not in the final large open space at the end). There are a lot of locked doors and chests in this dungeon. Come prepared to do some lock picking.



Welke: South of the Panther River.

This dungeon is three rooms long and the statue is at the end of the last one, which can only be reached by going through a submerged tunnel. You'll fight your typical set of Liches, Rats, Zombies, and Wraiths here.



Vilverin: Northeast of the Imperial City on an island.

Vilverin is loaded with traps, locked doors, and enemies. This extremely long dungeon shouldn't be tackled without proper preparation. You'll have to fight Bandits for the first half of the dungeon and then all manner of undead creatures for the second half, topped off with a powerful sorcerer named Jalbert. The statue is on a pedestal in the middle of a gauntlet in the deepest part of this dungeon.

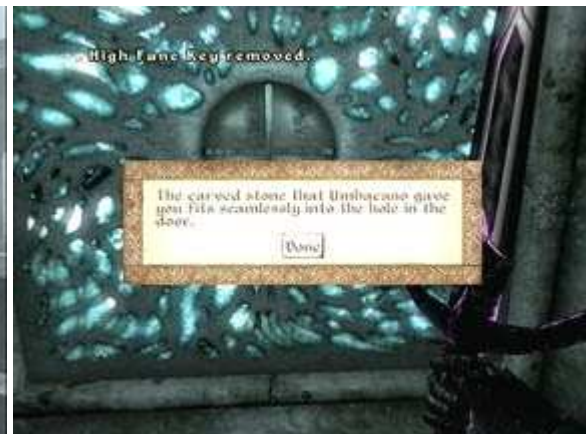


Wendelbek: Move east along the Panther River along the north shore almost to the end. This cave is filled with Necromancers, but it doesn't get too complicated. Stay along the top path of each level to make it to the next room in the quickest possible way. When you reach the fourth room, look for the statue on a raised walkway just after you enter.

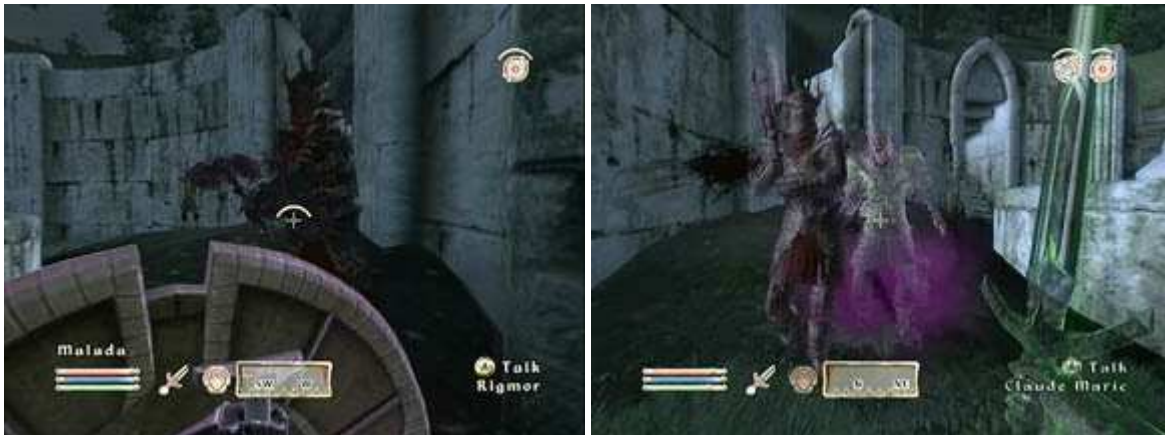


Nothing You Can Possess

This quest won't be offered until you return two Ayleid Statues to Umbacano in the Collector quest. After he has them, he thinks you're pretty hot stuff and asks you to do another task for him. If you've already read the book *Cleansing of the Fane* or visited Malada, you'll have the location of Malada placed on your map and you can be on your way. If not, when you go back outside, Claude Maric will approach you and ask you to sit with him at the local pub. Follow him inside and he'll give you a tip as to the location of High Fane, or Malada.



Malada is in the far east, past the Silverfish River. It is a simple dungeon that is easily traversed. You'll be able to open the gate leading to the carving in no time. The real difficulty comes when you exit. Claude and some thugs will be waiting for you outside and demand the carving. Obviously, you don't want to give it up or else you can't complete the quest. When you refuse twice, the thugs will come at you. They'll be heavily armored and will most likely summon some creatures to fight alongside them. Since you're outside, you can always run if things get too complicated for your liking. Bring the carving back to Umbacano and he'll reward you with up to 2500 in gold.



Secrets of the Ayleids

Umbacano will offer you one more quest to find an Ayleid artifact after you've completed the Nothing You Can Possess quest. This time, he wants the Crown of the Last Ayleid King. He knows that Herminia Cinna currently has possession of it and gives you 1000 gold to buy it off of her.

You have two options. Talking to Herminia won't result in a sale, but she will tell you that another Ayleid Crown exists. This is the Crown of Lindai and can be found in the ruin of similar name to the east of Chorrol. This involves a big of dungeon crawling. Your other option, and the one we chose, is to simply steal the Crown of Nenalata from Herminia. It can be found in the Ayleid Cask upstairs in her house. The cask is locked and the key is inside of a locked desk, so just pick the lock on the cask to get the crown. Return it to Umbacano and he'll ask you to accompany him to Nenalata in three days to act as his body guard. Meet him outside when the sufficient time has passed.



Nenalata is on the mouth of the Silverfish River, east of Bravil. When Umbacano shows up, he'll have Claude Martin in tow, provided you didn't attack or kill him in the Nothing You Can Possess quest. Talk to Umbacano and tell him to follow you to the throne room.

Note: Umbacano can die and you won't be able to finish the quest if he does. If you are at a high level, he'll get wasted by the tough undead enemies inside of this ruin. It would be a good idea to have him wait outside and then come back for him after you've killed everything.



At the end of the last room, Umbacano will use the carving as a key to open the throne room. Inside, he turns into an evil Ayleid King and a ton of undead enemies will come pouring out. Kill Umbacano and take his staff and helmet along with anything else you want. You'll notice that the Ayleid Crown of Nenalata is now slightly better than when you first turned it in to Umbacano, though we weren't able to equip it or his staff. Still, they've got a nice selling price and you can always display them in a house.



City Life

Cyrodiil may be huge, but the majority of action takes place within the limits of the major cities. This section will help you navigate each city through maps and background information. We've also included a chart letting you know which expensive and unique items can be found at the shops in each city (we believe you'll find the same ones).

Anvil



Quick Stats	
Location: Southwest Cyrodiil	Relative Wealth: Rich
Predominant Race: None	Local Flora: Foxglove, Aloe Vera

Anvil is a port town broken up into two sections -- don't forget to explore the waterfront for plenty of ships, drunken sailors, and side quests. The inner city has grown extremely rich from the great placement of the shipyard and has attracted people from every race. Castle Anvil is outside of the city limits and houses Orrin, one of the higher level fences. You can also join the Fighters Guild here by talking to Azzan. Look in the Count's Arms to purchase a local haunted house for an interesting side quest.

Store	Unique Item For Sale
Morvayn's Peacemakers	Truncheon of Submission - Restore Health 20 pts on Strike, Damage Fatigue 50 pts on Strike
The Flowing Bowl	Fists of the Drunkard - (Heavy Armor) - Fortify Strength/Endurance 5, Drain Intelligence/Willpower 5
Lelle's Quality Merchandise	Apron of the Master Artisan - Fortify Armorer/Alchemy/Security 7

Bravil



Quick Stats	
Location: South Cyrodiil on the Niben Bay	Relative Wealth: Poor
Predominant Race: High Elf	Local Flora: Foxglove

Bravil is a port town that doesn't fare quite as well as Anvil. The people live in shacks and huts making this a bad choice as far as a thieving goes, but there is a local Fence by the name of Luciana Galena. The Inn is on the south side of town, across the bridge over the river which separates the area into two sections. Bravil is unique in that it has both an archery store and a store to buy spells and Soul Gems. The trade off is that you won't find a good place to buy weapons and armor. Rounding out the town is the Lucky Old Lady statue in town will give you a temporary Fortify Luck of 10 if you pray at it.

Store	Unique Item For Sale
Archer's Paradise	Bow of Infliction - Damage Agility 5, Drain Marksman 15 on Strike
Warlock's Luck	Ring of Transmutation - Fortify Magicka 50, Drain Strength/Endurance 10
The Fair Deal	Robe of Creativity - Fortify Intelligence/Personality 5, Drain Willpower 5

Bruma



Quick Stats	
Location: North-central Cyrodiil	Relative Wealth: Moderate
Predominant Race: Nord	Local Flora: None

Bruma is a cold, barren city without much to see. There are a few wealthy houses and a castle if you're looking to rob people, but your efforts are better spent elsewhere. There are Guild houses and a Fence in Ongar which makes Bruma

a decent base of operations for some parts of the game, especially when you need to go to the nearby Cloud Ruler Temple during the main quest.

Store	Unique Item For Sale
Novaroma	Monkeypants - Acrobatics/Athletics +10, Drain Willpower 5
Nord Winds	Dondoran's Juggernaut (Heavy Cuirass) - Strength/Endurance +10, Drain Speed/Athletics 10
Hammer and Axe	Gauntlets of Gluttony (Heavy Gauntlets) - Strength +10, Drain Health 30

Cheydinhal



Quick Stats	
Location: East Cyrodiil	Relative Wealth: Wealthy
Predominant Race: Orc	Local Flora: Morning Glory

Cheydinhal was built around the river flowing through the center of town, dividing the area into two clusters of housing. Mach-Na's Books is a must for book shopping to increase your skills and, if you like riding horses, the stable outside of town has the fastest and hardest horses in the entire land. Cheydinhal is home to Burz gro-Khash who can get you in to the Fighters Guild as well as the underground hideout of the Dark Brotherhood.

Store	Unique Item For Sale
Borba's Goods and Stores	Cowl of the Druid - Fortify Marksman/Alchemy 5, Detect Life 40 ft, Drain Blade 10
The March Rider	Captain Kordan's Saber - Absorb Blade/Agility/Endurance 10 for 30 seconds,
Mach-Na's Books	Chronicle of Sacrifice (Scroll) - Fire Damage 100 points in 20 ft for 2 seconds, Drain Agility/Endurance, Intelligence, Luck, Personality, Speed, Strength 50 pts for 30 seconds on self

Chorrol



Quick Stats	
Location: West Cyrodiil	Relative Wealth: Wealthy
Predominant Race: Imperial	Local Flora: None

Chorrol's close proximity to the Imperial City makes it a likely early stop for anyone playing Oblivion. The presence of Vilena Donton at the Fighters Guild makes this town one of the few places where you can join the society. Make an early stop to Renoit's Books to see if you can pick up any skill bonuses by reading some of the rare books found there. Chorrol has a rich society that lives off of the poor underclass, allowing for some nice places to explore under the guise of night.

Store	Unique Item For Sale
Fire and Steel	Rasheda's Special (Heavy Gauntlets) - Fortify Armorer/Strength 5
Northern Goods and Trade	Boots of the Swift Merchant (Light Armor) - Fortify Mercantile/Speechcraft 10, Speed 5, Weakness to Disease/Poison 30%

Imperial City - Market District



Quick Stats	
Location: Central Cyrodiil	Relative Wealth: Rich
Predominant Race: None	Local Flora: Sacred Lotus/Fly Amanita

The Market District is the best place to do your shopping. The merchants here have the most disposable income and the widest variety of items to purchase. Come here every time you are approaching the maximum amount of saleable items you can carry.

Store	Unique Item For Sale
Imperial Breeches	Fortify Speecraft/Personality/Mercantile 5
First Edition	Document of Purile Banter- Fortify Endurance/Willpower/Speechcraft/Personality 50 pts for 150 secs
A Fighting Chance	Battleaxe of Hatred - Damage Strength/Willpower/Endurance 5 pts
The Main Ingredient	Mantle of the Woodsman - Fortify Speed/Alchemy 5, Drain Strength/Endurance 5
Rindir's Staffs	Apotheosis - Fire/Shock/Frost Damage 33 pts
Stonewall Shileds	Tower of the Nine (Heavy Shield) - Shield 5%, Fortify Block/Heavy Armor 5, Drain Light Armor 10
The Best Defense	Aegis of the Apocalypse (Heavy Cuirass) - Fortify Blade/Blunt/Heavy Armor 5, Drain Luck 5, Drain Health 20
The Gilded Carafe	Birthright of Astalon (Light Cuirass) - Fortify Magicka 50, Fortify Agility 5
Mystic Emporium	Hands of the Atronach (Heavy) - Resist Frost/Shock/Fire 20%
Divine Elegence	Quicksilver Boots (Light) - Fortify Agility/Speed 10, Drain Heavy Armor/Light Armor 5
Three Brothers Trade Goods	Akavari Sunderblade - Disintegrate Weapon/Armor 100 pts
Jensine's "Good as New" Merchandise	Akavari Warblade - Damage Health 15 pts, Damage Fatigue/Magicka 30 pts

Imperial City - Arena

For the full lowdown on the Arena, read our [Arena Section](#) and [Secrets page](#).

Imperial City - Arboretum

The Arboretum is simply a garden with some statues. There is no reason to go here unless you want access to the sewers through the South East Tunnel.

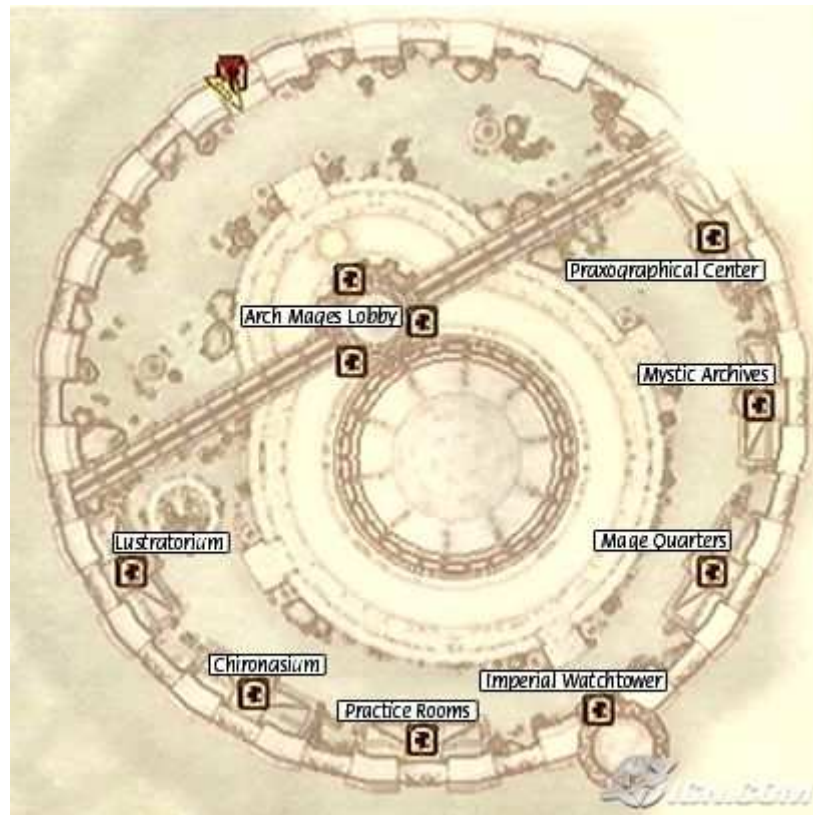
Imperial City - Palace

Home to the almost entirely off-limits Palace (except for certain areas and parts of the game), the Elder Council Chambers are located here. In the absence of the King, control is in the hands of the Council. The Tomb of Prince Camarril is here which will be important during the [Main Quest](#). Also in this region, you can find the Trentius Family Mausoleum. This grave is will play a key role in a certain [Side Quest](#). With all of the graves around here, it is a great place to harvest Fly Amanita Caps.

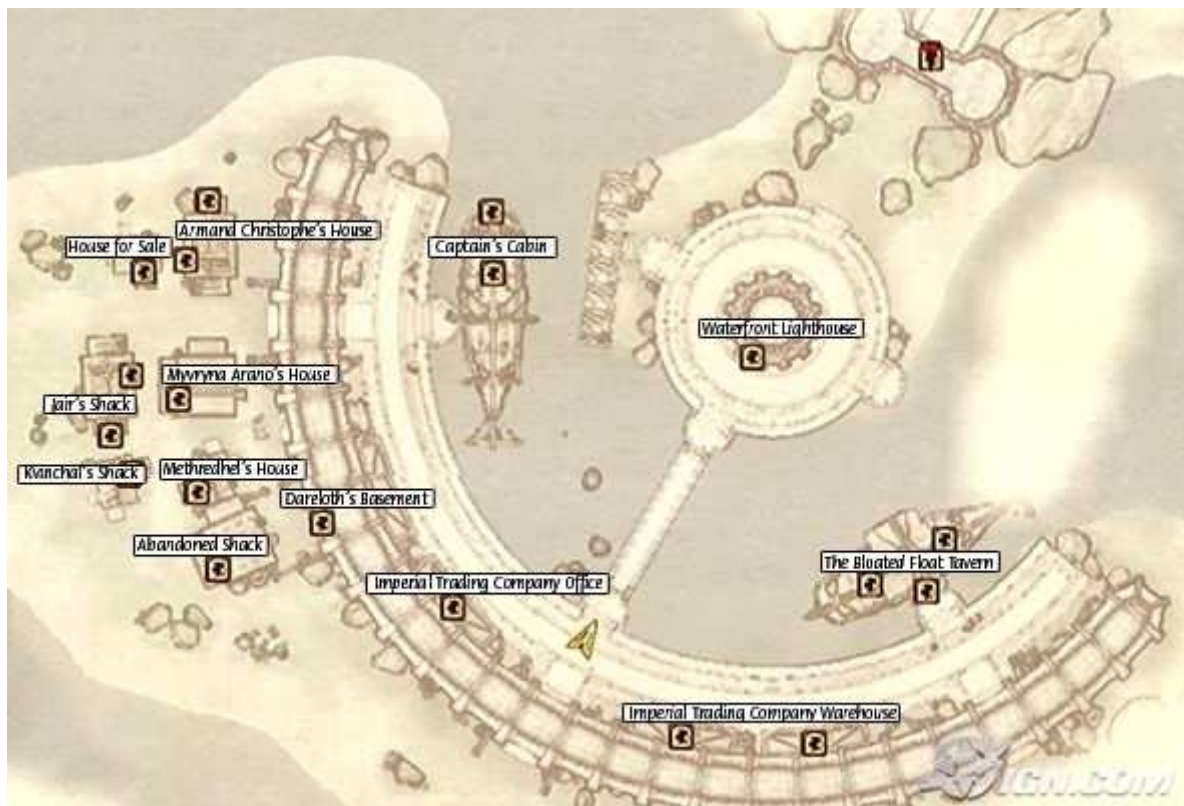
Imperial City - Prison

You won't gain access to the Armory here until after you complete the [Main Quest](#). Other than that, you probably won't ever come here unless you're arrested. If your items are confiscated, ask the guard to take you to a prisoner and then search the evidence box as soon as he leaves to get everything back without a hitch.

Imperial City - Arcane University



Imperial City - Waterfront



The Waterfront District is home to all of the poor, disenfranchised folks of the Imperial City. The cheapest house in the game can be bought in the Market District, but it resides here. Buy it as soon as you have the money so that you have a nice base. You can also join the Thieve's Guild here. Wait behind the Abandoned Shack at midnight to find the recruiters. Once you join, make sure you don't steal from anyone here or you'll end up being kicked out -- the Waterfront is under the protection of the Gray Fox.

Imperial City - Temple District



The Temple District houses a few [Side Quests](#) for the adventurous types, but won't come into importance until you decide to tackle the [Main Quest](#). Outside of that, have fun visiting the houses here.

Imperial City - Talos Plaza District



The Talos Plaza District is home to many powerful and influential players in the Imperial City. You'll find yourself running quests and meeting people of power around this area throughout the game if you complete all of your side quests. There isn't much to see or do here if you're not on a quest, but the enterprising thief will find this a nice place to visit at night.

Imperial City - Elven Garden District



Like the Talos Plaza District, the Elven Gardens don't have much to offer. You'll find a few side quests here as well as some good places to explore, but there isn't anything of note to steal or explore.

Leyawiin

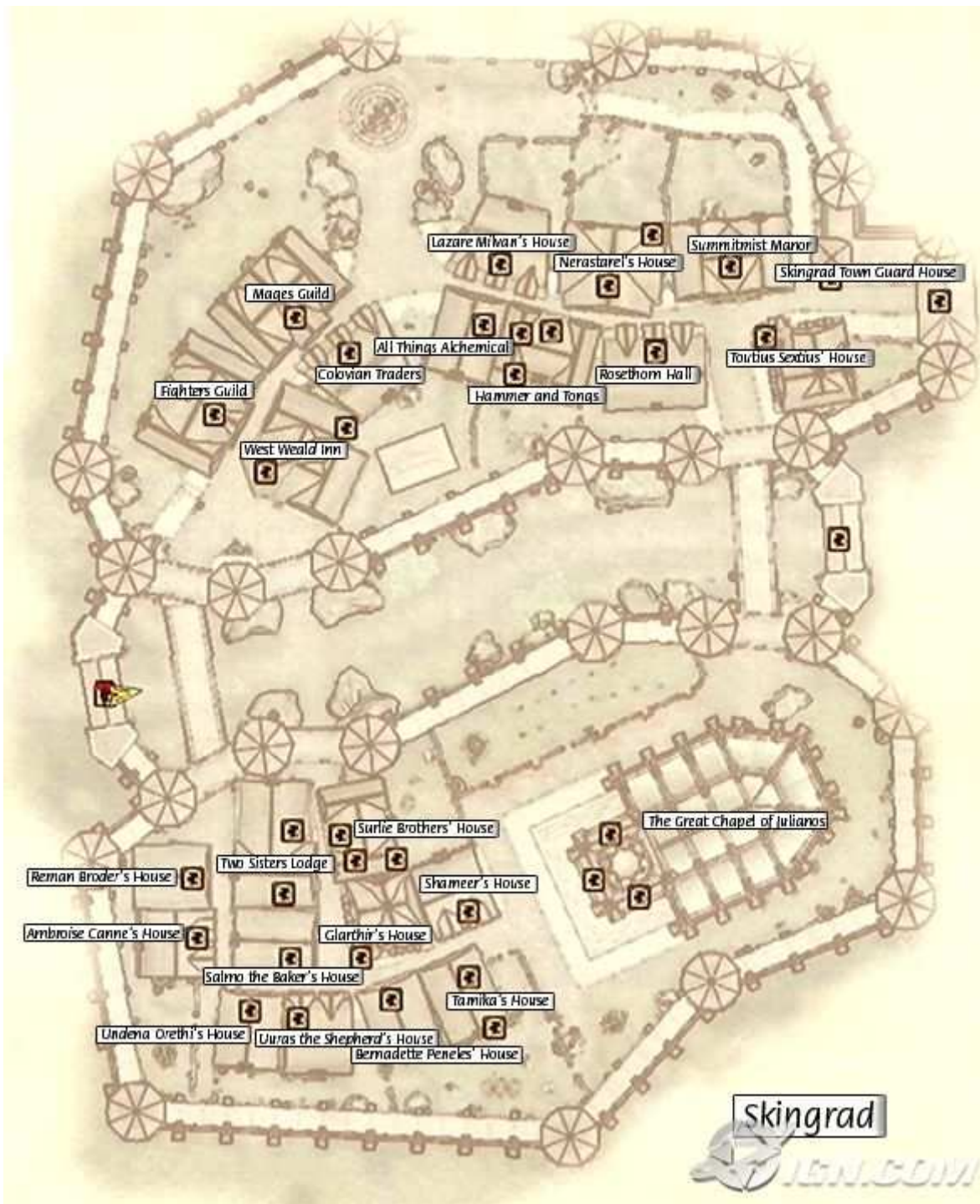


Quick Stats	
Location: Southeast Cyrodill	Relative Wealth: Poor
Predominant Race: Argonianic/Khajit	Local Flora: Aloe Vera/Fly Amanita

Leyawiin lies at the mouth to the Topal Bay and has a marshy landscape. The rift between the Khajits and the Argonians is out in the open here, so you can expect to hear all about how smelly or unclean the opposite beast-like humanoid is. The second fence, Dar Jee, can be found here as well as a limited book store and weapons shop. This town isn't much for finding new items, but a bunch of side quests launch from this town and the surrounding region making Leyawiin a good base of operations.

Store	Unique Item For Sale
The Dividing Line	Destarine's Cleaver - Damage Strength/Endurance 5
Southern Books	Annal of the Fire Nexus (Scroll) - Resist Fire 100% for 5 secs, Fire Damage 100 pts in 30 ft for 3 secs

Skingrad



Quick Stats	
Location: South Cyrodiil	Relative Wealth: Wealthy
Predominant Race: None/Redguard	Local Flora: Grapes (Outside of town)/Morning Glory

Skingrad is located on the road to Kvatch and boasts the finest wines in the land. As such, there is a great vineyard outside where you can stock up on grapes any time you need a few for making potions. The town is split up by the road that goes through it. The northern end of town is more focused on business while the southern end has living spaces and the chapel.

Store	Unique Item For Sale
Colovian Traders	Vest of the Bard - Fortify Speechcraft/Personality/Willpower 5
All Things Alchemical	Ring of Wortcraft - Fortify Alchemy/Luck/Endurance 5, Drain Intelligence 10
Hammer and Tongs	Helm of Ferocity - Fortify Blade/Blunt/Hand to Hand 5, Drain Intelligence/Willpower/Personality 5

Secrets

As always, make sure you check out our cheats page for the most up to date and accurate cheats, hints, and codes around. There is a page for Oblivion on [PC](#) and [Xbox 360](#).

Free Hand to Hand Training

Go to the Arena District in the Imperial City and find the two Arena hopefuls sparring on the practice area outside. Sit there for roughly a minute watching them and you'll be told that you picked up a few pointers and have received a +5 bonus to your Hand to Hand skill.

Look for the nearby locked chest that is owned by the two combatants. If you walk around to the other side, you'll find that you can pick the chest without being seen. Inside, you can get the Bands of Kwang Lao, a pair of gauntlets that fortify your Hand to Hand by 20.

Doomstones

Activating a Doomstone between the hours of 6:00 PM and 6:00 AM will grant your character a new Greater Power spell which you can cast once per day. There are 20 Doomstones in all—13 Birthsign Doomstones and 7 Heaven Doomstones—and each has a different effect. You can only have the effects of one Birthsign Doomstone at a time, though you can stack the effects of Heaven Doomstones to grow your list of Greater Powers.

Birthsign Doomstones can be activated at any point in the game. However, Heaven Doomstones each require a different combined rating of Fame and Infamy. For example, the Jone Stone requires a combined rating of 10. You can have 5 Fame and 5 Infamy, 10 Fame and 0 Infamy, or any other combination of ratings that adds up to 10.



Birthsign Doomstone	Greater Power
Apprentice Stone	Void Seed: Fortify Illusion + Alchemy 20 pts for 120 secs
Atronach Stone	Arcane Well: Fortify Intelligence 20 pts for 120 secs, Spell Absorption for 120 secs
Lady Stone	Lady's Warding: Fortifies Willpower + Endurance 20 pts for 120 secs
Lord Stone	Ysmir's Scales: Fortifies Light + Heavy Armor 20 pts for 120 secs, Frost Resistance 50 pts for 120 secs
Lover Stone	Lover's Bower: Fortifies Personality + Luck 20 pts for 120 secs
Mage Stone	Magicka Manifold: Fortifies Magicka 50 pts for 120 secs
Ritual Stone	Mara's Mercy: Heal 150 pts on touch, Mara's Milk: Heal 100 pts
Serpent Stone	Cobra's Dance: Paralyze 5 secs on Target, Damage Health 4 pts for 20 secs
Shadow Stone	Fingernail Moon: Chameleon 15% for 120 secs
Steed Stone	Hellride: Fortifies Speed + Acrobatics 20 pts for 120 secs
Thief Stone	Cheater's Nip: Fortifies Agility + Luck 20 pts for 120 secs
Tower Stone	Warden Key: Fortifies Armorer 20 pts for 120 secs, Open Hard Lock
Warrior Stone	War Cry: Fortifies Strength + Blade + Blunt + Hand-to-Hand 20 pts for 120 secs

Heaven Doomstone	Rating	Greater Power
Aetherius Stone	20	Gates of Aetherius: Fortifies Magicka 50 pts, Resist Magicka 20% for 120 secs
Dragon Stone	70	Dragon Dream: Fortifies Health 40 pts + Magicka 50 pts + Fatigue 100 pts for 120 secs
Jode Stone	30	Jode's Blood: Fortifies Health 40 pts + Blade + Blunt + Hand-to-Hand 20 pts for 120 secs
Jone Stone	10	Jone's Shadow: Fortifies Sneak 30 pts, Invisibility 120 secs
Magnus Stone	50	Children of Magnus: Fortifies Alternation + Conjuraton + Destruction + Illusion + Mysticism + Restorationi 15 pts for 120 secs
Shezarr Stone	60	Shield of Shezarr: Fortifies Armorer + Block + Light Armor + Heavy Armor 20 pts, Reflect Spell 10% for 120 secs
Sithian Stone	40	Sithian Web: Fortifies Illusion + Marksman + Mercantile + Security + Speechcraft 20 pts for 120 secs

Achievements

Main Quest Achievements	
Points	Requirement
50	Escaped the Imperial Sewers
50	Closed an Oblivion Gate
50	Located the Shrine of Dagon
50	Delivered Daedric Artifact
50	Destroyed the Great Gate
110	Champion of Cyrodiil

Dark Brotherhood Achievements	
10	Murderer, Dark Brotherhood - Join the Dark Brotherhood
10	Slayer, Dark Brotherhood - Reached Slayer rank in the Dark Brotherhood
10	Eliminator, Dark Brotherhood - Reached Eliminator rank in the Dark Brotherhood
10	Assassin, Dark Brotherhood - Reached Assassin rank in the Dark Brotherhood

10	Silencer, Dark Brotherhood - Reached Silencer rank in the Dark Brotherhood
10	Speaker, Dark Brotherhood - Reached Speaker rank in the Dark Brotherhood
50	Listener, Dark Brotherhood - Completed the Dark Brotherhood Questline

Arena Related Achievements	
10	Pit Dog, Arena - Joined the Arena in the Imperial City
10	Brawler, Arena - Reached Brawler rank in the Arena
10	Bloodletter, Arena - Reached Bloodletter rank in the Arena
10	Myrmidon, Arena - Reached Myrmidon rank in the Arena
10	Warrior, Arena - Reached Warrior rank in the Arena
10	Gladiator, Arena - Reached Gladiator rank in the Arena
10	Hero, Arena - Reached Hero rank in the Arena
10	Champion, Arena - Reached Champion rank in the Arena
50	Grand Champion, Arena - Completed the Arena Questline

Thieves Guild Achievements	
10	Pickpocket, Thieves Guild - Joined the Thieves Guild
10	Footpad, Thieves Guild - Reached Footpad rank in the Thieves Guild
10	Bandit, Thieves Guild - Reached Bandit rank in the Thieves Guild
10	Prowler, Thieves Guild - Reached Prowler rank in the Thieves Guild
10	Cat Burglar, Thieves Guild - Reached Cat Burglar rank in the Thieves Guild
10	Shadowfoot, Thieves Guild - Reached Shadowfoot rank in the Thieves Guild
10	Master Thief, Thieves Guild - Reached Master Thief rank in the Thieves Guild
50	Guildmaster, Thieves Guild - Completed the Thieves Guild Questline

Mage Guild Achievements	
10	Associate, Mages Guild - Joined the Mages Guild
10	Apprentice, Mages Guild - Reached Apprentice rank in the Mages Guild
10	Journeyman, Mages Guild - Reached Journeyman rank in the Mages Guild
10	Evoker, Mages Guild - Reached Evoker rank in the Mages Guild
10	Conjurer, Mages Guild - Reached Conjurer rank in the Mages Guild
10	Magician, Mages Guild - Reached Magician rank in the Mages Guild
10	Warlock, Mages Guild - Reached Warlock rank in the Mages Guild
10	Wizard, Mages Guild - Reached Wizard rank in the Mages Guild
10	Master-Wizard, Mages Guild - Reached Master-Wizard rank in the Mages Guild
50	Arch-Mage, Mages Guild - Completed the Mages Guild Questline

Fighters Guild Achievements	
10	Associate, Fighters Guild - Joined the Fighters Guild
10	Apprentice, Fighters Guild - Reached Apprentice rank in the Fighters Guild
10	Journeyman, Fighters Guild - Reached Journeyman rank in the Fighters Guild
10	Swordsman, Fighters Guild - Reached Swordsman rank in the Fighters Guild
10	Protector, Fighters Guild - Reached Protector rank in the Fighters Guild
10	Defender, Fighters Guild - Reached Defender rank in the Fighters Guild
10	Warder, Fighters Guild - Reached Warder rank in the Fighters Guild
10	Guardian, Fighters Guild - Reached Guardian rank in the Fighters Guild
10	Champion, Fighters Guild - Reached Champion rank in the Fighters Guild
50	Master, Fighters Guild - Completed the Fighters Guild Questline