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SuperCheats.com's Unofficial Guide to

The Elder Scrolls IV: Oblivion

by Michael Monette

The logo for The Elder Scrolls IV: Oblivion. It features the text "The Elder Scrolls IV" in a serif font above a horizontal line. Below the line, the word "OBLIVION" is written in a large, stylized, metallic font with a weathered and textured appearance.

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SuperCheats.com Unofficial Guide to The Elder Scrolls IV: Oblivion

The Elder Scrolls IV OBLIVION™

The Elder Scrolls IV is an open-ended first-person role playing game developed by Bethesda Softworks and published by 2K Games. First released in March of 2006, the game features a staggering amount of content that remains unmatched by nearly every other single player experience released since. Oblivion takes players to the province of Cyrodiil, which is currently under siege by the Daedric Lord Mehrunes Dagon. It's up to you to find the Emperor's lost heir and shut the Oblivion Gates that have been popping up all over Cyrodiil.

This is your complete guide to The Elder Scrolls IV. Every quest is covered in great detail, including all of the add-ons, the Knights of the Nine questline, and the Shivering Isles expansion pack.

Note: This guide was written based on the Xbox 360 version of the game. Nevertheless, this guide can still be used in conjunction with the PC or PlayStation 3 version, as the only major difference between the three versions of the original game is the control scheme.

The Elder Scrolls IV: Oblivion Guide - The Basics

Controls

Xbox 360 Controls

Left Bumper - Grab objects (press and hold while cursor is over an object).

Left Trigger - Hold to switch to camera.

Right Bumper - Cast selected spell.

Right Trigger - Attack with equipped weapon.

Left Stick - Move your character.

Right Stick - Look left, right, up, or down.

Left Thumbstick Button - Toggle Sneak Mode on and off.

Right Thumbstick Button - Press to switch between first and third person viewpoints. Hold down to enter Vanity Mode. While in Vanity Mode, use the left and right triggers to zoom the camera in and out.

Y Button - Jump.

B Button - View Journal.

A Button - Context-sensitive activation.

X Button - Ready Weapon/Torch.

D-pad Buttons - Activate set hotkeys. Set hotkeys through the character inventory menu.

Back Button - Open the wait menu.

Start Button - Pause the game and open the start menu.

PlayStation 3 Controls

L1 Button - Grab objects (press and hold while cursor is over an object).

L2 Button - Hold to switch to camera.

R1 Button - Cast selected spell.

R2 Button - Attack with equipped weapon.

Left Stick - Move your character.

Right Stick - Look left, right, up, or down.

L3 Button - Toggle Sneak Mode on and off.

R3 Button - Press to switch between first and third person viewpoints. Hold down to enter Vanity Mode. While in Vanity Mode, use the left and right triggers to zoom the camera in and out.

Triangle Button - Jump.

Circle Button - View Journal.

X Button - Context-sensitive activation.

Square Button - Ready Weapon/Torch.

D-pad Buttons - Activate set hotkeys. Set hotkeys through the character inventory menu.

Select Button - Open the wait menu.

Start Button - Pause the game and open the start menu.

PC Controls

To view a full list of controls while playing the PC version of The Elder Scrolls IV: Oblivion, press the Esc button to pause the game, and select the Controls option at the bottom of the list. On the Controls menu, click the Controls button in the bottom-right corner of the box.

The Elder Scrolls IV: Oblivion Guide - The Basics

Combat

There are different types of weapons in Oblivion: Blade, Blunt, and Ranged. The Blade classification encompasses daggers, short swords, long swords, claymores, and so on. The Blunt encompasses anything from maces and hammers to one-handed and two-handed axes. Weapons are also further classed as either one-handed or two-handed. With two-handed weapons, while you have the benefit of a slightly more powerful weapon, you lose the extra defence of a shield that could be used in conjunction with a one-handed weapon.

The amount of damage a weapon will deal is dependent on several factors. The strength of a melee weapon is dependent on your character's weapon skill level, the condition of the weapon, and the weapon itself. For example, if your character's Blade skill level is higher than their Blunt skill level, the damage dealt using a Blade weapon would be much higher than the damage dealt with a Blunt weapon. The damage dealt using a Ranged weapon is dependent on your character's Marksman skill level, the bow itself, as well as your character's Agility attribute.

There are two different types of melee attacks: basic attacks and power attacks. To perform a power attack, hold down RT/R2 and push the Right Stick in a certain direction. Level up your skills to reach new mastery levels. Each time a new mastery level is reached, a new power attack will be unlocked. A Novice in Blade or Blunt can perform a basic power attack by holding down RT/R2 and pushing the Right Stick in any direction. An Apprentice of Blade or Blunt can perform a more powerful power attack by holding RT/R2 without moving the Right Stick. A Journeyman of Blade or Blunt can perform an additional power attack by holding down RT/R2 and moving the Right Thumbstick to the left or right. Experts gain another power attack (hold RT/R2 and pull back on the Right Stick) that has a chance of knocking an opponent back. Finally, a Master of Blade or Blunt gains a forward power attack (hold RT/R2 and push up on the Right Stick) that has a chance of paralyzing the target.

When using a Ranged weapon, hold down RT/R2 to pull the bowstring to its full extension, and then release RT/R2 to release the arrow. Aim upward to adjust the distance. When your character reaches the Journeyman mastery, you can then zoom in by holding down LT/L2. To learn about the perks unlocked at higher mastery levels, refer to the "Skills" section of this guide.

Blocking is an important part of combat. You can block with a weapon, but a shield is more effective, and you won't damage your weapon with one. A shield can only be equipped with a one-handed weapon.

Weapons deteriorate with regular use. When the condition of the weapon drops to zero, it becomes unusable. A damaged weapon won't deal as much damage as it normally would, and damaged pieces of armour are less effective at absorbing damage. Use a Repair Hammer to repair damaged equipment. With a higher Armorer skill level there is less of a chance of a Repair Hammer breaking while being used. Enchanted equipment cannot be repaired until the Journeyman mastery level. You can, however, bring your damaged equipment to just about any weapon and armour store and have the shopkeeper fix it for a price.

The Elder Scrolls IV: Oblivion Guide - The Basics

Magic

There are six different colleges of magic. Each school has different types of spells associated with it.

Destruction: Cast spells to inflict magical Fire, Frost, and Shock damage or lower resistances to magic attacks.

Alteration: Cast spells to increase underwater breathing capacity, walk on water, open locks, shield yourself from physical or magical attacks, and alter encumbrance.

Illusion: Cast spells to charm, conceal, create light, silence, paralyze, command, and affect morale or aggressiveness.

Conjuration: Cast spells to summon demonic creatures, magical weapons and armour, and turn the undead.

Mysticism: Cast spells to absorb, reflect, and dispel magic. Move objects, sense life, and bind souls.

Restoration: Cast spells to restore, fortify or absorb physical and magic attributes, cure diseases and resist magic attacks.

The Elder Scrolls IV: Oblivion Guide - The Basics

Stealth

Characters geared toward stealth focus on avoiding detection and surprising the enemy. The heart of stealth is Sneak Mode. To toggle Sneak Mode simply click the Left Stick. While in Sneak Mode, an eye icon will appear in the middle of the display. If the icon is faded, your character is effectively hidden. If the icon is bright and solid, your character has been detected.

Several factors affect your chance of being detected by an NPC; the weight of your character's boots, the amount of light in a location, and movement speed all have an effect. It's a good idea to avoid casting spells while sneaking, as doing so is sure to generate light. As your character's Sneak skill level increases and you reach new mastery levels, the role that the above factors play in determining the chance that your character will be detected are diminished. To learn about the perks unlocked at higher mastery levels, refer to the "Skills" section of this guide.

While in Sneak Mode, one can perform a sneak attack for bonus damage on unwitting enemies. With ranged weapons, the damage dealt is multiplied by three, and with one-handed weapons the damage is multiplied by six. A sneak attack cannot be performed with a two-handed weapon.

The Elder Scrolls IV: Oblivion Guide - The Basics

Attributes

With each level your character gains you can allocate points to three attributes. Each attribute has an effect on your character; raising an attribute will enhance that effect. Below is a listing of each attribute and how they affect your character.

Strength: How much you can carry, your Fatigue, and damage dealt with melee weapons. Governs Blunt, Blade, and Hand to Hand.

Intelligence: Total Magicka. Governs Alchemy, Conjuration, and Mysticism.

Willpower: Magicka regeneration rate and amount of Fatigue. Governs Destruction, Alteration, and Restoration.

Agility: Reduces the likelihood of losing balance when struck by an enemy. Affects how much damage is dealt with Ranged weapons. Governs Security, Sneak, and Marksman.

Speed: Determines movement speed. Governs Athletics, Light Armor, and Acrobatics.

Endurance: Affects total Fatigue, Health, and how much total Health increases with each level gained (one-tenth of Endurance attribute). Governs Block, Armorer and Heavy Armor.

Personality: Affects NPCs default disposition. Governs Speechcraft, Mercantile, and Illusion.

Luck: Has an effect on everything you do. For example, the probability of receiving rare items from random drops increases with the Luck attribute.

The Elder Scrolls IV: Oblivion Guide - The Basics

Gaining Levels

The levelling system in Oblivion is quite different from that of most RPGs. You do not gain experience points by killing monsters. Instead, character levels are gained by levelling up major skills. Thus, the seven major skills chosen during the character creation process are very important. To gain one level, you must raise any combination of your seven major skills ten times.

There are three different ways to raise skill levels. The simplest way is to use the skill over and over; the lower the skill level, the easier it is to increase. It takes more time to level up a skill with each level gained. Alternatively, you can pay an NPC to train your character in a specific skill. First, you must find a trainer that has a mastery level higher than yours in the skill you wish to increase. There is a limit of five trained levels per character level. You may also come across Skill Books; when read, you will gain one level in the skill tied to that book.

When a level is gained, a message will appear in the top-left corner of the screen instructing you to find a bed to sleep in. You do not need to sleep right away, however; you can stack levels and sleep several times in a row to catch up. Sleep in a bed after gaining a level, and you can then allocate points to three of your character's attributes. Certain attributes may receive a bonus modifier, which is based on the skills increased since the last raised level.

Attributes that receive bonus modifiers are determined by the governing attribute of the skills raised to reach that level. For each two levels gained in a skill, a 1 bonus modifier is added to the governing attribute. Whether the skill is a major skill or minor skill does not matter. For example, if you gain four levels in Armorer (governing attribute of Endurance) and ten levels in a minor skill such as Destruction (governing attribute of Willpower), you would be able to increase your character's Endurance by three points and Willpower by five points when moving on to the next level. The bonus modifier has a limit of 5, so don't bother raising a skill by more than ten levels per character level.

The Elder Scrolls IV: Oblivion Guide - The Basics

Character Creation

Designing a character is the first thing you'll do in Oblivion. You must choose from one of the ten races, define your character's facial features, select a Birthsign, and pick a class. The following sections offer an in-depth look at the choices you must make.

The following pages breakdown this section on charter creation into the following four sections:

- Races
- Birthsigns
- Skills
- Classes

The Elder Scrolls IV: Oblivion Guide - The Basics, Character Creation

Races

There are a total of ten races to choose from. Each race has its own strengths and weaknesses, and receives certain skill bonuses and special abilities unique to that race. While deciding on a race, keep in mind the type of character you wish to create and ensure that your choice is well-suited for the desired role. It's important to note, however, that starting stats and skill bonuses really won't matter much when your character reaches higher levels.

Argonian

"This reptilian race, well-suited for the treacherous swamps of its homeland, has developed natural immunities to diseases and poisons. They can breathe underwater and are good at picking locks."

Skill Bonuses: Alchemy 5, Athletics 10, Blade 5, Hand to Hand 5, Illusion 5, Mysticism 5, Security 10

Race Specials: Resist Disease, Immune to Poison, Water Breathing.

Male Argonian Starting Stats

Strength: 40
Intelligence: 40
Willpower: 30
Agility: 50
Speed: 50
Endurance: 30
Persuasion: 30
Luck: 50

Female Argonian Starting Stats

Strength: 40
Intelligence: 50
Willpower: 40
Agility: 40
Speed: 40
Endurance: 30
Persuasion: 30
Luck: 50

Breton

"In addition to their quick and perceptive grasp of spellcraft, even the humblest of Bretons can boast a resistance to magic energies. They are particularly skilled at summoning and healing magic."

Skill Bonuses: Alchemy 5, Alteration 5, Conjunction 10, Illusion 5, Mysticism 10, Restoration 10

Race Specials: Fortified Magicka, Dragon Skin, Resist Magicka.

Male Breton Starting Stats

Strength: 40
Intelligence: 50
Willpower: 50
Agility: 30
Speed: 30
Endurance: 30

Persuasion: 40

Luck: 50

Female Breton Starting Stats

Strength: 30

Intelligence: 50

Willpower: 50

Agility: 30

Speed: 40

Endurance: 30

Persuasion: 40

Luck: 50

Dark Elf

“Also known as ‘Dunmer’ in their homeland of Morrowind, the Dark Elves are noted for their skilled and balanced integration of the sword, the bow and destruction magic. They are resistant to fire and can summon an ancestral ghost for aid.”

Skill Bonuses: Athletics 5, Blade 10, Blunt 5, Destruction 10, Light Armor 5, Marksman 5, Mysticism 5

Race Specials: Ancestor Guardian, Resist Fire.

Male Dark Elf Starting Stats

Strength: 40

Intelligence: 40

Willpower: 30

Agility: 40

Speed: 50

Endurance: 40

Persuasion: 30

Luck: 50

Female Dark Elf Starting Stats

Strength: 40

Intelligence: 40

Willpower: 30

Agility: 40

Speed: 50

Endurance: 30

Persuasion: 40

Luck: 50

High Elf

“Also known as ‘Altmer’ in their homeland of Summerset Isle, the High Elves are the most strongly gifted in the arcane arts of all the races. However, they are also somewhat vulnerable to fire, frost and shock.”

Skill Bonuses: Alchemy 5, Alteration 10, Conjuration 5, Destruction 10, Illusion 5, Mysticism 10

Race Specials: Weakness to Fire, Frost and Shock, Resist Disease, Fortified, Magicka.

Male High Elf Starting Stats

Strength: 30

Intelligence: 50

Willpower: 40

Agility: 40

Speed: 30

Endurance: 40

Persuasion: 40

Luck: 50

Female High Elf Starting Stats

Strength: 30

Intelligence: 50

Willpower: 40

Agility: 40

Speed: 40

Endurance: 30

Persuasion: 40

Luck: 50

Imperial

“Natives of the civilized, cosmopolitan province of Cyrodiil, they have proved to be shrewd diplomats and traders. They are skilled with heavy armour and in the social skills. They tend to favor the warrior classes.”

Skill Bonuses: Blade 5, Blunt 5, Hand to Hand 5, Heavy Armor 10, Mercantile 10, Speechcraft 10

Race Specials: Star of the West, Voice of the Emperor.

Male Imperial Starting Stats

Strength: 40

Intelligence: 40

Willpower: 30

Agility: 30

Speed: 40

Endurance: 40

Persuasion: 50

Luck: 50

Female Imperial Starting Stats

Strength: 40

Intelligence: 40

Willpower: 40

Agility: 30

Speed: 30

Endurance: 40

Persuasion: 50

Luck: 50

Khajiit

“Hailing from the province of Elsweyr, they are intelligent, quick, and agile. They make excellent thieves due to their natural agility and unmatched acrobatics skill. All Khajiit can see in the dark.”

Skill Bonuses: Acrobatics 10, Athletics 5, Blade 5, Hand to Hand 10, Light Armor 5, Security 5, Sneak 5

Race Specials: Eye of Fear, Eye of Night.

Male Khajiit Starting Stats

Strength: 40
Intelligence: 40
Willpower: 30
Agility: 50
Speed: 40
Endurance: 30
Persuasion: 40
Luck: 50

Female Khajiit Starting Stats

Strength: 30
Intelligence: 40
Willpower: 30
Agility: 50
Speed: 40
Endurance: 40
Persuasion: 40
Luck: 50

Nord

"Citizens of Skyrim, they are a tall and fair-haired people. Strong and hardy, Nords are famous for their resistance to cold. They are highly talented warriors."

Skill Bonuses: Armorer 5, Blade 10, Block 5, Blunt 10, Heavy Armor 10, Restoration 5.

Race Specials: Nordic Frost, Woad, Resist Frost.

Male Nord Starting Stats

Strength: 50
Intelligence: 30
Willpower: 30
Agility: 40
Speed: 50
Endurance: 50
Persuasion: 30
Luck: 50

Female Nord Starting Stats

Strength: 50
Intelligence: 30
Willpower: 40
Agility: 40
Speed: 40
Endurance: 40
Persuasion: 30
Luck: 50

Orc

"The people of the Wrothgarian and Dragontail Mountains, Orcish armourers are prized for their craftsmanship. Orc troops in heavy armor are among the finest in the Empire, and are fearsome when using their berserker rage."

Skill Bonuses: Armorer 10, Block 10, Blunt 10, Hand to Hand 5, Heavy Armor 10

Race Specials: Berserk, Resist Magicka.

Male Orc Starting Stats

Strength: 45
Intelligence: 30
Willpower: 50
Agility: 35
Speed: 30
Endurance: 50
Persuasion: 30
Luck: 50

Female Orc Starting Stats

Strength: 45
Intelligence: 40
Willpower: 45
Agility: 35
Speed: 30
Endurance: 50
Persuasion: 25
Luck: 50

Redguard

“The most naturally talented warriors in Tamriel. In addition to their cultural affinities for many weapons and armour styles, they also have a hardy constitution and natural resistance to disease and poison.”

Skill Bonuses: Athletics 10, Blade 10, Blunt 10, Light Armor 5, Heavy Armor 5, Mercantile 5.

Race Specials: Adrenaline Rush, Resist Poison, Resist Disease.

Male Redguard Starting Stats

Strength: 50
Intelligence: 30
Willpower: 30
Agility: 40
Speed: 40
Endurance: 50
Persuasion: 30
Luck: 50

Female Redguard Starting Stats

Strength: 40
Intelligence: 30
Willpower: 30
Agility: 40
Speed: 40
Endurance: 50
Persuasion: 40
Luck: 50

Wood Elf

“The clanfolk of the Western Valenwood forests, also known as ‘Bosmer.’ Wood Elves are nimble and quick, making them good scouts and thieves, and there are no finer archers in all of Tamriel. Their ability to command simple

creatures is well-known.”

Skill Bonuses: Acrobatics 5, Alchemy 10, Alteration 5, Light Armor 5, Marksman 10, Sneak 10

Race Specials: Beast Tongue, Resist Disease.

Male Wood Elf Starting Stats

Strength: 30

Intelligence: 40

Willpower: 30

Agility: 50

Speed: 50

Endurance: 40

Persuasion: 30

Luck: 50

Female Wood Elf Starting Stats

Strength: 30

Intelligence: 40

Willpower: 30

Agility: 50

Speed: 50

Endurance: 30

Persuasion: 40

Luck: 50

The Elder Scrolls IV: Oblivion Guide - The Basics, Character Creation

Birthsigns

Part of the character creation process entails choosing one of the thirteen birthsigns to mark your character's birth. Birthsigns grant special powers, with some more useful than others. Some Birthsigns yield unique spells; Lesser Powers usually cost little magicka and can be cast as long as magicka is available, while Greater Powers have no magicka cost but can only be cast once per day. Below is a listing of each birthsign and the effects they have.

The Apprentice: Grants a 100 point bonus to character's Magicka. 100% Weakness to Magicka.

The Lady: Grants a 10 point bonus to character's Willpower and Endurance attributes.

The Mage: Grants a permanent bonus of 50 points to character's Magicka.

The Thief: Grants a 10 point bonus to character's Speed, Agility, and Luck attributes.

The Atronach: Character does not regain Magicka over time. Instead, character is given 50% Spell Absorption. Base Magicka increased by 150 points.

The Lord: Blood of the North - Lesser Power: Regenerates up to 90 points of Health. Permanent 25% weakness to Fire.

The Lover: Lover's Kiss - Greater Power: Paralyze an enemy for 10 seconds at the cost of 120 points of Fatigue.

The Ritual: Mara's Gift - Greater Power: Restore health spell. Blessed Word - Turn the Undead.

The Serpent: Slow but potent poison on touch. Also cures and dispels magic at the cost of 100 points of Fatigue.

The Shadow: Moonshadow - Greater Power: Become Invisible for 60 seconds.

The Steed: Grants a bonus of 20 to character's speed attribute.

The Tower: Tower Key - Greater Power: Open an Average or lower quality lock once a day. Tower Warden reflects 5 point of damage for 120 seconds a day.

The Warrior: Grants a bonus of 10 points to character's Strength and Endurance attributes.

The Elder Scrolls IV: Oblivion Guide - The Basics, Character Creation

Skills

There are 21 skills in total. The seven skills your character class is composed of are referred to as "Major Skills" and the rest as "Minor Skills." There are set points considered as "Mastery Levels". When you reach a new mastery level, you'll gain a new perk for that skill. Major skills start off at the Apprentice mastery level (25). Below is a list of the level ranges of each mastery.

Novice: 0-24

Apprentice: 25-49

Journeyman: 50-74

Expert: 75-99

Master: 100

Combat Skills

Block

Governing Attribute: Endurance

Parry melee attacks with shields and weapons. Successful blocks reduce damage received.

Novice: A Novice of Block is fatigued when blocking. Also, hand-to-hand blocking against weapons has no effect.

Apprentice: An Apprentice is no longer fatigued when blocking.

Journeyman: A Journeyman's shield or weapon is no longer damaged when he/she blocks. Opponents may recoil when blocking with hand-to-hand.

Expert: An Expert blocking with a shield has a chance to do a knockback counter attack, staggering the enemy if the shield blow connects.

Master: A Master blocking with a shield has a chance of disarming an enemy with a successful knockback counterattack.

Armorer

Governing Attribute: Endurance

Repair damaged weapons and armour. Damaged pieces of equipment are less effective.

Novice: A Novice cannot repair magic items.

Apprentice: Repair hammers last twice as long. Magic items still cannot be repaired by an Apprentice.

Journeyman: A Journeyman of Armorer can repair magic items.

Expert: An Expert can repair items beyond their highest condition (to 125%). Expert-improved weapons do more damage and Expert-improved armour offers better protection.

Master: Repair Hammers never break when used by a Master.

Heavy Armor

Governing Attribute: Endurance

Make more effective use of armours classed as Heavy Armor. The Heavy Armor category includes Iron, Steel, Dwarven, Orcish, Ebony, and Daedric.

Novice: Heavy Armor degrades rapidly with use (150% of normal rate).

Apprentice: Heavy Armor worn by an Apprentice degrades at a normal rate.

Journeyman: Heavy Armor degrades at a 50% slower rate.

Expert: Worn Heavy Armor only encumbers by 50%.

Master: Equipped Heavy Armor does not encumber at all.

Blunt

Governing Attribute: Strength

Use weapons categorized as Blunt more effectively. The Blunt category encompasses maces, hammers, and axes.

Novice: A Novice performs a basic power attack with a damage bonus in all directions.

Apprentice: Gain damage bonuses with a Mastery Standing Power Attack (hold RT/R2).

Journeyman: Gain damage bonuses with the Mastery Left and Right Power Attacks (push Right Stick left or right and hold RT/R2). Has a chance of disarming the opponent.

Expert: Gain Mastery Backwards Power Attack (pull back Right Stick and hold RT/R2). Also gains a chance of a knockdown.

Master: Mastery Forward Power Attack (push up on Right Stick and hold RT/R2) with a chance to paralyze.

Blade

Governing Attribute: Strength

Use weapons categorized as Blade more effectively. The Blade category encompasses daggers and swords.

Novice: A Novice performs a basic power attack with a damage bonus in all directions.

Apprentice: Gain damage bonuses with a Mastery Standing Power Attack (hold RT/R2).

Journeyman: Gain damage bonuses with the Mastery Left and Right Power Attacks (push Right Stick left or right and hold RT/R2). Has a chance of disarming the opponent.

Expert: Gain Mastery Backwards Power Attack (pull back Right Stick and hold RT/R2). Also gains a chance of a knockdown.

Master: Mastery Forward Power Attack (push up on Right Stick and hold RT/R2) with a chance to paralyze.

Athletics

Governing Attribute: Speed

Run and swim faster. Also affects rate of lost Fatigue recovery.

Novice: A Novice regenerates Fatigue slowly when running.

Apprentice: An Apprentice regenerates Fatigue 25% faster when running.

Journeyman: A Journeyman regenerates Fatigue 50% faster when running.

Expert: An Expert regenerates Fatigue 75% faster when running.

Master: A Master's Fatigue regeneration rate is never reduced while running.

Hand To Hand

Governing Attribute: Strength

Attack without weapons using your fists to damage and fatigue opponents.

Novice: A Novice performs a basic power attack with a damage bonus in all directions.

Apprentice: Gain damage bonuses with a Mastery Standing Power Attack (hold RT/R2).

Journeyman: Gain damage bonuses with the Mastery Left and Right Power Attacks (push Right Stick left or right and hold RT/R2). Has a chance of disarming the opponent.

Expert: Gain Mastery Backwards Power Attack (pull back Right Stick and hold RT/R2). Gains a chance of a

knockdown. Also gains a chance of a knockback attack when blocking.

Master: Mastery Forward Power Attack (push up on the Right Stick and hold RT/R2) with a chance to paralyze.

While blocking, gains a chance of to disarm on a knockback attack.

Magic Skills

Destruction

Governing Attribute: Willpower

Cast spells to inflict magical fire, frost, and shock damage or lower resistances to magic attacks.

Novice: Cast Novice level Destruction spells.

Apprentice: Cast Apprentice level Destruction spells.

Journeyman: Cast Journeyman level Destruction spells.

Expert: Cast Expert level Destruction spells.

Master: Cast Master level Destruction spells.

Alteration

Governing Attribute: Willpower

Cast spells to breathe or walk on water, open lock, shield from physical or magical attacks, and alter encumbrance.

Novice: Cast Novice level Alteration spells.

Apprentice: Cast Apprentice level Alteration spells.

Journeyman: Cast Journeyman level Alteration spells.

Expert: Cast Expert level Alteration spells.

Master: Cast Master level Alteration spells.

Illusion

Governing Attribute: Personality

Cast spells to charm, conceal, create light, silence, paralyze, command, and affect morale or aggressiveness.

Novice: Cast Novice level Illusion spells.

Apprentice: Cast Apprentice level Illusion spells.

Journeyman: Cast Journeyman level Illusion spells.

Expert: Cast Expert level Illusion spells.

Master: Cast Master level Illusion spells.

Conjuration

Governing Attribute: Intelligence

Cast spells to summon demonic creatures, magical weapons, armour, and turn the undead.

Novice: Cast Novice level Conjuration spells.

Apprentice: Cast Apprentice level Conjuration spells.

Journeyman: Cast Journeyman level Conjuration spells.

Expert: Cast Expert level Conjuration spells.

Master: Cast Master level Conjuration spells.

Mysticism

Governing Attribute: Intelligence

Cast spells to absorb, reflect, and dispel magic. Move objects, sense life, and bind souls.

Novice: Cast Novice level Mysticism spells.

Apprentice: Cast Apprentice level Mysticism spells.

Journeyman: Cast Journeyman level Mysticism spells.

Expert: Cast Expert level Mysticism spells.

Master: Cast Master level Mysticism spells.

Restoration

Governing Attribute: Willpower

Cast spells to restore, fortify or absorb physical and magic attributes, cure disease, and resist magic attacks.

Novice: Cast Novice level Restoration spells.

Apprentice: Cast Apprentice level Restoration spells.

Journeyman: Cast Journeyman level Restoration spells.

Expert: Cast Expert level Restoration spells.

Master: Cast Master level Restoration spells.

Alchemy

Governing Attribute: Intelligence

Create potions and gain benefits from alchemical ingredients more effectively.

Novice: Recognize only the first of four potential alchemical properties of a substance.

Apprentice: Recognize the first two of four potential alchemical properties of a substance.

Journeyman: Recognize the first three of four potential alchemical properties of a substance.

Expert: Recognize all four potential alchemical properties of a substance.

Master: Create potions from a single ingredient.

Stealth Skills

Security

Governing Attribute: Agility

Utilize lockpicks to open locked doors, chests, containers, and so on.

Novice: As many as four tumblers will fall a pick is broken due to being unsuccessful.

Apprentice: As many as three tumblers will fall a pick is broken due to being unsuccessful.

Journeyman: As many as two tumblers will fall when a pick is broken due to being unsuccessful.

Expert: Only one tumbler will fall when unsuccessful.

Master: No tumblers will fall when a pick is broken due to being unsuccessful.

Sneak

Governing Attribute: Agility

Become harder to detect when moving through the shadows. Pick pockets more effectively (click the Left Stick to toggle Sneak Mode).

Novice: Gains a 4x damage bonus for one-handed and hand-to-hand, and a 2x damage bonus for ranged attacks, when undetected.

Apprentice: Gains a 6x damage bonus for one-handed and hand-to-hand, and a 3x damage bonus for ranged attacks, when undetected.

Journeyman: Receives no penalty to his/her chance of detection while sneaking for the weight of his/her equipped boots.

Expert: Receives no penalty to his/her chance of being detected while sneaking for moving faster rather than slower.

Master: An undetected sneak attack made by a master will ignore the target's armour rating.

Acrobatics

Governing Attribute: Speed

Jump higher and farther. Avoid damage when falling great distances.

Novice: Cannot attack while jumping or falling.

Apprentice: Perform normal attacks while jumping or falling.

Journeyman: Gain the dodge ability, hold block and jump in a direction to roll. Hold RT, Right Stick left or right, and press Y/Triangle or hold RT/R2 and down on the Right Stick to perform a backflip!

Expert: Fatigue loss for jumping is reduced by 50%.

Master: Gains the Water Jump ability. With good timing, a master can jump off the surface of water.

Light Armor

Governing Attribute: Speed

Make more effective use of armours classified as Light Armor. The Light Armor category includes Fur, Leather, Chain, Mithril, Elven, and Glass.

Novice: Light Armor degrades rapidly with use (150% of normal rate).

Apprentice: Light Armor worn by an Apprentice degrades at a normal rate.

Journeyman: Light Armor degrades at a 50% slower rate.

Expert: Equipped Light Armor does not encumber the user at all.

Master: While wearing only Light Armor, the Master gains a bonus of 50% to the rating of that armour.

Marksman

Governing Attribute: Agility

Make more effective use of bow and arrow weapons.

Novice: A Novice is fatigued while holding a bow drawn back.

Apprentice: No fatigue cost for holding a bow drawn back.

Journeyman: User can zoom in using LT/L2 while the bow is drawn.

Expert: Arrow attacks have a chance of knocking the target down.

Master: Arrow attacks have a chance of paralyzing the target.

Mercantile

Governing Attribute: Personality

Get better deals when buying or selling items.

Novice: Value of item is reduced by worn condition of the item.

Apprentice: Value of item that is being sold is not reduced by the worn condition of the item.

Journeyman: Can buy and sell any object to any vendor, even if he or she does not usually deal in that type of wares.

Expert: Has the ability to invest in a shop, giving the merchant money to permanently increase his or her shop's available gold by 500.

Master: All shops in the world always have 500 more gold available.

Speechcraft

Governing Attribute: Personality

Use speech to persuade listeners to like and trust you.

Novice: Can offer bribes to increase disposition of certain people.

Apprentice: Gains a free rotation wedge in the persuasion menu.

Journeyman: Falling disposition timer in the persuasion mini-game is 50% slower.

Expert: Disposition loss from negative results in the mini-game are reduced from -150% to -100%.

Master: Bribes cast half as much as they normally do.

The Elder Scrolls IV: Oblivion Guide - The Basics, Character Creation

Classes

A class is composed of seven major skills, two favoured attributes, and a specialization. After the tutorial, you can choose a predefined class or create your own custom class. The seven major skills chosen will determine how your character levels up. By using these skills and levelling them up, your character will gain levels. The two attributes set as favoured attributes receive a 5 bonus. There are three specializations: Combat, Magic, and Stealth. Each skill in the category selected gains a 10 bonus.

The Elder Scrolls IV: Oblivion Guide - Main Quest Walkthrough

Tutorial

Once the opening video has concluded, the game begins with your character in the Imperial Prison. Your first task here is to develop your onscreen persona. At this point, you are only able to define your character's physical features, race, and gender, and then name him or her. You will, however, be permitted to alter other aspects of your character at fixed points in the tutorial.

Due to the expansiveness of the character creator, you may want to avoid spending too much time perfecting your character's appearance at this point. You'll have another opportunity to tweak your character's final appearance at the end of the tutorial. If you are having difficulty deciding which race to choose for your character, refer to the "Character Creation" section of this guide for information on each race, as well as information on every other decision that must be made during the character creation process. Once you have named and designed your character, exit the character creation menu to begin.

Your character's story begins in a cold, dank cell in the Imperial City Prison. There isn't much in this cell, aside from some bones and a couple of jugs. Don't bother picking any of these items up, as they are virtually useless and serve as nothing more than deadweight in your inventory. Your character is not alone in this prison, as is evident by the rather belligerent Dark Elf who occupies the cell across the way. This rather detestable fellow immediately begins to hurl insults at your character shortly after you take control.

Just as you are becoming acquainted with your new friend, a group of guards enter the cell block. They're headed your way, and accompanied by the Emperor no less! One of the guards commands you to go and stand over by the cell window, with the assurance that you will not be harmed provided you follow their orders. Go and stand over by the window and the guards will proceed to unlock the door and enter the cell.

Emperor Uriel Septim apparently recognizes your character from a dream. A short dialogue sequence with the Emperor will ensue. Select whichever dialogue options you wish. The Emperor explains that his sons have been murdered by assassins, and he therefore must escape through a secret passage as it is believed that he is next on the chopping block. When your conversation with the Emperor comes to an end, one of the guards will activate a Press Block to reveal a secret passage in the cell. Follow the Emperor and his guards through this passage. The party eventually comes to a halt, and a group of assassins will then appear and attempt to take down the Emperor. Captain Renault is slain during this attack, so feel free to arm your character with the Steel Sword or Akaviri Katana she was carrying.

The Emperor and the two remaining guards will head through a door that leads into the Imperial Subterrane. You are not able to follow them through here, but luckily a new passage opens up just to the right of this door. There are some rats in this next area, so be sure to have a weapon equipped before venturing forth.

Notifications explaining the basic controls of Oblivion will pop-up throughout the tutorial. If you are confused at all about any of the mechanics that have been explained thus far, you can press the B button to call up the Journal menu and re-read any of the notifications from there. From the Journal menu, press RT or LT to move over to the Map/Quest section (the tab on the far right) to view the tips that have been displayed on screen so far.

In the proceeding area, search the Goblin corpse to find an Iron Key. Approach the door at the end of this area and attempt to open the door to the Imperial Substructure. It is locked, but can be opened using the Iron Key you just picked up.

Upon entering the Imperial Substructure area, head straight and turn left when you reach the opening. Follow this path until you reach some enemies. You'll most likely be facing a few rats, and perhaps a Zombie. If the rats and the Zombie are fighting each other when you encounter them, allow them to finish their fight, and then move in to take

out the winner. The remainder of this area is quite straightforward. If you feel lost, press the B button to bring up the Journal menu and use RT or LT to go to the Quest/Map section (the tab on the far right). From this menu, use the Left Thumbstick to switch to the area map.

At the end of the Imperial Substructure is a wooden door to the Natural Caverns. Enter the Natural Caverns when you come to this door. Upon entering this area, move forward and you will eventually receive a quest update, which will explain the mechanics of sneaking. If you have a Torch equipped, be sure to put it away before proceeding, as the Goblin will definitely spot you otherwise. Once the Goblin has been dealt with, scour the small encampment to find a Chest behind some rocks. Attempt to open this chest to get a lesson on lockpicking.

Up ahead are more goblins, as well as some traps. As you exit the area with the first Goblin you encountered, keep an eye out for some hanging spike traps. Further ahead, there is a trip wire and a Goblin. Get the Goblin's attention and he should approach and trip the wire, which will most likely result in him being killed by the trap.

When the goblins have been dealt with, leave this area and head straight. You'll come to some logs that can be set loose to crush the goblins below. Run over to the logs and hit the A/X button when the prompt appears to activate the trap. Afterwards, press on and you will find yourself in a large, open room. There are rats, several goblins, and a Goblin Witch in this area, so be cautious as you move through.

When you're ready to move on, head through the door to the Imperial Subterrane to regroup with the Emperor and his guards. You will witness the group being attacked by more assassins. When the fight is over, the Emperor will approach your character and another conversation will begin. At this point, you must choose one of the thirteen birthsigns to mark your character's birth. Each birthsign yields a different bonus. You will be able to finalize your character's birthsign at the end of the tutorial, so no need to put too much thought in selecting one right at this moment.

Once you've made your choice Baurus, one of the Blades tasked with escorting the Emperor, will initiate a conversation with your character. From him you can learn more about the Blades, as well as the Emperor if you wish. He'll also hand you a torch, though you more than likely acquired a few during your trek through the Imperial Substructure. The Emperor and his guards then proceed to move forward. Follow them.

The group is soon attacked by another batch of assassins. When the attackers have been dealt with, continue following the group until yet another batch of assassins attack. Afterwards, the Emperor and his guards will head through a door to the Sanctum, so follow suit. Eventually, the group will reach a dead end. The guards go on ahead, leaving you with the task of defending Septim. The Emperor feels that this is the end of the line for him, and hands over the Amulet of Kings, entrusting you with the task of delivering it to Jauffre at Weynon Priory.

Following the exchange, an assassin enters the room and slays the Emperor where he stands. There is nothing you can do. After the battle with the remaining assassins, Baurus will initiate a conversation with your character. He describes a secret path through the sewers that can be used to escape the Imperial Prison. You are then given a key that will unlock the door to the sewers.

Now you are tasked with selecting a character class. There are twenty-one pre-made classes, but you can also choose to create your own class if you wish. One of the pre-made classes is suggested based on your performance in the tutorial. Refer to the "Character Creation" section of this walkthrough for some useful information to help guide you through this process.

As with your character's appearance and birthsign, you'll have one more chance to edit your character class at the end of the tutorial. Once you have decided on a class, Baurus stresses the importance of delivering the Amulet to Jauffre as soon as possible. If you happened to pick up Captain Renault's Akaviri Katana after she was slain, Baurus will take it from you.

To reach the sewers, proceed through the passage used by the assassin to enter the room. Locate the locked door

and open it with Baurus' key to reveal the entrance to the sewers. As far as enemies go, you will most likely encounter some rats and a goblin or two inside. Since it is rather dark in the sewers, equip a torch if you haven't already, or cast the Nighteye spell if your character is a Khajiit.

From the starting point, head down the stairs and through the passage below. Cross the bridge furthest to the right. Be cautious as you proceed, because there are likely rats or goblins through this tunnel. At the end of the tunnel, climb up the stairs, cross the bridge to the other side of this area, and open the gate. Now just continue moving forward until you reach the gate to the City Isle and your freedom.

This is it; the light at the end of the tunnel. At this point, pressing the A/X button when prompted at the grate opens up a menu. This is your only chance to revise your character. Once you step through that grate, you won't be able to edit your character at any other point in time.

It would be a good idea to create a separate save file just before exiting the sewers. This save file would serve several purposes. For one, if you progress a few hours into the game and your character just isn't working for you, you can load up this save file and tweak your character accordingly, without having to go through the entire character creation process and the tutorial again. Furthermore, if in the future you wish to start a new character, you can simply load up this save file and create character without having to go through the beginning tutorial sequence again.

From this menu, you can edit every aspect of your character, so take the time to make sure that you are completely satisfied with your creation before proceeding. Once you open the grate and set foot outside, you're free! Nothing is forcing you to proceed with the main questline, so feel free to go off and complete some side quests, join a guild or two, scour dungeons in search of new equipment, or embark on any other activity.

The Elder Scrolls IV: Oblivion Guide - Main Quest Walkthrough

Deliver the Amulet

The Amulet of Kings must be delivered to a man named Jauffre at Weynon Priory. Weynon Priory is located near the city of Chorrol, which is just west of the Imperial City.

To view the World Map, first press the B/Circle button to bring up the character menu. Once on the character menu, select the Quests/Maps tab using the shoulder buttons, and then from there use the Left Thumbstick/Analog Stick to select the second tab in the row. Use the Right Thumbstick to scroll through the map.

There are two different ways to get to Weynon Priory. The most obvious way is by simply walking there; you can set "Deliver the Amulet" as your active quest. Doing so causes a quest marker to appear on the compass at the bottom of the screen.

Alternatively, you can fast travel to any of the locations that you have visited so far (though cities are available from the get-go). To fast travel to a location, on the World Map screen, move the cursor over the icon of the location you wish to travel to, and press the A/X button while hovering over it. Since Jauffre resides in Weynon Priory, that's where you should be headed next. So, to quickly travel there, call up the World Map and locate Chorrol; move the cursor down to hover over the Weynon Priory icon, and then press the A/X button and confirm that you want to travel there. It's as simple as that.

Note that you cannot fast travel if there are enemies nearby. So, if you receive a message restricting you from fast travelling, scour the area for enemies, clear them out, and try again.

At Weynon Priory, you must locate Jauffre and hand over the Amulet of Kings. Upon reaching Weynon Priory, look over to the right to spot a large house. This is Weynon House, where Jauffre can most likely be found. NPCs have their own schedules and routines, and therefore don't tend to stay in one place. Jauffre should be in Weynon House during the day, along with Prior Maborel.

When you enter Weynon House, head up the stairs and turn right. Jauffre should be sitting at his desk here. If he isn't and you don't feel like looking elsewhere for him, press the Back/Select button and wait for a few hours, after which you will mostly likely return to find him sitting at the desk.

Once you have located Jauffre, speak to him and inform him that you have the Amulet of Kings. Jauffre is surprised to receive the Emperor's amulet, and goes on to discuss Mehrunes Dagon and the realm of Oblivion. Without an Emperor on the throne, Jauffre believes that the Daedra from the Oblivion realm may have a shot at invading Cyrodiil. After handing over the Amulet to Jauffre, he entrusts you with another task. It turns out that the Emperor has an illegitimate son named Martin. Your next task is to locate this man and deliver him to the safety of Weynon Priory.

Before setting out on your quest, speak to Jauffre and select the "Assistance" option. Jauffre will unlock the chest in Weynon House, which holds some basic equipment. If you speak to Prior Maborel, he offers to give you his horse. Furthermore, if you can find Brother Piner in Weynon House, speak to him and select the "Assistance" dialogue option to receive the "Warp in the West" skill book, which increases the Block skill by one level when read. Eronor, a Dark Elf that can most likely be found walking around outside, will give you a Repair Hammer if you speak to him and ask for assistance.

The Elder Scrolls IV: Oblivion Guide - Main Quest Walkthrough

Find the Heir

Your journey takes you to the city of Kvatch where you must search for Martin, Uriel Septim's illegitimate son. Through your conversation with Jauffre, you learned that Martin is serving as a priest in the Chapel of Akatosh.

Kvatch is located far southwest of the Imperial City. If you choose to walk there, set "Find the Heir" as your active quest to have a red quest marker appear on your map and compass. However you decide to get there, once you reach Kvatch, a man named Hirtel will approach and initiate a conversation with you. Hirtel brings grave news; the city of Kvatch is now in ruins. He explains that a swarm of Daedra poured out from an open Oblivion Gate and immediately took to destroying the city.

Up the road you'll find what's left of the people of Kvatch. The townspeople in the small encampment at the foot of the ruined city offer little help in regards to locating Septim's heir. You need to make your way up the hill and enter what is left of the city of Kvatch. A linear path just north of the fire in the middle of the encampment leads right up to the city gates.

The sky shifts to an ominous crimson as you ascend. Once you reach the top, you will find what is left of the Kvatch guard. Savlian Matius will approach, ordering you to turn back. Select "Help" from the dialogue options to offer your assistance. This adds the quest, "Breaking the Siege of Kvatch" to your journal.



The Oblivion Gate outside of the Kvatch

Proceed to ask Savlian Matius about Martin; he explains that Martin is likely still alive, as he is probably with the group that barricaded themselves inside of the Chapel of Akatosh deeper in the city. Before you can speak to Martin in Kvatch, you must first progress in the “Breaking the Siege of Kvatch” quest.

When you have completed the “Breaking the Siege of Kvatch” quest, speak with Martin and have him follow you to Weynon Priory. If you choose to fast travel to Weynon Priory, Martin will travel there with you. Upon your arrival it becomes evident that trouble is brewing. Eronor, a Dark Elf, will initiate a conversation with you and explain what is going on. He tells you that Prior Maborel has fallen, but Jauffre may still be alive inside the chapel.

The Elder Scrolls IV: Oblivion Guide - Main Quest Walkthrough

Breaking the Siege of Kvatch

Savlian Matius asks you to shut the Oblivion Gate that has opened up outside of the ruins of Kvatch. Savlian is willing to lead his men into the ruined city and attempt to reach the survivors that are holed up in the Chapel of Akatosh, provided the Oblivion Gate that is halting their progress is closed.

Closing an Oblivion Gate is a rather arduous task. You must first fight your way to the top of a tower inside of the realm, and then remove the Sigil Stone there. Since this is your first Oblivion Gate, be sure to stock up on supplies—such as repair hammers, health potions, magic potions, and arrows—before heading through. Things are going to be rough once you're through that portal, so it would be a good idea to save your game before stepping inside.

Some minor Daedra will emerge as you approach the gate. Take them out and proceed through the gate. You'll spot some enemies up ahead once you're through the portal. You also may run into a guard named Ilend Vonius; he tells you that one of the survivors of the failed assault on the Oblivion Gate has been taken to one of the towers in this part of the realm. At this point, you can tell Ilend Vonius to leave Oblivion and assist Captain Matius outside, or you can ask him for assistance. It's best to just send him back to Kvatch, since it is almost certain that he will die fairly quickly.

A rather long and treacherous path awaits you. Start by heading down the northwest road from the portal. This path is very straightforward, but remain vigilant all the while. There are several enemies ahead, and some falling boulders to watch out for.

Be on the lookout for Harrada Roots as well. These are plants that will swipe at you as you walk by. As you move along the path, you should eventually be able to see three tall towers in the distance. Make your way over to them and start toward the middle tower. To locate the entrance, head east and keep an eye out for some steps leading up to a door. Head through the door marked 'The Blood Feast.'

Be on guard as you enter, because there is at least one enemy on the lower level. Look around for a door marked 'Rending Halls' and head through. Upon entering this area, climb up the ramp and open the door. Most likely an enemy waits on the other side of this door, so be careful. A Blood Fountain lies off to the left; activate it to replenish lost health if need be. There are likely several enemies packed in this room, so remain vigilant. Once the area at the top of the ramp is clear, head through one of the doors here to reach the second level of The Blood Feast.

Follow the ramp up—keeping an eye out for enemies all the while—and open one of the doors that lead into the 'Corridors of Dark Salvation.' As always, remain vigilant, as there are likely several enemies waiting for you here. Head up the ramp and head through the door to the 'Planes of Oblivion.'

Once you're through this door, you'll find yourself on a bridge outside. This bridge is connected to one of the other towers. Walk to the end of this bridge enter 'Reapers Sprawl.' A man's calls for help can likely be heard upon entering this area. Ascend the ramp with caution, as a Dremora Sigil Keeper lies above, guarding the caged man. Take out the Sigil Keeper and loot the Sigil Keep Key from his corpse. Speak to Menien Goneld afterwards. Unfortunately there is nothing you can do to release the imprisoned man.

Head back down the ramp and exit through the door you entered from. Cross the bridge and return to the 'Corridors of Dark Salvation' area. Locate the locked Citadel Hall door at the top of this room. The Sigil Keep Key unlocks this door. Head up the ramp, but be very careful of the wall spike traps along the way. Exit this room through the door at the top of the ramp to reach the upper level of The Blood Feast.

Climb up either the ramp to your left or the ramp to your right and open the 'Ruined Portal to The Blood Feast' to reach an even higher level of the tower. Cross the bridge and follow the ramp up. At the top of the ramp is a door to the 'Sigillum Sanguis' area. It is an Easy quality lock, but can be opened effortlessly with the Sigil Keep Key. It would be a good idea to save your game at this point, as you will likely be attacked by several enemies at once upon entering the Sigil Keep. Take note of the Blood Fountain near the entrance in case things get hectic and you are forced to retreat.

Head up the spiral ramp to the second level of the keep. Kill any enemies on this level, and then proceed up the ramp here as well. The Sigil Stone should be right in front of you once you reach the top of this ramp. Approach the Sigil Stone and hit the A/X button to activate it while the prompt is on-screen.

The keep erupts into flames with a bright flash and you are instantly teleported out of Oblivion. Head back to the group and inform the captain of your success. When ready, tell Matius to proceed with the assault.

As with Oblivion, make sure you are prepared as things may get hectic once you step foot in Kvatch. Charge toward the gate and follow the guards into the ruined city. The southern plaza is crawling with enemies, but it must be cleared before you can rescue the survivors inside the chapel. Once all of the Daedra in the plaza have been dealt with, speak with Matius for further instructions.

It is now safe for the survivors to leave the safety of the chapel and join the remaining townspeople in the encampment south of Kvatch. Head toward the chapel, which is just north of the plaza, and proceed inside. Inside, you'll find the survivors still in one piece. Martin is in the main area of the chapel, likely near the shrine. Tell him of his relation to the Emperor and why he must travel to Weynon Priory. Afterwards, speak to Matius to complete the quest.

A new quest is added to your journal at this point, called 'The Battle for Castle Kvatch.' You don't need to complete this quest; at this point you can simply take Martin back to Weynon Priory to carry on with the main questline. This is, in a sense, a side quest. Refer to 'The Battle for Castle Kvatch' under the Side Quests section of this guide for instructions; otherwise continue on with 'Find the Heir.'

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Weynon Priory

Mythic Dawn agents are attacking Weynon Priory. Be careful, as they will likely make a beeline for you when they spot you. Enter the chapel, which is just east of Weynon House, and head inside. You'll find Jauffre being attacked by a pair of Mythic Dawn agents. Assist him, and then speak to him to learn what happened.

Follow Jauffre out of the chapel and into Weynon House. Jauffre discovers that the Amulet of Kings has been taken. When Jauffre learns of Martin's arrival, he decides that the best option is to bring him to Cloud Ruler Temple, which is located high in the mountains north of Bruma. You must travel to the Cloud Ruler Temple with Jauffre and Martin to complete this quest.

Fast traveling there is the quickest and safest option. Cloud Ruler Temple is quite a ways away from Weynon Priory, and on top of that, you have currently two NPCs to look after. Jauffre and Martin will instantly travel there as well if you go the fast travel route, so it's definitely the best option.

Once you've made it to Cloud Ruler Temple, approach the gates and open them to gain access to the fortress. A man named Cyrus welcomes the group. Martin and Jauffre are then led inside. Follow them up the steps to listen to Martin's speech. Once the speech has concluded, speak to Martin and then Jauffre to discuss the best course of action.

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The Path of Dawn

If you speak to Jauffre once at Cloud Ruler Temple, he asks if you'd like to join the Blades, the group of warriors tasked with defending the Emperor at all costs. Joining the Blades is not necessary in order to progress in the main storyline. If you do join, however, Jauffre will give you an Akaviri Katana. Furthermore, Blades armour can be found in the Cloud Ruler Temple West Wing.

When you've made your choice, select the 'Amulet of Kings' dialogue option while speaking to Jauffre. He wants you to contact Baurus, who can be found in Luther Broad's Boarding House in Imperial City. Jauffre believes that Baurus may have information regarding the assassin group that swiped the Amulet of Kings from Weynon Priory. Luther Broad's Boarding House is located in the Imperial City's Elven Gardens district. Unless you're up for walking, just fast travel there from the exterior of Cloud Ruler Temple.

After fast travelling to the Elven Gardens District, head straight until you reach a junction, at which point turn left to spot Luther Broad's Boarding House. Head inside and locate Baurus, who should be sitting on one of the barstools in front of the counter. Sit down and speak to Baurus. He explains that in a moment, he is going to stand up and leave the boarding house, and the man seated in the corner is going to get up as well and follow. Baurus wants you to follow this man. Just select 'I'm ready when you are' from the dialogue options, as Baurus is unwilling to discuss anything else at this time.

Wait until the man stands up and begins following Baurus before getting up yourself. Follow the man into the basement and wait until he attacks Baurus, and then take him out. When the man is dead, search his corpse and retrieve the Mythic Dawn Commentaries 1. When you have the book, speak to Baurus once more. Ask him what should be done next, and he'll tell you to see Tar-Meena at the Arcane University. Tar-Meena is the Imperial City's resident Daedric cult expert, so she may be able to interpret the Mythic Dawn volume you've acquired.

Make your way to Arcane University, which is located in the southeast corner of Imperial City. Once you're there, walk up to the door and step inside. Tar-Meena is a female Argonian who can likely be found in the Arch-Mage's Lobby. Speak to her and select 'Mythic Dawn' from the dialogue options to learn a bit about the cult. Afterwards, tell her about the book in your possession. Tar-Meena explains that there are four Mythic Dawn Commentaries. She has the second volume in her possession, and is willing to part with it. The First Edition bookstore in the Imperial City's Market District apparently carries the third.

Leave Arcane University once you have the second volume and fast travel to the Market District. Once you're there, just head straight, past the junction, and look for the bookstore along the left side of the road. Head inside and speak to Phintias, who is the proprietor of the First Edition. Select the 'Mysterium Xarxes' dialogue option; he tells that while he has a copy of the third volume on hand, it has already been paid for by another customer. Ask him about Gwinas, the man who has purchased the book, and Phintias will explain that he is late for the pickup, but should be arriving shortly.

Stand off to the side and wait for Gwinas to arrive. When he arrives, allow him to walk up to the counter and obtain the book from Phintias. Once he has the book, speak to him and ask about it. Gwinas explains that he was unaware that the Mythic Dawn group assassinated the Emperor and his sons. Upon realizing this, he wants nothing to do with the Mythic Dawn cult and is happy to part with the book. He'll then tell you of the fourth volume, which can be obtained by speaking directly to a member of the Mythic Dawn cult. Gwinas explains that he had an appointment set up to meet with a man known as the Sponsor to obtain the fourth book; he'll then give you a note with directions to the meeting place.

The note instructs the reader to enter the Sunken Sewers beneath the Imperial City and sit at the table there. But first, make your way to the Elven Gardens District and speak to Baurus to tell him what you've learned.

Enter Luther Broad's Boarding House and Baurus will automatically initiate a conversation with you. He insists on coming along to the meeting, as he claims to know his way around the Sunken Sewers. Follow Baurus out of the boarding house and he will eventually lead you to a grate to the Elven Garden Sewers.

It is quite dark in the sewers, so bringing along a Torch or casting the Nighteye spell would be a good idea. To get to the meeting place, follow Baurus and help him fight enemies encountered along the way. Don't run ahead, as Baurus will not follow you and just freeze in place until you fall back behind him.

When you reach the stop, Baurus will stop and initiate a conversation with you. He wants to sit for the meeting while you keep watch. At this point, Baurus is no longer immune to death; if his health falls to zero, he's dead. If you keep Baurus alive and speak to him after the quest, he can raise your Blade and Heavy Armor skills by one point. So, if you want to keep him alive, tell him that you will meet the Sponsor while he keeps watch.

Afterward, head through the door and enter the Sunken Sewers. Approach the table and sit down in the chair. The Sponsor will enter the room and begin speaking to you. A little ways into his briefing, he discovers that you did not come to the meeting alone as instructed.

You have to act fast if you want to keep Baurus alive, as several Mythic Dawn agents will appear and attack to aid Cameron. Raven Camoran holds the Mythic Dawn Commentaries 4 volume; locate his corpse and retrieve the book once the battle is over. Be sure to take the Sunken Sewers Key as well.

Only follow these next directions if you have a good amount of lockpicks. If you do not have any lockpicks, follow the quest marker on the compass at the bottom of the screen to find your way out. Just be sure to have 'The Path of Dawn' set as your active quest.

Head through the gate used by Raven to enter the sewers and climb up the steps there. Make your way through this area until you reach the Talos Plaza Sewers entrance. The Sunken Sewers Key will unlock the door here.

There are likely enemies in this next area, so be cautious. Look for the Turn Wheel by the fire and activate it to open the door on the west side of this room. Head through the door and up the steps to the left. In this next room, follow the passage on the east side. Move straight through this room, open the gate and then continue moving south down the next large area.

Next, head through the passage at the end of the way and use the door at the south end of this room to reach the South West Tunnel area. In this room, head straight to the door to the Temple Sewers across the way. Activate the Turn Wheel off to the right once you're through the tunnel and proceed through the gate that the wheel opens

Move through the room northeast of your current location. Cross the bridge and follow the series of rooms that you come to until you reach the end. Look for a Turn Wheel at the bottom of the stairs and activate it to open the gate in the circular room. Move down to the bottom level of the circular room and start down the newly accessible tunnel. Look for another Turn Wheel on the west side of the room at the end of the tunnel and activate it.

Head through the gate that the Turn Wheel opens and follow the tunnel. Move down to the lower level of this area, and follow the path up. Head through the open gate here, and take a right in the next room. Follow the path here and climb up the stairs to find a ladder leading into Amantius Allectus' Basement. The way to Amantius Allectus' Basement may be locked. If it is and you don't have any lockpicks, unfortunately you're out of luck unless you can scrounge some in the sewers. If you do have a limited number of lockpicks, be sure to save your game before attempting to unlock the ladder. Once you're through, get out of the basement and exit out to the Imperial City's Temple District.

Return to Arcane University and speak to Tar-Meena. She explains that Mankar Camoran hid a message within his writings that provide directions to the Mythic Dawn shrine. By deciphering the hidden message and locating the shrine, one would be considered worthy of joining the Mythic Dawn cult. Tar-Meena needs time to study the texts; if

you return and speak to her a day later, she'll have deciphered the message. You can study the books and try to decipher the hidden message yourself, however.

Each Mythic Dawn Commentaries volume is also a skill book, so each one to gain a skill level for each school of magic.

To decipher the hidden message, all you have to do is take the first letter of each paragraph and put them all together. Pretty simple, isn't it? Mankar Camoran's expectations of those he considers worthy must be fairly low. By taking the first letter of every paragraph across the four volumes and putting them together, you would get the following string of text: GREENEMPERORWAYWHERE TOWER TOUCHES MIDDAYSUN. This string of text with spaces added is 'Green Emperor Way Where Tower Touches Midday Sun.'

Leave Arcane University and travel to the Imperial City's Palace District, which is the Green Emperor Way mentioned in the message. While standing at the bottom of the steps that lead up to the entrance of the palace, turn right and to spot a small tomb. This is the 'Tomb of Prince Camarril.' If the time is not near 12:00PM, press the Back/Select button and wait the amount of hours needed to advance to midday.

Stand by the front of the shrine (the side with the vine hanging from it) and wait until the path is revealed. The symbol should light up at around 11:50AM, and disappear at 12:30PM. When the symbol appears, approach the shrine and press the A/X button when prompted. It is a map of Cyrodiil that shows the location of the Mythic Dawn shrine. Not the best place to put a map with directions to your top secret cult hideout, now is it?

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Dagon Shrine

The Shrine of Dagon is located in the Lake Arrius Caverns, which is west of the Imperial City and north of Cheydinhal. You cannot fast travel directly to the cavern if you have not been there before. The shrine is marked on your map. Start by fast traveling to the Black Waterside Stables outside of Cheydinhal, since the caverns are just north of here.

Now it's just a short trek north to the caverns. When reach the caverns, use the wooden door to enter. Proceed further into the caverns until you reach a door that is sided by a pair of red Mythic Dawn banners. Approach the Doorkeeper to speak to him.



Your goal once in this shrine is to retrieve the Amulet of Kings. There are essentially two ways to go about completing this quest. You can either convince the disciples that you are genuinely interested in joining the Mythic Dawn cult, or you can run into the shrine and bash some heads in. Going with the former is likely the better option, as there numerous cultists occupy the shrine. Unless your character is at a rather high level, you likely won't be able to handle all of them at the same time.

If you wish to go about doing things the violent way, doing so doesn't require much instruction. Just run in, kill everything that moves, grab the book, and be on your way.

Provided you wish to take the cautious route, read on. After speaking to the Doorkeeper, he will proceed to open the doors to the shrine. You'll encounter a Dark Elf named Harrow inside; he'll order you to hand over every item in your inventory. Harrow provides you with initiate Mythic Dawn robes.

Alternatively, before speaking to Harrow, you can drop all of your possessions outside, and then run over and retrieve them once you have the robes. It would be a good idea to at least drop your weapon and armour outside for combat purposes, but you will eventually get the other items in your inventory back.

If you refuse to hand over the contents of your inventory, Harrow will attack you, so it's best to comply. Follow Harrow into the Shrine Antechamber; continue following him and he will lead you to the Dagon Shrine. Once in the shrine, you will witness Mankar Camoran giving a speech to the cultists. The legendary Mysterium Xarxes lies on the pulpit in front of him! Do not touch this book just yet; sit back and allow Camoran to finish his speech.



Allow Mankar Camoran to finish his speech, and then speak to Ruma Camoran for more instructions.

When Camoran's speech concludes, he'll open up a portal and disappears into the Paradise realm. Unfortunately he takes the Amulet of Kings along with him. Don't worry, however, as there is nothing that you can do at this point. Camoran does leave behind the Mysterium Xarxes; this is your ticket to Paradise.

Once Camoran has left the shrine, Ruma Camoran will approach and initiate a conversation with you. She explains Mythic Dawn initiates are required to spill the blood of Lord Dagon's enemies upon the shrine. Agree to slay the sacrifice, even if you intend not to. If you refuse, the cult will attack. Grab the Silver Dagger that lies next to Mysterium Xarxes. Whether you kill the sacrifice or not does not matter, as the cultists will attack you as soon as you

snatch the Mysterium Xarxes from the pulpit.

You can choose to free the prisoner; doing so could serve as a distraction, but the Mythic Dawn will likely ignore him and make a beeline for you instead. Have a healing spell or some other means of healing yourself ready before you make your move. It would be a good idea to save your game before doing anything else.

If you didn't drop your equipment outside before speaking Harrow, now is a good time to retrieve your belongings, as you'll surely need them to get through the brawl to ensue. Rather than killing or freeing the prisoner, it would probably be best to locate Harrow instead and quickly attack him with the Silver Dagger equipped. Retrieve your gear from his corpse, run up to the pulpit, grab the Mysterium Xarxes, and high-tail it out of there.



You're going to have to run like a madman to make it out this one alive, unless you think you can take them all on at once. The path used to enter the shrine has been blocked off, so you have no choice but to find another way out. There happens to be another exit through the Living Quarters. The entrance to the Living Quarters is up on the hill to the left of the shrine. Head up the steps in the southwest corner of the shrine, turn right at the top, run past the red banners, and follow this path until you reach the door to the Living Quarters. You've got to move fast, as the cultists will surely follow you through the door.

Once in the Living Quarters, head straight and turn right as soon as you can. There are several Mythic Dawn Acolytes up ahead; pay them no heed and run past. Take a left, and then a right when you can; be sure not to head left instead, as doing so will lead you to dead end. Continue heading this way until you reach a large, open room.

Immediately run left and hop up the rocks to the reach higher ground. There are a couple of Acolytes up ahead, but they won't be able to jump up after you. Run along the upper level and head through the passage that you come to. There are several more cultists up ahead. Just continue running and casting healing spells.

Keep heading in this direction until you reach another room. Here, you can either keep running, or try to take out the cultists on your tail. If you don't have an adequate number of healing and/or magicka potions, run past the cultists and head through the passage to the right. Exit to the Shrine Antechamber, and make your stand here. The Acolytes will surely follow you, and if you quickly strike when they first appear, you should be able to kill each one. Once they've been taken care of exit back to the Living Quarters, head up the slope and exit to the Lake Arrius Caverns via the door at the top.



Taking on the cultists all at once is no easy task, so your best bet is to high

There's a Handle on the wall off to the left of this area. Use the Handle to lower the rock wall. Run past the rock wall, head down the middle of the area here, and exit the caverns through the same way you came in. If there are cultists still pursuing you, they will most likely follow you outside. It is easy enough to deal, provided they are not attacking you all at once.

The way out of the Shrine of Dagon

Now you must deliver the Mysterium Xarxes to Martin at Cloud Ruler Temple. Fast travel to Cloud Ruler Temple to speak to Jauffre. Afterwards, make your way to the Great Hall and bring present the book to Martin. He believes that the key to opening a portal to the Paradise realm lies within the pages of the Mysterium Xarxes, but he requires some

time to study it.

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Spies

After speaking to Martin about the Mysterium Xarxes, he tells you to speak with Jauffre about the Mythic Dawn agents spying on Cloud Ruler Temple. Set 'Spies' as your active quest, and follow the active quest marker on your compass to locate Jauffre. Select 'Spies' from the list of dialogue options while speaking to Jauffre. He tells you that strangers have been sighted near Cloud Ruler Temple. He suspects they are Mythic Dawn spies, based in Bruma. Jauffre suggests speaking to Captain Burd in Bruma about any strangers in town.

Captain Steffan has additional information regarding the spies. Follow the active quest marker on your compass to locate Captain Steffan and speak to him. He tells you that the spies have been spotted on the road to Cloud Ruler Temple, usually near the rune stone at dusk.

Leave Cloud Ruler Temple and follow the green marker on your compass to reach the Hestra Rune Stone. According to Captain Steffan, the spies have been spotted near the rune stone at dusk. They should turn up at around 10:00PM, so press the Back/Select button and wait the number of hours required for it be that time.

The spies will immediately cast a spell to summon armour and attack upon spotting you. Take out the spies, and then search Jearl's corpse and remove Jearl's Key and the Basement Key from his inventory. The next person you need to see is Captain Burd in Bruma. Fast travel to Bruma and follow the active quest marker on your compass to locate him. He is most likely in Castle Bruma. Select the 'Spies' dialogue option while speaking to Captain Burd. Inform him that Jearl was a spy to receive permission to search her house to look for clues.

Locate Jearl's house, which is marked by the red active quest marker on your compass, and head inside to investigate. There isn't any apparent evidence upstairs, but there is a trap door by the table that leads down to the basement. Scour the basement for a document entitled 'Jearl's Orders,' as well as copies of the first two volumes of the Mythic Dawn Commentaries. Once you have the document, head back upstairs. Exit Jearl's house and fast travel back to Cloud Ruler Temple.

Present the document to Jauffre to complete the quest.

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Blood of the Daedra

Speak to Martin about his progress deciphering the Mysterium Xarxes. He explains that four items are required to open a portal to Camoran's Paradise. So far, he has only managed to identify one of these items, which is the 'Blood of a Daedra Lord.' This, Martin goes on to explain, refers to a Daedric artifact.

In total, there are fourteen different Daedric artifacts in Cyrodiil. Several of these artifacts are incredibly useful items. To obtain one of these artifacts, you first must locate a Daedric Lord's shrine, and then present a specific offering or meet a certain condition. Fulfill the requirements to converse with that Daedric Lord. You will be given a quest; complete this quest to attain the Daedric artifact as a reward.

Reading the 'Modern Heretics' book on Martin's desk will mark the Shrine of Azura on your map. Keep in mind, however, that any one of the fourteen Daedric artifacts are sufficient as a means of opening portal. The artifact received for completing Azura's quest happens to be the incredibly useful Star of Azura, which acts as a reusable Grand Soul Gem. Giving an artifact Martin essentially means destroying it. You won't want to give up the Star of Azura, as it is arguably one of the best items in game.

Refer to the Daedric Shrine Quests section of this guide for a listing of each and every Daedric Shrine quest. A couple of the Daedric artifacts are not nearly as useful as the others, so look over the rewards as outlined in the Daedric Shrine Quests section of this guide and decide which of the fourteen you would be willing to part with.

The Mace of Molag Bal is a good choice, especially if your character does not use blunt weapons. The problem here, however, is that your character must be at least level seventeen to be accepted by Molag Bal. So, depending on your level, you may not be able acquire the Mace of Molag Bal at this time. Whereas Azura's quest has a level requirement of only two, the reward gained for completing the quest is much too useful to give up.

If your character is below level ten, Sheogorath's reward is a good choice. Complete Sheogorath's quest to receive a weapon called 'Wabbajack' for a reward. The Wabbajack, while a fun weapon, is essentially useless. As with Azura, Sheogorath's level requirement is only two.

Once you have acquired an expendable Daedric artifact, return to Cloud Ruler Temple and hand it over to Martin to complete the quest.

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Bruma Gate

Once you've delivered the Daedric artifact to Martin, locate and speak to Jauffre. Use the active quest marker to find him, as he tends to move around a bit. He explains that an Oblivion Gate has opened up near Bruma, and the guardsmen need help shutting it. Since you have already successfully closed one of these gates before, Jauffre wants you to assist them. Once the guards see how it's done, they should be able to better handle opened gates in the future.

You need to travel to Bruma and meet Captain Burd outside the city walls. Simply fast travel to the Wildeye Stables outside of Bruma; you should be able to see the gate in the distance if you turn around.

Approach the troop of guards gathered by the gate. When Captain Burd approaches, tell him that you are prepared to enter the Oblivion Gate. Remember that things are rough in Oblivion, so be sure to have a supply of repair hammers, arrows, potions, and the like before stepping through.

Captain Burd is an 'important' character, and as such is marked by a crown icon when the crosshair hovers over him. This status means that when his health falls to zero, he will not die, but only knocked unconscious and rendered incapacitated for a short period of time. Burd is the only character who needs to witness the closing of the gate, so whether the other guards that accompany you live or die is unimportant. The nature of the Daedra encountered while in Oblivion is dependent on your character's level. If your character is currently at a higher level, you will likely face some nasty Daedra that can wipe out the guards in the opening stages.

The path to the tower is rather straightforward. Just follow the path until you reach a Magicka Essence and Blood Fountain. There are no splits in the road, but be careful, as there are Daedra and traps along the way. Mind the Fire Towers especially; there are several huddled in one area, and together they can deal a fair amount of fire damage.

Once you reach the area Magicka Essence and Blood Fountain, look for a path leading south. Check your map to confirm that you are traveling south on the right path. Keep following this path and you will eventually reach the entrance to the tower dubbed 'The Fury Spike.' Head inside.

There are likely one or two Dremora in the opening area, so be cautious as you enter. When the bottom floor is clear, locate the door to the Rending Halls and head through. Once in the Rending Halls, locate and open the Citadel Hall Door, head up the ramp, clear this room of enemies, and then follow the eastern path. Continue following this path to reach the second level of the tower.

Clear out any Daedra in the area, and then head up the ramp to your left. Proceed through the door to the 'Corridors of Dark Salvation.' Upon entering this area, head up the ramp to your right and make your way up to the door to the third level of the tower. The Sigil Keeper is on this level; kill him and retrieve the Sigil Keep Key from his corpse. Proceed to the entrance of the 'Sigillum Sanguis' area; the Sigil Keep Key will unlock the door.

Fight your way up the ramp and to the very top of the tower. Take the Sigil Stone here to teleport out of there, closing the gate in the process. Burd and the guardsmen (dead or alive) will be teleported back outside with you. Speak to Burd, and then travel back to Cloud Ruler Temple. Once there, speak to Jauffre to complete the quest.

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Blood of the Divines

After giving Martin some time to figure out the next item needed to open a portal to Cameron's Paradise, speak to him to learn of the second item on the list, the blood of a Divine. Though Martin is unable to discern what exactly this refers to, Jauffre is able to figure it out, so speak to him. He'll tell you that the Armor of Tiber Septim, a holy relic of the Blades, would be adequate. The armour, Jauffre explains, is buried deep within the catacombs of Sancre Tor, to which he provides you a key.

Sancre Tor is located west of Bruma; Jauffre has marked the location on your map. It is a relatively long trek to Sancre Tor, so to make things easier on yourself, be sure to set 'Blood of the Divines' as your active quest. This way, you can simply follow the active quest marker on your compass. Alternatively, if you have discovered any locations on the map that are near Sancre Tor, you can fast travel there to shorten the journey. Otherwise, Weynon Priory might make a good starting point.

Once there, walk along the walls of the fort and locate the entrance. Be careful, as there is likely some variation of skeleton warrior beyond the walls. You'll encounter a multitude of undead creatures in the catacombs of Sancre Tor. Depending on your character's level, you may or may not encounter ghosts. Be sure to bring along a silver or a magic weapon so you can damage ghosts in the event that you do encounter one.

When you come to the closed gate in the first area of Sancre Tor, activate the Pull Lever at the bottom of the stairs to raise it. Enter the large room beyond the gate, locate the steps at the end of the corridor, and take them up to higher ground. The undead Blades encountered in Sancre Tor are likely to carry some pretty sweet magical items, so be sure to loot their remains after defeating one.

Once the undead Blade has been defeated, speak to the Ghost of Rielus that appears over the remains. He'll thank you for freeing him, and request his brothers be freed as well. With his brothers freed, together they can dispel the Underking's evil enchantment on the Shrine of Tiber Septim.

After conversing with Rielus, cross the bridge on this level and start down the passage on the other side. Follow the path and head through the door to the 'Sancre Tor, Entry Hall' area at the end of the way. Each area that branches off from the Entry Hall leads to one of Rielus' undead comrades. For the sake of following this walkthrough, head through the door marked 'Sancre Tor Prison' first.

You are likely to encounter several ghosts in this area depending on your character's level, so remain vigilant while passing through. Look to the left of the gate that you reach to spot a Pull Lever; Activate the Pull Lever to raise the gate. To open the locked door, you'll have to kill Warden Kastav to get his key. Kill Warden Kastav, remove the key from his remains, and use it to unlock the door.

Head through the door and keep heading straight; don't turn when you first have the chance. When you have a chance to turn a second time, take this turn right and head straight down the path here. At the end of the path, start down the passage to your right. Make your way to the end of the passage and head up into the large, open area. Defeat the undead Blade here to free Valdemar's soul. With that done, backtrack to the Entry Hall.

Next, locate the door to the 'Sancre Tor, Hall of Judgement' area and head through. This is a small area; just head right and continue heading in this direction until you reach a large room. Take the stairs that you come to down to the blood-stained floor. Defeat the undead Blade here to free the spirit of Casnar.

With that done, make your way to the entrance to the 'Sancre Tor, Catacombs' area. If you head back up the steps that you came down to reach this floor and proceed through the south passage, you should come to the door leading to this area. If necessary, refer to the local area map and for the beginning of the path. Enter the catacombs to

encounter the final undead Blade; defeat him to free the soul of Alain.

Backtrack to the Entry Hall and locate the giant door leading to the 'Sancre Tor, Tomb of the Reman Emperors' area. Head through this door to encounter the four spirits you freed. Now united, they will dispel the evil enchantment over Tiber Septim's shrine. When the way is clear, move onwards to until you reach the pedestal that holds the Armor of Tiber Septim.

With the relic in your possession, return to the Cloud Ruler Temple and present it to Martin to complete the quest.

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Miscarcand

The third item needed for the ritual is one Great Welkynd Stone, which is a particularly rare Ayleid artifact. Miscarcand, an Ayleid ruin located about halfway between the cities of Kvatch and Skingrad, holds one of these stones. Fast travel to the Grateful Pass Stables outside of Skingrad, as it won't be too long of a trek from there.

Miscarcand is primarily occupied by Bitterfish goblins and various types of undead creatures. These two forces are hostile to each other. If you encounter a group of fighting enemies, stand back and let them duke it out, and then pick off the winner(s).

Upon entering Miscarcand, descend and turn right as soon as you can. Continue heading straight without jumping down to the lower level, and turn left when you can. You will come to a stone bridge with an Iron Gate on the opposite side. You'll need to find and activate a Press Block to open the gate. The Press Block is not near the gate, so jump down from the bridge to the lower level, and start down the northwest path here. Activate the Press Block in the small room that you come to. Doing so will open the Iron Gate.

Head through the doorway next the Press Block, make your way back to the bridge, and enter the 'Miscarcand, Sel Vanua' area. In the top-right corner of this area, there is a Press Block on the wall that will raise the Varla Stone cage in the middle of the room, allowing you to take the Varla Stone inside.

The passage in the top-right corner of this room is blocked by an Iron Gate, so you'll have to find another way around. Start down the path in the bottom-right corner of this room to reach a large area with several goblins and undead creatures fighting each other on the lower level. Don't jump down, but instead follow the bridge to the other end and continue through the passage there.

Activate the Press Block at the end of this route to open the way to the next area. Exit to the lower level of and proceed through the door at the north end of this area. The Great Welkynd Stone is within the 'Miscarcand, Morimath' area, which is where you're headed next.

Remain vigilant, as there is likely to be some variation of zombie on the way to the stone. Follow the linear path and you should soon be able to see a glowing stone in the distance. Approach the Great Welkynd Stone and take it into your inventory. As soon as the stone is removed from its pedestal, the King of Miscarcand will spawn. This unique Lich has a highly damaging projectile attack, so you'll have to keep moving to avoid getting blasted. Two zombies accompany him as well. These zombies can be used as meat shields; they are likely to run straight for you, and the Lich's projectiles will hit the zombies if they are between you and him.

Once the King of Miscarcand has been defeated, search his remains for the Miscarcand Key. Enter the room at the north end of this area and step on the push panel here. Head through the opening on the west side of this room and make your way to the end of the series of corridors beyond to return to the Miscarcand entrance area.

Return to Cloud Ruler Temple with the Great Welkynd Stone and hand it over to Martin to complete the quest.

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Allies for Bruma

Though this quest is optional, completing it entirely serves several benefits. Primarily, the allies gained here can be a great aid during the 'Defense of Bruma' quest. Perhaps more importantly, the skill levels and equipment that you are sure to gain while completing this quest would likely be a benefit as well.

This quest entails traveling to each of the major cities to request aid for the city of Bruma, which is currently under threat of a full-scale attack. Of course, acquiring this help is not as simple as just asking politely. In every case, you'll have to close an Oblivion Gate that has opened up near the walls of the city before the count or countess will agree to lend a hand.

In some cases, you may find that there is more than one Oblivion Gate that could be considered a direct threat to the city. If this is ever the case, you need only enter and shut the gate that is marked by the active quest marker for the count or countess to agree to spare some soldiers.

You'll need to visit the Imperial City, Kvatch, Anvil, Skingrad, Chorrol, Leyawiin, Bravil and Cheydinhal. Travel to each city in any order you like, as order has no effect on the outcome of this quest.

High Chancellor Ocato of the Imperial City is unwilling to spare his troops for the sake of Bruma, but you'll have better luck with the other cities. Provided you have completed the 'Battle for Castle Kvatch' side quest, Savlian Matius in Castle Kvatch will be more than willing to enlist a few of his men for the cause.

Speak to Countess Millona Umbranox in Anvil about aid for Bruma. You'll need to shut the Oblivion Gate that has opened up outside of the city before the countess will agree to spare some soldiers to help Bruma. You know the drill; get to the top of the tower and grab the Sigil Stone there to seal the gate. With the gate outside of Anvil closed, speak to Umbranox again; ask for aid again and this time, she'll be happy to oblige.

In Chorrol, you'll need to see Countess Arriana Valga about aid for Bruma. Shut the Oblivion Gate outside of Chorrol and ask the countess again for support to strengthen the garrison. Count Marius Caro is the one to see in Leyawiin. Shut the Oblivion Gate outside the city and request aid for Bruma from Marius Caro again to garner more support for Bruma.

Travel to Castle Skingrad to speak with the count there. You'll need to speak to one of his stewards in the County Hall about seeing him. Find Mercator Hosidus and ask him about aiding Bruma. If you Mercator Hosidus is not in the hall, speak to Hal-Liurz instead. The steward will then leave to fetch Janus Hassildor, who is the count of Skingrad. Before he will send aid to Bruma, he asks that you close the Oblivion Gate that has opened up outside of Skingrad. Speak to him again with the gate closed to gain his support.

Speak to Count Regulus Terentius in Bravil. As with the others, he too requests the open Oblivion Gate outside his city be closed. Speak to Regulus again after completing the task to gain the support of his guard captain, Viera Leruso.

You'll need to speak to Count Andel Indarys in Cheydinhal. There is a side quest attached to this Oblivion Gate in which you must find Farwil, the count's son. This quest is called 'The Wayward Knight.' Look for detailed walkthrough of this quest under the 'Side Quests' section of this guide. Once the gate has been closed, speak to Count Indarys again to have him send his soldiers to Bruma.

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Defense of Bruma

Give the Great Welkynd Stone to Martin to learn about the Great Sigil Stone, which is the last item required to open a portal to Camoran's Paradise. Unfortunately, the Sigil Stone found in a run-of-the-mill Oblivion Gate will not suffice. As such, Martin has come up with a potentially dangerous plan to acquire a Great Sigil Stone. He explains that the Mythic Dawn plan to open a Great Gate outside of Bruma, not unlike the one that led to the destruction of Kvatch. The plan is to allow the Mythic Dawn to open this gate, followed by you entering to fetch the Great Sigil Stone inside.

Before proceeding with this quest, it would be worth your while to complete 'Allies for Bruma' quest first. Garnering support for Bruma will make the time spent waiting for the Great Gate to open much less of a challenge. Completing Allies for Bruma is completely optional, so if you don't care to, that's your choice. The equipment and skill levels you are sure to gain by doing so might be of help as well.

When you're ready to accept this quest, you'll need to speak to Narina Carvain, the countess of Bruma. Select the 'Battle Plans' dialogue option while speaking to her. The countess agrees to meet Martin at the Chapel of Talos to discuss his plan, so follow her there. After the meeting, you'll just need to speak to the countess when you are ready.

Speak to Martin first for more thorough instructions. He explains that before a Great Gate can be opened, the Mythic Dawn must be allowed to open three lesser Oblivion gates. The power output from these lesser gates will permit them to open a Great Gate, which will then be used to bring out a siege machine from within Oblivion to blast through Bruma's walls. As such, time is of the essence here; you'll have to move fast once you step through that gate. If the siege machine makes it through the gate, all hope is lost. Speak to the countess once you're ready to get started.

Follow Martin and the others down to the battlefield. If you didn't garner enough support for Bruma through the 'Allies for Bruma' quest, the city will be forced to send its militia out to the fight. The militia, of course, won't stand much of a chance against the armies of Oblivion.

There is initially one lesser Oblivion gate open on the battlefield. A Great Gate will open shortly after two additional lesser gates have. You will need to enter the Great Gate when it opens to acquire the Great Sigil Stone within. Martin must be protected until you're through the Great Gate. If Martin falls during the battle, the game is over. Depending on your character's level, different Daedra will emerge from the Oblivion gates; the higher your character's level, the nastier the Daedra.

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Great Gate

You must stave off the Daedra that come through the gates until all three have opened. Soon after, the Great Gate will appear. Martin must survive until then, so prioritize protecting him. It would be wise to create a separate save file just before entering the Great Gate.



Once you're through the gate, you should be able to spot the Daedric siege engine inching toward the portal. You have fifteen minutes to acquire the Great Sigil Stone before it's too late. Start by entering the World Breaker Guard tower off to the right of the fiery lake. Step on the elevator inside, move about halfway up the ramp, and exit through the door that leads back outside. Cross the bridge here and enter the other tower. Kill the Dremora in this room, and exit through the door adjacent to the door you used to enter.

Cross the bridge and enter the tower at its end. Climb up to the top of the ramp and exit through the door at the top. Cross this next bridge and enter the tower at the other end. Use the Blood Fountain across from the entrance to replenish lost health if need be, and then start down the ramp. Continue heading down the ramp until reach a circular opening. Don't drop down, but instead head through door that leads outside. Once outside, there should be broken stone bridge in front of you. To make it over the gap, you'll need to get a running start and jump across. Your character doesn't need to have a very high Acrobatics level to make it to the other side; one of at least 25 is definitely sufficient. Just be sure to sheath your weapon before running and leaping over to the other side.

When you have made it across the gap, look to your right and jump to the trail there. You should be able to see a stone bridge leading to a giant tower in the middle of the fiery lake. A closed gate blocks the way to this tower. Enter the 'World Breaker Guard' tower in front of the stone bridge and make your way up to the top. Once at the top of the tower, hit the Gate Control switch to clear the way.

Run back down the tower and cross the bridge. There are likely several Dremora on the bridge leading to the main tower. If you're running low on time, just run past them. The Great Sigil Stone is in the World Breaker tower along the north side of the bridge. Kill the Sigil Keeper once inside and remove the Sigil Keep Key from his corpse. Locate the entrance to the 'Vault of End Times' area and enter.



Get to the top of the World Breaker tower and retrieve the Great Sigil Stone before it's too late!

Watch out for the falling blade traps and make your way to the top of the ramp. Proceed through the door on the south side of this room. Follow the linear path here to reach a small room. Open the Citadel Hall Door on the south side of the room and follow the ramp up to a door to the second level of the World Breaker. Head up to the top of the ramp; there should be another Sigil Keeper here, in case you missed the one on the first level. Enter the 'Sigillum Sanguis' area next. If you're really low on time, just make a mad dash to the top of this area. Activate the Great Sigil Stone to be teleported safely outside.

Closing the Great Gate.

Back outside you will witness the infernal machine crumbling before you. After the spectacle, scour the surrounding area for a Sigil Stone. Activate the stone to add it to your inventory. Jauffre may have died during the battle, but he

isn't needed to progress further in the main questline.

Speak to Martin when the smoke clears. You now have everything required to open a portal to Camoran's Paradise. Sometime after this battle, if you check by Bruma's north gate, you will see that a statue of your character has been erected by the people of Bruma. The statue will be wearing the most powerful armour and wielding the most expensive weapon that was in your character's inventory during the Battle of Bruma.



Look for the commemorative statue of your character near Bruma's north gate sometime after the battle.

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Paradise

Now that every item contained in the Mysterium Xarxes has been gathered, a portal to Mankar Camoran's Paradise may be opened. Once you step through the portal to Paradise, you will not be able to return to Cyrodiil until you complete this quest. A heavy dose of combat awaits you through the portal, so before stepping in, be sure that you have an adequate supply of repair hammers, arrows, potions, and whatever else you might need.

Once in Paradise, you'll need to kill Mankar Camoran to dissolve the realm and return to Cyrodiil. Speak to Martin at Cloud Ruler Temple when you're ready to depart. Step through the portal when it manifests to enter the realm. Initially, Paradise appears to be rather nice place, but delve deeper and you are sure to find Daedra lurking about. Not such a nice place after all.

Start down the slated path and speak to the Ascended Immortal that you encounter to learn more about this realm. Right now, you are in the 'Savage Garden' area. The Ascended Immortal explains that the only way to leave the garden is through the 'Forbidden Grotto.' In order to exit through this way, however, one must be wearing the Bands of the Chosen. The 'Terrace of Dawn' leads to Mankar Camoran's palace, 'Carac Agaialor.' The only route to the Terrace of Dawn area is through the Forbidden Grotto, so you'll need to get your hands on the Bands of the Chosen to reach Camoran's palace.

Continue following the slated path until you come to a fork in the road. At the fork, head down the right-hand path. Continue following this path until you encounter a Dremora named Kathutet.

Tell him that you seek Mankar Camoran; he's willing to help, but you'll first have to complete a task for him. You can either complete his task or simply battle him instead. Kathutet just so happens to be wearing the Bands of the Chosen. If you agree to the task, Kathutet instructs you to free a Xivilai named Anaxes. Anaxes is a malevolent creature that has been trapped in a cave by the Ascended Immortals. It is much faster to just battle Kathutet here, but if you choose to complete the task, you will need to enter cave that the active quest marker points to and remove the boulder that has Anaxes trapped.

As for fighting Kathutet, he is rather tough, as he is likely to be wielding an enchanted weapon. Furthermore, depending on your character's level, he may be able to best you in a few hits. If you feel confident that you can take him, battle him. You'll be able to nab his after the fight, too. If you have a bow and a supply of arrows, you can hop up onto the nearby boulder and hit him with arrows until he falls.

Once you have acquired the Bands of the Chosen, enter the Flooded Grotto. The entrance to the Forbidden Grotto is located at the end of this area. There are sure to be Daedra lurking in this area, so remain vigilant. When you reach the door to the Forbidden Grotto, equip the Bands of the Chosen to open it. With the Bands equipped, your character has a 50% weakness to fire, so hopefully you won't encounter a Flame Atronach through here.

Inside the Forbidden Grotto, cross the bridge to encounter a man named Eldamil. He offers to help you; he explains that while wearing the Bands of the Chosen, one cannot leave the grotto. Eldamil can remove the Bands, but he asks that you first pose as prisoner but must pretend you until the Dremora Overseer Orthe leaves. You cannot remove the Bands yourself, so you have no choice but to accept his help. Agree to play along for the time being and get into the cage

When the cage has been completely raised back up, walk down the ramp to other side of the crevice. You don't need to enter the cage at all if you think you can take Orthe. Either way, it does matter if Eldamil is killed, as he is immortal and will still be able to remove the Bands at a later time. Locate the door to the Forbidden Grotto on this side of the crevice. Head through to meet with Eldamil and have him remove the Bands. You may as well agree to bring him along to face Mankar Camoran.

There are plenty of Daedra in this area, so be ready for a fight. Head down the path and turn left as soon as you are able to. Continue moving in this direction until you reach a large room. Cross the bridge in this room and exit through the tunnel on the left. Move through the next area, turn right when you can, and continue heading straight until you can no longer. At this point, start down the tunnel to your left. Hop up the rocks here and follow this route to the end of the Forbidden Grotto.

Follow the stone path up to Carac Agaiador. You'll meet Ruma and Raven Camoran outside the palace. Inside is Mankar Camoran, seated upon his throne. Cue long, drawn out monologue. You don't have to listen to him drone on; jump up and attack him whenever you please. You may be able to kill both his children during his speech without provoking him. Try to quickly kill Ruma and Raven, and then immediately attack Camoran. If you aren't quick enough, both of the dead Camorans will reappear by Mankar's throne.

If you allow Mankar to finish his speech, you'll be facing all three Camorans at once upon its conclusion. Their powerful magic spells may make them quite the challenge. Focus on killing Raven and Ruma first, as you can then take on Mankar without any distractions. Ruma and Raven are likely to reappear at some point during the battle, however. When Mankar falls, remove the Amulet of Kings and any enchanted gear from his corpse.

The palace will begin to crumble as you are teleported back to Cloud Ruler Temple. Speak to Martin and hand over the Amulet of Kings to complete the quest.

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Light the Dragonfires

First, you must escort Martin to the Elder Council Chambers in the Imperial City Palace. Fast travel to the Imperial City Palace and speak to High Chancellor Ocato inside. A guard interrupts with the news that Oblivion gates are opening up all over the city! Mehrunes Dagon's invasion will continue until Martin lights the Dragonfires in the Temple of the One.

Things are looking pretty grim in the city streets. Fortunately, the Palace guards will aid you in escorting Martin. Defeat the first batch of Daedra outside and proceed out to the Imperial City Temple District.

The situation is even more hectic in the Temple District. Daedra line the street, and eventually Mehrunes Dagon himself will appear. Mehrunes Dagon is a hulking, multi-limbed, cherry red monster. A quick size comparison between your character and this giant may lead you to believe that Tamriel is pretty much doomed. Luckily Martin has a plan, so speak to him.

You have to get Martin to the Temple of the One so he can use the Amulet of Kings to unleash the power of Akatosh, since mortal weapons cannot harm Mehrunes Dagon. Run straight past the giant and into the Temple of the One. Once inside the temple, you will witness the ending sequence; just sit back and enjoy the show.

That's it — you've saved Cyrodiil and completed the main questline! Congratulations on a job well done.

Champion of Cyrodiil, achieved!

Completing the main questline is far from the only thing to do in Oblivion. There are many more side quests to complete including four joinable guilds, each with its own unique storyline. There are fourteen Daedric shrines interspersed across the land, each yielding a powerful Daedric artifact as a reward. This guide covers each and every side quest, guild, and downloadable content as well, so you can continue to use it in conjunction with your game. The province of Cyrodiil is relatively safe now that there are no more Oblivion gates, so get out there and explore!

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Fighter's Guild

The Fighters Guild is one of the four joinable guilds in Oblivion. Your character must have a relatively clean criminal record (meaning, a good fame/infamy ratio, and no current bounty) to join. First, you'll need to speak to either Azzan in Anvil, Vilena Donton in Chorrol, or Burz gro-Khash in Cheydinhal. Each of these NPCs can be found in the Fighters Guild hall of their respective city. To advance in rank within the Fighters Guild, you must complete jobs.

To get started, travel to one of the aforementioned cities, enter the Fighters Guild hall there, and speak to the leader about joining the Fighters Guild.

This section is broken down into the following chapters...

A Rat Problem

The Desolate Mine

The Unfortunate Shopkeeper

Unfinished Business

Drunk and Disorderly

Den of Thieves

Amelion's Debt

The Master's Son

More Unfinished Business

Azani Blackheart

The Wandering Scholar

The Fugitives

Trolls of Forsaken Mine

The Stone of St. Alessia

The Noble's Daughter

Mystery at Harlun's Watch

Information Gathering

Infiltration

The Hist

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A Rat Problem

Speak to Azzan in the Anvil Fighters Guild hall. He should be in the Guild Hall starting at 11:00AM, and remain there until dark. Select the 'Contract' dialogue option to take on a job.

Arvena Thelas, a woman who resides in Anvil, is experiencing a rat problem. You'll have to travel to her house and speak to her to learn more. Don't let this seemingly mundane contract deter you from the Fighters Guilds; you'll be tasked with killing bigger things soon enough. Set 'A Rat Problem' as your active quest and follow the quest marker to Arvena Thelas.

Perhaps Arvena's rat problem is not quite what one would expect. Arvena keeps several rats as pets, but something has been killing them. She requests that you go down to the basement where she keeps the rats to investigate. Head down to the basement, and it becomes readily apparent what has been happening to Arvena's pet rats; a Mountain Lion has found its way inside! You have to act fast, because if the Mountain Lion is able to kill every one of the rats in the basement, Arvena will not push the contract any further.



Once you have dealt with the Mountain Lion in the basement, head back upstairs and share your discovery with Arvena. She'll point you towards Pinarus Inventius, a hunter who lives in Anvil. With his help, you should be able to determine if there are more mountain lions lurking about. Follow the active quest marker to Pinarus' location and

Speak to him about the mountain lions. He quickly agrees to help, so start following him out of the city.

You won't have to travel far before coming across the lions' den. When Pinarus comes to a stop outside the city gate, turn to your left to spot a small clearing where several mountain lions should be standing. Kill each and every Mountain Lion here, then return to Anvil and speak to Arvena to tell her of your success.

Just when you thought your work was done, it turns out that another Mountain Lion has found its way into Arvena's basement! Fantastic. Head down to the basement, kill the thing, and then speak to Arvena once more. Arvena is convinced that her neighbour, Quill-Weave, is to blame for these incidents. She insists that she has seen her outside at night, sneaking around behind her house. You'll need to observe Quill-Weave starting at around dusk to determine if she is truly the one behind this. You must not be seen, otherwise Quill-Weave is likely to become suspicious.

Wait outside Arvena's house starting at around 7:00PM, as Quill-Weave should appear at this time. The active quest marker now points to Quill-Weave, so you can keep track of her by checking the local area map. Wait in the backyard of the house next to Arvena's for Quill-Weave to appear. Remain in Sneak Mode, and out of Quill-Weave's view. When you notice her slip behind Arvena's house, keep an eye on her while still in Sneak Mode.



You'll witness her leaving a slab of meat outside of Arvena's house. After catching Quill-Weave leaving the meat, run up and confront her. If you agree to not tell Arvena what you saw, Quill-Weave will grant your character one

Acrobatics skill level. If you do tell Arvena, she will grant your character one level of Speechcraft. Decide which skill level you would rather have your character gain, and act accordingly. If you decide to lie and tell Arvena that Quill-Weave had nothing to do with it, after receiving your payment, speak to Quill-Weave to earn the skill level

Return to the guild hall and speak to Azzan about your advancement to be promoted to the Apprentice rank.

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The Desolate Mine

Speak to Burz gro-Khash in the Cheydinhal Fighter's Guild hall. Select the 'Contract' dialogue option to get started. You need to travel to the Desolate Mine outside of Cheydinhal and deliver some supplies to the Fighters Guild members there.

Leave Cheydinhal and make your way to the Desolate Mine, which is just northwest from the city. Enter the mine, and head straight down toward the fire to find the Fighters Guild members gathered there. Speak to Rienna and give her the bow, give Brag gro-Bharg the hammer, and give Elidor the sword. Once they have the supplies, you'll have to help them clear the mine of goblins. It would be wise to save your game at this point because if the event that one or more of your allies die, the gold reward you receive at the end of the quest will be a bit lighter.

Run through the tunnel and kill any goblins in your path. Be sure to keep an eye on your allies, as they are quite dense and will simply run at anything that catches their eye, which makes them prone to becoming outnumbered.

It is quite dark in the Desolate Mine, so hopefully you have some way of creating light. There are a couple of traps to watch out for, especially the falling logs, which are likely to crush your allies if they're following behind you.

Once the mine has been completely cleared, the quest completed notification will pop-up on the screen. Return to Cheydinhal and speak to Burz gro-Khash to receive your reward. If you have not completed the 'A Rat Problem' quest yet, speak to Burz gro-Khash about your advancement to be promoted to the Apprentice rank in the guild.

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The Unfortunate Shopkeeper

Speak to Azzan in the Anvil Fighters Guild hall after completing 'A Rat Problem' and ask him for another contract. Norbert Lelles, the proprietor of Lelle's Quality Merchandise, has hired the Fighters Guild to put a stop to the thieves who have been breaking into his shop at night.

Make your way to Lelle's Quality Merchandise, which is along the Anvil City docks, and speak to Norbert Lelles. Select the 'Break-ins' dialogue option to learn more. Norbert wants you to wait in his shop at night to catch the thieves when they break in to steal more merchandise.



The burglars will enter the store at some time between 1:00AM and 2:00AM. Press the Back/Select button to bring up the wait menu and wait as many hours as needed until it is around that time. There are three of them, and you must kill each one. Three against one may be tough, so if you are having a difficult time, leave the shop. Outside, the city guards and other passersby should help you fight them off.

When all three thieves are dead, enter the Flowing Bowl, which is the inn near Lelle's Quality Merchandise, and speak to Norbert there. He'll thank you for dealing with the burglars, and give you a monetary reward. Return to the Anvil Fighters Guild hall and speak to Azzan about your advancement to gain the Journeyman rank, provided you have completed 'The Desolate Mine' quest from the Cheydinhal Fighters Guild as well.

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Unfinished Business

Speak to Vilena Donton in the Chorrol Fighters Guild hall. She should be there from 6:00AM until nightfall. Select the 'Duties' dialogue option while speaking to Vilena to get started. She points you to a Dark Elf named Modryn Oreyn, who can also be found in the Chorrol Fighters Guild hall, likely from 10:00AM until dark. Select the 'Duties' dialogue option while speaking to Modryn Oreyn to receive your task. Maglir, who is a member of the Fighters Guild, has defaulted on a contract. You'll need to travel to Skingrad, located Maglir, and find out what happened.

Locate the West Weald Inn in Skingrad and head inside. Maglir should be standing by the counter; approach him and start a conversation. Select the 'Defaulted' dialogue option and Maglir will tell you of his task to find Brenus Astis' Journal, which is somewhere in Fallen Rock Cave.

Since Maglir refuses to carry out the contract, the responsibility is now yours. The Fallen Rock Cave is located northwest of Skingrad; it's just a short trek from the Grateful Pass Stables outside the city. When you reach the cave, locate the entrance and head inside. Have 'Unfinished Business' set as your active quest and follow the quest marker on your compass to find the journal. If you get lost, press the B/Circle button and look to the local area map to see where you are.

Fallen Rock Cave is occupied by a variety of undead creatures, so remain vigilant as you make your way through. If your character is a high enough level, you are likely to encounter several ghosts. You'll need a silver or enchanted weapon to damage ghosts. When you kill a ghost, be sure to collect the Ectoplasm from its remains, as Ectoplasm is needed to complete the next Fighters Guild duty.

You'll have to drop down to a stream in the large area at the north end of the cave and follow it north to get to the journal. When you reach the room that contains the journal, look next to the chest here to spot Brenus Astis' Journal. Pick up the journal, and make your way out of Fallen Rock Cave.

Return to the West Weald Inn in Skingrad and speak to Maglir there. Tell him of your success, then return to Chorrol and speak to Modryn Oreyn. Whether you tell Modryn Oreyn the truth about who completed the task or not doesn't seem to matter, as going with either option yields the same amount of gold.

The Elder Scrolls IV: Oblivion Guide - Fighter's Guild

Drunk and Disorderly

Speak to Modryn Oreyn after 'Unfinished Business' and select the 'Duties' dialogue option for another job. He explains that some Fighters Guild members have been causing trouble in Leyawiin, making the Fighters Guild as a whole look bad. You need to find Dubok gro-Shagk, Rellian, and Vantus, and find out why they are causing trouble.

Travel to the Leyawiin West Gate, and enter the local tavern, the Five Claws Lodge, which should be straight ahead. This is where the three guild members have reportedly been causing trouble. Inside, locate and speak to Vantus Prelius, who appears to be the leader of the crew. Vantus explains that there has been a lack of work in Leyawiin ever since a new guild, known as the Blackwood Company, moved into town. You need to find Vantus and crew some work to keep them busy, preventing them from causing further trouble in Leyawiin.

Speak to the inn keeper, Witseidutsei, and ask about 'Fighters Guild Jobs.' She won't discuss this topic unless her disposition is at 70. Raise her disposition to at least 70 if necessary, and ask again about any jobs. Witseidutsei tells you that a woman named Margarte in Leyawiin may have work for the Fighters Guild.

Follow the active quest marker to Margarte and ask her about a possible job. Margarte does indeed have work for the Fighters Guild, but you must first bring her five portions of Ectoplasm before she'll agree to employ them. Undead creatures such as wraiths and ghosts drop Ectoplasm, but unless you know of any dungeons in particular, these creatures can be difficult to find. You may be able to find Ectoplasm in stock at an alchemy store such as All Things Alchemical in Skingrad, or The Main Ingredient in the Imperial City's Market District.

Once you have acquired five portions of Ectoplasm, return to Margarte in Leyawiin and select the 'Fighters Guild Jobs' dialogue option once more. She will now be willing to pay the Fighters Guild for Minotaur Horns and Ogre Teeth, effectively giving the three drunkards in the Five Claws Lodge plenty of work to keep them busy.

Return to the Five Claws Lodge and speak to Vantus. Then, return to the Fighters Guild in Chorrol, and tell Oreyn of your success. After receiving payment, speak to Modryn Oreyn about your advancement within the guild to be promoted to Swordsman.

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Den of Thieves

Speak to Azzan in the Anvil Fighters Guild hall once you have attained the Swordsman rank. Ask him for a contract, and then inquire further into the thief situation in Anvil. Azzan wants you to locate the hideout of a band of thieves somewhere on the outskirts of the city. Unfortunately Azzan is unable to provide the exact location of the thieves' hideout. The only information he can provide is its close proximity to Anvil. You'll need to hit the streets to find someone who knows of the thieves.

The Wood Elf Maglir will accompany you on this quest. Maglir is an 'important' character, which is denoted by the crown icon that appears when the crosshair hovers over him. As an important character, if Maglir's health falls to zero, he will not die, but instead be knocked unconscious and rendered incapacitated for a short period of time. Due to this status, you won't have to worry about him dying on you.

Speaking to practically anyone in Anvil and selecting the 'Thieves' dialogue option will have you pointed in the right direction. Whoever you end up asking, they will point you to Newheim the Portly, a Nord who resides by the Anvil docks. Newheim moves around quite a bit, so follow the active quest marker to locate him. Ask Newheim about the thieves to learn of their hideout. The thieves are hiding out in Hrota Cave, which is just a short walk north from Anvil. Newheim will also mention an heirloom; inquire further to add 'Newheim's Flagon' to your journal.

You'll have to do some fighting once inside the cave, so make sure you have the necessary supplies before heading in. To complete the quest, you must kill each and every thief in Hrota cave. Be sure to have 'Den of Thieves' set as your active quest, because this way there will be a green marker pointing to every one of the thieves in the cave.

Before charging into a new area of the cave, be sure to check the local area map to see how many thieves you'll be dealing with at once. Start by clearing out the thieves in the tunnels beyond the rock wall, and then enter the large area at the northeast end of the map to find three more thieves. As you make your way to this area, watch for the trip wire trap that Maglir is sure to set off.

When the thieves in the large area have been dealt with, hop down into the small pit in the middle of the area and look on the wooden table to spot Newheim's Heirloom. Grab the heirloom and make your way back to the cave entrance.

Return to the Fighters Guild hall and tell Azzan of your success to receive payment. If you have also completed 'Amelion's Debt,' speak to Azzan about your advancement within the guild to be promoted to Protector.

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Amelion's Debt

Speak to Burz gro-Khash in the Cheydinhal Fighters Guild hall after advancing to the Swordsman rank and select the 'Contract' dialogue option. He points you to Biene Amelion, a woman living in the Water's Edge settlement due north of Leyawiin. Travel to Water's Edge settlement and speak to Biene Amelion there. Have 'Amelion's Debt' set as your active quest to more easily locate here.

Biene Amelion needs help repaying her father's gambling debt. Her father was taken from his home due to his inability to pay back the debt, and so the responsibility transferred over to his daughter. Biene lacks the funds necessary to cover the debt as well, so she asks that you retrieve her grandfather's armour and sword, which should be able to fetch a pretty penny.

You have two options here: agree to retrieve the relics so that Biene may sell them pay off the debt, or give her the 1000 septims she needs to cover the debt from your own pocket. If you do give Biene the 1000 gold, you can retrieve her grandfather's equipment and keep it for yourself. Brusef Amelion's equipment is a unique, white variant of run-of-the-mill Ebony armour, and is classed as light armour rather than heavy. So, if you're a collector, you'll want to pay off Biene's debt and collect the armour for yourself.

Though in her request, Biene mentions only needing her grandfather's cuirass and sword to cover the debt, the other pieces of the armour set can be found in his tomb as well. The helmet, gauntlets, grieves, boots, and shield are all in less-obvious locations, however. If you choose to pay off Biene's debt yourself, report back to Burz gro-Khash in the Cheydinhal Fighters Guild and inform him of your completion of the contract.

If you choose to retrieve her grandfather's armour (either for her or for your own character), you'll need to travel to Amelion Tomb northeast of Leyawiin. There are sure to be plenty of undead creatures in the tomb, so be sure to bring along a silver or magic weapon in case you happen to encounter a ghost. If you plan to search for the entire set of armour, you will need some method of creating light, as it is very dark in the tomb and the armour pieces are not readily noticeable. A torch will suffice, though Nighteye or a similar spell would be even better.

Also note that Brusef's armour is only light in class, as each piece actually weighs 21 pounds! As such, be sure to empty out your inventory before entering Amelion Tomb.

Brusef Amelion's Boots: From entrance of the tomb, follow the linear path and start down the middle path when you come to the fork. Keep heading in this direction until you reach a coffin. Look behind the coffin to spot the boots.

Brusef Amelion's Gauntlets: Backtrack to the fork, and turn down the path to your left; the gauntlets are lying on the ground at the start of this tunnel. Be careful here, as you could inadvertently trigger some falling rocks when moving forward.

Brusef Amelion's Shield: Turn back from where the gauntlets were found and start down the path parallel to the one that leads to the coffin that the boots were found behind. Activate the Pull Rope to lower the rock wall blocking your progression, and make your way to the Z-shaped room. Look behind the broken box in the bottom-right corner of this area to find the shield.

Brusef Amelion's Greaves: Exit to the 'Sarcophagus Chamber' area via the door in the room where the shield was found. Head straight to the end of this room and continue down this path until you reach a room that contains several coffins. You are likely to encounter a powerful undead creature in this room, so be careful. The greaves are in the upper right corner of this area.

Brusef Amelion's Sword and Cuirass: The sword and cuirass should be in plain sight. They are both on a bier between two coffins.

Brusef Amelion's Helmet: After retrieving the sword, cuirass, and grieves, exit back to the Amelion Tomb area via door at the north end of this room. Before dropping down the hole here, look to the left of the Wisp Stalks to spot the helmet.

Once you have collected every piece of Brusef Amelion's armour set, drop down the hole and make your way back to the entrance of the tomb. Now either return to Biene Amelion in Water's Edge and hand over the cuirass and sword if her debt hasn't been paid off, or keep them for yourself.

If you have also completed the 'Den of Thieves' quest, speak to Burz gro-Khash about your advancement to gain the rank of Protector.

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8: The Master's Son

Speak to Oreyn in the Chorrol Fighters Guild hall after attaining the Protector rank and select the 'Duties' dialogue option. Viranus Donton, the Guildmaster's son, lacks confidence, so you are to set out on a quest with him to ensure his success. Vilena Donton, mother of Viranus, is quite protective of her son, so you mustn't tell her what you are up to. Viranus' quest is to investigate what has become of Galtus Previa, whose last known location is Nonwyll Cavern northwest of Chorrol.

Make your way over to Vilena Donton's house, which is right across from the Fighters Guild hall. Initiate a conversation with Viranus and select the 'Galtus Previa' dialogue option. When Viranus is onboard, leave the house and make your way to Nonwyll Cavern. Viranus Donton is an 'important' character, denoted by the crown icon that appears when the crosshair hovers over him. This status means that if his health falls to zero, he will not die, but only be knocked unconscious and rendered incapacitated for a short period of time.

Trolls, Ogres, and minotaur will occupy Nonwyll Cavern, depending on your character's level. There are quite a few enemies in the cave, so you'll have to progress slowly to avoid being outnumbered. Like any other NPC, Viranus will simply charge and attack any enemy that catches his eye. His important status is his saving grace, however, so you needn't worry about him dying at this point.

Move through Nonwyll Cavern and exit to the 'Nonwyll Chamber of the Titans' area. You are sure to encounter Ogres here, regardless of your character's level, so remain cautious. With 'The Master's Son' set as your active quest, the active quest marker on your compass will point to the corpse of Galtus Previa. Upon entering the Chamber of the Titans, remain on the upper level and make your way to the north end of the room. Be ready for a fight as you enter the room that contains the corpse, as you are likely to encounter several enemies there.

A notification will pop-up onscreen when you locate the corpse of Galtus Previa, informing you to return to Oreyn and speak to him. To exit the caver, follow the path along the southwest side of the large room. You will eventually reach a door back out to the Colovian Highlands. Once you're outside, travel back to Chorrol, speak to Oreyn, and tell him of your discovery.

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More Unfinished Business

Speak to Modryn Oreyn after completing 'The Master's Son' and select the 'Duties' dialogue option. He explains that Maglir has defaulted on another contract; once again, you're tasked with finding out why.

Make your way to Bravil and speak to anyone there about Maglir to be pointed in the right direction. Whoever you ask about Maglir, you will be directed to Lonely Suitors Lodge. Enter the lodge and head to the area behind the counter. Maglir should be standing there, decked out in a new set of armour. Speak to him to learn that he defaulted on the contract because he no longer wishes to be a member of the Fighters Guild, and has instead joined the Black Wood Company.

Since Maglir defaulted, it is your responsibility to complete the unfinished contract. If you lied to Oreyn at the end of the 'Unfinished Business' quest, telling him that Maglir did in fact complete the contract assigned to him, Maglir will readily give you information on the current unfinished contract. If you chose to rat him out, you will have to return to Oreyn to get the information.

Once you have acquired the necessary information, make your way to the Bravil Mages Guild hall and speak to Aryarie there. She wants you to collect ten portions of Imp Gall and bring them back to her. She mentions a 'Robber's Glen Cave,' which apparently is known to be home to many imps. Robber's Glen Cave is situated along the north road to Bravil; just follow this road and you will eventually come to it.

Inside, all you must do is kill as many imps necessary to collect ten portions of Imp Gall from their remains. Imps are very weak creatures and require few hits to kill, regardless of your character's level. Robber's Glen Cave is full of imps throughout, so it doesn't matter which path you head down. Obtain the ten Imp Gall needed and present them to Aryarie in the Bravil Mages Guild hall. You are rewarded one Ring of Aegis for completing the task.

Next, speak to Oreyn in Chorrol and tell him of your success. Select the 'Advancement' dialogue option to be promoted to the Defender rank.

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Azani Blackheart

When you have reach the Defender rank within the guild, speak to Modryn Oreyn in Chorrol and select the 'Duties' dialogue option. He doesn't wish to discuss this next task in public, so he asks you to meet him at his home after dark. Oreyn will likely be in his home, which is located in the southwest quarter of Chorrol, from 4:00 PM on. With 'Azani Blackheart' set as your active quest, simply follow the compass if you are having difficulty locating Oreyn's home.

When you speak to Oreyn, ask him about the Blackwood Company. He'll inform you of Vitellus Donton's death, who died while pursuing a contract that entailed acquiring an artifact from one Azani Blackheart. After the Fighters Guild members all fell, the Blackwood Company moved in and finished the job. Inquire further about Azani Blackheart, and then agree to aid Oreyn in his quest to uncover the truth. You are travel to the Fighters Guild hall in Leyawiin to meet with Oreyn there, and then set out to Arpenia. Once in Arpenia, you must seek Azani Blackheart to find out what went down.

Travel to the Leyawiin Fighters Guild hall and speak to Oreyn to get started. The ruins of Arpenia are northwest of Leyawiin, so make your way there. Once inside, head straight and turn left when you can. Make your way to the exit in the northeast corner of this room and proceed into the giant, cavernous area. When it has been confirmed that there is nothing of interest in the ruin, Oreyn will lead you to Atatar, which is another Ayleid ruin northeast of Arpenia.

Upon entering Atatar, head down the spiral ramp and then the hallway at its end. Try your best to avoid the swinging traps here. Modryn Oreyn is an 'important' character, denoted by the crown icon that is visible when the crosshair hovers over him. This status means that if his health falls to zero, he will not die, but only be knocked unconscious and rendered incapacitated for a short period of time. Because of this status, you needn't worry about protecting him.

Delve deeper into the ruin and you will encounter some bandits. Just continue heading straight and up the stairs at the end of the large room to reach a door to the 'Atatar Haelia Dagon' area. Move through this area until you come to a locked Iron Gate. There is a Press Block behind an unlocked Iron Gate along the adjacent wall; locate the Press Block and activate it to open the Iron Gate blocking your progression.

Proceed through the Iron Gate and follow the path beyond it to reach a bridge that has falling blade traps across its span. Run across the bridge quickly while trying to avoid the lethal falling blades. Once you're safely to the other end, head through the door to the 'Atatar Haelia Anga' area.

In Atatar Haelia Anga, cross the bridge end and Activate the Press Block next to the Iron Gate at its end. There are likely a few bandits in this next area, so remain vigilant. Head up the steps at the end of the way to reach the entrance to 'Atatar Loria.' It would be wise to save your game at this point.

Azani Blackheart is hiding out in Atatar Loria. He is, evidently, unwilling to talk, so attack him immediately. Once you have defeated Azani Blackheart, search his corpse and retrieve Blackheart's Ring. This ring can be used to prove the Blackwood Company did not defeat him.

Afterwards, speak to Modryn Oreyn about your advancement within the guild to attain the Warder rank.

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11: The Wandering Scholar

Speak to Azzan in the Anvil Fighters Guild hall once you have reached the Warder rank and select the 'Contract' dialogue option. Elante of Alinor, a scholar who has an interest in Daedra, needs to be escorted through Brittlerock Cave, which is located far northeast of Anvil. You are to accompany Elante to Brittlerock Cave, and then protect her while she explores its depths.

It is rather dark in Brittlerock Cave, so be sure to have some way of creating light before setting out. The cave is quite a ways away from Anvil, so you may want to acquire a horse and take it along for the journey. When you reach the cave, head inside to find Elante eagerly waiting inside. Elante of Alinor is not considered an important character, so if her health happens to fall to zero, she will die permanently, and you will then have to inform Azzan of your failure.

Purportedly, a Daedric shrine lies within this cave. Since Elante is not an important character and can indeed die during this expedition, rather than following her and fighting off the Daedra as she moves through the cave, it would be wise to first run ahead of her and completely clear the cave of Daedra to ensure her survival.

There are quite a few Daedra in the cave, so clearing the way before allowing Elante to explore is likely the best way to avoid her being killed. Since Elante insists on leading the expedition, she will simply cease movement if you are not close to her. So, if you have already talked to Elante, you can just run ahead and she will stay where she is.

When you've completely cleared Brittlerock Cave of Daedra, return to the entrance and speak to Elante to have her lead the way. You will eventually come to an area that contains an altar, as well as a large, broken statue. This is the shrine Elante seeks. Once Elante has safely arrived at the Daedric shrine, she'll give you the '2920, Morning Star (v1)' skill book, which yields one Blade skill level when read.

Return to Azzan and tell him of your success to receive payment. If you have also completed 'The Fugitives,' speak to Azzan about your advancement to be promoted to Guardian.

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The Fugitives

Speak to Burz gro-Khash in Cheydinhal once you have attained the Warder rank and select the 'Contract' dialogue option. There has been a prison break in Bravil, and you're tasked with finding and killing the fugitives.

Travel to Bravil and hit the streets to investigate. You can speak to almost anyone in Bravil to be pointed in the right direction. Whoever you ask, that character will need a disposition of at least 70 before they will share the information. You learn that the four fugitives are hiding in Bloodmayne Cave west of Bravil.

When you have the information you need, leave the city and make your way to Bloodmayne Cave. With 'The Fugitives' set as your active quest, markers pointing to each of the fugitives will appear on your compass while inside Bloodmayne Cave. Fortunately, the fugitives are not located near each other, so you won't have to face all four of them at once.

Hlogar and Ashanta are in the first area of the Bloodmayne cave, so kill both of them before moving on. They're beyond the rock wall that can be lowered using one of the pull ropes hanging from the ceiling. The two remaining fugitives are in the 'Bloodmayne Cave Labyrinth' area. Locate the door to the labyrinth and head through. Dreet-Lai, who is found nearest to the entrance, is an archer, so be careful. Enrion, a magic user, is in the cavernous area in the southeast corner of the labyrinth.

When all four fugitives have been dealt with you can then exit Bloodmayne Cave. To quickly exit, after killing Enrion, follow the path at the south end of the large room to reach a door that leads right back out to the Great Forest. Return to Burz gro-Khash in Cheydinhal and inform him that the contract has been completed. If you have also completed 'The Wandering Scholar,' speak to Burz gro-Khash about your advancement to be promoted to Guardian.

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Trolls of Forsaken Mine

Speak to Modryn Oreyn in Chorrol once you have attained the Guardian rank and select the 'Duties' dialogue option. Oreyn wants you to travel to the Forsaken Mine to find out what happened to the guild members who had been sent there to pursue a contract. Viranus, the Guildmaster's son, was among them.

The Forsaken Mine is directly south of Leyawiin, so fast travel to Leyawiin and make your way to the mine. The Forsaken Mine was to be cleared of Trolls, so be ready to face some Trolls once inside. Enter and you'll spot the grisly remains of Arienite just a few steps from the threshold; definitely not a good sign. Continue moving forward to come across two more dead Fighters Guild members. From this room, head down the passage parallel to the one that leads back to the entrance and follow it to reach the entrance to the 'Forsaken Mine Lost Passages' area.

Be ready for a fight, as there are undoubtedly Trolls lurking in this area. Start by moving through the first room to reach a larger area. Here, hug the wall to your left until you come across a Rock Wall; press the A button to lower the wall when the prompt appears onscreen. Head to the end of the lengthy path beyond the Rock Wall to reach a large, cavernous area.



The remains of Eduard Hodge and Viranus Donton are in this area. Examine Viranus Donton's corpse and remove the Bloody Journal. Once you have the journal, return to Modryn Oreyn in Chorrol and present it to him to complete

the quest.

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The Stone of St. Alessia

Speak to Azzan after completing the 'Trolls of Forsaken Mine' quest and select the 'Contract' dialogue option. The Stone of St. Alessia has been stolen from the Bruma chapel and it's your job to get it back.

Travel to the Chapel of Talos in Bruma and speak to Cirroc there. He explains that a group of bandits snuck into the chapel, snatched the stone, and are currently heading east from Bruma. Exit the chapel and leave Bruma. Follow the active quest marker to a Khajiit bandit named K'Sharr. Ask him about the Stone of St. Alessia. He tells you that the group of bandits were attacked by Ogres. The Ogres swiped the stone from the group of bandits leaving only K'Sharr alive. Select the 'Sedor' dialogue option to have the ruins marked on your map.

Sedor is located far east of Bruma, so follow your compass to these ruins and head inside. Ogres occupy Sedor, so be ready for a fight. You'll want to take your time here, as being attacked by multiple Ogres at once can prove deadly.

Upon entering Sedor, follow the linear path until you come to a split. Keep heading straight at the split and go down the steps to reach a large area. Enter the small area at the north end of the room and step on the floor panel there to lower a door nearby. Return to the previous room exit via the passage along the west wall. Turn right at the T-junction, continue along, and turn right again when you can.

Follow this path to reach a short bridge. Activate the Press Block at the end of the bridge, then jump down to the lower level and proceed through the Iron Gate along the north wall. The Stone of St. Alessia is on the pedestal in the middle of this area, so grab it and backtrack to the entrance.

Return to the Chapel of Talos in Bruma and give the stone to Cirroc. He'll give you some potions as thanks. Return to Anvil and tell Azzan that you have completed the contract. If you have completed 'The Noble's Daughter' quest as well, speak to Azzan about your advancement to be promoted back to Guardian.

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The Noble's Daughter

Speak to Burz gro-Khash after completing the 'Trolls of Forsaken Mine' quest and select the 'Contract' dialogue option. Lady Rogbut, Lord Rugdumph daughter, is missing, and it's your job to find her.

Lord Rugdumph's estate is due north of Cheydinhal. Ask Rugdumph about his daughter; he tells you that he suspects she has been taken a by a band of Ogres that live east of the estate. Exit Lord Rugdumph's estate and start heading east. You will eventually encounter the three Ogres. Taking on three Ogres at once is no easy task; take advantage of the large expanse of land behind you by backing away and hitting the approaching Ogres with arrows or spells.

Once the Ogres have been dealt with, locate Lady Rogbut and escort her back to Lord Rugdumph's estate. Speak to Rugdumph to be rewarded Rugdumph's Sword. Return to Cheydinhal and inform Burz gro-Khash of your success. If you have completed 'The Stone of St. Alessia' quest as well, speak to Burz gro-Khash about your advancement to be promoted back to Guardian.

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Mystery at Harlun's Watch

Once you have worked your way back up to the Guardian rank, speak to Burz gro-Khash and select the 'Contract' dialogue option. This time, you are to investigate a series of mysterious disappearances at a place called Harlun's Watch. A woman named Drarana Thelis at the settlement has the details.

Harlun's Watch is directly south of Cheydinhal. With 'Mystery at Harlun's Watch' set as your active quest, use your compass to locate Drarana Thelis. Initiate a conversation with her and ask about the disappearances. She explains that strange, flickering lights have been spotted in the swamps outside of Harlun's Watch; whenever someone has been sent to investigate, they haven't returned.

Follow your compass to Swampy Cave, which is located southeast of the settlement. You'll encounter some Will-o-the-wisps outside. These are the 'strange lights' that the people of Harlun's Watch have been seeing. These enemies are quite powerful, especially if your character isn't at a high level. Normal physical strikes are not particularly effective, but any type of magic damage (i.e., fire, ice, or electric) should make short work of them. As with other ghost-type creatures, only a magic, silver, or Daedric weapon can damage a Will-o-the-wisp. Ranged attacks work best, since the Will-o-the-wisp can cast a number of draining spells that will quickly deplete your character's health, magicka, and fatigue meters. Kill the Will-o-the-wisps outside before entering the cave to investigate further.

Trolls occupy Swampy Cave, so remain cautious as you make your way through. Upon entering, start through the cave and turn right at the split. Follow this path to reach a large area. Exit this area via the passage in the southwest corner. Follow this path until you reach another split; at this point, turn left. Here, you'll find the grisly remains of the villagers that were sent to investigate the lights.

Before leaving the cave to report back to Drarana, you must first clear the cave of the Trolls that remain. To do this, you'll have to sweep through the 'Swampy Cave Dry Rock Run' area as well. The entrance to the Dry Rock Run area is at the northwest end of the cave. Once you have managed to clear the cave of Trolls, you'll be notified of this fact. A door at the very north end of the Dry Rock Run area will take you straight back to the Nibenay Basin.

With the job done, leave Swampy Cave and return to Harlun's Watch to tell Drarana Thelis of your discovery. Drarana will give you a Mind and Body Ring as thanks. Return to Burz gro-Khash in Cheydinhal and inform him of the completion of the contract. Afterwards, ask Burz gro-Khash about your advancement within the guild to be promoted to Champion.

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Information Gathering

Azzan and Burz gro-Khash do not anymore contracts to offer, so you'll have to speak to Modryn Oreyn at his home in Chorrol. When you arrive, step inside and speak to Oreyn. Select the 'Blackwood Company' dialogue option while speaking to Oreyn to learn more. He explains that the Blackwood Company have established a camp in Glademist Cave. Oreyn wants you to travel to the new camp to capture Ajum-Kajin, one of the company leaders. Then, he wants Ajum-Kajin brought back to Chorrol for a friendly interrogation session.

Glademist Cave is situated along the northeast road out of Chorrol. With 'Information Gathering' set as your active quest, fast travel to Weynon Priory and follow your compass to this location.

The Blackwood Company members inside Glademist Cave will attack on sight, so be on guard as you search for Ajum-Kajin. Be sure to loot the dead afterwards, as they occupants of Glademist Cave are likely to be carrying some pretty sweet enchanted items. You need to kill every guard in Glademist Cave before Ajum-Kajin will agree to go with you, so do not sneak past any of the guards you encounter.

Ajum-Kajin is marked on the map whilst 'Information Gathering' is set as your active quest, so be sure to occasionally glance at the local area map to confirm that you are headed in the right direction. When you reach Ajum-Kajin's room, speak to him to have him follow you out of the cave.

Return to Chorrol with Ajum-Kajin in tow and lead him to Modryn Oreyn's house. Speak to Oreyn, and then command Ajum-Kajin to sit down once inside. It's your job to get him to talk. You have two options here: beat the tar out of the Argonian to get him to talk, or take the more civil approach and raise his disposition to at least 70 by playing the persuasion mini-game. When Ajum-Kajin is willing to talk, a notification will pop-up onscreen to inform you of this fact.

First, ask Ajum-Kajin about how large the Blackwood Company once you have his raised his disposition to at least 70, or once you have roughed him up enough. Raise his disposition to at least 80 to get more information, or beat him further until he agrees to talk. Then, ask him about the company leader; he'll identify one Ri'Zakar. If you ask him about the secret to the Blackwood Company's strength, he will choose to kill himself rather than divulge that information.

Speak to Oreyn after Ajum-Kajin's death to receive the Greater Amulet of Interrogation as a reward.

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Infiltration

Speak to Modryn Oreyn and select the 'Duties' dialogue option. Your next task is to infiltrate the Blackwood Company. Make your way to Leyawiin, enter the Blackwood Company, which is right across from the Fighters Guild hall. Inside, locate and speak to Jeetum-Ze about joining the Blackwood Company ranks.

Once you're a member, Jeetum-Ze will lead you down to the training hall. Your first contract as a Blackwood Company member entails traveling to the Water's Edge and clearing the settlement of goblins. After the briefing, Jeetum-Ze will hand you a concoction called Hist Sap. Open your inventory and drink the thing. After drinking the Hist Sap, you will be transported to the Water's Edge settlement, where you are tasked with killing each and every goblin in the vicinity.

When the outside area of the settlement is clear of goblins, enter each house and kill the goblins inside. When every goblin in the settlement has been dealt with, you will be transported back to Modryn Oreyn's house in Chorrol. Speak to Oreyn, and tell him what you've learned. Oreyn asks that you return to the Water's Edge settlement and speak to the residents there to make sure that everything is alright.

Arriving at the settlement, it seems that the every sheep and settler has dropped dead. It appears that, while in a Hist Sap-induced stupor, the Blackwood Company slaughtered the entire settlement, mistaking them for goblins! Speak to Marcel Amelion before returning to Chorrol, and then speak to Modryn Oreyn to complete the quest.

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The Hist

Speak to Modryn Oreyn after the Water's Edge incident; he concludes that the only way to stop the Blackwood Company is to destroy the Hist Tree, the very source of their power. You need to travel to Leyawiin, enter the Blackwood Company building, locate the Hist Tree and destroy it. Oreyn warns that leader of the company, Ri'Zakar, will have the tree well-guarded, so don't expect a warm welcome. Prepare well before entering the Blackwood Company hall, as you will be attacked by the guild members in the hall almost instantly.

First, you'll need to kill Ja'Fazir and retrieve Jeetum-Ze's Room Key from him. Jeetum-Ze holds the key to the Ri'Zakar's room, so you'll have to kill him first. Jeetum-Ze's room is on the second floor of the main hall. Kill Jeetum-Ze and remove Ri'Zakar's Key from his corpse. Ri'Zakar's room is on the top level of the hall. Make your way up to Ri'Zakar's room, kill him, and remove the 'Blackwood Co. Basement Key' from his corpse.

When you have this key, head back down to the main floor and locate the door marked 'Blackwood Company Hall Basement.' The Hist Tree is through here. It would be wise to save your game before heading through the door.

Once in the basement, you'll need to destroy the machinery surrounding the Hist Tree. First, kill the two Blackwood Company members in this room. Then, head to the side of the room opposite the door used to enter the basement. Pick up the two loose pipes on the table here. Then, approach the nearby Sap Pump and press the A/X button when prompted to jam one of the pipes between the cogs, effectively breaking the machine. Approach the Sap Pump on the opposite side of the tree and do the same.

Destroying both of the sap pumps will cause the Hist Tree to go up in flames. With that done, head back up the stairs and start toward the front entrance. You'll run into one more enemy before leaving guild hall. It's Maglir; you have no choice but to kill him.

Return to Chorrol, speak to Modryn Oreyn and tell him of your success. He'll give you the Helm of Oreyn Bearclaw as a reward. Next, head to the Fighters Guild hall in Chorrol and speak to Vilena Donton there. Once you've explained what has happened, speak to her about your advancement to be promoted to Master of the Fighters Guild!

Select the 'Duties' dialogue option and appoint Modryn Oreyn as your second-in-command. Speak to Modryn Oreyn, who is unconvincingly reluctant to rejoin the Fighters Guild as your second-in-command.

As the Master of the Fighters Guild, you are able to assign duties to the guild once a month. Speak to Modryn Oreyn, and you can choose to have the guild focus on recruitment, contracts, or both. Choosing to focus on recruitment yields a better chance of having items delivered to the Guildmaster's chest on the top floor of the Fighters Guild hall in Chorrol. Choosing to focus on completing contracts will have money delivered to the chest instead, while focusing on both yields will yield items and a small amount of gold.

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Mages Guild

The Mages Guild is one of the four joinable guilds in Oblivion. To join, visit the Mages guild hall in Anvil, Bravil, Bruma, Cheydinhal, Chorrol, Leyawiin or Skingrad, and speak to the guild member in charge of recruitment. Speak to anyone other than this character about joining the Mages Guild to be directed to the right person.

Becoming a member of the Mages Guild yields several benefits. Most importantly, after completing the string of recommendation quests needed to become a full member of the guild, you'll then be able to access Arcane University in the Imperial City. The enchantment altars in the university can be used to create new spells and imbue weapons with magic properties.

To become a full member of the guild, you'll first have to complete the 'Join the Mages Guild' quest. To complete this quest, you must visit each Mages Guild hall in Cyrodiil, speak to the hall leader there, and select the 'Recommendation' dialogue option. Then, complete the small quest given to you by the leader to receive a recommendation from that hall. The seven recommendation quests do not need to be completed in a certain order.

This section is broken down into the following chapters:

- Anvil Recommendation**
- Bravil Recommendation**
- Bruma Recommendation**
- Cheydinhal Recommendation**
- Chorrol Recommendation**
- Leyawiin Recommendation**
- Skingrad Recommendation**
- A Mage's Staff**
- Ulterior Motives**
- Vahtacen's Secret**
- Necromancer's Moon**
- Liberation or Apprehension**
- Information at a Price**
- A Plot Revealed**
- The Bloodworm Helm**
- The Necromancer's Amulet**
- Ambush**
- Confront the King**
- Alchemy Acquisitions**

The Elder Scrolls IV: Oblivion Guide - Mages Guild

Anvil Recommendation

In the Anvil Mages Guild hall, locate and speak to Carahil; she should be behind the counter in the main hall. Select the 'Recommendation' dialogue option to get started. Carahil explains that there have been several cases of merchants being found dead along the Gold Road near Brina Cross Inn. Frost burns on the victims suggest that a mage is behind the murders. It's your job to investigate the matter.

Before heading off, select the 'Rogue Mage' dialogue option while speaking to Carahil to receive three scrolls of Frost Shell. When you're ready to set out, make your way to Brina Cross Inn north of Anvil and speak to Arielle Jurard inside. After speaking to her, approach the inn keeper and ask for a room. Then, head up the stairs, walk down to the end of the hall, and enter the room there.

Wait in your room until Arielle Jurard enters; she instructs you to sleep at Brina Cross Inn, and then travel along the Gold Road toward the ruined city of Kvatch after awakening. Use the bed to sleep for at least one hour, and then exit Brina Cross Inn. Travel along the Gold Road and you will eventually be stopped by Caminalda.

Caminalda is the mage behind these attacks, so you're going to have to take her down. Arielle and her battlemage friend will show up to assist in the fight, however, so besting Caminalda shouldn't be too difficult. If you were given Frost Shell scrolls by Carahil, use them now to take the punch out the rouge mage's ice-based spells. When the job is done, return to Anvil and inform Carahil of your success.

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Bravil Recommendation

In the Bravil Mages Guild hall, locate and speak to Kud-Ei to get started. A Dark Elf named Varon Vamori has been harassing Ardaline, a Mages Guild member, and has taken her Mage's Staff. Select the 'Mage's Staff' dialogue options while speaking to Kud-Ei to receive a Beguile scroll, which will raise the target's disposition when cast.

First things first; to find this Varon Vamori fellow and confront him. He is likely somewhere in the guild hall. With 'Bravil Recommendation' set as your active quest, follow the active quest marker on your compass to locate him. If he is not currently in the guild hall, use the wait feature to wait as many hours needed until the marker on your compass turns green. He should be there from 9:00AM to sometime after nightfall.

Once you have located Varon Vamori, speak to him and ask about Ardaline. Afterwards, inquire about the Mage's Staff. If he refuses to discuss the matter, use the Beguile scroll to raise his disposition, or play the persuasion mini-game. When his disposition is at least 70, he'll admit to taking Ardaline's staff, and explain that he sold it to a friend in the Imperial City.

Speak to Kud-Ei about Varon Vamori before heading to the Imperial City to receive three more Beguile scrolls. When you're ready to set out, leave the Bravil Mages Guild hall and fast travel to the Imperial City's Talos Plaza District. Once there, locate Soris Arenim's house and let yourself in. Speak to Soris and ask about the Mage's Staff. Provided his disposition is high enough, Soris will offer to sell the staff back to you for a portion of the gold he paid for it.

With Ardaline's Staff in your possession, return to the Bravil Mages Guild hall and speak to Kud-Ei there to complete the quest. She'll teach you the Captivate spell, which will raise the target's disposition when cast.

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Bruma Recommendation

In the Bruma Mages Guild hall, speak to Jeanne Frasorie, who should be behind the counter across from the entrance. If she isn't there, use the wait feature to pass time to 9:00AM. Select the 'Recommendation' dialogue option while speaking to Jeanne Frasorie to get started. Jeanne wants you to locate J'skar, a Khajiit who has recently gone missing.

Select the 'J'skar' dialogue option while speaking to Jeanne; she'll point you to a man named Volanaro. Volanaro knows where J'skar is, but he asks that you mention nothing of the situation to Jeanne. He asks that you help him play a small prank on Jeanne, only then will he reveal J'skar's location. This prank consists of you entering Jeanne Frasorie's room and removing the Manual of Spellcraft from her desk. Volanaro teaches you the Minor Latch Crack spell, which will automatically open a lock of Very Easy to Easy quality.

Jeanne's room is on the second floor of the guild hall. While facing the counter on the first floor of the guild hall, turn left and head up the stairs here; the door to Jeanne's room is at the top. Enter her room and approach the desk. Use a lockpick or the Minor Latch Crack spell to open the desk, and remove the Manual of Spellcraft

Once you have the book, return to Volanaro and hand it over. He instructs you to meet him in the Living Quarters after 10:00PM. When the time comes, enter the Living Quarters and head through the first door to your left to find Volanaro. Talk to him and he will make J'skar reappear. Speak to J'skar, and then to Jeanne to complete the quest.

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Cheydinhal Recommendation

In the Cheydinhal Mages Guild hall, speak to Falcar and select the 'Recommendation' dialogue option. Falcar could be anywhere in the guild hall, even the basement. If he is nowhere to be found, wait as many hours need to pass the time to around 11:00AM. Falcar wants you to retrieve the Ring of Burden, which was thrown down a well by another Mages Guild associate. Be careful here, as the Ring of Burden weighs 150 lbs! You may not be able take the ring without becoming over-encumbered, so store the non-essential items in your inventory somewhere for the time being.

The Ring of Burden is down the well behind the Mages Guild hall. Deetsan, a Mages Guild member, holds the key. Speak to Deetsan the Argonian, who should be somewhere in the Mages Guild hall, and select the 'Recommendation' dialogue option. Deetsan will discuss the matter only if Falcar is out of earshot. She believes that Falcar's task is an attempt to get you killed, explaining that the exact same task was given to a Mages Guild Associate named Vidkun, who hasn't been heard from since.

Deetsan gives you the Well Key and teaches you the Buoyancy spell, which grants the caster the Water Breathing and Feather effects for a short duration of time. This spell will prove useful, provided your Alteration skill level is high enough to cast it. If your Alteration skill level is inadequate for the casting of Buoyancy, consider dropping some heavy items before entering the well. Of course, save your game beforehand, just to be safe.

When you're ready to get started, exit the guild hall and make your way over to the well behind the building. Enter the well and swim to the left to spot the Vidkun's lifeless body. The Water Breathing effect gained from casting Buoyancy isn't entirely necessary here, as the well is quite small. Search Vidkun's corpse and remove the Ring of Burden.

When you have the ring, exit the well and return to the Mages Guild hall. Speak to Deetsan inside; she explains that she confronted Falcar about Vidkun, which caused him to fly into a rage and storm out. Real mature. Tell Deetsan of Vidkun's fate, then head down to the basement and enter Falcar's room. Approach the locked drawer next to his desk and cast a spell or use a lockpick to open it. Remove the two Black Soul Gems inside and present them to Deetsan to complete the quest.

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Fingers of the Mountain (Chorrol Recommendation)

In the Chorrol Mages Guild hall, locate Teekeus the Argonian and select the 'Recommendation' dialogue option while speaking to him. Teekeus wants you to see a woman named Earana, who he apparently has a bad history with. He has spotted her in town and is sure she is up to something.

Leave the guild hall and look around for Earana the High Elf; you should be able to spot her rather quickly. There is matter she would like to involve you in, but she'd rather the Mages Guild not know about it; she wants you to retrieve a book, entitled 'Fingers of the Mountain.' Despite Earana's wishes, return to the Guild Hall and inform Teekeus of Earana's request. Teekeus asks that you retrieve the book and immediately return to the guild hall and hand it over to him.

There are two ways you can go about completing this quest: either retrieve the book and give it Earana to learn the 'Fingers of the Mountain' spell, or retrieve the book and give it to Teekeus, who will hide it away to ensure that it does not fall into the wrong hands. Either way, you'll still get the recommendation.

The Fingers of the Mountain book is on Cloud Top, which is a small hill northwest of Chorrol. The hill may seem too steep to climb, but walking over the grass on the sides of the hill, you should be able to ascend to the top. Once you've made it to the top, look for the book among someone's charred remains. Lovely.

Earana is waiting at The Grey Mare tavern in Chorrol, and Teekeus in the Chorrol Mages Guild hall. If you choose to give the book to Teekeus, he will take it, lock it away, and give you your recommendation.

If you choose to give the book to Earana, the 'Fingers of the Mountain, Part II' quest will be added to your journal. You'll need to complete this quest first, and then inform Teekeus that you gave the book to Earana. Then, you must steal the book back from Earana and bring it to Teekeus to earn the recommendation. To steal the book back, return to The Grey Mare and take the stairs up to the second floor. Use a spell or lockpick to open the door at the end of the hall, and then the chest inside the room to find the book.

The Finger of the Mountain spell learned by giving the book to Earana may cost an insane amount of magicka to cast, as the strength and magicka cost of the spell is dependent on the level your character is when the spell is learned. As such, you may not be able to cast the spell unless your character has an amount of magicka attainable only by glitching.

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Leyawiin Recommendation

In the Leyawiin Mages Guild hall, locate Dagail and speak to her. She explains that she has lost an amulet, and claims she cannot help you until it is found. She points you to a woman named Agata. Locate Agata and speak to her to learn more about the Seer's Stone. Next, locate and speak to Kalthar and ask him about the Seer's Stone. Afterwards, speak to Agata concerning your conversation with Kalthar.

Finally, speak to Dagail again to learn where you must travel in order to find the Seer's Stone. She mentions a Fort Blueblood, which is in Blackwood southeast of Leyawiin. Travel to Fort Blueblood and head inside. Marauders occupy the fort, so remain vigilant and try not to move through too quickly to avoid becoming outnumbered.

With 'Leyawiin Recommendation' set as your active quest, follow the arrow on your compass and occasionally glance at the local area map to ensure you're headed in the right direction. As you get closer to the amulet, you will come to a room that contains several marauders and a Marauder Warlord. The Marauder Warlord holds the Fort Blueblood Key, so you'll have to kill him before you can progress any further.

Use the Fort Blueblood Key to unlock the door to the next area. A Will-o-the-wisp, a Trolls, and perhaps Minotaur, will be beyond this door, depending on your character's level. Locate Manduin's Coffin in this area, examine it, and remove Manduin's Amulet. Kalthar will show up and attempt to prevent you from giving the amulet back to Dagail. He is quite weak, however, so just slash away until he falls. Remove the key from Kalthar's corpse and use it to unlock the door back to the previous area.

With the Manduin's Amulet in hand, leave the Fort Blueblood and return to the Leyawiin Mages Guild hall. Present the Seer's Stone to Dagail to complete the quest.

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Skingrad Recommendation

In the Skingrad Mages Guild hall, locate Adrienne Berene and select the 'Recommendation' dialogue option while speaking to her. Adrienne asks that you find a Wood Elf named Erthor. Speak to Vigge the Cautious, who should be somewhere in the guild hall, and ask him about Erthor; he tells you that Erthor can likely be found in a place called Bleak Flats Cave.

Vigge doesn't remember where Bleak Flats Cave is, but he points you to Druja the Argonian, who should be able to remember the location. Ask Druja about Bleak Flats Cave to have the location marked on your map. Before heading out, speak to Adrienne Berene about Bleak Flats Cave to learn the 'Weak Fireball' spell.

Bleak Flats Cave is northwest of Skingrad. Zombies occupy the cave, and Erthor is trapped inside. Erthor will not agree to follow you out of the cave until every Zombie inside has been dealt with, so be sure to eliminate any that you come across once inside.

Upon entering the cave, move forward until you come to a large room, and then exit through the passage off to the left. At the end of the passage, make your way to the other end of this room and turn right. When you reach the next room, exit through the bottom passage, and continue moving in this direction until you are able to turn left. Head to the end of this passage to find Erthor. He won't follow you out of the cave until every Zombie in Bleak Flats Cave has been eliminated.

Speak to Erthor again when the cave is clear and he will agree to follow you out. Lead Erthor out of Bleak Flats Cave and back to the Skingrad Mages Guild hall. As soon as you enter the guild hall, Erthor will stop following you to talk to Adrienne. Speak to Adrienne afterwards to complete the quest.

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8: A Mage's Staff

Once you have attained a recommendation from all seven Mages Guild halls in Cyrodiil, you will be permitted entry to Arcane University in the Imperial City. Travel to the Imperial City and enter the Arch-Mage's Chambers and speak to Raminus Polus there. Select the 'Recommendations' dialogue option and that's it—you now have full access to Arcane University and all of its facilities! Well, except for the Orrery; you have to pay for that one.

Along with the rank up to Apprentice, Raminus Polus will also give you a Robe of the Apprentice.

The primary benefit to having access to Arcane University is that of being able to make use of the Altar of Enchanting in the Chironasium, and the Altar of Spellmaking in the Praxographical Center. With the Altar of Enchanting, one can imbue unenchanted items with magic properties using filled Soul Gems. The list of effects available to choose from is dependent on the nature of the spells in your character's spell book. In other words, you can only apply an attribute to an item if your character has a spell of the same effect in his or her spell book.

The Altar of Spellmaking, as its name implies, allows one to create unique spells. As far as available effects go, the same limitation applies to the Altar of Spellmaking as it does to the Altar of Enchanting.

To progress through the ranks in the Mages Guild, you have to complete specified tasks. For the most part, each time you complete a task, you'll just need to speak to Raminus Polus about your advancement to be promoted to the next highest rank.

Speak to Raminus Polus and select the 'Tasks' dialogue option to get started. As you're now a member of Arcane University and thus considered a mage (even if your character has never cast a spell), you need a Mage's Staff. Your first task is to acquire the wood needed to construct such a staff. Raminus tells you of a grove near Wellspring Cave northeast of the Imperial City where the necessary material can be found.

Leave Arcane University and travel to Wellspring Cave. Enter the cave; inside you'll find Zahrasha, the Khajiit who Raminus instructed you to converse with upon your arrival. Unfortunately, she's dead—not a good sign! There is a Necromancer in the cave as well. Kill the Necromancer, then examine Zahrasha's corpse and remove the Wellspring Cave Key.

The path through the cave is very straightforward; just find your way to the end of the cave, and use the Wellspring Cave Key to unlock the door there. Necromancers occupy the cave, however, so remain vigilant. Upon exiting the cave, you will be greeted by Noveni Othran. Kill her, and then open the Stone Chest up ahead to find the Unfinished Staff within. There are two more necromancers in the grove; kill them and you're free to leave unobstructed.

Return to Arcane University and speak to Raminus there. He directs you to the Chironasium, where you are to speak to Delmar. The first choice is of which magic school most appeals to you. You're choices are Destruction, Illusion and Mysticism. Destruction magic encompasses spells that deal damage or drain attributes; Illusion magic encompasses spells that affect your enemy in some way, and Mysticism magic affects the environment.

If your character is a magic class that uses staves as his or her primary weapon, you'll want to take your time in creating a new, powerful staff to use. If your character does not use magic or doesn't use staves, you might want to consider creating something like a staff of telekinesis; in other words, something fun that you will probably never use.

Delmar needs one day to prepare the staff; wait for at least 24 hours, and then speak to him again. Acquire the finished staff to complete the quest. Speak to Raminus about your advancement to be promoted to Journeyman.

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9: Ulterior Motives

After completing 'A Mage's Staff,' speak to Raminus and ask for another task. For your second task, Raminus requires that you retrieve a book from Janus Hassildor, the count of Skingrad.

Exit Arcane University, fast travel to Castle Skingrad, and enter the County Hall. Janus Hassildor is an exceedingly private person, so you won't find him in the County Hall; you'll need to speak to one of his stewards about seeing him. Look for Mercator Hosidus, who can most likely be found in the main hall. He tells you to return tomorrow, as Count Hassildor is not open to granting you an audience at this juncture. Wait for at least 24 hours, and then speak to Mercator Hosidus in the County Hall once more.

Hosidus explains that while the count is willing to see you, he doesn't want the meeting to take place in Castle Skingrad. As such, you are to meet Count Hassildor outside of the Cursed Mine west of Skingrad after 2:00AM. Sounds fishy, but if you wish to see the count, you have no choice but to oblige.

When you're ready to set out, have 'Ulterior Motives' set as your active quest and follow the marker on your compass to the meeting spot. Wait until the time is past 2:00AM and you will soon be approached by Mercator Hosidus who, alarmingly, does not have the count with him. He is instead accompanied by two necromancers, so it's evident whose side he's on.

Waste no time in attacking him. Things can quickly turn hectic during this bout as it is quite dark outside, and you will no doubt have several people attacking you at once. Count Hassildor will appear partway through the battle; he is not hostile toward you, so avoid attacking him. If you strike the count enough times out of confusion, he will quickly turn on you. If this happens, simply hold LT/L2 and press LB/L1 while facing him to yield.

When Mercator and the necromancers have been dealt with, Count Hassildor will initiate a conversation with you. By speaking to the count, you learn that you were actually sent to spy on him, and as such, there is no book to retrieve. Return to Arcane University and speak to Raminus about the task. Afterwards, ask Raminus about your advancement within the guild to be promoted to Evoker. You'll also be given a Spelldrinker Amulet.

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10: Vahtacen's Secret

A research project is underway in Vahtacen, an Ayleid ruin south of Cheydinhal. Irlav Jarol is the man in charge of the project. Look for Irlav Jarol in the Arch-Mage's Chambers and speak to him. He'll give you a rundown of the situation, as well as the key to Vahtacen.

Before setting out, make sure your character has an inexpensive frost spell in his or her spell book. You can purchase the cheap 'Snowball' spell from Edgar's Discount Spells in the Market District of the Imperial City.

After speaking to Irlav Jarol, fast travel to Cheydinhal and make your way south to the ruins of Vahtacen. Once there, you must speak to Skaleel, who is currently over-seeing the project. Skaleel is a bit deeper into the ruins, but the path to the expedition area is very straightforward. Speak to Skaleel; she explains that the research team has come to a pillar that appears to be immovable through normal means. Apparently, this pillar does not react well to magic, as several guild members have already been injured by it.



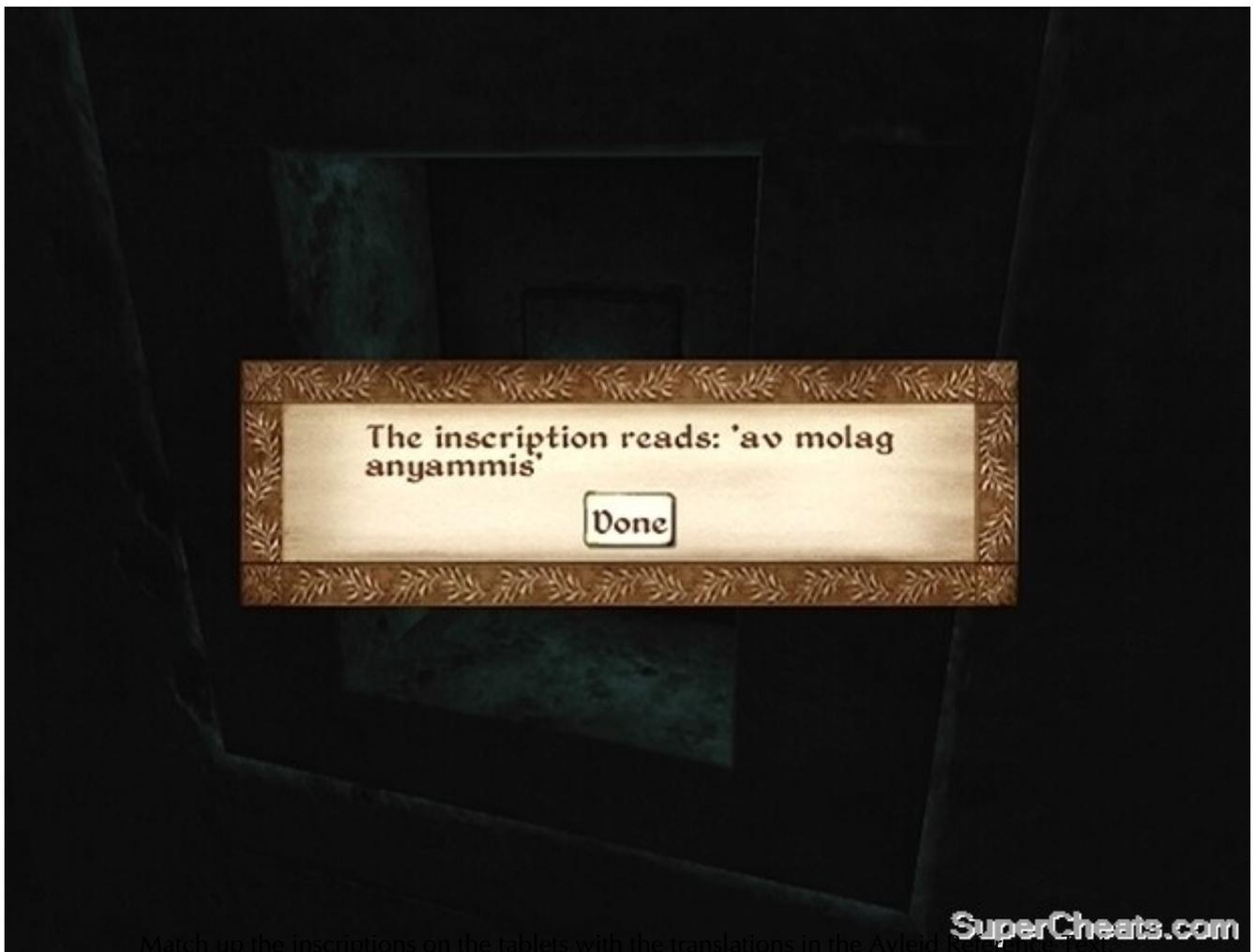
The pillar is actually an elaborate puzzle, which you are tasked with solving. To reach the pillar, locate the locked gate and use the Vahtacen Ruins Key to open it. Speak to Denel outside of the pillar room to learn of the strange Ayleid markings that are embedded on the walls surrounding the pillar. Denel thinks that Skaleel may have a book that can be used to decipher the text. Return to Skaleel and inquire about the book. Skaleel will give you the Ayleid

Reference Text; with this in hand, you can solve the puzzle that has had the Mages Guild research team stumped for weeks.

By translating the inscriptions, it becomes evident that specific spells must be cast on certain parts of the giant pillar. There is a chest behind the table in the area where Denel can be found. The chest contains a scroll of each of the spells needed to solve this puzzle. Remove the scrolls from the chest and proceed into the pillar room. It would be wise to save your game at this point, just in case you make a mistake.

You have to compare the inscriptions on the walls of this room to determine which spell must be cast on each section of the pillar. Each tablet on the wall refers to a different spell: Av molag anyammis refers to Fire, av mafre nagaia refers to Frost, magicka loria refers to Damage Magicka, and magicka sila refers to Fortify Magicka.

Each spell must be cast on the sections of the pillar that are whole. Some parts of the pillar have a small rectangle on the bottom; do not target these.



The spells must be cast in a certain order. First is the 'av molag anyammis' inscription. This refers to Fire, so aim your fire spell toward the whole rectangle portion of the pillar diagonal from the tablet and hit it. Next is the 'av mafre nagaia' inscription, which refers to Ice. Move on to the 'magicka loria' inscription, which refers to Damage Magicka. Lastly, move down to the 'magicka sila' inscription, which refers to Fortify Magicka. If at any point you are hit by a spell, you did something incorrectly.

So, the order that the spells must be cast on the pillar is Fire, Ice, Damage Magicka, and then Fortify Magicka. If done correctly, the pillar will open and a notification will pop-up onscreen, informing you of your success in solving the puzzle. Climb down the stairs and enter the 'Vahtacen Lorsel' area.

Solving the puzzle in the Vahtacen ruins

Upon entering Vahtacen Lorsel, Follow the path ahead to reach a large room. Do not step on the middle panel here, as doing so will trigger a trap. To avoid the trap, move through this room by walking along the sides of the panel and jump diagonally across to the other side. In the next area, you have to step on the floor panel here to open two passages to your left and right. Kill the two ghosts, and then proceed through the opening straight ahead. There is a trap in the middle of this room as well, as the blood stains effectively indicate. Avoid this trap in the same fashion as the last and proceed through the passage at the end of this room.

Continue to the end of the path to reach a large room. Head up the stairs at the other end of the room, turn left, and activate the Switch on the pillar there. The Switch triggers the stairs surrounding the platform in the middle of the room to rise. Make your way over to these steps and take them up to the platform. Look for a Press Block on one of the pillars up here and activate it; doing so will raise the cage in the middle of the platform to reveal an Ancient Elven Helm. Take the relic and leave the Vahtacen Lorsel area.



Retrieve the Ancient Elven Helm before leaving the Vahtacen Lorsel area.

Speak to Skaleel before leaving Vahtacen, and then return to Irlav Jarol in the Imperial City. Once you have given the helmet to Irlav Jarol, speak to Raminus about your advancement to be promoted to Conjurer. You'll also be given

a Robe of the Conjurer as reward.

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11: Necromancer's Moon

You need to speak to Tar-Meena in the Mystic Archives to learn about Black Soul Gems and their power. The Mystic Archives are located on the grounds of Arcane University. Inside, ask Tar-Meena about Black Soul Gems to learn of a book called 'Necromancer's Moon.' This book, Tar-Meena explains, contains the information you are looking for.

Look for a blue book on the table behind the desk that is to your right upon entering the Mystic Archives. This is Necromancer's Moon, so take it into your inventory and then speak to Tar-Meena again. Return to Raminus Polus in the Arch-Mage's Lobby and tell him of the book. He points you to Bothiel, who will surely know something about the 'Shade of the Revenant' mentioned in the text.

Locate this Bothiel and ask her about the Shade of the Revenant. Bothiel gives you a note that Falcar dropped when he himself visited the university to ask about the Shade of the Revenant. Speak to Raminus once more and select the 'Shade of the Revenant' dialogue option to have him mark Dark Fissure on your map. Now to travel there to see what you can discover.

The Dark Fissure cave is far east of the Imperial City, southeast of Cheydinhal. The hill that the altar sits upon may seem a little steep hill, but use the patches of grass along the side to help you ascend. Once you've made it to the top, enter the cave to spot a Worm Anchorite.

Kill the Necromancer inside the Dark Fissure cave and remove the note from his corpse. The note describes the process that the necromancers use to acquire Black Soul Gems. Once you have this note, there is no reason to venture further into the cave. Return to Arcane University and speak to Raminus Polus there. Afterwards, ask him about your advancement within the guild to be promoted to Magician.

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12: Liberation or Apprehension?

Speak to Raminus Polus at Arcane University and select the 'Terms' dialogue option to learn that Arch Mage Traven has a special assignment for you. Step through the portal marked 'Arch-Mage's Tower Council Chambers' and speak to Hannibal Traven there. Traven explains that Mucianus Alias, a Mages Guild informant who has infiltrated the necromancer ranks, may be in danger. He hasn't been heard from in some time, so it's your job to find and rescue him.

Mucianus Alias is known to have last been in Nenyond Twyll south of the Imperial City. Make your way to Nenyond Twyll and enter. Once inside, you'll meet a battlemage named Fithragaer. Speak to him to learn that the other battlemages sent to Nenyond Twyll fell during a bout with the necromancers. The necromancers have since retreated deeper into the ruins. Fithragaer will soon meet his demise, as he is so intent on killing the necromancers that he fails to notice the floor trap in his path. Looks like you're alone on this one after all.



After Fithragaer's humorous but unfortunate end, make your way over to the exit on the other side of this room. Head down the steps that you come to and turn left. Open the Iron Gate and proceed into the large area. There are necromancers, as well as undead in this ruin, so remain vigilant. Clear this area and exit to 'Nenyond Twyll Rielleseel.'

At the threshold, you will encounter a woman named Mariette Rielle. She informs you that Mucianus Alias is now a worm thrall. Kill her, then proceed down the stairs and open the Iron Gate there. Kill the enemies here, then move down to the other end of this area and activate the Press Block along the wall to open up a passage nearby.

Kill the Necromancer Adept here, and then proceed through the passage. Mucianus Alias is inside, and is evidently not doing too well. When you have discovered him, return to the Arcane University and tell Traven of Mucianus Alias' fate. Afterwards, speak to Raminus Polus about your advancement to be promoted to Warlock.

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13: Information at a Price

Speak to Hannibal Traven in the Arch-Mage's Tower Council Chambers and select the 'Tasks' dialogue option. He tells you that the count of Skingrad, Janus Hassildor, claims to have important information for the Mages Guild. Traven wants you to travel to Skingrad to discuss the matter with Count Hassildor.

Fast travel to Castle Skingrad and enter the County Hall. Once there, locate and speak to the count's stewardess, Hal-Liurz. She will leave momentarily to inform the count that he has a visitor. When Hal-Liurz returns with Count Hassildor, he will approach and initiate a conversation.

Before he is willing to divulge the information, the count requires that a small task be completed. Bloodcrust Cavern, a cave outside of town, is home to a band of vampires. This has attracted vampire hunters to Skingrad, who are making the count, a vampire himself, a little edgy. He wants you to eliminate the vampires in Bloodcrust Cavern of vampires to drive hunters out of Skingrad. He doesn't care if they are killed or persuaded to leave, he just wants them gone.

Killing the vampire hunters yourself is an unnecessarily difficult task, mainly because it is difficult to catch the hunters alone. If you murder one of the hunters and a Skingrad Guard catches you, he will act accordingly. You can dispose of the vampires in Bloodcrust Cavern yourself, collect the Vampire Dust from each corpse, and show the dust to Eridor to have the hunters leave the city instead. The vampires in Bloodcrust Cavern are quite strong, and there are plenty. For these reasons, it is much easier to simply have the vampires in Bloodcrust Cavern kill the hunters for you, or vice versa.

First, you'll need to locate Eridor, who is busy patrolling the streets of Skingrad. If you have 'Information at a Price' set as your active quest, a second marker will be visible on your compass, this one pointing to Eridor. When you have located Eridor, tell him that you have information for him. Tell him that the vampires are in Bloodcrust Cavern. Then, speak to him again and ask where the other hunters are looking; doing so will mark the location of the other two vampire hunters on your map.

If you've told Eridor where the vampires are, you're essentially killing two birds with one stone. Eridor and his men will eventually set out to the nest and attempt to eliminate the vampires inside. It is very unlikely that the hunters will succeed, however, as the cave is full of them. Wait for about 10 hours via the wait menu and by then the vampire hunters should have made their way to Bloodcrust Cavern.

Wait outside the cavern until a notification pops-up, informing you that the vampire hunters are dead. With the vampire hunters out of the way, you still need to eliminate the vampires that remain in Bloodcrust Cavern. So, enter Bloodcrust Cavern and finish the job. When there are no longer any vampires in the cave, a notification will pop-up onscreen to inform you of the fact. Before leaving, you may want to explore the rest of the cave, as you can search the dead vampires and vampire hunters and possibly find some useful equipment.

If the hunters succeed in killing the vampires in Bloodcrust Cavern, attack them as they exit the cave to finish the task.

As you are potentially facing vampires during this quest, your character may contract Porphyric Hemophilia (aka the 'vampire disease'). If you aren't partial toward having your character turn into a vampire, there are two ways to impede the transformation: visit a chapel in one of the major cities and pray at the altar there, or down a Potion of Cure Disease. To discern whether or not your character has contracted Porphyric Hemophilia, pull up the Active Effects menu and check each of the effects listed there to determine if they stem from the disease.

Return to Castle Skingrad when the job is done. Enter the County Hall and speak to Hal-Liurz to have her fetch Count Hassildor once more. When Hal-Liurz returns with the count, select the 'Information' dialogue option while

speaking to him. He tells you that Mannimarco, the King of Worms, has returned to Cyrodiil with hopes of bringing destruction to the Mages Guild. Return to Arcane University and speak to Traven at once. You'll have to wait a couple of days before Traven will have another task to assign.

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14: A Plot Revealed

After at least two days have passed following the completion of the 'Information at a Price' quest, speak to Arch-Mage Traven to be given another task. You are to travel to the Bruma Mages Guild hall to check on Jeanne Frasoric, as she has been out of contact for a few days.

Fast travel to Bruma and locate the Mages Guild hall there. Enter to discover that the guild hall has been attacked. You must investigate and search for survivors. You will encounter several ghosts in the guild hall, which vary in strength based on your character's level. Only a silver, Daedric, or magic weapon can damage ghosts.

Scour the first floor and clear out the ghosts that you encounter. When you find no signs of life on the first floor of the hall, move on to the Living Quarters. You have to head through the Living Quarters to reach Jeanne Frasorie's room, as path in the main hall is blocked by rubble. You are sure to encounter more ghosts here, so be ready for a fight.

Exit the Living Quarters via the door at the opposite end. Kill Camilla Lollia when you encounter her to trigger the appearance of J'skar, who managed to survive the attack by remaining invisible. After speaking to J'skar, travel back to Arcane University and speak to Traven. Then, ask Raminus Polus about your advancement within the guild to be promoted to Wizard. He will also teach you the 'Wizard's Fury' spell.

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15: The Bloodworm Helm

Once you have attained the rank of Wizard, speak to Arch-Mage Traven and select the 'The Bloodworm Helm' and 'The Necromancer's Amulet' dialogue options to have two quests added to your quest log. These quests can be completed in either order.

The Bloodworm Helm has been taken by a group of wizards, led by Irlav Jarol, to Fort Teleman. Fort Teleman is located far northeast of Leyawiin. Leave Arcane University and travel to this location. Upon entering, it becomes evident that trouble is afoot. Fort Teleman is full of necromancers, so what of Irlav and party? You'll have to delve deeper into the fort to find out.

You first need to make your way to the 'Fort Teleman, Order of the Black Rose' area. Though the path to this area is rather straightforward, it is also quite treacherous, as there are a number of necromancers from here to there. With 'The Bloodworm Helm' set as your active quest, follow the marker on your compass to reach the door to this area. Proceed through.

In this area, you are likely to encounter some lesser Daedra, as well as the usual necromancers. These Daedra are not friend to the necromancer either, so sit back and let them fight if you witness the two groups lock horns. Make your way through this area to the room where Irlav Jarol can be found. You are too late, unfortunately; Irlav Jarol's corpse lay in the middle of this room, with one or more enemies surrounding it. When the enemies here have been dealt with, search Irlav Jarol's corpse and remove the Bloodworm Helm.

With the Bloodworm Helm in your inventory, exit Fort Teleman and return to Arcane University hand. Speak to Traven at and hand over the Bloodworm Helm. If you have also completed 'The Necromancer's Amulet,' speak to Raminus Polus afterwards concerning your advancement to be promoted to Master-Wizard.

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16: The Necromancer's Amulet

Once you have attained the rank of Wizard, speak to Traven to have two quests, 'The Bloodworm Helm' and 'The Necromancer's Amulet,' added to your quest log. These quests can be completed in either order.

A group of guild mages, headed by Caranya, have taken the Necromancer's Amulet to Fort Ontus, where they are currently at work studying its rather unique properties. You must travel to Fort Ontus northwest of Skingrad, retrieve the amulet, and return with it to Arcane University. When you're ready to get started, leave Arcane University and make your way to Fort Ontus. The hill that the fort is atop is quite steep; approach from the west and move around the base of the hill until you spot patches of grass that can be used to help you ascend.

Inside Fort Ontus, you will find several guild mages standing about. If spoken to, they will point you to Caranya, who is in the 'Fort Ontus Understreets' area. There are actually two routes to the Understreets, but you need to enter the Understreets a specific way to reach Caranya's location. Essentially, do not drop down from the bridge to the lower level of Fort Ontus, as doing so will prevent you from being able to reach Caranya.

With 'The Necromancer's Amulet' set as your active quest, follow the marker on your compass to the door that leads to Fort Onus Understreets on the upper level. Once in the Understreets, follow the marker to Caranya and speak to her. Yeah, she's a necromancer. Attack and kill her as soon as she stops talking and remove Necromancer's Amulet from her corpse. The mages you passed on your way to Caranya are also necromancers. Figures.

With the Necromancer's Amulet in your inventory, exit Fort Onus and return to Arcane University. Speak to Traven and hand over the Necromancer's Amulet. If you have also completed 'The Bloodworm Helm' quest, speak to Raminus Polis afterwards concerning your advancement to be promoted to Master-Wizard.

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17: Ambush

Once you have attained the rank of Master-Wizard, speak to Arch-Mage Traven to be given another task. This time, you are travel to the ruins of Silorn southeast of Skingrad to meet with the group of Battlemages who are preparing to storm the place.

Leave Arcane University and make your way to Silorn. The leader of the group of necromancers inside the ruins is none other than Falcar, the shady Dark Elf you dealt with during the Chorrol recommendation quest. The troop of battlemages, consisting of Thalfin, Merete, and Iver, are situated east of the ruin. If you haven't been spotted by the necromancers, you can speak to Thalfin to work out a strategy. Doing so isn't necessary, as you can certainly handle the necromancers by yourself at this point.

When you're prepared, approach the ruins and you'll be spotted some necromancers, who will immediately move to alert Falcar to your presence. Enter Silorn to find, you guessed it, more necromancers. From the entrance, follow the path ahead until you reach a large area. Exit this next area via the passage in the southwest corner; refer to the local area map if necessary.

Make your way to the door to 'Silorn Sedorseti' along the south wall of this room and proceed through. Head to the other end of this area, and follow the passage there to reach the next room. Activate the Press Block on one of the pillars here and exit through the passage that opens up on the south side of the room. You will find yourself in a large area with a body of water at its center. Locate the steps on the north side of this room and climb up. Step on the push panel on the floor here to open a new passage. Head through this passage and turn right. Activate the Push Panel that is on the floor right in front of the gate, then cross the bridge and exit back to the main Silorn area.

Here, activate the Press Block straight ahead, then jump down to the lower level and cross the bridge there. Enter the 'Silorn Buroseti' area via the door at the other end of the bridge. Locate Falcar, who is in a room near the entrance, and kill him. Once defeated, search Falcar's corpse and remove the Colossal Black Soul Gem and the key from his inventory. With the gem in your inventory, exit Silorn, return to Arcane University, and speak to Arch-Mage Traven there.

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18: Confront the King

After completing 'Ambush' and having given the Colossal Black Soul Gem to Traven, speak to him and select the 'Tasks' dialogue option. A short chat will ensue, and then the Arch-Mage will sacrifice himself. Search his corpse and remove the Filled Colossal Black Soul Gem from his inventory.

You now must travel to Echo Cave to face Mannimarco, the King of Worms. Echo Cave is northwest of the Bruma, so leave Arcane University and make your way to this location. You will be greeted by Bolor Savel upon your arrival. He holds the key to Echo Cave, so you'll have to kill him to get it. Kill Bolor Savel, remove the key from his inventory, and use it to open the door to Echo Cave.

Necromancers and an array of undead creatures occupy Echo Cave. With 'Confront the King' set as your active quest, you can simply follow your compass through the cave to reach Mannimarco. The King of Worms is somewhere in the 'Echo Necromancer's Chamber' area. The path to the Necromancer's Chamber is rather straightforward, so simply follow your compass to reach the door there. There are plenty of necromancers inside Echo Cave, however, and you'll have to travel through the Echo Passages area to reach the chamber.

Enter Necromancer's Chamber, and kill the Necromancer Adept by the entrance. Mannimarco is in the middle of chamber. It would be wise to save your game at this point. When prepared, cross the bridge and step onto the platform. Mannimarco's character model is rather unremarkable for one who is the so-called 'King of Worms,' but he is a foe worthy of caution nevertheless.

Approach Mannimarco; he will cast a paralyze spell, and then initiate a conversation with you. You can try to hit him with a sneak attack, which is quite easy when using a bow. When Mannimarco is finished speaking, immediately attack.

When he finally falls, search his remains and remove the Staff of Worms and the King of Worms' Robe. With the dreaded King of Worms defeated, all that is left for you to do is return to Arcane University to take your rightful place as the Mages Guild's new Arch-Mage. Follow the active quest marker on your compass to locate a Trap Door back to the main Echo Cave area. Leave the cave, and travel back to Arcane University. Raminus Polus will approach you as soon as you enter the Arch-Mage's Lobby to acknowledge your position as the new Arch-Mage!

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19: Alchemy Acquisitions

Being the Arch-Mage of the Mages Guild does have its perks. For one, you now have full, legal access to the Arch-Mages Quarters in the main tower of Arcane University. Furthermore, speak to Raminus Polus about 'Ingredient Collection' to add 'Alchemy Acquisitions' to your quest log. Then, speak to Julienne Fanis in the Lustratorium on the Arcane University grounds and select the 'Ingredient Collection' dialogue option to learn about the enchanted treasure chest in the Arch-Mages Quarters. Lastly, you can speak to a Mage Apprentice in the university and have him or her follow you around.

The enchanted chest can be used to duplicate alchemical substances in small quantities. All you must do is place an item in the chest and wait for 24 hours. After at least 24 hours have passed, open the chest to find the duplicated item. This chest can only be used in such a way once a week, so you'll only want to duplicate the more rare ingredients. Of course, there are limitations on certain items, such as Nirnroot.

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Thieves Guild

This section is broken down into the following chapters:

Finding the Thieves Guild

May the Best Thief Win

Independent Thievery

Untaxing the Poor

The Elven Maiden

Ahdarji's Heirloom

Misdirection

Lost Histories

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Turning a Blind Eye

Arrow of Extrication

Boots of Springheel Jak

The Ultimate Heist

The Thieves Guild is one of the four joinable guilds in the game. Join the guild, and you can then take special jobs to advance in rank. One of the perks of being a member is having access to a fence who will buy your stolen goods. The best fences are only available to high ranked members, however.

There are three rules that one must follow to remain a member:

1. Never steal from another member of the guild.
2. Never kill someone on the job. Animals and monsters are fair game.
3. Never steal from beggars or peasants.

Break any of the above rules and you'll be thrown out of the guild. If you are suspended, you can simply speak to one of the doyens and pay a fee to get back in. Armand Christophe, who can be found in the Imperial City Waterfront at around midnight each night, and S'Krivva of Bravil are the two doyens. Kill on the job, and you'll have to pay a blood price to get back on good terms with the guild.

Read on to learn how to join this elusive group.

The Elder Scrolls IV: Oblivion Guide - Thieves Guild

1: Finding the Thieves Guild

Unlike the Mages and Fighters guilds, the Thieves Guild does not have a guild hall. Consequently, locating this elusive group is a task in itself. Your path to the Thieves Guild begins in the Imperial City, so make your way over there. To get the guild's attention, you must spend one night in jail. Getting hauled off to prison is simple, but you'll want to make it a minor offense.

A red cursor icon denotes an illegal action. Ensure that there are witnesses, whether it be a guard or a citizen, and follow through with the proposed action. If a law-abiding citizen witnesses the act, they will most likely fetch one of the city guards, who will then make the arrest. When confronted by a guard, there are three available options: Go to Jail, Resist Arrest, or Pay Bounty. Resist arrest, and the city guard will chase after and kill you. That's not our goal here, so pick 'Go to Jail.'

Alternatively, there is another way to locate the Thieves Guild that does not involve sullyng your record. Befriend one of the beggars in the Imperial City, and they will then divulge the guild's meeting spot. To make this an option, view one of the Gray Fox posters around the city, and 'Gray Fox' will then become a dialogue option when speaking to someone. Raise a beggar's disposition through the persuasion mini-game or bribery, and then ask about Gray Fox. If you choose this approach, go ahead and skip the next paragraph.

Once you've been hauled off to jail, you won't need to wait through your sentence in real time. Look around your cell for a bed, and sleep. When your character awakens, he or she will be out of prison. Remember to re-equip your weapon and armour. Then, fast travel to the Imperial City Waterfront. There, open the wait menu and set it to pass 24 hours. You should soon be pulled out of the wait process by a Dark Elf, who will give you a mysterious note.

The note instructs you to visit the Garden of Dareloth in the Waterfront at midnight. Fast travel to the Waterfront, turn around, and head through the open doorway up ahead. Once through the doorway, turn right and head straight until you reach a brick fence next to a house. Jump over the fence and stand in the garden. If isn't midnight, open up the wait menu and pass enough hours until it is. An Argonian, a Redguard, and a Wood Elf will enter the garden at this time. Approach the torch-bearing Redguard and select the Mysterious Note dialogue option.

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2: May the Best Thief Win

When Armand is finished speaking, select the 'Join the Thieves Guild' dialogue option. The other two characters in the garden, Amusei and Methredhel, are both intent on joining the guild as well. Consequently, before you can become a member, you'll have to compete against the other hopefuls. The first to retrieve Amantius Allectus' diary and return to the garden with it will be inducted into the guild. This task is a simple one, provided you know where Amantius Allectus' House is.

First, you'll need lockpicks; if you don't have a sufficient amount, you can buy some from Armand Christophe at 5 gold coins per pick. Methredhel knows what she's doing, while Amusei doesn't have a clue, so ignore him. Don't bother seeking a beggar, and instead immediately fast travel to the Imperial City's Temple District. Most likely, Methredhel will be right in front of you when you appear in the district. If you haven't yet explored the Temple District, follow Methredhel to Amantius Allectus' House, otherwise use the local area map to locate his house and set a marker there.



When Methredhel reaches Amantius' place, use a lockpick to unlock the door and enter. Once inside house, quickly approach the desk to the right. Open the desk and remove Amantius Allectus' Diary. Getting to the desk before Methredhel is easy; just run straight toward it while she takes her time. Once you have the diary in your possession, Methredhel will stop, stand up, and walk out. If you fail to get to the diary before she does, you'll need to steal it

from her. It can be found inside one of the treasure chests in her home in the Waterfront.

Once you have Amantius Allectus' Diary, fast travel to the Waterfront and return to the Garden of Dareloth. Speak to Armand Christophe there and select the 'Thieves Guild Test' dialogue option to be accepted into the guild.

Getting to Amantius Allectus' Diary before Methredhel

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3: Independent Thievery

This is an ongoing quest that will remain active until the Thieves Guild questline has been completed. Before you can undertake a special job, you'll need experience as a thief. This entails stealing items and selling them to a fence. The first available fence is Ongar the World-Weary in Bruma. Each time you complete a Thieves Guild quest, an in-game pop up will appear, instructing you to steal and sell a certain gold-worth amount of stuff.

Once you have fenced the required amount, another pop up will appear, informing you of this fact. Then, see your current doyen for another quest. Before you can begin your first quest, you'll need to make a total of 50 gold selling stolen items to a fence. The amount of gold needed to start the next job increases by 100 gold with each quest completed. When you have reached the first amount needed, see Armand Christophe for a quest.

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4: Untaxing the Poor

Before this quest can be started, you'll need to steal at least 50 gold worth of items and sell them to Ongar the World-Weary in Bruma. Attaining this amount of gold via a fence is easy, and can be surpassed by breaking into the Slash N' Smash store in the Imperial City's Market District and stealing whatever you can get your hands on.

You can only barter with Ongar the World-Weary while he is in his house. If you spot him on the street, you won't be able to sell your stolen goods to him. He sleeps during the day, and disappears at nightfall. If it's not daytime, open up the wait menu and pass as many hours as necessary to make it so. While it's light out, enter Ongar's house. He should be sleeping in his bed; just wake him up to barter. Play the persuasion mini-game or bribe Ongar before selling to get more gold for your stolen goods.



stolen goods.

The total amount of gold earned by selling stolen items will appear in the top right corner of the screen while conversing with Ongar. Once you have reached the first required amount, leave Ongar's house and speak Armand in the Imperial City Waterfront. If it isn't midnight, use the wait feature to pass as many hours as necessary to make it 12:00AM so Armand will appear. Speak to Armand and select the 'Thieves Guild Special Jobs' dialogue option to get started.

Hieronimus Lex, the Imperial Watch Captain, has collected taxes from the poor people living in the Waterfront, which has angered the Thieves Guild. You're tasked with stealing the Waterfront Tax Records, as well as the gold collected from the poor in the district. The document and gold can be found in the south tower in the Temple District. Fast travel to the Temple District; once there, turn right and follow the stone path to reach the tower entrance. Ensure that it is night time before entering the tower, as there won't be any guards on the first floor at night. Enter Sneak Mode and enter the tower while the sneak icon is faded, which indicates that you are not being watched.

Once in the south tower, approach the ladder on the first floor and climb up to the next level. Look to your left once up the ladder to spot another. Climb up the next ladder, and you'll come to a locked one. Use lockpicks to unlock the ladder, and climb up to reach the top floor. The desk that holds the tax records and gold will be to your right upon entering. Approach the desk and remove the Waterfront Tax Records and gold coins inside. Now all you need to do is climb back down the tower and report to Armand.



Look for the Waterfront Tax Records in the locked desk in the South Watch Captain's Quarters.

If you weren't caught stealing, there shouldn't be anyone waiting for you as you climb down the ladder. Any guards that you do encounter will most likely not realize that anything has been stolen. If you do encounter conscious guards on your way down the tower, quickly take the next ladder down before they start to get angry.

When you reach the bottom floor, head out the door and fast travel to the Waterfront. If Armand isn't there, use the wait feature to pass as many hours as necessary to make it midnight so he will appear. When he is there, speak to him and inform him that you have completed the task.

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5: The Elven Maiden

Make a total of 100 gold selling stolen goods to one of the guild fences to unlock this quest. When you have sold at least 100 gold worth of stolen goods to Ongar the World-Weary in Bruma, speak to Armand in the Imperial City Waterfront when he appears at midnight and select the 'Thieves Guild Special Jobs' dialogue option.

You're tasked with stealing a bust of Llathasa Indarys in Cheydinhal. Travel to Cheydinhal and look for a beggar to talk to. For a small amount of gold, one of the beggars in the city will tell you where the bust is. You'll discover that the bust is in the Great Chapel of Arkay. Use your map to locate the chapel, and then step inside. Upon entering, proceed down the steps in front of you and turn right when you reach the bottom. Enter Sneak Mode, ensure that you are not being watched, and use a lockpick to unlock the door.

A guard is patrolling this chamber, so ensure that you have Sneak Mode toggled. Though it's dark and thus difficult to see, you should be able to find your way through while avoiding the guard. Go straight upon entering, hug the wall, and head down the passage that you come to on your right. Llathasa's Bust is straight ahead, so move up and take it into your inventory. Don't loot Llathasa's Tomb, as a ghost will appear and likely alert the guard to your presence.



When you have the bust, take your time as you make your way out of the area, as the guard may be near. Once

outside, you're home free. Too easy? There's more.

Return to the Imperial City Waterfront once you have the bust. The Imperial Watch are looking for Armand Christophe, apparently under the assumption that it was he who stole the Bust of Llathasa Indarys. Speak to one of your fellow guild members to learn that Methredhel is looking for you. Use the wait menu to pass one hour if you don't feel like waiting, and Methredhel should approach you.

Once Methredhel has explained the situation, you're tasked with planting the bust in Myvryna Arano's House. Locate Myvryna's home in the Waterfront, and toggle Sneak Mode in front of her locked door. She sleeps during the day, so use the wait menu to pass as many hours as necessary to make it 12:00PM before attempting to break in. Hieronymus Lex should be standing just a short ways away from Myvryna's front door. While in Sneak Mode, watch the eye icon on the screen; if the icon is bright and solid do not attempt to pick the lock, as this indicates that you are being watched. When the icon fades, that's your cue to pick the lock. You may want to create a separate save file before doing anything, just in case you make a mistake.



Inside Myvryna's house, creep over to the cupboard next to her bed. Click on the cupboard to automatically place the Bust of Llathasa Indarys inside. Once the bust has been planted, head back outside and locate Hieronymus Lex. He won't believe you when you tell him that Myvryna is the thief unless his disposition is high enough, so play the persuasion mini-game or bribe him to raise his disposition to at least 70.

When Lex believes the story, follow him to Myvryna Arano's house. Watch the scene that takes place once inside,

and then return to the Garden of Darelloth. When midnight arrives, Armand Christophe will appear as always. Speak to him to complete the quest. You can now use Dar Jee in Leyawiin as a fence.

Stealing Llathasa's Bust and planting it in Myvryna Arano's House.

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6: Ahdarji's Heirloom

Speak to Armand and select the 'Thieves Guild Special Jobs' dialogue option. Armand doesn't have any more jobs for you, so you'll be accepting quests from S'Krivva in Bravil from now on. S'Krivva will either be in the Lonely Suitor Lodge in Bravil, or in her home. If you set Ahdarji's Heirloom as your active quest, you can then follow the arrow that appears on your compass to find her. If the arrow leads you to her house and the front door is locked, use the wait menu to pass an hour. Continue doing this until the door is no longer locked, which means that she is home.

Inside, locate S'Krivva and select 'Thieves Guild Special Jobs' dialogue option. Before she will give you a job, you'll have to have sold 300 gold worth of stolen goods to a fence. If you haven't sold enough, hit another store and sell your stolen goods to a fence until you have reached the required amount. Once you have made enough gold selling stolen goods, return to Bravil and see S'Krivva about a job.



S'Krivva wants you to retrieve a ring that belonged to Ahdarji, a widow living in Leyawiin. Fast travel to Leyawiin, approach one of the beggars outside, and select the 'Ahdarji' dialogue option. You may need to pay a small bit of gold before the beggar will talk. When you are told, you'll learn that Ahdarji can be found in her home or in the Three Sister's Inn. She seems to visit the Three Sister's Inn each night at around 8:00PM. If her front door is locked and she is not at the Three Sister's Inn, use the wait menu and pass an hour by until the door is unlocked.

Once you have found Ahdarji, approach her and ask about her ring. She'll tell you that the ring has been stolen by an Argonian named Amusei. After speaking to her, head back outside and look around for another beggar. Ask about Amusei, and hand over some gold coins if necessary. The beggar will explain that Amusei has been thrown into prison. He or she will also explain that the jailors in Castle Leyawiin quite easily.

Fast travel to Castle Leyawiin, head straight, and go through the doorway that you come to on your right. Continue heading straight until you reach the Castle Leyawiin Dungeon. Proceed down the stairs and locate the Castle Jailor. Ask him about Amusei, and select the 'Not even for 20 gold coins?' dialogue option. Once you've been passed through, locate Amusei, speak to him, and select the 'Ahdarji's Ring' dialogue option. He initially refuses, but will tell you about the ring if you select the 'What if I give you a lockpick?' dialogue option.



According to Amusei, Countess Alessia of Leyawiin has Ahdarji's Ring now. Consequently, you're going to have to sneak through the castle to steal it back. Before heading to the castle, locate Ahdarji and speak to her. Ask about the ring and she will tell you more about it. She'll also give you the gold reward.

Find a beggar on the street and select the 'Recovered Caro Family Ring' dialogue option. The beggar tells you that Hlidara Mothril, the countess' handmaiden, would be able to tell you about her schedule. They'll also tell you of a hidden torture chamber in Castle Leyawiin, and that Hlidara eats dinner with the count, countess, and some other important people at around 8:00PM each night.

Use the wait menu to pass enough hours to make it 8:00PM, if it isn't around that time already. Fast travel to Castle

Leyawiin and locate Hlidara Mothril. She won't tell you anything if her disposition isn't high enough, so play the persuasion mini-game or bribe her until it is at least 70.

If you don't wish to speak to Hlidara, just make your way to the basement, as the secret passage is there. The door to the basement is in the upper right corner of the throne room. The count and countess retire at around 11:00PM, so before entering the basement, advance the time to around 11:00PM via the wait menu. Once in the basement, head to the other end. Use the lever in the broken barrel here to open up the secret passage. Proceed through and follow the path until you reach the secret room. Use lockpicks to unlock the door, and then enter.



Activate the hidden Lever in the Castle Leyawiin Basement to reveal a secret passage.

Move through the torture room and exit through the door on the opposite side. Pull the lever at the end of this passage, and enter the Lord's Manor Private Quarters. It would be a good idea to save your game at this point. Ensure that you have Sneak Mode toggled, pull the second lever, and use lockpicks to open the wooden door in this room. There may be a guard about, but he shouldn't be able to see you.

When you hear the sound of people talking, take cover somewhere, and click the Right Stick to give yourself a better view of your surroundings. You should soon spot the count and countess, accompanied by the handmaid and a guard. Once you see the handmaid and guard head off, move from your cover and approach the door on the left side of the room. Use the lockpick to open the wooden door and gain access to the bedroom.

Alessia's Jewellery Box is on the table next to the bed. The guard is still patrolling the hall outside, so avoid being spotted through the open door. The Jewellery Box is locked; some lockpicks will do the trick. Once you have

managed to unlock the box, remove Ahdarji's Ring and anything else of value.



Countess Alessia only removes the ring when she retires at each night at around 11:00PM.

If for some reason there are two Ahdarji's Rings in the Jewellery Box, do not take the second. This is a glitch, and taking the second ring may prevent you from advancing in the Thieves Guild, as Ahdarji won't acknowledge that you have the ring if you take both. Though this glitch has been patched since release, if you are playing an unpatched version, you'll have to watch out for this one.

When you have Ahdarji's Ring, slowly make your way out of the bedroom. Remember that the guard is still patrolling the hallway, so don't just blindly walk out of the room. When you have made it out of the Lord's Manor Private Quarters, head back down this path and exit the basement.

Leave Castle Leyawiin and locate Ahdarji. Visit her home at around 8:00PM. Hand over the ring to receive your reward. With that done, report back to S'Krivva in Bravil to complete the quest.

Stealing back Ahdarji's Ring.

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7: Misdirection

Make at least 300 gold selling stolen goods to a fence to unlock this quest. When you have reached the required amount, speak to S'Krivva and select the 'Thieves Guild Special Jobs' dialogue option. Hieronymus Lex has set the Waterfront on lock down, and refuses to leave until someone tells him the whereabouts of the Gray Fox. You're tasked with getting him out of there.

S'Krivva points you to Methredhel in the Imperial City, who apparently has a plan. Fast travel to the Imperial City, speak to one of the beggars there, and select the 'Methredhel' dialogue option from the list. Hand over some gold coins if necessary to learn that Methredhel is hiding in Dynari Amnis' House, which is located in the Talos Plaza District. Travel to the Talos Plaza District, locate Dynari Amnis' House, and head inside. Inside, speak to Methredhel and select the 'Waterfront Invasion' dialogue option to hear her plan.

You are to travel to Arcane University in the Imperial City and steal Hrormir's Staff from the Archmage's room. Methredhel has given you a note from the Gray Fox, which you are to leave in the Archmage's nightstand.

When ready, fast travel to the Arcane University and enter the Arch-Mage's Lobby. Raminus Polus goes to sleep at around 1:00AM. Make sure he isn't in the lobby before heading through the portal to the Arch-Mage's Tower Council Chambers. Raminus Polus may be gone, but Irlav Jarol is still on patrol. He won't do much to stand in your way, but try to sneak past him. If you're spotted, the most he'll do is shout at you. Continue through the second portal either way.

Once through the second portal, you'll have to move fast, because Irlav Jarol will follow you through and you don't want him to catch you stealing the staff. Hrormir's Icestaff is on the desk here, so run up and grab it. Then, move over to the nightstand next to the bed and click on it to leave the note from the Gray Fox.

Now to get the staff back the Methredhel. Exit Arcane University, and travel to the Talos Plaza District. Enter Dynari Amnis' House, speak to Methredhel inside, and select the 'Hrormir's Icestaff' dialogue option. Methredhel now wants you to find and spy on Lex, so fast travel to the Waterfront after speaking to her. Look for Lex in the middle of the housing area and approach him to trigger an event. Afterward, return to Methredhel and select the 'Hieronymus Lex' dialogue option.

Lastly, you're tasked with returning the Hrormir's Icestaff to the Arcane University. You'll need to drop it off in Ontus Vanin's House, since it would be too dangerous to return it directly. Ontus Vanin's House is located in the Talos Plaza District. The front door is locked, so ensure that you have Sneak Mode toggled and that the sneak icon is faded before picking the lock. Inside, head up the stairs and enter his bedroom. Interact with the treasure chest in Ontus Vanin's room and place Hrormir's Icestaff inside.

With that done, go see S'Krivva in Bravil to collect your reward. Luciana Galena in Bravil can now be used as a fence.

video=ob-misdirection.avi title=Stealing Hrormir's Icestaff.]

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8: Lost Histories

Sell 400 gold worth of stolen good to a fence to unlock this quest. Once you have reached the required amount, travel to Bravil and speak to S'Krivva there. This time, you're tasked with retrieving a book, entitled 'Lost Histories of Tamriel.' Theranis, another thief, had been sent to find it, but he hasn't been heard from since. You'll need to find Theranis first.

Fast travel to Skingrad, locate a beggar there, and select the 'Theranis' dialogue option. Give the beggar some gold coins if necessary, and you'll learn that Theranis was arrested and taken to the Skingrad Dungeon. Fast travel to Castle Skingrad and enter the courtyard. Head up the first set of steps that you see, move to the end of the walkway at the top, and proceed through the door there to enter the dungeon.



Locate the Skingrad Dungeon Jailor and offer him 50 gold coins to open the door. He will refuse and threaten to throw you in prison. Speak to him again and select the 'Work in Castle Skingrad' option. He'll point you to Shum Gro-Yarug, who is looking to hire.

Shum Gro-Yarug visits the West Weald Inn at 10:00AM each day, and the Colovian Trader at 12:00PM. Depending on the time, make your way to either the West Weald Inn or the Colovian Trader. If you have Lost Histories set as your active quest, the arrow on your map and compass will indicate where Shum Gro-Yarug is currently. Use the

wait menu to pass as many hours necessary for Shum Gro-Yarug to appear. When you've located the Orc, select the 'Work in Castle Skingrad' dialogue option while speaking to him.

Once you have the job, return to Castle Skingrad, enter dungeon, and speak to the jailor. Select the 'Open the door, I'm the slop drudge' dialogue option, and the jailor will get up and open the door for you. Inside, speak to Larthjar the Laggard, who should be in the first cell you see. Agree to free him, and then select the 'Theranis' dialogue option. He'll tell you that Theranis was taken out of his cell, along with an Argonian who put up a fight and was bleeding a lot.



Follow the blood stains in the Skingrad Dungeon to a Strange Candle. Activate the Strange Candle to reveal a secret passage.

After speaking to Larthjar the Laggard, follow the blood stains on the floor to the end of the prison cell block. Activate the Strange Candle at the right end of the wall to open up a secret passage. Press on and you'll come to a wine cellar. Move to the opposite end of this room and look for another Strange Candle on a pillar smeared with blood. Activate the Strange Candle and one of the barrels will open, revealing another secret passage.

Cautiously proceed down this tunnel, and you will soon spot a woman standing in the distance. She is hostile, so don't bother waiting for her to attack and try for a sneak attack. When she is dead, remove the keys from her corpse. When you have the keys, look around for Amusei, who's locked in a cell. Speak to him and ask about Theranis. In exchange for a message from Theranis concerning the Lost Histories of Tamriel, you'll need to free Amusei and escort him out of Castle Skingrad.

Agree to help Amusei out of Castle Skingrad and open the cage. If you didn't remove the key from the Pale Lady's corpse, you'll have to pick the lock. With Amusei in tow, head through the passage to the left and exit out to the dining hall. Cautiously move to the right, through the open doorways, until you reach the door out to the courtyard. Once in the courtyard, head down the steps and through the door in front of you. Once out of the castle, cross the bridge until you are notified of your escape.

Helping Amusei escape from Castle Skingrad.

The Lost Histories of Tamriel is under a bush behind Nerastarel's House. When Amusei departs, fast travel to Skingrad and locate Nerastarel's House. Look next to the bush behind the house and pick up the book and bring it back to S'Krivva, she will give you a nice amount of gold coins for completing this task.

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9: Taking Care of Lex

Make at least 500 gold by selling stolen goods to a fence to unlock this quest. Once you have reached the required amount, travel to Bravil and speak to S'Krivva there. It's time to get rid of Hieronymus Lex once and for all. No, you're not going to kill him, but just send him away.

Countess Umbranox of Anvil is currently looking for a new Captain of the Guard. You'll need to steal the letter of recommendation that has already been sent to the Imperial Watch Guard and replace it with a forged letter recommending Hieronymus Lex. The original letter is stashed away in steward Dairihill's desk in Castle Anvil.

Fast travel to Anvil, find any beggar on the street, and select the 'Dairihill's Office' dialogue option while speaking to them. You'll be pointed to a blacksmith working in Castle Anvil. Travel to Anvil Castle and locate Orrin, who will be in the forge area or eating dinner. Speak to him, and he will show you a secret passage that leads into the Castle Anvil Private Quarters, which will make it easier to get past the guards without being seen.



Before going through the passage, ensure that it is at least 9:00PM, as Dairihill will be having dinner with the Countess from 8:00PM to 11:00PM and thus won't be there when you break into her office. At around 9:00PM, proceed through the secret passage and enter the Castle Anvil Private Quarters. Activate the Moveable Pillar on the left, and then use a lockpick to unlock the door to your left and head through. Open the desk at the other end of the

room, and remove the List of Candidates. Once you have the list, leave the Dairihill's office and head back through the secret passage.

Exit Castle Anvil, and look around for another beggar. Ask the beggar about the Master Forger. Hand over some gold coins if necessary, and you'll be pointed to the forger. The Stranger lives in Anvil, and is only at home in the afternoon and at night. Locate the Abandoned House in Anvil, and speak to the Stranger when he is there.

The forged letter costs 500 gold coins, and will be ready in a day. Use the wait menu to pass 24 hours, and then speak to the Stranger and ask about the letter. He'll give you the letter and collect his pay. Don't worry if you're low on funds, as S'Krivva will pay you back once you've finished the quest.



With the Forged Letter in hand, all that is needed now is the official seal of the Legion Commander. Fast travel to the Imperial City Prison, and make your way to the office marked on your map. There shouldn't be anyone inside at around 12:00AM. Ensure that Sneak Mode is toggled and that the sneak icon is faded before entering. The stamp is on the desk in the other room, so creep over to the locked door in the top-right corner of the room, unlock it, and use the stamp to make the forged letter look authentic.

Return to Castle Anvil once the Forged Letter has been stamped. Speak to Countess Millona Umbranox while she is in the throne room, and select the 'New Guard Captain' dialogue option. Report back to in Bravil, and select the 'Hieronymus Lex Reassigned' dialogue option. Your reward is 1000 gold coins, and you can now use Orrin of Castle Anvil as a fence.

Forging a recommendation letter and delivering it to the Countess.

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10: Turning a Blind Eye

Make at least 600 gold selling stolen goods to a fence to unlock this quest. See S'Krivva in Bravil to learn that you will now be accepting quests directly from the Gray Fox. When ready, travel to the Imperial City Waterfront. Use the wait menu to pass 24 hours, and during this time, you will be contacted by Methredhel. She has a message for you from Gray Fox; you are to meet him in Helvius Cecia's House in Bruma.

Fast travel to Bruma and locate Helvius' Cecia's House. Then, head inside and take the stairs down to the basement to spot the Gray Fox seated in a chair. Speak to him to receive your next job. You're tasked with stealing Savilla's Stone from the Temple of the Ancestor Moths, which is a monastery located in the mountains far north of Cheydinhal. For this particular quest, Gray Fox has given you permission to kill.

Unless you have discovered a location closer to the Temple of the Ancestor Moths, fast travel to the Black Waterside Stables outside of Cheydinhal to get started. Consider stealing one of the Black Horses in the stable before departing. When you have finally reached the monastery, you'll need to ask one of the monks there about Savilla's Stone.

Brother Holger seems to be the only monk that is willing to talk about Savilla's Stone, so locate him and either play the persuasion mini-game or bribe him to raise his disposition to at least 70. Ask Brother Holger about Savilla's Stone once his disposition is high enough to learn this it is being guarded by the blind monks in the catacombs. Then, select the 'Where are the Catacombs?' dialogue option and he will lead you there. Follow the monk into the Ancestor Moth Crypt, and then to the Catacombs entrance.

Once in the Crypt, head straight and then through the door that you come to on your left. Remember that you have been given permission to kill during this quest, but if you don't want to get your hands dirty be careful, as there are at least two monks in this room. Proceed through the wooden door and turn right as soon as you can. Follow this tunnel straight until you can turn right. Follow this path down to the Catacombs entrance.

In the Catacombs, continue heading straight until you can turn right, and then open the door there. Move through this room and use the door at the other end to enter the Caverns of the Moth. There's a trap near the start, so be careful. Follow the path until you come to a split, at which point turn left. Continue heading in this direction until you reach a room. Do not step on or near the blocks on the floor here, as you'll take some damage by doing so. Exit this room, follow the path, and continue heading straight at the split.

Watch out for a trip wire and over the logs, though you may want to activate them to avoid triggering the trap yourself on your way back out. Follow the path and turn right at the split. Use a lockpick to open the door to the Shrine of the Moth. If you have a bow, use it to hopefully take out the monk standing up ahead with a sneak attack. If you don't have a bow, you can't really sneak up on the monk as the sentry crystal in the middle of the platform will spot you. The crystal will emit projectiles, so you'll have to grab the stone quickly. Savilla's Stone is sitting on the platform, so run over and grab it.

Once you have Savilla's Stone, make your way back outside and return to Gray Fox in Bruma. Inform him that you have Savilla's Stone to be given a monetary reward.

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11: Boots of Springheel Jak

Fence over 800 gold worth of stolen goods to unlock this quest. When you have achieved at least that amount, fast travel to the Imperial City Waterfront. Use the wait menu to pass 24 hours. During this time you will be approached by Amusei, who has a letter for you from Gray Fox. This time, Gray Fox is hiding in Ganrendel's House in Cheydinhal. Fast travel to Cheydinhal, locate Ganrendel's House, and head inside to see Gray Fox.

You're tasked with retrieving the Boots of Springheel Jak. First, you'll need to find where Springheel Jak is buried, as it is rumoured that he was buried wearing those boots. Jakben, Earl of Imbel, is a descendent of Springheel Jak, so you'll want to speak to him to learn more. Fast travel to the Imperial City, locate a beggar on the street, and select the 'Finding Jakben, Earl of Imbel' dialogue option. For a small number of gold coins, the beggar point you to Jakben Imbel's House, which is located in Imperial City's Talos Plaza District.

Travel to the Talos Plaza District and locate Jakben Imbel's House. You can find Jakben Imbel there during the day. Check in before dark, and he should be there. You'll have to use a lockpick to gain entrance, so ensure that Sneak Mode is toggled and that the sneak icon is faded before breaking in.

Once inside, head up the stairs to Jakben Imbel's Private Quarters. Speak to Jakben, and ask about Springheel Jak's Tomb. He'll give you the key to the Catacombs in the basement of his house. Head back downstairs with the Imbel Family Crypt key and enter the basement. In the basement, use lockpicks to unlock the wooden door, and then use the key to open the door into the Catacombs.

The Catacombs are crawling with vampires. Your character may contract Porphyric Hemophilia—also known as the 'vampire disease'—if you aren't careful. If your character retains this disease for three days, he or she will be turned into a vampire. If that doesn't sound cool to you, use a Cure Disease Potion or visit a chapel to dispel the disease before it's too late.

The way to Springheel Jak's Coffin is close to the Catacombs entrance. Just head straight through the door, turn left, and then take a right. Go straight here and open the locked door. In this room, open Springheel Jak's Coffin to discover that the boots are not there. Remove Jak's Diary from his coffin and read it. Then, Jakben Imbel will appear. If he doesn't appear right away, use the wait menu to pass a few hours. If you can't because there are some enemies close by, clear the Catacombs of enemies and then try again. When Jakben appears, kill him, and then remove the Boots of Springheel Jack from his corpse.

When you have the Boots of Springheel Jack, exit the Catacombs and return to Gray Fox in Cheydinhal. Inform him of your success to receive your payment.

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12: The Ultimate Heist

Fence over 1000 gold worth of stolen goods to unlock this quest. Once you've reached the required amount, travel to the Imperial City Waterfront. Use the wait menu to pass 24 hours. During this time, you will be approached by Amusei, who has a message for you from Gray Fox. This time, Gray Fox is hiding out in Orthelo's House, which is located in the Imperial City's Elven Gardens District. Fast travel to the Elven Gardens District, locate Orthelo's House, and enter to see Gray Fox.

This is it; the final and ultimate heist. You're tasked with stealing one of the Elder Scrolls. This quest is a long one, so ensure that you are prepared before setting out. Once again, the first rule of the Thieves Guild is not in effect here, so you're free to kill while on the job. You'll need to make use of the Boots of Springheel Jak and the Arrow of Extrication that you thieved during previous quests here. You'll need plenty of lockpicks (unless you have Nocturnal's Skeleton Key), an enchanted weapon, as well as bow so you can fire the Arrow of Extrication when the time comes.

First, to infiltrate the Imperial Palace and activate the Glass of Time. Fast travel to the Imperial Palace and enter the Elder Council Chambers. Upon entering, turn left and head in this direction to reach a wooden door to the Palace Basement. As always, ensure that you are in Sneak Mode, and that the sneak icon is faded before heading through. A single Palace Guard patrols the Palace Basement, so you'll have to take care to avoid being detected. Move through the middle of the room and approach the Glass of Time. Activate the Glass of Time and then make your way out of the Palace Basement. Take care not to be spotted by the guard on your way out.

Since activating the Glass of Time, the door to the Old Way area in the Imperial Sewers is open; you'll need to head there next. Exit the Elder Council Chambers and fast travel to the Imperial City's Arboretum. Head right until you reach a grate to the South East Tunnel. Proceed through the gate when you're ready.

Move through the South East tunnel until you reach an area with a gate; you'll need to activate a Turn Wheel to open it, and there are several in this area. Once through the gate, turn left and drop down into the water below. Move through the tunnel and follow this path until you reach a door to the Bloodworks tunnels. There are vampires in this area, so be careful. Turn right and move through the two rooms here. Move through the second room until you come to an area with water and bridges. Before you can enter this area, you'll need to activate the Turn Wheel in the room above. Head up to this room, jump over to the other side, and enter the small room here. Activate the Turn Wheel in this room to open the gate below. Head to the bridge room, and drop down into the water. Find the tunnel that leads to a manhole cover into the Palace Sewers.

Once in the Palace Sewers, you then must locate the entrance to the Old Way. Upon entering the Palace Sewers area, head straight and open the gate in front of you. There are likely enemies about, so remain vigilant. Exit into the circular room connected to this one. Here, move across the platform and into a second circular room. Exit this room via the passage on the right side. Search this room for the door to the Old Way.

Upon entering the Old Way, go straight and continue moving in this direction until you reach a large room with many pillars. Jump down to the lower level off this room and head off to the right to reach two doors; head through the locked door. Depending on your character's level, you may encounter a ghost, so hopefully you have a silver, enchanted, or Daedric weapon with you.

In this room, head down the stairs and move through the room and look around for a hole in the wall leading into a large tunnel. Move through this tunnel and drop down the hole that you come to. Head through the tunnel down here and exit to the Lost Catacombs. If your character is at a high enough level, you'll likely encounter plenty of Ghosts in this area, so be careful.

Make your way through the Lost Catacombs and you will eventually reach a giant, open room. Drop down to the lower level and look to your left to spot some stairs and a large block. You'll need to equip the Boots of Springheel Jak to be able to jump high enough to reach the stairs. On that level, hit the Press Block on the wall to your left. Then, move over to the opposite side and activate the other Press Block.

After activating both Press Blocks, jump back down and head through the door at the end of this room to reach the Hall of Epochs. Upon entering the Hall, continue moving forward until you reach a room with four Welkynd Stones. Exit this room and you will find yourself in a large, open area. Move forward and you will soon come to a Keyhole Pillar. You'll need to stand on a certain spot and fire the Arrow of Extrication directly at the keyhole that is visible while standing there. First, you'll have to activate a couple of Press Blocks.

Head to the south side of this room to find a moveable wall. Approach the locked gate behind the wall and proceed through it. Hit the Press Block to the left as you enter the room. Then, jump down to the lower level, look around for a stone door to another part of the Hall of Epochs, and head through. In this room, go straight and turn left when you can. In the large room, look around to the right for a passage. At the end of the passage, turn left as soon as you enter the next room and hug the wall. Go down the stairs that you come to and move to the end of the room at the bottom.

There is likely a ghost or some other type of undead creature standing in front of the second Press Block. Kill the creature, then activate the Press Block and make your way back to the Keyhole Pillar. The wall that was in this area has been moved, and an array of undead creatures are standing where it used to be. Take care of them, and then move onto the walkway that was previously blocked. Stand on the pressure plate up here. It would be a good idea to save your game at this point, just in case you miss when firing the Arrow of Extrication.

When ready, activate the pressure plate and equip the Arrow of Extrication. If you didn't bring a bow with you, one can probably be found on one of the skeleton warrior enemies. When the pressure plate is activated, the statue will spin around, revealing the Keyhole. Aim at the hilt of the sword on the statue and fire the arrow; with any luck, the Arrow of Extrication should hit the glowing blue spot right on.

The two statues next to the pillar will come to life if you approach the entrance to the Imperial Guard Quarters. You can try to sneak by them, or fight them. They are pretty tough, so you might as well attempt to sneak by. If you are detected, you'll have to kill them, because if you proceed into the Imperial Guard Quarters without doing so, the guards there will be immediately alerted to your presence.

There are likely guards asleep in the Imperial Guard Quarters, so ensure that Sneak Mode is toggled before entering. Upon entering, creep through the first room and open the door. Exit this next room to find yourself in a hallway. Turn left and make your way to the end of the hall. Be careful, however, as there are a couple of guards patrolling the area. At the end of the hall is the door to the Elder Scrolls Library. To avoid the guards, you can hide in one of small indents along the walls and wait for them to pass by before continuing down the hall. Once you've made it to the end of the hall, use lockpicks to open the door to the Elder Scrolls Library.

Upon entering the Elder Scrolls Library, start to descend the giant staircase in front of you. Take your time, as the monks in the library will know you are not one of them if you just rush down. At the bottom of the stairs, sit the chair there and wait for one of the monks to present the Elder Scroll to you. When the Elder Scrolls appears in front of you, click on it and press the X/Square button to take it into your inventory.

Once you have the Elder Scroll, you then just need to get out of here and report back to Gray Fox. Try your best to sneak back up the stairs, as the monks will realize who you are and begin to attack. If you are unable to sneak by, blood must be spilled. Once out of the Elder Scrolls Library, turn left. Be careful of the guard patrolling this hallway, and enter the Moth Priest's Quarters. Move through here cautiously, as there are several blind monks who can still hear you. When you reach the end of the hallway, you will find yourself in the Imperial Battlemages Chambers. Silently move through this hall until you can step into the room in the middle.

Move toward the fireplace and look for a loose grate back to the Old Way. Be sure to have the Boots of Springheel Jak equipped before heading through. Your character may be able to survive the fall, so consider saving your game here and trying first without them. After the fall, the Boots of Springheel Jack will be destroyed, so if your character's health and Acrobatics skill is high enough, you may be able to make it away with them.

After the drop, head through the door to the Palace Sewers. Follow the arrow on your compass to reach the door to the Bloodworks dungeon, provided 'The Ultimate Heist' is set as your active quest. Here, make your way to Market Sewers. You can exit the sewers via basement of The Best Defense basement. When you reach the ladder, pick the lock and climb up. Get out of the basement, exit the store, and you're home free.

Report to Gray Fox in the Imperial City and inform him of your success. He'll give you a ring that he wants you to present to the Countess in Anvil. Fast travel to Castle Anvil and give her the ring. If she isn't in the throne room, use the wait menu to pass as many hours as necessary to make it the afternoon. Once she has the ring, sit back and watch the final event.

That's it for the Thieves Guild questline! You've been rewarded with the Gray Cowl of Nocturnal, allowing you to take on the identity—and the bounty—of the Gray Fox. You can also now access the secret guild hall in the Garden of Darelloth in the Imperial City Waterfront.

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Dark Brotherhood

The Dark Brotherhood, much like the Thieves Guild, is a clandestine group. They are a notorious bunch of killers; a guild of assassins. To join this malevolent organization, you'll first have to get their attention. What better way to grab the attention of a group of killers than to murder an innocent, hapless civilian? That's exactly what you have to do. Once you have killed in cold blood, a message will appear in the top-right corner of the screen, stating that your killing has been observed. Then, upon sleeping in any type of bed, you will be awoken by a mysterious figure...

This section is broken down into the following chapters:

- A Knife in the Dark**
- A Watery Grave**
- Accidents Happen**
- Scheduled for Execution**
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1: A Knife in the Dark

After murdering an innocent and receiving the 'your killing has been observed by forces unknown' message, find any bed and go to sleep. You will be awoken within the hour by Lucien Lachance, Speaker of the Dark Brotherhood.

Work your way through his dialogue tree; whichever way you go about it, you will be given the task of traveling to the Inn of Ill Omen and killing a man named Rufio there. Only after killing Rufio will you be welcomed into the Dark Brotherhood. Before he leaves, Lucien will give you the Blade of Woe. The Blade of Woe is a quest item, and cannot be removed from your inventory until you have completed the Dark Brotherhood questline. Once you have the Blade, Lucien will leave you alone to contemplate his proposition.

The Inn of Ill Omen, which has been marked on your map, is located along the road south of the Imperial City. When you're ready, travel to the Inn of Ill Omen and step inside. Speak to Manheim Maulhand, the innkeeper, and ask about Rufio, the man who you've been sent to kill. He'll point you to the inn's private quarters, where Rufio is currently staying. Go through the Trap Door by the door enter the inn's private quarters. Make sure you're in Sneak Mode while approaching Rufio's room, which is at the end of the hall. To activate Sneak Mode, just click the Left Stick. Approach the door and step inside. Rufio should be sound asleep in his bed; creep toward him and strike him dead.

Once Rufio has been snuffed out, the next time you sleep in a secure location, you will once again be awoken by Lucien Lachance. He directs you to an abandoned house in Cheydinhal, where you are to attempt to open the black door in the basement. Then, you are to find and speak to Ocheeva.

Make your way to the abandoned house in Cheydinhal, step inside, and enter the basement. Approach the Ancient Black Door, attempt to open it, and answer the question when prompted. Once inside the sanctuary, locate Ocheeva, and she will initiate a conversation with you. She'll give you the Shrouded Armor and hood, which is a great set for stealth characters.

The next quest in the line, 'A Welcome to the Family,' will be added to your quest list. You'll first have to locate Vicente Valtieri and accept

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2: A Watery Grave

Accept a contract from Vicente Valtieri to complete 'Welcome to the Family.' First, you are to travel to the Imperial City Waterfront. Once there, you then must gain access to the pirate ship Marie Elena. Onboard, you'll have to kill Gaston Tussaud, the captain of the ship, and get out of there before his crew discovers his corpse and retaliates.

Make your way to the Waterfront in the Imperial City and locate the Marie Elena. There are a couple of ways to get onboard. Perhaps the most obvious method is to jump on to deck, then run when the crew members come after you while the Imperial City guards kill them. Then, you can just jump back on to the deck, open the door to the captain's cabin, and take out Gaston Tussaud. It's as simple as that.

The method more fitting of an assassin involves using one of the crates near the dock as a means of procuring a spot onboard. Approach the crates along the dock near the Marie Elena and a prompt will appear, giving you the option of hiding away in one of the crates. Doing so will allow you to be transported onto the ship, with the crew completely oblivious. This is definitely the best way to go, as all you really have to do is sneak past the crew on the lower deck of the ship, climb up the ladder to the captain's cabin, and kill Gaston Tussaud.



If you choose to hide in the crate, you will be transported to the ship's hold. Enter Sneak Mode, move straight toward the ladder to the ship's mid-deck, and climb up. There are some crew members on this level, so remain in Sneak

Mode, and don't use any spells that generate light. Just focus on getting to the captain's cabin. Ensure that the coast is clear before stepping out of the initial room. Then, open the wooden door at the other end of the hall, and hide in this room. Wait here until one or two crew members pass by before cautiously exiting the room. Make your way over to the ladder at the other end of the deck, and climb up.

Once you have gained access to the captain's cabin, locate Gaston Tussaud and take him out. With the target dead, immediately make your way to the door and exit the cabin to avoid being discovered by Tussaud's crew. If you haven't already dealt with Tussaud's crew member, they will attack once you exit the captain's cabin. Just run and let the Imperial City guards take care of them.

Return to the Cheydinhal Dark Brotherhood sanctuary. Speak to Vicente there and tell him of your success to complete the contract. Vicente will hand over the Black Band ring as a reward. The 'Blood of the Damned' will then be added to your quest list; accept another contract from Vicente to complete this quest.

Sneaking onboard the Marie Elena and killing Gaston Tussaud

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3: Accidents Happen

A Wood Elf named Baenlin is your next target. He resides in Bruma, and is apparently quite wealthy. To receive a bonus reward upon completing this quest, you'll have to kill Baenlin in the fashion described by Vicente: the murder must look like an accident, and Baenlin's servant must not be killed.

Vicente explains that Baenlin sits in his chair from 8:00PM to 11:00PM each night. Above his chair is a Minotaur head, mounted to the wall by iron fastenings. A section of the wall on the second floor of Baenlin's house can be removed to enter some crawlspace. Once in the crawlspace, you must loosen the fastenings while Baenlin is seated in his chair, causing the trophy to fall on him. Do this, and Baenlin's murder will look like a horrible accident.

Travel Bruma and locate Baenlin's house. Don't enter by the front door; instead, walk around the house and go through the door to Baenlin's basement. It is best to wait until around 9:00PM before entering his home to carry out the contract, since Baenlin will be seated in his chair from 8:00PM to 11:00PM. When you enter at this time, Baenlin will be out of your way, allowing you to climb up the stairs and enter the crawlspace unhindered.



Wait until the time is around 9:00PM, then approach the door to Baenlin's basement while in Sneak Mode, and pick the lock. Only attempt to pick the lock while the eye icon is faded, as this indicates that you are not being watched. If the icon is bright and solid, wait in Sneak Mode by the door until the icon becomes faded before attempting to

pick the lock. If you enter the house and your target is not sitting in the chair, once in the crawlspace, you can use the wait feature to pass the hours ahead to sometime between 8:00PM and 11:00PM.

Upon exiting the basement to the main floor, head up the steps straight ahead and enter the room at the top. Open the crawlspace door in this room and go inside. Approach the fastenings and loosen them while your target is sitting in his chair at any point between 8:00PM and 11:00PM.

When the deed is done, very slowly climb back down the stairs. Gromm, Baenlin's servant, will be standing over his master's dead body. Creep down the stairs, enter the basement, and exit the house. If Gromm does spot you, he will follow you outside, and the city guards will likely chase after and kill him. If this happens, you'll lose Vicente's bonus reward, so take your time.



11:00PM to make the murder look like an accident.

Once home free, return to the Dark Brotherhood sanctuary in Cheydinhal and speak to Vicente there. If you met his conditions, you'll receive the Sufferthorn blade as reward. Either way, you'll be promoted to the Slayer rank. Accept another quest from Vicente to complete 'No Rest for the Wicked.'

Making the killing look like an accident.

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4: Scheduled for Execution

A Dark Elf named Valen Dreth is your next target. Dreth is currently behind bars in the Imperial Prison, which is the same place you broke out of at the start of the game. You'll need to sneak into the prison via the connected sewers. Once inside the prison, you then must locate Dreth and put an end to him. Provided you don't kill any of the prison guards during your hunt for Dreth, Vicente will have another bonus reward for you upon completion of this contract.

You'll need some lockpicks for this quest, so speak to M'raaj-Dar and buy some before setting out if you don't have an adequate amount. First, to enter the connected sewers that can be followed to the prison interior. With 'Scheduled for Execution' set as your active quest, follow the arrow on your compass to the sewers entrance. Use the key that Vicente provided you with to unlock the gate.

Once in the sewers, start following the arrow on your compass, the path through the sewers is very straightforward. You are likely to encounter nothing but small, nuisance along the way, which are easy enough to deal with. Don't worry about sneaking through the sewers, as you won't encounter any enemies that will hinder your progress. In the Sanctum area, you'll need to be stealthy, as there are several guards on patrol. Before entering the Sanctum, ensure that you are in Sneak Mode and do not have a Torch equipped. Also, be sure not to use any spells, as doing so will create light and likely give you away.



Upon entering the Sanctum, you'll notice two guards standing at the end of the initial passage. Wait until they've finished their conversation, then move across the room and past the doorway straight ahead. As soon as you step past the door, turn to your right and step into the shadows. Move through the shadows to the right side of this room. There's a guard patrolling the area, who usually remains in or near the lighted portions of the room. The moment you step into the light, the guard at the other end of the room will likely to spot you. Watch the guard, and wait until you see him move away from the pillar to patrol another part of the area, at which point quickly move past the light. Enter third-person mode by clicking the Right Stick if that perspective helps. Even if the guard does spot you for a second, he'll likely lose interest if you were quick enough.

If you've made it to the dark corner to the right of the steps, it would be a good idea to create a separate save file at this point, as this next step is a bit of a gamble. Wait until the guard is not visible on the other side of the walkway, then quickly move around the corner of the wall, jump up onto the walkway, and move up the steps. This area is lit, but if you move through at the right moment, the guard shouldn't spot you.

Proceed through the door to the Imperial Subterrane once you have made it past the guard without being spotted. Upon entering the Subterrane, go straight, turn to your right, and hide in this corner. The guard in this area is carrying a Torch; as he walks by, his Torch will light up the area and possibly expose you, so keep your distance.

Wait until the guard with the Torch appears; he should appear and then stop close by for a brief period. Once he walks deeper into the room, quickly move toward the arrow on your compass. You will come to a small room with a table; do not remain here for too long, as the guard with the Torch will soon return. There's only one guard patrolling the Subterrane, so once you're past the room with the table, all you need to do is locate the door to the Imperial Prison.



Keep your distance from torch-bearing guards to avoid detection.

Upon entering the Imperial Prison, just sweep through the initial area, as there are no guards here. Once through the doorway, do not enter the cell completely, as there is a guard standing just outside of your target's cell. You'll likely recall Valen Dreth as the Dark Elf who taunted you from across the cellblock at the start of the game. It's time to make him eat those words.

When the guard is finished talking, enter the cell completely. Be certain that the guard is far off a before exiting the cell and approaching Dreth. Speak to him if you wish, but doing so isn't necessary. Pick the lock to his cell, step inside, and kill him. It should be a quick, one hit kill if you have the Sufferthorn dagger equipped. If you don't have any lockpicks, or would rather not waste any, you can find the key to Dreth's cell on the table at the end of the block to the left of his cell; be sure to grab the Imperial Prison Key as well.

Once Dreth has been dealt with, you'll just need to exit the prison and return to the Dark Brotherhood sanctuary. If you haven't already, go to the end of the cellblock and snatch the Imperial Prison Key that's on the table there. Use the Imperial Prison key to unlock the door to the Imperial Prison Bastion, which is at the end of the block to the right of Dreth's cell.



Look for the key to Valen Dreth's cell on the table at the end of

Exit the Bastion area and return to the sanctuary. Locate and speak to Vicente; if you didn't kill any of the prison guards during the quest, he will give you the Scales of Pitiless Justice as reward. This item will boost your character's

Agility, Strength and Intelligence stats by a small amount, as well as lower their Personality attribute, while it's in your inventory. 'To Serve Sithis' will be added to your quest list, which can be completed by accepting another contract from Vicente.

Sneaking into the Imperial Prison and killing Valen Dreth.

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5: The Assassinated Man

A Chorrol man named Francois Motierre owes money, but is unable to pay up. This contract entails the staging of an assassination, so it will appear that Motierre has been killed and is therefore not able to recoup the borrowed Gold. Before you set out, Vicente provides you with the Languorwine Blade and an antidote, which can be used to bring Motierre out of his pseudo-dead state when the time comes.

Travel to Chorrol, locate Francois Motierre's house, and enter to speak to him. He'll inform you that an enforcer named Hides-His-Heart is on his way. Hides-His-Heart must be in the room to witness the faked assassination, so he can then return to his superiors and inform them of Motierre's death. For this reason, Hides-His-Heart must not be killed; he must be allowed to report the death to his superiors, otherwise they'll just send somebody else.

After speaking with Motierre, just sit and wait for the enforcer to arrive. Have the Languorwine Blade equipped, but keep it sheathed. You'll soon hear a knock at the door. Wait until Hides-His-Heart enters the house; once he is finished conversing with his target, run up to Motierre and slash him with the Languorwine Blade.

When Motierre appears to be dead, the angered enforcer will turn to you. Remember, Hides-His-Heart must remain alive, so quickly leave Francois Motierre's house, make your way to one of the city gates, and leave Chorrol completely. As soon as you're standing outside of Chorrol, you're safe. Before Motierre can be revived, you'll need to wait 24 hours so his body can be discovered. He'll then be taken to the Chorrol Chapel Undercroft, where you can then locate him and apply the Languorwine Antidote.

Once 24 hours have gone by, return to Chorrol and enter the local chapel. Inside, head down to the Chapel Undercroft area. Find Motierre and administer the Languorwine Antidote. Unfortunately, Motierre's ancestors view his revival as a desecration to their tomb, and so won't let you leave as easily as you came. You must protect Motierre from his undead ancestors and escort him to The Grey Mare tavern to complete the contract. Take care not to accidentally strike him while attempting to fight off the zombies, because as with any other AI ally, he tends to get in the way.

When the both of you have made it safely out of the Chapel Undercroft, leave the chapel and lead Motierre to The Grey Mare Tavern. Then, return to the Dark Brotherhood Sanctuary in Cheydinhal and speak to Vicente there. He'll give you the Cruelty's Heart amulet as reward, and also advance you to the Eliminator rank. As well, you'll be given the key to the well behind the abandoned house. With this key, you can quickly gain access to the Dark Brotherhood Sanctuary. 'My Brother's Keeper' will then be added to your quest list, which can be completed by speaking to Ocheeva and accepting a contract from her.

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6: The Lonely Wanderer

Vicente is out of contracts, so you'll have to see Ocheeva for work from now on. If you speak to Vicente again, he'll offer to bite you, which would effectively turn your character into a vampire. Being a vampire has its pros and cons, but the cons seem to outweigh the pros by a fair amount, and the novelty definitely wears off quite quickly. If you do accept Vicente's offer and end up regretting the decision, vampirism can be cured by completing a side quest. 'Darkness Eternal' will be added to your quest list; Vicente's offer stands if you don't accept, so there's no need to decide right away.

Locate Ocheeva in the Dark Brotherhood Cheydinhal Sanctuary and accept a contract from here. A High Elf named Faelian, who resides in the Imperial City, is your next target. While Ocheeva can't tell you exactly where Faelian can be found, she does divulge that he enjoys taking long walks, which is a highly useful piece of information. Make the killing look like a simple murder to receive a bonus reward upon completion of the contract. To accomplish this, there must be witnesses, and Faelian must be killed in an indoor environment.

Travel to the Imperial City when you're ready to get started. To learn of Faelian's whereabouts, just speak to any High Elf in the Imperial City and ask about him. There are quite a few High Elves in the city, but if you don't feel like searching, look for a character named Aredil in the Waterfront; he can most likely be found walking along the docks.

Once you've found a suitable character, inquire about Faelian. If he or she refuses to give you any information, raise their disposition via the persuasion mini-game, or by simply bribing them. Whoever you ask, you'll learn that Faelian lives in the Tiber Septim Hotel in the Talos Plaza District. With this information, make your way to the Tiber Septim Hotel and speak Augusta Calidia at the counter.

Ask Augusta about Faelian; she'll tell you that he's hardly ever home and is heavily addicted to Skooma. Next, speak to his wife Atracna, who also resides at the Tiber Septim Hotel, and ask about her husband. If she refuses to give you any information, you'll have to raise her disposition by playing the persuasion mini-game, or by simply bribing her.

Atracna explains that Faelian is alone every day for several hours at Lorkmir's House in the Elven Gardens District, where he uses his Skooma. This is an ideal time to kill Faelian, since it is an indoor environment and there won't be any witnesses. Make your way to the Elven Gardens District and locate Lorkmir's House. If you enter the house around 11:00AM, you should find Faelian inside. Search the entire house; if he isn't inside at the moment, wait for a little while.

Once you're alone with Faelian in Lorkmir's House, you are free to carry out the contract. When Faelian is dead, return to the Dark Brotherhood Sanctuary and speak to Ocheeva. If your killing of Faelian was not witnessed, Ocheeva will reward you with the Shadowhunt bow. 'Enter the Eliminator' will be added to your quest list, and can be completed by accepting another contract from Ocheeva.

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7: Bad Medicine

Roderick, an old and dying warlord, is your next target. Roderick is currently being looked after in Fort Sutch, which is just north of Anvil. He is on his death bed, and being kept alive with the use of a powerful medicine.

Ocheeva provides you with a bottle of poison, which must be swapped with Roderick's medicine if you want to receive the bonus reward upon completion of the contract. If any of Roderick's mercenaries discover you, or you are forced to kill Roderick in any other fashion, you will forfeit the bonus. You'll need lockpicks; if you don't have an adequate supply, speak to M'raaj-Dar in the Dark Brotherhood Sanctuary and purchase a bunch before setting out.

Travel to Fort Sutch, find the entrance, and head inside. Once inside, you'll be able to see Roderick's medicine marked on the map by a green active quest marker. To remain eligible for Ocheeva's bonus reward, you must not be detected by anybody in Fort Sutch, so you'll have to take your time. Don't head straight when you first enter the fort, as there's a guard patrolling the area. Instead, unlock the gate to your right and follow this tunnel. The tunnel leads past the gate and into the next area. It is quite dark in the fort, so you are unlikely to be detected if your character's Sneak skill is at a decent level, but take care not to accidentally bump into a patrolling mercenary.



provided you with.

Hug the wall to your right, and follow along the wall until you come to an open doorway. The proceeding area is

very dark, so utilize the local area map to see where you're going, unless you have a Nighteye potion or spell. Follow your compass to the cabinet containing Roderick's Medicine; open the cabinet, remove Roderick's Medicine, and swap it with the poison. To place the poison in the cabinet, open the cabinet, press LT/L2 to switch over to your inventory, and look for the Roderick's Poison under the Misc section. Once you have placed the poison in the Medicine Cabinet and removed the medicine, you then must make your way out of Fort Sutch. Just backtrack to the door, and keep an eye out for patrolling mercenaries.

Once out of Fort Sutch, return to the Dark Brotherhood Sanctuary and speak to Ocheeva there. If you managed to indirectly poison Roderick without being spotted, Ocheeva will give you the Deceiver's Finery as reward. 'The Night Mother's Child' will be added to your quest list, and can be completed by accepting another contract from Ocheeva.

Swapping Roderick's Medicine with the poison.

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8: Whodunit?

This next contract involves killing a whole group of people. The targets are attending a party in the Summitmist Manor in Skingrad; you are to travel there and systematically kill each member of the party. If done in such a way that no one at the party witnesses any of the murders, Ocheeva will have a bonus reward for you upon completion of the contract.

When you're ready to get started, travel to Skingrad, locate Summitmist Manor, and speak to Fafnir, the doorman, to receive the Summitmist Manor Key. The guests, under the false belief that a chest full of Gold is hidden somewhere in the house, have all agreed to remain locked inside until the treasure is found.

There are several ways that one can go about killing each target without being seen. The opportune time to take out a couple of the guests is while they are alone in the upstairs bedroom. Make use of your compass to determine when one of the guests is alone. Initially, while in the main hall, each guest will be marked by a green arrow; if one of the arrows turns red, it means that the target the arrow is pointing to has left the room. Head up the stairs to the Summitmist Manor Living Quarters, ensure that you're alone with the target, and then kill take out your weapon him or her.



Pick off the other guests at the party in Summitmist Manor one by one. The upstairs Living Quarters is a good place to make the first few kills without being witnessed.

Regardless of how you attack, the guest should die with a single strike. Most of the guests will eventually head up to one of the upstairs bedrooms, so you can wait up there for awhile until you have killed at least three of them. Use the Wait feature to pass an hour by, and by then one of the guests may have migrated upstairs. The corpses won't bother them too much, as the guests seem perfectly alright with sleeping in a bedroom where someone was murdered just seconds ago.

Once you have picked off at least three of the guests, locate and speak to Nels the Naughty in the main hall. He tells you that he's going to the basement for a drink. Follow him down to the basement and kill him. With four out of five of the guests out of the way, just run up to the final target and strike him or her dead.

After killing all five targets, you're free to go. Leave Summitmist Manor, return to the Dark Brotherhood Sanctuary, and speak to Ocheeva there. If none of the murders were witnessed, Ocheeva will reward you with the Night Mother's Blessing, which permanently raises your Acrobatics, Blade, Marksman, Sneak, and Security skills by two levels. Accept another contract from Ocheeva to complete 'The Assassin's Gambit' quest.

Killing the other party guests in Summitmist Manor.

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9: Permanent Retirement

Adamus Phillida, a retired Imperial Legion officer, is your next target. Ocheeva explains that in his retirement, Phillida resides somewhere near Leyawiin. She'll also give you the Rose of Sithis, a special arrow that can kill its target instantly. If this arrow hits Phillida while he is not wearing his armour, the deed will be done. To receive a bonus reward of 500 Gold, you must remove a finger from his corpse and plant it in the desk of his successor in the Imperial City Prison District. Unless you could really use an extra 500 Gold, it isn't really worth going through the trouble of pursuing the optional part of this quest.

You can kill Phillida any way you want, but if done in a public place, you are likely to accrue a sizable bounty. It is best to use the Rose of Sithis while Phillida has his armour unequipped. At around 4:00PM, Phillida will enter the city of Leyawiin with his bodyguard; he will then remove his armour to take a swim in a pond within the city. Though his bodyguard is present, killing Phillida without being discovered is easy enough.



Adamus Phillida enters Leyawiin every day at around 4:00PM to swim in the pond there. Use the Rose of Sithis arrow while he is swimming to put an end to him.

Have 'Permanent Retirement' set as your active quest so you can track Phillida's movements via the compass and map. Wait in Leyawiin, and keep an eye on your compass; when Phillida and his bodyguard travel to Leyawiin, start following them.

Keep your distance and continue stalking the duo until they reach the pond. Hide in the shrubbery between Ahdarji's House and Weebam-Na's House, which are along the west side of the pond, to keep out of the guard's view. Equip a bow and the Rose of Sithis; ensure that you are in Sneak Mode and that the sneak icon is faded, and then take aim and release the arrow. If done discretely enough, the act should have gone unnoticed. The guard won't even care if you swim out to Phillida's corpse and loot it afterwards, either.

If you don't care for an extra 500 gold coins, there's no need to complete the optional part of this quest; that is, the grisly task of planting the finger of Adamus Phillida in his successor's office. If you wish to complete bonus task, swim out and loot his corpse for the finger. Be sure to also remove the Imperial Legion Offices Key, the Commander's Chest Key, and the Rose of Sithis.

Travel to the Imperial City Prison and approach the door to the Imperial Legion Offices, which is marked on your compass. This is restricted area, so before unlocking the marked desk, ensure that the sneak icon is faded as opposed to bright and solid. When the desk is open, place the finger inside to complete the task. You can also loot the Legion Commander's Chest, which is just to the left of the desk; Phillida should have been carrying the key to this chest as well.



SuperCheats.com

Plant the Finger of Adamus Phillida in his successor's desk in the Imperial Legion Offices for a 500 gold coin bonus.

When the job is done, return to the Dark Brotherhood Sanctuary and speak to Ocheeva there. She'll give you your reward, as well as an additional 500 gold coins if you completed the optional task. As well, Ocheeva will promote you to Assassin.

Killing Amadus Phillida and completing the bonus task.

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10: Of Secret and Shadow

Ocheeva is out of contracts, but she does have a letter addressed to you from Lucien Lachance. In his letter, Lucien requests that you travel to his private refuge in the Fort Farragut ruins, which is located just northeast of Cheydinhal. Read the sealed orders to mark Fort Farragut on your map. If you don't have lockpicks, purchase some from M'raaj-Dar before setting out.

This is your last chance to accept the 'Dark Gift' from Vicente. You can, however, find any old vampire and let them attack you until your character has contracted Porphyric Hemophilia, but if you want to complete the 'Darkness Eternal' quest, you'll have to let Vicente bite you. There's also a short side quest associated with Teinaaval; this is your last chance to accept this quest if you haven't already done so. If you wish to pursue this side quest, speak to Teinaaval to have 'The Renegade Shadowscale' added to your quest list.

Once you're ready to leave the Sanctuary, travel to Fort Farragut and enter. Dark Guardians, which are essentially tougher versions of the standard skeleton enemy, patrol the halls inside. If the Dark Guardians prove to be too difficult, you can always just run past them, as Lucien will converse with you regardless. Equip a Torch or use a Nighteye spell or potion, and keep an eye out for traps along the way. Once you have located Lucien, speak to him to be given a special assignment.

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11: The Purification

A traitor has infiltrated the ranks of the Dark Brotherhood. The traitor is believed to have ties to the Cheydinhal Sanctuary, so everyone who resides there must be exterminated. That's right; you're asked to carry out an act known as the 'Purification,' which entails killing Vicente, Ocheeva, and everyone else in the Cheydinhal Dark Brotherhood Sanctuary.

Regardless of any reluctance on your part, there is no way around it; you must kill your former allies if you wish to progress in the Dark Brotherhood questline. For this task, Lucien provides you with a single Poisoned Apple and a special Scroll of Summoning. You can acquire 10 additional Poisoned Apples from the locked barrel near Lucien's desk. Be sure to collect these apples before leaving Fort Farragut, as having them will make wiping out the inhabitants of the Sanctuary a considerably easier task.

Once you have everything you need, exit Fort Farragut via the rope ladder in Lucien's room. With 'The Purification' set as your active quest, an arrow for each member of the Dark Brotherhood Cheydinhal Sanctuary will appear on your compass.



Plant Poisoned Apples in the Living Quarters to indirectly kill your comrades.

There are several different ways you can go about completing this quest. Perhaps the most obvious way is to simply attack each target and kill them off one by one. This method is slightly more difficult, as by attacking one member,

you are likely to have the entire Sanctuary after you.

An easy way to thin the herd is with the use of Poisoned Apples. To use the Poisoned Apples effectively, enter the Living Quarters and remove every single piece of food there. Then, leave some of the Poisoned Apples on the table. Eventually, one of the targets will pick up an apple, eat it, and eventually succumb to the poison. You can also try planting a Poisoned Apple in any of their inventories. To do this, enter Sneak Mode, approach one of the targets, and pickpocket him or her. Then, switch over to your inventory and place one of the Poisoned Apples in your target's inventory. It may be a few days before the character consumes the apple.

You can purchase additional Poisoned Apples from M'raaj-Dar, but for a relatively steep price. If you've left some Poisoned Apples around for your targets, you can use the wait feature to pass the hours by. When some time has passed, you'll likely come across one or more of your targets dead.

If you pass more hours and the remaining targets refuse to eat one of the apples, you can just kill them off any way you like. The scrolls that Lucien provided you with can be used to summon Rufio's ghost, but they are likely unnecessary. The remaining targets shouldn't be too hard to kill; just make the first strike a sneak attack and then slash away until they fall. Telaendril, the High Elf, is not always in the Sanctuary, but should appear at around 12:00AM.



Once the Cheydinhal Sanctuary has been wiped out, return to Lucien at Fort Farragut and inform him of your success. Your reward for completing this quest is a fair steed named Shadowmere. Shadowmere is unarguably the

best horse in the game; she is very fast, and can also take a fair amount of punishment. As well, Lucien will promote you to the Silencer rank.

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12: Affairs of a Wizard

Rather than receive contracts directly from Lucien, you will instead be directed to hidden dead drops. The first dead drop is on Hero Hill, which is just southeast of Fort Farragut. Hero Hill has been marked on your map, so ride Shadowmere there. Open the Hollowed-Out Rock at the top of the hill to find the orders.

As the contract explains, your target is a necromancer named Celedaen, who lurks in Leafrot Cave. Celedaen is attempting to transform himself into a Lich; you mustn't allow this transformation to take place.



Make your way to Leafrot Cave, which is far east of Bravil, and even further from your current location. Leafrot Cave is quite far, but it shouldn't be too long of a trip riding Shadowmere. When you reach the spot, ensure that you're in Sneak Mode before entering the cave. There are some enemies in the cave, so try to hit them with sneak attacks if you can.

In the main room, look for a book entitled 'The Art of War Magic' on one of the bottom shelves of the bookcase. Read the book to gain one level in the Destruction skill. You can discover Celedaen weakness by reading his journal, titled 'The Path of Transcendence.' The journal explains that the Sands of Resolve were used to begin the transformation process. The process is not yet complete; the Sands of Resolve must remain in Celedaen's inventory in the meantime, otherwise he will die.

Celedaen should be in the Leafrot Hollow area, so once all of the enemies in the initial area have been dealt with, follow the marker on your compass to the nearby door. Sneaking up on Celedaen to pickpocket may be difficult if your character is not an Expert in the Sneak skill (meaning, a skill level of at least level 75). Wait until Celedaen is walking with his back turned to you, then while in Sneak Mode, move toward him as quickly as you can and pickpocket when you're close enough. Remove the Sands of Resolve, and he's done for; it's as simple as that.



If your character's low Sneak skill makes it difficult to get close to Celedaen undetected, you'll just have to kill him normally. Fortunately Celedaen is quite weak, and will likely fall with just a few strikes. Once the necromancer has been dealt with, your reward, as well as the next dead drop orders, can be found in an old sack hidden in some bushes beneath a tree in Chorrol.

Pickpocketing the Sands of Resolve to kill Celedaen.

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13: Next of Kin

Retrieve the dead drop orders from the marked bag beneath the tree across from the Fighters and Mages Guild halls in Chorrol. The members of the Draconis family are your next targets. Perennia Draconis, Matthias Draconis, Andreas Draconis, Sibylla Draconis and Caelia Draconis—all of them must be killed.

An arrow pointing to the matron, Perennia Draconis, will appear on your map and compass. Perennia can be found on Applegate farm, which is just west of Bruma. Follow the area to locate Perennia. Speak to her, and she will mistake you for a member of the Cyrodiil parcel courier service. She'll give you a list of each Draconis family members' whereabouts. Even if you kill her outright, you can still remove the gift list from her corpse afterwards. Start by killing Perennia if you haven't already, and then inspect the gift list. Try to kill her quickly, as she will mostly likely to run when her health gets low.

According to the list, Matthias Draconis can be found in the Imperial City's Talos Plaza District, Andreas Draconis in the Drunken Dragon Inn, Sibylla Draconis in Muck Valley Cavern, and Caelia Draconis in Castle Leyawiin.

You can kill the remaining Draconis in any order you wish, but for the sake of using this walkthrough, just follow along. Start by traveling to the Imperial City Talos Plaza District; Matthias can likely be found patrolling the streets. You won't want to attack him in public, as by doing so, you are likely to be confronted by the city's guards. Matthias will head home at around midnight, so locate his house in the Talos Plaza District at around this time. While standing outside his door, enter Sneak Mode and be certain that the eye icon is not bright and solid before picking the lock. Go up the steps to your right upon entering to reach Matthias' Private Quarters. There's someone else in the house, so try your best to sneak past this person as you make your way up the steps and into Matthias' room. Matthias should not be wearing his armour while sleeping, so sneak up and hit him for a damage bonus.

Andreas Draconis is the innkeeper at the Drunken Dragon Inn, which is located along the east road to Leyawiin. Enter the inn, approach the counter, and inform Andreas that his mother bled like a pig; doing so will cause him to recklessly attack you. There should be an Imperial Legion Soldier in the Drunken Dragon Inn who will attempt to protect you the moment Andreas attacks. Just run around the counter to keep your distance from Andreas and allow the Imperial Legion Soldier to strike him down.

Sibylla Draconis can be found in the Muck Valley Cavern, which is located east of the Imperial City. Enter the cavern to find Sibylla inside. Sibylla will likely attack as soon as she spots you; since there are no witnesses, go at her with all of your might. There may be some woodland creatures in the cave as well, so be careful.

Caelia Draconis can be found in Castle Leyawiin. You may have to kill her in public view, so be sure that to head to your house (if you have one) or another location to drop off any stolen goods that you don't want to lose. If you are caught, you'll then have to pay a 1000 gold fine to avoid being put in jail. The only time Caelia Draconis is really away from the castle is around 8:00AM; at this time she, can be found in the Three Sisters' Inn. While she is in the Three Sisters' Inn is the best chance you have of killing Caelia without incurring a fine. Enter the inn at around 8:00AM and follow the arrow on your compass to the 2nd Floor West hallway. You may be able to sneak up on her while she is seated in the chair, otherwise you'll likely have to settle for a charged power attack, preferably with some sort of poison on the tip of your weapon/arrow.

When the last Draconis family member has been killed, your reward, as well as the next dead drop orders, can be found inside of the Stone Well in the Castle Skingrad Courtyard.

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14: Broken Vows

J'Ghasta, a Khajiit living in Bruma, is your next target. He is a Master of hand-to-hand combat (meaning, his Hand-to-Hand skill is at 100). J'Ghasta can be easily bested with a bow, but you may have a difficult time if you try to fight him directly. The city guards will not get involved at any point, as J'Ghasta has paid them to look the other way since he has been expecting trouble. It would be wise to bring some type of poison with you, so you can apply it to a weapon or arrow and make your first strike that much more deadly.

Travel to Bruma and locate J'Ghasta's home there. You'll need to use a lockpick to unlock the door. As per usual, ensure that you are in Sneak Mode and that the eye icon is faded before attempting to pick the lock. Once inside, head down the stairs in front of you and look behind the stairs Trap Door below some Folded Cloth. In the training room, try your best to sneak up on J'Ghasta; if he is sleeping, all the better. After hitting him with a sneak attack, don't let up unless your character's health falls to critical level.



It is unlikely that you'll need to run out of the house, but if things are getting hairy, you can do so to give yourself some room to move around. Remember that the city guards will not get involved, nor will you incur a bounty if you're seen killing the Khajiit in plain sight.

Once J'Ghasta has been dealt with, fast travel to the Imperial City Waterfront. Swim from the here and look beneath

the Old Bridge landmark to find a Rotten Box. Open this box to find your reward for completing the contract, as well as the next set of dead drop orders.

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15: Final Justice

Your next target is Shaleez, an Argonian who dwells in the Flooded Mine north of Bravil. It would be a good idea to bring some sort of poison that can be applied to a weapon or arrow, just to make your initial strike all the more deadly. A scroll or a potion that has the Water Breathing effect would be handy as well.

When you're ready to get started, fast travel to Bravil and follow the north road. Have 'Final Justice' set as your active quest, because by doing so, an arrow pointing to Shaleez will appear on your map and compass. The Flooded Mine, as its name implies, is full of water. Even if you don't possess a spell, scroll, or potion that adds the Water Breathing effect, you can still easily swim through the water to reach Shaleez, as you can always head back up for air if need be.

Follow your compass to reach Shaleez. If you encounter her while underwater, you'll want to lure her up to land. Argonians can breathe underwater, and if your character is any race other than Argonian, she has a clear advantage. Swim away from her until you come across a suitable patch of land to fight upon. When Shaleez follows you out of the water, go at her with all your might.

Once Shaleez has been dealt with, make your way out of the Flooded Mine. The next dead drop orders, as well as your reward for completing the contract, are in a coffin outside of Fort Redman. Fort Redman is north of Leyawiin, and has been marked on your map. Travel to Fort Redman, open the coffin next to the entrance and remove the dead drop orders, the additional document, and your reward.

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16: A Matter of Honor

A Dark Elf named Alval Uvani is your next target. Uvani is a merchant who travels all over Cyrodiil, but fortunately you've provided with a schedule detailing his route. Based on the schedule, it seems that Uvani tends to show his wares at public inns. Unlike J'Ghasta, if you are caught attacking Uvani in public, the guards will act. Thus, the best time to hit him is while he is at his rented home in Leyawiin. He travels there every Sundas, and will arrive in Leyawiin at around 1:00PM. Bring plenty of lockpicks.

You may have to pass quite a bit of time to Sundas, but unless you were to encounter Uvani by chance while he travels between locations, it's probably your best bet. However, if your character relatively wealthy at this point and don't mind taking a 1000 gold hit to the pockets, you can simply kill Uvani in public and pay the fine. If you plan to do this, however, be sure to store any stolen goods at your home or another location to avoid losing them. Alternatively, you can wait outside of the city until the end of his shift, at which point he will hit the road. Then, follow him into the wilderness and kill him there, where you aren't likely to be spotted.

With 'A Matter of Honor' set as your active quest, you can track Uvani's movements via the world map. Once you encounter Uvani in a suitable environment, wherever he is, try to hit him with a sneak attack. He has some powerful destruction spells in his arsenal, but is also without armour; if you can attack and kill him quickly enough, he won't even have the chance to cast.

When Uvani is dead, travel to the Imperial City's Market District. There, look for the dead drop orders in the Hallowed-Out Tree Stump behind Stonewall Shields.

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17: The Coldest Sleep

Havilstein Hoar-Blood, a Nord who stays at the campsite on Gnoll Mountain, is the next to die. If you have downloaded the Wizard's Tower mod, you can simply fast travel to Frostcrag Spire, as Havilstein's campsite is just a short walk from there.

If you approach from Bruma, it can be quite tough to climb up the mountain to reach the campsite. However if you haven't purchased the Wizard's Tower DLC, you'll have to approach the mountain another way. Just continuously move around the mountain until you come to a portion of it that isn't too steep to climb. You can still reach Frostcrag Spire's location without the content, but doing so won't be as easy as simply fast traveling there. Frostcrag Spire sits right on the 'U' in the 'County Bruma' text on the map if you have downloaded the Wizard's Tower content.

Once you have reached Havilstein's campsite on Gnoll Mountain, attempt to sneak up on him. His wolf companion, Redmaw, is a lot tougher than the average wolf found in the wild. Havilstein can be quite tough too, so keep an eye on your health bar while fighting him. If need be, flee up the mountain to heal. You'll want to kill Redmaw first, as he is quite fast, and if your character has a low Agility attribute, he is likely to stagger you with each strike.

With Havilstein dead, you can then proceed to the next dead drop. The dead drop orders, as well as your reward, can be found submerged in water in the ruins of Nornal. Nornal has been marked on your map; enter the ruins, and follow the marker on your compass to reach a small pool of water. Swim down, open the gate, and look in the sunken chest.

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18: A Kiss Before Dying

Your next victim is a Wood Elf named Ungolim. This killing is a simple one. Ungolim is known to visit the Lucky Old Lady statue in Bruma at around 6:00PM to about 1:00AM; you'll have to wait for him there, and kill him when he shows up. Like J'Ghasta, Ungolim has paid the city guards to look the other way if he is attacked, which means they won't get involved if you attack him out in the open. Bring some sort of poison along with you, so it can be applied to an arrow or weapon.

When you're ready to set out, make your way to Bravil. Wait by the Lucky Old Lady when it's almost 6:00PM. Try waiting between Dro'shanji's House and Caradial's House, which are both southeast of that statue, while in Sneak Mode. It's quite difficult hit Ungolim with a sneak attack, as he is very aware that an assassin is out to get him. He is an archer, and a good one at that. Ungolim will run from you too, which makes taking him down extra annoying.

When you first spot Ungolim, try to sneak up on him; if that fails, hit him with a power strike. If he runs, chase after him. Unless you have a bow, don't let him get too far from you. He is at least an Expert in the Marksman skill, so if you haven't invested many points into your character's Agility attribute, his arrows are likely to knock you back.

Once Ungolim is dead, Lucien Lachance will appear; he accuses you of betraying the Dark Brotherhood. Work through his dialogue tree to learn the disturbing truth.

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19: Following a Lead

Lucien wants you to wait by the next dead drop location to discover who has been swapping the dead drop orders. Head to the city of Anvil and, as instructed, find a spot close to the barrel behind the statue and wait. Soon enough, a figure will approach the barrel. Confront him; he explains that a man in a robe ordered him to plant the false dead drop orders. He believes that the robed man lives in the cellar of the lighthouse outside of Anvil, and recommends speaking to Ulfgar Fog-Eye, the lighthouse keeper.

Travel to the Anvil Lighthouse once you're done conversing with the Wood Elf. Speak to Ulfgar, and select the second dialogue option. Tell him that you are with the Dark Brotherhood and he will hand over the Lighthouse Cellar Key without any trouble. Locate the wooden door into the cellar, use the Lighthouse Cellar Key to unlock the door, and head inside to make a gruesome discovery.

Investigate the blood-covered cellar, and look around for a locked wooden door. There is a crazed dog behind this door, so be ready with a weapon before entering. In this room, you'll find the Traitor's Diary, and his Mother's Head on a plate. Read the diary to learn that the traitor is a member of the Black Hand, and is planning to kill the Night Mother.

With this information, travel to the Applewatch Farm near Bruma to meet with Lucien. Upon entering, you will be greeted by Arquen, who'll give you the Black Hand Robes and hood. One of these Black Hand members is the traitor. One of the people in this room is the traitor. Since Ungolim, former Listener of the Black Hand, has been killed, the remaining members of the Black Hand must awaken the Night Mother to appoint a new Listener. This is exactly what the traitor wants. You'll need to speak to Arquen between midnight and 3:00AM to complete the quest.

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20: Honor Thy Mother

When you're in Bravil with the other members of the Black Hand, Arquen will recite an incantation in front of the statue there, allowing the group to enter the Night Mother's Crypt. Inside the crypt, Mathieu Bellamont will eventually reveal himself as the traitor and quickly kill off two of the Speakers.

He will then attempt to kill the Night Mother. After speaking to Arquen, quickly approach Bellamont and kill him. He's quite weak, and Arquen is there to help, so he should fall fairly quickly. Once he is dead, the Night Mother will approach, and name you the new Listener of the Black Hand! You are then permitted to take the treasure from her crypt. You may find some useful enchanted items, so be sure to search the crypt thoroughly, as you won't be able to enter again once you leave.

When you're ready to leave, speak to the Night Mother again. She will upgrade the Blade of Woe to a much more powerful state. Once back in the Dark Brotherhood Cheydinhal Sanctuary, speak to Arquen there to complete the quest.

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21: Whispers of Death

Once you have completed the Dark Brotherhood questline, this quest will be added to your Journal. As the Listener, you can travel to Bravil once a week to converse with the Night Mother. The Night Mother will give you of a list of people who have prayed to her. These people need to meet with a Speaker to arrange an assassination. Once you have received this information from the Lucky Old Lady statue in Bravil, you must return to the Cheydinhal Dark Brotherhood Sanctuary and relay the information to Arquen.

In exchange for the list, Arquen will give you your weekly earnings. This quest will remain in your quest log permanently. You do not have to speak to the Night Mother each week, however; you are free to fulfill this duty only as often as you please. Furthermore, as the Listener, you can speak to any of the Dark Brotherhood Murderer NPCs in the Cheydinhal Sanctuary and command them to follow you. It may take a few days for the Murderers to appear in the Sanctuary. While a follower, the Dark Brotherhood Murderer will aid you in combat, though like most NPCs, they are quite dense.

The Elder Scrolls IV: Oblivion Guide

Daedric Shrine Quests

The follow chapters deal with the Daedric Shrine Quests, we've placed one on each page to help you find them more easily.

Here is the complete list of chapters for this section:

- Azura
- Boethia
- Clavicus Vile
- Hircine
- Malacath
- Mephala
- Meridia
- Molag Bal
- Namira
- Nocturnal
- Peryrite
- Sanguine
- Sheogorath
- Vaermina
- Hermaeus Mora

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Azura

Location: Far north of Cheydinhal.

Requires: Glow Dust

Level Requirement: Level 2

Reward: Star of Azura

Azura's Shrine is located far north of Cheydinhal, right above the first 'n' in the faded 'County Cheydinhal' text on the world map. Travel to Azura's Shrine and speak to Mels Maryon there. Mels Maryon's disposition must be at least 60 before he'll tell you how to converse with Azura. Raise Mels Maryon's disposition if need be, and select the 'I wish to summon Azura' dialogue option while speaking to him. He tells you to activate the statue at dusk or dawn and to leave an offering of Glow Dust. Your character must be at least level 2 to begin this quest.



Visit the Azura's Shrine at dusk (5:00PM-7:00PM) or dawn (5:00AM-7:00AM) and leave an offering of Glow Dust to summon the Daedra.

Glow Dust can be acquired from a Will-o-the-wisp. These creatures aren't very common, so alternatively, you can travel to Skingrad and purchase Glow Dust from the 'All Things Alchemical' shop there. When you have one portion of Glow Dust, return to Azura's Shrine. Activate the statue anytime between 5:00AM to 7:00AM, or 5:00PM to 7:00PM, and offer the Glow Dust to the altar to summon Azura.

Azura tells you of her five vampiric followers who have sealed themselves away in the Guttled Mine southwest of the shrine. To earn her reward, you must eliminate the vampires in the Guttled Mine to end their eternal suffering.

The Guttled Mine, which is normally sealed, will be opened by Azura so you can enter. The mine is not far from Azura's Shrine, so just follow the active quest marker on your compass and you'll be there in no time. Inside the Guttled Mine are the five afflicted followers who you must put to rest.

If your character happens to contract Porphyric Hemophilia (aka the 'vampire disease') and you aren't partial toward having your character turn into a vampire, there are two ways to impede the transformation: visit a chapel in one of the major cities and pray at the altar there, or down a Potion of Cure Disease. To discern whether or not your character has contracted Porphyric Hemophilia, pull up the Active Effects menu and check each of the effects listed there to determine if they stem from the disease.

The Afflicted Brethren inside the Guttled Mine are quite tough, because as vampires, they're naturally stronger than the enemies you're used to facing. Furthermore, you'll likely end up facing more than one of them at once. If you are experiencing difficulty fighting Azura's followers, consider retreating outside; the vampires in pursuit will most likely follow, but at least you'll have more space to move around. There's a trip wire at the start of the cave, so be sure to hop over it.



Travel to the Guttled Mine and put Azura's vampiric followers to rest.

Once you have managed to defeat the five vampiric followers, return to Azura's Shrine and activate the statue there. For completing her quest, Azura rewards you with the infinitely useful Azura's Star artifact. Azura's Star, which acts

as a re-useable Grand Soul Gem, is arguably the best item in the game; with it, you can keep the charges of your enchanted weapons topped up. This artifact, coupled with a weapon enchanted with Soul Trap on strike among other effects, is an impressive combo indeed.

If you seek Azura's Star as a means of completing one of the quests in the main questline, you are misguided in doing so. You do not want to give this item to Martin because once he has it, it's gone, and you won't be able to obtain another one. This artifact is much too valuable to give up. Furthermore, any other Daedric artifact can be given to Martin to satisfy the objective in question, and there are several more suitable for sacrifice, particularly Sheogorath's Wabbajack.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Boethia

Location: Far, far east of Arcane University.

Requires: Daedra Heart

Level Requirement: Level 20

Reward: Goldbrand

Boethia's Shrine is located very far east of the Imperial City, almost due east of Arcane University. The shrine itself is located in the Valus Mountain range. It can be quite difficult to reach the shrine, as the mountain is very steep in some parts. Move along the mountain until you come to a section that allows you to climb a little higher, and tread on patches of grass along the side of the mountain to help you ascend. If you look at the world map, the shrine is near the 'M' in the 'Valus Mountains' text. A horse would make the climb a bit easier.

When you have made it to the shrine, speak to Haekwon there. He explains that Boethia requires an offering of one Daedra Heart to summon. Your character must be at least level 20 to begin this quest.

A Daedra Heart is easy to acquire if there are still open Oblivion Gates around Cyrodiil. If you have completed the main questline and all of the Oblivion Gates are closed, you can purchase a Daedra Heart from the 'All Things Alchemical' shop in Skingrad. When you have the required item, approach Boethia's Shrine and offer the Daedra Heart. To earn the Boethia's artifact, you must participate in and win the Tournament of Ten Bloods.

Don't activate the Portal that Boethia creates until you are completely set. Be certain that you have an adequate supply of potions, arrows, repair hammers, and anything else you usually carry. You won't be able to return to Cyrodiil until the tournament is over. Inside Boethia's realm, you must best nine warriors chosen by Boethia in battle. Once you have finished the first fight, you are to proceed through the gate to face the next combatant.

How you approach these fights depends on the type of character you're playing. Just approach them as you would any other battle. Between battles, be certain that you are prepared before stepping through the next gate. While out of combat, you can use the wait feature to pass one hour of time to replenish lost health. Also, make sure your weapon and armour are in good condition before proceeding, as there's little worse than having your only weapon break in the middle of a fight. Of course, you will likely pick up some enchanted equipment along the way, as well as Health and Magicka potions.

All of the combatants are outfitted with enchanted weapons, some of which may have a chance of inducing paralysis on strike. To avoid becoming paralyzed, make effective use of blocking and backstepping to avoid your opponent's retaliatory strikes.

Depending on your character's level, some of the battles can be difficult. A rather cheap tactic to employ against melee combatants involves backtracking to the second combatant's area, where there's a giant flame. Get your opponent on the other side of the fire, and they will just stand there. If you have a bow, you can hit him with arrows until he falls. This is a good way to raise your character's Marksman skill, too.

When you have defeated the final Chosen and won the tournament, Boethia will open up a portal back to Tamriel. Once back on familiar soil, approach Boethia's Shrine and speak to him again. Boethia rewards you with the enchanted Goldbrand sword for winning the Tournament of Ten Bloods. Goldbrand is a very powerful sword; it boasts a high damage output and deals fire damage on strike. A very good weapon if your character is mainly a Blade user.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Clavicus Vile

Location: Travel east along the Gold Road leaving Skingrad until the shrine appears on your compass.

Requires: 500 Gold

Level Requirement: Level 20

Reward: Masque of Clavicus Vile

To find Clavicus Vile's Shrine, travel east along the Gold Road leaving Skingrad until the Daedric Shrine symbol appears on your compass. At this point, stray from the road and follow the symbol on your compass. It's quite a ways out, but just keep following the road and it will appear eventually. When you reach the shrine, locate and speak to Ma'Raska. He tells you to leave an offering of 500 gold coins to summon Clavicus Vile. Your character must be at least level 20 to begin start this quest.

If you have at least 500 gold coins, approach Clavicus Vile's Shrine and offer them to summon the Daedric Prince. Clavicus Vile wants you to find a warrior named Umbra, kill her, and retrieve the Umbra sword. He points you to the Pell's Gate settlement, where you are to begin your search. Barbas, Clavicus Vile's hound, will be added to your inventory in the form of a statuette. He tries to convince you that you've made a bad deal, and urges you not to give Umbra to Clavicus. Either way, if you want to complete this quest, you'll have to defeat Umbra and retrieve her sword, even if you don't intend to hand it over to Clavicus.

If you ask Irroke the Wide at Pell's Gate about Umbra, he'll tell you about the sword and the person. Umbra is in the ruins of Vindasel, which is located just southwest of the Imperial City. Travel west along the road from Pell's Gate and you will soon come to Vindasel.

Enter Vindasel and follow the arrow on your compass to find Umbra. Umbra, unlike every other enemy in Oblivion, is not level scaled. This means that her level is static, as she does not level along with your character. At level 50, she is quite powerful; depending on your level, you may have a tough time defeating her. She is equipped with a full set of Ebony armour and is wielding the Umbra sword, which is the strongest sword in the game (sans Shivering Isles).

Barbas will again attempt to convince you to forget about Clavicus' wishes, but you will need to defeat Umbra if you want to complete this quest. If you have a strong enchanted weapon and plenty of Health potions, you should be able to take down Umbra without too much difficulty. When she is dead, remove the Umbra sword (and her Ebony armour if you wish) and exit Vindasel. Return to Clavicus Vile's Shrine with the sword in hand. Once at the shrine, you can either give the Umbra sword to Clavicus, or keep it for yourself.

Umbra has the highest damage output of any sword in the game (sans Shivering Isles), and in its current state, is weightless. If you decide to keep the sword for yourself, however, it will then weigh 45 pounds. The sword does have the ever-useful Soul Trap on Strike enchantment, which works nicely when used in conjunction with Azura's Star.

If you give Umbra to Clavicus Vile, he will reward you with the Masque of Clavicus, which is a helmet that will raise your character's Personality attribute while equipped. If you want authorial advice, keep the sword, as it is much more useful than Clavicus' artifact. Even if you don't give him the sword, the game will still count this Daedric quest as complete.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Hircine

Location: South of the Imperial City, along the Nibenay Valley.

Requires: Wolf or Bear Pelt

Level Requirement: Level 17

Reward: Savior's Hide

Hircine's Shrine is south of the Imperial City, along the Nibenay Valley. Travel south along the Green Road, and stray from this path when the Daedric Shrine icon appears on your compass. If you look at the world map, the shrine is just west of the 'N' in the 'Nibenay Valley' text.



When you reach Hircine's Shrine, speak to Vajhira and tell her that you are a hunter. You must leave either a Wolf Pelt or a Bear Pelt to summon Hircine. You shouldn't have a hard time acquiring either, as you have undoubtedly been attacked by one of these animals while traveling through the wilderness. If not, walk around the Nibenay Valley and you should soon encounter one. When you have a Wolf or Bear Pelt, approach the Hircine's Shrine and leave the item as an offering. Your character must be at least level 17 to begin this quest.

Hircine wants you to travel to Harcane Grove and kill the Unicorn that inhabits the area. You are then to bring the Unicorn Horn back to the Hircine's Shrine for your reward. The Harcane Grove is very close by, just a shortways

south of the shrine. Ensure that your weapon is sheathed and follow your compass to this location. There are two Minotaurs in the grove who watch over the Unicorn. Facing two Minotaurs at once is no easy task. On top of that, the moment you unsheathe your weapon, the Unicorn will start to attack you. So, instead, ensure that your weapon is sheathed, locate the Unicorn in Hircane Grove, and hop on.

Once on the Unicorn, ride on until you a good distance away from Hircane Grove and the Minotaurs. Once you've found a suitable location, dismount the Unicorn. Here, you will carry out the task of slaying this majestic creature. Once your weapon is drawn, the Unicorn will attack. The Unicorn is very easy to kill; just back away when it rears, then move in and continue the assault.



When you've managed to kill the creature, retrieve the Unicorn Horn from its corpse and return to Hircine's Shrine. Activate the shrine and Hircine will reward you with the Savior's Hide. The Saviour's Hide is a strong piece of light armour that raises your character's resistance to magic while equipped.

Completing Hircine's quest.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Malacath

Location: North of Anvil, above the first 'T' in 'The Gold Coast' text on the world map.

Requires: Troll Fat

Level Requirement: Level 10

Reward: Volendrung

Malacath's Shrine is located north of Anvil. Take a look at the world map; the shrine is just above the first 'T' in 'The Gold Coast' text. Just travel up the north road leaving Anvil and continue heading straight. Eventually, a Daedric Shrine symbol will appear on your compass.

When you reach Malacath's Shrine, speak to Shobob gro-Rugdush. Shobob's disposition must be at least 60 before he'll tell you about the shrine. When he is willing, he tells you that you must offer Troll Fat to the shrine to summon Malacath. You must be at least level 10 to begin this quest.



Offer Troll Fat to the altar of Malacath to converse with the Daedric Lord.

Troll Fat can be acquired by killing a Troll and removing it from its corpse, or you can buy some from the 'All Things Alchemical' shop in Skingrad. When you have the requested item, approach the shrine and offer it to Malacath. The Daedric prince requests that you travel to Lord Drad's Estate, enter the Bleak Mine nearby, and free his Ogres. Lord Drad's Estate is southeast of the shrine; it has been marked on your map, so just follow the marker on your compass.

there. Don't even bother entering the estate and speaking to Lord Drad, as he refuses to co-operate.

Lord Drad is working the Ogres in the Bleak Mine, which is just a short walk west from his residence. There are about five guards in the Mine with top of the line equipment. There are two Ogre cages in the Bleak Mine; you must find a Tarnished Key and a Shiny Key to unlock them. If you were to be attacked by all five of the guards at once, you would surely be overwhelmed. It may be difficult, but try to sneak up on the guards, pickpocket the keys, and then quickly make your way to the Ogre cages. This will likely only work if your character's Sneak skill is quite high. Use the keys to unlock the cages and free the Ogres, and they will attack the guards. You can retrieve their equipment when the slaughter is over.



With 'Malacath' set as your active quest, the active quest marker will point you to the two Ogre cages. When you have the Tarnished Key and the Shiny Key, or if you happen to have a large amount of lockpicks (or Nocturnal's Skeleton Key), unlock both cages to free the enslaved Ogres. The Ogres will exit Bleak Mine and enslave Lord Drad and his wife.

Once you have completed the task, return to Malacath's Shrine and summon him again. Malacath will reward you with the Volendrung hammer. The Volendrung has Paralyze and Drain Health effects, making it a powerful and effective weapon if you have a character that primarily uses Blunt weapons.

Freeing the Ogre slaves in the Bleak Mine.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Mephala

Location: Northeast of the Imperial City, under the first 'a' in 'The Heartlands' text on the world map.

Requires: Nightshade

Level Requirement: Level 15

Reward: Ebony Blade

Mephala's Shrine is located northeast of the Imperial City. If you at the world map, the shrine is just under the first 'a' in 'The Heartlands' text. Fast travel to the Imperial Prison Sewer and continue northeast from there. When you reach the shrine, locate and speak to Dredena Hlavel there. She tells you to leave Mephala an offering of Nightshade between midnight and dawn to summon her. Your character must be at least level 15 to begin this quest.

Nightshade can be found in the Arcane University Mystic Archives. Enter the Mystic Archives, and take the stairs up to the second level. On the second floor, look around for a small sitting area; there is a Nightshade at the end of the table here. Or, you can purchase a Nightshade from the 'All Things Alchemical' shop in Skingrad; the proprietor should have one in stock. Once you have acquired a single portion of Nightshade, approach Mephala's Shrine between 12:00AM and 6:00AM and offer the ingredient at the altar to summon her.



Mephala wants you to travel to the Bleaker's Way settlement, where you are to start a feud between the family of

Dark Elves and the family of Nords living there. Murder both of the family leaders and plant evidence on their bodies to make it appear that the other family is responsible. Of course, you mustn't be seen doing this.

Bleaker's Way is a small settlement northwest of Mephala's Shrine. Have 'Mephala' set as your active quest and follow the arrow on your compass to reach Bleaker's Way. If it isn't night time, use the wait feature to pass enough hours so it is dark out and everyone in the settlement is asleep. The two families living on the Bleaker's Way settlement are the Ulfgars and the Dalvilus. Hrol Ulfgar and Nivan Dalvilu are the family leaders.

Start by entering Hrol Ulfgar's House; as always, be certain that you are in Sneak Mode before entering. If it's night, Hrol Ulfgar should be fast asleep. Make your way up the steps to reach the loft where Hrol's bed is. It might be tough to kill him in one strike, depending on your character's level. If you have some sort of poison in your inventory, apply it to a weapon or arrow to make your initial strike more effective. Silently approach Hrol while in Sneak Mode and hit him for a sneak attack. If the first strike doesn't kill him, continue to attack him until he dies. Once Hrol is dead, return to the previous area. The Ulfgar Family Ring is on a table by the stairs, so collect it before leaving the house.



Next, locate Nivan Dalvilu's House. Ensure that you are in Sneak Mode, pick the lock, and enter the house. Nivan should be fast asleep. Apply some poison to a weapon or arrow if you have some, and hit him with a sneak attack. If he survives the initial strike, continue attacking him as he attempts to rise.

Once Nivan is dead, plant the Ulfgar Family Ring on his corpse. To do this, search Nivan's corpse and press LT/L2 to

switch over to your inventory. Then, look for the Ulfgar Family Ring in the Armor section and press the A/X button to move it into his inventory. Before leaving the house, take the Dalvilu Ceremonial Dagger that's on the table near Nivan's bed. With the dagger in your inventory, return to Hrol Ulfgar's House and plant it on Hrol's corpse.

Once both Hrol Ulfgar and Nivan Dalvilu have been killed and evidence suggesting that the other family is responsible has been planted on each corpse, all that is left to do is find someone in the Bleaker's Way settlement and tell them that you saw the two attack each other. A good person to tell is Kirsten, the innkeeper at the Bleaker's Way Goodwill Inn. If it's still night time, she will be sleeping behind the counter.



Once you have told someone about the deaths, you are free to return to Mephala's Shrine to collect your reward. Before setting out, however, consider sticking around to watch the ensuing battle between the two families. Return to Mephala's Shrine when you're set and summon her. She will reward you with the Ebony Blade for completing the task. The Ebony Blade has Silence and Absorb Health effects, making it an effective weapon if your character primarily uses Blades.

Causing strife in Bleaker's Way.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Meridia

Location: West of Skingrad.

Requires: Bonemeal, Mort Flesh, or Electoplasm.

Level Requirement: Level 10

Reward: Ring of Khajiiti

Meridia's Shrine is located west of Skingrad. Start heading west from the stables and you will eventually reach the shrine. When you arrive, speak to Basil Ernarde there. He tells you that summoning Meridia requires an offering of undead remains. This means either Bonemeal from Skeletons, Mort Flesh from Zombies or Electoplasm from Ghosts.

It's easy enough to acquire any of the required offerings, as undead creatures are common to ruins and other dungeons. Alternatively, you can likely find these ingredients in stock at the 'All Things Alchemical' shop in Skingrad. When you have the remains of an undead creature, approach Meridia's Shrine and offer it to summon her. Your character must be at least level 10 to begin this quest.

Meridia intensely dislikes the undead. Because of this hatred, she wants you to destroy the cult of Necromancers who are holed up in Howling Cave. Howling Cave is located southeast of Skingrad. With 'Meridia' set as your active quest, follow the arrow on your compass to reach Howling Cave. You'll encounter an array of undead creatures inside, so ensure that you have some means of disposing of Ghosts (a Magic, Silver, or Daedric weapon) before entering.

The Necromancers are in the Howling Cave Lower Galleries area. You may have to kill a powerful undead creature to lower the rock wall blocking the door to the Lower Galleries. Upon entering this area, each Necromancer will appear as a green arrow on your compass. The Necromancers are surrounded by undead creatures, so try your best to avoid getting surrounded. If there are too many enemies on you at once, consider retreating to the previous area. The enemies that were after you will more than likely follow, but at least you'll be ready as they come through the door.

Once you have destroyed the cult of the Necromancers in Howling Cave, return to Meridia's Shrine. Summon Meridia and she will reward you with the Ring of Khajiiti. This is a rather useful ring; it adds Chameleon and Fortify Speed effects while equipped, making it a good ring for stealth-based characters.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Molag Bal

Location: Far southeast of Chorrol.

Requires: Lion Pelt

Level Requirement: Level 17

Reward: Mace of Molag Bal

Molag Bal's Shrine is located southeast of Chorrol. If you look at the world map, the shrine is located just a short way southwest of the first 'T' in 'The Great Forest' text. As you traverse the surrounding area, a Daedric Shrine symbol should appear on your compass. When the symbol appears, follow it to reach the shrine.



Once you've located Molag Bal's Shrine, speak to the Redguard named Amir. Amir explains that in order to summon the Daedric Prince, one must leave an offering of a Lion Pelt. Lion Pelts are fairly easy to come by, as you have likely already been attacked by a Mountain Lion while exploring the wilderness, provided your character is at least level 17.

Once you have obtained the pelt, approach Molag Bal's Shrine and offer it to summon the Daedric Prince. Molag Bal wants you to help him corrupt a man named Melus Petilius by forcing him to kill you with the Cursed Mace. Melus Petilius lives near Brindle Home, which has been marked on your map. Travel there, enter Torbal the

Sufficient's house, and ask the man inside about Melus and his wife Vena. If Torbal isn't there, wait until night time and try again. His disposition must be at least 60 before he will divulge Melus' location. When willing, Torbal will point you to Melus' cabin, which is not far from your current location.

The grave of Melus' wife is located southeast of his cabin. Approach the grave and wait for him there, provided he isn't there already. Melus leaves his cabin at 11:00AM each day to visit his wife's grave. When you encounter Melus at his wife's grave, drop the Cursed Mace on the ground, and then strike to anger him. Once he's angry, he should pick up the Cursed Mace that you dropped and begin to attack you. All that is left to do at this point is to stand by while he beats your character senseless. You needn't remove your character's armour to speed up the process, as this makes a good time to build up your Heavy or Light Armor skill.



When Melus Petilius has killed your character with the Cursed Mace, you will be transported back to Molag Bal's Shrine. Approach the shrine and summon the Daedric Prince once more. Molag Bal will reward you with the Mace of Molag Bal. This weapon has Absorb Strength and Absorb Magicka Effects, neither of which are particularly useful.

Corrupting Melus Petilius.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Namira

Location: East of Bruma.

Requires: Personality attribute below 20.

Level Requirement: Level 5

Reward: Ring of Namira

To reach Namira's Shrine, fast travel to the Wildeye Stables outside of Bruma and head east from there. You will eventually reach the Plundered Mine, at which point the Daedric Shrine symbol should appear on your compass. Follow the symbol to reach Namira's Shrine.

If your character's Personality attribute is higher than 20, you won't be able to summon Namira. To lower your character's Personality attribute, have him or her down a few bottles of Cheap Wine. You can purchase some Cheap Wine from Olav's Tap and Tack in Bruma. Drink enough Cheap Wine to drop your character's Personality attribute to below 20, then approach the shrine to summon Namira. Your character must be at least level 5 to begin this quest.

Namira tells you of Anga, which is a ruin that several of her followers inhabit. Some priests are planning to visit this ruin to save the Forgotten inside. Namira wants you to travel to Anga to help her worshipers kill the priests of Arkay by casting the Namira's Shroud spell. Anga is located south of Namira's Shrine.

With 'Namira' set as your active quest, follow the marker on your compass to reach Anga. Once inside, all you must do is follow the markers on your compass and cast Namira's Shroud on the priests that you come to. When the spell has been cast, the Forgotten will surround the priest and kill him. Do this to each marked priest in Anga to finish the task. Don't kill any of the priests yourself, as by doing so, you'll forfeit the reward.

Once all of the priests of Arkay are dead, return to Namira's Shrine and summon her once more. Namira will reward you with the Ring of Namira, which is enchanted with Reflect Damage and Reflect Spell effects.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Nocturnal

Location: Travel down the east road out of Leyawiin until the Daedric Shrine marker appears on your compass.

Requires: N/A

Level Requirement: Level 10

Reward: Skeleton Key

To find Nocturnal's Shrine, start by travelling down the east-most road out of Leyawiin. The altar is along the side of this road, so continue heading down the road the Daedric Shrine marker appears on your compass. At this point, follow your compass to reach the shrine.

Nocturnal does not require an offering, so simply approach the altar and activate it to summon her. She wants you to retrieve the 'Eye of Nocturnal,' which was taken from her shrine by a couple of Argonians. The Argonian thieves live in Leyawiin. To receive Nocturnal's reward, you must retrieve the Eye of Nocturnal and return it to the shrine. You must be level 10 to begin this quest.

The Argonian thieves live in Leyawiin. Locate Weebam-Na's house on the local area map, make your way there, and head inside. The two Argonians, Weebam-Na and Bejeen, should be inside. Speak to both of them, and ask about the Eye of Nocturnal. They, of course, claim ignorance.

If the two Argonians are not in the house at the same time, wait until they are. Once Weebam-Na and Bejeen are in the room together, enter Sneak Mode and situate yourself in an area where the eye icon onscreen is faded. If the eye icon is bright and solid (which indicates that you are being watched), the two will not discuss the Eye of Nocturnal.

Remain out of sight long enough and the two Argonians should start conversing. If they realize you are present at any point during the conversation, they will stop talking. To rectify this, leave the house and enter again while in Sneak Mode.

By listening to Weebam-Na and Bejeen, you'll learn that they've stashed the Eye of Nocturnal in a nearby cave; Tidewater Cave south of Leyawiin, to be precise. Exit Leyawiin via the east gate of the city and instead of following the road, head south.

When you reach Tidewater Cave, be prepared for a fight, as it is occupied by Trolls. The Eye of Nocturnal is submerged at the end of the waterway a few paces from the entrance. Have 'Nocturnal' set as your active quest and follow the marker on your compass to locate the item. Dive into the water and take the Eye of Nocturnal into your inventory.

Make your way out of Tidewater Cave once you have collected the Eye of Nocturnal and return to Nocturnal's Shrine. As reward for completing her quest, Nocturnal rewards you with the Skeleton Key artifact. The Skeleton Key is an invaluable item, and undoubtedly one of the better Daedric artifacts. The Skeleton Key acts as a reusable lockpick, and fortifies your character's Security skill by 40 points. You'll definitely want to keep this artifact in your inventory.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Peryrite

Location: Along the Silverfish River, northeast of Bravil.

Requires: N/A

Level Requires: Level 10

Reward: Spell Breaker

Peryrite's Shrine is located northeast of Bravil, along the Silverfish River. Walk along the south side of the Silverfish River until you come to the shrine. If you look at the world map, the shrine is next to the 'R' in the 'Silverfish River' text. When you reach the place, you will discover that all of Peryrite's worshippers are frozen. Peryrite does not require an offering, so approach the altar to converse with him.

Peryrite explains that his followers, in an attempt to summon him, have transported their souls to a plane of Oblivion. He requests that you travel to the Oblivion plane and carry his follower's souls back out with you. Ensure that you have everything you need before approaching the shrine, as you won't be able to leave Oblivion until you have captured all of the follower's souls.

When you're ready to enter Oblivion, approach the shrine again. With 'Peryrite' set as your active quest, markers pointing to each soul will appear on your compass. This Oblivion plane is massive, and as with the others, is crawling with Daedra. Make use of the local area map to make sure you're headed in the right direction when following one of the markers on your compass. There are five souls to rescue. When you have captured the last soul, Peryrite will open a gate back to Cyrodiil. The gate is at the start of the area, so follow the marker on your compass.

Once back in Cyrodiil, Peryrite's followers will be released from their frozen state. Summon Peryrite once more, and he'll reward you with the Spell Breaker shield. The Spell Breaker is enchanted with a Reflect Spell effect, and has a decent amount of defence.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Sanguine

Location: Imperial Reserve between Chorrol and Skingrad.

Requires: Cyrodiilic Brandy

Level Requirement: Level 8

Reward: Sanguine Rose

The Shrine of Sanguine is located between Skingrad and Chorrol. It's in the Imperial Reserve, below the 've' in the 'Imperial Reserve' text on the world map. If you speak to Engorm at the shrine, he'll tell you that an offering of Cyrodiilic Brandy is required to summon Sanguine. Cyrodiilic Brandy can be purchased at 'The Main Ingredient' shop in the Imperial City Market District. When you have the required item, approach the shrine and present your offering. Your character must be at least level 8 to begin this quest.



The Countess of Leyawiin will be holding a dinner party, and Sanguine wants you to liven it up a bit. Doing so involves sneaking into the party and casting the 'Stark Reality' spell on the Countess. Sanguine mentions that the party is invitation only, but if your character is wearing some relatively nice clothing, the guard at the door will let you in regardless. You can buy some expensive clothing from the 'Divine Elegance' shop in the Imperial City Market District. Buy some expensive clothing, put it on, and travel to Castle Leyawiin.

The dinner party starts at 6:00PM. At this time, enter Castle Leyawiin and make your way to the throne room. Speak to the guard standing by the door to your right while wearing the expensive clothes. Inquire about the dinner party and the guard should let you in. Inside, the Countess of Leyawiin and her guests are seated at the long table.

Now's your chance to cast the Stark Reality spell. You can't hit the Countess with the spell without getting caught, so just cast the spell outright. Unfortunately, the spell also has an effect on your character! You're entire inventory is gone, including the gold that could have been used to pay the fine...

At this point, you can either let the guards haul you off to jail and serve your time, or you can resist arrest and flee from the castle. If you choose to do the latter, hopefully your character can run fast. If you don't mind spending some time in jail, the first option is the better choice.



Cast the Stark Reality spell on Countess Alessia Caro during the dinner party to complete Sanguine's task.

Return to Sanguine's Shrine and speak to the Daedric Prince once more. He points you to a chest that contains your inventory, as well as your reward for completing the task. Sanguine has given you with the Sanguine Rose, which summons a random Daedra when it hits a target. Not a particularly useful artifact, since the summoned Daedra won't always fight for you.

Casting Stark Reality on Countess Alessia Caro's dinner party.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Sheogorath

Location: About halfway between the cities of Bravil and Leyawiin.

Requires: One Lesser Soul Gem, one head of Lettuce, one Yarn.

Level Requirement: Level 2

Reward: Wabbajack

The Sheogorath's Shrine is located about halfway between the city of Bravil and the city of Leyawiin. Follow the road to Leyawiin from Bravil until the Daedric shrine symbol appears on your compass. At this point, stray from the road and head southwest toward the shrine. Once you've reached the shrine, speak to one of the worshippers there. In the midst of their ramblings, they worshiper will tell you to speak to Ferul Ravel, the white-robed Dark Elf.

From the nonsense that Ferul Ravel spouts out one can draw that Sheogorath requires an offering of one Lesser Soul Gem, one head of Lettuce, and some Yarn before he will grant an audience. Your character must be at least level two to begin this quest.

The items that Sheogorath requires are fairly easy to obtain. Visit the Mythic Emporium in the Imperial City Market District and purchase a Lesser Soul Gem from Calindil if you don't already have one in your inventory. Visit The Feed Bag in the Imperial City Market District and buy a head of Lettuce. As for the Yarn, just look in the boxes and barrels littered throughout the Market District and you should be able to some.

When you have obtained the three items, return to the Sheogorath's Shrine and present them to the statue. Sheogorath wants you to visit the peaceful settlement of Border Watch, locate their shaman, and inquire about the K'Sharra prophecy. The Border Watch settlement is just south of Sheogorath's Shrine, so make your way over there.

Once you have reached the settlement, you then must locate the settlement's shaman, Ri'Bassa. If you are unable to locate him, set 'Sheogorath' as your active quest and follow the marker on your compass. When you have found him, speak to him and select the 'K'Sharra Prophecy' dialogue option.

Ri'Bassa's disposition must be at least 60 before he will divulge the three signs of the K'Sharra Prophecy. Either persuade or bribe him to raise his disposition to at least 60, and then ask him about the prophecy again. The fulfillment of the K'Sharra Prophecy, Ri'Bassa explains, consists of three signs: the first sign is vermin infestation; the second sign is a plague that wipes out the settlement's livestock; and the third is the Plague of Fear, which Ri'Bassa refuses to discuss.

Ask about Border Watch, and Ri'Bassa will tell you that the Border Watch Inn has a large collection of cheeses. Though this information seems trivial, the cheese there can be used to attract a large wave of rats to the settlement; enough to emulate the first sign of the K'Sharra Prophecy. Head over to the Border Watch Inn and step inside. Upon entering, turn left to spot a couple of display cases with Very Hard quality locks.

Unless your character's Security skill is high enough to permit you to pick the lock, you'll need to swipe the key from the innkeeper. She is fairly easy to pickpocket, but doing so requires a relatively high Sneak skill. If you want to give it a shot, enter Sneak Mode, creep up behind her, and remove the Display Case Key from her inventory. If your character has a high Security skill, enter Sneak Mode and pick the lock on the Display Case that contains a single piece of cheese. Then, open the case and steal the cheese. If the eye icon turns bright and solid, you are being watched, so only attempt to pick the lock and steal the cheese while the icon is faded.

Once you've taken the Olroy Cheese from the Display Case, exit the Border Watch Inn and make your way over to the Cooking Pot outside. Press the A/X button while the prompt is onscreen. Place the Olroy Cheese in the Cooking

Pot, then stand back and watch as the swarm of rats approaches.

Ri'Bassa quickly throws down some Rat Poison in an effort to stem the tide of vermin. What must done next should be fairly obvious. Pick up the Rat Poison and head south from the Cooking Pot. Open the Old Gate, step inside the pen, and approach the Feeding Trough in the distance. Press the A/X button when prompted and place the Rat Poison in the Feeding Trough. With that done, wait for the poison to do its job, and you will then hear the voice of Shegorath. He tells to make your way to center of the settlement to await the final sign. It turns out that the Plague of Fear is... Well, you'll have to see for yourself

When the show is over, return to the Shegorath's Shrine to receive Wabbajack. The Wabbajack is a staff that will change the target creature into a different creature for a short duration of time. So, it is essentially a useless item, but therefore perfectly suitable to give to Martin as a means of fulfilling the first part of the 'Blood of the Daedra' quest in the main questline.

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Vaermina

Location: Southwest of Cheydinhal, near Lake Popped.

Requires: Black Soul Gem

Level Requirement: Level 5

Reward: Skull of Corruption

To find Vaermina's Shrine, travel southwest from Cheydinhal. If you look at the map of Cyrodiil, Vaermina's Shrine sits right next to the 'P' in the 'Lake Poppad' text. When you reach the shrine, speak to Aymar Dovar there. He tells you that a Black Soul Gem is needed to summon Vaermina. Your character must be at least level 5 to begin this quest.

Getting your hands on a Black Soul Gem is no easy task. First, you'll need to find a plain, empty Grand Soul Gem. You also need some way to cast a Soul Trap spell. You should be able to purchase an empty Grand Soul Gem from the Mystic Emporium in the Imperial City Market District. If the proprietor doesn't have a Grand Soul Gem in stock, use the wait feature to pass a day or two and check back in.

The Soul Trap spell can be purchased from several of the Mages Guild halls in Cyrodiil. If you want direction, travel to Cheydinhal, locate the Mages Guild there, speak to Trayvond the Redguard while he is selling spells, and buy the Soul Trap spell from him.

When you have an empty Grand Soul Gem and a Soul Trap spell, you'll then need to find a Necromancer Altar where Black Soul Gems are created. Dark Fissure, which is just east of Vaermina's Shrine (across the Reed River), is one such altar. It is near the tip of the Reed River on the eastern side. The Altar is in front of the cave entrance.

To create a Black Soul Gem, place the empty Grand Soul Gem in the Altar, and cast the Soul Trap spell on it. This will only work when light is shining on the altar, which happens rarely. If light isn't shining on the altar when you first arrive, use the wait feature to pass 24 hours. If light still isn't shining on the altar, pass another 24 hours. Continue this as many times as necessary. So, while light is shining on the altar, put the empty Grand Soul Gem inside and hit the altar with your Soul Trap spell. Afterwards, open the altar and retrieve the Black Soul Gem. You may also catch a Necromancer there, and in that case, you can just steal the Black Soul Gem from the altar when you see him cast Soul Trap. Once you have the Black Soul Gem, return to Vaermina's Shrine and offer it to the altar to converse with her.

Vaermina wants you to retrieve an orb that was stolen by a wizard named Arkved. You must travel to his tower, retrieve the Orb of Vaermina, and bring it back to the shrine. Arkved's tower is south of Vaermina's Shrine. With 'Vaermina' set as your active quest, follow the marker on your compass to reach the tower. Find the entrance and head inside.

You'll meet some resistance along the way, so be careful. Follow the marker on your compass through the initial area and enter Arkved's Void. Cross the series of bridges here and enter Arkved's Lost Halls. You will encounter several Daedra in these halls, so remain vigilant. Follow the arrow to the door to Arkved's Hall of Changes.

There are more Daedra in this area. There are also magic crystals that will sap your health, so avoid staying in a room with one for too long. Continue following the arrow on your compass to reach a Trap Door to Arkved's Rending Halls. In the Rending Halls, you'll find—you guessed it—more Daedra. The last area is Arkved's Death Quarters, where the Orb of Vaermina can be found. Enter the Death Quarters and retrieve the Orb of Vaermina, which is sitting on a table in the corner of the room.

Once you have obtained the Orb of Vaermina, head through the wooden door that leads back out to the Nibenay Basin and return to Vaermina's Shrine. Summon Vaermina once more; she will reward you with the Skull of Corruption for completing the task. This interesting staff will clone its target. Have fun!

The Elder Scrolls IV: Oblivion Guide - Daedric Shrine Quests

Hermaeus Mora

Location: In the mountains far west of Bruma.

Requires: Every other Daedric Shrine quest complete.

Level Requirement: Level 20

Reward: Oghma Infinium

Once you have completed every other Daedric Shrine quest, you can then take a quest from the Daedric Lord Hermaeus Mora. After completing every other Daedric Shrine quest, have your character sleep in any bed. When your character awakens, you will find yourself face to face with a man named Castas Falvus, who explains that you've summoned by Hermaeus Mora.

It's quite a trek to Hermaeus Mora's Shrine. The shrine sits high up on a mountain, but there is a trail that leads right up to it. The trail starts a little west of Bruma (west of the 'B' in the 'Bruma' text on the world map), and is just a bit south of Echo Cave. The start of the trail is lined with rocks, so you should be able to determine where it starts. When you have found the start of the trail, follow it all the way up to the shrine. It may not seem like it, but following this trail will indeed take you to the Shrine.

Approach the shrine and summon Hermaeus Mora. If you meet the requirements, the Daedric Lord will give you a task. Hermaeus Mora provides you with a special spell and Soul Gem; with Mora's Soul Trap spell and Hermaeus Mora's Soul Gem, you are tasked with capturing ten souls, one of each race. To capture a soul, all you must do is cast Mora's Soul Trap on a target, and then kill them. The soul will be placed in Hermaeus Mora's Soul Gem, and a journal entry confirming the capture of a soul of the target's race will be added.

Capturing a soul of each race is not a difficult task if you are not opposed to murdering innocent characters. You can likely find at least one character of each race in each of the major cities. It would be best to refrain from doing this, however, as it is possible to kill some quest givers. Another option is to travel to other Daedra Shrines and capture the souls of the followers there, since they won't be needed for any quests in the future.

Perhaps the best way to go about completing this quest is to capture the souls of Bandits, Marauders, and other human enemies. Bandits can be Khajiit, Redguard, Wood Elf, or Dark Elf; Marauders can be Argonian, Orc, Imperial, or Nord, and Necromancers can be High Elf, Imperial, or Breton.

Bandits are usually encountered in camps, or randomly on the road. Fast travel to several different camps and you should be able to acquire the soul of a Khajiit, Red Guard, Wood Elf and Dark Elf. A good place to search for Marauders is Rockmilk Cave, which is north of Leyawiin. To find it, travel north along the west road leaving Leyawiin until cave icon appears on your compass. Inside, you shouldn't have difficulty capturing an Argonian, Orc, Imperial and Nord soul. As for High Elves and Bretons, you'll have to visit a Necromancer lair. One such spot is Fort Linchal north of Kvatch. Just travel north from the 'h' in the 'Kvatch' text on the world map.

By traveling to Rockmilk Cave and Fort Linchal, you should be able to capture a soul of each race. When you have all ten souls, return to Hermaeus Mora's Shrine and give him the packed Soul Gem.

For completing the task, Hermaeus Mora rewards you with the Oghma Infinium, a special skill book. When this book is read, you'll be given the option of reading the Oghma Infinium in a certain way. There are three choices: the Path of Steel, the Path of Shadow, and the Path of Spirit. Each path raises three different skills by 10 levels, as well as one attribute. The Path of Steel raises the Blade, Heavy Armor, and Blunt skills, and boosts the Strength attribute. The Path of Shadow raises the Sneak, Security, and Light Armor skills, and boosts the Agility attribute. The Path of Spirit raises the Destruction, Conjuraton, and Restoration skills, and boosts the Intelligence attribute.

It would be best to refrain from reading the Oghma Infinium until you've maxed the skills that would be raised by reading the Path of your choosing. By doing so, you can permanently exceed the skill level cap by 10 for those skills.

The Elder Scrolls IV: Oblivion Guide - Side Quests

Anvil Quests

This side quest contains the following sections, just scroll down to read, or use the anchor links in the list below to jump straight to the section you are interested in.

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[The Ghost Ship of Anvil](#)

[The Siren's Deception](#)

[When the Vow Breaks](#)

[Where Spirits Have Lease](#)

Newheim's Flagon

This quest is best completed alongside the 'A Den of Thieves' quest in the Fighters Guild questline. To add this quest to your journal, ask Newheim the Portly about the heirloom he mentions when you ask about the thieves' hideout. He requests that you retrieve his flagon, which was swiped by the band of thieves who are hiding out in Hrota Cave.

You can find Newheim's Heirloom in the large area at the northeast end of Hrota Cave. There is a small pit in the middle of this area; Newheim's Heirloom is on the wooden table there. Bring the flagon back to Newheim in Anvil to receive his thanks and three bottles of Newheim's Special Brew.

The Ghost Ship of Anvil

Travel to the Anvil dock area and locate the Serpent's Wake ship. Hop on deck and speak to Varulae the High Elf. She asks that you retrieve a crystal ball for her, which is somewhere in the hold of the Serpent's Wake. According to Varulae, the former crew of the ship have all been slain, leaving some nasty, vengeful spirits in their place.

Before getting started, ensure that you have a silver, enchanted, or Daedric weapon in your inventory, as only those types of weapons can damage ghosts. Agree to assist Varulae, and she will give you the key to the interior of the ship. Use the Serpent's Wake Key to unlock the wooden door on deck and head through.

Once inside the Serpent's Wake, proceed through the door in front of you. You'll soon encounter the spirit of one of the slain crewmen. Defeat the ghost, and then examine the body on the bed. Remove the two keys from the corpse; you can use one of these keys to open the locked chest by the bed if you wish. With the two keys in your inventory, head back to the entrance and look for a Trap Door to the mid-deck.

In the mid-deck of the Serpent's Wake, you'll encounter a couple more spectral sailors. When the two spirits have been dealt with, search around for another Trap Door, this one to the Cargo Hold. Upon entering the Cargo Hold, look to your right to spot a treasure chest. Open this chest to find Varulae's Crystal Ball inside. There are a couple of spectral sailors down here too, but once you have the Varulae's Crystal Ball, you may simply run out of the ship and not bother fighting the spirits.

Once you have retrieved the crystal ball from the Serpent's Wake Cargo Hold, return to the ship's deck and speak to Varulae. For retrieving her crystal ball, Varulae will reward you with the captain's enchanted cutlass, dubbed 'Redwave.'

The Siren's Deception

This quest is activated when you hear a rumour about an all female gang of thieves operating in Anvil. They use their allure to bring men to their hideout, where they then proceed to rob the man blind. If you speak to almost any NPC

in Anvil, the 'Gang' dialogue option should be available. Select the 'Gang' dialogue option while speaking to an NPC to be pointed to two people, Gogan and Maelona.

Look to the local area map or follow the arrow on your compass to Gogan and Maelona's House in Anvil. Enter when the door is unlocked, then locate and speak to Maelona. She claims that her husband, Gogan, fell victim to the gang, and lost a valuable family heirloom.

You can locate and speak to Gogan for some additional information regarding The Flowing Bowl, otherwise make your way to the Anvil dock area and enter The Flowing Bowl tavern. Once inside, wait until Signy and Faustina enter. Approach the pair, and listen to their offer. You are told to visit the Gwenden Farmhouse outside of Anvil around 11:00PM for a 'night of fun.' If your character is female, however, they two will offer to let you join their gang. Wait until 11:00PM, and then proceed to the Gwenden settlement outside of Anvil. Enter the farmhouse to encounter the group of thieves inside.

When you reveal that you are only there to retrieve Gorgan's stolen ring, the women will attacking. It's three against one, but you shouldn't have too much trouble defeating them, as none of them are wearing armour. Once all three of the female thieves have been slain, Gorgan and Maelona will enter the farmhouse and explain the situation. Maelona will reward you with some gold coins for your efforts.

Before leaving the farmhouse, search the girls' bodies to find the Gwenden Farm Basement and use it to unlock the door to the basement. In the basement, you'll find the stolen goods that the gang have amassed. Be sure to pick up the enchanted 'Witsplinter' dagger dropped by one of the girls as well.

When the Vow Breaks

Travel to the Whitmond Farm just outside of Anvil's north gate. Speak to Maeva there, and inquire about her husband. She'll tell you that her husband left, bringing her family heirloom with him. The heirloom is a mace, dubbed 'Rockshatter.' Her husband, Bjalfi the Contemptible, chose to join a marauder gang operating in the Fort Strand ruins just east of Anvil.

Make your way to Fort Strand, locate the entrance, and head inside. Bjalfi is in the 'Fort Strand Dome' area, so you'll have to delve deeper into the fort. Be careful, as there are Marauders roaming the halls. Be wary of traps as well. Follow the arrow on your compass to the door into the Fort Strand Dome.

In the Fort Strand Dome area, you'll find Bjalfi surrounded by his fellow Marauders, as well as the Marauder Warlord. You're going to want to be extra careful here, as the Rockshatter that Bjalfi is wielding has some nasty Shock Damage enchantments. Keep an eye on your health while battling him, as these enchantments are sure to deplete your health at a surprising rate.

When Bjalfi and the other Marauders have been defeated, pick up the Rockshatter that Bjalfi dropped and make your way out of Fort Strand. Return to Maeva at the Whitmond settlement and speak to her. She'll thank you, and reward you with some gold coins. Alternatively, you can equip the newly acquired weapon and beat her over the head with it, then keeping it for yourself.

Where Spirits Have Lease

Speak to the NPCs wandering the streets of Anvil and select 'Rumors' from the list of dialogue options. Somebody should tell you about Velwyn Benirus, who is looking to sell a manor that he owns in Anvil. Alternatively, you may also overhear NPCs discussing the manor, which will also add the quest to your journal. The 'Velwyn Benirus' option should then be available when speaking to most of the NPCs in Anvil.

If you none of the NPCs will discuss Velywn Bernirus, locate The Count's Arms inn, look for him inside, and inquire about the manor. Velwyn wants 5,000 gold coins for the manor. There must be a catch, right? There is; buy the

house from Velwyn, then locate your newly acquired home and step in.

It's dark inside Benirus Manor, so you'll need a Torch or the Nighteye effect. Be sure to have a silver, enchanted, or Daedric weapon, and then head upstairs and use the bed to rest. You'll soon awake to quite a sight—ghosts! There's the catch you were expecting; the manor is haunted! Velwyn didn't even have the decency to mention that fact upon exchange of the deed. Well, there isn't much you can do now; you've got a haunted house on your hands.

Make your way down to the lower level of the manor and locate the glowing green jar on the floor in the entrance room. Remove the Skeletal Hand, then read and take the scrap from Lorgren's Diary. The text tells of a secret passage in the manor, which only one of pure Benirus blood can open. You'll need to see Velwyn about this passage, but unfortunately he seems to have dodged town. Return to the Count's Arms and ask Wilbur about Velwyn to learn that has taken up lodgings in the Imperial City.

Fast travel to the Imperial City's Elven Gardens District and look for Velwyn in the King and Queen Tavern. Ask him about Lorgren Benirus, and then ask about lifting the curse. Provided you have the scrap from Lorgren's Diary, Velwyn will agree to travel to Anvil to help you access the secret room in the manor. Exit the tavern, fast travel to Anvil and enter the Count's Arms inn. Speak to Velwyn inside, tell him that you're ready to go, and then follow him to the manor and enter.

Be sure to grab the Skeletal Hand from the glowing green jar in the entrance way if you haven't already. Lead the way to the Benirus Manor Basement; you should meet little resistance along the way. There are a few ghosts down in the Basement, which you will have to kill before you can proceed. When the way is clear, lead Velwyn through the basement to the room with the sealed portal. Velwyn will open the door for you, and then runs away. Step through the newly accessible passage. Through the passage, you'll find Lorgren's Skeleton, as well as some evidence of necromancy. When you're ready, activate Lorgren's Altar. Lorgren will convince you to rejoin his hand to his body so he can finally be at rest. Approach the skeleton and do as he asks.

Of course, the disembodied voice deceives you. Lorgren has absolutely no intention of making good with the people he has wronged. He instead uses the hand to return to life in Lich form. Lorgren can be quite difficult if your character is at a lower level, as his spells will deal a lot of damage if you lack magic resistance.

A bow would be handy, provided you have enchanted, silver, or Daedric arrows as well. If your character is lacking in the Marksman skill, you'll be forced to face him up close. Just keep your eye on your health bar the whole time and down a Health Potion if necessary. Once the Lich has been defeated, you can grab the Tome of Unlife on the desk near the passage. Return to the Count's Arms and speak with Velwyn inside. Now your Benirus Manor is nicely repaired and completely furnished. Enjoy!

The Elder Scrolls IV: Oblivion Guide - Side Quests

Bravil Quests

This side quest contains the following sections, just scroll down to read, or use the anchor links in the list below to jump straight to the section you are interested in.

[Caught in the Hunt](#)

[The Forlorn Watchman](#)

[Through a Nightmare, Darkly](#)

[Buying a House in Bravil](#)

Caught in the Hunt

While in Bravil, you may possibly overhear NPCs discussing Ursanne Loche's husband Aleron, who has recently gone missing. Try selecting the 'Rumors' while talking to a random NPC in Bravil, and this quest should appear in your journal. Once the quest is in your journal, it's just a matter of locating Ursanne Loche and inquiring about her missing husband. Have 'Caught in the Hunt' set as your active quest, and follow the marker on your compass to locate Ursanne. Ask Ursanne about Aleron to learn that he is an avid gambler, and ended up owing money to the wrong people.

Kurdan gro-Dragol, who is an Orc usurer, can be found in the Lonely Suitor Lodge in Bravil. Locate the Lonely Suitor Lodge and step inside. Kurdan gro-Dragol should be nearby; if not, try checking upstairs. You may have to persuade or bribe Kurdan to raise his disposition before he will give you any details. Once Kurdan is willing to talk, he tells you that he knows where Aleron is, but requires that you retrieve the Axe of Dragol, a family heirloom that was lost by one of his relatives on Fort Grief Island.



Look for Kurdan gro-Dragol in the Lonely Suitor lodge and ask him about the

Before setting out, ensure that you have a decent supply of health and magicka restoration items, repair hammers, and plenty of arrows if your character is equipped with a bow. When ready, speak to Kurdan gro-Dragol and tell him so. Make your way to the boat by the dock in Bravil, and take it out to Fort Grief Island.

When you reach the island, approach the front gate and look for Turn Handle on the ground to the right of it. Activate the switch to open the gate, and then proceed inside to find Aleron. Speak to him to learn that there is no Axe of Dragol, as that was just a ploy to lure you to Fort Grief, where you are to act as prey in Kurdan gro-Dragol's sick game, dubbed 'Hunter's Run.' The only way to leave the island is by entering Fort Grief and killing the hunters within, as one holds the key to the front gate. Locate the door to the Hunter's Run and head inside.

Each hunter participating in the Hunter's Run will be marked on your compass, provided Caught in the Hunt is set as your active quest. You'll need to kill all of the hunters in the first area, then move on to the 'Hunter's Abyss' area and kill the last hunter there, as he holds the key to your freedom. Use your compass to locate the hunters in the initial area. Be sure to search each of their corpses and remove the key they hold. As you are walking through the Hunter's Run, be wary of the various traps that have been planted.



When you've killed the two hunters and acquired the first two keys, make your way to the southeast end of the map to find the door to the Hunter's Abyss. Don't try following the arrow on your compass to this door, as it may be pointing to another door that is unreachable. Kill the final hunter here, then remove the Fort Grief Door Key from his corpse and backtrack to the entrance.

Once outside, defeat Kurdan gro-Dragol, remove the real key from his corpse, and head back inside the Hunter's Run. Upon entering, open the door on your left, activate the switch in here to open the front gate, then return outside and take the boat back to Bravil. Once back in Bravil, locate Ursanne and fill her in; she'll reward you with the 'Biography of the Wolf Queen' book for your efforts. Read this book to raise your character's Speechcraft skill by one level.

The Forlorn Watchman

Speak to almost any NPC in Bravil and select the 'Rumors' dialogue option to learn that an old ghost can be seen wandering the shores of the Niben Bay at night. You are told to seek Gilgondorin at the 'Silverhome on the Water' inn for more information. Locate the inn and ask about the ghost. Gilgondorin will tell you about the ghost, and mark its spawn location on your map. The Forlorn Watchman appears at the Bawnwatch Camp each night at 8:00PM. When the time comes, follow your compass to the location marked on the map.

When you spot the ghostly figure along the shores of the Niben Bay, stand back and observe it for a moment. When the ghost begins to move, follow him. Eventually, after a long hike, the ghost will stop to converse with you. You are

told of a location known as the 'Mouth of the Panther.' Return to the Silverhome on the Water inn in Bravil and ask Gilgondorin about the Mouth of the Panther to have the location marked on your map.



Leave Bravil and follow your compass to reach the Mouth of the Panther. When you reach the spot, you'll find the Emma May, a small cargo ship, wrecked on the shore. Before you proceed, ensure that you have an enchanted, silver, or Daedric weapon and some way of creating light, as you will encounter ghosts in the Emma May and it is quite dark. When ready, approach the opening in the side and enter the Emma May Upper Deck.

Inside, you'll encounter the spirits of the former crew of the Emma May. Clear away the ghosts in the first area, and then look around for a wooden door. Open the door and grab the Emma May Log on the table next to the bed in this room. Then, use the Trap Door in the first area to reach the Emma May Mid Deck. Kill the spirits down here and then proceed through the Trap Door to the Emma May Lower Deck.



In the lower deck, you will encounter the spirit of Gable the Traitor. Defeat the ghost of Gable, and remove the small key take from its remains. With the key in hand, open the door in this area and activate the Hanging Skeleton. The Forlorn Watchman will then appear and thank you for releasing him. He will also let you take his map, which leads to a treasure chest. Take the map and exit the Emma May. Follow the arrow on your compass to reach the treasure. You'll come to a small body of water; dive down and open the treasure chest to find a wealth of gold and jewels.

Through a Nightmare, Darkly

To begin this quest, speak to Kud-Ei in the Bravil Mages Guild. Select the 'Henatier' dialogue option while speaking to her to learn about her friend. When ready to rescue Henatier, speak to Kud-Ei and tell her so. Follow Kud-Ei into Henatier's House. Inside, you'll find Henatier immobilized, supposedly trapped in his dreamworld. Work through Kud-Ei's dialogue tree to learn more about Henatier and how he came to be in this state. If you wish to assist Kud-Ei, you will need to enter Henatier's Dreamworld by equipping the Dreamworld Amulet that he created. Once you are prepared, speak to Kud-Ei and select the 'Yes, I'm ready' dialogue option. Equip the Dreamworld Amulet and use the spare bed to travel to the Henatier's Dreamworld.

Upon your arrival, you'll discover that your inventory has been wiped clean, save for the Dreamworld Amulet. You are also unable to use any magic. Speak to Henatier to learn that he has lost some things in this dreamworld, and needs you to retrieve them so the both of you can return to the real world. To retrieve Henatier's lost items, you'll have to undertake four different trials. The trials do not need to be completed in any specific order, but for the sake of following this walkthrough, complete them in the order presented here. When you're ready to get started,

approach the door marked 'Test of Patience' and enter.



At the start of the Test of Patience, open the study and remove the Mysterious Scroll. Ahead are some floor panels that will trigger a trap as you pass over them. If your character has a large amount of health, there is no need to be cautious here; just run straight through. Create a separate save file before attempting this, however. As you lack potions and cannot cast spells, you can instead press the Back/Select button to open up the wait menu, and then pass one hour to completely restore your character's health.

If you can't make it past the bolts without dying, you'll have to study the map to determine that path that won't set off the traps. It is quite dark in this area, so if you are having trouble finding your way, view your local area map to ensure that you're headed in the right direction. You will eventually come to another group of floor panels; you can perform a couple of jumps across here, sustaining minimal damage. If necessary, wait for an hour to fully restore your character's health before continuing. Cross the next set of floor panels and activate the 'Element of Patience' to return to the Dreamworld lobby.

Next, head through the door marked 'Test of Perception.' The trail ahead of you is littered with traps. Try to avoid the traps as best you can, though it can be difficult. If you are having difficulty seeing, you can always look to the local area map to ensure that you're headed in the right direction. You will soon reach the Element of Perception; take it to return to the Dreamworld lobby.



Back in the lobby, locate the stairs on the top level and then the door marked 'Test of Courage.' Remove the Potion of Water Breathing from the Breathe jar, down it, and follow the underwater path. It's quite hard to see, but at this point just keep on swimming down. You will encounter another Breathe jar underwater, so collect the Potion of Water Breathing that's inside if necessary. Enter the 'Grotto of Courage' area when you reach the wooden door and retrieve the Element of Courage from this room.

The final test, the Test of Resolve, is a bit more difficult than the others, but that really depends on your character's level and class. At the start, look for a jar marked 'Prepare' in front of you. There should be both a heavy armour set and a light armour set inside; the type of armour will vary depending on your character's level. There are also a few weapons to choose from, namely a blunt weapon, a blade weapon, and a staff for magic users.

When you've taken what you need from the jar, put on the equipment and continue through the door. In the dream arena, you are faced with two Dreamworld Minotaurs. The basic idea here is to concentrate your attacks on one of the Minotaurs, while at the same time trying your best to avoid the other. So, you'll have to keep moving. The Minotaurs are quite slow and their attacks are easy to dodge, but since you're facing two at once, you'll have to be careful. If you're really having a difficult time, consider lowering the difficulty level for the time being, since you can't leave Henatier's Dreamworld until both of the Minotaurs have been defeated.



Once you have slain both of the Dreamworld Minotaurs, the path to the Element of Resolve will appear. Take the steps up to the sphere and grab it. With all four elements in your inventory, speak to Henatier in the lobby to return to the real world. Henatier will give you some magic scrolls as thanks.

Buying a House in Bravil

Speak to the Count of Bravil in the Castle Bravil Great Hall and inquire about buying a house in town. If the Count won't talk to you about the house, either persuade or bribe him to get his disposition above 60. He wants 4,000 gold for the house. Purchase the house, and he will give you the key. Follow the arrow on your compass to reach your new abode and step inside. If you wish to purchase some furnishings for your new home, visit The Fair Deal in Bravil and speak to Nilawen. You can purchase furnishings from her at a reasonable price.

The Elder Scrolls IV: Oblivion Guide - Side Quests

Bruma Quests

This side quest contains the following sections, just scroll down to read, or use the anchor links in the list below to jump straight to the section you are interested in.

[A Brotherhood Betrayed](#)

[Two Sides of the Coin](#)

[Lifting the Veil](#)

[Buying a House in Bruma](#)

A Brotherhood Betrayed

While in Bruma, you may hear talk of a man named Raynil Dralas. If so, you can then speak to almost any NPC wandering the streets of Bruma and select the 'Raynil Dralas' dialogue option to learn more. Whomever you ask, you will be pointed to Bradon Lirrian's House. If the 'Raynil Dralas' dialogue option is not yet available, you can simply visit Bradon Lirrian's House to start the quest

Inside Bradon Lirrian's House, you'll find two Bruma guards, Bradon's wife, and the late Bradon. Speak to the guards first, and then to Erline, Bradon's wife. Bradon was killed by Raynil Dralas, who is a vampire hunter. Erline can't tell you where Raynil is, but a merchant or innkeeper in Bruma can help you. Locate Olav's Tap and Tack in Bruma, head inside, and speak to Olav. Raise his disposition to at least 70 using bribery or the persuasion mini-game to learn that Raynil has a room rented out in the tavern.



Look for Gelebourne's Journal behind the dresser in Raynil Dralas' room in Olav's Tap and Tack.

Once you have the room key from Olav, locate Raynil Dralas' room and step inside. Upon entering, look for a book wedged in the corner of the dresser to your right. Read Gelebourne's Journal, and then ask Olav about Gelebourne. For additional information, return to the Bradon Lirrian's House and speak to Erline again. Then, speak with Carius Runellius about Gelebourne. He'll tell you to meet him at Olav's Tap and Tack in one hour.

After speaking to Carius Runellius, wait for him in Olav's Tap and Tack. He should arrive within the hour, and will tell you that Raynil Dralas was seen heading west, coincidentally in the same direction as the cave mentioned in Gelebourne's Journal. Boreal Stone Cave has been marked on your map; you'll have to get there before Raynil can retrieve the artifact and escape. If you do not complete this quest within 24 hours, Raynil Dralas will have escaped, and you won't receive a reward. So get on it!



The treasure is in Boreal Stone Cave. Get there before Raynil Dralas makes off with it.

Travel to Boreal Stone Cave and step inside. Locate Raynil Dralas inside and defeat him. Then, look around for a treasure chest and remove the Mundane Amulet from it. With the Mundane Amulet in your inventory, return to Erline Lirrian and speak to her once more. The Mundane Amulet will turn to the Phylactery of Litheness, which Erline will allow you to keep. This amulet boasts a levelled Fortify Speed enchantment.

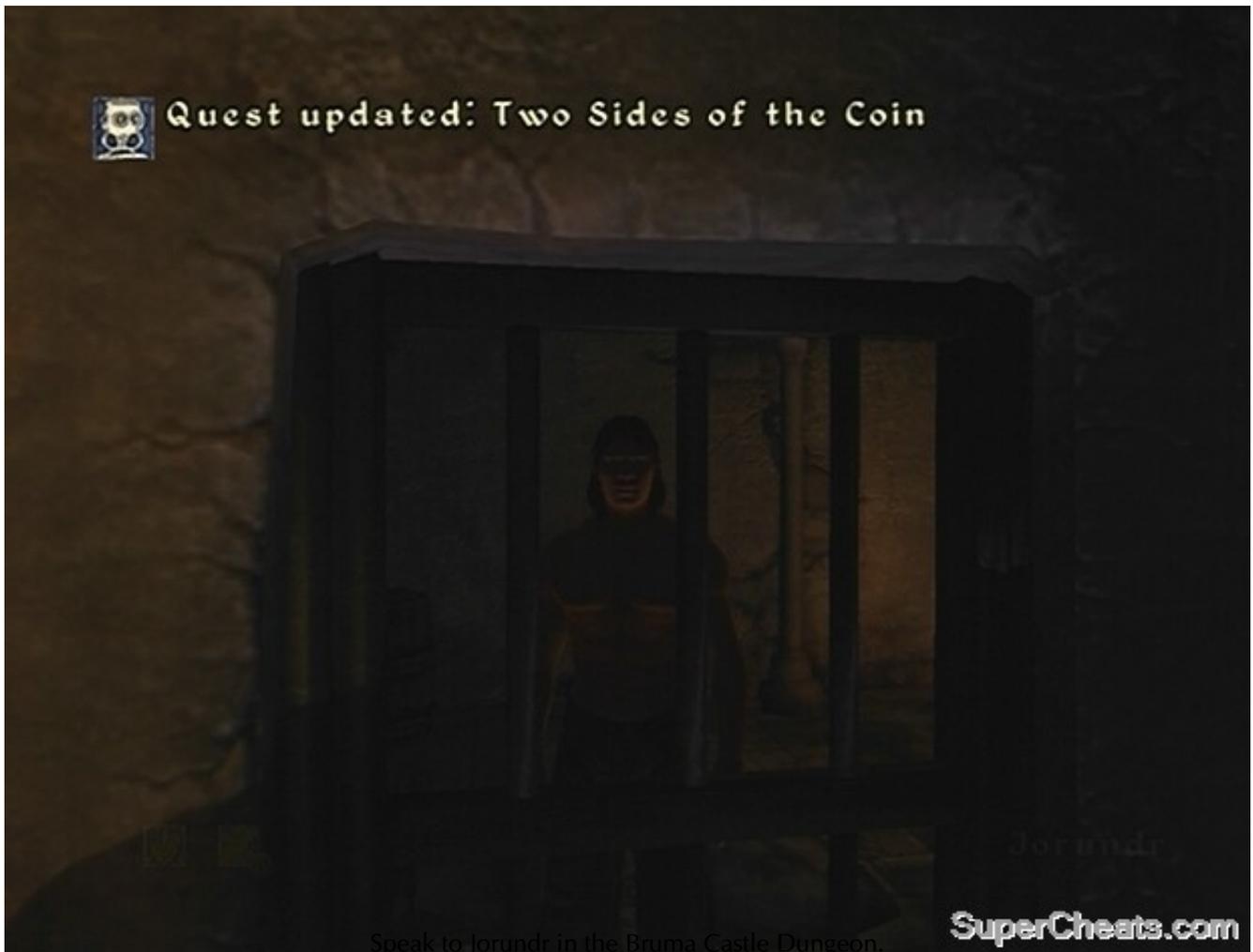
Two Sides of the Coin

Arnora Auria is looking to find some money that has been stolen from her. Speak to almost any NPC in Bruma, select the 'Rumours' dialogue option, and you are sure to hear of her problem. With 'Two Sides of the Coin' set as your active quest, follow the arrow on your compass to Arnora's House in Bruma. Speak to Arnora inside, and select the 'Jorundr' dialogue option. If she refuses to tell you anything, raise her disposition to at least 60 using the persuasion mini-game or bribery. Then, select 'Stolen Gold' dialogue option for the details. She wants you to enter the Bruma Castle Dungeons and ask Jorundr about the stolen gold.

After speaking to Arnora, fast travel to Castle Bruma, enter the castle, turn right, and proceed through the door to the Bruma Barracks. Here, turn left and head through the door to the Castle Bruma Dungeon. Find and speak to the Bruma Jailor, who should be sitting at a desk just outside of the cellblock. Select the 'Visit a prisoner' dialogue option and the jailor will unlock door for you.

In the Bruma Castle Dungeon, look for Jorundr behind bars. Unfortunately, he won't tell you anything unless you're in the cell with him. The only way to get in there is to get yourself carted off to jail. There's no need to do anything

rash; just something that will get you thrown into the slammer for a negligible amount of time. Simply approach a marked item, such as the tools on the table directly across from Jorundr's cell, and press the LB/L1 button to pick it up. When the Jailor confronts you, select the 'Go to Jail' option.



Once inside the jail cell, ask Jorundr about the Stolen Gold. Jorundr will tell you a completely different version of the story. He claims that Arnora framed him, and as his final act of revenge, he wants you to kill her. Depending on the kind of character you're playing, you may be against that. He'll tell you where the gold is, provided you bring him the amulet that Arnora wears around her neck as proof of her death. There is a way around this, but how you complete this task is ultimately up to you. Serve your time and when you are out, return to Arnora's House.

Confront Arnora about the stolen gold. She will, naturally, deny Jorundr's tale. She gives you two choices here: you can kill her and bring the true amulet to Jorundr in the Bruma Castle Dungeon, or you can do things her way. If you want to kill her, it doesn't have to be a crime; just tell her that you're going to do it Jorundr's way and she'll attack you. Then, just run outside and the guards should take care of her.

If you don't want to get any blood on your hands, choose to do things her way. Arnora will give you a key to the locked chest next to her bed downstairs. Use the key to unlock the chest and remove the amulet. Arnora then wants you to bring the amulet to Jorundr to learn the location of the gold. Once you have collected the gold, Arnora demands that you return to her and give her half of the loot, threatening to tip off the guards to the whole scheme if you don't. If you choose this route, make your way back to the Bruma Castle Dungeons and speak to Jorundr again. After showing him the proof of Arnora's death, he'll tell you that the treasure is buried outside Bruma's north gate.



Follow the arrow to the gold outside of the city. Of course, you won't be able to claim the lost loot that easily, as upon reaching the spot where the gold is buried, you will be confronted by one Tyrellius Logellus. Take care of the fool and you are free to claim the gold for yourself. Open the chest to find a couple of books, some gold, some gems, and some jewellery. Not a stash worth killing over, but it's something. Return to Arnora's House in Bruma to find her slain inside. Oh well, more gold for you!

Lifting the Veil

Once your character has acquired some fame by completing quests (10-20), you may be approached by one of the Countess Carvain's servants while in Bruma. The servant informs you that the countess wishes to see you, and tells you between what times she is available. Enter Castle Bruma and see the countess in the throne room between the given times.

The countess has a penchant for Akaviri relics, and asks you to retrieve the Draconian Madstone in exchange for different Akaviri relic. The Draconian Madstone is somewhere in Pale Pass. To aid you in your search, the countess will provide you with a diary, a landmark map, as well as a key to the ruins. There are some tough enemies in Pale Pass, so ensure that you have an adequate supply of health and magicka restoration items before embarking on this quest. You'll also need a silver, enchanted, or Daedric weapon/arrows.



Use the landmark map to find Pale Pass.

SuperCheats.com

Your quest begins at Dragonclaw Rock, which is the first landmark on the map. Dragonclaw Rock has been marked on your map, so fast travel to the nearest location available and make your way over there. According to the landmark map, you must head west from Dragonclaw Rock to a statue. So, head west from Dragonclaw Rock to reach The Sentinel statue. From the statue, head north to reach the Serpent's Trail cave.

Upon entering The Serpent's Trail, look around for the remains of the messenger who wrote the diary that Countess Carvain gave you. Clutched in the skeleton's hands is a tablet containing the Akaviri's Orders mentioned in the diary. It's easy enough to find your way out of the cave, but there are some tough monsters in here, so be careful. Look to the local area map if you are having trouble finding your way.

Proceed through the Serpent's Trail exit to enter Pale Pass. The entrance to the ruins can be found by descending the hill. Of course, you will encounter some resistance along the way, either Trolls or Ogres depending on your character's level. When you can no longer progress north, start heading west. You should come to a frozen pond if you are at the right point. Look for a Frozen Barrel near some rocks on the pond; open it to find a Crumpled Note and a Rusty Key. These items are of no importance to this quest, but it wouldn't hurt to take them.



You should be able to see the entrance to a fort as you continue heading west. You'll encounter a final band of Ogres before you can enter the ruins. Be careful, as Ogres in packs can be quite deadly. If you have a bow, there are some boulders around that you can hop onto where the Ogres cannot reach you. Don't even try to run past them, as they will follow you into the ruins.

Inside the ruined fort is the entrance to the 'Mouth of the Serpent.' Inside are plenty of undead Akaviri Warriors, so consider saving your game before heading inside. The halls are littered with traps; they're mostly touch pads on the floors, so watch your step. Provided 'Lifting the Veil' is set as your active quest, follow the arrow on your compass while watching for traps on the wall, ceiling, and floor. At the end of this area is a door to the 'Eyes of the Serpent.' Follow the arrow on your compass to the door to the 'Fangs of the Serpent.'

The Fangs of the Serpent is full of traps and undead Akaviri as well. Be especially careful here, as some of the pillars are equipped with arrow launching traps. Activate the Lever to lower the bridge and cross to the other side. You'll encounter more Akaviri soldiers across the bridge, so fallback if need be. Then, proceed through the door to the 'Venom of the Serpent.'



In the *Venom of the Serpent*, you'll encounter Mishaxi, an undead Akaviri soldier. Tell Mishaxi the orders, and he'll allow you to step through the doors. If you want to fight him instead, tell him that you're there for the Madstone. It's best not to fight him though, as he is quite tough. The Draconian Madstone is sitting on a pedestal behind where the commander was originally standing. Collect the Draconian Madstone, use lockpicks to open the treasure chests in the area if you are so inclined, and then head through the door here to the 'Scales of the Serpent.'

Once you're in the Scales of the Serpent area, follow the arrow on your compass to a door that leads back to the Mouth of the Serpent. From there, you can return to Pale Pass. Once in Pale Pass, you can fast travel directly to Castle Bruma.



Deliver the orders to Mishaxi to uncover the Draconian Madstone.

Present the Draconian Madstone to Countess Carvain in the Castle Bruma throne room while she is there. In return, Carvain will give you the Ring of the Vipereye relic. Though not as useful as the Draconian Madstone, the Ring of the Vipereye boasts levelled Magic Resistance and Fortify Agility enchantments. If you are so inclined, you can sneak into the Castle Bruma throne room at night, unlock the display case there, and take the Draconian Madstone back for yourself.

Buying a House in Bruma

Speak to the Countess of Bruma in the Castle Bruma Great Hall and inquire about buying a house in town. If the Countess won't talk to you about the house, either persuade or bribe her to raise her disposition to at least 60. She wants 10,000 gold for the house. When you purchase the house, she'll give you the key. With 'Buying a House in Bruma' set as your active quest, follow the arrow on your compass and reach your new abode. If you wish to purchase some furnishings for your new home, visit Novaroma in Bruma and speak to Suurootan. You can purchase some furnishing from him at a reasonable price.

The Elder Scrolls IV: Oblivion Guide - Side Quests

Cheydinhal Quests

This side quest contains the following sections, just scroll down to read, or use the anchor links in the list below to jump straight to the section you are interested in.

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[Buying a House in Cheydinhal](#)

A Brush with Death

Select the 'Rumors' dialogue option while speaking to one of the citizens of Cheydinhal, and they may tell you that Tivela Lythandas has been searching for her husband. Then, select the 'Rythe Lythandas' dialogue option to learn more. With 'A Brush with Death' set as your active quest, follow the arrow on your compass to locate Rythe Lythandas' House in Cheydinhal. Enter and speak to Tivela Lythandas inside. Agree to help her out and she'll hand over the key to Rythe's studio. It would be a good idea to save your game at this point. In Rythe's studio, approach the painting on the easel and enter the Painted World.

Inside the Painted World, you'll encounter Rythe Lythandas, who will proceed to explain how this unfortunate predicament came about. According to Rythe, you are now trapped in the Painted World. Inquire about the Magic Brush to learn the truth behind Rythe's painting abilities. To return to Cyrodiil, you must retrieve the Brush of Truepaint from the Bosmer Thief. For this task, you are provided with six bottles of Turpentine to help you bring down the Painted Trolls. Turpentine, when applied to a weapon or arrow, adds 250 damage to Painted Trolls for a single strike. Though you don't have to kill the Painted Trolls, doing so would make things a bit easier.



Apply Turpentine to your weapon to deal a large amount of damage to the Painted Trolls in Rythe Lythandas' Painted World.

Follow the arrow on your compass to the corpse of the Bosmer Thief. Remove the Brush of Truepaint, and return to Rythe Lythandas. With the magic brush in hand, Rythe will paint a portal out of the Painted World. Proceed through the portal to return to the studio. Speak to Rythe, and he will reward you with the Apron of Adroitness, which boasts levelled Fortify Attribute and Fortify Intelligence enchantments.

Corruption and Conscience

Provided you have heard the rumour about arbitrary fines in town, select the 'Fines' dialogue option while speaking to one of the NPCs in Cheydinhal to add this quest to your journal. Whomever you speak to, you will be pointed to one Llevana Nedaren. With 'Corruption and Conscience' set as your active quest, follow the arrow on your compass to locate Llevana Nedaren. Ask Llevana about the fines to learn about her friend Aldos Othras, who has been fined several times for being drunk and disorderly. He was unable to cover the last two fines, so the guards have seized his home

Llevana will point you to Garrus, who can be found in the Cheydinhal Castle County Hall. Locate Garrus in the Castle Cheydinhal and ask him about Ulrich. Garrus suspects that Ulrich is up to something; he believes that the money he generates from the arbitrary fines have been going directly to him. Garrus would like to see something done about this injustice, but he can't say anything to the Count without a solid witness. Aldos Othran appears to be the man for this role. Since his house has been seized by the guards, he can be found roaming the streets of Cheydinhal in his usual, drunken state. Follow the arrow on the compass to Aldos and speak to him about Ulrich

Leland. At the mention of the name, Aldos will fly into a mad rant. Follow Aldos and watch as he is cut down by the city guard.



After Aldos' death, return to Llevana Nedaren and tell her the news. She'll ask you to terminate Ulrich. You'd best consult Garrus before doing anything. Garrus will instruct you to enter Ulrich's room and find some incriminating evidence to bring him to justice. He'll give you the key to Ulrich's room. It would be a good idea to save your game at this point.

Ulrich's room is in the Cheydinhal Castle Barracks. Upon entering, look to your left for the door to Ulrich's room. Ensure that Sneak Mode is toggled and that the sneak icon is faded before using the key to unlock the door. Crouch down in the shadows by the door and you should be able to unlock it without being seen.



Once in Ulrich's room, turn right and look on the dresser for a book with a letter on top of it. Take the Suspicious Letter and exit the barracks. Return to Garrus in the Cheydinhal Castle County Hall and give him the letter. He'll tell you to meet him at the Cheydinhal Bridge Inn in about two hours. Follow your compass to the inn and wait inside. When Garrus arrives, he'll tell you the good news; the bad guy is behind bars and Garrus is the new guard captain. You'll be given some gold coins for your efforts.

[Finding evidence of Ulrich Leland's corruption.]

Darkness Eternal

Once you have completed 'The Assassinated Man' in the Dark Brotherhood questline, Vicente will offer to bite your character to infect him or her with Porphyric Hemophilia. If you accept Vicente's offer, all you must do is sleep somewhere in the Sanctuary. Head to the Dark Brotherhood Living Quarters and sleep in one of the beds there. Once Vicente has bitten your character, it will take three days for him or her to turn completely. Speak to Vicente about the Dark Gift to learn more about each stage of Vampirism.



Vicente will bite them in their sleep.

Being a vampire may seem cool at first, however you will likely grow tired of the frequent stares, insults, and constant blood lust. If not, you are sure to miss being able to travel out in the sun without taking damage. Fortunately, there is a cure for Vampirism. For more information on this cure, speak to the very man who damned you, Vicente Valitieri. Ask about the cure, and he will point you to Raminus Polus. Raminus Polus can be found at the Arcane University in the Imperial City. Visit him at the Arcane University and ask about the 'Cure for Vampirism.'

Raminus explains that the count of Skingrad has done the most research on the supposed cure. Since Raminus can't tell you anything, you'll have to go and see the count. Proceed with the 'Vampire Cure' quest, for now. A detailed walkthrough for the Vampire Cure quest can be found under the Miscellaneous Quests section of this guide.

The Renegade Shadowscale

After completing 'Scheduled for Execution' in the Dark Brotherhood questline, speak to Teinaava the Argonian in the Dark Brotherhood Sanctuary in Cheydinhal. He wants you to hunt Scar-Tail, an old friend of his. Kill him, and bring his Argonian Heart back to Teinaava for your reward.

Scar-Tail is living in Bogwater, a swamp located southeast of Leyawiin. Travel to the Bogwater camp to find Scar-Tail. You have two options: simply kill him Scar-Tail outright, or speak to him and accept his proposal. If you speak to him and choose to let him live, Scar-Tail will show you to his buried treasure. Before you, Teinaava sent

another Dark Brotherhood agent to kill Scar-Tail, but that agent failed. So, you can still present an Argonian Heart to Teinaava if you spare Scar-Tail.



Scar-Tail's treasure is hidden in the Hollowed-Out Rock next to the camp fire. Look for the Dead Argonian Agent underneath the large tree nearest to the camp. Once you have the Argonian Heart, return to the Dark Brotherhood Sanctuary and present the heart to Teinaava. He'll give you the Boots of Bloody Bounding, which will fortify your character's Acrobatics and Blade skills while equipped.

The Wayward Knight

This quest is best completed alongside 'Allies for Bruma' in the main questline. Speak to Count Andel Indarys about the Oblivion Gate outside the city walls; he explains that his son Farwil went through the gate, and he now fears for his life. The count requests that you enter Oblivion, find his son, and shut the gate to protect the city.

The Oblivion Gate that must be closed to complete this quest is just north of the Black Waterside Stables outside of Cheydinhal. Speak to Amminus Gregori once there to learn more about Farwil and his organization. When you're prepared, head through the gate to get started.

A fallen Knight of the Thorn is laying a few feet from the gate back to Cyrodiil, which is definitely not a good sign. Very cautiously begin to descend from the large hill you start out on. Avoid just jumping down and instead make small drops down the side of the hill until you reach the two surviving Knights of the Thorn.



The count's son refuses to return to Cyrodiil until the Oblivion Gate has been closed. So, unfortunately, you're going to have to babysit him until then.

Farwil and Bremman are the only two of the seven Knights of the Thorn that charged into Oblivion left alive. Farwil stubbornly refuses to return home without first acquiring the Sigil Stone and shutting the gate, so you have no choice but to let him and his buddy tag along. Resist the urge to strike him down where stands and make your way across the nearby bridge.

You really need to keep an eye on Farwil because he is as bright as any other AI. He'll charge into battle as soon as he spots an enemy, so try to draw enemy attention away from Farwil if at all possible. The count of Cheydinhal has promised a reward for the safe return of his son, so it is in your best interest to keep him alive. Fortunately, most enemies are likely more partial to killing you than Farwil. If Farwil has sustained a large amount of damage, wait until there aren't any enemies nearby, then press the Back/Select button and wait for one hour to restore his health.

The 'Chaos Stronghold' tower lies at the end of the bridge. The Sigil Stone is at the top of this tower, so head inside. It would be a good idea to save your game before entering. Keep an eye on Farwil, as there are mostly likely several enemies in the initial area. Immediately focus your attention on any enemy that attacks Farwil, as he is quite weak and cannot survive many hits.

Locate the door to the 'Rending Halls' on this level and proceed through. Once in the Rending Halls, head up the ramp and exit to the second floor of the Chaos Stronghold. Follow the linear path here and enter the 'Corridors of Dark Salvation' area. Open the Citadel Hall Door in the opening area and make your way up to the very top of the ramp. There are enemies in this next room, so run ahead to get their attention before Farwil does. When the room is

clear, exit through the door to the next level of the Chaos Stronghold.



Keep Farwil alive on your journey to the top of the Chaos Stronghold to receive a reward.

Cheydinhal for his safe return.

It would be wise to save your game again at this point, provided that Farwil is still alive and well. Clear this area of enemies and proceed up the ramp. Enter the 'Sigillum Sanguis' area, which holds the Sigil Stone. Kill every enemy in this area to prevent Farwil from being attacked. When the way is clear, proceed to the top of the tower and remove the Sigil Stone.

Speak to Farwil when you appear back outside to gain the title of 'Honorary Knight of the Thorn.' He'll also give you a Knights of the Thorn Medallion. Return to Castle Cheydinhal and speak to Count Indarys. As reward, you are given the choice between two Indarys family heirlooms: the Thornblade long sword, or the Staff of Indarys. The best choice is really dependant on your character's primary means of dealing damage. If your character is primarily a magic user, the Staff of Indarys is likely the best choice. Otherwise, pick the Thornblade.

The Staff of Indarys damages the Strength attribute and deals Lightning damage on strike. The Thornblade will disintegrate the target's armour for a certain amount of points on strike.

Buying a House in Cheydinhal

Speak to the Count of Cheydinhal in the Castle Cheydinhal Great Hall and inquire about buying a house in town. If the Count won't talk to you about the house, either persuade or bribe him to raise his disposition to at least 60. He

wants 15,000 gold coins for the house. When you purchase the house, the Count will give you the key. With 'Buying a House in Cheydinhal' set as your active quest, follow the arrow on your compass to reach your new abode. If you wish to purchase some furnishings for your new home, visit Borba's Goods and Stores in Cheydinhal and speak to Borba gra-Uzgash there. You can purchase the furnishings from her at a reasonable price.

The Elder Scrolls IV: Oblivion Guide - Side Quests

Chorrol Quests

This side quest contains the following sections, just scroll down to read, or use the anchor links in the list below to jump straight to the section you are interested in.

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A Shadow Over Hackdirt

While in Chorrol, you may be approached by a friendly Argonian named Dar-Ma who will invite you to the Northern Goods and Trade, which is her mother's shop. Use the local area map while in Chorrol to locate the shop. Five days after first speaking to Dar-Ma, visit the Northern Goods and Trade and speak to Seed-Neeus inside to learn that her daughter has gone missing. According to Seed-Neeus, Dar-Ma left on her horse Blossom to deliver some goods to the settlement of Hackdirt, but she hasn't returned yet.

Hackdirt, which has been marked on your map, is pretty much in the middle of nowhere. So fast travel to the closest available location and start from there. Once in Hackdirt, look for a man named Jiv Hiriell, who should be wandering around the settlement. He advises you to leave, but you've got a quest to do, so you'll be sticking around. Ask him about Dar-Ma; in a hushed tone, Jiv will tell you to meet him at his place after dark. Wait until sometime after 7:00PM and locate Jiv Hiriell's House. Inside, Jiv will tell you all about the villagers' plan to sacrifice Dar-Ma to summon the Deep Ones.

Upon learning the truth from Jiv, he'll give you a key to the trap doors into the underground. There is one of these trap doors inside of every house in Hackdirt. The most accessible one is in the Moslin Inn, so make your way there. In the Moslin Inn, you can do some investigating if you wish. Head up the stairs, into the guest room, and look in the drawers there to find Dar-Ma's Diary. Read the diary to learn the events that led up to her sudden disappearance.

When you're ready to get started, look for the Trap Door to the Hackdirt Caverns behind the counter. Use the Hackdirt Caverns Key to unlock the Trap Door and enter the caverns. Ensure that you have 'A Shadow Over Hackdirt' set as your active quest, and follow the arrow on your compass to Dar-Ma's cell. Speak to Dar-Ma once you've located her cell, and agree to let her out. The key that Jiv provided can be used to unlock the cell, so you won't need to use any lockpicks. Lead Dar-Ma out of the Hackdirt Caverns and exit the Moslin Inn. Allow her to find her horse and then fast travel back to Chorrol.

Once back in Chorrol, follow Dar-Ma back to the Northern Goods and Trade. Once there, speak to Seed-Neeus, and she will raise your character's Mercantile skill by one level. A word of caution: don't visit Hackdirt again unprepared, as the villagers there won't be too happy to see you and will openly attack.

Canvas the Castle

Speak to Countess Arriana Valga while she is in Castle Chorrol Great Hall between 10:00AM and 6:00PM. Select the 'Investigation' dialogue option; if she refuses to tell you anything about it either persuade or bribe her to raise her disposition to at least 60. If her disposition is high enough, Arriana will tell you that a portrait of her husband was

stolen. She wants you to recover the painting and bring the thief to justice.

To aid you in your investigation, Arriana gives you the Castle Chorrol Key, which will allow you to explore the majority of the castle. Before getting started, select the 'Castle Residents' dialogue option, and Arriana will give you a list of suspects. You'll have to locate and question each of them. With 'Canvas the Castle' set as your active quest, each of the suspects will appear on your compass.

After speaking to all of the suspects (you must speak to all of them to proceed), the list can be narrowed down to two people: Orgnolf the castle porter, and Chanel the resident mage. Enter the Private Quarters and make your way to the door into the West Tower. Upon entering the West Tower, look for a Trap Door behind the boxes to your left. Head through the Trap Door to discover an unusual painting, as well as some painting supplies.

Once you have discovered the painting and painting supplies, go to Chanel's room in the Private Quarters. In Chanel's room, look in the Lectern to discover various painting supplies. For the last piece of evidence, return to the Great Hall and enter the Dining Room. In the Dining Room, look for some paint stains on the rug under the table and examine them.

When you have all three pieces of evidence, return to the Private Quarters and speak to Chanel. Accuse her of the crime and she'll give you all of the details. You have a choice: report Chanel to Countess Arriana to be rewarded with a large sum of gold, some gems, and a point of fame, or tell her that neither Chanel nor Orgnolf are the culprits to be rewarded with a small sum of gold for your troubles. If you chose to accuse neither of the suspects, speak to Chanel and tell her the news. As thanks, Chanel will paint a picture for you, which will be ready in three weeks time.

Fingers of the Mountain, Part II

This quest becomes available if you choose to give the Fingers of the Mountain book to Earana rather than to Teekeus during the 'Chorrol Recommendation' quest. Earana needs a day to translate the book, and explicitly requests not to be disturbed. Wait for at least 24 in-game hours, then enter The Grey Mare tavern and speak to Earana there. She'll give you a note with a translated portion of the text; she instructs you to read it and then return to Cloud Top to acquire a very special power.

Read the instructions to learn that you first must acquire a Welkynd Stone and a shock spell, and then use the two on the pillar in the middle of the Cloud Top landmark. Welkynd stones are easy enough to come by; visit almost any Ayleid ruin and you are sure to come across at least one. There is also one in the Skingrad Mages Guild hall, in an unlocked Display Case in the room off to the right of the entrance. Any old shock spell is adequate, be it a scroll or an actual spell. You can buy the cheap 'Shocking Touch' spell that any character can cast from Edgar's Discount Spells in the Imperial City's Market District.

When you have obtained the required materials, return to the Cloud Top landmark. With a Welkynd stone in your inventory, cast the shock spell on the pillar there to unlock a fairly powerful new spell.

The Finger of the Mountain spell is quite powerful. However, if your character is at a relatively high level when you acquire this spell (25 and up), you will likely lack the amount of magicka required to cast it. The strength and magicka cost of the spell is dependent on the level your character is when the spell is learned.

You can still get that recommendation from Teekeus after completing this quest. First, return to the Mages Guild in Chorrol and speak to him. You'll have to steal the book back from Earana and bring it to Teekeus to get his recommendation. The book is locked in a chest in Earana's room in The Grey Mare tavern. Enter The Grey Mare, head up the steps there, and unlock the door at the end of the hall. Enter the room and unlock the chest inside. Remove the Finger of the Mountain book and give it to Teekeus to complete the quest.

Separated at Birth

Select the 'Rumors' dialogue option while speaking to one of the NPCs in Chorrol to add this quest to your journal. Then, select the 'Reynald Jemane' dialogue option to learn of the oddity surrounding this man. Reynald has been spotted in Cheydinhal, but when approached by someone from Chorrol, he claimed to have no recollection of them.

With 'Separated at Birth' set as your active quest, follow the arrow on your compass to find Reynald Jemane. He'll most likely be at The Grey Mare. Speak to him and he'll order you to travel to Cheydinhal, where you are to locate his look-alike and confront him.

Fast travel to Cheydinhal and ask any of the NPCs there about Reynald Jemane. Whomever you ask, they will tell you that no such person resides in Cheydinhal, but a man by the name of Guilbert Jemane does. Guilbert Jemane can be found in the Newlands Lodge, so follow the arrow on your compass there and speak to Guilbert inside. Inquire about Reynald Jemane, who turns out to be Guilbert's long lost brother. Guilbert will thank you, and invite you to meet with him and his brother in Chorrol.

After speaking to Guilbert, fast travel Chorrol. It will likely take Guilbert a long while to reach Chorrol; after fast traveling, consider using the wait menu to pass a few hours until he shows up. Once Guilbert arrives in Chorrol, follow him to Reynald. After a short chat, speak to Guilbert and he will thank you for reuniting him with his brother.

Legacy Lost

This quest comes after 'Separated at Birth.' If you have yet to complete that quest, this one won't be available yet.

Speak to Guilbert and select the 'Weatherleah' dialogue option. He'll tell you that he and his brother wish to reclaim their family's estate, which was taken over by Ogres in the past. Though Guilbert does not know the exact location of Weatherleah, he was told by his father that it was somewhere 'south of Chorrol, north of Fort Carmala.' Guilbert has good reason to believe that the estate is still inhabited by Ogres; he asks that you locate Weatherleah and clear them out.

Speak to one of the NPCs in Chorrol and ask about Weatherleah. Whomever you ask, they will point you to Sabine Laul of the Fighters Guild. You should be able to find her in the Chorrol Fighters Guild Hall. Ask Sabine about Weatherleah and she will mark the location on your map.

Travel to Weatherleah to discover that the estate is indeed infested with Ogres. Slay the beasts, and when a pop-up appears informing you that all of the Ogres are dead, return to Chorrol and deliver the news to Guilbert. Tell Guilbert that you're ready to travel back to Weatherleah, then exit the inn and fast travel to the estate with the Jemane brothers. When you arrive, speak to Guilbert again, and he will give you some gold coins as thanks.

Sins of the Father

This quest comes after 'Legacy Lost.' If you have yet to complete that quest, this one won't be available yet.

To begin, at least two days after completing 'Legacy Lost,' you'll need to speak to Fathis Ules. Start looking for him in Oak and Crosier in Chorrol, which appears to be his main hangout. Use the local area map to locate the Oak and Crosier and step inside. If it's around 3:00PM, Fathis Ules should be inside. Select the 'Jemane Family' dialogue option while speaking to Fathis to learn the dark history of Albert Jemane, who is father of Reynald and Guilbert.

Albert Jemane stole a valuable Chorrol relic and kept it for himself, rather than turning it over to the thief organization he was working with at the time. Fathis would like you to retrieve the item and return it to him. Fathis believes that the band of Ogres who ransacked Weatherleah took the item with them. Fathis is able to provide you with the location of their lair, so you can travel there, enter, and retrieve the item.

The Redguard Valley Cave is just south of Chorrol. Be certain that you have an adequate number of healing supplies before heading to the cave, as you'll face numerous Ogres once inside. With 'Sins of the Father' set as your active quest, follow your compass to the Ogre Chieftain. You must kill the chieftain to get the relic; be cautious, as his attacks deal quite a bit more damage than his subordinates. When he is dead, remove the Honorblade of Chorrol from his corpse.

Once you have the Honorblade of Chorrol, you have two choices: bring the blade back to Fathis Ules at the Oak and Crosier as he asked, or return it to Castle Chorrol. Note that if you do not sell the blade to Fathis Ules, you won't be able to use him as a fence in the Thieves Guild. This won't impact your progression in the Thieves Guild, but Fathis is a very good merchant because he has 1500 gold.

If you sell the Honorblade of Chorrol to Fathis, he'll give you a levelled gold reward. If you choose to return it to Castle Chorrol, speak to Laythe Wavrick in the Castle Chorrol Great Hall. Select the 'Stolen Item' dialogue option while speaking to him and he will reward you with the Escutcheon of Chorrol. This is a very good, heavy armour class shield that boasts levelled Fortify Endurance and Reflect Damage enchantments. Whichever route you choose, you'll have to visit the Jemane brothers at Weatherleah and tell them what happened. If you returned the Honorblade of Chorrol to Castle Chorrol, Guilbert will hand over four Grand Soul Gems as thanks.

The Killing Field

Look for Valus Odiil in The Grey Mare and select the 'Sons' dialogue option while speaking to him. His two sons are planning to fight off the creatures that have been terrorizing their farm, which is located not too far from Chorrol. In his old age, Valus is unable to help them defend the farm, so he wants you to take his place.

Travel to Weynon Priory to meet Rallus and Antus, Valus' sons. Speak to Rallus and inform him that his father is not coming. He'll accept your help, and begin walking off to the killing field. Follow the brothers until you reach Odiil Farm. It would be a good idea to save your game at this point, because you'll want to keep the both of them alive; the reward earned for doing so is quite nice.

Always attack the Goblins that have targeted Rallus or Antus to draw them away, though doing so can be quite tough since they'll most likely make a beeline for the brothers. Even if your character is at a high level, the Goblins will be quite weak, so you shouldn't have too much trouble fighting them off.

Once all of the Goblins have been slain, return to The Grey Mare and tell Valus that his sons are safe (or of any deaths). If you managed to keep both of his sons alive, Valus will reward you with the Chillrend, a one-handed blade that boasts levelled Frost Damage and Weakness to Frost enchantments, and looks like a blue Glass Shortsword. If any of his sons died, he'll give you a small amount of gold for your help.

Buying a House in Chorrol

Speak to the Countess of Chorrol in the Castle Chorrol Great Hall and inquire about buying a house in town. If the Countess won't talk to you about the house, either persuade or bribe her to raise her disposition to at least 60. She wants 20,000 gold for the house. When you purchase the house, she will give you the key. With 'Buying a House in Chorrol' set as your active quest, follow the arrow on your compass to reach your new abode. If you wish to purchase some furnishings for your new home, visit Northern Goods and Trade and speak to Seed-Neus. You can purchase furnishings from her at a reasonable price.

The Elder Scrolls IV: Oblivion Guide - Side Quests

Imperial City Quests

This side quest contains the following sections, just scroll down to read, or use the anchor links in the list below to jump straight to the section you are interested in.

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An Unexpected Voyage

To start, travel to the Imperial City Waterfront and enter the Bloated Float Inn, using the local area map to locate it if need be. Inside, speak to Ormil and select the 'Bed' dialogue option. Once Ormil has the coins, he will point you to your room. Sleep in the bed in your room for at least one hour. When your character awakens, an in-game pop up will notify you that the Bloated Float Inn has been put to sea.

Exit the room to encounter a man named Lynch. Lynch will end up attacking you, no matter how you go about talking to him. Kill him, then search his corpse and remove the Storage Room Key. Locate the Storage Room by following the arrow on your compass and use the key to unlock the door, freeing Graman gro-Marad. When ready, return to the Tavern Deck to encounter Minx, another thief. You'll have to kill her too, since she won't believe that you are a member of the gang.

After killing Minx on the Tavern Deck, search her corpse and remove the Top Deck Key. Proceed to the Top Deck area to encounter Wrath, yet another thief. Cut him down too, and search his corpse for Ormil's Cabin Key. With the key in hand, return to the previous area and inform Graman gro-Marad that the Top Deck is clear. Then, follow the arrow on your compass to the door into Ormil's Cabin, and use the key to unlock it.

In Ormil's Cabin, you'll encounter Selene, who is the leader of the gang. If you took Lynch's Orders from his corpse, you can actually get Selene to surrender here. To do so, select the following dialogue options:

'I took the key from Wraith.'

'I'm here to join the gang.'

'...three months ago?'

'To find the Golden Galleon.'

'You mean in Bravil?'

'I've killed them all.'

If you select the correct dialogue options, Selene will surrender and hand over her Blackwater Blade. If you answer incorrectly, Selene will attack. Ormil will try to help you take her down, so be careful not strike him. When Salene is dead, pick up the Blackwater Blade that she drops and speak to Ormil. After speaking to Ormil, return to the Inn Deck area and sleep in your bed. When your character awakens, the Bloated Float Inn will once again be docked in the Imperial City. Before leaving the Bloated Float Inn, speak to Ormil to receive the gold reward for the capture of Selene.

Imperial Corruption

To begin this quest, travel to the Imperial City's Temple District and ask either Ruslan or Luronk gro-Gluzrog about a 'Corrupt Imperial Watchman.' To find Ruslan or Luronk gro-Gluzrog, use the local area map to locate either one of their homes while in the Temple District. If the first house you visit is vacant, check the other's, as the both of them may be there. Ask about the Watchman to learn that both Ruslan and Luronk gro-Gluzrog were unfairly fined for something they did not do. This event occurred at Jensine's 'Good as New' Merchandise in the Imperial City Market District, so make your way over there.

Jensine won't tell you anything about the corrupt watchman her disposition is at least 70. Use persuasion or bribery to Raise her disposition if need be, and then ask her again. When she's willing to talk to you, Jensine will tell you all about Audens Avidius and his unfair fines. Audens must be brought to justice, but only another watch captain can arrest him.

An Imperial Watch Captain can most likely be found along the Imperial City Waterfront, so start your search there. If you're having trouble finding one, select the 'Corrupt Imperial Watchman' dialogue option while speaking to any Imperial Watch and an arrow pointing to the captain will appear on your map and compass.

When you've located another Imperial Watch Captain, speak to him and select the 'Corrupt Imperial Watchman' dialogue option to be pointed to Hayn, another Imperial Watch. With 'Imperial Corruption' set as your active quest, follow the arrow on your compass to find Hayn. Hayn needs two witnesses before he can do anything about Audens Avidius' unlawful fines. Luronk gro-Gluzrog and Ruslan fit the bill, so follow the arrow on your compass to each of their locations, and select the 'Testify against Audens Avidius' dialogue option while speaking to them. If they refuse, raise their disposition to at least 70 through persuasion or bribery and try asking again.

Once you have convinced both Luronk gro-Gluzrog and Ruslan to testify against Audens Avidius, an in-game pop up should appear at around 10:00AM the next day, informing you that the corrupt watchman has been arrested.

Unfriendly Competition

To begin this quest, visit Jensine's 'Good as New' Merchandise in the Imperial City's Market District while it is open. Inside, speak to the proprietor and ask about Thoronir. The Society of Concerned Merchants is convinced that Thoronir is obtaining his merchandise through foul means, since he is able to charge such low prices and still turn a profit. Jensine tasks you with finding out exactly where Thoronir gets his merchandise, with the promise of a gold reward if he is brought to justice.

Thoronir owns the Copious Coinpurse, which is located in the Imperial City's Market District. Enter the Copious Coinpurse while it is open and speak to Thoronir. Asking him about his Inventory won't get you anywhere, since he is unwilling to talk specifics. You have no choice but to wait until the shop closes and then follow Thoronir out to see if he is up to anything.

The Copious Coinpurse closes at 9:00PM, so find a good spot outside and wait. When you spot Thoronir leavening the store, toggle Sneak Mode and follow him. Be sure to keep a fair distance from him, as you don't want to make him suspicious. It may take a while for Thoronir to reach his destination, but just continue to follow him. Eventually, Thoronir will meet with a Nord named Agarmir at a rendezvous spot in the Imperial City Market District.

When Thoronir and Agarmir finish conversing, set your sights on the Nord instead. Begin following Agarmir, and you will soon come to his house. Once you know the location of his house, you can then return there the following evening to investigate. Visit Agarmir's House the next day after 5:00PM. Ensure that Sneak Mode is toggled and that the sneak icon is faded before breaking into Agarmir's House. Once inside, locate the door to the basement and pick the lock to enter. In Agarmir's basement are some clothes, an assortment of human remains, as well as a shovel and a pair of mud-caked boots. Take the Macabre Manifest that is on the table and exit Agarmir's House.

With Agarmir's Macabre Manifest, visit the Copious Coinpurse while it is open and select the 'Taken from the Dead' dialogue option while speaking to Thoronir. After speaking to Thoronir, exit the shop and fast travel to the Imperial City Palace. Follow the arrow on your compass to the Trentius Family Mausoleum and enter. Agarmir and his companion have set a trap for you; kill Agarmir and the other man, and loot their corpses afterward. Then, collect Agarmir's Shovel next to Lord Bellirus' Casket as proof of his crimes.

Before leaving the mausoleum, locate Calliben Trentius' Casket at the north end and look behind it to spot the 'Calliben's Grim Retort' unique mace. With this, leave the mausoleum and return to Thoronir. He will thank you for your help and give you the Weatherward Circlet, which boasts Fire Resistance and Frost Resistance enchantments. After speaking to Thoronir, return to Jensine and show her the Macabre Manifest and Agarmir's Shovel to complete the quest.

Order of the Virtuous Blood

While in the Imperial City's Temple District, you may be approached by a woman named Ralsa Norvalo, who will tell you that her husband needs assistance. Gilen, Ralsa Norvalo's husband, wants you to meet him in Seridur's House in the Temple District. Use the local area map to locate Seridur's House and head inside.

Upon entering Seridur's House, you will be led down to the basement, which acts as the headquarters of the Order of the Virtuous Blood. The members of the Order of the Virtuous Blood serve to protect the citizens of the Imperial City from vampires. Seridur explains that Roland Jenserik, who also resides in the Temple District, is a vampire; the group would like you to dispose of him. Roland Jenserik's whereabouts are currently unknown, so Seridur suggests that you search his home in the Temple District to find out more.

Use the local area map to locate Roland Jenserik's House in the Temple District; ensure that Sneak Mode is toggled, and that the sneak icon is faded, before breaking in. Once inside, approach the table in front of you. Collect the 'Love Letter from Relfina' that's on top of the book on this table. The letter mentions a cabin east of the Imperial City, where Roland and his girlfriend Relfina meet. The location appears on your map as 'Roland Jenserik's Cabin.'

Once you've investigated Roland Jenserik's House and have discovered his whereabouts, leave the Imperial City and make your way to his cabin east of the city. You'll find Roland inside; choose not to kill him, and he'll explain that Seridur is the actual vampire. Seridur has been known to visit the First Edition book store in the Imperial City Market District on occasion, so it would be best to consult the owner to learn more about him.

In the First Edition book store in the Imperial City Market District, ask Phintias about Seridur. He'll tell you of a Memorial Cave, which is apparently a usual hangout spot of Seridur's. Phintias will mark Memorial Cave on your map, so you can easily travel there. The cave is just outside of the Imperial City, so make your way over there and head inside. Provided you have 'Order of the Virtuous Blood' set as your active quest, you can follow the arrow on your compass to reach Seridur. Memorial Cave is a vampire den, so you'll have to be careful. There are various undead type creatures in Memorial Cave as well, so remain cautious as you move through the tunnels. Be sure to pick up all of the Vampire Dust that you come across along the way, as you can sell it after this quest.

If your character happens to contract Porphyric Hemophilia (aka the 'vampire disease') and you aren't partial toward having your character turn into a vampire, there are two ways to impede the transformation: visit a chapel in one of the major cities and pray at the altar there, or down a Potion of Cure Disease. To discern whether or not your character has contracted Porphyric Hemophilia, pull up the Active Effects menu and check each of the effects listed there to determine if they stem from the disease.

Find and kill Seridur in Memorial Cave, and then return to Roland Jenserik at his cabin. After delivering the news to Roland, return to Seridur's House in the Temple District, and head down to the basement to spot Roland. He invites you to join the re-established Order of the Virtuous Blood and gives you the Ring of Sunfire, which boasts levelled Disease Resistance and Spell Reflection enchantments. From now on, if you bring Vampire Dust to Roland, he will

trade 250 gold coins per portion.

The Collector

If you've come across an Ayleid Statue while exploring an Ayleid Ruin, you've probably been wondering just what its purpose is. Ayleid Statues are tied to this quest, actually. There are ten Ayleid Statues in all. Though there are many Ayleid Ruins in Cyrodiil, not all of them contain an Ayleid Statue. Finding ten of these artifacts when there are so many dungeons may seem like a daunting task, but fortunately, you've got this walkthrough to help you out. While scouring the dungeons for these statues, be sure that you have a weapon that can damage ghosts—this includes enchanted, silver, and Daedric weapons—and plenty of lockpicks.

Once you have acquired at least one Ayleid Statue, locate Umbacano Manor in the Imperial City's Talos Plaza District and visit it during the day. Upon entering, you'll be approached by a man named Jolring. Show him the Ayleid Statue, and he'll take you to see his master, Umbacano. Umbacano will offer to buy the statue from you for 500 gold. For each statue you bring to Umbacano, he'll give you 500 gold.

The Ayleid Ruins that contain an Ayleid Statue are: Culotte, Fanacas, Mackamentain, Moranda, Ninendava, Vilverin, Wendelbek, Wendir, Welke, and Wenyanda. To quickly find a walkthrough for a particular dungeon, use your browser's search feature and type the name of the Ayleid Ruin in the box.

Culotte - Southeast of the Imperial City and next to the 'T' in 'The Yellow Road' text on the world map. Down the winding stairs, move forward and drop down to the level below as soon as you can. Travel southwest until you come to another stone bridge, this one overlooking two areas filled with biers. While standing on this bridge, drop down to the area on your left. Turn around, and here through the passageway here. The Ayleid Statue that you are looking for is in between the three pillars in this room.

Fanacas - This one might take a bit of effort to get to. It is located northeast of Cheydinhal and to the right of the 'e' in the 'Lake Arrius' text on the world map. Start from Lake Arrius. You'll have to climb up a few steep hills, so tread on grass when you can no longer ascend. When you reach Fanacas, locate the entrance and head inside. From the entrance, continue moving straight until you find yourself in an area surrounded by water. Follow the stone walkway that you are first on to its end. Be careful of the falling blade traps, as they deal a fair amount of damage. Once you cannot travel along this walkway any further, turn left and hop into the water. Jump out of the water and onto the next stone walkway. This walkway will lead you out of this room. All you must do now is follow this straightforward path to the Ayleid Statue.

Mackamentain - This ruin is located southeast of the Imperial City and just a little bit southwest of the 'B' in 'The Nibenay Basin' text on the world map. Upon entering, go down the stairs and continue straight until you reach a room with four Varla Stone Cages. If you wish, you can locate two Press Blocks on the walls in this room; pressing them will raise the cages, allowing you to retrieve the Varla Stones that they were covering. Locate the exit on the northeast side of this room. You'll come to a seemingly empty room with a door at the opposite end. Do not step on the blood soaked portion of the floor in the middle of this room, as doing so will trigger a nasty trap. Don't try to run it; instead, jump diagonally between the two stone walls where the caskets are. Then, jump diagonally to opposite side of the floor trap. Once you're past the trap, proceed through the door marked Tombs of the Undead.

In the Tombs of the Undead area, move straight head. Continue moving in this direction, while keeping an eye on your right for a treasure chest along the way. When you reach the chest, turn left and cross the stone bridge here. Step on the floor panel in the middle of this room to create a set of stone steps. Head up the steps, and exit to the Necromancer's Asylum area. Upon entering this area, head straight to spot the Ayleid Statue on the bier in the middle of this room, next to an Ayleid Reliquary.

Once you have the statue in your inventory, head to the end of this room and unlock the Iron Gate. The door

beyond the gate leads directly back to the main area of Mackamentain. Back in Mackamentain, hit the Press Block in the southern corner to open a passage back to the entrance.

Moranda - Northwest of the Imperial City and north of the 'F' in 'The Great Forest' text on the world map. Upon entering, go down the first set of stairs and turn right at the bottom. Down those stairs, move straight through this room and down another set of stairs, then turn left and go down some more stairs. Proceed through the door to Moranda Abaspania. Down the stairs, you will find yourself in a room filled with green smoke. You'll take damage while down here, but it is minimal. As soon as you enter the smoke-filled room, exit through the door beyond the pedestal at the end of the room to your left. As soon as you are in the next area, turn left and hug the wall. The Ayleid Statue is sitting on a platform in an alcove along this wall.

Ninendava - This one is a bit difficult to get to. Ninendava is located far west of Bruma and northeast of Chorrol. Another way of putting it is far, far north of the 'G' in 'The Great Forest' text on the world map and east of the 'd' in 'The Colovian Highlands' text. It's in the mountains and not along a road, which makes it quite hard to get to.

There are vampires inside of Ninendava, so be careful. If you happen to contract Porphyric Hemophilia, don't forget to down a Potion of Cure Disease or pray at a chapel in one of the major cities once you've found the Ayleid Statue, unless you wish for your character to turn into a vampire. From the entrance, head up the stairs and continue moving in this direction until you come to a wall. Then, turn left, head up the stairs, turn left at the top, and head up the stairs here. The Ayleid Statue is at the end of this room, sitting in the alcove along the wall behind the pedestal.

Vilverin - Start by fast travelling to the Imperial Prison Sewer. Go straight ahead (northeast) to the small island to discover Vilverin. Inside, go down the stairs in front of you, follow the winding path, cross the wooden planks, and climb down a few sets of stairs until you reach the bottom. This particular Ayleid Ruins appears to be a bandit hideout of some sort, so remain vigilant. At the bottom of the stairs, turn left and head through the doorway here. Turn left, down the stairs, and go straight through the two doorways ahead. Hop down to the lower level here and exit via the door to Vilverin Canosel.

You'll come to an area with many different paths. When you reach the pedestal with the Ayleid Casket atop it, go through the doorway to your left. Continue heading in this direction until you come to a room with a stone base in it. Look for a floor panel behind the base, and step on it to reveal a passageway on the north wall of this room. Proceed through the passageway, and then down the sets of stairs that you come to. You will eventually reach some stairs that lead to an underwater area. Dive underwater, swim around until you see some stairs leading up out of the water, and take the stairs out. At the top of the stairs, turn right and proceed through the door marked 'Vilverin Wendesel.'

In Vilverin Wendesel, don't step on the piece of floor that has holes all over it, as doing so will trigger a trap. If you can jump far enough to simply leap over it, do so. If not, try running and jumping across as the piece of floor falls. Once past the trap, head straight until you reach some stairs. At the top of the stairs, turn left and go straight until you reach a large room. There should be two Press Blocks before you. Activating one of these Press Blocks will open one of the doors along the walls of this room. Most of them contain undead creatures. Activate the upper Press Block on the right (while facing the two blocks). Once you have hit the button, move up to the top part of this room and turn right. Look down for a small Ayleid Chest; open the chest, and remove the Vilverin Chamber Key that's inside.

Once you have the Vilverin Chamber Key, proceed through the door at the top of the room. Turn left and travel down this path until you come to another room. Upon entering this room, turn left. Move straight and you will soon reach a doorway leading to some stairs. Up the stairs, there is a Press Block that will open the Varla Cage below, which will allow you to retrieve the Varla Stone it covers if you wish. At the Press Block, turn left and proceed through the door marked 'Vilverin Sel Sancremathi.'

The Ayleid Statue is at the end of the series of halls in Vilverin Sel Sancremathi. Be careful, however, as the swinging traps along these halls are quite damaging. Once you have the Ayleid Statue, move past the pedestal and follow this path to a large room. Here, you will encounter a necromancer named Jalbert. Kill him and loot his corpse. Then,

look for a doorway along the northern wall and head through to come to a door back to Vilverin. Head through the door, then simply hop down, turn right, and head back up the stairs to reach the entrance.

Wendelbek - East of second 'a' in the 'Nibenay Valley' text on the world map (near Bravil) and north of the 'a' in the 'Panther River' text. From the entrance, head straight, unlock the Iron Gate, turn right, and travel along this linear path until you reach the door to Wendelbek Aldmerisel. Upon entering Wendelbek Aldmerisel, move forward into the large, open room. Turn right and follow the walkway, all the while keeping an eye on your right for the door to Wendelbek Mathmedli.

Enter Wendelbek Mathmedli when you come to the door, then turn left and follow this path down some stairs. Now, hug the wall to your right and move along here, hopping over the pieces of stone that you cannot simply walk over. Look to your left at the railed walkway; you should be able to see the Ayleid Statue sitting atop a bier. Hop over, grab the statue, then hop back make your way out of Wendelbek.

Wendir - Start at the North Country Stables outside of Chorrol and travel south from there. Keep an eye on your compass, and eventually you should notice an Ayleid Ruins symbol pointing southwest. At this point, follow the symbol on your compass to Wendir. Upon entering Wendir, head down the stairs, turn right, and unlock the Iron Gate here. Follow the path beyond the gate until you reach the door to Wendir Nagasel.

After entering Wendir Nagasel, avoid the trap floor panel in the middle of the room and exit this via the door in the top left corner. Follow the path beyond the door until you reach an Iron Gate and a Press Block at the bottom of some stairs. Activate the Press Block and follow the walkway beyond it to the Ayleid Statue. On your way back, look for a door along the path that you took to reach the room with the statue for a door leading back to the Wendir area. Go through it to return to Wendir, and then simply hop down to the area below to reach the entrance.

Welke - Southwest of the 'P' in the 'Panther River' text on the world map (east of Bravil). Inside Welke, head down the stairs, turn right, and follow this path into a room. Look for some stairs in this room and exit into the next area. There are some traps down the hall, so be careful. At the end of the hall, exit through the door to Welke Ceyede.

Upon entering Welke Ceyede, head down the stairs, turn right, and continue in this direction until you can turn left. Then, move forward until you can turn right. Swim through the underwater path that you come to until you reach some stairs out of the water. Turn right once you are out of the water and proceed through the door to Welke Edesel. The Ayleid Statue is on the fourth stone bier in this room.

Wenyandawik - South of the Imperial City and under the 'R' in 'The Green Road' text on the world map. Upon entering Wenyandawik, head down the stairs, turn right, move straight, and turn left when you can. Continue heading straight until you reach very large area. There are three doors in this room, all which lead to an area to the Wenyandawik Edesel area. You'll want to go through the door along western wall. Once in Wenyandawik Edesel, follow the linear path to an Iron Gate that you cannot open. Go through the door near Iron Gate that leads back to the Wenyandawik area. Once through the door, travel along the wall until you reach the northern door, which leads back to Wenyandawik Edesel.

Proceed through the door to re-enter Wenyandawik Edesel. Then, turn right, continue heading in this direction until come to wall, and then turn right again. Continue heading straight, activating the Press Blocks along the way to open the Iron Gates, until you reach a hall lined with swinging traps. Be careful here, as these traps can deal quite a bit of damage. Once through the trap-pack hall, turn left, down the passageway, and then up the stairs to your left. Run down to the opposite end of this area. Keep an eye on your right, as you will soon pass by a pedestal that holds the Ayleid Statue.

Once you have found all ten of the Ayleid Statues, return to Umbacano in the Imperial City's Talos Plaza District and sell them to him. That's 4500 more gold—5000 total—for selling the entire set to Umbacano. All of the statues will be

placed in the display case in Umbacano's room. If you're up to it, you can sneak into his room at night, or open the display case while he's not looking, and steal all of the Ayleid Statues back. Though they have no value if you steal them back, they make for cool decorations.

Nothing You Can Possess

When you have found and sold three Ayleid Statues to Umbacano during the 'The Collector' quest, a new dialogue option, 'Another task,' will become available. Select this dialogue option while speaking to Umbacano, and he will tell you of an Ayleid Ruin known as 'The High Fane.' He mentions that it is more than likely now known by a different name. Umbacano wants you to retrieve a carved panel from this ruin, and provides you with a stone that will allow you to gain access to this carved panel.

The High Fane is now known as Malada, which you may already be aware if you have read the book entitled 'Cleansing of the Fane.' Either way, upon leaving Umbacano Manor, you will be approached by a man named Claude Maric. Follow him to the Tiber Septim Hotel nearby and speak to him once he sits down. Raise his disposition to at least 70 through persuasion or bribery, and then select 'The High Fane' dialogue option to have Malada marked on your map.

Malada is located far, far east of Bravil, and just above Lake Canulus. On the hill overlooking Malada is a Khajiit archer named S'razirr. He works for Claude Maric, and believes he is being misled by him. Speak to him and if his disposition is at least 70, he'll offer to help you out if anything goes down, in return for half of the reward earned for bringing the carved panel to Umbacano. It's your choice. After making your decision, hop down and enter Malada. Inside, you are looking for the stone door that must be opened with the carved stone that Umbacano provided. The door won't be marked on your compass, so you'll have to locate it on your own. Finding the door isn't too difficult; refer to the local area map if you're having trouble finding the way.

When you reach the stone door, use the carved stone to open it, and then proceed through. The stone panel is in the wall here, so collect it and then step back out. You can explore Malada a bit more by proceeding through the door to the Malada Aldmerisel area, or you can turn back and exit the ruins, as you now have what you came in for.

Once you've exited Malada, Claude Maric will approach you; he wants you to hand over the carving. Refuse to give it to him, and you will be attacked by Claude and his accomplices. If your character's Personality attribute or fame is high enough, you can yield to the attackers to end the fight. To yield, press the A/X button while blocking. If they refuse, you'll just have to fight them. If you took S'razirr's offer before entering Malada, he will help you out here, but will most likely be killed. If he is killed, at least you won't have to split the reward with him.

After dealing with attackers, return to Umbacano in the Imperial City's Talos Plaza District and give him the carving to receive a large amount of gold as reward.

Secrets of the Ayleids

After completing 'Nothing You Can Possess,' Umbacano will have another task for you. Select the 'Another task' dialogue option while speaking to Umbacano for a full briefing. This time, Umbacano wants you to obtain an Ayleid Crown. A woman named Herminia Cinna in the Imperial City's Elven Gardens District has one such crown.

With 'Secrets of the Ayleids' set as your active quest, follow the arrow on your compass to locate Herminia Cinna. Select the 'Crown of the Ayleids' dialogue option while speaking to Herminia to learn that Umbacano's intention for the Ayleid Crown is perhaps not as mundane as it appears. She explains that, should Umbacano come to possess the Ayleid Crown that he seeks, he will use it to unlock the magical power of the Ayleids. You must present a crown to Umbacano, but it does not have to be the Crown of Nenalata that Herminia possesses, since he would be unable to differentiate between two Ayleid Crowns anyway.

Herminia will give you a key to an ancient burial chamber located in Lindai. Another Ayleid Crown can be found in these ruins, but not the Crown of Nenalata, which holds the dangerous power that Umbacano wishes to unleash. So, you have with two options here: steal the Crown of Nenalata from Herminia's home, or you travel to Lindai and obtain a mock crown. Of course, the more righteous option is the latter, but you are free to decide for yourself. There are two active quest arrows at this point: one pointing to Herminia's House in the Elven Gardens District, and the other pointing to Lindai.

If you decide to steal the Crown of Nenalata from Herminia, travel to the Elven Gardens District and follow the green arrow on your compass to locate her house. Ensure that Sneak Mode is toggled, and that the sneak icon is faded before breaking in. Once in Herminia's House, head up the stairs to her room. Look for a locked Ayleid Cask on a table. Use a lockpick to open the Ayleid Cask, and remove the Crown of Nenalata.

If you decide to retrieve the Ayleid Crown in Lindai, make your way to the ruins and enter. Lindai is full of traps and undead creatures, so be careful. If you notice any floor panels with blood on them, do not step there, as doing so will trigger a trap, so either jump over or move around. Search around for the door to the Lindai Inner Tombs. There isn't a guiding arrow on your compass to lead you there, but finding the door is quite easy since the path is fairly straightforward; refer to the local area map if are having trouble finding the way. In the Lindai Inner Tombs, look for the stone door that can be opened with Herminia's key. Use the key to open the stone door, and remove the crown from the cask in the middle of this area.

Once you have the Ayleid Crown of your choosing for Umbacano, return to Umbacano Manor in the Imperial City Talos Plaza District. Speak to Jollring inside, and tell him you wish to speak to Umbacano. When you give the crown to Umbacano, he'll ask that you accompany him to the Ayleid Ruins of Nenalata. There, he will bring the crown to the throne room deep within. The location has been marked on your map; you are to meet him there in three days time.

When three days have passed, meet Umbacano outside of Nenalata. Inside, you'll have to protect Umbacano because the quest will end if he is killed. If you notice his health is getting low, use the wait menu to pass an hour while there aren't any enemies nearby to completely restore his health. He can be a bit reckless at times, so if you are having trouble keeping him alive, consider leaving him outside while you clear out Nenalata. Claude Maric is there protect Umbacano as well. Follow the arrow on your compass to the door to Nenalata Wendesel.

In Nenalata Wendesel, the arrow on your compass will point to the door to Nenalata Sel Aran Arpena. Make your way to this door, and enter Nenalata Sel Aran Arpena. You'll eventually reach an area with indent in the wall. Umbacano will place the carved panel into the indent to gain access to the throne room. Once in the throne room, Umbacano will be seated on the throne while wearing the crown that you provided him.

Once Umbacano is seated on the throne, the ritual will begin. If you gave Umbacano the Crown of Nenalata, he will be transformed into an Ayleid King and immediately turn hostile. If you gave him the Crown of Lindai, the ritual will go terribly wrong, instantly killing him. Either way, once Umbacano is dead, the quest is over. You'll have to face the undead that are now flowing into the throne room. There are a lot of them, so it may be wise to simply high-tail it out of there. There is an exit nearby through the recently opened passage to the left of the throne. Be sure to loot Umbacano's corpse and Claude's if he was killed too.

The Arena

Are you looking for fame? For glory? Are you looking to test your skills against other battle hardened warriors? Or are you looking to make some quick cash putting life on the line? Whatever your desire, the Imperial City's Arena District awaits. A man named Hundolin is stationed outside of the Arena. Speak to Hundolin, and you can put gold down on an upcoming fight. This activity is rather pointless, however, as gold the amount of gold made for a winning bet is not worth the time.

The door to the Arena Bloodworks is to the left of Hundolin. If you are looking to become an arena combatant, you will have to see to Blademaster Owyn in the Arena Bloodworks. Speak to Owyn, and tell him that you're looking to become a combatant. He'll eventually give you the choice between a Heavy or Light Raiment, which will be the armour you wear in the Arena. Choose the raiment that will best suit your character build. If you wish to swap raiments after the fact, you can do so by interacting with the Raiment Cabinet next to Owyn. The raiment of your choosing must be worn before you can enter the arena, though you can choose your own weapon, shield, and helmet.

When you're ready to get started, speak to Owyn and select the 'Ready for a Match' dialogue option. The ramp into the arena is at the very end of the Area Bloodworks. Make your way up the ramp, and step through the blood-stained door to enter the arena.

The opponents you face in the arena are likely to be quite a bit stronger and faster than what you're used to facing in the field, but all in all, if you are equipped with a sword and shield, you shouldn't have too difficult a time. Magic users and archers may have some difficulty, but can hopefully move quickly. If you are having a great deal of difficulty making it past a particular match, consider lowering the difficulty level for the time being. Once you have defeated an opponent, you won't be permitted to take their equipment.

After each battle, when you are ready to proceed to the next, speak to Owyn and select the 'Ready for a Match' dialogue option. Below is a list of what you'll be facing in the arena battles.

Pit Dog

Match #1 - Female Wood Elf. Uses sword and shield.

Match #2 - Male Imperial. Uses sword and shield.

Match #3 - Male Argonian. Uses a bow.

Brawler

Match #4 - Male Nord. Uses an axe.

Match #5 - Two female Wood Elves. One uses a bow, and the other a claymore.

Match #6 - Male Khajiit. Uses a two-handed axe.

Bloodletter

Match #7 - Male Redguard. Uses a sword.

Match #8 - Female Breton. Uses a sword and shield.

Match #9 - Male Dark Elf. Switches between bow and sword and shield combo.

Myrmidon

Match #10 - Male Wood Elf. Uses Shimmerstrike dagger.

Match #11 - Female High Elf. Uses sword and shield.

Match #12 - Male Orc. Uses two-handed axe.

Warrior

Match #13 - Female Nord. Uses sword and shield.

Match #14 - Female High Elf. Casts spells and uses a sword.

Match #15 - Female Orc. Uses two-handed warhammer.

Gladiator

Match #16 - Three Argonians. Only one has a weapon.

Match #17 - Male Khajiit. Uses sword and shield.

Match #18 - Male Breton. Uses a sword.

Hero

Match #19 - Male Imperial. Uses a katana and shield.

Match #20 - Male High Elf. Casts spells, uses sword with the Gray Aegis shield.

Match #21 - Three opponents: an archer, a sword and shield user, and a magic user. You're up against three opponents, but you've got a boar to help you, so this shouldn't be a problem.

Important Note: Before moving on to the Grand Champion match, speak to the Gray Prince in the Arena Bloodworks. Work your way through his dialogue tree to add the 'Origin of the Gray Prince' quest to your journal. Complete this quest, and you can then effortlessly defeat the Grey Prince in the Grand Champion match, as he won't attack you. If you don't complete the Origin of the Gray Prince quest, he will fight normally. He is definitely worthy of the title of Grand Champion, so consider completing this quest before proceeding.

When ready to face the Grand Champion, speak to Ysabel Andronicus, who is across from Owyn. After speaking to her, speak to Agronak gro-Malof and challenge him. Then, speak to Ysabel once more and tell her that you are ready for the match. Select your arena moniker from the list of painfully generic titles, then proceed up the ramp and enter the arena.

If you completed the 'Origin of the Grey Prince' quest, Agronak gro-Malof will just stand in the middle of the arena and allow you to cut him down. As cruel as this might sound, now would be a good time to level up some of the more time-consuming skills, such as the Hand to Hand skill. Press the Start button, enter the Options section, select Gameplay, and raise the Difficulty bar as far to the right as you can. After killing the Gray Prince, you will be permitted to loot his corpse.

After the Grand Champion Match, return to Ysabel and choose between a Heavy or Light Raiment of Valor. She'll then tell you to get some rest and return to her to discuss your future as an arena combatant. As the Grand Champion, each week you can return to the Arena, speak to Ysabel, and tell her that you're ready for a match. You'll then be given an option to fight one, two, or three of a monster. The type of monsters that you can face will depend on your character's level. Win the match, and you'll be rewarded with a generous amount of gold.

There is one more reward for the Grand Champion of the Arena. Exit the Arena Bloodworks and you will be approached by an unbelievably irritating Adoring Fan! If you kill him, he will respawn. Have fun!

Origin of the Gray Prince

An Orc named Agronak gro-Malof can be found training in the Arena Bloodworks in the Imperial City's Arena District, provided your character is not yet Grand Champion of the Arena. Speak to Agronak gro-Malof, and select the 'The Gray Prince' dialogue option. He'll tell you his story, and ask you to find proof of his noble birthright to determine whether or not he really deserves the title of 'Gray Prince.' Agronak gro-Malof points you to a place called Crowhaven, which is a fort to the west. He provides you with a key, though he doesn't know what it opens.

Completing this quest before facing Agronak gro-Malof in the Grand Champion match has its benefits, as by doing so, he won't attack you during the match. If you don't complete this quest, the Gray Prince will attack you normally.

With 'Origin of the Gray Prince' set as your active quest, fast travel to the Horse Whisperer Stables outside of Anvil and follow the arrow on your compass to Crowhaven. The fort sits on a rather steep hill, so you may have some difficulty climbing up. Move around and tread on patches of grass where you can no longer ascend. There are likely several undead creatures outside the fort; be sure to kill them before entering Crowhaven, as they will follow you in if you don't.

Follow the arrow on your compass to find your way. If you are having difficulty, refer to the local area map. There are wild animals in Crowhaven, though they are of the weaker variety. Eventually, you will come to a locked door. Use the key that Agronak gro-Malof gave you to open it.

You'll find Lord Lovidicus through the locked door in Crowhaven. Lovidicus is very aggressive and will attack you on site. He won't even speak to you, so you have no choice but to kill him. When Lovidicus has been dealt with,

follow the arrow on your compass to a book entitled 'Journal of the Lord Lovidicus.' Read the journal to discover the truth behind Agronak gro-Malogs heritage.

Before leaving Crowhaven, you may want to explore the Crowhaven Burial Halls area and explore a bit. Be warned, though, as there are vampires in this area. When you're ready to leave Crowhaven, do so, and then return to Agronak gro-Malogs in the Arena Bloodworks and present Lord Lovidicus' journal to him. For completing the task, the Orc will share some of his combat knowledge with you, permanently fortifying your character's Blade skill by 3 levels.

Buying a House in the Imperial City

If you are looking to buy a house in the Imperial City, visit the Office of Imperial Commerce in the Imperial City Market District. Refer to the local area map to find it. Enter and speak to the Vinicia Melissacia, the woman behind the front desk. She tells you that a house is available on the Imperial City Waterfront for 2000 gold. Purchase the house, and she will hand you the key.

Once you've purchased the house, make your way to the Waterfront, locate it, and step inside. If you wish to purchase some furnishings for your new home, head over to the Three Brothers Trade Goods shop in the Imperial City Market District and speak to Sergius Versus. You can buy the furnishings from him at a reasonable price.

The Elder Scrolls IV: Oblivion Guide - Side Quests

Leyawiin Quests

This side quest contains the following sections, just scroll down to read, or use the anchor links in the list below to jump straight to the section you are interested in.

[Mazoga the Orc](#)

[Knights of the White Stallion](#)

[Tears of the Savior](#)

[Whom the Gods Annoy](#)

[Buying a House in Leyawiin](#)

Mazoga the Orc

Look for Mazoga the Orc in the Castle Leyawiin Great Hall. She won't talk to you unless you speak to the Count of Leyawiin. Count Marius Caro can be found sitting in the Great Hall throne room from 10:00AM to 6:00PM each day. Speak to him, and select the 'Service to Leyawiin' dialogue option. He wants you to find out what Mazoga's business is in Castle Leyawiin.

Return to Mazoga and inform her that the Count sent you. Work your way through her dialogue tree and she will eventually ask that you locate an Argonian named Weebam-Na. Weebam-Na is a hunter who resides in Leyawiin. With 'Mazoga the Orc' set as your active quest, follow the arrow on your compass to locate Weebam-Na. Speak to Weebam-Na about Mazoga, and then follow him back to Castle Leyawiin.



Once back in Castle Leyawiin, Mazoga will ask Weebam-Na to lead her to Fisherman's Rock. He declines, so speak to Mazoga and agree to escort her to Fisherman's Rock, which has been marked on your map. Make your way to Fisherman's Rock, and Mazoga will exchange a few words with a man named Mogens. It appears that Mogens is guilty of killing Mazoga's friend. Words quickly turn to actions as the gang attacks.

Help Mazoga kill the thugs at Fisherman's Rock, and then loot their corpses. When the job is done, report back to Count Marius Caro in the Castle Leyawiin throne room and tell him of the events that occurred.

Knights of the White Stallion

This quest follows 'Mazoga the Orc,' so it won't be available if you haven't yet completed that one.

Speak to Count Marius Caro while he is in the Castle Leyawiin throne room between 10:00AM and 6:00PM and select the 'Knights-Errant' dialogue option. If you and Mazoga kill an Orc named Black Brugo, the Count will bestow the title of 'Knight-Errant' upon the both of you. Mazoga should still be in the Castle Leyawiin Great Hall, so speak to her and select the 'Black Brugo' dialogue option. According to Mazoga, Brugo visits his gang's hideout each night between 12:00PM and 6:00AM. The gang's hideout is in Telepe, and Ayleid Ruin west of Leyawiin.

You can take Mazoga to Telepe if you wish, though it would be best to go solo if you want to keep her alive. Mazoga will only follow if you tell her to, so if you think you can handle things on your own, leave Castle Leyawiin and start toward Telepe, which has been marked on your map. With 'Knights of the White Stallion' set as your active

quest, follow the arrow on your compass to reach the ruins.



Black Brugo and his bodyguards enter Telepe at 12:00AM and remain until 12:00AM.

There are few Black Bow Bandits in Telepe; be sure to collect the Black Bows from fallen bandits, as you can sell them to the Count after this quest. Wait until it is 12:00AM, and at that time Black Brugo will enter Telepe. Find and kill him; he is likely wearing some decent armour so be sure to loot his body once the job is done. Be sure to remove Brugo's Key as well. Look for a Press Block to activate along the wall in the northeast room, which will open a wall at the end of the hallway to reveal a locked Ayleid Coffin that holds the gold intended for Brugo.

When you're done exploring the Telepe, return to Castle Leyawiin and inform the Count that Black Brugo is dead. The Count will reward you with a key to the White Stallion Lodge, and a shield bearing the Knights of the White Stallion emblem. You can sell the Black Bows you collected to Count Marius Caro for 100 gold coins per bow.

Killing Black Brugo in Telepe.

Whom Gods Annoy

Select the 'Rumors' dialogue option while speaking to the NPCs in Leyawiin, and one of them will surely mention Rosentia Gallenus and the odd noises and foul smells coming from her home. You'd best investigate. Inquire further about Rosentia Gallenus to add this quest to your journal. With 'Whom Gods Annoy' set as your active quest, follow the arrow on your compass to Rosentia Gallenus' House in Leyawiin

Enter Rosentia Gallenus' home, and the problem will become immediately evident. She's got Scamps. No, that's not some strange type of Cyrodiilic STD. Speak to Rosentia Gallenus and offer to help. Select the 'Daedric Staff' dialogue option to learn how this unfortunate situation came about. Rosentia will point you to Alves Uvenim, who is a friend of hers in the Leyawiin Mages Guild. Killing the Scamps does nothing, as a new one will spawn in the dead one's place.



You can ditch the Staff of Everscamp at the Sheogorath shrine in Darkfathom Cave.

Make your way to the Leyawiin Mages Guild and speak with Alves Uvenim inside. She explains that Rosentia has come to possess the Staff of Everscamp, which is apparently some sick joke of an item created by the Daedric Prince Sheogorath. The only way that the staff can be passed on to another person is for one to willingly accept the thing. Alves Uvenim mentions a shrine in Darkfathom Cave, where the staff originally came from. If one were to bring the Staff of Everscamp to the shrine in Darkfathom Cave, it could be left there, and the burden with it. With this information, return to Rosentia Gallenus' House and tell her what you've learned. Agree to take the Staff of Everscamp from her, with the intention of delivering it to Darkfathom Cave.

Darkfathom Cave is east of Leyawiin. Follow the arrow on your compass there, and enter. Once in the cave, follow the arrow on your compass to Sheogorath's shrine and drop the staff when an in-game pop up informs you that you are no longer under the staff's curse. This cave is inhabited by Daedra, so be careful as you move through.

Return to Rosentia Gallenus in Leyawiin and tell her that you are now rid of the Daedric Staff. She'll reward you with the Ring of Eidolon's Edge, which boasts levelled Fortify Blade and Fortify Block enchantments.

Tears of the Savior

To begin this quest, visit the Leyawiin Mages Guild hall and speak to S'drassa. He wants you to help him find Garridan's Tears. He is willing to pay a fair amount of gold for each tear that is brought back to him. S'drassa is not entirely certain where Garridan's Tears are, but Julienne Fanis at the Imperial City Arcane University can tell you.

Fast travel to the Arcane University, locate Julienne Fanis, and ask about Garridan's Tears. You can learn more about the tale if you wish; either way, she will refer you to a book entitled 'Knightfall.' See Phintias, who is the proprietor of the First Edition book store in the Imperial City Market District, for this book. Scroll down to find Knightfall in Phintias' inventory and purchase it. Read the book to learn the location of Garridan's Tears.



Purchase Knightfall from Phintias at the First Edition book store in the Imperial City Market District.

Return to the Arcane University and ask Julienne Fanis about 'Refined Frost Salts.' She'll allow you to purchase the Refined Frost Salts from her for a fair price. Buy a few, leave the Arcane University, and travel to Frostfire Cave, which is marked on your map. Frostfire Cave is inhabited by hostile animals, so be careful. With 'Tears of the Savior' set as your active quest, follow the arrow on your cover to the door to Frostfire Glade. As long as you have the Refined Frost Salts with you, you'll be able to open the door and enter the Frostfire Glade.

As soon as you step onto the snowy terrain of the Frostfire Glade, you will begin to take damage. Just watch your health bar and make sure that it doesn't fall to zero. You can simply wait for one hour to restore your health if you are close to death. Now for the tears, there are five of them total.

Garridan's Tears appear as tear-shaped crystals on the ground. Problem is, they tend to blend in with the rest of the terrain, so you'll have to look very carefully. They are all located around the area shrouded in ice mist. The descriptions below refer to how the area appears when the local area map is viewed.

- Between the two rocks on the lower left portion of the centerpiece.
- Near the upper-left portion of the rock.
- Next to the ice block, on the lower left portion. You'll have to actually jump up onto the rock that holds the ice block.
- Between the centerpiece and the bunch of rocks on the lower right corner of the ice mist area.
- Next to the farthest reaching northern rock of the centerpiece.



Garridan's Tears in Frostfire Glade.

Once you have found the fifth and final tear, leave Frostfire Glade, return to Leyawiin, and speak to S'drassa. You'll earn a large sum of gold for bringing the tears back to S'drassa.

Buying a House in Leyawiin

Speak to the Count of Leyawiin in the Castle Leyawiin Great Hall and inquire about buying a house in town. If the Count won't talk about the house, either persuade or bribe him to raise his disposition to at least 60. He wants 7,000 gold for the house. Purchase the house, and he will give you the key. With 'Buying a House in Leyawiin' set as your active quest, follow the arrow on your compass to your new abode and step inside. If you wish to purchase some furnishings for your new home, visit the Best Goods and Guarantees shop in Skingrad and speak to Gundalas. You

can purchase the furnishings from him at a reasonable price.

The Elder Scrolls IV: Oblivion Guide - Side Quests

Skingrad Quests

This side quest contains the following sections, just scroll down to read, or use the anchor links in the list below to jump straight to the section you are interested in.

[Buying a House in Skingrad](#)

[Helping Hands](#)

[The Rosethorn Cache](#)

[Paranoia](#)

[Seeking Your Roots](#)

Buying a House in Skingrad

If you are looking to purchase a home in Skingrad you will have to speak to Shum gro-Yarug. Shum Gro-Yarug leaves Castle Skingrad at around midday. He visits the West Weald Inn at 10:00AM, and the Colovian Trader at 12:00PM. Use persuasion or bribery to raise his disposition to at least 70. Furthermore, your character's fame must be at least 15 points higher than his or her infamy. When you meet the above requirements, select the 'Buying a house in town' dialogue option while speaking to Shum gro-Yarug.

Rosethorn Hall is selling for 25,000 gold; purchase it, and Shum gro-Yarug will hand over the key. With 'Buying a House in Skingrad' set as your active quest, follow the compass to your new abode and step inside. If you wish to purchase some furnishings for your new home, head over to the Colovian Traders in Skingrad and speak to Gunder. You can purchase furnishings from Gunder, but they come at quite a high price.

Helping Hands

After purchasing the Servant's Quarters upgrade from the Colovian Traders for your Skingrad home, speak to the Eyja in the shop. She offers to become your maid for 150 gold. Accept Eyja's offer to complete this quest.

The Rosethorn Cache

To do this quest, it is required that you have purchased Rosethorn Hall from Shum gro-Yarug in Skingrad. Provided you own Rosethorn Hall, enter, and head up to the Top Floor. As soon as you enter the upstairs area, turn left, and look to the two cabinets in the corner. Jump on top of the cabinets and then up onto the wooden platform nearby. Look in the top-right corner of this platform to find a Long Forgotten Note.

Read the Long Forgotten Note to learn that some treasure is hidden somewhere in Rosethorn Hall. Head back to the main level, and look for the door to the Rosethorn Hall Basement. Sit on one of the arches on the wooden pillar that has hanging garlic clusters on it, then jump up and activate the Hourglass. Inside you'll find several gems, as well the Ring of the Gray. The Ring of the Gray is a powerful ring that fortifies the Sneak, Security, Marksman, and Acrobatics skills, and boasts the Detect Life and Poison Resist enchantments.

Paranoia

If you have stayed in Skingrad for more than a couple of minutes, you have surely been approached by a strange fellow named Glarthir. Glarthir asks that you meet him behind the chapel in Skingrad at around 12:00AM. Wait behind the chapel and Glarthir will appear after midnight. He believes people are watching him, and offers to some gold if you investigate for him.

Actually investigating for Glarthir is a giant waste of time, because no one is watching him. The first person Glarthir suspects is a woman named Bernadette Peneles, who lives in the house across from his. It would be best to just wait until 12:00AM the next day and tell Glarthir whatever you'd like. You may be approached by Dion, the Skingrad guard captain, who wants to know what your business with Glarthir is. Tell him whatever you'd like, really.

One possible way to approach this quest is to tell him that Bernadette Peneles is watching him. Then, after 12:00AM the following night, tell him that his second suspect, Toutius Sextius, is also watching him. The final night at 12:00AM, tell him that his third suspect, David Surilie, is watching him as well. Glarthir should then hand over a note, which states he will pay 1000 gold if all three people are killed. Speak to Dion, select the 'Glarthir' dialogue option, then the 'He needs to be arrested,' and show him the note. Once Glarthir is dead, remove the key from his corpse.

Alternatively, you can kill the suspects you have confirmed to be spying on Glarthir, and return to him for a 1000 gold reward.

Seeking Your Roots

To begin this quest, you must first acquire a rare Nirnroot plant. There is one outside of the Imperial City Prison Sewers. When you obtain your first Nirnroot, this quest will be added to your journal. Travel to Skingrad, locate the All Things Alchemical shop, and head inside. Speak to Falanu Hlaalu and select the 'Nirnroot' dialogue option. Be sure that you have an actual sample to show her! She can't tell you what it is, but she'll point you to Sinderion. Sinderion is in the West Weald Inn in Skingrad.

With 'Seeking your Roots' set as your active quest, follow the arrow on your compass to the West Weald Inn and enter. Look for a door marked 'Sinderion's Cellar' and proceed through. Speak to Sinderion and ask him about the mysterious Nirnroot plant. If you bring Sinderion ten Nirnroot, he can fix a special potion for you, called the 'Elixir of Exploration.'

You can start your search in Shadeleaf Copse, which has been marked on your map. When you have found 10 samples there, return to Sinderion. He requires some time to brew the potion. Return to him to receive the potion. The Weak Elixir of Exploration fortifies Health by 20 pts for 300 seconds, and adds the Night Eye effect for 300 seconds. Not a bad potion at all, if only for the Night Eye effect (for non-Khajiit characters, at least).

If you desire a stronger brew, you'll have to bring Sinderion 20 more Nirnroot. To reap the benefits of a potent Elixir of Exploration, Sinderion will need a total of 100 Nirnroot.

Nirnroot plants can usually be found near water. A 'shimmering' sound means a Nirnroot plant is near. You may also be able to find a Nirnroot plant in some houses, but you'll have to steal those. Nevertheless, you are sure to find many Nirnroot during your travels; just keep your ears open for that shimmering sound.

The Elder Scrolls IV: Oblivion Guide - Side Quests

Miscellaneous Quests

This side quest contains the following sections, just scroll down to read, or use the anchor links in the list below to jump straight to the section you are interested in.

[The Battle for Castle Kvatch](#)

[Imperial Dragon Armor](#)

[Vampire Cure](#)

The Battle for Castle Kvatch

Following the 'Breaking the Siege of Kvatch' quest in the main questline, you have the option of further assisting Salvian Matius and his guard. When you are ready to take on this quest, speak to Salvian Matius in the Chapel and tell him so.

Follow Matius out of the chapel and into the south plaza. Kvatch is still swarming with enemies. It is quite likely that the troop of guards fighting alongside you will die. Salvian Matius, however, is an 'important' character, which is denoted by the crown icon that appears when the crosshair hovers over him. As an important character, he won't die if his health falls to zero, he but only be knocked unconscious and rendered incapacitated for a short period of time.



You'll have to fight your way to the castle gates. There are several enemies up on the castle walls, so be careful. When the area is clear, speak to Savlian Matius. He explains that the castle gate is locked from the inside and the only mechanism to open it is found within the castle. Next, you'll need to find Berich Inia and ask him for the key to the Guard House. Backtrack to the Chapel of Akatosh and locate Berich there. Berich is reluctant to hand over the Guard House Key, and instead insists on showing you the way.

Follow Berich to the Chapel Undercroft entrance and head through. There are enemies in this area, but you and your allies shouldn't have too much difficulty taking them down. Things will likely take a turn for the worst once you emerge from the Chapel Undercroft; this area of the city is swarming with enemies. Your allies will most likely fall here, too.

Berich still has the Guard House Key, so if he falls in the battle, you'll have to locate his corpse to retrieve it. The tower that leads to the tunnel entrance is located at the north end of the city, so you'll have to fight your way there. When you have made it to the interior of the tower, proceed through the 'Trap Door to Castle Kvatch Passageway.'

Avoid the flames as you move through the corridor here. At the end of the corridor, look for a ladder leading back up to Kvatch. Take the ladder up, and climb up the steps in front of you. Activate the Gate Lever to raise the city gate. Matius and his remaining men will charge through the gate to face the Daedra in the courtyard.



Once the enemies outside have been dealt with, follow Matius into Castle Kvatch to search for Ormellius Goldwine, who is the count of Kvatch. Clear the opening area of Daedra; Matius and any remaining guardsmen will hold the area while you move ahead in search of the count. It would be wise to save your game before entering the Kvatch Castle Great Hall, as there are many enemies inside. When you're prepared, head up the steps and enter the Great Hall.

There are plenty of enemies in the great hall. If you are getting swarmed, you can retreat back to the prior area to receive help from Matius. Fight your way to the Count's Quarters. If you've made it this far, it would be a good idea to save your game again before moving on.

Scour the Count's Quarters for Ormellius Goldwine's corpse. Search his corpse and remove the Signet Ring. Backtrack to the Kvatch Castle Great Hall. Before leaving the great hall, be sure to pick up the 'A Dance in Fire, v4' on the table by the door. Reading this skill book will raise your character's Acrobatics skill by one level.



Speak to Matius and tell him of the count's fate. He asks for the count's ring, which you should have removed from his corpse in the Count's Quarters. Hand it over to him, and in return for he'll give you his armour, which is a magically enchanted Kvatch Cuirass.

Imperial Dragon Armor

After you have completing 'Light the Dragonfires' in the main questline, speak to Chancellor Ocato. He will name

you Champion of Cyrodiil, and order a full suit of Imperial Dragon Armor to be forged for you. It will take some time for this armour to be made, however. You'll have to wait two full in-game weeks before the armour will appear in the Armory. A good way to pass time by very quickly is to use the fast travel feature and travel a great distance each time. Time will pass by very quickly if you fast travel from one end of the map to the other.



Look for the Imperial Dragon Armor in the Armory once it's been forged.

When an in-game pop up informs you that the suit of Imperial Dragon armour is ready, visit the Imperial Legion Compound in the Imperial City's Prison District. Upon entering the district, turn right and hug the wall. Open the Iron Gate that you come to, and enter the Armory. The armour set is on the table straight ahead; be sure to collect every piece before leaving. The Imperial Dragon Armor will be classed as either light or heavy, depending on which skill was higher for your character at the time. Enjoy your new set of armour!

Vampire Cure Quest

If your character has been inflicted with Vampirism and you're growing tired of the effects, there is a cure. Start at the Arcane University in the Imperial City, and speak to Raminus Polus there. Raminus Polus will point you to the Count of Skingrad, who has done the most recent research on the subject of a cure. Since Raminus can't tell you anything, you'll have to go and see the Count.

After speaking to Raminus Polus, leave the Arcane University and fast travel to Castle Skingrad. In the Castle Skingrad Great Hall, speak to Hal-Liurz and tell her that you must see the Count at once. Wait in the Great Hall until Hal-Liurz returns with Janus Hassildor. Listen to Hassildor's story, and agree to help find a cure. You are to locate a

witch, who has reportedly be seen in the wilderness along the Corbolo River, which is east of the Imperial City and south of Cheydinhal.

With 'Vampire Cure' set as your active quest, follow the arrow on your compass to Drakelowe. Once there, locate the farmhouse and step inside. Speak to Melisande inside, and select the 'Cure for Vampirism' dialogue option. Melisande won't help you until you bring her five empty Grand Soul Gems. Grand Soul Gems are not the easiest item to come by, and she wants five of them. This task will not be made easier by the fact that your character is a vampire, considering you are limited to traveling at night if you haven't been feeding.

The best place to find empty Grand Soul Gems is the Mystic Emporium in the Imperial City's Marketplace District. There is usually one empty Grand Soul Gem in stock at a time. However, you can use the wait menu while in the Mystic Emporium to pass 24 hours. Between each waiting session, check to see if the owner has re-stocked. If so, buy the empty Grand Soul Gem from him. Rinse and repeat until you have acquired five empty Grand Soul Gems. Keep in mind that it can take quite a few days to acquire five empty Grand Soul Gems this way (up to ten days between re-stocks). However when coupled with the wait feature, this is the quickest way to acquire Grand Soul Gems.

When you have obtained five empty Grand Soul Gems, return to the Drakelow settlement and speak to Melisande there. Present the five Grand Soul Gems to her. She agrees to fix you a cure, but first she will need you to gather some ingredients. She requires six cloves of Garlic, five Nightshade leaves, two shoots of Bloodgrass, the blood of an Argonian (any Argonian's blood will do), and the ashes of a powerful vampire. Ask Melisande about the Argonian Blood, and she'll hand over an enchanted dagger with a Bleed effect on strike. Ask about the Vampire Ashes, and she will tell you of a powerful vampire named Hindaril, who can be found near the North Panther River. Don't worry about him yet, and focus on gathering the easy stuff first.

Garlic, Nightshade and Blood Grass can all be purchased from the All Things Alchemical shop in Skingrad. Since Falanu only keeps a limited amount of alchemy supplies in stock at a time, you'll have to look for the rest of the required items elsewhere. She takes way too long to re-stock, so don't even bother waiting.

There are two cloves of Garlic hanging from the fireplace in the All Things Alchemical shop. You'll have to creep up behind the counter to steal them while Falanu is not looking. This is easier said than done, but if your character's Sneak skill is high enough, you should be able to crouch in the corner left of the fireplace and take them without her catching you (ensure that the sneak icon is faded before making the steal). You can try that, or you can lure her upstairs, then quickly run back down the stairs and snatch the Garlic while she slowly walks back to the counter. There are three more cloves of Garlic hanging from the fireplace in the Colovian Traders, which is also in Skingrad. Check 'A Warlock's Luck' in Bravil if you need more Garlic.

One thing to keep in mind is that certain shop keepers will refuse to have anything to do with vampires, so if your character happens to be quite far along in his or her Vampirism, you won't be able to barter with those shop keepers. If this happens, you can stave off the disease somewhat by feeding. Break into a person's house at night while they rest, sneak up to them, and feed.

Blood Grass can be easily found by traveling through an Oblivion Gate. You only need two shoots of Blood Grass, too. If you are unable to return to Oblivion, you can find some Blood Grass in Brittlorock Cave. Brittlorock Cave is northeast of Anvil, under the 'A' in the 'County Kvatch' text on the world map.

You can purchase Nightshade from The Gilded Carafe in the Imperial City's Market District. Tertullian Verus of the Three Brothers' Trade Goods store may also carry Nightshade. Check The Main Ingredient in the Imperial City's Market District as well.

Once you have two shoots of Blood Grass, six cloves of Garlic, and five Nightshade leaves, all that needs to be gathered is the blood of an Argonian and the ashes of a powerful vampire. The Argonian blood won't problem, since it can be from any Argonian. A good place to find an Argonian is Leyawiin. Or, you can try and find an enemy Marauder that is Argonian. In Leyawiin, try to find the beggar Dech the Scalawag. You do not need to kill him, just deal some damage with the enchanted dagger that Melisande gave you. If the guards catch you, do not agree to go to jail or pay the fine, especially if you have stolen ingredients with you. Just run away from the city and travel to the

area marked on your map so you can face the vampire. Redwater Slough is not too far from Leyawiin.

In Redwater Slough, Hindaril is behind a door with a Very Hard quality lock, so unless you have plenty of lockpicks, Nocturnal's Skeleton Key, or a high Security skill, you'll have to look for the key. Refer to the local area map; the key is down the south tunnel, leading into the south chamber. After emerging from the water, open the chest next to the Zombie and remove the key. Now, simply follow your compass to Hindaril. There are other vampires about, so take them out before facing Hindaril. When you have killed Hindaril, take the ashes from his corpse.

If you have everything, it's time to return to Melisande. Return to Drakelowe once you have all of the ingredients and present them to Melisande. She'll need 24 hours to brew the potion. Wait for 24 hours, and then speak to Melisande once more and ask about the cure to be given the potions.

With the Vampirism Cure Potions in hand, return to Castle Skingrad and request an audience with the Count. Follow Hal-Liurz out to the courtyard and to the Count's resting place. After the scene, do as the Count says and speak to Hal-Liurz after 24 hours have passed. Wait for the Count to approach you, and then ask him about your 'Reward' to be given some money. Go ahead and drink that Vampirism Cure Potion, you've earned it. Keep in mind that, by drinking the cure potion, your character can never become a vampire again.

The Elder Scrolls IV: Oblivion Guide

Downloadable Content

If you are playing Oblivion on the Xbox 360 and have access to Xbox Live, additional content can be downloaded via the Xbox Live Marketplace. PC users can visit Bethesda's webstore at: <http://obliviondownloads.com>

Unfortunately those playing Oblivion on the PS3 cannot access this additional content.

Note: For information on the Knights of the Nine downloadable questline, refer to the 'Knights of the Nine' section of this guide.

This page contains the following sections, just scroll down to read, or use the anchor links in the list below to jump straight to the section you are interested in.

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Below is a list of each download, which includes the price at the time of writing, and a short description.

Horse Armor Pack

Cost: 200 MP/\$1.99 USD

Description: Adds the 'Horse Armor' quest. Allows you to outfit your mount with either Elven or Iron armour.

Orrery

Cost: 150 MP/\$1.89 USD

Description: Adds the 'Repairing the Orrery' quest. Allows you to access the Orrery in the Arcane University, Imperial City.

Wizard's Tower

Cost: 150 MP/\$1.89 USD

Description: Adds the 'Frostcrag Spire' quest. Allows you to furnish and inhabit a wizard's tower.

The Thieves Den

Cost: 150 MP/\$1.89 USD

Description: Adds the 'Dunbarrow Cove.' Allows you to recover and furnish a thieves den below Anvil.

Mehrunes' Razor

Cost: 250 MP/\$2.99 USD

Description: Adds the 'Unearthing Mehrunes' Razor' quest. Adds a huge new dungeon that includes some great equipment.

The Vile Lair

Cost: 150 MP/\$1.89 USD

Description: Adds the 'Deepscorn Hollow' quest. Allows you to furnish and inhabit a lair geared toward evil characters.

Spell Tomes

Cost: 80 MP/0.99 USD

Description: Adds Tomes, a new type of item, to the world's random treasures. Each tome contains a spell; upon reading a tomb, that spell will be added to your character's spell book.

The Fighter's Stronghold

Cost: 150 MP/\$1.89 USD

Description: Adds the 'Battlehorn Castle' quest. A giant, ownable castle is added to the game. Geared toward fighters and archers.

As soon as you purchase one of these mods and load a save game, the quest pertaining to that mod should instantly become available.

Horse Armor

Make your way to the Chestnut Handy Stables outside of the Imperial City. Enter the small house here and speak to Snak gra-Bura inside. Tell her that you're there about the horse armour. If you don't have a horse, tell her that you want one, and are willing to take anything. She'll give you a free horse equipped with Steel armour. From now on, you can return to Snak gra-Bura at the Chestnut Handy Stables and have her outfit any legally-owned horse with Steel or Elven armour for 500 gold.

Warning: Once horse armour has been applied, it cannot be removed. Do not apply horse armour to Shadowmere, as risk losing her by doing so.

Repairing the Orrery

The note from Bothiel asks that you recover several Dwarven artifacts that have gone missing. Stop by Camp Ales first. Have 'Repairing the Orrery' set as your active quest to speed things up. Travel to Camp Ales, locate the Bandit Carrier, kill him, and remove the Undelivered Letter and the Dwarven Artifacts from his corpse. The letter lists each camp that contains a Bandit Carrier with a Dwarven Artifact.

The camps that contain a Bandit Carrier are Brotch, Bodean, and Varus. The three camps are not too far from each other. The Bandit Carrier at each camp will likely possess powerful enchanted items, so be sure to search through their equipment after making the kill.

Once you have acquired two Dwarven Cogs, a Dwarven Coherer, a Dwarven Cylinder, and a Dwarven Tube, fast travel to Arcane University and head inside. Speak to Bothiel once inside and she will take the artifacts from you. It will take her 24 hours to fix up the Orrery. Once a day has passed, you can then enter the Imperial Orrery in the Arcane University. Enter the Orrery once it is repaired and proceed up the steps. Activate the Imperial Orrery Console at the top of the steps, and then activate it again to receive a new power.

Below is a list of each power and the effects that occur when the spell is cast. The power received is dependent on the current moon phase, which changes to the next every three days. Each power lasts for 60 seconds when cast.

Masser's Might

Fortify: Strength 20

Drain: Speed -20

Moon Phase: New

Masser's Grace

Fortify: Agility 20

Drain: Endurance -20

Moon Phase: Waxing Crescent

Secunda's Will

Fortify: Willpower 20

Drain: Intelligence -20

Moon Phase: First Quarter

Secunda's Opportunity

Fortify: Luck 20

Drain: Personality -20

Moon Phase: Waxing Gibbous

Masser's Alacrity

Fortify: Speed 20

Drain: Strength -20

Moon Phase: Full

Secunda's Magnetism

Fortify: Personality 20

Drain: Luck -20

Moon Phase: Waning Gibbous

Secunda's Brilliance

Fortify: Intelligence 20

Drain: Willpower -20

Moon Phase: Last Quarter

Masser's Courage

Fortify: Endurance 20

Drain: Agility -20

Moon Phase: Waning Crescent

Frostcrag Spire

The Wizard's Tower downloadable tower is a house mod, meaning you are given an additional residence more interesting than those typically found in Oblivion. Frostcrag Spire is a colossal tower east of Bruma, and is mostly geared toward magic based characters.

To get started, travel to your newly acquired home and enter. At the center of the entrance room is a book entitled 'Frostcrag Spire Memoirs.' Read the Frostcrag Spire Memoirs to open up the main room. The book explains that furnishings for the tower can be purchased from Aurelinwae, who works at the Mystic Emporium in the Imperial City's Market District.

Travel to the Imperial City's Market District, locate the Mystic Emporium, and enter. Speak to Aurelinwae inside and barter. She'll sell you the Frostcrag Alchemy Lab, Frostcrag Bedroom Area, Frostcrag Library Area, Frostcrag Vault Area, and Magetallow Candle Boxes for the altars. These upgrades come at a reasonable price, considering you just received a giant tower for absolutely nothing.

Once you have purchased all of the upgrades, return to the tower. There are a few things you can do with your new home. For one, you have access to an Altar of Spellmaking and an Altar of Enchantment, allowing you to create new spells and enchant equipment without having access to the Arcane University's facilities. To activate the altars, approach each one with the Magetallow Candle Boxes in your inventory, and press the A/X button

Between the Altar of Spellmaking and Altar of Enchantment is an Atronach Altar. You can use this altar to summon an Atronach minion of Storm, Frost, or Flame. The Atronach summoned depends on the type of salt you submit to the altar. A Storm Atronach requires 3 Void Salts, a Frost Atronach requires 3 Frost Salts, and a Flame Atronach requires 3 Fire Salts.

In the Frostcrag Spire Living Area is a botanical garden that contains each and every type of plant in Cyrodiil, including those found in the Oblivion realm. Look for the Pentamagic Loop in the jewellery box on the shelf next to

the portal to the Main Level. This ring fortifies the Conjuration, Destruction, Illusion, Mysticism, and Restoration skills by 5 pts. There is also a vault accessible from the Main Area that contains several treasure chests, as well as a couple of rare bottles of wine.

Dunbarrow Cove

Dunbarrow Cove allows you to have control over a thieves den and crew. Fast travel to Anvil to get started. Below Castle Anvil is a door to Smuggler's Cave. With 'Dunbarrow Cove' set as your active quest, follow the arrow on your compass to locate this door, and proceed inside.

Upon entering Smuggler's Cave, head to the end of the tunnel in front of you to reach the door to Dunbarrow Cove. The caverns are packed with the animated skeletons of the Black Flag's fallen crew. You'll have to clear out the skeletons in Dunbarrow Cove before you can fix the place up. The skeleton of Captain Dugal is in the Captain's Quarters, which is the small cabin that overlooks the Black Flag.

Defeat Captain Dugal's skeleton, and an in-game pop up will inform you that upgrades for Dunbarrow Cove can be purchased from Dahlia Rackham of the Clarabella. You can also see her about hiring crew members. The Clarabella is stationed in the Anvil Docks. Enter the Clarabella, speak to Dahlia Rackham inside, and select the 'Dunbarrow Cove Upgrades' dialogue option. From this menu, you can hire a crew and upgrade the Captain's Quarters.

Once you have purchased everything, return to Dunbarrow Cove. Once a week, you can send a crew member out on a mission. At the end of the week, that member will return and share some of the acquired gold with you. There are some other interesting things about Dunbarrow Cove, such as the Training Chest that can be used to raise your character's Security skill level. Some of the crew members also sell items and train skills.

Unearthing Mehrunes Razor

Before getting started, ensure that you have an abundant supply of lockpicks or Nocturnal's Skeleton Key. Then, with 'Unearthing Mehrunes Razor' set as your active quest, make your way to Sundercliff Watch, which has been marked on your map. At Sundercliff Watch, find the entrance and head inside.

Upon entering Sundercliff Watch, you'll encounter some Drothmeri soldiers. Proceed through the tunnel at the end of the area and look to the right of the Old Wooden Door to spot an Abandoned Knapsack. Open it and remove the Small Diary that's inside. The diary contains a password; uttering 'Chimer' before the Old Wooden Door will open it. There are plenty of Drothmeri in the fort beyond the door, so be extra careful. The Drothmeri are extremely reckless, and will charge you on sight. They're fast, too. Proceed with caution; there are many darkened sections in this area, so it's easy to be stealthy if that's your game.

Follow the arrow on your compass to locate the door to Sundercliff Village. All of the inhabitants of this underground community are hostile. Most of the enemies you encounter will have an impressive assortment of arrows, so be sure to stock up. Look for the door into the Jail (it's on the hill that you first come to, and by the fire) and head inside. Look for the Morag Tong Assassin in the cell and kill him. Search his corpse and take all of Morag Tong armour that he is wearing. This is an awesome set.

The Sundercliff Commune is through the village. The arrow on your compass is not pointing directly to this door, but following it should take you to it. Once in the Sundercliff Commune area, follow the arrow on your compass to Frathen Drothan's Quarters' Inside, read Drothan's Journal on the desk in front of you. Two quest arrows will appear on your compass, one pointing to the Forgemaster and the other to the Commander. Start with the Commander, who is in the Commander's Quarters next to Frathen Drothan's Quarters. Inside, kill the Commander, then head up the stairs and into the Commander's room. Look for an Enchanted Bezoar on the table next to the bed. This is one of the two that you need. Pick up the Enchanted Bezoar, and exit the Commander's Quarters.

When you have the first Enchanted Bezoar, make your way back to the Sundercliff Village area. Here, follow the arrow on your compass to the door to the Sundercliff Forge. You won't be able to reach the Forgemaster from this entrance; you'll have to travel through this area and enter the Sundercliff Mines first. In the Sundercliff Mines, look to

the local area map and notice that the arrow is to the right of the entrance. There is a tunnel that you have to travel through to reach this door; the tunnel is on the top-right portion of this map. The door leads back to the Sundercliff Forge, but from this entrance you can reach the Forgemaster.

Once your back in the Sundercliff Forge through the entrance in the Sundercliff Mines, follow the arrow on your compass to the Forgemaster. Kill him, and enter Forgemaster Tent. Look to your right upon entering the Forgemaster Tent to spot the second Enchanted Bezoar. Back outside, follow the arrow on your compass until you come to a Pull Rope. Pull the rope to lower the rock wall before you.

Move past the rock wall, and head through the door to Sundercliff Village. From the village, locate the door to the Sundercliff Commune and proceed through. In the Sundercliff Commune area, you'll have to drop down to the lower level. Follow the arrow on your compass to the door Varsa Baalim. Place the two Enchanted Bezoars on the two Enchanted Pedestals to the left and right of the door. Do so, and the barrier will disappear.

When the two Enchanted Bezoars are in place, proceed to the Excavated Ruin. Make your way through the ruin and you will eventually come to the door to Varsa Baalim. There are both Vampires and Drothmeri in Varsa Baalim. They are hostile toward each other, so hang back and watch, and then pick off the winners. There is no arrow to guide you here, but it isn't too hard to find your way around. Ignore the doors to Cava Arpenla, and instead move to the opposite end of the first area and go through the door to Cava Belmeld.

Exit Cava Belmeld through the other door. You'll find yourself on the other side of the rocks that were blocking your path. Travel to the end of this area, and you will eventually reach the door to Cava Marspanga. Kill the Vampires and Drothmeri in the initial area, and then head up the stairs to reach the door back to Varsa Baalim. Upon entering Varsa Baalim, turn left, climb up the ramps, and approach the glowing crystal formation. Descend down the stairs and enter Nefarivigum.

In Nefarivigum, descend down the sets of stairs and eventually you will encounter Frathen Drothan. He is poorly armoured, so killing him shouldn't be a problem. However, he will more than likely be wielding a deadly enchanted weapon, so be careful. Once he is dead, look around for a bedroll and pick up the book next to it.

Read the journal to learn that by eating the heart of Dagon's champion, you can then obtain Mehrunes' Razor. Approach Msirac Faythung and remove the Beating Heart from him. You don't really have to eat it. Once you have the heart, attempt to open the gate to get to Mehrune's Razor. Defy Dagon's challenge and the gate will open.

Once you have Mehrune's Razor, you'll have to face Msirac Faythung. You can escape through the door to the Forgotten Tunnels. Swim under the water, go through the wooden door, and you will find yourself back outside of Sundercliff Watch. Mehrune's Razor has a small chance of instantly killing an enemy on strike. Not the best weapon, but it looks cool. If your character happened to contract Porphyric Hemophilia while in Sundercliff Watch, don't forget to pray at one of the chapels or down a Potion of Cure Disease.

Deepscorn Hollow

If your character is evil, Deepscorn Hollow is a perfect fit. Deepscorn Hollow has entrance to been marked on your map, and as you can see, it's actually in the water south of Leyawiin. It can be difficult to see while underwater, especially during the night, so refer to the local area map to find the entrance. The entrance is at the end of a long, hollowed out log, if that helps. Once inside Deepscorn Hollow, get out of the water and turn right to spot Greywyn's Journal. Read the journal to learn where to purchase upgrades for the lair. Rowley Eardwulf at the Wawnet Inn, which is just west of the Imperial City, will sell you the furnishings.

Make your way to Wawnet Inn and speak to Rowley Eardwulf, who should be sitting on the steps by the entrance. The pricing on the upgrades are a little high, but you can purchase the Deepscorn Bedroom Area, Deepscorn Cattle Cell, Deepscorn Dining Area, Deepscorn Garden Receipt, Deepscorn Storage Area, Deepscorn Study Area, and the Ichor of Sithis from him.

Once you have purchased everything from Rowley, return to Deepscorn Hollow. There are a few interesting things

you can do with your new lair. There are Chokeberry Vines, which are a new type of plant that acts very much like poison apples, growing in the middle of the lair. You have a Dark Minion, who you can send out to murder hapless civilians. When he returns, there may be items in the Victim's Loot Chest in the Minion's room.

In the Deepscorn Cloister area is a cattle cell with a prisoner that can be fed on if your character is a vampire. Through Deepscorn Bastion is Deepscorn Shrine; place the Ichor of Sithis in the altar, and you can then pray to the shrine. An evil character can pray to the Deepscorn Shrine to receive the same benefits as a righteous character who prays at a shrine in one of the city chapels.

Vampirism can be cured in Deepscorn Cloister; simply mine some Purgeblood Salts, jump into the pool in the middle of the chamber, and activate the Font of Renewal. This is surely easier than undertaking the time-consuming Vampire Cure quest. Know that by curing Vampirism, your character will not be able to contract Porphyric Hemophilia again.

Battlehorn Castle

The castle is west of Chorrol, so make your way over there. The place is currently under siege by Marauders, so aid the warriors outfitted in Steel Armor to put an end to the assault. When the Marauders have been defeated, Battlehorn Castle is yours! Yup, it's that easy. One of the warriors will hand you Lord Kelvyn's Will, which states that you can purchase furnishings for the castle from Nilphas Omellian at the Merchant's Inn in the Imperial City Marketplace District. From Nilphas, you can buy furnishings for the Battlehorn Barracks, Bedroom, Dining Area, Kitchen Area, Library Area, Training Room, Trophy Room, Wine Cellar, as well as some general Castle Upgrades and the Dwemer Forge. Nilphas' prices are steep, but you just got a gigantic castle for little effort, so it's worth making the purchases.

There are a few cool things you can do here. In the East Wing, you can commission Melisi Daren to create trophies of creatures you have killed. Melisi Daren is a taxidermist, and requires that you bring her supplies before she can get to work. Bring Melisi a Bear Pelt, Clannfear Claws, Daedroth Teeth, Minotaur Horn, Lion Pelt, Ogre's Teeth, Troll Fat, or a Wolf Pelt and she'll have the trophy set up in the Battlehorn Castle Great Hall once 24 hours have passed. In the Battlehorn Castle Basement, you can give alchemical ingredients to Talan to create special wine.

Provided you have purchased all of the upgrades from Nilphas Omellian in the Imperial City, you can find Lord Kelvyn's Bulwark in the treasure chest at the foot of the bed in the Battlehorn Castle Private Quarters. This shield boasts levelled Fortify Health, Fortify Endurance, and Fortify Block enchantments.

Battlehorn Castle also holds many secrets, one of which can be found in the Private Quarters. There's a Moveable Pillar near the round table straight across from the door back to the Battlehorn Castle Great Hall. Activate this Moveable Pillar to reveal a secret room. In it are two storage chests, a jewellery box, and Lord Jaren's Journal. Read the journal to learn of another secret in the Battlehorn Castle training room. Make your way to the training room in the Battlehorn Castle Basement. Behind the archer target is a Candlebra; activate it to reveal a secret passage. Follow the passage to a door to the Battle Horn Castle Grotto.

Travel down the path and activate the Moveable Pillar at the end. Deeper in the Grotto, you'll encounter the Lich form of Arielle Jurard and the skeleton of Lord Kain. Kill the both of them, and loot their corpses for some special equipment. Lord Kain wields the Dragonsword of Lainlyn, which boasts levelled Fire Damage and Absorb Fatigue enchantments, as well as Lord Kain's Shield. Arielle Jurard holds a Decrepit Note and a Lich Key, which can be used to unlock the submerged chest along the west wall of the Grotto.

The Elder Scrolls IV: Oblivion Guide

Knights of the Nine

Knights of the Nine is a downloadable questline for the PC and Xbox 360 versions of The Elder Scrolls IV: Oblivion. For those playing on the PS3 console, Knights of the Nine is included on the standalone Oblivion disc, so there's no need to purchase or download anything.

If you are playing Oblivion on the Xbox 360 console and have access to Xbox Live, you can purchase and download Knights of the Nine from the Xbox Live Marketplace for 800 MP at the time of this writing. Unfortunately, if you do not have access to Xbox Live and only own the standalone version of the game, you won't be able to download this extra questline. However, The Knights of the Nine questline is included in the Oblivion Game of the Year edition, which also contains the Shivering Isle expansion pack.

If you are playing the PC version of Oblivion, you can purchase the Knights of the Nine from Bethesda's online store at <http://obliviondownloads.com>

Alternatively for PC users, Knights of the Nine is included in the 'The Elder Scrolls IV: Knights of the Nine Oblivion Downloadable Content Collection,' which is available in stores.

The Elder Scrolls IV: Oblivion Guide - Knights of the Nine

1: Pilgrimage

To get started, fast travel to Anvil and look for The Prophet across from the chapel on the west side of the city. Speak to him, and inquire about the attack on Anvil. You will learn that Umaril the Unfeathered, an Ayleid sorcerer, is the one responsible for the attack on the Chapel of Dibella in Anvil. To stop Umaril, some ancient relics must be collected. When the Prophet asks if you are a worthy knight select the 'No, I have no claim to fame' dialogue option, or any of the other negative responses. Though you may be eager to help, you must first complete a pilgrimage to the Wayshrines of the Divines. You must visit eight of the shrines to be deemed a knight worthy of undertaking such a quest.

The Prophet has given you a map to aid you in your pilgrimage. You need only visit eight of the shrines on this map. It would be easiest to travel to them in a coherent order. Here is the proposed path: Arkay, Mara, Dibella, Akatosh, Julianos, Kynareth, Stendarr, Zenithar, and Talos. You can travel to the shrines in any order you please, but for the sake of following this walkthrough, go by the aforementioned order. Unfortunately no symbol will appear on your compass to denote these wayshrines, nor will an arrow appear on your compass.

Arkay - Head north from the Brina Cross Inn, which is right above the 'G' in 'The Gold Coast' text on the world map. The wayshrine is just east of the Bleak Mine.

Mara - Travel to the Cursed Mine west of Skingrad and head northwest from there. You won't have to travel very far before coming to the wayshrine.

Dibella - Travel to the North Country Stables outside of Chorrol and start heading southeast. You won't have to travel very far. As you come down a hill, you should be able to see the wayshrine.

Akatosh - This one is a bit difficult to get to. Take a look at your world map and note that the Orange Road is south of Bruma. Start from the Wildeye Stables east of Bruma and travel down 'The Silver Road' until you reach the split to the Orange Road. From the split, start travelling along the Orange Road, keeping an eye on the right side of the road. Once you reach the set of stone steps on the right side of the road, head up to spot the Wayshrine of Akatosh at the top. If you reach the 'd' in the 'The Orange Road' text on the world map, you've gone too far.

Julianos - Take a look at the world map and note the fork in the road southeast of the Imperial City; one path leads to the Nibenay Valley, and the other leads to the Yellow Road. Travel to this fork and take the east road (the one to the Yellow Road). Keep an eye on your left as you travel along this road for The Wayshrine of Julianos. If you reach the Cracked Wood Cave, you have gone too far.

Kynareth - Getting to this one is quite a trek. The wayshrine is practically sitting on the 's' in the 'The Nibenay Basin' text on the world map (east of the Imperial City). If you have uncovered any locations near there on the world map, fast travel and start walking.

Zenithar - Start from the Bay Roan Stables outside of Bravil. Travel north along the road leaving Bravil. You will soon see the Wayshrine of Zenithar up ahead.

Stendarr - Travel to the Five Riders Inn outside of the Leyawiin West Gate. Follow the west road leaving Leyawiin. It may be quite a long walk, but eventually when the road curves east, you will be able to see The Wayshrine of Stendarr ahead of you. Can't miss it. Alternatively, if you've uncovered Sheogorath's Shrine, the wayshrine is just a short walk east of there.

Talos - Just below the 'i' in the 'Nibenay Valley' text on the world map (south of the Imperial City).

Once you have prayed to all nine wayshrines, you will receive a vision from the Divine Crusader. If you're afraid of heights, don't look down!

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2: The Shrine of the Crusader

The Crusader's Shrine is underwater near the Imperial City bridge. With 'The Shrine of the Crusader' set as the active quest, follow the arrow on your compass to stone door to Vanua and proceed inside. There are various undead creatures in this area, so be careful. If you're not equipped to face these enemies, turn back now and get your hands on a silver, enchanted, or Daedric weapon.

Once in Vanua, start following the arrow on your compass. When you reach a room with four Welkynd Stones atop some pillars, look for the Press Block across from the northwestern pillar. Activate the Press Block to open up a door through the adjacent wall. Follow the arrow on your compass to the entrance to the Shrine of the Crusader.

In the Shrine of the Crusader, follow the green arrow on your compass to find the corpse of one Sir Amiel. The journal found on Amiel's corpse tells of the Knights of the Nine and their headquarters, the Priory of the Nine. Be sure to take the key from the corpse as well. Use the key to unlock the Iron Gate on the western wall in this room. A hole in one of the walls in this room leads to another area. You won't be able to take the Helm of the Crusader just yet, so proceed through the wooden door to the Lost Catacombs.

Once in the Lost Catacombs, follow the arrow on your compass and you will soon reach a door back to the Shrine of the Crusader area. The Helm of the Crusader lies before you; take the relic into your inventory to complete the quest. Simply hop down from this platform to avoid having to travel through the Lost Catacombs again.

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3: Priory of the Nine

Before undertaking this quest, ensure that you have a silver, enchanted, or Daedric weapon in your inventory so you can deal damage to ghosts. Fast travel to the location on your map nearest to the Priory of the Nine and go the rest of the way on foot. Have 'Priory of the Nine' set as your active quest and follow the arrow on your compass to reach the monastery.

When you reach the spot, follow the arrow on your compass to a wooden door and enter the Priory of the Nine. Upon entering, turn left and look in the corner there to spot a Knights of the Nine emblem. This emblem can be activated using Sir Amiel's Ring, which you should have retrieved in the Shrine of the Crusader. Activate the emblem, and a set of stairs to the Priory Basement will appear. Make your way to the Priory Undercroft area and approach the Cuirass of the Crusader at the other end.

Interact with the Cuirass of the Crusader in the Priory Undercroft, and you will be confronted by the ghost of Sir Amiel. A circle of fallen knights will appear before you. To earn the right to wear the Cuirass of the Crusader, you must best each of the fallen knights in combat. The ghostly knights do not use magic or anything, so you shouldn't have any difficulty defeating them. Once bested Sir Amiel, you can then take the Cuirass of the Crusader.

By speaking to the other knight's in the Priory Undercroft, the quests to obtain the other pieces of the Divine Crusader armor set will be added to your journal. Speak to Sir Casimir about the Gauntlets, to add 'Stendarr's Mercy' to your journal. Speak to Sir Ralvas about the Mace of Zenithar to add 'The Path of the Righteous' to your journal. Sir Juncan will tell you of the Boots of the Crusader, adding the 'Nature's Fury' quest to your journal. Speak to Sir Henrik about Fort Bulwark add 'Wisdom of the Ages' to your journal.

The quests to obtain the other pieces of the Divine Crusader armour set do not need to be completed in a specific order, though you must complete Nature's Fury before you can complete The Path of the Righteous.

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4: Nature's Fury

With 'Nature's Fury' set as your active quest, an arrow will point to a location west of the Imperial City. Fast travel to the location on your map closest to this point, and then follow the arrow on your compass the rest of the way. When you reach the spot, you will find yourself stand before a giant statue.

At the statue, locate and speak to Avita Vesnia, who should close by, Select the 'Boots of the Crusader' dialogue option, and then agree to take the test when the option comes up. The arrow on your compass will now point to the Grove of Trials. Make your way to the Grove of Trials and stand in the middle of the area; you'll know you're standing on the right spot because an in-game 'Quest Updated' pop up will appear.



Once you're standing on the correct spot in the Grove of Trials, remain where you are. The Forest Guardian, which is a giant bear, will appear and attack you. Don't fight back; let the bear hit you a few times, and an in-game pop up will soon appear, informing you that you passed the trail. A boulder will then fall nearby, revealing a door into Kynareth's Grotto. Enter Kynareth's Grotto to spot the Boots of the Crusader on the pedestal straight ahead. You won't meet any resistance from the Spriggans in the grotto, so just grab the boots and get out.

Passing Kynareth's test in the Grove of Trials.

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5: Stendarr's Mercy

Set 'Stendarr's Mercy' as your active quest, and an arrow will point you to the Chapel of Stendarr in Chorrol. Fast travel to Chorrol, and follow the arrow on your compass to the chapel. Inside you'll find the Gauntlets of the Crusader, though they are too heavy to lift. Look for a High Elf named Areldur, who should be somewhere in the chapel.

Ask Areldur about the Gauntlets of the Crusader to learn of a man named Kellen, who is a descendant of Sir Casimir. Kellen resides in the Chapel Hall; follow the arrow on your compass to reach him. After a short chat with Kellen, return to Areldur and speak to him once more. He explains that the only way to relieve Kellen of the curse is for someone else to take the burden.



After speaking to Areldur, return to Kellen and tell him what you have learned. Then, head back upstairs and approach the Altar of the Nine in the middle of the chapel. Activate the altar, and you will be granted the ability to relieve Kellen of the curse. Return to Kellen and select the Lay Hands spell, which falls under the Lesser Power section of your character's spell book. Cast Lay Hands on Kellen to lift the curse. You now have the curse, but are also able to take the Gauntlets of the Crusader into your inventory.

Claiming the Gauntlets of the Crusader.

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6: The Path of the Righteous

With 'The Path of the Righteous' set as your active quest, an arrow will point to the Great Chapel of Zenithar in Leyawiin. Travel to this location and head inside. Upon entering, you will be approached by a knight named Carodus Oholin. There's no need to speak to him, so follow the arrow on your compass to the Chapel Undercroft.

In the Chapel Undercroft, approach the Tomb of Saint Kaladas and activate it to be transported to a strange area. The Mace of the Crusader can be seen in the distance. You must have completed 'Nature's Fury' and have acquired the Boots of the Crusader to reach the mace and complete this quest. Equip the Boots of the Crusader, and walk across the now visible path to the Mace of the Crusader. Approach the relic and take it into your inventory.

Once you have the Mace of the Crusader, you will be transported back to the Chapel of Zenithar. Head back upstairs and you will encounter Umaril's minions. Kill them all to complete the quest. Carodus will ask if he can join your order; allow him to, as there's no reason not to.

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7: Wisdom of the Ages

Fort Bulwark is located just above the 'd' in the 'Blackwood' text on the world map. With 'Wisdom of the Ages' set as your active quest, make your way to Fort Bulwark, locate the entrance, and head inside. More often than not, following the area on your compass here will just lead you to a dead end.

Upon entering Fort Bulwark, move forward and turn left when you can. When you come to the split, turn left and start down this corridor. Turn right when you can to reach a raised bridge and an Iron Gate that cannot be opened. Cross the stone bridge and follow the path at the other end until you reach a room with a red carpet. When you first enter this room, activate the Turn Handle below the lit torch up ahead. After hitting the switch, leave the room, turn left at the first passage, and continue heading in this direction. You will soon come to another switch. Activate the second switch to lower the raised bridges and open the Iron Gate. Return to the stone bridge area and head through the gate.

Cross the stone bridges and you'll find yourself in front of some floor panels. You must step on the floor panels in a certain way to unlock the Iron Gate at the end of the passage. The candles are your guide here; the number of candles next to the set of floor panels indicates which of the panels must be stepped on.

Notice the single candle next to the first set of floor panels; this single candle indicates that one must step on the floor panel furthest to the left. On the right side of the next set of floor panels, there are two candles; this indicates that one must step on the middle panel. Next to the third set of floor panels are three candles, so step on the floor panel furthest to the right. A single candle sits next to the fourth set of floor panels, so step on the panel furthest to the left. The sequence is left (one candle), center (two candles), right (three candles), and left again (one candle).

Once you have correctly crossed the floor panels, the Iron Gate will open, allowing you to proceed through the door on the opposite side. Once in the next area, start following the arrow on your compass. When you reach the raised bridge, activate the switch to the left of it to lower it. Cross the bridge to reach the platform, and then turn left and activate the switch there. The bridge ahead of you will lower, while the one behind you will return to its initial position. After crossing the second bridge, proceed down the stairs. You'll come to an area with several statues; clear the room of enemies first, and then make note of the circle at the center of the statues. You must turn the statues so they are facing the circle at the center using the handles on each statue. When each statue is facing the center, stand on the circle and wait.

A doorway will open near the giant platform. Leave the circle, head down the tunnel, and proceed through the door that you come to. You'll soon find yourself in another room. Approach the chest on the platform and withdraw the first item. Your goal here is to place the correct item in each of the chests in this room. Upon removing an item from the main chest, you will be shown the correct location of one of the items that needs to be placed. In that way, this puzzle could be likened to memory game.

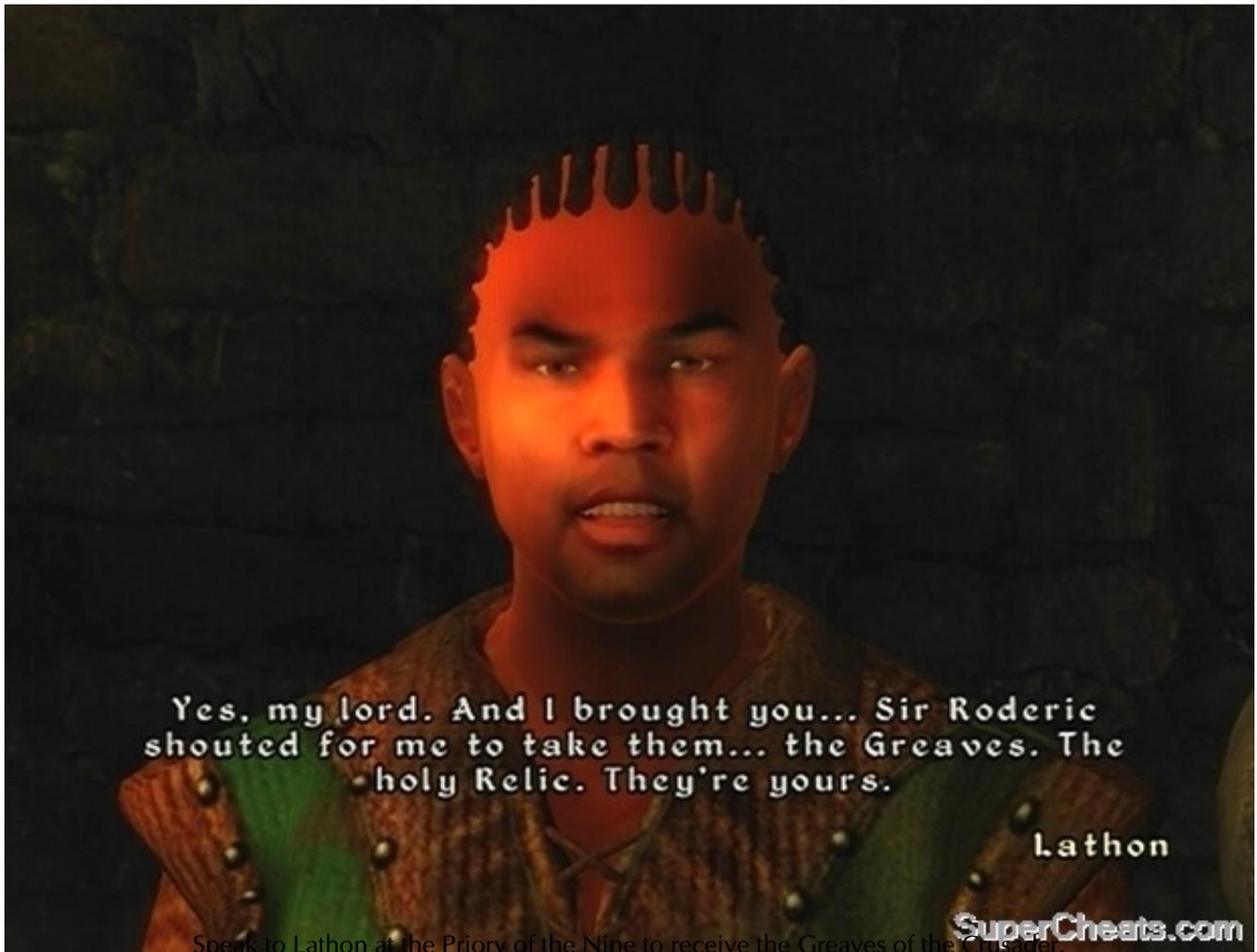
Look for each item under the Misc. section of your character's inventory. When the items have been placed in the correct chests, a new path will be revealed. Head past the item chest and start down this tunnel. You will soon come to the Shield of the Crusader. Take the Shield of the Crusader into your inventory to complete the quest.

If you want to get out of Fort Bulwark quickly, there's no need to walk back through the entire dungeon again. Next to the platform that held the relic is a tunnel. Head down this tunnel and go through the door to reach an Iron Gate. Activate the switch at the right of the Iron Gate to open it. Once in the room with the stone bridges, simply drop down to lower level and make your way back to the entrance from there.

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8: The Faithful Squire

With the Helm, Cuirass, Boots, Mace, Gauntlets, and Shield of the Crusader in your inventory, return to the Priory of the Nine. There, a squire named Lathon will approach and tell you the story of Sir Roderick, who is now deceased. After the tale, Lathon give you the Greaves of the Crusader, and will ask to be made a Knight of the Nine. Accept Lathon, and then speak to the people in robes and accept them as knights as well.



Underpall Cave for the Sword of the Crusader is your next stop. You'll need a silver, enchanted, or Daedric weapon before setting out, as you are sure to encounter ghosts there. Have 'The Faithful Squire' set as your active quest, then exit the Priory of the Nine and make your way to Underpall Cave.

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9: The Sword of the Crusader

Sir Lathon is accompanying you, but you might as well tell him to wait outside before entering Underpall Cave; you won't need his help anyway. Once in Underpall Cave, follow the arrow on your compass to the door to Underpall Keep. Enter Underpall Keep; there are plenty of skeletons in this area, so be cautious. Follow the arrow on your compass to the Underpall Reflecting Chamber.

In the Underpall Reflecting Chamber, following the arrow on your compass will lead you to Lord Berich Vindrel. He's got some nasty spells in his arsenal, so be careful. When you have defeated the shade, pick up the desecrated Sword of the Crusader. You must travel to the Chapel of Arkay in Cheydinhal to reconsecrate the relic.

With the desecrated Sword of the Crusader in your inventory, travel to Cheydinhal and enter the Chapel of Arkay. Another batch of Umaril's minions can be found inside. Kill them all, and then approach the Altar of the Nine in the middle of the chapel. Activate the altar to cleanse the Sword of the Crusader. With this, you now have all eight of the Divine Crusader relics, so make your way back to the Priory of the Nine.

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10: The Blessing of Talos

Upon your arrival, you will be approached by one of your knights. Follow him into the chapel and speak to the Prophet, who will tell you how to go about defeating Umaril the Unfeathered. You'll be given the Blessing of Talos spell, which will allow you to follow Umaril's spirit once you have killed him physically so you can destroy him utterly. After the conversation, there are probably a few non-knighted people in the chapel. Speak to them and accept them into the order.

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11: Umaril the Unfeathered

To defeat Umaril, you must travel to Garlas Malatar where he currently resides. Set 'Umaril the Unfeathered' as your active quest, and follow the arrow on your compass to reach the ruins. Once in Garlas Malatar, head down the stairs, turn left, drop down, and activate the Push Block on the stone platform. Then, turn left and follow the passage there.

Continue following the arrow on your compass and you will eventually come to a door into Garlas Malatar Ceysel. The Iron Gate ahead is locked, so turn right and hit the Push Block on the wall there. Proceed through the Iron Gate once it is raised to reach the next room. In this room, a battle between Umaril's Aurorans and the Knights will take place. Take care not to accidentally hit one of your allies, though this may prove difficult.

The Aurorans will continuously spawn, so leave your allies behind and locate the doorway leading up to the blue orb. Climb up the stairs and eventually you will find yourself on the platform with the orb. Approach the orb and activate it to destroy it. Follow the arrow on your compass to reach a stone door to the 'Garlas Malatar, Carac Abaran' area.

In Carac Abaran, follow the arrow on your compass to a room with a circular fountain at its center. Here, you will face the physical form of Umaril the Unfeathered. He's quite tough, but you may have an easier time at a higher level. Umaril not only wields a giant sword, but will cast magic spells as well. You can easily dodge his spells however; just back away after damaging him to give yourself some space.

When Umaril falls, be sure to pick up the sword he drops. Then, select the 'Blessing of Talos' spell under the lesser powers section of your character's spell book. Umaril's spirit form is essentially the same as his physical form, so go about defeating him as you did the last time. When defeat him, you can try grabbing his sword while falling. If you are unable to do so, don't fret, as it's the sword is the same one his physical form was wielding.

After the battle, you will be teleported to the Priory of the Nine Basement. There, you'll be approached by Thedret. After a short chat, follow him outside to accept the title of Lord Crusader.

That's it; you've completed the Knights of the Nine questline! You are now in possession of the powerful Divine Crusader armour set. Just don't let your character's infamy rise above two, otherwise you won't be able to equip the armour pieces and will have to undertake the Pilgrimage again to appease the gods. You can have also one of the knights at the Priory follow you. Praying at one of the tombs in the undercroft will fortify one of your character's attributes permanently. To change the attribute that is fortified, simply pray at one of the other tombs.

The Elder Scrolls IV: Oblivion Guide

Shivering Isles

Shivering Isles is an expansion pack for The Elder Scrolls IV. The expansion allows you to travel to the Daedric Lord Sheogorath's realm, known as the Shivering Isles. The pack includes a large new area to explore, a brand new questline filled with intrigue; new weapons, armour, creatures, side quests, and more.

If you are playing Oblivion on the Xbox 360 console and have access to Xbox Live, you can purchase and download Shivering Isles from the Xbox Live Marketplace, priced at 2,400 MP at the time of this writing. You can find Shivering Isles on the PSN store with the equivalent pricing as well. If you do not have access to Xbox Live or the PSN, you cannot download this expansion pack. However, the Game of the Year edition includes an extra DVD that contains the Shivering Isles expansion pack, as well as the Knights of the Nine questline.

If you are playing the PC version of Oblivion, you can find Shivering Isles on store shelves, or you can download it from Bethesda's webstore at <http://obliviondownloads.com>

The Elder Scrolls IV: Oblivion Guide - Shivering Isles

Quest 1: A Door in Niben Bay

After downloading the Shivering Isles expansion pack and loading Oblivion, wait or sleep for two days and an in-game pop up should appear, explaining that an odd doorway has appeared on a small island in the Niben Bay. Fast travel to the location on your map nearest to the island and start walking from there. Swim out to the island, and on it you will encounter a guard named Gaius Prentus, as well as a strange Khajiit named S'fara. Soon, a Dark Elf named Belmyne Dreleth will step through the gate. Belmyne is hostile, so help the guard take him out when he attacks. Then, speak to Gaius Prentus and select the 'Strange Door' dialogue option to learn more.

A disembodied voice will soon call, inviting you to step through the doorway and into the Isles. While you should never trust a disembodied voice, take the plunge nevertheless and step through the Door to the Fringe. You'll appear in a strange office. Haskill, the man behind the desk, invites you to take a seat. Do so, and then speak to him from across the table. Haskill explains that the Daedric Lord Sheogorath is looking for a mortal to become his champion. You have a choice to make: turn back the way you came, or enter the Realms of Madness. Speak to Haskill again and choose the latter.

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Quest 2: Through the Fringe of Madness

Before you can enter the Shivering Isles, you must first pass through the Gates of Madness. While this may not seem to be a daunting task, you will quickly discover upon your arrival that passing through the Gates of Madness is far from simple.

With 'Through the Fringe of Madness' set as your active quest, follow the arrow on your compass to reach the Gates of Madness. The Gatekeeper stands before the Gates of Madness. Stand back and watch as the monster obliterates a band of adventurers who had the same deed in mind as you. It would not be wise to attempt killing this monster without aid. Don't loiter for too long, as the Gatekeeper's rage will quickly shift once all of the adventurers lay dead.

A couple of items are needed to kill the Gatekeeper without difficulty. You'll need to attain Tears of Relmyna and some arrows fashioned out of the bones of a dead Gatekeeper.

The tears come from Relmyna Verenim, who resides in the Wastrel's Purse. Look to the local area map and locate the Wastrel's Purse, then make your way there and enter. Once in the Wastrel's Purse, look for Relmyna Verenim, who is most likely in one of the rooms upstairs. Speak to Relmyna to learn that she is the creator of the Gatekeeper. Other than that bit of information, she offers very little else.

After speaking to Relmyna in the Wastrel's Purse, look for a 'Letter to Sheogorath' on a table in her room. When you've located the item, ensure that Sneak Mode is toggled, and that the eye icon is faded before reading it and then taking it into your inventory. The letter states that Relmyna visits the Gatekeeper each night at around 12:00AM. With this information, wait a safe distance from the Gates of Madness and at around midnight, Relmyna should appear. Wait until she leaves the Gatekeeper before moving in to pick up the Tear-filled Handkerchief that she left on the ground. Once you have the handkerchief, three Tears of Relmyna, a poison that can be applied to a weapon or arrow, will be added to your inventory.

For the bone arrows, you must see a man named Jayred Ice-Veins. Look for a Redguard named Shelden wandering around Passwall. Ask him about the Gatekeeper, and an arrow pointing to Jayred Ice-Veins will appear on your compass. Follow the arrow on your compass to the Nord and select the 'Gatekeeper' dialogue option while speaking to him. He'll agree to help you take down the Gatekeeper, provided you pick the lock on the door into the Gardens of Flesh and Bone. Jayred believes that arrows fashioned out of the bones of the dead Gatekeeper in the Garden of Flesh and Bone would be extremely effective against the current Gatekeeper. Before agreeing to anything, ensure that you have the Tears of Relmyna first. When ready, speak to Jayred and select the 'Lead on' dialogue option. Unlock the gate, and then help Jayred kill the skeletons in the garden.

When Jayred Ice-Veins has acquired the bones from the Garden of Flesh and Blood, you'll have to wait a few hours for the finished arrows. Once a few hours have passed, speak to Jayred and select the 'Bone Arrows' dialogue option to be given the arrows. If you don't have a bow, you can try applying the tears to a melee weapon.

Once you're ready to take down the Gatekeeper, speak to Jayred and tell him to follow. When you reach the Gates of Madness, equip a bow with the Bone Arrows, and then apply the Tears of Relmyna to one of the arrows. With Jayred's help, the Gatekeeper should fall quite quickly. Search the Gatekeeper's corpse and remove the Key to Dementia and the Key to Mania.

After removing the keys from the Gatekeeper's corpse, Haskill will appear and explain that the one of the doors on the Gates of Madness leads to Dementia, and the other to Mania. The door on the left will take you to Mania, while the one on the right will take you to Dementia. Go through the door to Mania to add the Blessing of Mania greater power to your character's spell book. Go through the door to Dementia, and the Blessing of Dementia greater power

will be added to your character's spell book. The Mania greater power casts Frenzy, while the Dementia greater power casts Demoralize, making neither of them particularly useful. Decide which power you would like more, and step through the corresponding door.

The next stop is New Sheoth Palace. It's other side of the island, so it's quite a trek. To reach New Sheoth Palace, you'll have to travel through either the city of Bliss or the city of Crucible. Once inside one of these cities, follow the arrow on your compass to the door into the 'Palace Grounds area. Enter New Sheoth Palace to converse with the Daedric Lord himself. After explaining the task before you, Sheogorath will hand over the Charity of Madness amulet. The amulet boasts Fire, Frost, and Shock resistance enchantments.

The Elder Scrolls IV: Oblivion Guide - Shivering Isles

Quest 3: A Better Mousetrap

Sheogorath has given you the Manual of Xedilian and a special device called the Attenuator of Judgement. You're told to travel to Xedilian and restore it to proper working order. See Haskill for more information, or simply read through the Manual of Xedilian. To restore Xedilian to its prior state you must activate the Resonator of Judgement inside, but first you'll have to retrieve three Focus Crystals and place each one in a Judgement Nexus.

Xedilian has been marked on your map. It's quite far from your current location, but if you fast travel back to the Gates of Madness, it's just a short trek from there. Xedilian itself is inhabited by Grummites, so ensure that you're well prepared before setting out.

Once inside Xedilian, activate the Push Button to the right of the gate to raise it. With 'A Better Mousetrap' set as your active quest, follow the arrow on your compass to reach another gate. At the second gate, look for a Push Button on one of the adjacent walls and activate it to raise it. Then, follow the arrow on your compass to reach the Judgement Nexus. In the immediate vicinity should be a Grummite holding a Crystal Staff. Kill this Grummite and remove the staff from its corpse. One of the Focus Crystals is attached to the Crystal Staff. The Focus Crystal will automatically be detached from the staff and added to your inventory.

With the first Focus Crystal in your inventory, activate the Judgement Nexus. Then, start following the arrow on your compass to the next Judgement Nexus. You will come to an area where there is a Push Button on the base of a statue. Activate the Push Button to fall down to the room with the Judgement Nexus. Find and kill the Grummite Shaman here, kill him, and take the Crystal Staff to add the second Focus Crystal to your inventory. With that, activate the Judgement Nexus.

When you have activated two out of the three Judgement Nexus, the arrow on your compass will point to the door into the 'Xedilian, Halls of Judgement' area. In the Halls of Judgement, follow the arrow on your compass to the final Judgment Nexus. Kill the Grummite Shaman in the area, retrieve the Crystal Staff for the last Focus Crystal, and then activate the Judgement Nexus. A new path will open. Follow the arrow on your compass to reach the Resonator of Judgement.

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Quest 4: Baiting the Trap

Once the Resonator of Judgement has been attuned, a gate will open up to reveal a teleportation pad. Step on the pad to be transported to a command room. A Dark Elf named Kiliban Nyrandil will approach, and explain the purpose of Xedilian. The dungeon is a trap of sorts, intended to thwart naïve adventurers who are looking for fame and glory in the Shivering Isles. A band of adventurers have entered Xedilian, giving you the chance to mess with them a bit. Consult Kiliban Nyrandil or flip through the Manual of Xedilian to learn about using the dungeon mechanisms.

As the Manual of Xedilian explains, there are three different rooms: the Chamber of Conversion, the Chamber of Avarice, and the Chamber of Anathema. There are two buttons—one green and one orange—in each of the chambers. Only one of the buttons can be pressed in each chamber, and each button activates a test of either manic or demented flavour. The green button activates the demented test, killing the Xedilianites, while the orange button activates the manic test, which will drive the adventurers mad. It doesn't matter which button you press, as you will receive the same treasure at the end of the quest. Read the Manual of Xedilian if you wish to know what each button will do in each chamber, and then decide which one you'd like to see more.



When the Xedilianites have been dealt with, step on the last teleport pad to be teleported to the reception chamber. Collect your earnings from the Recovery Chest, which also contains the Dawnfang/Duskfang sword. Grommok's

Journal describes this unique sword. The sword changes to 'Duskmfang' at dusk and to 'Dawnfang' at dawn. Kill with this weapon to make it more powerful. It's like having two different swords, but you can't possess both at the same time.

After emptying the Recovery Chest, exit the room through the passage to the right of the chest. You will be attacked by three Knights of the Order. After killing them, be sure to remove the Heart of Order from each corpse. After the battle, speak to Kiliban Nyrandil to learn more about the Knights of Order.

Using the traps in Xedilian to drive the adventurers mad.

The Elder Scrolls IV: Oblivion Guide - Shivering Isles

Quest 5: Understanding Madness

Fast travel to New Sheoth Palace and speak to Sheogorath to receive the Summon Haskill lesser power. Summon Haskill once, then speak to Sheogorath and summon him again. With that over done, ask Sheogorath about Jyggalag and the Knights of Order to learn more. After that, Sheogorath will order you to converse with both the Duchess of Dementia and the Duke of Mania.

There are doors to the left and right of Sheogorath's throne. The door on the right leads to the House of Dementia and the door on the left to the House of Mania. At this point, two new quests, 'Addiction' and the 'The Lady of Paranoia,' will be added to your journal. These two quests can be completed in whichever order you please.

Once you have completed both 'Addiction' and 'The Lady of Paranoia,' return to Sheogorath for further briefing.

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Quest 6: Addiction

Thadon, the Duke of Mania, can be found in the House of Mania, most likely in the Halcyon Conservatory area. Have 'Addiction' set as your active quest, and follow the arrow on your compass to locate the Duke. Through Thadon's incoherent babble, you'll learn of an item called the 'Chalice of Reversal.' He can't tell you where this item is, so you'll find someone in the castle who can.

Look for Wide-Eye the Argonian in the House of Mania or in the Halcyon Conservatory. Ask her about the Chalice and she'll mention a Dunroot Burrow. Inquire about this location further; if her disposition is high enough, Wide-Eye will tell you that one can only enter Dunroot Burrow if they have consumed Felldew. This substance can be acquired from a variant of the Elytra.

Dunroot Burrow has been marked on your map; as you can see, it's quite a ways away from your current location. It can be difficult to reach this location if you try to take an indirect route. The north road leaving Bliss will take you directly to Dunroot Burrow. Travel along this road until you reach Camp Hopeful. At Camp Hopeful, follow the dirt road straight to Dunroot Burrow.

Outside of Dunroot Burrow, look for an Elytra that will yield Felldew. An Elytra whose body is faintly glowing holds Felldew. Kill the Elytra Hatchling and remove the Felldew from its body. The Barrier Membrane at the entrance to Dunroot Burrow cannot be opened unless you have consumed some Felldew. Locate the Felldew in the Ingredients section of your character's inventory and eat it. When the membrane opens, proceed inside.

You're going to want to move through Dunroot Burrow rather fast. The Felldew effect does not last forever; when it wears off, it will put your character into a state of Felldew Withdrawal, crippling him or her to an extent. The effects may not seem too bad at first, but they worsen as the withdrawal persists. Plenty of Elytra in Dunroot Burrow should hold Felldew, so as long as you take care not to loiter, you should be able to make it through without a hitch.

Follow the arrow on your compass to the door into the 'Dunroot Burrow, Kelp Fen' area. The initial area of Dunroot Burrow contains several different levels; when you are unable to progress on the current floor, look around for a wood ramp leading up to the next level. The Kelp Fen area is comprised of many tunnels; refer to the local area map here to avoid traveling in circles.

Continue following the arrow on your compass to the 'Dunroot Burrow, Drone Tunnels' area. This area is simple to navigate; just follow the arrow on your compass to reach the 'Dunroot Burrow Bramble Halls' area. Following the arrow on your compass in the Bramble Halls won't help, since the direct path to the next area is blocked. You'll have to walk all the way around. Look to the local area map if you are having trouble finding your way.

The Chalice of Reversal is in the 'Dunroot Burrow, Sanctum of Decadence' area. Once you've reached the end of the Bramble Halls and are in the Sanctum of Decadence, head up the stairs. The Felldew Addicts in this area are hostile, but they aren't armoured at all, nor do they have a weapon equipped. The Chalice of Reversal is on a pedestal in the middle of the upper area of the tower, so follow the arrow on your compass to it and take it into your inventory. There's no need to backtrack through all of Dunroot Burrow, as some stairs in this area lead up to a door back out to Shegorath's Realm.

Back outside, you'll encounter an Obelisk of Order, which acts as a spawning point for the Knights of Order. To destroy an Obelisk, place three Heart of Orders inside. Doing so will cause it to overload, closing it in the process. Once an Obelisk of Order has been closed, you can usually retrieve a few items from it. Be sure to collect each and every Heart of Order from the defeated Knights. With the Chalice of Reversal in hand, return to Thadon in the House of Mania and hand it over to him.

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Quest 7: The Lady of Paranoia

Syl, the Duchess of Dementia, can be found in the House of Dementia, which is connected to New Sheoth Palace. If she is not in the main room, use the wait feature to some hours by until she is there. Speak to Syl to learn that she believes she is being spied on, and that people are conspiring against her. She points you to Herdir, who can be found in the torture chamber. With 'The Lady of Paranoia' set as your active quest, follow the arrow on your compass to locate Herdir. Select the 'Grand Inquisitor' dialogue option while speaking to Herdir. You are explains question the people of Crucible about the conspiracy—imagined or otherwise—surrounding Syl.

Since you'll be questioning people, start with those closest to Syl. First, find the Redguard Kithlan, who can usually be found sitting next to Syl's throne. If he is not there, use the wait menu to pass hours by until he appears. Have Herdir zap Kithlan twice, and he will point you to Anya Herrick. Anya is most likely wandering around the Palace Grounds area. Follow the arrow on your compass to her, and have Herdir zap her. Anya will point you to a Khajiit named Ma'zaddha. Exit the Palace Ground area to Crucible. In Crucible, locate Ma'zaddha and have him tortured, though he won't tell you anything.

A few people in Crucible have info on Ma'zaddha. One is a Khajiit named Bhisha, who will be either wandering the streets of Crucible or sleeping in a bedroll behind the Things Found shop. Alternatively, Cutter of Cutter's Weapons will give you the same information. You'll learn that Ma'zaddha meets a Dark Seducer named Nelrene late each night in Crucible. You'll have eavesdrop on them to learn more. Speak to Herdir and send him back to the palace. Both Ma'zaddha's and Nelrene's locations are marked on your map; basically, wait outside until the two arrows are both in Crucible, which should happen at around 12:00AM.

Once both of the arrows converge, quickly make your way to the rendezvous point, which is just outside of Brithaur's House. You must remain out of sight, otherwise the two won't have the conversation and you'll have to try again another night. A good place to hide is beneath the wooden walkway (the one that leads up to the area outside of Ma'zaddha's House) and behind the boxes.

When an in-game pop up appears confirming that you have overheard the conversation, confront Ma'zaddha and select the 'Conspiracy' dialogue option. Spare his life, and in return he promises to give you some valuable information. He tells you to meet him at his home in Crucible tomorrow at 12:00AM. Come midnight, make your way to Ma'zaddha's place. You'll have to pick the lock on the door to enter. Once inside, you'll discover that Ma'zaddha has been slain.

Remove the keys from Ma'zaddha corpse and head upstairs. Open the cupboard in this room and take Nelrene's Ceremonial Shortsword and Ma'zaddha's Crinkled Note into your inventory. With these two items, return to the House of Dementia and confront Nelrene. Show her the proof you have acquired, and she'll explain that Muurine is the actual person behind the conspiracy.

After showing the evidence to Nelrene, follow the arrow on your compass to Muurine. She is likely wandering the streets of Crucible or in her home. Ask he about the conspiracy, and she'll admit to the entire thing. Now to inform Syl of this treachery. After speaking to her, Syl will tell you to meet her in the torture chamber, where Muurine is to be dealt with. You are given the Ruin's Edge bow for your work. This will have a random magic effect on strike.

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Quest 8: The Cold Flame of Agnon

You're headed to a place called Cylarne, where you are to kindle the Flame of Agnon and return to New Sheoth with its holy fire. While it may be a long trek, you can easily reach Cylarne by fast traveling to the Gates of Madness and then walking along the northern road there. If you happen to encounter an Obelisk of Order along the way, be sure to close it up. As Sheogorath mentions, the Golden Saint and the Dark Seducers of Cylarne often fight each other. Upon your arrival, you'll notice a distinct camp for each of the two groups. The Dark Seducers (also known as 'Mazken') hold the Altar of Despair on the left. The Golden Saints (also known as the 'Aureals'), hold the Altar of Rapture on the right.

Speak to either Vika or Chuna and tell them you are there to light the Flame of Agnon. You will be given a key, allowing you to enter either of the groups' encampments. To kindle the Flame of Agnon, one of the groups must take the others' ruin. So, you can assist either the Aureals or the Mazken. It really doesn't matter which group you choose to help, as it won't have an impact either way. Even if you wish to help the Aureals, start by locating the Mazken commander, Grakedrig Ulfri. She is inside the initial area of Cylarne on the Mazken side.

Work your way through Grakedrig Ulfri's dialogue tree and select the 'Battle Plans' dialogue option when it becomes available. Even if you wish to assist the Mazken, select the 'Let me talk to the Saints first' dialogue option. Head back outside and over to the Areal side. The Areal commander, Aurmazi Kaneh, is outside in the open with the other Aureals. Speak to Aurmazi Kaneh first. Then, speak to Mirel and select the 'The Underdeep' dialogue option.

Once Mirel has told you about the Underdeep, return to Ulfri. Speak to Ulfri and select the 'I'll lead the Saints into an ambush' dialogue option. Return to the Saints' camp and speak to Aurmazi Kaneh once more. If you wish to help the Saints, select the 'I'll help you. Let's go' dialogue option. If you wish to help the Seducers, select the 'Yes, but use the Underdeep' dialogue option.

If you chose to help the Mazken, follow the Aureals into the Underdeep. They will discover that you have set them up and then turn on you. It wouldn't be wise to fight them all at once; instead, run through the tunnels and pick them off one by one to avoid being cut down, as they will continue to pursue you with great ferocity. You have to kill all of them. If you chose to help the Aureals, just follow them around and help while they clear the ruins.

After the battle, find and speak to the commander you assisted. Then, follow her to the ceremony and watch as the Flame of Agnon is relit. Return to the Cylarne courtyard, and step on the flame to set yourself ablaze. Travel back to New Sheoth and locate the Sacellum Arden-Sul area.

There is another decision to be made in Sacellum Arden-Sul. You can either light the great torch on the Mania side, or the great torch on the Dementia side. If you choose to go with Mania, speak to the man in the red robe, and you will be rewarded with the Raiment of Arden-Sul. The Raiment of Arden-Sul fortifies Willpower and Intelligence, and boasts Shield and Resist Paralysis enchantments. If you choose to go with Dementia, speak to the man in the teal robe, and you will be given the Raiment of Intrigue. The Raiment of Intrigue fortifies the Sneak and Security skills, and boosts the Speed and Luck stats.

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Quest 9: Ritual of Accession

When the Great Torch of Mania or Dementia has been lit, Sheogorath will appear in the pews at Sacellum Arden-Sul. Speak to him to learn that you are to become a sovereign of either Mania or Dementia, depending on this next choice you make. A ritual must be carried. To learn more about each ritual, speak to Aretus, High Priest of Dementia, and Dervenin, High Priest of Mania.

Speak to both Aretus and Dervenin to learn about the Mania and Dementia Ritual of Accessions; both exceptionally gruesome tasks. On the Mania side, you must get Thadon to commit suicide by taking three doses of a substance called Greenmote. When Thadon is dead, you then must bring his blood to the Altar of Arden Sul at Sacellum. For Dementia, you must kill Syl, cut out her heart, and bring it to the Altar of Arden Sul at Sacellum.

It would be good idea to create an alternate save game before going to Sheogorath with your decision. On the Xbox 360 version of the game, the 'Duke Dementia, Shivering Isles' and 'Duke Mania, Shivering Isles' achievements require that you become the Duke/Duchess of either Mania or Dementia. Creating an alternate save game will enable you to unlock both achievements without having to play through Shivering Isles twice, as you can simply reload the save game and selecting the other ritual at a later time. If you are playing the PC or PS3 version of Oblivion there is no real reason to do this, unless you wish to experience both rituals without having to create another character.

Note that you will at one point be rewarded with the guard armour opposite the side you choose to become the Duke/Duchess of. So, if you were to choose the Dementia ritual thus becoming the Duke/Duchess of Dementia, you will eventually receive the Golden Saint armour set. Whereas, if you choose to complete the Mania ritual, you will eventually receive the Dark Seducer armour set. You may choose to make your decision based on this knowledge.

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Quest 10: Ritual of Mania

Speak to Sheogorath in Sacellum Arden-Sul once you've made your choice. First, you must acquire some Greenmote. Wide-Eye the Argonian can help you; she can most likely be found wandering around the House of Mania. Go to the House of Mania at around 9:00AM. Select the 'Thadon' dialogue option while speaking to Wide-Eye to learn that all of the Greenmote is stored in the Greenmote Silo. She refuses to disclose the location of this silo, so it looks like you'll have to do a bit of snooping.

Wide-Eye mentioned that she does a 'special errand' every day at 12:00PM. Have 'Ritual of Mania' set as your active quest to keep track of Wide-Eye. If it isn't yet 12:00PM, use the wait menu to pass as many hours as necessary to advance the time to around 11:00AM. At this time, enter the Halcyon Conservatory area. Wide-Eye should be there already, most likely seated next to Thadon. At 12:00PM, Wide-Eye will get up and leave the conservatory. Follow her to the Palace Grounds area. Once you reach the spot, you will witness Wide-Eye activating the secret entrance to the Greenmote Silo.



Follow Wide-Eye at 12:00PM to discover the secret location of the Greenmote Silo.

After Wide-Eye has entered the Greenmote Silo, follow her in. It would be a good idea to create a separate save file at this point, just in case something goes wrong. If you have Autosave enabled, you can simply reload the Autosave file that is created when you first enter the silo.

There are Golden Saints in the Greenmote Silo, so take your time as you must not be seen! Turn left at the first split;

by going this way, you should be able to avoid the troop of Saints entirely and still catch up to Wide-Eye when the paths intercept. Keep to the shadows; if you are forced to follow Wide-Eye over lighted area, let her get a bit ahead of you before continuing the pursuit. When you reach the hill overlooking the entrance to the silo, allow Wide-Eye to enter.

You must enter the silo and grab some Greenmote while Wide-Eye is not looking. This may prove difficult. When you first enter, peek around the corner to see if Wide-Eye is standing there (she will hopefully have her back to you). If she is, move around to the opposite side of the Greenmote stash, take at least two Greenmote into your inventory, and then slowly make your way out of the silo. Once you have the Greenmote, you're pretty much home free. If you are spotted by a Golden Saint on your way out, she will likely not do anything more than inform you that the area is off-limits.

Acquiring the Greenmote.

Now that you have the two portions of Greenmote, you must plant them in Thadon's evening meal and wine. You must add the Greenmote to his food before he has his dinner. If you miss your opportunity, you will have to wait and try again tomorrow. Thadon's dinner is prepared in the Duke's Quarters, which can be accessed from the Halcyon Conservatory in the House of Mania. Of course, entering these quarters is considered trespassing, so you must unlock the door without being witnessed. Ensure that Sneak Mode is enabled and that the sneak icon is faded before picking the lock on the door to break in.

If your character is not big on stealth, you might have a tough time planting the Greenmote in Thadon's dinner. If your character's Sneak skill level is quite low, remove any heavy armour that is equipped and replace them with any piece of equipment that fortifies the Sneak skill (such as the Raiment of Intrigue). A Chameleon or Invisibility spell or scroll would also help. It's also quite dark in the Duke's Quarters and you won't be able to use a Torch. Create a Ring of Nighteye if you are able to, or get your hands on some Nighteye potions or a spell. Of course, if you must prepare in this way, you'll have to wait to plant the Greenmote another day. If you are unable to progress due to your character's low Sneak skill level, at least you have options.



Sneak into the kitchen in the Duke's Quarters and plant some Greenmote in Thadon's Meal and Thadon's Wine before his evening meal at 8:00PM.

With 'Ritual of Mania' set as your active quest, an arrow on your compass will point to the wine and food. Upon entering the Duke's Quarters, move forward and then turn left. At the end of this room is the entrance to the kitchen. Hide in the alcove behind the wine barrel to your right just before the entrance to the kitchen. There are two Golden Saints that walk up and down this area; wait until one of them has passed by the wine barrel you are hiding behind, and then creep into the kitchen. At this point, another Golden Saint will be coming up the hall. If you are quick enough, you should be able to make it into the kitchen without being spotted.

Once in the kitchen, place the Greenmote in Thadon's meal and wine (on the second shelf of the cabinet that's to the left of the food table). If you are having trouble sneaking past the Golden Saints, as long as you aren't carrying any stolen items you wish to keep, you could always try making a run for it; slip the Greenmote into the food and wine, and then pay the gold fine for trespassing. If that's how you wish to go about it, consider leaving any stolen goods you are carrying on the ground outside of the Duke's Quarters.

After planting the Greenmote in Thadon's evening meal, make your way to the House of Mania. Dinner begins at 8:00PM, so use the wait menu to pass as many hours as necessary to make it that time. Then, take a seat and watch the show. When the Duke collapses, search his corpse to receive a vial of Thadon's Blood. Search again, and you can take the Diadem of Euphoria hat that he was wearing.

Planting the stolen Greenmote in Thadon's evening meal

With Thadon's Blood in your inventory, return to Sacellum Arden-Su. Approach and activate the Altar of Arden- Sul. There, speak to Sheogorath afterwards. After the small scene that ensues, speak to Sheogorath again to receive the Ring of Lordship. This ring adds the Resist Disease and Shield effects, and fortifies the Personality attribute.

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Quest 11: Ritual of Dementia

Speak to Sheogorath in Sacellum Arden-Sul once you've made your choice. Your task is to kill Syl, the current ruler of Crucible. Enter the House of Dementia and locate Syl's servant, Kithlan. He should be in the House of Dementia during most times. Ask him about Syl, and then select the 'Replaced' dialogue option. He won't discuss the subject if his disposition is below 70. Either persuade or bribe Kithlan to raise his disposition to at least 70, and then try the 'Replaced' dialogue option again. Kithlan will hand over the House of Dementia Key, allowing you to access all areas of the House of Dementia.

Next, seek Anya Herrick, who will be either wandering the Palace Grounds or seated in a chair next to the throne in the House of Dementia. With 'Ritual of Dementia' set as your active quest, the arrow on your compass will point to her, allowing you to easily locate her. As with Kithlan, Anya's disposition must be at least 70 before she will tell you anything. Provided her disposition is high enough, Anya will agree to create a distraction in Syl's wing of the palace to draw the Elite Dark Seducers out. Follow Anya into the Private Gardens area, and then unlock the door to the Duchess' Quarters. Examine the corpse on the bed; it's not Syl, so the Ritual of Dementia is not yet over. Kithlan tells you that Syl must have used her escape tunnel to flee from the palace.

Return to the Private Gardens and turn left. Activate the Bust of Sheogorath to reveal the secret entrance to Syl's escape tunnel. Xirethard is a very large area, but luckily the arrow on your compass is pointing to Syl. Hug the wall in the initial area to avoid the projectiles from the statues. Refer to the local area map if you get lost, as the compass can be unreliable here due to twisting hallways. There are Dark Seducers sparsely placed throughout the halls, so remain vigilant. Eventually you'll reach a metal door to the 'Xirethard, Depths' area.

In the Xirethard Depths, you'll eventually come to a large, circular room. When you reach this room, turn left and look on the right side of the second statue along the wall to spot a Push Button. Activate the Push Button to open a new path. Follow this path to reach Syl. She is sided by a couple of Dark Seducer Royal Guards. The Dark Seducers will attack as soon as they spot you, so duck out of there to avoid facing them all at once. When the Duchess has fallen, search her corpse and remove Syl's Heart. Be sure to pick up the Nerveshatter warhammer that she was using as well.

With Syl's Heart in your inventory, return to Sacellum Arden-Sul and activate the Altar of Arden-Sul. Speak to Sheogorath once you have done so. After the short scene, speak to Sheogorath again to be given the Ring of Lordship. This ring adds the Resist Poison and Chameleon effects, and fortifies the Endurance attribute.

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Quest 12: Retaking The Fringe

You must travel to the Fringe and help defend it from the Order. Fast travel to the Gates of Madness and make your way to The Fringe from there. When you reach The Fringe, you'll be able to see the scale of the assault.

With 'Retaking the Fringe' set as your active quest, follow the arrow on your compass to the warrior in command. Work your way through their dialogue tree, and you will eventually be given a choice: allow the captain to direct the troops herself, or, as the Duke/Duchess of Mania/Dementia, command the troops yourself. It would be best to allow the captain to issue the orders, as they're more than competent and you'd just be wasting time otherwise. If you do wish to issue orders though, select the 'How do I issue orders?' dialogue option to learn more.

When ready, tell the captain to begin the fight. You'll be facing three waves of Knights of Order. It may be difficult, but try not to harm your allies by accident. When the Knights of Order in Passwall are dead, speak to the captain again. It seems that the source of the Knights' power is a spire in Xeddefen, the ruins that run under Passwall. Since directly assaulting Xeddefen would prove difficult, the remaining troops will act as a decoy while you slip in. The arrow on your compass will now point to the door into Xeddefen. You'll meet some resistance along the way, but don't let the shifting Obelisks intimidate you.

You'll encounter plenty of Knights inside Xeddefen. You have to be especially careful here, as the Knights in Xeddefen tend to group together with the other knights. While walking through the halls of Xeddefen, you should be able to hear the Knights of Order draw their swords when you're detected. When you hear that sound effect, consider falling back just a bit to allow the Knights to come at you. By doing so, you won't risk walking into the middle of a group of Knights. Each time you kill a Knight, be sure to remove the Heart of Order the corpse.

When you encounter and kill a Priest of Order, remove the Xeddefen Key from his corpse. This key will automatically unlock any of the locked doors in this dungeon. Follow the arrow on your compass to the door into the 'Xeddefen, Fane' area. The Fane is a small area without many enemies, so move through quickly. Continue following the arrow on your compass to the 'Xeddefen, Great Chamber' area.

The Obelisk of Order is at the center of the Great Chamber. Shutting down the Obelisk is simple; place three Hearts of Order inside to overload it, as you would any Obelisk of Order. Knights of Order will materialize periodically, although they shouldn't be able to do much to hinder you. When the Hearts of Order have been placed in the Obelisk of Order, Xeddefen will begin to collapse. Get out of there! Do your best to avoid falling boulders, as they hurt muchly.

If you happen to run into Shelden on your way out of the crumbling dungeon, chat with him and allow him to follow. You can't escape by the way you came in, so follow the area on your compass to the new exit in the 'Xeddefen, Felles' area. The escape route is pretty straight forward, save for one part. When you reach the locked gate, turn around, turn right, and head up the stairs here. Activate the Push Button up here to raise the gate.

You're almost there. Make your way through the 'Xeddefen, Fales' area and you're home free. There are many Knights of Order in the Fales, as well as plenty of falling debris to dodge. There's no need to rush; it would be a good idea to take it slow to avoid getting hit by falling rubble. Usually stepping into a new area will trigger falling debris, so hang back and watch it happen before you press on. When you've made it out, return to the captain and speak to her. She'll tell you to consult with Sheogorath. Travel to New Sheoth Palace and speak to Sheogorath to complete the quest.

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Quest 13: Rebuilding the Gatekeeper

Since you killed the last Gatekeeper on your way in, a new one must be rebuilt if there's to be any hope of defending the realm. You are told to seek Relmyna Verenmi, the woman responsible for the last Gatekeeper. Relmyna Verenmi is in Xaselem, which is located north of the Gates of Madness.

Make your way to Xaselem, locate the entrance, and head inside. Your quest to reach Relmyna won't be a cakewalk, as Shamble and several spell-firing statues line the path. There are sure to be other undead creatures lurking about as well. With 'Rebuilding the Gatekeeper' set as your active quest, follow the arrow on your compass to reach the 'Xaselem, Experiment Chambers' area. Continue following the arrow on your compass to 'Xaselem, Sanctum of Vivisection.' There's no real reason to deviate from your path here, unless for some reason you really want to check out the Corpse Pit. Doing so is not advisable, however.



To find Relmyna Verenmi just follow the shrieks, though the arrow on your compass works just as well. Once you have located Relmyna, start talking to her. Be careful how you answer here; just get the information you need and then get out. Do not inquire about her 'Victims.' To rebuild the Gatekeeper, Relmyna needs Blood Liqueur, Osseous Marrow, Dermis Membrane, and the Essence of Breath. Each of these components can be found in the Garden of Flesh and Bone. Relmyna gives you a key, allowing you access to the Garden, as well as easily access her Sanctum.

After speaking to Relmyna, follow the arrow on your compass to a door back out to Sheogorath's Realm. To the Garden of Flesh and Bones it is. Fast travel to The Fringe and follow the arrow on your compass to the Garden.

Upon entering the Gardens of Flesh and Bones, move toward the south-most arrow on the local area map, as none of the components can be found in this area. Follow that arrow, and you'll come to the Conservation Corpusulum. The Osseous Marrow and the Dermis Membrane can be found in this area. The two green arrows on the local area map point to these two components. Refer to the local area map if you're having a difficult time traveling through these tunnels; it's quite easy to get lost, and the compass can be misleading. When you have those two components, follow the red arrow to the Caverns of Susrration area.

In the Caverns of Susrration, all you have to do is follow the green breath. If you no longer see the green breath along your path, backtrack until you spot it going down a tunnel. There's no point in following the arrow on your compass or referring to the local area map, as the amount of overlapping tunnels in this area makes either option an exercise in futility. By following the green breath, you will eventually reach the source.

Acquiring the Essence of Breath

When you have Essence of Breath, leave the room and head down the path to the 'Natatorium of Wound Bled Tears' area. Travel to the end of this area, and you will come to a remote door that is opened elsewhere. While in front of the door, turn around, and look at the platform that holds the treasure chest to spot the switch. Activate the switch, and then take the Blood Liqueur in the room beyond the door. Luckily you won't have to travel through that mess again, as you can just follow the arrow on your compass to a door back to the first area.

With all four components in your inventory, return to Relmyna Verenmi at her Sanctuary in Xaselem. Remember that you have access to the secret entrance now, so there's no need to travel through the areas leading up to Relmyna's Sanctuary. Once there, speak to Relmyna, and she'll tell you to select parts to create the new Gatekeeper.

It doesn't really matter what you choose. No matter what combination of parts you use, the new Gatekeeper will be able to defend the Shivering Isles just fine. However because you can later acquire a power from the Gatekeeper, if your character is geared toward magic, choose the Helm of Mind, and if your character is a warrior or archer class, choose the Helm of Power. The Arm of Shock Shielding is the superior choice, since the Gatekeeper will mostly be used to fend off Knights of Order. Once you have made the selection, speak to Relmyna once more.



You are to meet Relmyna by the statue of Sheogorath in The Fringe. Inform Relmyna when you are ready to begin. At the ceremony, place the pieces of the new Gatekeeper into the magic pool when instructed, then sit back and watch the ceremony unfold. Afterward, remain and watch as the Gatekeeper obliterates a group of Knights. Then, return to New Sheoth Palace and speak to Sheogorath to complete the quest.

Assembling the Gatekeeper and defending the Gates of Madness.

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Quest 14: The Helpless Army

Depending on which House you decided to take over, either a Dark Seducer or a Golden Saint Messenger will arrive at New Sheoth Palace after you have spoken to him. The two quests are a bit different: if you chose Mania, you're headed for Pinnacle Rock to assist the Dark Seducers, and if you chose Dementia, you're headed to Brellach to aid the Golden Saints.

Duke of Mania

Make your way to Pinnacle Rock, which is at the end of the Madgod's Boot at the south end of the island. Fast travel to Xedilian and travel south down the road to join the Mazkens. Adeo tells you that the Knights of Order have captured the Dark Seducer commander and are holding here somewhere in Pinnacle Rock. With that, enter the Hall of Honor.

There are plenty of Knights of Order in the opening area. Start cutting them down—taking care not to accidentally slash one of your allies—and then continue through the Metal Door at the bottom of the steps. Once in the next area, start following the arrow on your compass. Take to attacking any Knights of Order encountered along the way, and continue following the arrow to the door to the Halls of Reverence. You'll encounter more Knights of Order in this area, so remain vigilant. Continue following the arrow on your compass and you'll come to a remote locked gate. Head up the steps across from the gate and turn left when you reach the circular rug along the walkway. Hit the Push Button on the pedestal here and then head back down the steps and through the now open Metal Gate.

Once through the Metal Gate, continue following the arrow on your compass. When you reach Dylora's prison, activate the Chime at the top the steps on the west side of the room to shatter the walls. After freeing Dylora, chat with her, and then proceed through the Metal Door on the south side of the room. Enter the Hall of Devotion to trigger an event. Afterwards, activate the Chime on the right to shatter the crystal wall blocking your path. Then, follow the arrow on your compass until you reach a locked Metal Gate. Activate the Push Button next to the gate to open it, and then push on through the Knights of Order to reach the door to the Font of Rebirth.

In the Font of Rebirth, walk along to the other end of the corridor and hit the Push Button by the Metal Gate to open it. Cross the stone bridge and follow the arrow on your compass to another locked Metal Gate. Activate the Push Block next to the gate and proceed through the Wellspring of the Mazken.

The Wellspring is guarded by a number of Knights of Order; you'll have to kill them all before you can continue. There is a chime in each of the four corners of this room. Your goal is to ring them all, which you must do fairly quickly. Start in one corner, activate the chime there, and then run from chime to chime until you have activated all four.

With the Wellspring of Mazken restored, find and speak to Dylora. You'll be given the Summon Dark Seducer greater power, as well a set of Dark Seducer armour. No need to travel through all of Pinnacle Rock again; exit the Font of Rebirth through the west passage in the room with the Wellspring of Mazken, activate the Push Button by the Metal Gate in the Hall of Honor, and follow the arrow on your compass back to the entrance.

Duke of Dementia

Brellach has been marked on your map, so make your way there. A trail through the hills can be taken directly up to Brellach, so if you are being misled by the compass, ignore it and instead walk along the hillside until you find an opening. Up the steps you'll find Issmi, one of the Golden Saints. According to Issmi, Staada, the Golden Saint captain, has been imprisoned within Brellach. Issmi believes that Staada can be found by following the Wellspring inside of Brellach. The few remaining Golden Saints will soon join you. Up the steps, enter the door marked 'Brellach, Hall of Honor.'

You'll meet some resistance in Brellach in the form of Knights of Order. As always, try your best not to hurt your allies while fighting, though this can be difficult. Ignore the remote door on the initial level and instead take the stairs down to the lower level. There are many Knights of Order in the Hall of Honor, so you'll likely have to take on more than one at a time on several occasions. Fortunately the Golden Saints will be by your side to help. Move through the Halls of Honor and enter the 'Brellach, Hall of Reverence' area.

Plow through the Knights of Order in the Hall of Reverence. You will soon reach a door that must be opened remotely, though the Push Button that will open it is quite far from the actual door. While facing the door, turn around, run to the end of this area, and then climb up the stairs to your left. At the top of the stairs, turn left, and then left again into a small area with a couple of urns. The switch is on the side of the pedestal in the top right corner of this area. Activate the Push Button, and press on.

Through the door, wipe out the Knights of Order in this room and then speak to Staada who is locked in the crystal cell. Staada tells you to ring the nearby chime, which should shatter the crystal. The chime is in the area directly behind the crystal prism. Climb down the stairs, approach the shrine, and activate it. The ringing of the chime will indeed shatter the crystal prison, freeing Staada.

Staada explains that you must get to the Wellspring of the Aural next. If the Order is permitted to destroy the Wellspring unhindered, the Golden Saints will be banished from Sheogorath's Realm. The previously locked door can now be opened, so proceed into the 'Brellach, Hall of Devotion' area. A crystal barrier blocks your path here, but it can be destroyed. While facing the barrier, turn right to spot is another chime. There are more Order Knights and Priests in these halls, but the Golden Saints should still be with you. Continue through the Hall of Devotion and into the 'Brellach, Font of Rebirth' area.

Follow the arrow on your compass to the Wellspring of Aural. The Wellspring is being guarded by a number of Knights of Order; and you'll have to kill them all before you can continue. There is a chime in each of the four corners of this room. Your goal is to ring them all, which you must do fairly quickly. Start in one corner, activate the chime there, and then run from chime to chime until you have activated all four.

With the Wellspring of Aural restored, find and speak to Staada. You'll be given the Summon Golden Saint greater power, as well a set of Golden Saint armour. No need to travel through all of Brellach again; exit the Font of Rebirth through the west passage in the room with the Wellspring of Aural, and a series of remotely opened gates in the Hall of Honor will permit you to return to Sheogorath's Realm easily.

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Quest 15: Symbols of Office

Speak to Sheogorath at New Sheoth Palace. After the event, Haskill explains that, if the Throne of Madness remains empty while Jyggalag is loose, the realm doesn't stand a chance. However, Sheogorath's Staff, the symbol of power in the Shivering Isles, can be used to stop Jyggalag. With Sheogorath gone, the staff's power is gone as well. If the staff is remade, you can then take the Throne of Madness, allowing you to stop Jyggalag.

Knifepoint Hollow has been marked on your map, so make your way over there. Approach Knifepoint Hollow from above, as it sits on a hill and would be a chore to traverse if you were to approach it any other way. Once inside Knifepoint Hollow, follow the arrow on your compass to reach a door. Take extra care not to fall down to the lower level; if that happens, you will be forced to traverse through the 'Knifepoint Hollow, Chantry' area. The door can be opened using the Knifepoint Crystal Haskill gave you.



Speak to Dyus in Knifepoint Hollow about rebuilding the Staff of Sheogorath.

Beyond the door in Knifepoint Hollow sits an odd fellow named Dyus. Speak to Dyus to learn the materials required to remake the Staff of Sheogorath. Dyus needs the Eye of Ciitra and a Branch from the Tree of Shades. For the eye, you'll need to see a woman named Ciitra in the Howling Halls. The Tree of Shades is an ancient tree that grows in the Grove of Reflection, which is located in the ruins of Milchar. Both the Howling Halls and Milchar have been marked on your map.

Start with the Howling Halls. Located south of New Sheoth, you can easily reach the Howling Halls by traveling along the south road leaving Crucible. Enter the Howling Halls and start following the arrow on your compass. There are many Apostles in the Howling Halls; be careful, as they summon creatures with their magic, and after summoning they will usually recklessly attack. Take a Howling Chamber Key from a dead Adept, which will come in handy if your character does not have a high Security skill level.

Continue following the arrow on your compass to the door into the 'Howling Halls, Congregation Chambers' area. In the Congregation Chambers, look for a Khajiit named Ra'kheran to your left as you enter. Ra'kheran will help you slay Ciitra, provided you supply him with three Apostle Daggers so he can properly outfit himself and his allies. He explains that you must wear an Apostle Robe while in the Congregation Chambers, otherwise you'll be attacked by the Apostles. If you don't have Apostle Robes, return to the previous area and take one from a slain Apostle.

Taking Ra'kheran up on his offer is not entirely necessary, as the Apostles and Ciitra herself are rather weak. Nevertheless, making an ally won't hurt. Locate the door to the 'Howling Halls, Antechamber.' To the right of this door, look on the table in the corner of the room there. The display case here holds the Pelvis of Pelagius; unlock the display case and take it while you're here, as it is part of a side quest and can net you some gold.



Ciitra can be found in the Antechamber. Ciitra is a very powerful mage; she is very fast and has summoning spells, healing spells, and elemental spells. Luminary Kaz is also in the Antechamber, and you'll have to deal with him too. It'll be a simple battle if you took Ra'kheran up on his offer. If not, summon a Flesh Atronach, Dark Seducer, or a Golden Saint to help you out. Once Ciitra is dead, remove the eye from her corpse.

Next stop is Milchar for a branch from the Tree of Shades. The dungeon is near the northwest corner of the Shivering Isles; fast traveling to Cylarne and traveling down the road from there would be a short trek. Locate the entrance (a sloping tunnel in the side of the tree) and enter the Nexus. The Grove of Reflection is through the door straight ahead. Enter the Grove, drop down the hole, and follow the arrow on your compass to the Tree of Shades. Stand near the statue, and shadow version of your character will manifest. You're facing the toughest enemy of all—your own character!

The Shadow will be equipped with the best armour in your character's inventory, and has access to all of the spells that you do. The shadow is as strong as you, but aside from stats, this battle shouldn't be too much of a struggle. Hopefully none of the armour in your inventory had any particularly nasty enchantments (like Reflect Damage). Once your shadow-self has been bested, pick up the Shadowrend weapon that it drops. This is the strongest weapon in the game (its form will differ depending on your character's highest melee weapon skill level), so be sure not to miss it, as you won't be able to enter the Grove again once you leave.



In the Grove of Reflection, face the toughest enemy of all—your own character!

Remove a Screaming Branch from the Tree of Shades. On the stone wall in this area is a Push Button; activating it will reveal a teleportation pad back to the Nexus area. With both Ciitra's Eye and the Screaming Branch in your inventory, return to Dyus in Knifepoint Hollow. There, he will create the staff right before your eyes. With the Staff of Shegorath in your possession, return to New Sheoth Palace and activate the Font of Madness behind the throne.

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Quest 16: The Roots of Madness

Look behind the Throne of Madness, and proceed through the door marked 'The Fountainhead.' With 'The Roots of Madness' set as your active quest, start following the arrow on your compass. The Gnarl Cultivators here are tame, so do not attack them. If you accidentally kill the tame Gnarl that is initially there, activating the Gnarl Chrysalis in the area to the right will spawn another. A Gnarl Cultivator will open the Order crystal root door for you. Only the Gnarl Cultivators are tame; any other variants of Gnarl will attack you normally.

Kill the Order Priest that the arrow points you to. Then, while facing the pool, turn right and continue following the arrow on your compass. Proceed through the root door to reach the next area. To open the Root Door that is blocking your way, activate the Gnarl Chrysalis on the western side of this area to spawn another Gnarl Cultivator.

Follow the quest arrow on your compass to the Pool of Dementia. Kill all three Order Priests surrounding the crystals to cleanse the pool. If your character is the Duke of Mania, Syl will be standing on the dais here. She doesn't seem to attack, so just head up the steps and cut her down. Search the Priests' corpses afterwards, and remove the Shard of Order. Backtrack to the previous room. Do not follow your compass at this time, and instead return to The Fountainhead area the same way you entered the Pool of Dementia. Cross the pool in the middle of the room and open the Order crystal root door using the Shard of Order.

After using the Shard of Order to open the root door, follow the arrow on your compass to the door to 'The Fountainhead, Pool of Mania.' This area can be a pain to navigate if you tend to rely on your compass to point you in the right direction. Drop down to the section below and use the log ramps to cross the gap, and then follow a tunnel over to the parallel area.

Drop down and kill the Order Priests. If your character is the Duke of Dementia, Thadon will stand on the dais here. He's quite fast, but is only wearing Order Priest armour, so you should be able to cut him down quite easily. After killing Thadon, remove the Diadem of Euphoria helmet from his corpse. This helmet adds the Resist Magic effect, fortifies the Speechcraft skill, and fortifies Magicka. Follow the arrow on your compass to a door back to The Fountainhead area. Move through this area and return to New Sheoth Palace. There, activate the Font of Madness behind the throne.

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Quest 17: The End of Order

Once the Staff has been imbued with Sheogorath's powers, you will be approached by either a Dark Seducer or a Golden Saint messenger. Speak to the captain, and she will explain that an Order Obelisk has opened up outside on the Palace Grounds. As soon as you step outside, run toward the active Obelisk and put three Hearts of Order inside to overload it and shut it down.

Across from the first, another Obelisk of Order will soon open up. Get over there quickly and place three Hearts of Order inside. With those two Obelisks shut, Jyggalag will join the fray! His entrance will most likely knock out all of your allies. It looks like you'll be fighting this one alone.



Jyggalag is massive, but can be killed without much difficulty.

All in all, Jyggalag isn't much of a threat. His primary attack is a sword swing, though he may also cast a shock spell. The shock spell deals a fair amount of damage, but aside from the occasional casting, you'll most likely be dealing with reckless sword swinging.

Standard battle plan here. If your character is a fighter, deal with Jyggalag as you would any other melee enemy. Mages, Rangers, and whatever else—you know what to do. Now's the time to use your strongest spells, highest quality (and/or magic) arrows, and any poisons you may have. Jyggalag does not have an absurd amount of health, so he should fall in no time.

Fighting Jyggalag!

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Quest 18: The Prince of Madness

After Jyggalag's speech, return to the palace and speak to Haskill. He'll detail all of the perks that come with being the Prince of Madness. Sheogorath's Regalia can be found on the throne, and Jyggalag's Sword can be found behind it. You're given some other cool things, including a spell that allows you to manipulate the weather in the realm, and the ability to select a Golden Saint or Dark Seducer escort.

That's it; you've completed Shivering Isles' main questline! Take a seat on your throne, Prince of Madness.

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Bliss Quests

This set of quests is broken down into the following sections. You can use the links below to jump to the part of the page you are interested in.

[Falling Awake](#)

[The Fork of Horripilation](#)

[Work is Never Done](#)

[The Antipodean Hammer](#)

Falling Awake

Look for Amiable Fanriene, who can likely be found wandering the streets of Bliss. Amiable Fanriene has a tremendous fear that the walls will collapse on him when he closes his eyes. Because of this fear, he is unable to get any sleep at his current resting place. He asks that you find a place for him to sleep outdoors.

With 'Falling Awake' set as your active quest, several arrows will appear on your compass, each pointing to an NPC who sleeps outside. One man in particular would be willing to give up his sleeping spot for Amiable. By speaking to any of the citizens of New Sheoth who sleep outdoors, you will be pointed to a man named Ungor.

Ungor can be found wandering the streets of Bliss. Find him and suggest that he switch beds with Amiable. Raise Ungor's disposition to at least 70 through bribery or persuasion, and he will agree. Once Ungor has agreed, tell Amiable that you have found him a place to sleep outside. As thanks, Amiable will give you the 'Burst of Might' scroll.

The Fork of Horripilation

You're looking for an Argonian named Big Head, who lives in the Bliss half of New Sheoth. You can probably find him wandering the streets, or he may be in his home. Use the local area map to locate 'Big Head's House' and enter to see if he's in. Big Head tends to get himself killed by the Golden Saints in Bliss so you may not be able to complete this quest if Big Head has been killed before you've spoken to him.

Once you have found Big Head, select 'The Fork' from the list of dialogue options. He explains that the Fork of Horripilation was taken from him, and he can hear it calling to him through song. Well, this is the 'Realm of Madness,' after all.

Big Head tells you to see someone named Bolwing. He provides you with a charm that can be used to decipher Bolwing's odd speech. If you have spoken to Bolwing before, you'll understand why this charm is necessary. Bolwing can be found in either Bliss or Crucible. With 'The Fork of Horripilation' set as your active quest, follow the arrow on your compass to locate him. Bolwing will tell you that the Fork of Horripilation is being fought over by groups of Heretics and Zealots. Longtooth Camp is your destination; it's located along the north road out of the Gates of Madness.

After speaking to Bolwing, make your way to Longtooth Camp. The arrow on your compass will point to the Fork of Horripilation, provided you have 'The Fork of Horripilation' set as your active quest. Kill all of the Heretics in the camp and retrieve the Fork. With the Fork of Horripilation, return to Big Head in Bliss. Hand the item to Big Head to complete the task. As thanks, Big Head offers to tell you a 'Blade Secret,' a 'Sneak Secret,' or an 'Alchemy Secret.' Choose one to raise that skill level by one.

Work is Never Done

To begin this quest, speak to Tove the Unrestful. He can either be found wandering the streets of Bliss or in his home. Tove will explain his plan to construct a Skyboat. He requires Calipers and Tongs, and he wants you to bring them to him. He's willing to pay 5 gold per item.

Calipers and Tongs are very common, and can be found in most crates and barrels. The Imperial City's Marketplace District would be a good place to start looking. You'll need to bring him at least 50 Calipers and at least 50 Tongs to complete the quest. You are given gold as reward. Tove will continue to buy Calipers and Tongs from you for 5 gold each even after you have completed the quest.

The Antipodean Hammer

There are two blacksmiths in New Sheoth: one in Crucible and the other in Bliss. During your travels in the Shivering Isles, you'll undoubtedly encounter Amber Ore and Madness Ore. These two types of ore can be brought to the blacksmiths in New Sheoth who will fashion armour and weapons out of them. Also, items called Matrices can be used to add a magic property to the weapons and armour that are forged. A Matrix is specific to a weapon or piece of armour (ex., a 'Madness Gauntlets Matrix').

The blacksmith in Bliss, Dumag gro-Bonk, can be found in 'The Missing Pauldron.' Dumag requires Amber Ore to forge weapons and armour. Amber Ore can be found in Hollowed Out Amber Logs in certain dungeons (usually on the Bliss side). The Ore is often found on dead Gnarl's as well. The Amber armour that Dumag gro-Bonk forges with the ore is a Light Armor type. The quality of the forged armour and weapons will depend on your character's level.

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Crucible Quests

This set of quests is broken down into the following sections. You can use the links below to jump to the part of the page you are interested in.

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[Brithaur](#)

[Final Resting](#)

[The Coming Storm](#)

[The Museum of Oddities](#)

[Ushnar's Terror](#)

[The Antipodean Hammer](#)

A Liquid Solution

Enter Sickly Bernice's Taphouse in Crucible and speak to the proprietor, Sickly Bernice. Sickly Bernice really lives up to her name; she is very sick and is apparently going to die. Fortunately, she knows of a cure. She has offered a reward, though so far none have taken up the offer. Ask her about the 'Cure' and agree to help. You are given Bernice's Empty Flask, and Knotty Bramble, where the cure can be found, will be marked on your map.

After speaking to Sickly Bernice, make your way to Knotty Bramble and enter. The place is full of Grummities, so be careful. You're here for a sample of Aquanostrum. Bernice mentioned that it could only be found near a statue that sits in a pool on the lower level of Knotty Bramble. The direct route (the one that your compass initially tries to lead you through) is blocked by a Twisted Root barrier, so you'll have to go all the way around and then enter the 'Knotty Bramble, Hatchery' area.

Once in the Hatchery, hop down next into the pool, stand next to the Grummite statue, and the Aquanostrum will be automatically collected. There's no need to go all the way around again on your way out; just exit the Hatchery through the north passage. This passage leads to the Twisted Root door that was blocking your way. On this side, a Pull Pod can be activated to part the roots.

With the Aquanostrum in your inventory, travel back to Sickly Bernice's Taphouse in Crucible and speak to Bernice. Hand over the sample of Aquanostrum by selecting the 'Cure' dialogue option. As a reward, you are given the Circlet of Verdure. This ring adds the Resist Poison and Resist Disease effects, as well as fortifies the health and Endurance attributes.

Brithaur

Locate Earil's Mysteries in Crucible and head inside. Speak to Earil and after turning down his tempting offer, select the 'Brithaur' dialogue option. Earil has a problem with Brithaur, mainly his constantly botched thievery attempts. He wishes for Brithaur to disappear. Don't do anything rash now; locate and speak to Brithaur first.

If Brithaur won't tell you anything, use persuasion or bribery to raise his disposition to at least 70. He'll tell you that the only reason he steals is because he must complete his collection of jewels. He only needs five Flawless Pearls to complete his collection, and then he can stop stealing.

You may have already collected five Flawless Pearls during your travels in Cyrodiil. They can also be found all over the Shivering Isles in dungeons, treasure chests, or on dead creatures. You could give Brithaur the five Flawless Pearls, or you can kill him and bring his heart back to Earil as proof of his demise. That, or if your character is the Duke/Duchess of Dementia, you can speak to Kithlan in the House of Dementia about the thievery, and Brithaur will

be thrown into the dungeon. Whatever your decision, once Brithaur has been dealt with, return to Earil for a levelled monetary reward.

Final Resting

Look for Hirus Clutumnus, who can be found wandering the streets of Crucible. Speak to him, and he'll ask you to meet him at sewer grate northeast of the Sheogorath statue after dark. Go to this location a little after 11:00PM and Hirus should be waiting there for you. Hirus wants to die, and you'll need to help him with that.

If Hirus were to kill himself, he would end up as one of the souls on the Hill of Suicides. Your reward for killing Hirus is the key to his house. He mentions a jewellery box, which is sure to contain something of value. Though Hirus wants to die, he doesn't want to know that it's coming. He will live his life like he normally would, and you will have to find an opportunity to do the deed so it looks like an accident. Of course, you can cut him down where he stands, but you'll likely get a bounty on your head by doing so.

There is one good opportunity to surprise Hirus while making the killing look like an accident. While in Crucible, take a look at the local area map and locate the door to the Palace Grounds, which is at the top of a large set of steps in the northeast corner of Crucible. Position yourself at the very top of the stairs in front of the door to the Palace Grounds, and use the wait menu to pass the time to around 10:00AM. Hirus should be standing right before a very long drop at this time. If he is not there, pass another hour. If he still isn't there, continue to wait in one hour increments until he is.

When Hirus is standing at the top of the steps, speak to him, and you will be given the option of pushing him. Do so, and then climb down the steps and remove Hirus Clutumnus' Key from his corpse. Enter his house and take your reward from the jewellery box in the bedroom. You'll find the Ring of Happiness inside, which adds the Feather, Light, Water Walking, and Fortify Personality effects.

Killing Hirus Clutumnus and making it look like an accident.

The Coming Storm

Locate and enter the Things Found shop in Crucible and speak to Ahjazda inside. She may also be wandering the streets of Bliss or Crucible. She asks that you help her prepare for the coming storm by gathering the last few supplies she needs. She wants you to bring her the Amulet of Disintegration, the Ring of Desiccation, and Calming Pants.

Start with the Ring of Desiccation, which can be found in the Museum of Oddities in Crucible. The Ring of Desiccation is in a Glass Display on the second level of the Museum. You are free to open the Glass Display, but taking the ring is considered stealing. Ensure that Sneak Mode is toggled, and that the sneak icon is faded, before taking the Ring of Desiccation into your inventory.

Next, you'll need to acquire the Calming Pants. Locate and speak to Fimmion, who can be found wandering the streets of Bliss. Ask him about the Calming Pants, and he'll reply with unintelligible babble. Basically, Fimmion loves Sweetrolls. If he's given a Sweetroll, he'll give you the Calming Pants. There is one location that Sweetrolls can for sure be found, but you'll have to travel back to Cyrodiil for that. Once back in Cyrodiil, fast travel to Skingrad and locate and enter Salmo the Baker's House. Upon entering, look to your left to spot many Sweetrolls on the shelves there. Take a Sweetroll from Salmo's house, and then return to the streets of Bliss and trade the Sweetroll for Fimmion's Calming Pants.

The Amulet of Disintegration is in Milchar. Travel to Milchar and enter. Follow the arrow on your compass into the 'Milchar, Tieras' area. Continue following the arrow to reach the 'Milchar, Chatterhall' area. The Diligence Crux in the middle of this room is frozen shut. The Amulet of Disintegration is within, so you'll have to find a way to open it.

Up the stairs behind the Diligence Crux is a podium burning with a blue flame. Sitting near the flames is the Ritual

Torch. You cannot take this torch into your inventory, but you can manipulate it with the LB/L1 button. With the cursor hovering over the Ritual Torch, press and hold LB/L1 to carry it. Use the Ritual Torch to light the three podiums in this room. The lit podiums will extinguish quickly, so you'll have to be quick. With all three podiums lit, run to the Diligence Crux and remove the Amulet of Disintegration.

Using the Ritual Torch to open the Diligence Crux in the Milchar Chatterhall.

With the three requested items in your inventory, return to Ahjazda and speak to her. Give her the three items, and she will teach you the Ahjazda's Paranoia spell. This spell inflicts Frenzy on those in the effect radius.

The Museum of Oddities

Visit the Museum of Oddities in Crucible and speak to the curator, Una Armina. Select the 'Oddities' dialogue option, and she'll tell you that she is always looking for new exhibits for her museum. If you come across any oddities during your time in the Shivering Isles, Una will be willing to purchase them to display in the museum.

The oddities can be found randomly in chests, containers, and on dead monsters are: the Dagger of Friendship, Hound's Tooth Key, Mixing Bowl, Ring of Disrobing, Soul Tomato, and Two-Headed Septim.

There are also some static oddities; their locations are described below.

Blind Watcher's Eye - Travel to Milchar (a location visited during the main quest) and enter. Proceed down the tunnel, and turn left as soon as you enter the large area. Look for the cluster of Flame Stalks in the distance. A Watcher's Eye is among the Flame Stalks and Screaming Maws.

Deformed Swamp Tentacle - Make your way to the Lost Time Camp in Dementia. The camp is along the side of the road that runs along the Madgod's Boot. Travel down the road south from here. When you come to two boulders, harvest the Swamp Tentacle on the boulder to your right to receive this oddity.

Din's Ashes - Head to the ruins of Ebrocca, north of New Sheoth; it's just above the second 'e' in the 'Jester' text on the world map. Locate the entrance and step inside. Upon entering, move straight, turn right, and continue heading straight until you reach a locked metal door. Unlock the door and enter the room. Move the two leather shields straight ahead and press the small Press Block underneath them. While facing the Press Block, turn left. Proceed through the door to the 'Ebrocca, Crematorium' area. A shelf in this area contains a Gilded Urn that holds Din's Ashes.

Mute Screaming Maw - Travel to Cann, which can be found by traveling west from the 'T' in the 'The Jester's Spine Mountains' text on the world map. Make your way to the 'Cann, The Great Hall' area. Move through this area and enter the 'Cann, Halls of Tranquility.' This area is a bit more complex, so use the local area map to help you find your way around. Locate the door into the 'Cann, Arena' area and go through.

Upon entering the Arena, turn right and follow this tunnel. Keep an eye on your left, and continue traveling down this tunnel until you reach a group of Screaming Maws. The Mute Screaming Maw is behind the root and between the two larger Screaming Maws. No need to backtrack to the entrance; continue down the tunnel and into the 'Cann, Amphitheater' area. In the Amphitheater, move straight and travel down this path until you reach a door back to the Great Hall sector.

Pelvis of Pelagius - In the Howling Halls (a location visited during the main quest), find the door into the 'Howling Halls, Antechamber' area. Look on the table to the right of this door in the corner of the room. There's a display case on this table that holds the Pelvis of Pelagius.

Ushnar's Terror

Note: If you are playing as a Khajiit, you cannot undertake this particular quest.

Ushnar gro-Shadborgob can be found either wandering the streets of Crucible or in the Museum of Oddities. Where Ushnar is, Bhisha the beggar will not be too far behind. Speak to Ushnar. He really, really hates cats, and therefore walks the streets of Crucible with a dog by his side. Unfortunately for him, Bhisha the Khajiit loves dogs, and has decided to follow Ushnar's dog around. Ushnar would like Bhisha to leave Crucible—permanently. He asks you to make it happen.

Permanently ridding Crucible of Bhisha does not necessarily mean killing him. Find and speak to Bhisha, and select the 'Ushnar gro-Shadborgob' dialogue option. Give him 100 gold and he will move to Bliss. It's as simple as that; there's no need to get your hands dirty.

Once Bhisha has agreed to leave Crucible, inform Ushnar that Bhisha is gone. As thanks, Ushnar will give you one of his old dogs. The Skinned Hound that Ushnar sends will follow you around until you lose it or until it is killed.

The Antipodean Hammer

There are two blacksmiths in New Sheoth: one in Crucible, and the other in Bliss. During your travels in the Shivering Isles, you'll undoubtedly encounter Amber Ore and Madness Ore. These two types of ore can be brought to the blacksmiths in New Sheoth who will fashion armour and weapons out of them. Also, items called Matrices can be used to add a magic property to the weapons and armour that are forged. A Matrix is specific to a weapon or piece of armour (ex., a 'Madness Gauntlets Matrix').

The blacksmith of Crucible, Cutter, can be found in Cutter's Weapons. Cutter requires Madness Ore to forge weapons and armour. Madness Ore can be found in Madness Ore Deposits in certain dungeons (usually on the Crucible side), and is often found on Grummites as well. The Madness armour that Cutter forges is a Heavy Armor type. The quality of the forged armour and weapons will depend on your character's level.

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Settlement Quests

This set of quests is broken down into the following sections. You can use the links below to jump to the part of the page you are interested in.

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Everything in Its Place

This quest takes place in Fellmoor, which is located southwest of New Sheoth. It's next to the 'R' in the 'Pinnacle Road' text on the world map. In Fellmoor, locate and speak to the Khajiit named Kishashi. She speaks of another Khajiit named Ranarr-Jo. She won't tell you much unless her disposition is at least 70. Raise her disposition through bribery or persuasion, and then select the 'Ranarr-Jo's Trust' dialogue option. She'll give you an Old Spoon, which apparently means something to Ranarr-Jo.

Ranarr-Jo can most likely be found in Kishashi's House. Tell Ranarr-Jo that Kishashi gave you the Old Spoon to give to him. Then, inquire further about Cindanwe. Ranarr-Jo believes that she is reading their minds, and asks that you rid Fellmoor of her. He mentions a notebook that Cindanwe uses to take notes on the Khajiits working for her.



Acquiring the notebook for Ranarr-Jo is optional, but will net you an extra reward upon completion of this quest. Find Cindanwe and bribe her to raise her disposition to at least 70. Doing so will cost a fair bit of gold, and Cindanwe's disposition may max out at a number below 70, depending on how high your character's Speechcraft attribute is. To avoid this, speak to Cindanwe with your weapon drawn, and then bribe her. After bribing her, put away your weapon, speak to her again, and her disposition should be ten points higher than what it was maxed out at.

When Cindanwe's disposition is at least 70, select the 'Notebook' dialogue option and she'll hand it over. Of course, you could always steal the Notebook from Cindanwe; she carries it with her, so simply pickpocketing it would work.



Make a mess of Cindanwe's House to keep her occupied for awhile.

As with most quests of this nature, the obvious way to rid Fellmoor of Cindanwe is to kill her. However, Ranarr-Jo mentions that Cindanwe requires that everything is 'just so.' He suggests entering her home and wrecking the place. Enter Cindanwe's House, and open the two barrels next to the door. The quantity of the ingredients inside is the same for each different type; remove some of the ingredients to change this. There are other barrels in her house, so do the same to those. Use the LB/L1 button to move all of the food items placed around the house onto the floor. Continue doing until an in-game pop up informs you that you have sufficiently altered Cindanwe's House.

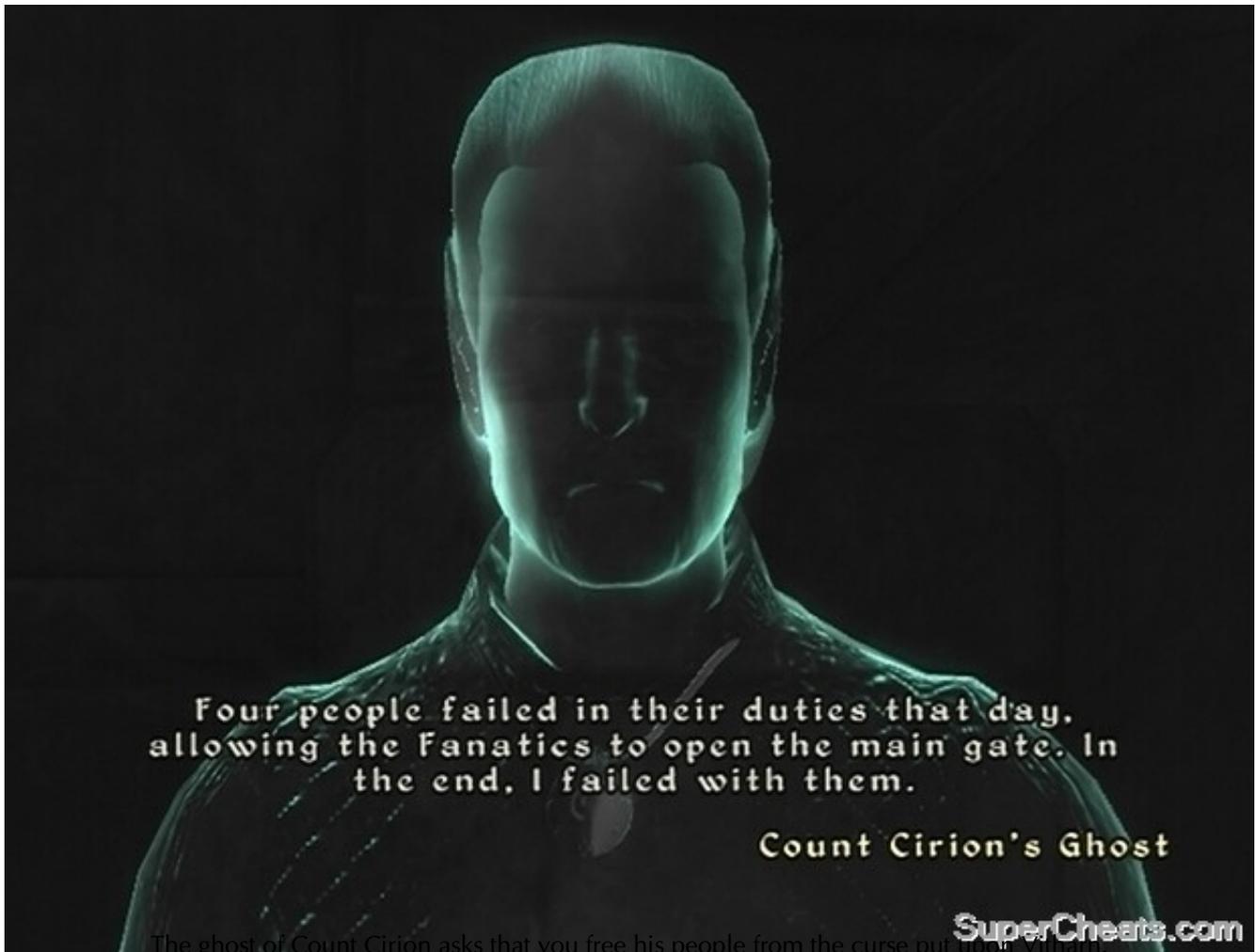
Speak to Ranarr-Jo once you have wrecked Cindanwe's House. You are given the Ring of Mind Shielding, which adds the Resist Magic and Reflect Magic effects. If you acquired the Notebook from Cindanwe, an extra dialogue option will appear once you are given your reward. Select this dialogue option and you will be given a random skill book.

Stealing Cindanwe's Notebook and wrecking her house.

Ghosts of Vitharn

While in the Shivering Isles, you may hear rumour of the ruined fortress of Vitharn. Upon hearing this rumour, the location of Vitharn will be marked on your map. Vitharn sits in the 'Shallow Grave' section of Sheogorath's Realm. Upon your arrival, you will witness some ghosts fighting each other. Some of these ghosts are hostile, so remain vigilant. The green ghosts are the hostiles, and the blue ones are friendly.

All of the main doors of Vitharn are supernaturally locked, so travel along the walls until you come to a tree on the bottom-right corner (as it appears on the local area map). Search for the door, and enter the Vitharn Sump. With 'Ghosts of Vitharn' set as your active quest, follow the arrow on your compass to the door to the Vitharn Reservoir. You'll have to swim underwater to reach it.



Through the Vitharn Reservoir, enter the Vitharn Keep. Upon entering the Keep, you will be approached by the ghost of one Count Cirion. Choose the 'I meant no offense' dialogue option when prompted. Centuries ago, Vitharn was overrun by Fanatics. Four people in the bailey failed in their duties, ultimately leading to the fall of Vitharn. The people of Vitharn have been cursed to relive the last moments of the invasion because of this failure. Count Cirion wants you to put an end to the curse to free the ghosts of his people.

Three items must be acquired to put an end to the curse. From the Vitharn Reservoir door, follow the linear path and turn left when you can. While walking down this corridor and keep an eye on your right; when you notice a Press Block on the wall, activate it. Approach the middle bench on the right side of the room, turn right there, and jump into the secret area. One of the items, the Dagger of Depletion, is on the shelf to your right.

Another of the items, the Desideratus' Doll, is on a shelf in the barracks, which is adjacent to the throne room. Once you have the doll, leave the barracks via the north exit. Continue moving forward until you reach a locked metal door. Toggle Sneak Mode here, and then unlock the door. Slowly enter the room; if noticed by Bat-gro-Orkul, you will be ejected, so take it slow. You're here for Althel's Arrows, which are on a table just behind Bat-gro-Orkul.



When you have obtained the Dagger of Depletion, Desideratus' Doll, and Althel's Arrows, enter the Vitharn Bailey. In the Bailey, the final moments of the Fanatic invasion are repeated over and over. There are two shades here that you must give ghostly items to. Althel needs her arrows; she is up by the ghostly gate wheel. Hloval Dreth needs the Dagger of Depletion; he should be somewhere below Althel's position.

Desideratus Annius does not require anything. He spawns next to Hloval, and runs straight into Vitharn Keep. The doll in your inventory must be burned in the ghostly brazier by the gate to prevent Desideratus from retreating into Vitharn Keep. After burning the doll, speak to Desideratus and select the 'Desideratus' Betrothed' dialogue option. It may take a couple of sessions to properly outfit the shades and burn the doll. Luckily, you do not have to do these things all in one go, as your actions carry over into subsequent sessions.



Equip Count Cirion's Helmet and kill the Devoted Ghost Fanatic in the Vitharn Bailey to fully end the curse.

You have done everything that can be done at this time, so return to Vitharn Keep and speak to Count Cirion in the throne room. Count Cirion hands over his helmet, which is a horned variant of the Madness Helmet. After getting the helm from Cirion, return to the Bailey. While wearing Count Cirion's Helmet, stand on the platform with the archer and kill the Devoted Fanatic that engages you to completely lift Vitharn's curse. Your reward is Count Cirion's Helmet, which fortifies the Block and Heavy Armor skills.

Using the ghostly objects to end the curse on the people of Vitharn.

Taxonomy of Obsession

This quest is started in the settlement of Highcross. Highcross is located far north of New Sheoth, just above the 'J' in the 'Jester's Spine Mountains' text on the world map. You need to speak to Mirili Ulven there; she can most likely be found in her house after dark. Locate Mirili and ask her about her research. You won't get anything out of her if her disposition is below 70. Persuade or bribe Mirili to raise her disposition to at least 70, and then inquire again about her research. She'll give you a list of the alchemy ingredients she needs to complete her research.

As you can see, it is a fairly lengthy list. All of the items can be found in the Shivering Isles. As mentioned on the list, Mirili is willing to pay 10 gold per sample, though she is not willing to buy more than one of the same type of ingredient.

The Great Divide

Travel to the settlement of Split, which is far northwest of New Sheoth. It is just south of the 'I' in the 'Overlook Road' text on the world map. There's something odd about Split. By walking around Split and speaking to the inhabitants, this oddity will become readily apparent. Everyone in Split has a double. There is a Demented version and a Manic version of everyone.

Both doubles hate the other; hate to the point of wishing for their death. You'll need to locate a Nord named Horkvir Bear-Arm to get started. Horkvir explains that a wizard cast a spell on the town, spawning everyone's double. There are two Horkvirs: a Demented version, and a Manic version. It's up to you to decide which one to help. Both Horkvirs have the same thing in mind—to wipe out the doubles on the other side.



With 'The Great Divide' set as your active quest, arrows will appear on your compass, pointing to all of the doubles you are required to kill. If you kill a double that you are not supposed to, you will not get a reward upon completion of the quest.

Of course, killing these characters is considered murder. Killing them outright while being observed will place a bounty on your head. For this reason, it is best to sneak into their homes at night (all locks in Split are classed as 'Very Easy,' so you won't need a high Security skill level), creep up to them while they sleep, and kill them. Be absolutely certain that you are killing the right double, as you don't want to forfeit the reward.

You must kill one Horkvir Bear-Arms, one Atrabhi, one Urul gro-Agamph, one Jastira Nanus, and one J'zidzo. After killing all of one side of Split, return to the remaining Horkvir Bear-Arms for a levelled monetary reward.

Wiping out one side of Split without being detected.

To Help a Hero

This quest starts at Hale, which is a small settlement far northeast of the Gates of Madness. It's a bit northwest of the first 'O' in the 'Overlook Road' text on the world map. Upon your arrival, locate and speak to Pyke. He'll most likely be in Zoe Malene's House, or just outside of it. Pyke explains that he was a Knight of the Thorn in Cyrodiil, but has lost his Knights of the Thorn Medallion to a group of Grummite. Though he has no interest in being a Knight of the Thorn anymore, he would like the stolen medallion back as a memento. Agree to help Pyke and Fetid Grove will be marked on your map.

Make your way to Fetid Grove and enter. As you may have gathered from Pyke's telling of his lost Medallion, Fetid Grove is home to a tribe of Grummite. With 'To Help a Hero' set as your active quest, follow the arrow on your compass to the door to the 'Fetid Grove, Encampment' area. Pyke's Medallion is in a chest in the middle of this area. There are many Grummites planted along the route to the chest, but luckily they are fairly spaced out, so you likely won't have to face more than one of them at once.



The Grummites in the Fetid Grove have Pyke's Knights of Thorn Medallion.

When you have Pyke's Medallion in your inventory, exit Fetid Grove and return to Hale. Give the Medallion to Pyke. In return you are given a Thorn Shield. This shield adds the Reflect Spell effect and fortifies the Block skill. Not a bad piece of equipment.

The Hill of Suicides

This quest will not appear in your journal. To get started with this informal quest, travel to the Hill of Suicides. The actual location point is just below the 'The' in 'The Hill of Suicides' text on the world map. Be sure to hit this location point, as this way you can then fast travel directly to the Hill of Suicides. You cannot interact with the restless souls on the Hill of Suicides. To complete this quest and earn a reward, five skulls must be brought back to the ghosts on the hill.

Lorenz Bog-trotter's Skull - This skull is found in Knotty Bramble, which is located in Dementia along Pinnacle Road. The skull itself is located in the 'Knotty Bramble, Lost Crypts' area. To get to this section, you'll have to make your way through the initial Knotty Bramble area, then through the 'Knotty Bramble, Hatchery.' In the Hatchery, first drop down to the lower level, then follow the tunnel below to the door. Once in the Lost Crypts, proceed through the stone-wall rooms until you encounter a second Zealot body on a pedestal. Use the LB/L1 button to move the body to the side to reveal a small Press Block. Press the button, then turn back and look in the hall for some rubble off to the left. Hop up onto the section in the wall on the left; Lorenz Bog-Trotter's Skull is on the pedestal there.



Gadeneri Ralvel's Skull - Found in Knifepoint Hollow, an area that visited during the main quest. It is located northwest of New Sheoth, a bit north of the second 'I' in the 'Hill of Suicides' text on the world map. The skull is in the 'Knifepoint Hollow, Chantry' area. Move through the entire area; when you reach the door back to the initial Knifepoint Hollow area, turn around and instead go through the metal gate. There are two pillars in this room, and a Press Block on the pillar to the left. Activate the Press Block to reveal an extra area beyond the small room that is

seemingly the end. Hop up over the rubble and take Gadeneri Ralvel's Skull on the treasure chest to your left.

M'Desi's Skull - Found in Rotten Den in Dementia. It's just a short ways southwest of the 'd' in the 'Pinnacle Road' text on the world map. The skull is in the 'Rotten Den, Sanctum' area. To reach this part, you'll have to move through the 'Rotten Den, Deadfall' and then 'Rotten Den, Precipice.' Look to the local area map if you are having difficulty progressing. Once inside the Sanctum area, drop down each hole in the floor until you reach the bottom level. The skull is in the Zealot sanctum, a stone room that is also the south-most room on the map. M'Desi's Skull is on a chest at the focus point of the room. To leave Rotten Den, you'll have to move through the 'Rotten Den, Hollow' area first. The door here leads back to the Sanctum area, but on the upper level. Avoid falling down the hole and continue through to the 'Rotten Den, Encampment' area. The rest of the way out is quite straightforward.

Limark's Skull - This one's in Milchar, which is near the northwest corner of the Shivering Isles. It's just above the 'O' in the 'Overlook Road' text on the world map. Do not enter Milchar by the door marked 'Milchar, Nexus.' From the Nexus door, travel southeast until you reach a door marked as 'Milchar, Xetrem.' Refer to the local area map if you are having trouble finding this door. Upon entering Milchar, pass under the walkway, then turn left and climb up the stairs there. At the top of the stairs, turn right. Make your way down this tunnel, continue heading straight, and eventually you will fall down a short drop. A skeleton containing Linmark's Skull is at the bottom.

Salonia Viria's Skull - This one is in Cann, which can be reached by traveling west from the first 'T' in the 'The Jester's Spine Mountains' text on the world map. The skull is in the 'Cann, Amphitheater' area, specifically. Proceed into 'Cann, The Great Hall.' Move through this area and enter 'Cann, Halls of Tranquility.' This area is a bit more complex, so refer to the local area map to find your way around. Locate the door into the 'Cann, Arena' area and go through. Continue down the tunnel and into the Amphitheater section. Upon entering the Amphitheater, go straight and continue heading in this direction until you can turn left. The small room that you turn in to contains Salonia Viria's Skull; it's on the base of the statue in the bottom-right corner.



The Risen Flesh Greater Power.

Once you have collected all five of the skulls, return to The Hill of Suicides. Attempt to speak to each of the ghosts on the hill. Upon speaking to one, their skull will be removed from your inventory. When you have given all five of the ghosts their skulls, you will gain the Risen Flesh Greater Power. This spell allows you to reanimate dead characters for 60 seconds.

The Elder Scrolls IV: Oblivion Guide

Xbox 360 Achievements

The Elder Scrolls IV: Oblivion features a total of 50 different achievements. Each achievement unlocked contributes a certain amount of points to your overall Gamerscore. You can acquire a grand total of 1000 gamer points by playing Oblivion.

1. Escaped the Imperial Sewers
Escape the Imperial Sewers.
50 points
2. Closed an Oblivion Gate
Close an Oblivion Gate, Main Quest.
50 points
3. Located the Shrine of Dagon
Locate the Shrine of Dagon, Main Quest.
50 points
4. Delivered Daedric Artifact
Deliver Daedric Artifact, Main Quest.
50 points
5. Destroyed the Great Gate
Destroy the Great Gate, Main Quest.
50 points
6. Champion of Cyrodiil
Complete the Main Questline.
110 points
7. Murderer, Dark Brotherhood
Join the Dark Brotherhood.
10 points
8. Slayer, Dark Brotherhood
Reach Slayer rank in the Dark Brotherhood.
10 points
9. Eliminator, Dark Brotherhood
Reach Eliminator rank in the Dark Brotherhood.
10 points
10. Assassin, Dark Brotherhood
Reach Assassin rank in the Dark Brotherhood.
10 points
11. Silencer, Dark Brotherhood
Reach Silencer rank in the Dark Brotherhood.
10 points
12. Speaker, Dark Brotherhood
Reach Speaker rank in the Dark Brotherhood.

10 points

13. Listener, Dark Brotherhood
Complete the Dark Brotherhood Questline.
50 points

14. Pit Dog, Arena
Join the Arena in the Imperial City.
10 points

15. Brawler, Arena
Reach Brawler rank in the Arena.
10 points

16. Bloodletter, Arena
Reach Bloodletter rank in the Arena.
10 points

17. Myrmidon, Arena
Reach Myrmidon rank in the Arena.
10 points

18. Warrior, Arena
Reach Warrior rank in the Arena.
10 points

19. Gladiator, Arena
Reach Gladiator rank in the Arena.
10 points

20. Hero, Arena
Reach Hero rank in the Arena.
10 points

21. Champion, Arena
Reach Champion rank in the Arena.
10 points

22. Grand Champion, Arena
Complete the Arena Questline.
50 points

23. Pickpocket, Thieves Guild
Join the Thieves Guild.
10 points

24. Footpad, Thieves Guild
Reach Footpad rank in the Thieves Guild.
10 points

25. Bandit, Thieves Guild
Reach Bandit rank in the Thieves Guild.
10 points

26. Prowler, Thieves Guild

Reach Prowler rank in the Thieves Guild.

10 points

27. Cat Burglar, Thieves Guild

Reach Cat Burglar rank in the Thieves Guild.

10 points

28. Shadowfoot, Thieves Guild

Reach Shadowfoot rank in the Thieves Guild.

10 points

29. Master Thief, Thieves Guild

Reach Master Thief rank in the Thieves Guild.

10 points

30. Guildmaster, Thieves Guild

Complete the Thieves Guild Questline.

50 points

31. Associate, Mages Guild

Join the Mages Guild.

10 points

32. Apprentice, Mages Guild

Reach Apprentice rank in the Mages Guild.

10 points

33. Journeyman, Mages Guild

Reach Journeyman rank in the Mages Guild.

10 points

34. Evoker, Mages Guild

Reach Evoker rank in the Mages Guild.

10 points

35. Conjurer, Mages Guild

Reach Conjurer rank in the Mages Guild.

10 points

36. Magician, Mages Guild

Reach Magician rank in the Mages Guild.

10 points

37. Warlock, Mages Guild

Reach Warlock rank in the Mages Guild.

10 points

38. Wizard, Mages Guild

Reach Wizard rank in the Mages Guild.

10 points

39. Master-Wizard, Mages Guild

Reach Master Wizard rank in the Mages Guild.

10 points

40. Arch-Mage, Mages Guild

Complete the Mages Guild Questline.

50 points

41. Associate, Fighters Guild

Join the Fighters Guild.

10 points

42. Apprentice, Fighters Guild

Reach Apprentice rank in the Fighters Guild.

10 points

43. Journeyman, Fighters Guild

Reach Journeyman rank in the Fighters Guild.

10 points

44. Swordsman, Fighters Guild

Reach Swordsman rank in the Fighters Guild.

10 points

45. Protector, Fighters Guild

Reach Protector rank in the Fighters Guild.

10 points

46. Defender, Fighters Guild

Reach Defender rank in the Fighters Guild.

10 points

47. Warder, Fighters Guild

Reach Warder rank in the Fighters Guild.

10 points

48. Guardian, Fighters Guild

Reach Guardian rank in the Fighters Guild.

10 points

49. Champion, Fighters Guild

Reach Champion rank in the Fighters Guild.

10 points

50. Master, Fighters Guild

Completed the Fighters Guild Questline.

50 points

The Elder Scrolls IV: Shivering Isles expansion pack adds an extra 10 achievements, totalling 250 gamer points, to the initial 50 achievements and 1000 gamer points featured in Oblivion.

51. Tourist, Shivering Isles

Enter the Shivering Isles.

20 points

52. Aspirant, Shivering Isles

Reach Aspirant Rank in the Court of Madness.

20 points

53. Citizen, Shivering Isles

Reach Citizen Rank in the Court of Madness.

20 points

54. Madman, Shivering Isles

Reach Madman Rank in the Court of Madness.

20 points

55. Honored Madman, Shivering Isles

Reach Honored Madman Rank in the Court of Madness.

20 points

56. Duke Dementia, Shivering Isles

Reach Duke of Dementia Rank in the Court of Madness.

30 points

57. Duke Mania, Shivering Isles

Reach Duke of Mania Rank in the Court of Madness.

30 points

58. Regent, Shivering Isles

Reach Regent Rank in the Court of Madness.

20 points

59. Defender, Shivering Isles

Reach Defender of the Realm Rank in the Court of Madness.

20 points

60. Madgod, Shivering Isles

Stop the Greymarch.

50 points