

Morrowind 2015
with character, and in the order as I played it

About this Documentation

The game is highly nonlinear. Except for the main quest (“Blades quest”), and faction quests given by the same quest-giver, anything can be done in any order. (I think monsters scale to PC’s level). This walkthrough is faithful to the order *I* did it. And as such reads more like a story than a collection of hints. And a story it is – little by little the history of Morrowind and myself gets unraveled – adding to the depth of the game.

For specific advice / hints / tactics, consult uesp.net – the official unofficial site for *anything* Elder Scrolls related.

General Tactics

Skill development:

Had planned to concentrate on warrior skills (Long blade, Heavy armor, Block, and Armorer). Therefore chose class and specialization in other fields (Class Breton, magic bonus; Preferred skills: Magic, gives me a head start on these skills which I don’t plan to practice as much as combat skills). The major skills will increase fast enough anyway. Birthsign Lady gives a bonus in Personality, which I don’t plan on focusing on in the beginning anyway.

As each skill is tied to an attribute, and each skill improvement nets me one “bonus point” for increasing the corresponding attribute, skill increases should be planned such that attributes increase as fast as possible. That means, for each leveling up, focus on two or three attributes and work on skills in that domain, preferably with 10 skill increases.

1. Improving skills in more than three attribute areas is “wasted”, as only three attributes can be improved.
2. Buy training in low-developed skills (cheap) in focused attribute areas if necessary.
Don’t waste training on skills not needed for attribute increase this leveling-up
3. More than 10 skill increases in the same attribute area is wasted.
4. I increased the main attributes “too fast”... In retrospect I should have focused on two attributes at a time, and increased luck every time. There’s more than enough time to top out all attributes except luck (always get only one point)
5. Decide Major / Minor skills such that there’s always attribute skills available in the miscellaneous category. I didn’t, as I had no Willpower skills there, which means it was hard to top out willpower, as all advancement in willpower skills also contributed towards leveling up.
6. I considered Block and Armorer as good Major skills – but alas, no. Advancement in these are very slow, so should have chosen some skills I could have worked more actively on
7. Speechcraft is more important in this game than what’s usual, so should not be neglected. Could safely have been chosen as a major skill and practiced.

Money / Bartering:

I found / looted lots of valuable stuff early in the game, not the least because of the (Tribunal expansion) assassin attacks, which regularly gave me loot in the many-thousand-gold category. Also practicing alchemy was a good income source. After exploring the wilderness I had lots of ingredients. Mixing a fortify intelligence potion, drinking it and repeating some times gave me intelligence in the thousands, and then I mixed all the ingredients available – resulting in potions which were worth more than 1000 gold a piece. And the alchemist in Balmora has 3000 gold.

Else, the best trader is Creeper in Caldera (Ghorak Mansion), with 5000 gold to buy for, and buying / selling at level price. I started early building up his change pool, such that I could sell him a 50K sword by accepting 45K worth of items in change, and then selling those items back day by day (Dwemer coins were wonderful change, worth 50 gold and weighing next to nothing). I tried to visit Creeper every day. After the statue builder on the second floor was gone (permanently) I used his room and chests for temporary storage for the items I needed to barter with Creeper.

I used the Smith, Alchemist and Trader (Ra’Virr) in Balmora a lot, so built up their disposition as quickly as possible to get good deals (Save – admire – if success save, else reload...)

(There’s an even better trader in the game: Mudcrab on the Azura coast (southeast of Mzahnch ruin). He has 10000 gold to trade with, else as Creeper. But he’s more difficult to come to than Creeper, so this time I didn’t visit him at all.)

Earendil, Breton Adventurer (Terminator), Birthsign Lady																										
Stat\Lv	1	2	3	4	5	6	7	8	9	10	11	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
Health	45	52	58	65	71	78	85	91	98	105	112	125	132	138	145	152	158	166	173	180	188	196	204	212	220	
Magica	75		78	81	89	93		96			104		110			117	120	128	135		140		147			
Fatigue	195	200	207	211	217	223	231	235	241	246	248	262	268	273	280	285	287	297		300	308	314	322	332	337	
STR	50	53	58	60	64	67	69	71	74	77	79	86	89	91			93	98		99		100				
INT	50		52	54	59	62		64			69		73			78	80	85	90		93		98			
WLP	50		52				55	57		59		62			66					68			71	74	77	
AGI	30	32			34	37	40		43			47	50	53	56	61					66		71	76		
SPD	30	35							38	43					46	50	55	57		59	61		66		70	
END	65			67														72			75	80		82	84	
PERS	65										69								74							
LUCK	40											41														
Block	30	31		32	33		34					36				37			38	39	43	44	45	46		
Armorer	30			31					32					33				34				35			36	
Long blade	30	33	37	39	42	43	44	46	48	51	52	58	62		64	66	68	71	73	77	79	82	84	86	87	
Hv. Armor	30	32	34	36	37	38	39		41	43		46	48		49	50	52	53	54	57		59	60	61	62	
Acrobatics	30	32	34		35	37	38		42	43	45	46	47	49			50	51	54		55				56	
Restoration	30	32	33	36	38	39	42	44	46	47		49	51	52				53	55	56	58		59	61		
Alteration	25				26	27		28			30	32		34	42	44	46	48		49		52	55	58	60	
Conjuration	30		31	32	33	36			37		41	42	44			46	49	50								
Mysticism	30						33		37	40		43						44							48	
Destruction	20					21							23	24		25					26		28	29		
Med. Arm.	5		6			7									8					9	16	22				
Blunt	5		10		13	17				19					20											
Axe	5											11						17						18		
Spear	5				6													15				17				
Athletics	5	13	15		17	18	19		21	22	23	24		26	31	34	36	38	39	40		42	43	45	46	
Enchant	10				12	16	19									24		29	35		42		49			
Illusion	15		16						17	19	23		24					25	34	35		37				
Alchemy	15		16		19								23			26								30		
Unarmored	10	13		14							15				17							21			25	
Security	5		6		10					14	20		22					27	31				34		36	
Sneak	5					10						11	16	20	26				27				28	32	33	
Light Armor	5						7		10							15	16			17	26		31			
Short blade	5		6						10					14	15	22										
Marksman	5						7		10					11		15							19	25		
Mercantile	5	6	8				9				12		15						18						19	
Speechcraft	5				6	7					8		13		14	15		16	18	19		20	21			
Hand2Hand	5		7							16						17						21			25	

Red: Major skills; Blue: Minor skills

Earendil, Breton Adventurer (Terminator), Birthsign Lady[illegible]

Red: Major skills; Blue: Minor skills

Skills and Attributes							
SKILL	Attr.		Attr.	Governs skills			
Block	AGI		STR	Armorer	Long blade	Acrobatics	Blunt Axe
Armorer	STR		INT	Conj.	Enchant	Alchemy	Security
Long blade	STR		WLP	Restor.	Alter.	Mystic.	Destr.
Hv. Armor	END		AGI	Block	Sneak	Lite Arm.	Marksm.
Acrobatics	STR		SPD	Athletics	Unarm.	Shrt bld.	H2H
Restoration	WLP		END	Hv. Arm.	Med. Arm.	Spear	
Alteration	WLP		PERS	Illusion	Mercantile	Speech	
Conjuration	INT						
Mysticism	WLP			Faction Favorite Skills			
Destruction	WLP		Mages G.	Fighters G.	Blades	Imp. Leg.	Ashlanders Grt House Redoran
Med. Arm.	END		Alchemy	Axe	Speech	Athletics	Marksman Athletics
Blunt	STR		Mysticism	Long bld	Marksman	Spear	Light armor Spear
Axe	STR		Illusion	Blunt	Lite Arm	Long bld	Mysticism Long bld
Spear	END		Alteration	Hv. Arm.	Sneak	Blunt wpn	Alteration Hv. armor
Athletics	SPD		Destruction	Armorer	Restor.	Hv. armor	Spear Med. armor
Enchant	INT		Enchant	Block	Long bld	Block	Med. armor Armorer
Illusion	PERS						
Alchemy	INT						
Unarmored	SPD						
Security	INT						
Sneak	AGI						
Light Armor	AGI						
Short blade	SPD						
Marksman	AGI						
Mercantile	PERS						
Speechcraft	PERS						
Hand2Hand	SPD						

From	Silt rider destination & cost					
Seyda Neen	Balmora 14	Vivec 11	Suran 17	Gnisis 49		
Balmora	Ald-ruhn 20	Seyda Neen 14	Suran 22	Vivec 21		
Suran	Balmora 22	Seyda Neen 18	Vivec 9	Molag Mar 13		
Ald-ruhn	Balmora 18	Khuul 23	Maar Gan 11	Gnisis 19		
Maar Gan	Ald-ruhn 11	Khuul 14	Gnisis 16			
Vivec	Seyda Neen 10	Suran 7	Molag Mar 19	Balmora 19		
Gnisis	Ald'ruhn 19	Maar Gan 16	Khuul 12	Seyda Neen 44		

Mages Guild Travel:

From – To Mages Guilds:

Balmora – Ald-ruhn – Vivec – Wolverine Hall, Sadrith Mora – Caldera

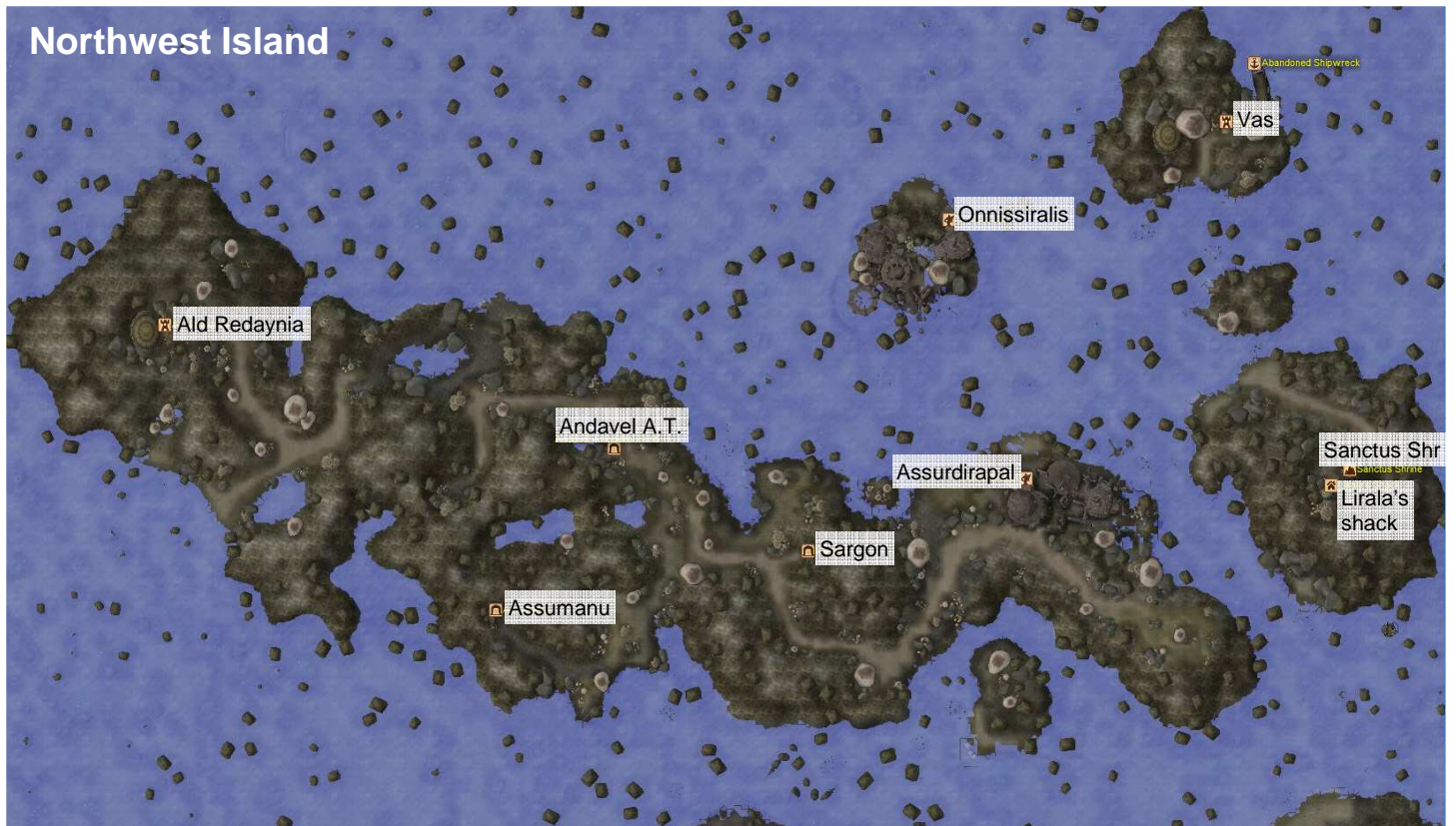
From	Ship destination & cost					
Gnaar Mok	Khuul 33	Hla Oad 18				
Hla Oad	Gnaar Mok 13	Ebonheart 19	Vivec 18	Molag Mar 33		
Khuul	Dagon Fel 39	Gnaar Mok 33				Fort Frostmoth 34
Dagon Fel	Tel Mora 21	Sadrith Mora 43	Khuul 35	Tel Aruhn 40		
Sadrith Mora	Tel Branora 38	Ebonheart 49	Tel Mora 22	Dagon Fel 44		
Tel Aruhn	Vos 20	Tel Mora 20	Dagon Fel 41			
Vos	Tel Aruhn 20	Sadrith Mora 22	Tel Mora 1			
Tel Mora	Dagon Fel 21	Sadrith Mora 22	Tel Ahrun 20	Vos 1		
Vivec	Hla Oad 23	Ebonheart 7	Molag Mar 20	Tel Branora 10		
Molag Mar	Vivec FQ 19	Hla Oad 41	Tel Branora 10			
Ebonheart	Vivec FQ 7	Hla Oad 22	Tel Branora 23	Sadrith Mora 45		
Tel Branora	Vivec FQ 16	Molag Mar 7	Ebonheart 18	Sadrith Mora 27		







Northwest Island

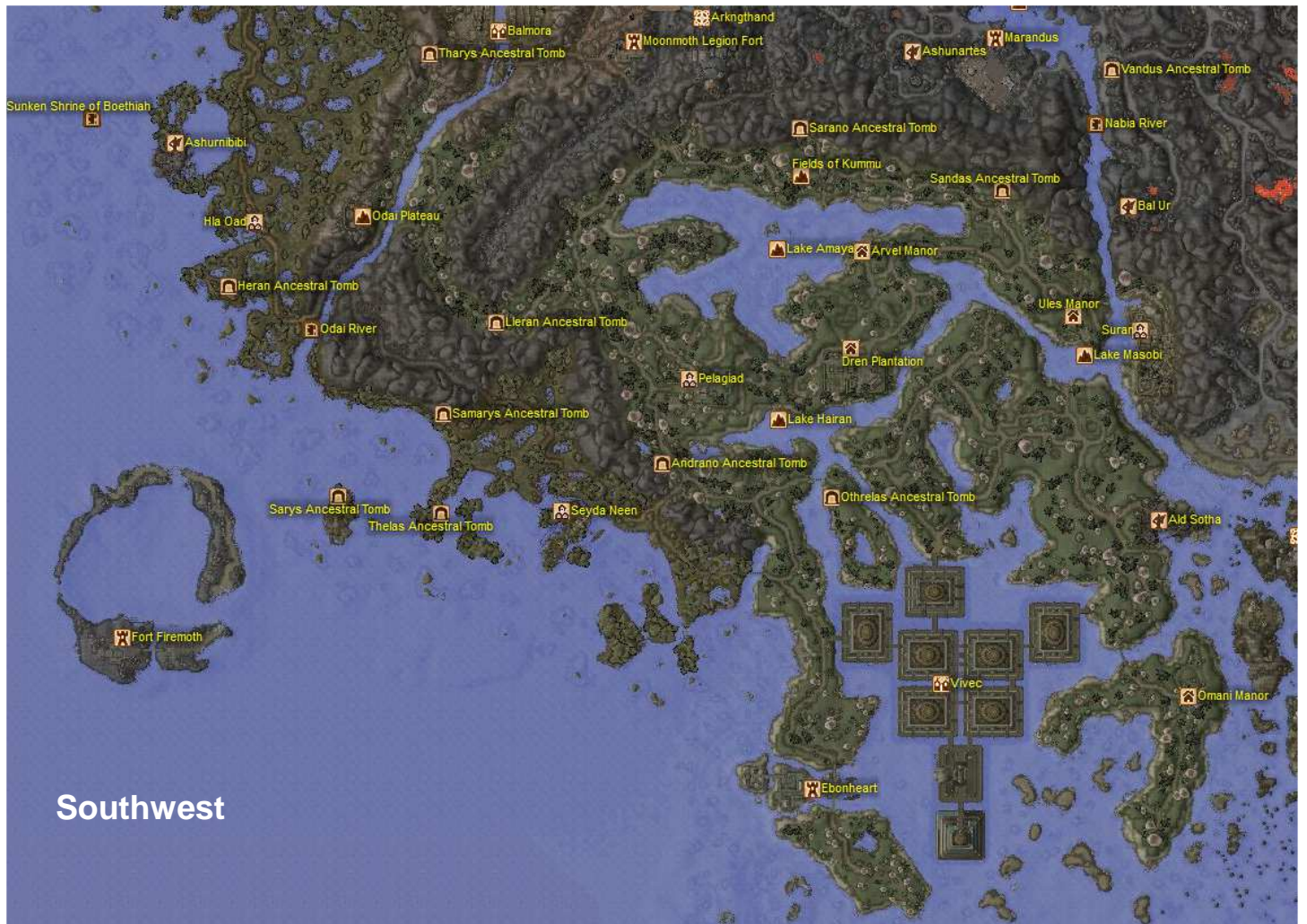


North Islands













Legend

A: Alchemist
 B: Bookseller
 C: Clothier
 I: Inn / Tavern
 O: Outfitter
 P: Pawnbroker
 S: Smith (Armor / Weapons)
 SR: Silt Rider
 T: Trader
 MG: Mages Guild
 FG: Fighters Guild

h.: House

T: Arrile's Tradehouse

1. Fine-Mouth's shack
2. Erene Llenim's shack
3. Foryn Gilnith's shack
4. Indrele Rathryon's shack
5. Terurise Girvayne's h.
6. Eldafire's h.
7. Vodurius Nuccius' h.
8. Census & Excise Warehouse
9. Census & Excise Office
10. Lighthouse
11. Fargoth's h.
12. Draren Thirallas' h.
13. Cave Addamasartus

Game starts with me as a prisoner arriving in Seyda Neen and taken to the Census & Excise Office:

-- First, let me take your identification papers. Thank you. Word of your arrival only reached me yesterday. I am Sellus Gravius. But my background is not important. I'm here to welcome you to Morrowind.

-- Yes, you're in Morrowind. I don't know why you're here. Or why you were released from prison and shipped here. But your authorization comes directly from Emperor Uriel Septim VII himself. And I don't need to know any more than that. When you leave this office, you are a free man. But before you go, I have instructions on your duties. Instructions from the Emperor. So pay careful attention.

-- This package came with the news of your arrival. You are to take it to Caius Cosades, in the town of Balmora. Go to the South Wall Cornerclub, and ask for Caius Cosades – they'll know where to find him. Serve him as you would serve the Emperor himself. I also have a letter for you, and a disbursal to your name.

-- Balmora is north of Seyda Neen. The road passes Pelagiad village and Fort Pelagiad, crosses a deep ravine, passes Fort Moonmoth, then turns west across the Odai River and into Balmora. The South wall cornerclub is in southeast Balmora, on the east side of the river. For more detailed directions, talk to Elone the Scout at Arrille's Tradehouse here in Seyda Neen. But take my advice. You're new here. Take the silt rider to Balmora. Fast, cheap, safe. Cross the bridge and head east. Can't miss it.





Talked to a person who asked me to clear out a smuggler's den, Addamasartus. Did that without much difficulty and got some starting gear and gold. Then headed northwards along the coast.



After an uneventful walk (except for a few encounters) arrived in Balmora – first impressions.





A: Nalcarya, Fine Alchemist
 B: Dorisa Darvel, Bookseller
 C: Milic Haslien, Fine Clothier
 I1: The Razor Hole
 I2: Eight Plates
 I3: Lucky Lockup
 O: Clagius Clanler, Outfitter
 P: Dralasa Nithryon, Pawnbroker
 S: Meldor, Armorer
 T: Ra'Virr, Trader (also buys
 "illegal goods")

1. Morag Tong Guild
2. Nerano Manor
3. Hlado Manor
4. Western Guard Tower North
5. Hlaalu Council Manor
6. Tyrael Manor
7. Western Guard Tower South
8. Itan's h.
9. Vori's h.
10. Karlirah's h.
11. Tsiya's h.
12. Council Club
13. Dura gra-Bol's h.
14. Drarayne Thela's h. (storage up)
15. Dralosa Athren's h.
16. Heerinde's h.
17. Eastern Guard Tower
18. Rarayn Radary's h.
19. Balyn Omard's h.
20. Nine-Toes' h.
21. Dralcea Areth's h.
22. South Wall cornerclub

23. Astius Hanotepelus' h.
24. Rithleen's h.
Tyermaillin downstairs
Rithleen upstairs
25. Vorar Helas' h.
26. Caius Cosades' h.

Got directions to Caius, and started there.

Caius Cosades

What? Yes, I'm Caius Cosades. But, what do you mean, you were told to 'Report to Caius Cosades'? What are you talking about?

-- So, you say your name is Earendil, and you've been told to report to me and deliver a package. Perhaps you will let me look at it?

-- Yes. Very interesting. So, it says here the Emperor wants me to make you a Novice in the Blades. And that means you'll be following my orders. Are you ready to follow my orders?

-- Good. Welcome to the service, Novice Earendil. Now you belong to the Blades. We're the Emperor's eyes and ears in the provinces. You can use my bed if you need to rest, but leave my personal stuff alone unless I say otherwise. If you like, you can improve your modest skills with our Blades Trainers now. Or if you're in a hurry, I can give you orders right away. But don't forget to visit the Blades Trainers:

Rithleen, Tyermaillin, Nine-Toes, Surane Leorlane, Gildan, Sjorvar Horse-Mouth, and Elone the Scout.

-- Rithleen, Tyermaillin, and Nine-Toes live here in Balmora, south of here.

-- Nightblade Gildan lives in Ald'ruhn, the Redoran district seat north of here, beyond Caldera. Gildan is in the southeast corner of town, in a house to the right of the steps up to the temple.

-- Master-at-Arms Sjorvar Horse-Mouth lives in a guar herder's hut in the middle of nowhere west of Caldera. I've only been there once, and couldn't give you directions. Go look for him if you feel like a little hike.

-- Elone the Scout can usually be found at Arrille's Tradehouse in Seyda Neen. You know where that is. You arrived in Seyda Neen by boat.

Orders:

First thing, pilgrim. You're new. And you look it. Here's 200 drakes. Go get yourself a decent weapon. Or armor. Or a spell. And second thing... you need a cover identity. Around here, 'freelance adventurer' is a common profession. Sign on with the Fighter's Guild, or Mages Guild, or Imperial Cult, or Imperial legion, advance in the ranks, gain skill and experience. Or go out on your own, look for freelance work, or trouble. Then, when you're ready, come back, and I'll have orders for you.

Blades Trainers Balmora		
Caius Casades		Unarmored / Speech / H2H
Tyermaillin	Barter / Spells (good & expensive)	Enchant / Mystic. / Rest.
Rithleen		Long blade / Block / Med. Arm.
Nine-Toes		Athletics / Illusion / Sneak

Morag Tong (Assassins guild)		
Shannat Pansami		Sneak / Acrobatics / H2H
Nachael		Short blade / Sneak / Acrobatics
Gilyan Sedas	Barter (probes, lockpicks)	Short blade / Lite armor / Marksman
Erhasi	Spells (members only)	

South Wall cornerclub (Thieves guild)		
Sottilde	Barter (simple weapons)	
Arathor		Sneak / Block / Med. Arm.
Sugar-Lips Habasi	Barter, members only	Training, members only
Chirrahirr	Barter (lockpicks++)	Acrobatics / Security / Sneak
Only-He-Stands-There	Barter / Spells / Train	When asked: "No services"
Ohane Rielle	Barter (books)	Mercantile / Speech / Alchemy

Went to the Mages Guild and enrolled.

Mages Guild Balmora		
Ranis Athrys, leader	Spells	Mystic. / Alter. / Illusion
Galbedir	Scrolls, enchant, soul gems	Alchemy / Destr. / Unarmored
Sharn gra-Muzgob	Spells (Rest.)	Rest. / Myst. / Alter.
Estirdalin	Spells, spellmaking	Destr. / Alter. / Illusion
Marayn Dren	Spells (Rest. / Alter)	Destr. / Myst. / Alter.
Merian	Travel	
Ajira	Duties	Enchant / Conj. / Alchemy



Ajira

MG q1, Ajira, Balmora

Ajira has duties for you. Before Ajira can be a journeyman in the Mages Guild, Ajira must study local mushrooms. I need a sample of *Luminous Russula*, *Violet Caprinus*, *Bungler's Bane* and *Hypha Facia*. All are on the bitter Coast. Go south along River Odai and find a path west over the hills.



Ranis Athrys

Then continued to the Fighters Guild and enrolled there also

Fighters Guild Balmora		
Eydis Fire-Eye Leader (upstairs)		
Wayn	Barter, Repair	Armorer / Hv. Arm. / Blunt
Fasile Charasel		Block / Med. Arm. / Long blade
Flaenia Amiulusus		Block / Spear / Athletics
Hasphat Antabolis		Block / Athletics / Hand2Hand

Chest by entrance contains potions, supplies,... free for taking

In Balmora I could buy some decent weapons and armor. The silver Long Sword proved trustworthy for quite a while, and has the advantage of working also vs. undead and others immune to normal weapons.



Eydis Fire-Eye

Ghostfence and surrounding areas –
Much of area near Balmora for first part of game



FG q1, Eydis Fire-Eye, Balmora

A simple contract – end an infestation of cave rats. Drarayne Thelas' house.
Ask her where the rats are coming from. Get payment from her.

FG q1

Went to Thelas' house:

-- Are you the one they sent to take care of the cave rats?
-- These rats are such a nuisance! I'm worried they'll eat all of my pillows. You like pillows, don't you, Earendil? Anyway, I've got one trapped in my bedroom here, and the other two are in my storage area upstairs. Rats, that is...not pillows. Here's the key for that door. There are at least three of these beasts. I hope they haven't gotten into my good pillows...

Easily taken care of. Got 100 g. On return to Eydis was promoted to **Apprentice**.



FG q2, Eydis Fire-Eye, Balmora

A local egg mine has problems with *egg poachers*. And you're going to solve these problems. – May sound silly, but those kwama eggs are among the few things worth exporting from this nasty little province. Dram Bero, the owner of *Skulk Egg Mine*, wants to make an example of these thieves to keep other miners from getting funny ideas. The egg poachers, Sevalo Othan and Daynila Valas, are former egg miners, and long-time local troublemakers. You can handle that, can't you? Report back when the poachers are dead.
-- The mine is a short distance southwest of Balmora, in the bluffs west of the Odai River. The old suspension bridge across the Odai is just southeast of the mine entrance.



FG q2

Found the egg mine near the bridge, explored the mine and met the poachers in the inner room, queen's. Disposed of them as ordered.
Returned to Eydis after MG1, got 100 septims + 4 quality restore fatigue potions.

MG q1

When in the area, crossed the hill westwards, and was soon able to spot all of the four mushrooms needed.
Returned to Ajira, got four cheap potions of restore health, and was promoted to **Apprentice**.

MG q2, Ajira, Balmora

Ajira made a bet with Galbedir – that Ajira would be a Journeyman before Galbedir. Now Ajira must study these mushrooms and write a report. Ajira wants you to give Galbedir a *fake soul gem*. Ajira has made a fake soul gem. Take it and put it in Galbedir's desk upstairs. Galbedir should be coming downstairs to talk with Marayn Dren, so no one will see you do this thing.

MG q2

Went upstairs to Galbedir's desk. When I tried to put the fake gem in the desk, I ended up taking some soul gems from the desk (not intended). Just then Galbedir entered the room but she didn't seem to notice. (But these soul gems are now marked as stolen, so when I later tried to use one of them for enchanting everyone in the guild attacked me...) Returned to Ajira and was promoted to **Journeyman**.

Note: Promotions so far have been automatic.

But to get promoted to higher levels, in addition to having done enough duties, there are minimum requirements to some stats and skills.

Will be noted when relevant.

MG q3, Ajira, Balmora

Ajira must now study local flowers. Ajira needs samples of *Gold Kanet*, *Stoneflower Petals*, *Willow Anther*, and *Heather*. These can all be found on the shores of Lake Amaya.

-- To get to Lake Amaya, go SE out of Balmora, past Fort Moonmoth. Then follow the signs and take the road to Pelagiad. After you cross the Foyada Mamaca, go towards Suran at the next crossroads. All the flowers Ajira needs are near the path to Suran which runs along the north shore of Lake Amaya.

FG q3, Eydis Fire-Eye, Balmora

We have a contract from the Caldera Mining Company to kill four Telvanni agents responsible for trouble at the Caldera Mine.

-- Four Telvanni agents are responsible for thefts and disappearances at the Caldera ebony mines. Their names are Alynu Aralen, Sathasa Nerothren, Forthyna Herothran, and Alveleg. They're hiding in a cave in the hills north of Caldera Mine. When the four agent are dead, report back to me. Take care, it's very likely that one of them is on lookout posted outside the mines. The quickest way to Caldera is probably to have the guild guide at the Mages Guild transport you, but it is your choice.

-- The Caldera ebony mines are SW of Caldera, I believe. Check around when you're in Caldera.

MG q3

Followed directions, went past Fort Moonmoth, turned right then left, and at the Pelagiad / Suran crossing walked eastwards towards Suran. After a while came to Lake Amaya, and when walking along north shore, first found Fields of Kumm (needed for a later quest), and then met this guy Thoronor.



Side quest, Thoronor, near Fields of Kumm

My friend is lost and I'm very worried about him. We were traveling to Vivec, and we heard a strange animal sound nearby. He's sort of an amateur naturalist, and he felt compelled to seek out what was making the noises. That was hours ago, and I'm afraid something terrible has happened to him. If you could find him and bring him back safely, I'd really appreciate it.

-- First defeated a couple of Kougars or something, then searched area without finding friend. Even searched a couple of nearby ancient tombs, but that didn't appear to be correct. Found a book belonging to friend in the hills east of Thoronor, and then finally found friend near the road even further east. Reunited the two friends, and got an [Amulet of Slowfalling](#) as reward (has been useful quite a few times...)

MG q3 cont'd

All the flowers were easily found in the current area, so could return to Arija with the flowers.

Got 6 potions of Cheap restore magica.

MG q4, Ajira, Balmora

Maybe you could fetch a new ceramic bowl for Arija? I think Ra'Virr has some.

** Quickly and easily done – on return:

MG q5, Ajira, Balmora

Ajira must find her stolen reports! Ajira needs your help very badly. Galbedir stole Ajira's reports on the properties of local mushrooms and flowers. Ajira knows Galbedir did not leave the Mages Guild, so the reports must be nearby.

MG q5

Went to Galbedir and asked about stolen reports.

-- Yes I stole the reports. I'm quite proud of it actually. I hid the first one under a dresser in the bedrooms and the other among the sacks of ingredients. Since Arija needs you to collect her ingredients for her, she will never find them.

With this information the reports were not difficult to find, so could return them to Ajira.

As reward got a collection of protection potions.

** When asked for more duties, Arija responded, Speak with me again when you are a Warlock. Ranis Athrys may have duties for you, but Arija does not like Ranis much. Maybe you should speak with Arija's good friend Edwinna Elbert of MG in Ald'ruhn?

** Spoke to Ranis, promoted to **Evoker**.

MG q6, Ranis Athrys, Balmora

I need someone to convince an ex-Telvanni to join us. While you're there, you can collect *Manwe's* guild dues. The Telvanni's name is *Llarar Bercloth*. He's in *Sulipund*. If you can't convince him to join, kill him. Manwe is in *Punabi*, nearby.

-- Leave Balmora going towards Fort Moonmoth to the east. Cross the old Dwemer bridge just north of the fort that leads into Molag Amur. Go past the Dwemer ruin and follow the winding trail east until you reach a lake. You will see *Marandus* to your south. I will mark this stronghold on your map. Head north from Marandus on the path between the hills. Punabi will be on your right and Sulipund is further up the path on the left. Just follow the signs to Molag Mar.

-- Manwe has failed to pay her dues for several years, and she now owes us over 2000 septims. Allegedly she is researching something in Punabi, near Llarar Bercloth in Sulipund. If you can convince her to pay the dues, I will split them with you. Otherwise, kill her.

Side quest, Assassins

When sleeping in Balmora Mages Guild I was attacked by an assassin from the Dark Brotherhood. On telling a guard this I was advised to speak to *Apelles Martius* in Ebonheart about this matter. (BTW, the assassin wore lots of expensive equipment, so I earned quite a lot of gold by selling it.)

FG q3

Used MG travel guide to go to Caldera.

Mages Guild Caldera

Folms Mirel	Enchant	
Eraamion	Spells	
Ernand Thierry	Potions	
Medila Indaren	Spells	Destr. / Alter. / Mystic.





Caldera

C: Falanaamo, Clothier
 I: Shenk's Shovel
 P: Irgola, Pawnbroker
 S: Hodlismod, Armorer
 T: Verick Germain, Trader
 *also upstairs in (8).

1. North Guard Towers
2. Dro'Shavar's h.
3. Valvius Mevurcius' h.
4. Odairan Ashummi-Ammus' h.
5. Canodia Felanus' h
6. South Guard Towers
7. Nedhelas' h.
8. Ghorak Manor
 2. floor: Creeper, Trader (has 5K g)
9. Elmussa Damon's h.
10. Bashuk gra-Bal's h.
11. Surane Leoriane's h.
12. Keel-Raniur's h.
13. Governor's hall



Caldera Ebony Mines

Best way to mines: Leave Caldera by northwest exit, head west, then south when arrive at trail.

1. Mine offices
2. Ebony mine
 (Nothing there but ebony and guards)
3. Ashanammu Cave



Ebony Mine



FG q3 *cont'd*

Walked to mines, first explored the mine without finding anything interesting. After a random encounter leveled up to **Level 2**.

Found Ashanammu Cave, and one of the Telvanni's posted as guard outside. Disposed of him and entered. All three of the others attacked at once, so this was a tougher fight, but succeeded after a couple of attempts. Had to go several turns to carry all the loot back to Caldera.

Side quest, Acta Wave-Breaker, East of Caldora

Excuse me. Can you help me? I've been robbed by some notorious thieves! I'm certain it was the group led by the Khajit Dro'zhirr. They stole all of my jewelry, but most importantly, they got two family heirlooms of mine. They've been in my family for years. Please return them.

-- I think their hideout is somewhere east of Caldera.

** Searched area to the east (next valley), but didn't find any thieves' den. Return for this one later.

FG q3 *cont'd*

Returned to Balmora and Eydis. Got 400 g and was promoted to **Journeyman**.

FG q4, Eydis Fire-Eye, Balmora

I need someone to return a code book that belongs to our client. It is in the hands of Sottilde at the South Wall cornerclub here in Balmora. Find that code book and bring it back to me.

FG q4

Went to South Wall and addressed Sottilde.

-- Code book? I wouldn't talk to you about that sort of thing.

** Bribe 10 gold → Got code book.

Returned to Eydis; got 50 g, promoted to Swordsman.

Note: Many of these quests require high Personality and/or Speechcraft. First time I played it I had personality 30 and failed on many of my requests to NPCs. (Typically in RPGs personality is the least used attribute – not so in this game!).

FG q5, Eydis Fire-Eye, Balmora

Helaviane Descle owes one of our clients 200 septims. Deliver Descle's debt money to me.

-- Descle runs a cornerclub in Suran.

MG q6

Finding my way to Marandus wasn't that easy! First went to the bridge north of Fort Moonmoth and was met by a crazy wizard who wanted to fight. Leveled up to **Level 3**.



MG q6 cont'd

On the other side of the bridge the path towards Molag Mag is (badly) marked by stone cairns, which I didn't see before on the way back. So lots of climbing and encounters in the barren landscape, before I eventually reached the structure which I understood was Marandus. From there the directions were clear, taking the path northwards, finding Punabi on my right halfway up to the pass and Sulipund on my left at the top of the pass.



MG q6 cont'd

Punabi – Manwe's guild dues.

First she refused, but after 3 x bribe 10 g, she agreed to pay the dues. Continued up the path, at the top just as I found Sulipund had a random encounter and leveled up to **Level 4**.

Llarar Bercloth – Sulipund: join guild.

Same story, first refused, but after some bribes agreed to join.



MG q6 cont'd

A little easier to return, as I found a better path (and the cairns). Practiced spell casting on the way back, and met some more monsters, else uneventful, and returned to Ranis – got half of the 2000 due gold plus some potions.

Advancement: I don't meet the requirements for Conjurer (need one skill at 40).

So need to develop the MG's favorite skills.



MG q7, Ranis Athrys, Balmora

An Argonian at South Wall cornerclub is offering training in Restoration without the sanction of the Guild. I want someone to stop his unsanctioned training.

MG q7

This was obviously Only-He-Stands-There. After a few bribes he agreed to stop the training.

MG q8, Ranis Athrys, Balmora

The scholar Itermerel needs an escort to Pelagiad. But I want Itermel's notes.

**-- Didn't take this quest for now – want to go to Pelagiad myself before escorting anyone.

Side quest, some Citizen in Balmora ("little secret")

Somebody said Larrius Varro over at Fort Moonmoth is looking for you.

So walked the road to Pelagiad – uneventful except for the usual encounters. Met a few people en route:

Side quest, Maurrie Aurmine, north of Pelagiad

Begging your pardon. Have you seen a bandit nearby? I must find him! I was just walking along here, minding my own business. Suddenly, a bandit jumped at me from behind. He was a dark elf – a strong, dashing dark elf. He didn't harm me in any way, although he did take my jewels. He was quite gentle, and he talked to me for what seemed like forever.

-- Never mind the jewels! I just want to find the bandit again. He was charming, and funny, and I simply must see him again. His name? Nelos...Nelos Onmar... a name that will stay on my lips for eternity. Perhaps you can find him for me? Please, I cannot live without knowing if he could ever love me. I have nothing to offer you in return, but could you not help me for the sake of love? -- I imagine he might be found in Pelagiad. If you find him, give him this glove from me, as token of my love.



Didn't notice the part about Pelagiad, so searched the nearby terrain the whole night. Then I checked the journal and found he could be found in Halfway Tavern, Pelagiad.

Now went to Pelagiad, explored village and eventually went to the tavern.



I: Halfway Tavern
S: Uulermil, Armorer
T: Mebestien Ence, Trader

1. Junal-lei's h.
2. Erval's h.
3. Fausea Salas' h.
4. Madras Navur's h.
5. Dralas Gilus' h.
6. Murbenius Hameuus' h.
7. Adanja's h.
8. Ahnassi's h.
9. Guard Tower
10. South Wall
11. North Wall
12. Fort Pelagiad



Side quest, Maurrie Aurmine, north of Pelagiad

** Went to the Halfway Tavern:

Hello, Earendil. I'm Nelos Onmar. And this is the village of Pelagiad, a little piece of the Empire right here in the heart of the Dunmer East. Are you looking for someone in particular?

[Maurrie's glove](#)

You have what? How...odd. She was a lovely young woman, but what would she want with a rogue like me? She is beautiful, though, and seemed sweet. For the first time in my life, I actually felt a little remorse for robbing someone. I should see her again. Here, take this. Tell her you have a note from Nelos. I must see her again. I won't forget this, friend.

** Returned to Maurrie and delivered a note;

-- You should visit my friend Emusette Bracques in Tel Aruhn. She is a wonderful person, and I think the two of you would get along famously.

The plan was now to go back to Seyda Neen to see if I had left out something. But plans are only plans, and soon had to be changed:

Side quest, Nevrasa Dralor, NNW of Seyda Neen (near Odai plateau)

Please can you help me. I've lost my way and cannot find the holy place for which I am searching – *The Fields of Kumm*. I will pay 150 septims if you can lead me to this place.

** As I know where this is, not far away, this should be, and was, easily done.

Advanced to **Level 5**.

As I was now closer to Suran than Balmora, and have a quest in Suran, I continued there.





FG q5

After exploring Suran, went to Descle's cornerclub, and asked for the debt money. Same story, she wouldn't pay, but after some persuasion (bribe) agreed, and quest was complete. Took the silt rider back to Balmora and delivered gold to Eydis



FG q6, Eydis Fire-Eye, Balmora

I have a bounty contract for the orc Dura gra-Bol – an outlaw living openly in a house here in Balmora. 250 septims are yours if you bring him to justice.

** An easy quest – morally questionable...

** After this Eydis Fire-Eye has no more quests for me – suggest I hear with guild stewards in Vivec, Sadrith Mora or Ald'ruhn.

Note:

Now Dura gra-Bol is dead he has no use for his house – so it's free for taking, and an excellent spot for storage of excess items. Unfortunately I didn't think about this before much later in the game.

Heeding an earlier advice, I now headed for Fort Moonmoth.

When enquiring about joining the Imperial Legion, I was told that only the Deathshard legion at Fort Darius needs recruits. This is near the village of Gnisiss.

Next I sought out Larrius Varro, who was found downstairs.



Side quest, Larrius Varro, Fort Moonmoth

-- Through various channels, I've learned a bit about your situation. I'd like to tell you a little story. And when I'm done, you can ask me some questions. And then, maybe, you might decide to go out and do some things. You might, and you might not. That's your affair. And I also want to tell you about a *nice present* I think the Emperor wants you to have. I'm not sure where it is. But maybe you'll want to check back and see if I've found it. Later. After you have done some things.

Little story

Once upon a time there was a bad magistrate who took gold from criminal organizations to reduce the sentence and fines to criminals. Everybody knew he was doing this, but nobody could prove it. Because even if it could be proved, the bad magistrate had important friends, and proof is not as powerful as important friends.

At the same time there was a good officer who enforced the laws because he thought laws made people happy and safe. And it bothered the good officer that enforcing the laws did no good, because the bad magistrate let the criminals go as quick as the officer caught them.

For a long time, the good officer sighed, and said, 'What can I do? Because the bad magistrate has important friends, and nothing I can do will touch him.' But then, the good officer said, 'Say. Wait a minute. What about the bad people who are *bribing* the bad magistrate? *They* haven't got important friends. And if they aren't around, then the bad magistrate can't get any more bribes.'

And even better, the good officer suspected that the bad people who were bribing the bad magistrate were probably criminals themselves. So the good officer decided that it would be good if the bad people who were bribing the bad magistrate should go away. Forever.

So that good officer made a little special prayer that there would be a little **bloodbath** to wash the bad people away. There. Isn't that a nice little story? Maybe not a perfect story. Because it ends with a prayer, and not a bloodbath. But maybe the story isn't over yet.

-- The bad people in my story are five members of the Camonna Tong. I know they are a scout, a pawnbroker, a savant, a thief, and a smith, and that they are in Balmora. Unfortunately, I don't know their names. But maybe you can find their names. And where to find them. And then maybe my story could have a happy ending. With a little bloodbath, instead of a little prayer.

Bad people

Oh. The bad people are the Camonna Tong. I thought everybody knew that. They are a criminal organization. Unfortunately, I don't know who the Camonna Tong are. No one will tell me, because I am an officer. And it is against the Code to tell officers things. But people in the Thieves Guild hate the Camonna Tong. I bet if *you* asked the Thieves Guild, they would cheerfully tell you who the bad people are and where to find them.

Went to Thieves Guild (South Wall cornerclub), and had no problems getting the names I wanted:

Scout:	Vadusa Sathryon
Pawnbroker:	Marasa Aren
Thief:	Madrale Thirith
Savant:	Savor Trandrel
Smith:	Thandeln Velas

Was also informed that I could find them all at the Council Club in Balmora.

But at my current level, I haven't got a chance to defeat these (If attacked, all five attack back).

Advanced to **Level 6**

New attempt at MG8:

MG q8, Ranis Athrys, Balmora

Itermel has just arrived in Balmora and doesn't know his way around. He wants to be escorted to the Halfway Tavern in Pelagiad. I don't care if he makes it or not, Earendil, I just want a copy of his notes. He should be waiting at the Eight Plates.

** Escorted him as requested. Asked about his notes, but he wouldn't discuss that before he was safe in the Halfway Tavern. Once there got a copy of the notes. Delivered them to Ranis on return to Balmora.

After delivering Itermel in Pelagiad, went to Seyda Neen. Leveled up to **Level 7**.
Followed the coast back north, via the fishing village **Hla Oad**.



Hla Oad

MG q9, Ranis Athrys, Balmora

I believe Tashpi Ashibael in Maar Gan has been practicing Necromancy. Find her and kill her. The Mages Guild cannot tolerate necromancy.

Advanced to **Level 8**.

Time to go back to Caius – I must have done my own things long enough now (?)

Blades q1, Caius Cosades, Balmora

Ready for orders? Good. Go talk to **Hasphat Antabolis** at the Balmora Fighters Guild. Ask him what he knows about the Nerevarine secret cult and the Sixth House secret cult. You'll have to do him a favor first. Probably an ugly favor. But do it. Then get the information from Antabolis and report back to me.

By the way... Hasphat is a student of Morrowind History. Take the chance to get a little education. And I have a few history books in here. Help yourself. You're welcome to them. No point in being part of history if you're too ignorant to understand it.

Hasphat Antabolis is Drillmaster of the Balmora FG. He's lived in Morrowind all his life, knows the natives, and talks a lot with backcountry mercenaries. He thinks of himself as a scholar, and he's particularly interested in Dwemer ruins and artifacts.

Nerevarine

Some Dunmer believe that an orphan or outcast, a youth born on a certain day to uncertain parents, will one day unite all the tribes of the Dunmer, drive out the invaders of Morrowind, and reestablish the ancient laws and customs of the Dark Elven nations. They call this orphan and outcast the 'Nerevarine', and say the Nerevarine will be a reincarnation of the long-dead Dunmer General and First Councilor, Lord Indoril Nerevar.

Sixth House

A trusted informant says they're a secret cult associated with some strange events recently, and, more important, my informant thinks these recent disturbances are related in some way to the Nerevarine Prophecies.

Nerevarine Prophecies

The illiterate Ashlanders pass down their customs and history in the form of poetic verses. Among the things they preserve in verse are the dreams and prophetic visions of their wise women, in particular the verses that foretell the coming of the Nerevarine. But I don't know much about it. That's why I'm sending you to find out.

Ashlanders

I don't know much about them. Most people say they are murderous savages. But most people are idiots. I know they hate their settled Dunmer cousins almost as much as they hate Westerners. They must be tough to live in the Ashlands. I don't think outlanders can become members of the tribes. I don't know why anyone would want to.

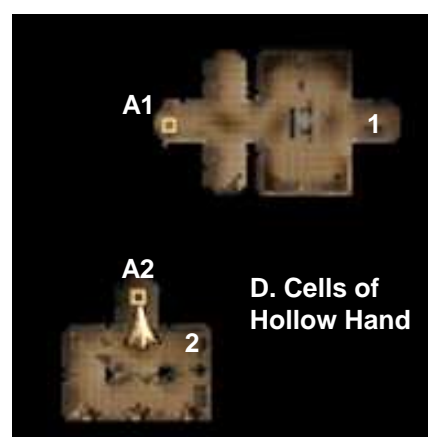
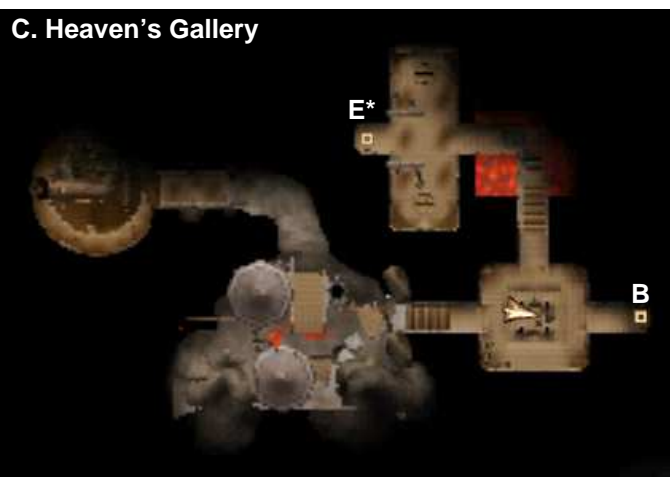
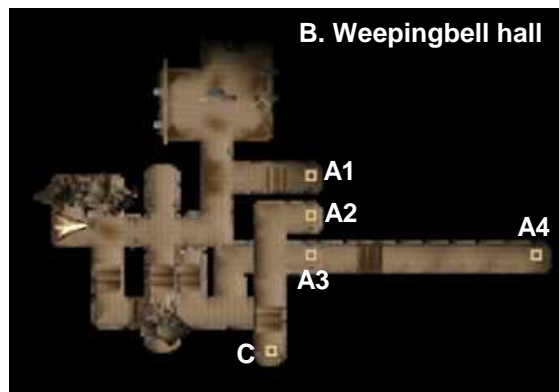
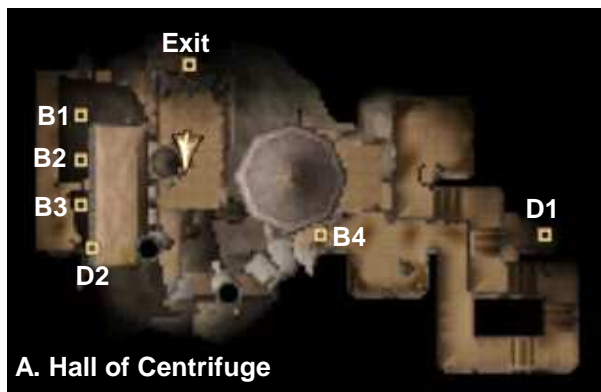
Naturally, went to FG and found Hasphat

Blades q1A, Hasphat Antabolis, Balmora Fighters Guild

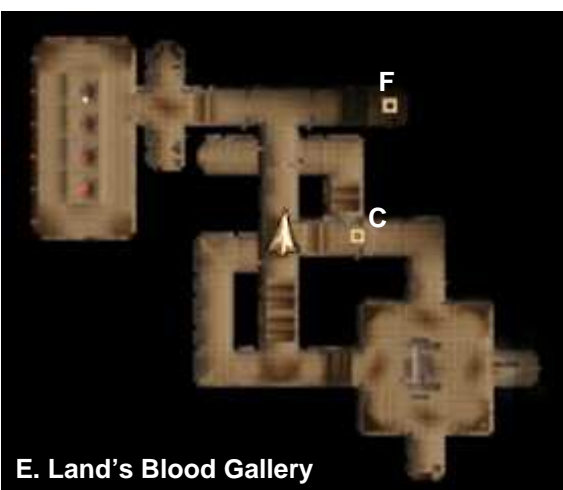
I require a favor first. There are Dwemer ruins nearby called Arkngthand. I need you to run over there and find me a little cube with a circular design and some symbols on one side. It's called a *Dwemer puzzle box*. Bring it to me, and I'll tell you what you want to know. The entrance to Arkngthand is on the east side of the foyada, south of the bridge. Turn a crank on a pipe nearby to open the doors.

This quest is actually easier than one would think. Normally in these games you are required to find the quest item at the deepest and most difficult accessible place in the dungeon. But the puzzle box is actually quite close to the cave entrance – only problem is I didn't realize this before I had searched the entire dungeon. So now shown – expanded solution to Dwemer ruins puzzle.

Arkngthand



Door B1: Door #1 to section B. In B, connects to A1, door #1 to section A.



From entrance follow small ledge downwards. Midway down, find a room to the right, with passage down to D1. Arrive at center of Hall of Centrifuge at “floor level” near doors B1, B2, and B3, which are aside each other. These doors give access to Weepingbell Hall. Sections A, B, C, and D are defended by bandits, which is no big challenge at this time. Note that doors B-C are actually two doors (and two identical rooms) stacked above each other.

Door E* is locked with a lock level 32. At this time I thought I needed to pick this lock (or spell), but as the puzzle box is found on the outside, it turns out that when you return to Hasphat with the puzzle box he gives you the key to this door...



Overview Hall of Centrifuge.

Down ledge to right. The three doors are straight ahead. Door D2 to puzzle box: Climb up ledge to left.



In areas A – D, found lots of Dwemer coins (each worth 50 g), and some Dwemer armor, in addition to general good armor and Dwemer pottery. So had to go quite a few times to and fro Balmora. (Also lots of cogs, but these were too heavy compared to value.)

At (1) found the book “A Dance in Fire” which increased my Acrobatics skill. (Advanced to **Level 9**.)

Also chests / barrels with lots of very good stuff in the niches near door A1.

About the last thing I did was to climb the ledge up to door D2, and when entered the room in area D was met by a bandit swinging a heavy two-hand mace. When defeated he dropped three scrolls of open lock level 20 – 40 – perfect for the locked door E* -- so naturally I thought I had found the solution to the puzzle, and forgot to search the room thoroughly, in which case I would surely have found the puzzle cube at (2)

South part of Heaven’s Gallery. Scale right wall to proceed, but nothing exciting on the other side.

Opened door E* with one of the scrolls, and the areas on the other side contained much tougher monsters (undead and mechanical creatures), but apart from that nothing new. Spent quite a while at the southeast end of deep ore passage – trying to get up to the second level here, swimming, diving, searching for secret entrances – but didn’t find any path, and in the end retraced my track, and eventually found the puzzle box at (2). At least got mucho experience and loot!

Advanced to **Level 10**.





Blades q1A

Went back to FG and delivered puzzle box to Hasphat:

Perfect. Just what I was looking for. Just let me take this Dwemer puzzle box, and then I'll tell you what Caius will want to know about the Sixth House. And about the Nerevarine. By the way, the inscriptions on the box seem to be the directions for setting a Dwemer key to open a specific lock. If you're interested, after you've delivered your report to Caius, come back, and maybe I'll have a key you can take back to Arkngthand.

Sixth House

House Dagoth is the Sixth House, the "lost" Sixth House. In the First Age, House Dagoth betrayed the other Great Houses during the War of the First Council, and was destroyed for their treason. I can answer any questions you have, but I'll also give you some notes to give to Caius, and recommend some Sixth House references he should read.

House Dagoth

House Dagoth was the Sixth of the Seven Dunmer Great Houses. Nothing remains of the Sixth House. It's members were all slain or adopted into the other Great Houses following their treason in the War of the First Council. Their clanstead was called *Kogoruhn*.

Nerevarine

The Ashlanders believe a reborn Nerevar will unite the Dunmer against the outlander invaders and restore the ancient Dark Elven nation. Nerevar is a legendary hero and saint of the Temple, but the Temple denies the prophecy, and persecutes heretics who believe in the Nerevarine. Tell Caius that Sharn gra-Muzgob would be a better person to ask about the native faiths and superstitions.

-- Here's a list of cheap books; all of them will tell you something about the Sixth House and how it ended: 'The War Of The First Council', 'Saint Nerevar', 'Nerevar Moon-and-Star', and 'The Real Nerevar'. Try the bookseller Dorisa Darvel over in the Commercial District. She'll have at least some of these titles.

Returned to Caius with this info.

Blades q2, Caius Cosades, Balmora

Hop on over to the Balmora Mages Guild. Get Sharn gra-Muzgob to tell you what she knows about the Nerevarine. She'll have some silly errand for you. Do what she asks. And report back when she's given you the information.

By now had advanced to skill 40 in Mysticism, and was qualified for advancement to rank of **Conjurer**. (Had to pay Guild dues 200 septims)
(Next rank: Magician, requires one skill at 50, two at 15)

Blades q2A, Sharn gra-Muzgob, Balmora Mages Guild

I need the *skull of Llevule Andrano*. You'll find it in Andrano Ancestral Tomb. But take care not to upset the natives. The Dunmer have some peculiar primitive prejudices against necromancy, and take grave objection to unauthorized tomb visits.

The tomb is just south of Pelagiad, just off the road, just before you reach the fork where the road goes southwest towards Seyda Neen and southeast to Vivec. You may need an enchanted blade. Some spirits are immune to normal weapons. Here, take this old shortsword. And maybe these old scrolls will come in handy.

Took a silt rider to Seyda Neen, and easily found the tomb from the description.



1. Quest skull.
Also book "36 Lessons of Vivec, Sermon 15", →
increase Unarmored skill

Returned to Balmora Mages Guild, and started by resting:

Disturbing Dream, Mages Guild, Balmora

You had a disturbing dream. You can only recall one part. A tall figure with a golden mask led you among the dead as through a wedding celebration. You heard many voices, but no lips moved. You strained to breathe, but your chest didn't move. The tall figure spoke with each figure as he passed among them, laughing and joking, as if they were alive, but they made no reply. You tried to cry out, but without breath, your tongue fluttered in vain.

Blades q2A

Sharn: Very good. I'll just take that skull from you. Perfect for what I have in mind. Thank you. Now, as I promised, I'll answer your questions on the Nerevarine cult. Go ahead.

This Ashlander cult believes the long-dead hero Nerevar will be reborn to honor ancient promises to the tribes. According to legend, the prophesied Nerevarine will cast down the false gods of the Tribunal Temple, restore the traditional ancestor worship practiced by the Ashlanders, and drive all outlanders from Morrowind. Both Temple and Empire outlaw the cult, but it persists among the Ashlanders, who care little for Imperial or Temple law. Here. Take this copy of my notes on the topic for Caius.

Nerevar

Nerevar is a First Age hero of the Dunmer people. he was a great general and leader. He helped form the First Council, and united the Dunmer Houses against foreign invaders aided by the traitors of House Dagoth. He triumphed over Morrowind's enemies at Red Mountain, but died in the battle.

-- The Ashlanders have a prophecy that the legendary hero Nerevar will be reborn. They call this reincarnated hero the 'Nerevarine'.

Returned to Caius:

I'm promoting you to Blades Apprentice. I'd like some time to think how this fits in with the Emperor's plans for you. So of you'd like to get in a little freelance adventuring, go ahead. But whenever you're ready, I'll have new orders for you.

Practiced spellcasting and thereby leveled up to **Level 11**.

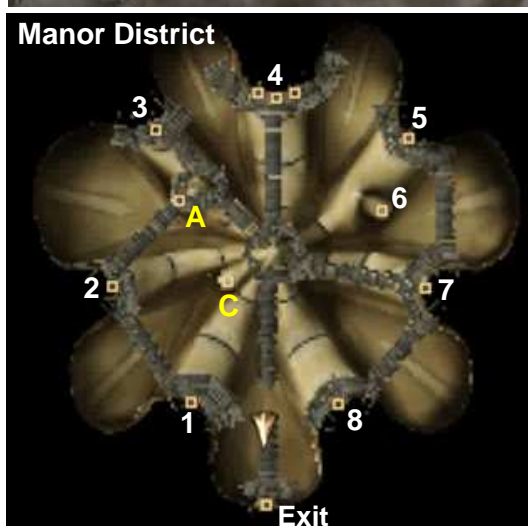
Next took a silt rider to Ald'ruhn, partly searching for Maar Gan...





B: Codus Callonus, Bookseller
 C: Bevene Releth, Clothier
 I1: The Rat in the Pot
 I2: Ald Skar Inn
 P: Daynes Redothril, Pawnbroker
 S: Dandero Selaro, Smith
 T: Tiras Sadus, General Merchandise

1. Guard Tower 2
2. Guard Tower 1
3. Council Club
4. Drinar Varyon's h.
5. Ienas Saranda's h.
6. Aryni Orethi's h.
7. Gindrala Hleran's h
8. Tauryon's h.
9. Gildan's h.
10. Dravasa Andrethi's h.
11. Ilmiril's h.
12. Pellecia Aurrus' h.
13. Galthragoth's h.
14. Braynas Hlervu's h
15. Hanarai Assutlanipal's h.
16. Morvayn Manor



- A: Cienne Sinteve, Alchemist
 C: Bivale Teneran, Clothier
1. Ramoran Manor
 2. Sarethi Manor
 3. Llethri Manor
 4. Redoran Council
 5. Arobar Manor
 6. Llether Vari, Enchanter
 7. Morag Tong Guildhall
 8. Venim Manor



Practicing
 spellcasting

Mages Guild Ald'ruhn		
Edwinna Elbert leader		
Orrant Geontene	Spells	
Anarenen	Potions++	Enchant / Conjur. / Alchemy
Tremona Maven		
Tanar Llervi	Barter, Enchant	
Erranil	Travel	
Heem-La	Spells, spellmaking	

MG q10, Edwinna Elbert, Ald'ruhn

I am looking for a copy of the rare Dwarven book 'Chronicles of Nchuleft'. Maybe one of the booksellers have one.

MG q10

Asked the local bookseller. Was advised to try Vivec.

Fighters Guild Ald'ruhn		
Percius Mercius leader		
Ergnir	Barter (weapons)	
Tralan		Long blade / Blunt / Axe
Baradras		Sneak / Block / Med. armor

FG q7, Percius Mercius, Ald'ruhn

Sometimes we get a contract from one of the locals and sometimes they're a bit strange. *Ulyne Henim*, a young buoyant Armiger, has hired us to provide some extra muscle to clean out a den of Necromancers known as **Vas**. (She's young, inexperienced, ambitious and noble. Be careful with this one.)

-- Go to Vas and meet with Ulyne Henim. Help her clear the necromancers out of Vas. Vas is far north, in the Sheograd Region. Here, I'll mark it on your map. The journey is a long one. Your best bet may be to take a ship to Dagon Fel from Tel Mora. Good luck to you.

Later learned that Percius is a former Guild leader, has a good deal of experience, and invited me to discuss any troublesome matters with him, as e.g. questionable quests given by other local FG leaders. Should have used him more in that respect – everything becomes clear in the end...

FG q7

Vas is on one of the islands north of the mainland – far from the area I'm operating in now. I'll wait with this one until I'm closer.

Morag Tong Ald'ruhn		
Goran Andrys		T: Faction members only
Hoki		Sneak / Acrobatics / Lite armor
Salyni Nelvayn	Spells	Long blade / Blunt / Axe
Lassour Zenammu	Barter (probes++)	Short blade / Lite arm. / Marksman

Took the silt rider to Maar Gan, which was even further north, NW of the mountain.



T: Andus Tradehouse

1. Oupost
2. Mabrelle Geles' hut
3. Garry's hut
4. Assi Scrimilk's hut
5. Ulisani Shaddarnuran's hut
6. Shilipuran Zama-Rasour's hut
7. Kind Erushara's hut
8. Assirari Zama-Rasour's hut
9. Ycherradad's hut
10. Tashpi Ashibael's hut
11. Guard Tower 1
12. Guard Tower 2
13. Guard Tower 3
14. Huleen's hut



MG q9

Tashpi Ashibael: I am *not* a necromancer. Who said I was a ... a necromancer?

{Ranis Athrys}

-- Oh, I see. I refused to join the Mages Guild. I chose to practice healing among my people, away from the politics of the Guild. Since I was a Velotti and not well born like Ranis..., Well, it's not important now. Maybe I know a way out of this situation.

{Tell me more} If Ranis has held a grudge this long, it would be best for me to leave for the mainland. There are plenty of towns that could use a healer. Tell Ranis Athrys that I am dead. I will leave Vvardenfell and Ranis need never know.

{I agree. I will let you go.}

Now decided to walk the long road back to Balmora – to get to know the terrain, and practice skills on the way.

Encountered two potential quests, but reloaded and did not receive them for now:

1. A bit west of Maar Gan. A guy wanting escort to Ruddy Men, out on the west coast. Too far off my route to do now
2. Near Ald'ruhn (a little north). Lady wanting escort to Ghostgate shrine – this is also a big detour, besides I'm not ready to cross Ghostfence yet.

Continued south and came to Caldera area. So decided to complete the unfinished quest, and this time find the thieves' hiding place – which turned out to be the cave Shushishi.



Had so many encounters on this walk that I advanced twice, without the opportunity to train misc. skills, so the second leveling up was a “bad” one.

Level 13.



Area East of Caldera

High climb to get from Caldera to Next valley with Shushisi. Easiest to go east and a little south from Caldera and cross there.

The cave contained a few bandits – tough but reasonably easy encounters at current level. At the end of the tunnel met with Drozhirr.

All in all got much goodies, and had to go several turns to Caldera.

Also found that there were no beds in Caldera, so used the travel guide to go to Balmora to sleep – was pretty hard beaten up at the time.



Side quest, Acta Wave-Breaker

Have you recovered my family heirlooms?

-- You've found them! I'm so relieved. Here, please take this gold as payment. I was able to keep it hidden when the outlaws robbed me, and I'd be glad for you to have it. Thank you again!

{Got 300 gold}

Walked back to Balmora, and tried to rest, but was again attacked by an assassin. This implied advancement to **Level 14**, and a new stash of Dark Brotherhood gear to sell.



MG q9

Lied to Ranis Athrys, and said Tashpi Ashibael was dead. Accepted as completed by Ranis.

MG q11, Ranis Athrys, Balmora

I believe the Mages Guild has been infiltrated by a Telvanni spy. Go to the guild halls in Ald'ruhn, Vivec, and Sadrith Mora. I'm sure there's a spy. When you find the spy, do not take any action. Report back to me.

After making another failed (but close...) attempt at the Camonna Tong people, decided to go to Sadrith Mora.

Sadrith Mora turned out to be an island far to the east. Wolverine Hall is a castle at southern edge of Sadrith Mora.



A1: Pierlette Rostorard, Apothecary
 A2: Anis Seloth, Alchemist
 I1: Gateway Inn
 I2: Fara's Hole in the Wall

1. Nirasa Aren's h.
2. Madran Ulvel's h.
3. Thervul Serethi, healer
4. Urtisa Romayn's h.
5. Hleras Gidren's h.
6. Volmyni Dral's h.
7. Llaalam Madals, mage
8. Trendrus Dral's h.
9. Telvanni Council House
10. Milara Vedran's h.
11. Nevvila Areloth's h.
12. Rolis Garvon's h.
13. Morag Tong Guild
14. Urtiso Faryon, sorcerer
15. Vaden Belas' h.
16. Meluria Seleth's h.
17. Balen Vendu, monk
18. Tel Naga Great Hall
19. Dirty Muriel's Cornerclub



Wolverine Hall, interior

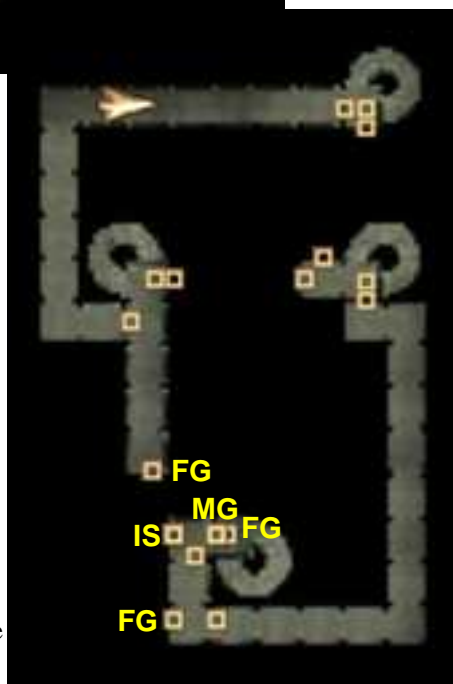
Ground level (cellar): Level 0
FG: Fighters Guild (3 doors): Level 1
IS: Imperial Shrine: Level 2
MG: Mages Guild: Level 3

Easiest exit to exterior & Sadrith Mora:
 By "other door" in Imperial Shrine.

Which means "everything" is accessible
 by the stairs in SW corner.



Mages Guild





Mages Guild Wolverine Hall, Sadrith Mora

Dabienne Mornardl	Barter / Enchant (Mag. Weap, armor, scrolls)	
Arielle Phiencl	Spells	
Tusamircil	Barter	Enchant / Conjur. / Alchemy
Skink-in-Tree's-Shade	Barter	T: req. higher rank Speechcraft (100) / Enchant (64) / Mysticism (68).
Procyn Nigilius		Destr. / Alter. / Illusion
Iniel	Travel	
Uleni Heleran	Spells, spellmaking	

Fighters Guild Wolverine Hall, Sadrith Mora		
Hasell		Athletics / Block / Long blade
Hrundi	Barter / repair (req. higher rank)	
Sondryn Irathi		Athletics / Block / Long blade

Imperial Shrine Wolverine Hall, Sadrith Mora		
Seelian Plebo	Barter / Spells	
Aunius Autrus	Barter / Spells / Spellmaking	

MG q11

Asked all MG-members about Telvanni Spy. Most replied “Don’t know of any”.

Skink-in-Tree’s-Shade: Yes, I suspect there is at least one. I do not know who or where. While Sadrith Mora may be the obvious target, I would try looking in Vivec. That’s where Guild decisions are actually made.

Procyn Nigilius: MG is very strict with its admission rules. We would never accept a Telvanni spy.

Then took the travel guide to Ald’ruhn and continued asking:

Movis Darys: No, I am not a Telvanni spy. Unless you have proof, you should not make such accusations.

Back to Balmora, rested at MG, was once again attacked by Dark brotherhood assassin.

Then while walking around practicing was stopped by:

Llandras Belaal, Balmora

I am a sleeper, one among thousands. I bring you a message. Dagoth Ur calls you, Earendil, and you cannot deny your Lord. The Sixth House is risen, and Dagoth Ur is its glory.

Dagoth Ur is the Lord, and Father of the Mountain. He sleeps, but when he wakes, we shall rise from our dreams, shall sweep our land clean of the n’wah. Why have you denied him? As Lord Dagoth has said, ‘All shall greet him as flesh, or as dust’.

(Finally), time to go the main city, **Vivec**.

The city comprises 9 sub-areas, each composed of a multi-story complex.

So finding one’s way around can be a challenge at times...

Overall layout shown to the right.
Canal boats available for travel between compounds

(Received and resolved some quests while mapping, and leveled up while practicing – lots of walking / running involved. But show all maps before quest info.)



Vivec, Foreign Quarter



All doors are entries to sub-areas in the Foreign Quarter:

1. Foreign Quarter Plaza
2. Upper Waistworks
3. Lower Waistworks
4. Canalworks
5. Underworks
(Underwater grating to u.)

Shown: Ramps connecting levels 1 and 2, and 2 and 3.

- (1) is on level 4
(2) is on level 3
(3) is on level 2 and 1

Submaps later:

Submaps are numbered,
X: Exit to Main Complex map
X# means exit to submap #.



1. Vivec, Foreign Quarter Plaza



S1: Alusaron, Smith
 S2: Ralen Tilvur, Smith
 X: Exit to Foreign Quarter



Fighters Guild Vivec Foreign Quarter

Sjoring Hard-Heart leader		
Lorbumbol gro-Aglakh orders	Barter / repair (req. Defender rank)	
Raig		Long bld / Blunt / Axe
Bashag gro-Snagdu		
Baurin		Sneak / Block / Med. arm.

Mages Guild Vivec Foreign Quarter

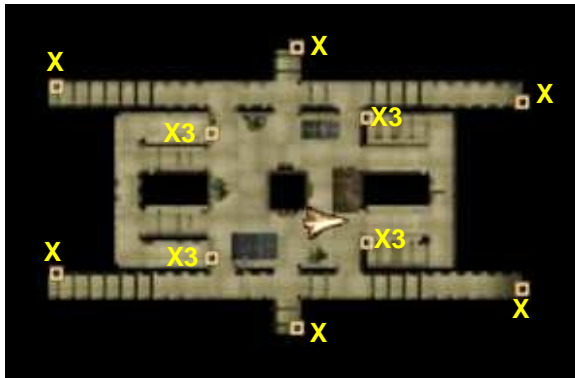
Trebonius Artorius Archmage, Guildmaster		
Tiram Gadar advisor		
Malven Romori	Spells / Spellmaking	
Janand Mauline	Barter / Enchanting	
Cractia Jullalian	Barter	
Sirolinwe	Spells	
Flacassa Fauscius	Travel	



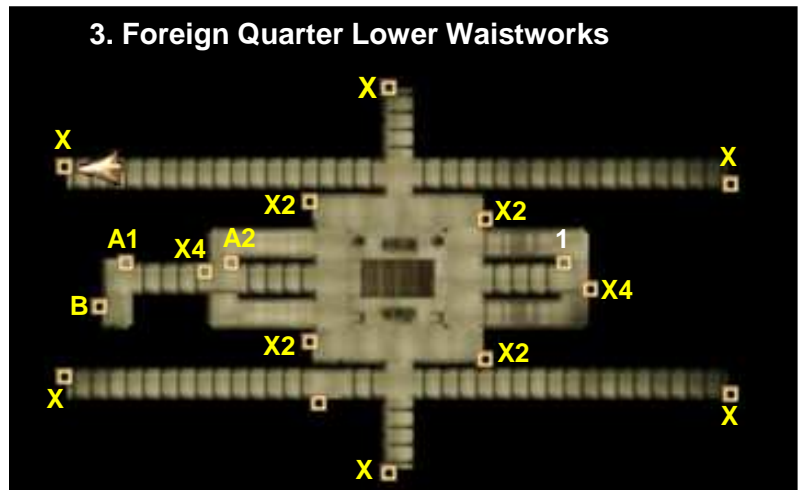
Waistworks



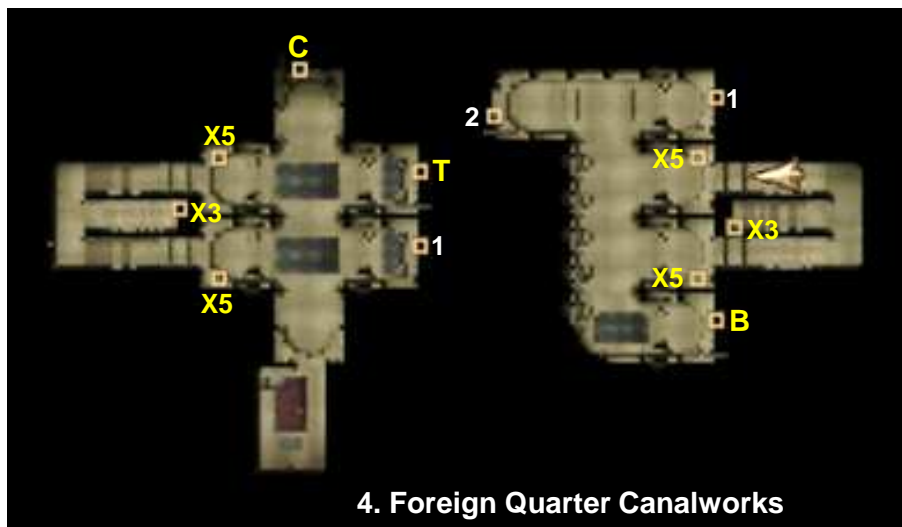
2. Foreign Quarter Upper Waistworks



3. Foreign Quarter Lower Waistworks



B: Jobasha's Rare Books
A1: Andilu Drothan, Alchemist
A2: Aurane Fernis, Apothecary
1. Black Shalk Cornerclub



4. Foreign Quarter Canalworks

B: Simine Fralinie, Bookseller
C: Agrippina Herennia, Clothier
T: Jeanne, Trader
1. Foreign Quarter Tomb
2. J. Rasha, Healer

X5: Trapdoors

5. Foreign Quarter Underworks



X4: Trap doors to map 4
X: Underwater grating to canal outside Foreign Quarter
1. Ibishammus, shrine
(Attacked by two tough guys on entry.)



Canalworks



Underworks



View to other compounds



Vivec, Hlaalu



Yellow numbers:
Doors to submaps
(4: Underwater grating)

1. Plaza
2. Waistworks
3. Canalworks
4. Underworks

Ramps connecting
levels 1 (L1) and 2 (L2)
shown.

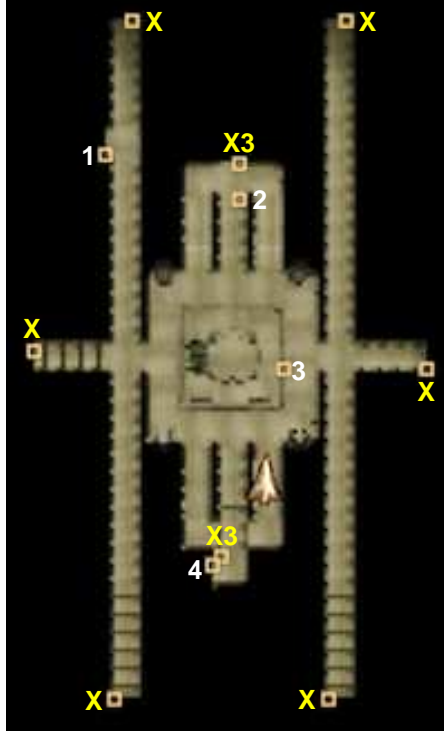
1. Hlaalu Plaza



- A: Hlaalu Alchemist
- P: Hlaalu Pawnbroker
- S: Hlaalu Weaponsmith
- T: Hlaalu General goods
- 1. Elven Nations Cornerclub
- 2. Curio Manor
- 3. No Name Club



2. Hlaalu Waistworks



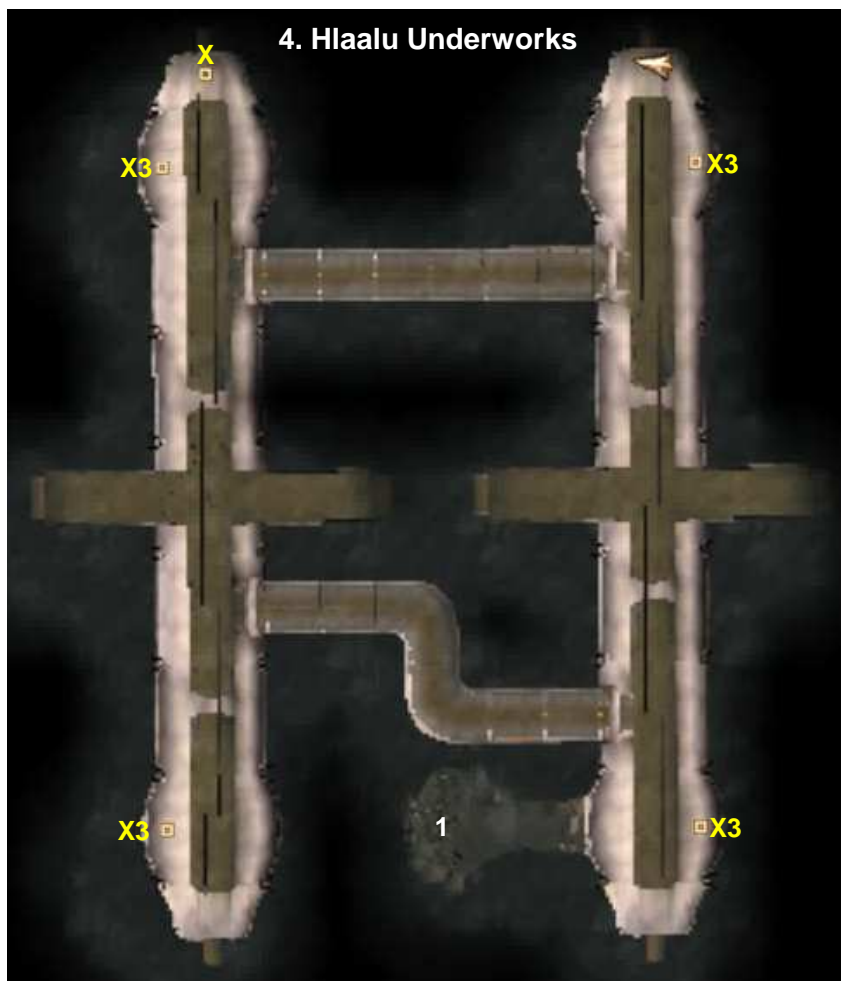
1. Elven Nations Cornerclub
2. Hlaalu treasury
3. Hlaalu Temple
4. Edryno Arethi's h.

3. Hlaalu Canalworks



1. Hlaalu Ancestral Vaults

4. Hlaalu Underworks



- X. Underwater grating to canal
- X3. Trapdoor
- 1. Skeleton w. rusty key & Chest, unlocked w. rusty key
Lots of goodies, a.o. [Glass Junkblade](#) (short sword) (worth 6500 gold)
{Must dive to find}



Yellow numbers:
Doors to submaps
(4: Underwater grating)

1. Plaza
2. Waistworks
3. Canalworks
4. Underworks

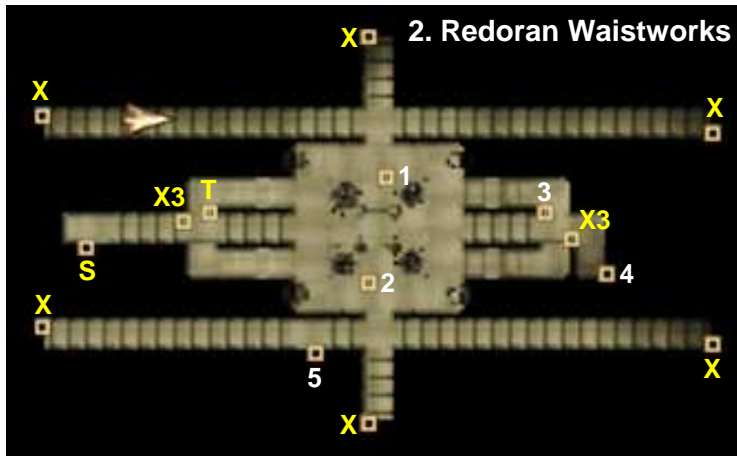
Ramps connecting
levels 1 (L1) and 2 (L2)
shown.

1. Redoran Plaza

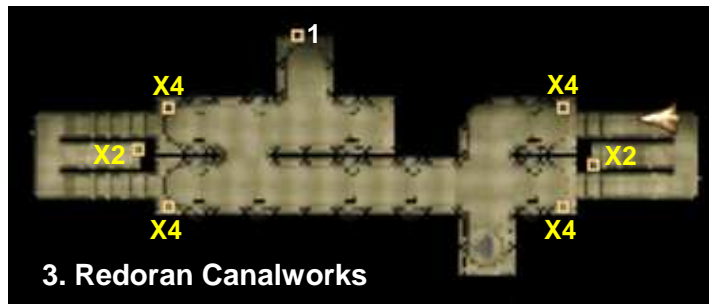


1. Redoran Treasury
2. Saren Manor
3. Dralor Manor

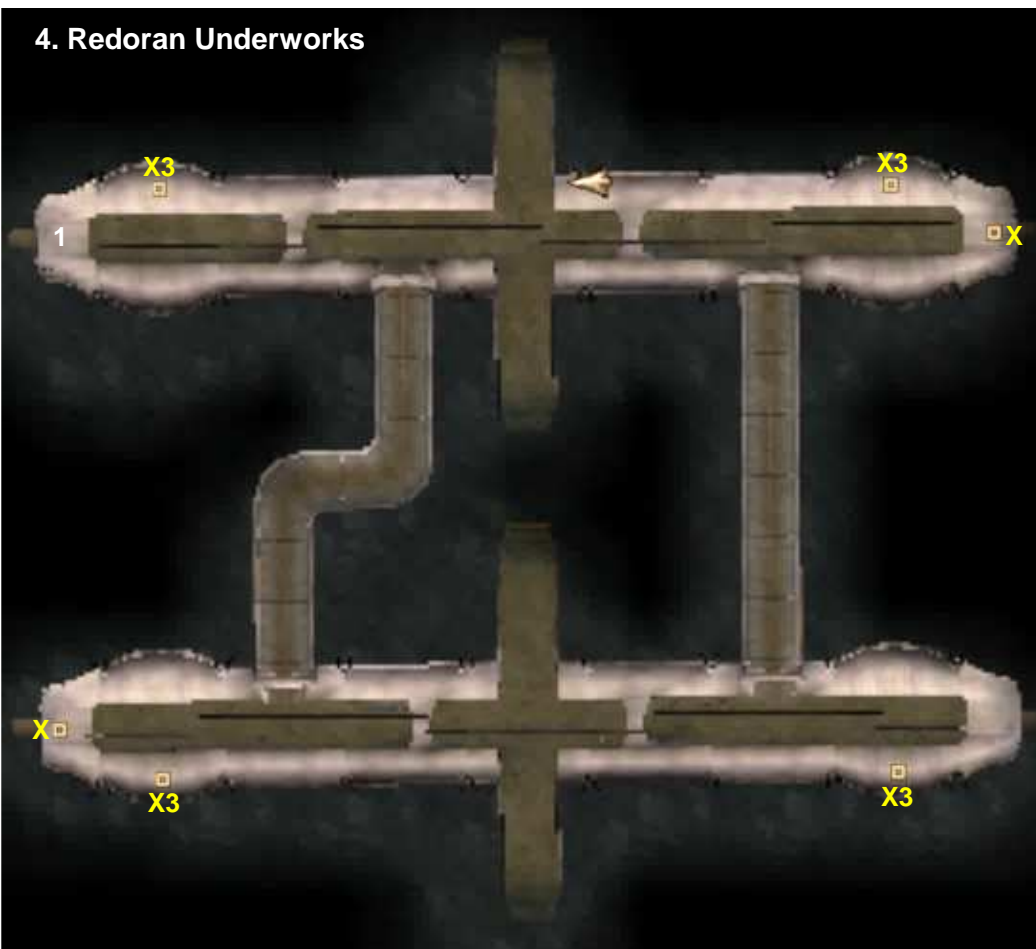




- S: Redoran Smith
- T: Redoran Trader
- 1. Redoran Temple Shrine
- 2. Redoran Records
- 3. Redoran Scout & Drillmaster
- 4. The Flowers of Gold
- 5. Redoran Prison Cells



- X4: Trapdoors
- 1. Redoran Ancestor Vaults



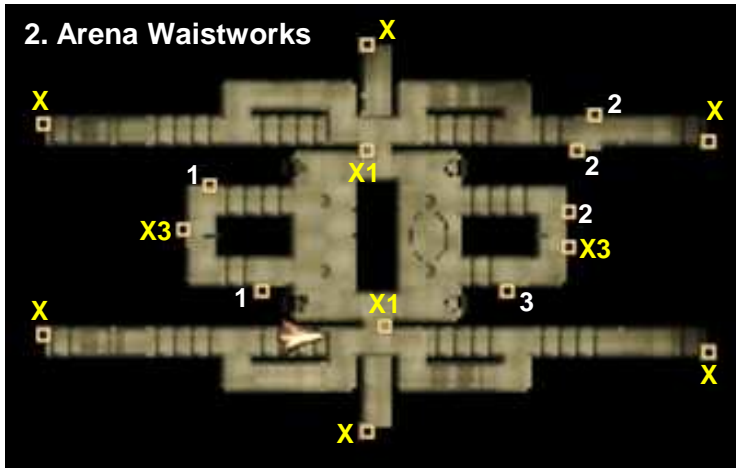
- X3: Trapdoors
- X: Underwater gratings to outside canal
- 1. Skeleton w. Bone Key



1. Arena Pit

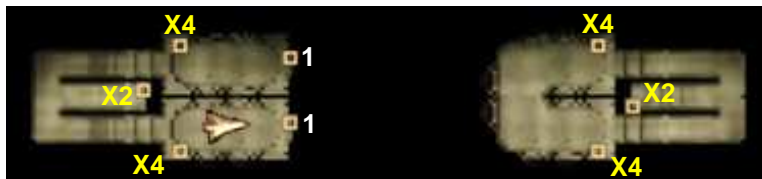


2. Arena Waistworks

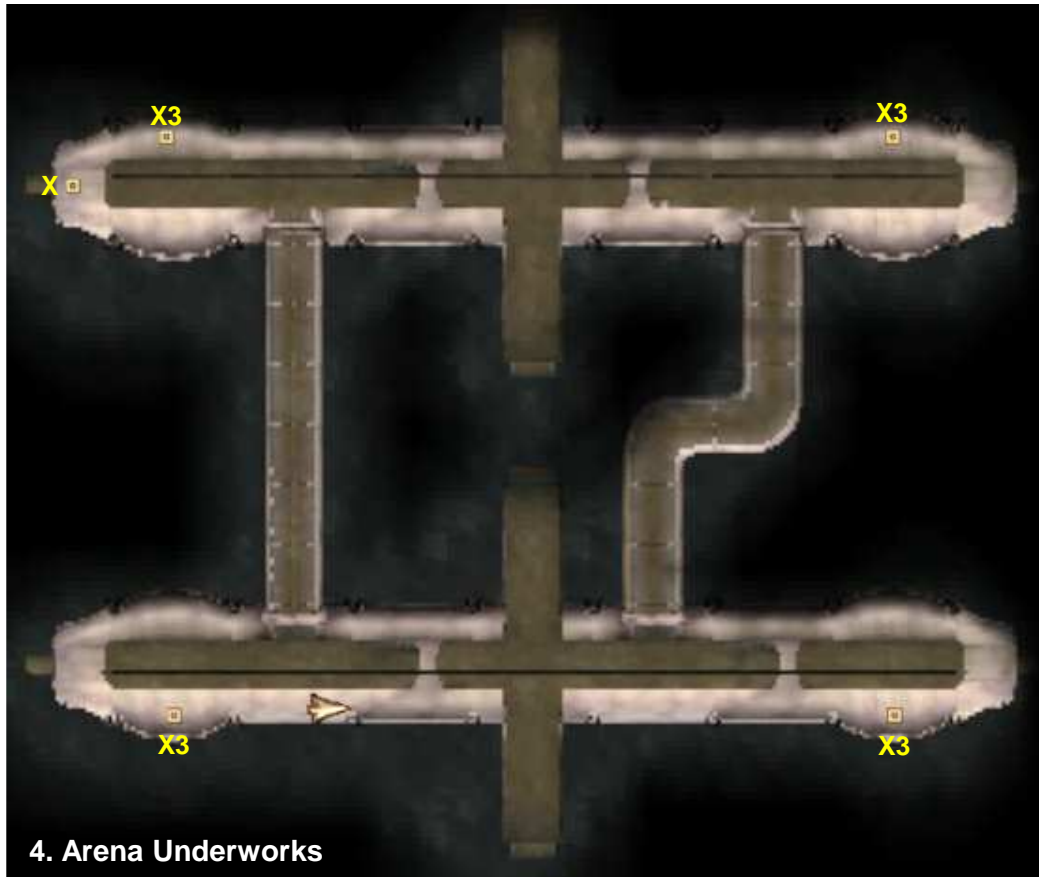


- 1. Arena Fighters Training
- 2. Arena Fighters Quarters
- 3. Arena Holding Cells

3. Arena Canalworks



- X4: Trapdoors
- 1. Arena Storage



- X3: Trapdoors
- X: Underwater grating to outside canal

4. Arena Underworks

Vivec, Telvanni



Yellow numbers:
Doors to submaps
(5: Underwater grating)

1. Plaza
2. Tower
3. Waistworks
4. Canalworks
5. Underworks

Ramps connecting
levels 1 (L1) and 2 (L2)
shown.

1. Telvanni Plaza



1. Hlaren Residence
2. Telvanni Upper Storage
3. Temporary Telvanni Housing

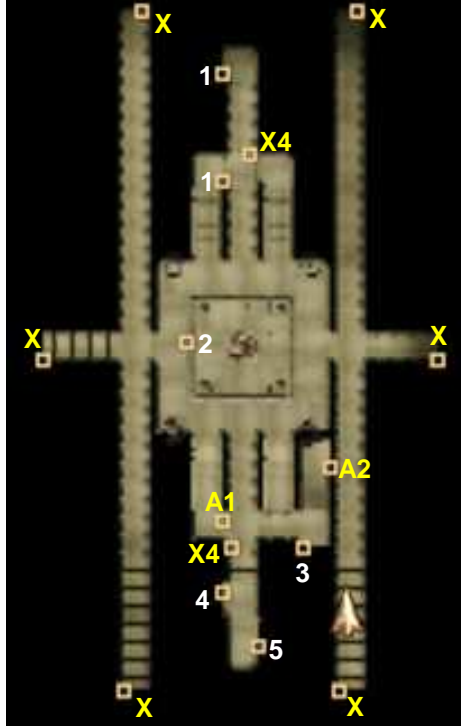
2. Telvanni Tower



1. Prison Cells
2. Telvanni Vault



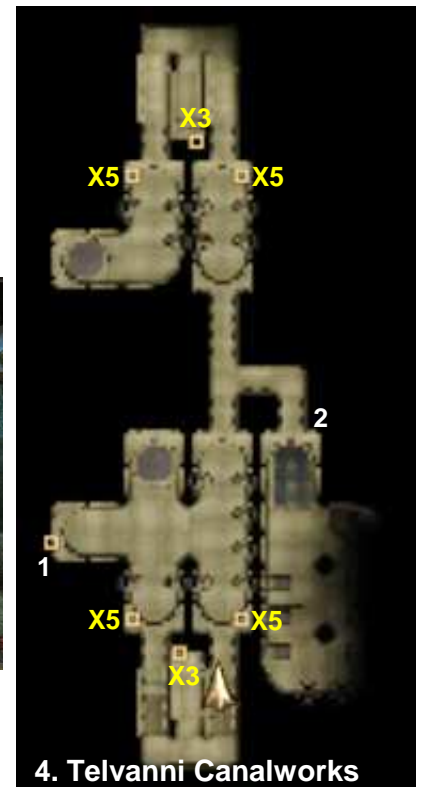
3. Telvanni Waistworks



- A1: Telvanni Alchemist
A2: Telvanni Apothecary
1. The Lizard's Head
2. Telvanni Temple
3. Telvanni Sorcerer
4. Telvanni Enchanter
5. Telvanni Mage

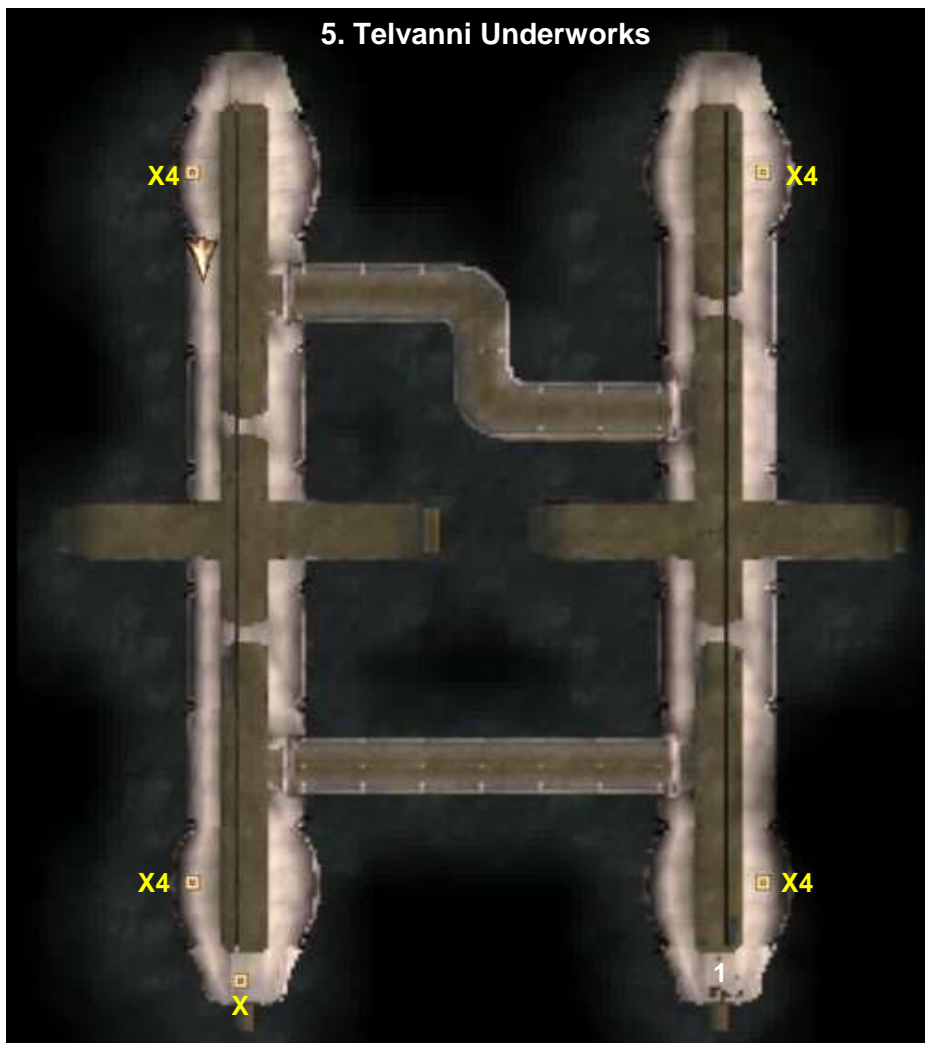


1. Telvanni Monster Lab
2. Locked door



4. Telvanni Canalworks

5. Telvanni Underworks



- X4: Trapdoors
X: Underwater grating to outside canal

1. Crates and Sacks with goodies (random).
(One crate w. great armor. Unfortunately I didn't save, and right after the game crashed. And when I restored (many times) I never got *that* good armor.)



Yellow numbers:
Doors to submaps
(4: Underwater grating)

1. Pit
2. Waistworks
3. Canalworks
4. Underworks

Ramps connecting levels 1 (L1)
and 2 (L2) shown.

White numbers: Standard rooms
("houses")

1. St. Delyn Canal North-One
2. St. Delyn Canal North-Two
3. St. Delyn Canal North-Three
4. St. Delyn Waist North-One
5. St. Delyn Waist North-Two
6. St. Delyn Waist South-One
7. St. Delyn Waist South-Two
8. St. Delyn Canal South-Three
9. St. Delyn Canal South-One
10. St. Delyn Canal South-Two

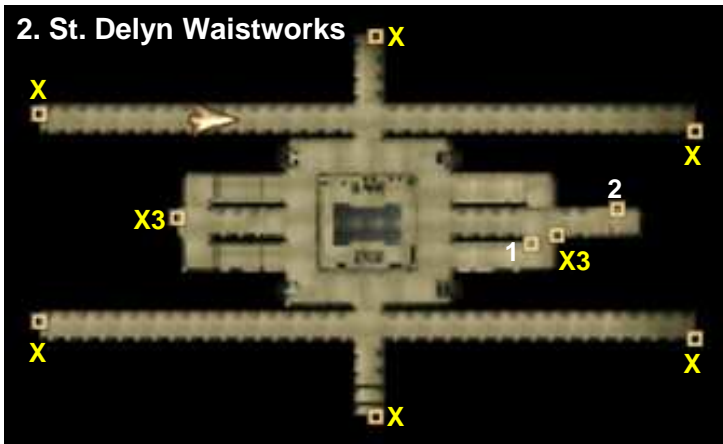


1. St. Delyn Plaza

- T1: Lucretinaus Oleinius, Trader
T2: Mevel Fercrus, Trader
T3: Tervur Braven, Trader
1. St. Delyn Glassworker's Hall
 2. The Abbey of St. Delyn the Wise
 3. St. Delyn Potter's Hall

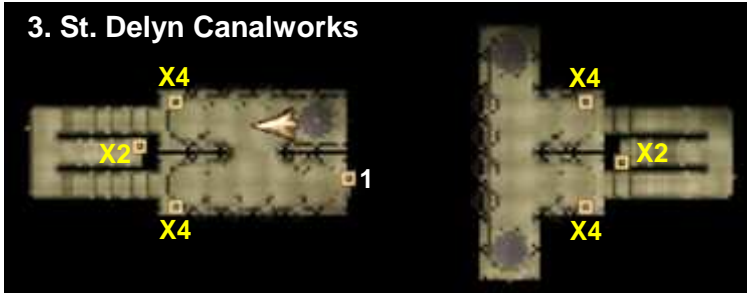


2. St. Delyn Waistworks



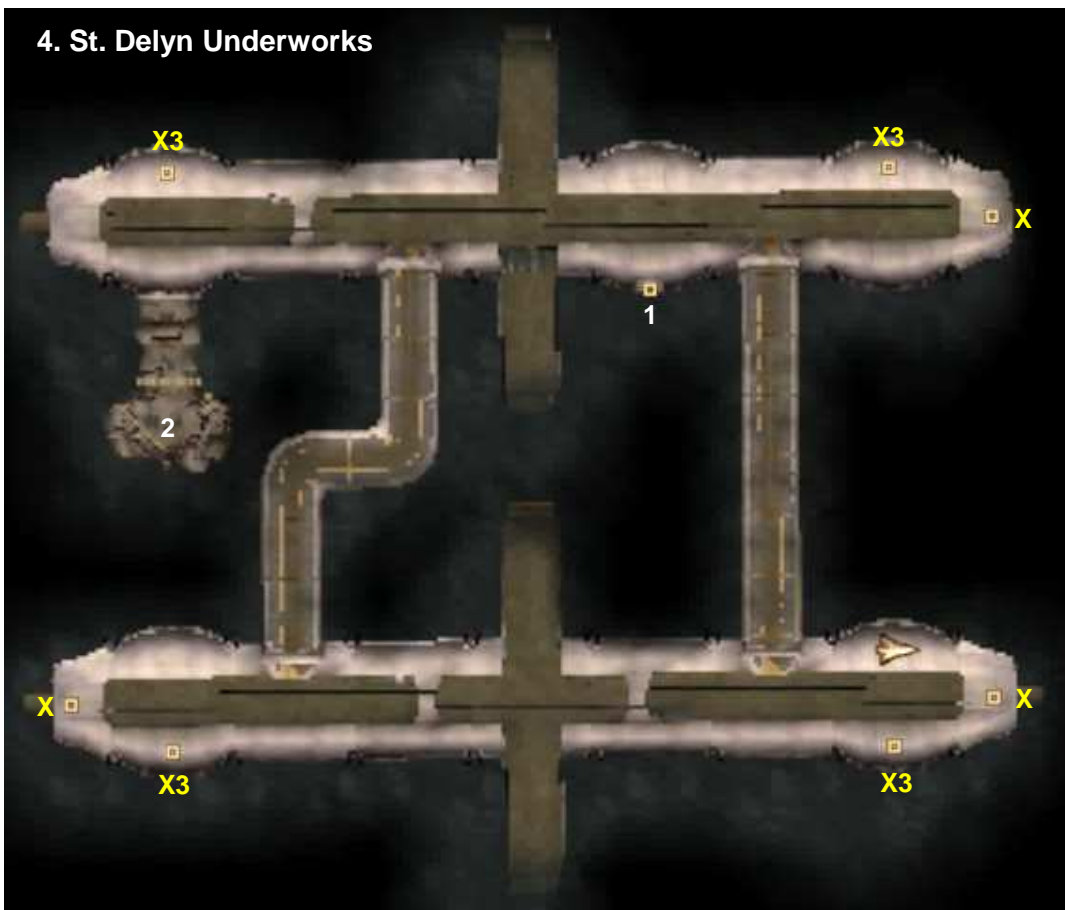
1. The Abbey of St. Delyn the Wise
2. St. Delyn Glassworker's Hall

3. St. Delyn Canalworks



1. St. Delyn Storage
- X4: Trapdoors

4. St. Delyn Underworks



- X3: Trapdoors
X: Underwater grating to outside canal
1. Ihinipalit, Shrine
 2. Cavern – camp w. chest (trapped & locked, Reasonably easy, some goodies, but not that good.)
Probably belonged to a guy who wanted to fight elsewhere in Underworks.



Yellow numbers:
Doors to submaps
(4: Underwater grating)

1. Plaza
2. Waistworks
3. Canalworks
4. Underworks

Ramps connecting levels 1 (L1)
and 2 (L2) shown.

White numbers: Standard rooms
("houses")

1. St. Olms Canal North-Three
2. St. Olms Canal North-Two
3. St. Olms Canal North-One
4. St. Olms Waist North-Two
5. St. Olms Waist North-One
6. St. Olms Waist South-One
7. St. Olms Waist South-Two
8. St. Olms Canal South-One
9. St. Olms Canal South-Two
10. St. Olms Canal South-Three

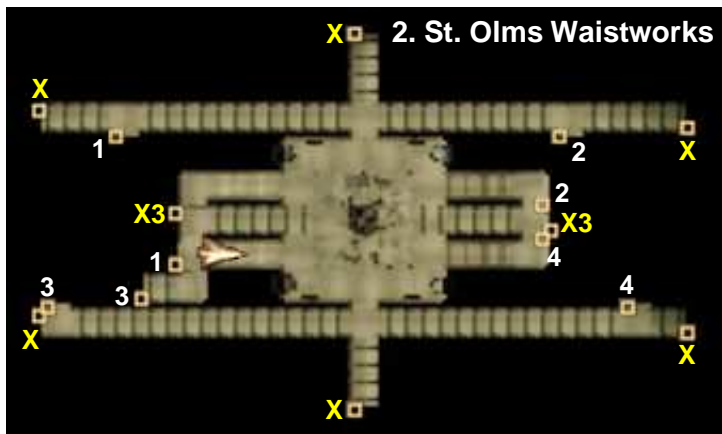
1. St. Olms Plaza



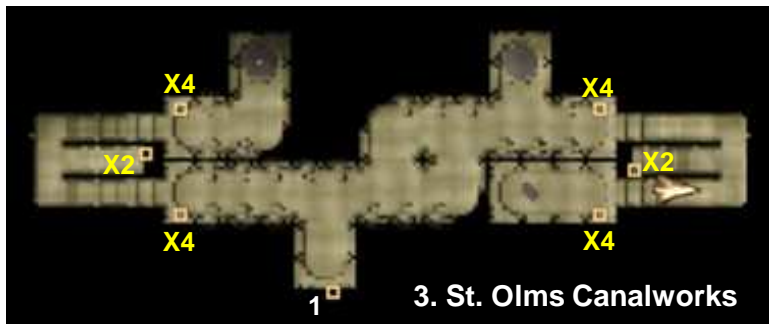
1. St. Olms Upper North-One
2. St. Olms Temple
3. St. Olms Upper North-Two
4. St. Olms Yngling Manor
5. St. Olms Upper South-One
6. St. Olms Haunted Manor



View spouthwards, towards
Hall / Temple compound



1. St. Olms Tailors and Dyers Hall
2. St. Olms Farmers and Laborers Hall
3. St. Olms Brewers and Fishmongers Hall
4. St. Olms Tanners and Miners Hall



1. St. Olms Storage
- X4: Trapdoors



- X3: Trapdoors
X: Underwater grating to outside canal

1. Assernerairan, Shrine

Two guys down here – not hostile, but don't want to talk either.



Yellow numbers:
Doors to submaps
(5: Underwater grating)

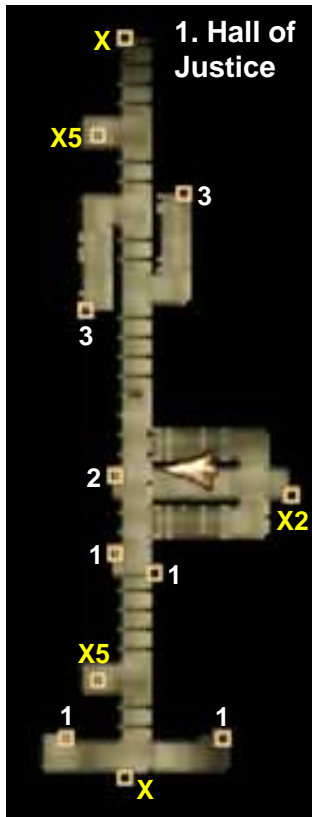
1. Hall of Justice
2. Hall of Wisdom
3. High Fane
4. Hall of Processing
5. Underworks

Hall of processing:
"Island" floating in the air.



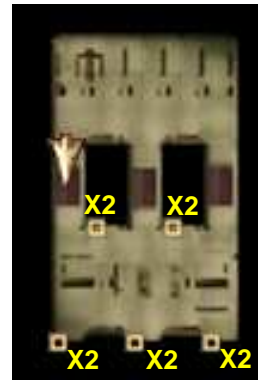
Here Vivec stopped the moon before it crashed into Vivec City. The moon levitates now above the city and is known as the Ministry of Truth.





1. Ordinator Barracks
 2. Office of the Watch
 3. Justice Offices
 4. Canon Offices
 5. Milo's quarters
 6. Canon quarters
 7. Library of Vivec
 8. Trapdoor to Justice Offices
Locked
- X5: Trapdoors

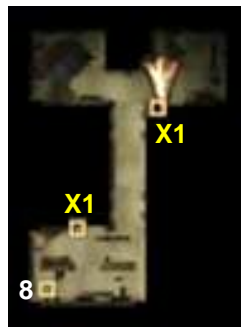
Ordinator Barracks



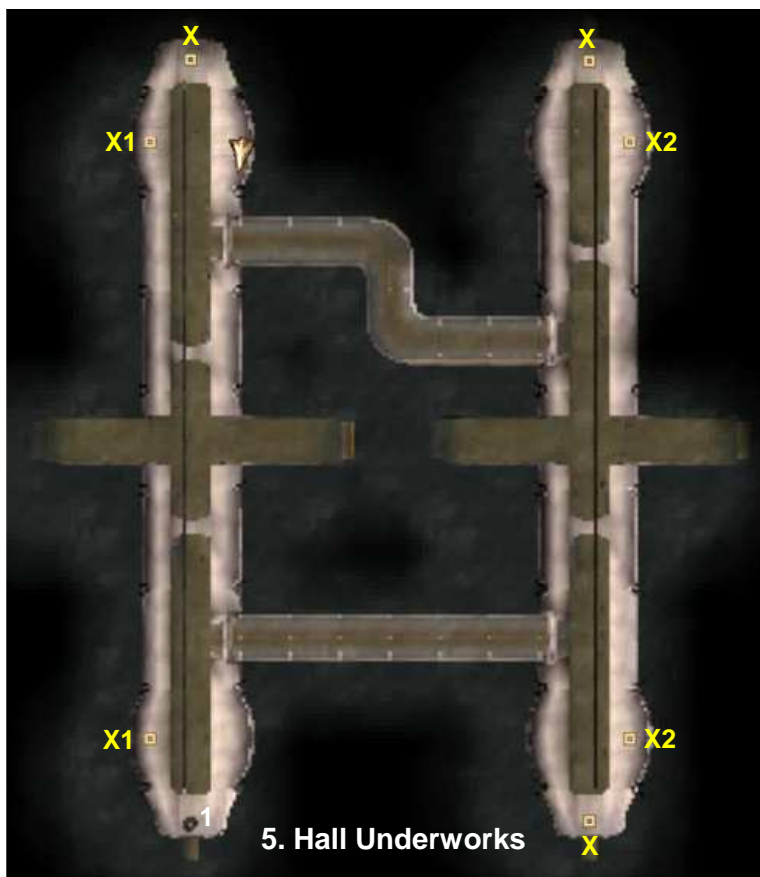
Library of Vivec



Canon Offices



Justice Offices



- X1 – X2: Trapdoors
X: Underwater grating to outside canal
1. Bedroll, sacks – camp someone? (Didn't meet anybody here.)

Quests and conversations received and (some times) resolved during mapping of Vivec.
Naturally ran all the time to advance in acrobatics. Also practiced spell casting, and bought some training lessons.
Already while exploring the Foreign Quarter: Advanced to **Level 15**.

MG q10

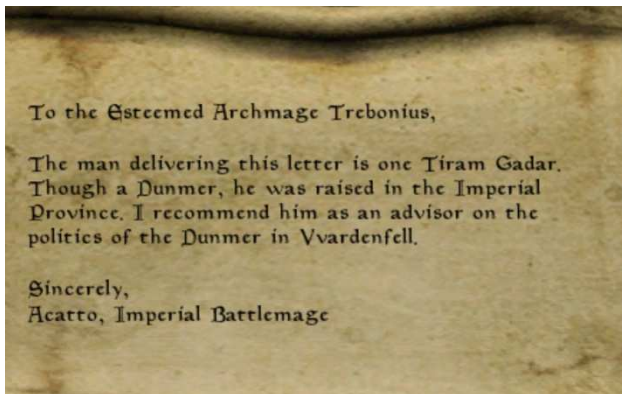
Asked around and was advised to try Jobasha's Rare Books (Foreign Quarters Lower Waistworks). And sure enough – found it there.

MG q11

Asked everybody in the Guild about Telvanni Spy. Everyone said "Talk to Trebonius", except,

Tiram Gadar: Telvanni Spy? Not that I know of. I am a special advisor to Arch-Mage Trebonius on Dunmer issues. You can check my credentials with Trebonius himself.

Trebonius: Why, no, Earendil. There are no Telvanni spies here. And I would know if there were. I'm the Archmage after all. Tiram Gadar, my Dunmer advisor, keeps an eye out for spies and that sort of things. He's been of immense assistance, Earendil. He helps me see the Dunmer side of every decision I make, and he came with the highest credentials. I'm sure I have them somewhere around here. Ah, yes, here you go, Earendil. A letter from Ocato himself.



Journal entry:

5 Frost Fall (Day 52)
Guildmaster Trebonius gave me Tiram Gadar's "credentials." They are obvious forgeries. Even Ocato's name is misspelled.

On next visit to Balmora showed the credentials to Ranis:

MG q11

Ranis: Yes, this is exactly the kind of proof I was looking for. Excellent. It is a shame that the guild is run by a scuttlehead with no sense of ambition like Trebonius. These credentials are the worst forgery I've seen in years. Even Ocato's name is misspelled. Please take these scrolls and this dagger for helping the guild.

MG q12, Trebonius Artorius, Vivec

Find out about the *disappearance of the Dwarves*. Yes, that is an excellent task for you, Conjurer. Talk to Edwinna in Ald'ruhn. It's a simple task. Just go to some ruins and ... erm ... and find out what happened to them. Maybe some people here in the MG can give you some clues.

MG q12

Topic doesn't come up when I talk to anyone, and the Journal hints on this not being a serious quest. So won't put much effort in it.

FG q8, Lorbumol gro-Aglakh, Vivec

Nor gro-Shagramph said he'd deliver a ring to Ranis Ienith, but he hasn't delivered. Go talk to Nor gro-Shagramph and bring the Juiceclaw Feather Ring to me.

Nor says he doesn't have the ring, but he's a liar. Find him in the Hlaalu Canton Plaza and bring me that ring.

FG q8

Met Nor gro-Shagramph in Hlaalu Plaza, Persuasion Admire += 10, and when asked about ring:
-- Fine. Take it. Never liked the stupid ring anyway.

FG q8

Next time in Foreign Quarter; Lorbumol:

You have the ring? Good. Give me the ring and I'll get your pay. Here's 100 septims, Swordsman. Easy money. You want more orders, I got them.

Advancement? The FG recognizes you, Earendil. You are now **Earendil the Protector**.

(Next rank: Defender. Req. STR 31, END 31, One skill 50, two skills 15)

FG q9, Lorbumol gro-Aglakh, Vivec

There's an Argonian that can't keep his mouth shut. Go shut Tongue-Toad's mouth.

Go find Tongue-Toad at the Rat in the Pot in Ald'ruhn. Silence him and I'll give you 500 septims.

In St. Delyn Plaza was addressed by a voice:

Side quest Invisibility, Cassius Oleinius, St. Delyn Plaza, Vivec

Excuse me, can you help me? My name is Cassius Oleinius. Sorry ... you see, I've been made invisible by a wizard!

Yes, the wizard Fevyn Ralen cursed me with invisibility. You can't imagine what it's like living like this! No one will talk to me; everyone thinks I'm a ghost of some sort. I can't take this any longer. I'm afraid to go talk to the wizard, and my father the trader will think me a fool. Please, can you help? – Fevyn Ralen is a mage in the Telvanni section of Vivec. I don't know why he'd do this to me. It's just terrible.

Also asked him about latest rumors:

Side quest Vivec Killings, rumor, St. Delyn Plaza, Vivec.

Have you heard? Seven victims? Here in Vivec? All with their throats slit? When it was just a few outlanders killed, the Ordinators weren't making much fuss. But now that they've had two of their own people with slit throats, they seem very concerned at the Hall of Justice. I've heard that the Office of the Watch is quietly looking around for some special help. Anything that can kill *two* ordinators before they can draw their weapons sounds like it will *need* special help.



At this time, leveled up to **Level 16**.

As I had two tasks in Ald'ruhn, I took a break from Vivec exploration, and traveled to Ald'ruhn.

MG q10

Edwinna Elbert:

You actually found a copy of Chronicles of Nchuleft? Excellent, now give the book to me.

I'm impressed, Conjurer. I hope you are always this efficient. – New duties?

MG q13, Edwinna Elbert, Ald'ruhn

I have been waiting for ages to get a Detect Creatures potion from Skink-in-Trees-Shade in Sadrith Mora. It's simply taking him forever to finish it. Go to Sadrith Mora and bring the potion back to me as soon as Skink is finished.

Asked Edwinna about Trebonius (Dwarves quest).

The Guildmaster? Well, he's certainly a powerful Battlemage, but what has he accomplished? I wish the guild were led by someone who showed more respect for scholarship... Especially with all the interesting things to study here in Vvardenfell.

FG q9

At Rat in the Pot found Tongue-Toad:

What? The Fighters Guild sent you to kill me?

What? Why would they want me dead?

What if I were to leave town? Would you let me go and report that I have fled? {YES}

Thank you, Earendil. I will leave soon. May Stendarr watch over you.

Then took a quick tour to Sadrith Mora for MG q13.

MG q13

Skink-in-Trees-Shade:

Yes, of course, soft-skin. Take this potion back to Edwinna, along with my apologies. Speak with me again next time you are here. I may have some duties for you, Conjuror.

Back to Edwinna:

Ah, at last, you've brought me a Detect Creatures Potion. Excellent. Why don't I give you a potion more useful to a Conjuror in the field?

First wanted to sell the Jinkblade, but at a price of 6500 gold, not many merchants can afford it. One who almost can, is Creeper, upper level of Ghorak Manor in Caldera. Turned out he also buys / sells at 100% of price, so a very good place to trade – has 5000 gold, so also need to supply him with some expensive items I can buy when selling even more expensive items...

Then to Balmora, and did yet another attempt at the Camonna Tong people. This time was successful, but was reported and now have a bounty of 5500 gold on me. Therefore went directly to Fort Moonmoth:

Side quest, Larrius Varro, Fort Moonmoth

Yes? Is this about that work we discussed earlier?

I see everything's been taken care of. And, just in case you had any problems of a legal nature, I spoke to some of my friends, and I've taken care of some things as well. And I *did* find that nice present from the Emperor. Here. It seems to be a ring. A very nice ring. There was no note with it, I'm afraid. But I'll let the Emperor know you've received it. I'm sure he'll be pleased.

(got Ring of Surroundings)

Do you like it? It's useful for sneaking about. I don't know much about it, but I believe it used to belong to a bad person. We don't usually need that sort of thing in the Legion. We're a little more straightforward in our methods. Usually.

After this meeting bounty was back to zero. The "bad people" had lots of heavy equipment, so had to go many times to collect all. Especially useful: Many repair hammers, prongs and lockpicks. For the time stowed away partly in Caius' house, partly in the bedroom in Mages Guild.

Then went back to Vivec and continued exploring and questing.

First checked out FG q9 with Lorbamol – letting Tongue-Toad go was OK.

FG q10, Lorbamol gro-Aglakh, Vivec

I got a bounty on a Khajit. Name's Dro'Sakhar. He's hiding here in Vivec. In St. Olms, I think.

Suited me fine – St. Olms is next on the mapping list anyway. Asked around in St. Olms Plaza:

FG q10

The Khajit is in one of the homes off the south-side canal. He looked suspicious.

-- Found him in St. Olms Canal South-Two (9), and disposed of him.

Next found the Telvanni Mage Fevyn Ralen:

Side quest, Invisibility

Fevyn Ralen:

That little twit! Of course I made him invisible. Did he tell you why? He asked me to! Came in muttering something about just wanting everyone to leave him alone, and promised to pay me 400 septims to make him invisible to everyone. Did I get my money, though? He still has a debt to pay. So, when he came in a few weeks later begging me to remove it, I laughed in his face... or where I assumed it was.

-- He still owes me 400 septims. I haven't even charged him interest on the debt. I don't believe the little fool would understand what it meant. You can pay the debt yourself, if you wish. {He should learn to pay his own debts} – Yes he should. He's an idiot. A harmless idiot, but an idiot nonetheless.

[The plan now was to confront Cassius with the new info, and make him pay the debt, but now, the quest is still in the journal, marked as unresolved; neither Cassius nor Fevyn has "debt", "invisibility" or any other useful topics available when I speak to them. So for now I'm stuck.]

Now went to Hall / Temple compound, where I found the Office of the Watch. First got some general info:

The Palace of Vivec is the abode of the mortal form of the god-hero Lord Vivec, the Warrior-Poet of the three deities who comprise Almsivi, the divine patrons of the Tribunal Temple. Only the most devout are admitted to the presence of Lord Vivec, and only at his initiation. Beneath the Palace of Vivec is the Puzzle Canal, a place of worship and testing for questing heroes hoping to receive Vivec's favor. Many choice treasures are guarded by Daedric servants in the Puzzle Canal's dark passages. {Castle is locked, securely. Only entrance to Puzzle Canal appears to be the underwater gratings. Wait for now.}

Then update on quests:

Side quest A Rash of Insults, Tarer Braryn, Office of the Watch, Vivec Hall of Justice.

Tarer Baryn insulted Trebonius Artorius last night and now has a nasty rash. He wants me to go to MG with a gift and his apologies. If I do it, he'll pay me 50 gold.

Side quest Vivec Killings, Elam Andas, Office of the Watch, Vivec Hall of Justice.

We've had seven killings in Vivec recently. All the victims had their throats slit. Most did not appear to have struggled. Five victims were outlanders. Two were Ordinators. The two Ordinators were armed and on duty. Their weapons were still in their belts. Nothing was removed from the victim's bodies.

I cannot hire you. Only Ordinators may serve the Watch. But if you can find this killer, and execute him, I personally promise you a very handsome reward. I require no commitment from you. Indeed, I cannot officially accept one. But if you are interested, I can tell you what we know about the seven victims and the report of the witnesses.

None of the five outlander victims had been on Vvardenfell longer than a week. Two were found in Foreign Quarters corridors, one on Foreign Quarter Canalside, one in a Hlaalu Compound corridor, and one in the water near the Arena. All were armed. Only one, a mage, appears to have put up a fight. All had their throats slit with a dagger. Until the two Ordinators were killed, we thought it might be an anti-Imperial fanatic. And it still might be.

The two Ordinators were found dead near the victim at Hlaalu Compound, and we think they coincidentally interrupted the killer at work. Both had their throats slit with a dagger. That neither Ordinator had drawn a weapon is extremely unsettling. It suggests either extraordinary stealth, or a very powerful sorcerer. That's all we know about the victims. And there's not much information from witnesses, either.

There are no witnesses to any of the killings. But in Hlaalu Compound, at about the same time as one of the killings, an outlander reported being threatened by a Dunmer woman armed with a dagger. It was dark, and the outlander transported magically to safety, so he couldn't give us a very clear description. But he was sure the Dunmer woman with a dagger was dressed in a skirt and netch leather armor.

FG q10

Went back to FG in Foreign Quarters:

I heard you got that Khajit. Here's the 500 septims bounty.

Advancement? The FG recognizes you, Earendil. You are now **Earendil the Defender**.

(Next rank: Warder. Req. STR 32, END 32, One skill 60, two skills 20).

I'm now high enough rank to Barter with him. He has 4000 gold, but not anything sufficiently interesting.

FG q11, Lorbamol gro-Aglakh, Vivec

Suvryn Doves says Lirielle Stoine in Ald'ruhn owes him 2000 septims. Get the debt money and bring it back to me. You get to keep half of it yourself.

Side quest, A Rash of Insults

Delivered the message to Trebonius in MG. For my efforts he gave me a potion for myself and a potion to take back to Tarer Braryn.

About here and at this time I advanced to **Level 17**.

Side quest, Vivec Killings

Asked a random bystander in Foreign Quarters Plaza about Woman with Dagger:

A Dunmer woman, in a skirt and netch leather armor? With a dagger? No. Haven't seen anyone like that. But I recall someone – maybe one of the sewer cleaners – saying something about seeing a Dunmer woman down in the Underworks. Not that odd, really, though Dunmer are not seen as much in the Foreign Quarter. But in the Underworks. That's odd. Nothing down there but rats and sewers.

Went to Underworks – spotted this woman at a long distance, but had to swim to get there. But she was eager to fight and jumped into the water, too. So ended in an (easy) underwater fight – but no screen shot. She had a dagger that drained Fatigue, which explains why the victims didn't fight back.

Side quest Gone Missing, overheard at some plaza in Vivec.

Without any action from my side I overheard a comment on a person gone missing. It then appeared in my journal, so had to take action.

First clue was Moroni Uvelas in St. Olms Brewers and Fishmongers.

Side quest Gone Missing, Moroni Uvelas, St. Olms Brewers and Fishmongers

Yes, my husband, Danar Uvelas, is missing again. It happens with him. See, he has a problem with skooma, although he swears he's been trying to stop. Last time he disappeared it was for days, and when he came back, he didn't look so good. I'm worried that he might have been infected with corpus, or something equally horrible. Do you think you might be able to find him for me?

{I'll find your husband}

--Danar and his no-good friends sometimes take to the Underworks near here, when they've got some skooma. You might find him down there.

Side quest, Gone Missing

Went down to Underworks. There I met and killed a Corpus Stalker (undead). It was wearing Danar's ring, so I fear this is what Danar Uvelas has become.

Returned to Moroni:

You've found my husband's ring? Oh, he must have... Oh, no. Then the worst has come to pass. I can't say that I'm surprised, though it is difficult to hear. He had been heading toward such an end for years now.

Thank you for your help, Earendil. Please, take this for your troubles. Maybe they will do you some good. (Got 3 potions of Cure Common Disease.)

Side quest, Invisibility

Was close to St. Delyn Plaza, so decided to try to tie up loose ends. There is a trader called Lucretinaus Oleinius there – obviously the aforementioned father. So went to him:

Cassius did what?? What?? Oh, that foolish boy. Still, he's mine, and I do love him. Here, take this money, and repay his debt for me. It amazes me what young people will do sometimes. (Got 400 gold)

With the 400 gold, returned to Fevyn Ralen (Telvanni).

It's good that his father is paying off the debt. Makes sense, I suppose. Well, I'll remove the spell. From what I've heard, his father is an honest man, and I've no problem with him.

Lastly returned to St. Delyn and Cassius:

Thank you, thank you! It's so good to be able to be seen again. I just wish I had something to offer you, but I have nothing of value and no gold to speak of. It's not easy to find a job when you're invisible. Thank you again. [But the quest still appears in the Journal as active quest...]

To round up activities in Vivec, lastly paid a visit to Hall of Justice:

Side quest, A Rash of Insults

[Tarar Braryn](#):

I see all is forgiven. He gave you something for me? Excellent. I'm feeling better already. Since you did such a good job, here's an extra 50 gold.

Side quest, Vivec Killings

[Elam Andas](#):

According to your report, the Dunmer woman you killed matches the description given us. We'll dispatch Ordinators to follow up, but I believe you have identified and executed the killer. On behalf of the city, and of the Office of the Watch, thank you. And now, for the reward I promised. I'll give you a choice. You may either have an *Indoril helm and cuirass*, or a *Belt of the Armor of God*.

The helm and cuirass are heavy armor, and useful only to a strong fighter. These items belonged to one of the Ordinators who were killed, and it is fitting that they should reward the one who avenged his murder.

However, we ask that you not wear this armor in Vivec City, for you may be mistaken for an Ordinator and guard. Alternatively, the Belt of the Armor of God provides magical armor and improves resistance against hostile spells, and should be useful for any adventurer. Which would you like? [Chose Belt].

Very good. Please accept the belt, with our thanks. And accept, on the behalf of Vivec City, our thanks for ridding us of this dangerous killer.

{Note:

Indoril helm and cuirass is not heavy as stated, but medium armor – hence belt is more useful for me}

Now took the guild guide to Ald'ruhn for the FG debt-quest.
Met this guy outside the Mages Guild.



Side quest Solstheim Amulet, Louis Beauchamp, Ald'ruhn

I...built an airship, you see. Quite a...quite a...um...beautiful craft, if I may be so...bold. Some scavenged Dwemer equip...um...parts, a few, you know...ahh...long-lasting levitation spells. Very clever...a capital idea, I know! Even hired a gang of...well a crew I guess you could call them. They were to fly far to the north! Away from all this dust ... to Solstheim! I paid them rather well. They were to locate Hrothmund's Barrow, and find a certain item.

Hrothmund's Barrow is a grave – crypt. It is said to lie at the eye of the wolf. There's a formation, you see. Rock...ice...that sort of thing. Shaped like a wolf – the wolf that killed Hrothmund! He's said to be entombed at the wolf's eye. It's only visible from the sky, or an airship. That's why I built it. Build the airship, hire the crew, they find the barrow and recover the amulet. Then they bring it to me! Perfect plan, I thought...

They were to recover a special amulet. According to stories – legends and such – Hrothmund was quite the – well he had plenty of lady friends. He was ugly, too – ugly as a troll! But he had a magic trinket, he wore it. The Amulet of Infectious Charm, it was called. By all records, he was buried with it. I must have that amulet.

The crew has failed me. Did they fly off course? Or maybe – maybe they found the amulet, and flew away! To meet women! No fair maiden could resist a man with the Amulet!

Say, Earendil, I don't suppose you're for hire? I would pay you greatly to find my airship. I'd need proof of what happened to it, of course! Evidence, as it were. And of course, to bring me the amulet! I *need* that amulet. {OK}

At Hrothmund's Barrow you must say the wolf's name. To enter, say "Ondjage". Answer wrong and the barrow will be sealed forever.

[NOTE: I'm begin to realize that these quests related to Solstheim are part of a Morrowind expansion set, and as such I really don't want them in my journal at all. So accepting this was definitely a mistake...]

Side quest Ienas Sarandas, "little secret", Ald'ruhn MG

Have you heard about poor Ienas Sarabdas? He lost his patrimony betting on the guar. Sold every piece of the family silverware to pay his debts. A pity. I think it's driven him a bit mad. Wears clothes fit for a lord, and hasn't got a drake for a meal.

MG q14, Edwinna Elbert, Ald'ruhn

Sirilonwe in Vivec MG has somehow acquired a copy of the Chimarvamidium. It is the sixth volume of Marobar Sul's "Ancient Tales of the Dwemer". Most of the "Ancient Tales" are not truly Dwemer in origin, but this one may be an exception. It deals with some sort of golem or centurion. Would you be willing to "borrow" this book for me? (YES)

Thank you. Sirilonwe probably keeps the book near her in the Mages Guild. Do whatever it takes to get the book and then return it to me. If you're caught stealing, of course it is a crime against the Guild, so be careful. And take these scrolls just in case. (Got 2 scrolls of Ondusi's Unhinging – open 40-60 points)

Spoke to lots of people in Ald'ruhn, hoping they could direct me towards Lirielle Stoine (FG quest), but the name was not a topic with anyone, nor was "debt money" or similar on the topic list. At last, found Lirielle in the Rat in the Pot, but even she did not have debt as a topic. So apparently, I need to ask Lorbamol more to trigger this quest as active with Ald'ruhn citizens. But that's no big problem, as I need to go to Vivec for MG q14 anyway. And so I did.

FG q11, Lorbamol gro-Aglakh, Vivec, *cont'd* (as should have done in the first place)

Debt money:

Lirielle Stoine can be found at the Rat in the Pot in Ald'ruhn.

MG q14

Found Sirilonwe in her room. There's also a door to a side room, and when I went in there, Sirilonwe didn't follow. A locked chest there, but the scroll I got unlocked it, and revealed the book I was after. Took the book and went back out to Sirilonwe, who suspected nothing. Mission complete – no upset guild members.

Guild guide back to Ald'ruhn.

MG q14

Edwinna:

You have a copy of the Chimarvamidium? Will you let me borrow the book? (YES)

Thank you, Earendil. I will return the book to you soon, but in the meantime I have more duties for you.

MG q15, Edwinna Elbert, Ald'ruhn

I have been distracted from my studies by several reports from Maar Gan. Apparently, there is some sort of disturbance at Huleen's hut. Since Huleen is a member of the Guild, we really ought to do something about the disturbance. I simply haven't had time to do it myself. My research is at an absolutely critical phase. Would you go to Maar Gan and take a look for me? (YES)

Excellent.

FG q11

Talked to Percius Mercius at FG. Now "debt money" was on the topic list:

It was not Lirielle Stoine who owed the money, but her brother, Ranus Stoine. Ranus was murdered, and I don't think Lirielle has 2000 septims. You'll have to either find the gold Ranus Stoine had, or pay the 2000 septims yourself.

At the Rat in the Pot talked to Lirielle again (and again the debt had appeared on the topic list):

My brother Ruran Stoine {changed name since I talked to Percius?} is dead. The Camonna Tong said he owed them money, which I don't dispute. But now they say that I owe my brother's debts, and I just don't have the money. I can't pay what I don't have, can I?

Ruran knew he was in debt. He went off to "seek his fortune" in some place called [Mallapi](#), northeast of Gnaar Mok. I haven't heard from him since.

Guild guide to Caldera, and then walked to Gnaar Mok on the west coast.



1. Arenim Manor
2. Druegh-jigger's Rest
3. Jerian Dolbanitter's shack
4. Mush-Mere's shack
5. Caryarele's shack
6. Rostlogi's shack
7. Anglalos' shack
8. Nadene Rotheran's shack

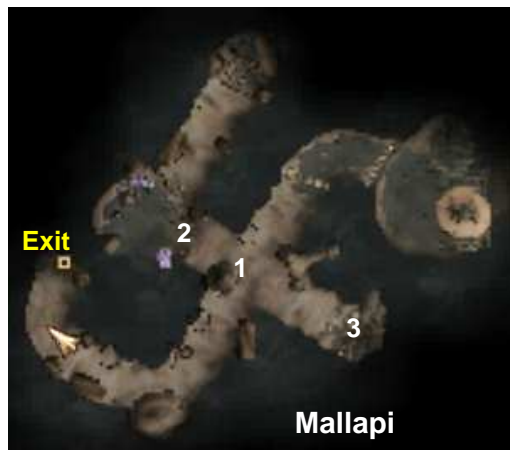


Only way in on narrow plank-way...



Then searched northeastwards for [Mallapi](#).





1. Atronach ++
2. Dremora Lord
(dropped daedric spear worth 40000 gold (!))
3. Ruran Stoine
(drowned in pool, had gold and items total value about 1000 gold)

Further in some thieves and mages, some valuables.

All in all more than enough to pay debt...

Tough fights – had to reload several times.



Went back to Caldera to visit Creeper on the way, then the guild guide to Vivec:

FG q11

Lorbumol:

You got the debt moneyt from Liriel Stoine? (YES)

Looks like it's all here. Good work, Earendil. Here, you take half of it.

FG q12, Lorbumol gro-Aglakh, Vivec

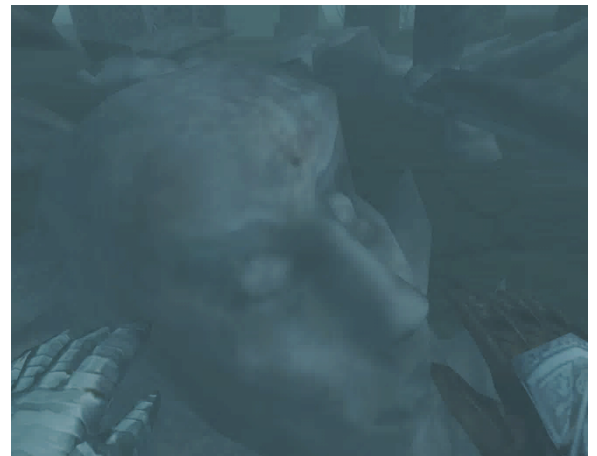
I have a bounty contract worth 500 gold for Adraria Vandacia. She's at one of the Census and Excise buildings in Seyda Neen. There might be some guards around, so watch out.

Next I want to do the Bothian-quest, which I know from previous play-through and hints (not obvious this one...).

So from Balmora, walked via Caldera to the west coast, searching back to Ashurnibibi, which I found when I visited Hla Oad. On the way I stumbled over a large structure, with no apparent entrance – Hlormaren.

On arriving near Ashurnibibi, I started exploring the waters outside the ruins, and soon saw some interesting structures on the sea floor.





Casting water breath I dived and searched the ruins – and after a while found a head which had fallen off the statue. The head wanted to speak with me:

Side quest Ruined Shrine of Boethia, underwater near Ashurnibibi, west coast

What do you want with me, mortal? My shrine is in ruins, my priests have forgotten me. Will you rebuild my shrine, mortal? Restore it in all its glory? Accomplish this, and I will reward you. You will be the bearer of Goldbrand, my sword of legend. There is one who can help you do this for me. Listen...

Rough hands to smooth stone, Carving rock instead of bone, In Caldera an artist waits, His masterpiece to create. Find the one who may shape the rock. Go.



On the way out encountered a Dremora outside Ashurnibibi – he dropped an Ebony shortsword worth 10000 gold – perfect for bartering with Creeper... “Unfortunately”, the random encounters in this area deserved me an advancement (premature) – **Level 18**. But I had planned to train some misc. skills before this level-up... Returned to Balmora by (walking) shortest route.



In Balmora bought some training, then went to Caldera to find the person Boethiah was talking about. But first went to Creeper, and then forgot. So ended up in Ald'ruhn, and while there coincidentally discussed the quest with the leader of FG:

FG q12

Percius Mercius, FG Ald'ruhn:

Adraria Vandacia:

-- is an Imperial tax agent. I don't know why Lorbamol gro-Aglakh would give you a bounty on her. I can only suggest that you disobey orders and do not kill her. If you decide not to kill her, you will likely get no further orders from Lorbamol. He is cruel, petty, and single-minded.

I didn't like this quest, so I'll heed Percius' advice.

Caught a silt rider to Maar Gan, and went directly to Huleen's hut:

MG q15

Inside hut met a hostile scamp. When dead he dropped a key to Huleen's closet, which I unlocked. There met [Listien Bierles](#):

Is the Scamp really gone? Thank you, whoever you are. This is all my fault.

The Scamp first did everything I told him, but he tricked me! He wasn't really under my control. Then he started tearing the place up, and he took all my clothes, and I locked myself in this closet, and it's been just horrible. I don't want to be a sorcerer anymore. I won't ever summon another Daedra as long as I live.

I wanted to be a real Sorcerer, not just Huleen's apprentice for the rest of my life. I wanted to prove I could summon a scamp... Then Huleen would have to take me seriously. I'm just glad it's all over now. Thanks for killing the scamp, Earendil.

** Back to Edwinna Elbert in Ald'ruhn:

So Huleen's apprentice summoned a scamp? Is that all? I can't believe I was distracted from my studies for something so trivial. Speaking of which, I discovered these scrolls during my research. You may find them useful. (Got 2 scrolls of *Fifth Barrier*).

MG q16, Edwinna Elbert, Ald'ruhn

Earendil, I have finished my study of Chimarvamidium.

Can you believe this isn't about a Dwemer construct at all? This book was completely useless. In any case, I need you to return the book before Sirilonwe suspects anything. Return the book to wherever you found it.

MG q16

Just a matter of going to Vivec MG, to Sirilonwe and pass into closet, open chest and place book in chest.

Return to Edwinna:

The book has been returned? Good work, Conjurer. Once I know the locations of some Dwemer ruins, I will be asking you to travel to some dangerous places. These amulets will help you return to safety.

(Got *Amulet of Almvisi Intervention* and *Amulet of Divine Intervention*).

MG q17, Edwinna Elbert, Ald'ruhn

At this delicate phase of my research, I need to study a [Dwemer Tube](#).

They're easy enough to find. I believe I saw some in [Arkngthunch-Sturdumz](#) when I was last there. Would you be willing to travel there and bring back the Dwemer Tube?

I appreciate your dedication, Earendil. Arkngthunch-Sturdumz is northwest of Gnisis, but there's an easier way to get there. Go to Ald Velothi and follow the coast to the west. Take the Silt Strider to Gnisis and follow the roads north. I will mark Ald Velothi on your map.

Side quest, Ruined Shrine of Boethia

To Caldera and asked for "sculptor". Was first directed to Verick Gemaine, the Trader:

There's one in town who likes to carve up some stones, but I'm not about to buy his sculptures. He lives in Ghorak Manor.

After some searching found him on the second floor, Duma gro-Lag



Side quest, Ruined Shrine of Boethia, *cont'd*

Duma gro-Lag:

Sculptor?

Me? Well, I have done a few pieces. Mostly, Ghorak just throw them really far. You interested in buying a piece? I'm working on one now...for now I call "Untitled Rock"

Me do big statue? Hmmmm...could be good. Ghorak not throw that far at all! Tell you what – I make you statue. Need money, though for material. Need 2000 septims for everything. And need plans. How I supposed to make big statue just like old one and not know what old one look like? Must be [statue book](#) somewhere tell me how to make shrine! Find me plans and gold, and I make your statue. Meantime, I find a good place to build it.

[statue book](#):

I don't know what it called! Book with statue picture in it. Description of shrine. That kind of stuff. Ask book guys. They got lots of book. One must have right stuff.

Asked in nearest book shop and was advised to try Jobasha's rare books in Vivec. So went there, and yes, he had the book "Boethian's Glory", which appears to be the one I'm looking for. Returned to gro-Lag with the book.

Side quest, Ruined Shrine of Boethia

[Duma gro-Lag](#):

You got the stuff? Good, give it here. Okay, I found a place. Nice and away from stuff. Take me a few weeks, though. Gotta get some assistant sculpturist to help me out. Not easy to find, you know? Anyhow, it be done in not too long. I gonna build it at [Khartag Point](#) up on coast from here. Up north. You can't miss. It really big. Great big rock, named after famous orc hero. He kill himself there. Very famous. Long way down from that rock.

Next traveled by guild guide and Silt rider to Khuul.



- T: Thongars' Tradehouse
- 1. Endris Dilmyn's shack
- 2. Aldi's shack
- 3. Nelmyne Andules' shack
- 4. Brurid's shack
- 5. Svadstar's shack
- 6. Miron Garer's shack
- 7. Helga's shack
- 8. Rivame Samandas' shack
- 9. Panud Egg mine
- 10. Seran Ancestral Tomb





Khuul

Walked westwards from Khuul. Soon passed a camp with three guys who wanted to fight. Collected some valuables after the battle.

Continued westwards and after a while passed some ruins before I reached the village **Ald-Velothi**.





Ald Velothi

Ship Fair Helas

1. Vireveri Darethran's shack
2. Ganus Lloryn's shack
3. Llerar Vinen's shack
4. Lledsea Relas' shack
5. Sathas Rivul's shack
6. Ienas Arvel's shack
7. Outpost

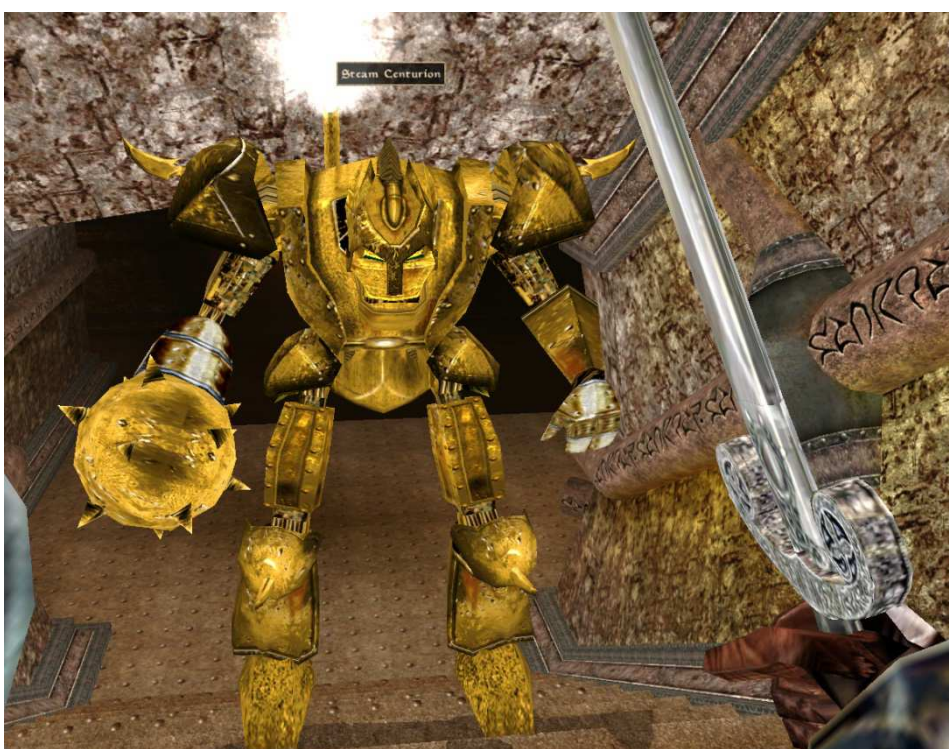
Had no business here, so just continued westwards, and after a while could view the Dwemer ruins, **Arkngthunch-Sturdumz**.

Entered the ruins, and immediately encountered a couple of mechanical creatures ("centurions"). After this battle leveled up to **Level 19**.

Now realized a couple of things:

1. I was already pretty heavy loaded
2. I really need a more powerful light spell.

So decided to pull out, back to civilization and return.



In lieu of returning whence I came, I headed towards Gnisis, to discover and explore yet another place.



T: Madach Tradehouse

1. Vabdas hut
2. Abelmawia hut
3. Dinadad hut
4. Yahaz hut
5. Shishara hut
6. Man Ilu hut
7. Shand hut
8. Barracks

9. Fort Darius

10. Mantiri Cave Dwelling
11. Arvs-Drelen
12. Almu Cave Dwelling
13. Lasamsi Cave Dwelling
14. Tansumiren Cave Dwelling
15. Mat
16. Assarnud
17. Gnosis Eggmine

Sales stands outside temple (have good equipment):

- S1: Ashuma-Nud Matluberib, weapons++
 C: Zebba Benamamat, Clothier
 T2: Shulki Ashunbabi, General trade
 S2: Hannabi Zabynatus, armor++

After exploring Gnosis, returned to Caldera / Balmora for trading and training, before returning to Gnosis.

Side quest Missing pants, Hentus Yansurnummu, in river by Gnosis

Hainab Lasami stole my pants while I was swimming. Please get my pants back.

Side quest, Missing pants

Coincidentally met Hainab Lasami in market area. – Why do you want Hentus' pants? That swit couldn't put them on without help.

While talking to people in the village, the topic "join imperial legion" appeared – when asked was directed towards Darius, downstairs at Madach Tradehouse.

Met with him and decided to join the imperial legion. First rank: **Recruit**.

Note: Now I'm member I have to wear uniform, at least when someone higher-ranked than me from the Legion can see me. The first I got was a crappy Imperial Chain Cuirass – hope I get something better as I advance.

Imperial Legion q1, Darius, Gnosis

There's a little issue of a *land deed* here in Gnosis I need you to take care of.

Mansilamar Vabdas died recently in the eggmine. He is survived by his wife who now owns a parcel of land we could use for another dock. Talk to the Widow Vabdas and get the deed to her land. Don't take 'no' for an answer. Get me that land deed.

The eggmine is up on the hill. Careful in there, the kwama queen has been blighted. They're only letting miners in.



Imperial Legion q1

Searched out the widow and asked her about the deed:

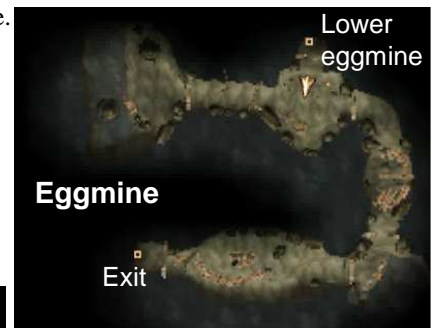
-- My husband was murdered by a legionnaire and now you come asking for his land! You will never get his land. I will fight you and all of Gnosis will fight you until all you foreigners leave us in peace. Now get out of my house.

My husband went to the eggmine and never came home. He knew the mine was closed by you foreigners and guarded by the Legions, but we had no fresh kwana eggs. If you want to help me, go to the mines and find out the truth.

So went to the eggmine. The guard outside: Since you're in the Legion, here's the key. Be careful.

Explored the eggmine without finding anything special, then entered door to Lower eggmine.

Here was immediately confronted by a Legion Guard, Lugrub gro-Ogdum who gave me 10 seconds to get out, or be killed. Instead of returning the way I came I spotted a door at the other end, and ran for it – arriving to Underground Stream.



Here I met the ghost of **Mansilamar Vabdas**:

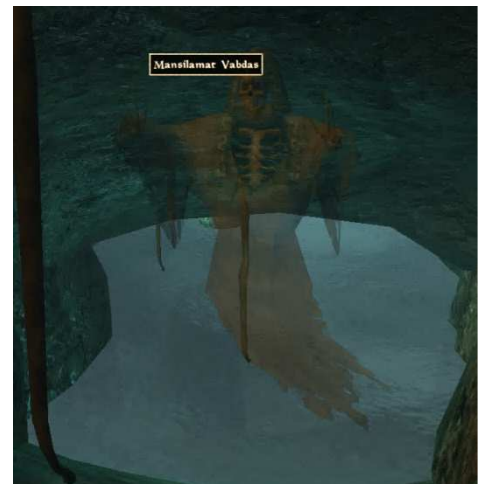
Do not fear me, Breton. Listen, and I will tell you how I was murdered by Lugrub gro-Ogdum. I came to the mines to get fresh kwama eggs for my family. Lugrub was sleeping, and I snuck past him. When I found enough eggs, I went back the way I came, only this time Lugrub was awake. Lugrub murdered me so that no one would know he failed his duty. He dropped the broken axe he used next to my body in the water behind me. Take the axe as proof of Lugrub's crimes.

Land deed:

Do not let them take my lands. Avenge my death and let my wife in peace.

At the bottom of the pool found the axe, and returned the same way – this time barely surviving the attacks from Lugrub, without fighting back.

Then went to Darius.



Imperial Legion q1

Darius:

Do you have the land deed?

-- Murdered? Do you have any proof (YES)

-- What kind of proof do you have? (I spoke with the ghost of Mansilamar Vabdas)

I don't care if you saw the ghost of Tiber Septim. I can't tell the Legion officers in Cyrodiil that I condemned a soldier to death because you talked to a ghost. (Here is Lugrub's Axe)

Hm. Yes, this is Lugrub's Axe. I can see how it's been damaged from hitting bone here and there. With this, I have no choice but to believe your story. Lugrub gro-Odgum is an outlaw. Find him and kill him. Then justice will be served.

Returned again to the Lower eggmine; this time fought back when Lugrub attacked, and he was soon enough disposed of.

Imperial Legion q1

Darius:

If Lugrub is dead, justice has been served. Good work, Earendil. I have more orders for you. Also take this broadsword for a job well done.

Then finally headed for the Dwemer ruins.



1. Dwemer Tube

All the machinery is actually working...



MG q17

Returned to Edwinna with the Dwemer Tube:

Yes, this is what I wanted. Now I can finally study these "bthurkz" the Dwarves wrote about. I am impressed by your dedication to scholarship. Good work, Earendil.

First to Caldera and Creeper, then ran to Balmora in the interest of training.

Dropped Imperial Chain Cuirass in the bedroom MG Balmora – must remember to pick it up before meeting Legion again.

Then decided it's time for another main quest.

Blades q3, Caius Cosades, Balmora

I've thought it over, and I want you to interview three informants in Vivec City concerning the Nerevarine and the Sixth House. First, I want you to speak with **Addhiranirr**, a Khajit Thieves Guild operative. Second, I want you to speak with **Huleeya**, an Argonian in the Morag Tong. Finally, I want you to speak with **Mehra Milo**, a Temple priestess. Here, I've written the details down, so you won't forget. And here are 200 drakes. For bribes and other expenses.

Addhiranirr is found in *St. Olms Canton*. Be careful what you say, and use common sense. People in the cantons are suspicious of outsiders; you may have to win... or purchase ... their confidence.

Huleeya is an Argonian and a Morag Tang assassin. You'll find him at the *Black Shalk Cornerclub* in the Lower Waistworks of the Foreign Quarter. In addition to his other skills, Huleeya is also known around Vivec as a student of history and a lover of books and old things.

Mehra Milo works in the *libraries at the Hall of Wisdom and Justice*. She's a friend, so be careful, and don't get her in trouble. The Temple is suspicious of outlanders, and wouldn't be happy to find Mehra talking with you about religious matter. She'll be easy to spot. Look for the priestess with the copper hair and copper eyes.

Guild guide to Vivec, and when there, I decided to pay Lucretinaus Oleinius another visit – just to see if that would mark the quest as completed.

Side quest, Invisibility

Lucretinaus Oleinius

I see that you paid the debt my son owed. I thank you for your help. Here is a reward for all your efforts. (got 100 gold). [And the quest no longer appears in my journal...]

Blades q3

As suspected, [Addhiranirr](#) was one of the persons I had met in the St. Olms Underworks:

You have come from Caius, so of course he tells you about Addhiranirr, how she is a friend of Caius, and who does little things for Caius, and who is also a member of the Thieves Guild, not at all important, but very helpful and loyal to fellow guild members.

[Sixth House cult](#)

No, Addhiranirr is not talking about this with you, because Addhiranirr is very distracted by an annoying taxman.

[Census and Excise agent](#)

You do not know this? They are the collectors of the Emperor's taxes and tariffs. And the Emperor has outlawed trade in many things, like Dwemer artifacts and ebony, and a Census and Excise agent will enjoy being a pest about such things. For several reasons, a Census and Excise agent is not Addhiranirr's favorite person. If you want Addhiranirr to help you, make the bad agent go away. Then she will tell you things.

[So that's why she's down here – hiding from the agent. But she could at least have told me where to find him...]

Next went to Hall of Wisdom and the Library. Found [Mehra Milo](#) there:

--Yes, I'm Mehra Milo. Caius sent you? Follow me into the back of the library. We can't talk here ...

... Go ahead. I'm afraid I don't know anything about a Sixth House cult, but I can tell you about the [Nerevarine cult](#). The Temple worships Nerevar as a saint and hero, but prophecies of his reincarnation are punished as wicked heresy. The Nerevarine cult claims the Tribunal are false gods, hence the Temple's persecution of the Nerevarine cult. A group called the Dissident Priests disputes Temple doctrine on the Nerevarine prophecies. The proscribed book 'Progress of Truth' describes their beliefs. Get a copy of the book for Caius. That will tell him things he needs to know about the Nerevarine cult.

[Tribunal](#)

Almalexia, Vivec, and Sotha Sil are mortal guardians who walked the earth, defeated the Dunmer's greatest enemies, the Nords and the Dwarves, and achieved divine substance through superhuman discipline and virtue and through supernatural wisdom and insight.

[Persecution of the Nerevarine](#)

It's an Ashlander cult – primitive superstition, says the Temple. Nerevarines say the Tribunal are false gods. I've never understood why the Temple wastes so much energy on them. The faithful cannot be shaken by such attacks, and the Ashlanders are just ignorant savages. But since the submission of the Temple to the Empire, and the erosion of faith among the Dunmer, the militant wing of the Temple is increasingly fierce in its attacks on heretics and heathens.

[Dissident Priests](#)

They dispute Temple doctrine, and are outlawed and persecuted by the Temple. Ordinators arrest and imprison heretics, and the Empire cannot interfere. 'Progress of Truth' lists their beliefs. In brief, they challenge the purity and divinity of the Tribunal, suggesting their powers are sorcerous, not divine, and perhaps akin to the powers of Dagoth Ur. They also condemn the arbitrary power of the Ordinators, and accuse the Temple hierarchy of self-interest and corruption.

[Nerevarine prophecies](#)

The Ashlanders have a mystical tradition of interpreting dreams and visions as prophecies. These prophecies are recorded in verse, and may be lost or garbled over the generations. But the Dissident Priests have collected many ancient prophecies of the Nerevarine, many of which they believe to be genuine. Collectively these are called the Lost Prophecies of the Incarnate. One of the sacred missions of the Dissident Priests is the collection and study of these prophecies.

[Progress of Truth](#)

This book lists the disputes of the Dissident priests with Tribunal Temple doctrines. The Temple has outlawed the sale or possession of the book, so it will be hard to find. We have a copy here, but I fear I'm being watched by Ordinators here. A safer plan would be to search local booksellers. Some booksellers ignore Temple bans on outlawed books for profits or for principles.

Last visit for now – Black Shalk Cornerclub (Foreign Quarter), where I found Huleeya.

Blades q3, *cont'd*

Huleeya

I welcome you as the friend of my friend, Earendil. But I wish to go to my friend's bookstore, and these troublesome fools are in my way. I have tried to persuade them, but they hate my race, and I fear there will be violence. Perhaps if you speak with them... but be careful... and be ready. My friend, Jobasha the Khajit, has a bookstore, Jobasha's Rare Books. If you will agree to travel together with me there, I will answer your questions. But before we go, I beg you to try to persuade these troublesome fools to leave us alone. Otherwise, I fear they will attack us the moment we go to leave.

The sight of a free Argonian offends these racist thugs. It would tarnish my Morag Tong honor to slay them, and I don't want to trouble my friend Saralis Golmis by fighting in his club. But I must go to my friend's bookstore, where we can talk in peace.

Probably my personality and speechcraft skill was sufficiently high, because all of the thugs agreed to let us leave in peace, without any objection. So we 'traveled together' the short distance to Jobasha's Rare Books.



Blades q3, *cont'd*

Huleeya

Yes, thank you very much. We should be free from distraction here. I said I'd tell you about the Nerevarine cult so you can report back to Caius. And I don't know of any Sixth House Cult.

To understand the Nerevarine cult, you must understand the history of the Ashlanders. Nerevar means something very different to the Ashlanders from what he means to Dunmer of the Great Houses. You should also know about the persecution of the Nerevarine, and the legacy of the False Incarnate, for the Nerevarine cult is at the heart of the ancient conflict between the nomadic Ashlanders and the settled Great House Dunmer. Here is a summary for Caius, but ask your questions, and I'll answer in detail.

[History of the Ashlanders](#)

In the First Era, the nomadic Ashlanders, and the settled Dunmer clans were much alike, but after the First Council and the formation of the Great Houses, Ashlanders have been steadily forced into the poorest and most hostile lands. Now the nomadic tribes look to the prophesied return of Nerevar for a restoration of their ancient rights and religious traditions.

The [Ashlanders](#) hate the House Dunmer, who have become soft, and who have abandoned traditional ancestor worship for the gods of the Tribunal, and the Ashlanders hate outlanders, who invaded and stole their land, and forced them to live as a subject people. A reborn Nerevar who could drive out the outlander invaders, destroy the false worship of the Tribunal, and restore the pure traditional life and faith of the nomads would be a very popular hero to the Ashlanders.

In modern times Morrowind is ruled by five [Great Houses](#): House Hlaalu, House Redoran, House Telvanni, House Indoril, and House Dres. Great Houses culture is partly defined by its roots in ancient Dunmer tribal clans, and partly by later Imperial influences from other Western cultures. The Great Houses culture is only one of the native Dunmer cultures of Morrowind. The other native culture, the Ashlander culture, is a nomadic barbarian culture largely untouched by Imperial influences.

[Persecution of the Nerevarine](#)

The Temple treats the Nerevarine prophecies as heresy, and the Temple imprisons and executes heretics, unless prevented by Imperial law. But, since the Nerevarine cult is hostile to the Empire, the Empire does not interfere when Temple persecutes the cult. Ashlanders hate the Temple, and particularly the Ordinators, for their ruthless treatment of Nerevarine cultists.

[False Incarnate](#)

In the past, some have claimed to be the reincarnated Nerevar. The most recent is known as Peakstar, a figure of legend among the Wastes tribes for the last 30 years. The Temple says these false Incarnates disprove the prophecies, since the false Incarnates fail and come to nothing, but the mystical Nerevarine cult glorifies rather than shrinks from contradictions, citing the appearance of 'failed Incarnates' as certain proof of Nerevar's coming rebirth.

[Sixth House cult](#)

I've never heard of such a thing. House Dagoth was the Sixth House, but in the War of the First Council, they betrayed the other Great Houses, and were destroyed for their treason. But I've never heard of anyone worshipping them. Dagoth Ur, the ancient head of House Dagoth, is the Devil of the Tribunal faith, but I've never heard of anyone worshipping him, either.

** While there, checked if Jobasha had 'Progress of Truth', which he did. So bought one – easy task.

Tried to talk to people about Census and Excise agent, but the topic never appeared in the list – not before in the St. Olms Waistworks – people didn't *know* anything, but at least the topic was there. And then I just coincidentally ran into him.

Blades q3, *cont'd*

Duvanius Platonius:

I'm looking for a friend of mine, a female Khajit named Addhiranirr. Do you know where I can find her? (YES – she just took a gondola to the mainland (lied...))

-- What a disappointment. But thank you for your time. I was just heading back to the mainland myself, anyway, and maybe I'll run into her there.

So could return to the Underworks and search out Addhiranirr once again:

Blades q3, *cont'd*

So. Are you the one Addhiranirr must thank for getting rid of the annoying Census and Excise agent? Addhiranirr is very glad to see you, and very happy to tell a friend of my friend Caius all about the [Sixth House cult](#).

This Addhiranirr knows about, because it is about smuggling. Some smart smugglers are suddenly too busy for their old clients, because they have a new employer, the Sixth House, who pays *very* well. But what do they smuggle now? Addhiranirr doesn't know, because they are very secret. And this is odd, because these smugglers are always loud and bragging, and now they hush up like fat-bellied kitties full of sweet-meats.

[Smuggling](#) is big business. The Empire says we can't trade skooma, moon sugar, ebony, Dwemer artifacts, exotic Dunmer weapons and armor, and slaves. So smugglers trade these things. Smugglers also smuggle greef, shein, and sujamma to avoid Imperial tax. And now the Sixth House hires smugglers, though what they smuggle, Addhiranirr cannot say.

[Nerevarine](#)

Yes, Addhiranirr knows this Nerevarine cult is just silly superstition. So you tell Caius this. Nobody in her right mind pays any attention to this moon-yeowling. Prophecies and ancient heroes reborn and other silliness. Fuzzy tales for little kitties.



Another Disturbing Dream, Mages Guild, Balmora

You dreamed that a tall figure with a golden mask spoke to you, but you understood not a word. He smiled, and seemed pleasant, but when he reached to touch you, it terrified you, and you tried to escape, but you couldn't move. You tried to cry out, but you couldn't make a sound. The figure kept smiling and talking, but you felt sure he was trying to cast some sort of spell on you. When you woke, you couldn't recall how the dream ended.

Blades q3

Caius Cosades:

I have your report, and I'll make copies of your notes from Huleeya and the 'Progress of Truth'. Give me time to read and digest all this. In the meantime, I'm promoting you to [Journeyman](#). You're doing good work. And here are 200 drakes. Go out and treat yourself to a new pair of shoes. And go do some jobs for the guilds, or other freelance work, just to keep your cover story current. Or get some training. Then, when you're fit and rested, come back, and I'll have new orders for you.

Heeding Caius' advice, decided to do some questing for the Imperial Legion. Hence, went to Fort Moonmoth, and just inside the door met Radd Hard-Heart.

Imperial Legion q2, Radd Hard-Heart, Fort Moonmoth, Balmora

I'm proud to give you the rank of [Spearman](#), and this shield (got Imperial shield).

The Buoyant Armigers have challenged us to a hunt. Go kill a Dwemer Centurion, and bring me the scrap metal.

From an earlier quest I know there's lots of scrap-metal in the Dwemer ruins by the bridge, so popped up there, found some scrap metal and returned.

Imperial Legion q2

Radd Hard-Heart:

Do you have the scrap metal? (YES, here it is)

Yes, excellent. As you've guaranteed our victory over the Ordinators, I should probably give you a little something for your trouble. Here's 500 drakes.

Advancement: I'm proud to give you the rank of **Trooper**, and this armor (got Imperial steel cuirass)

The new equipment I got was better than my existing:

Steel shield: AR 27, weight 15 – Imperial shield AR 28, weight 14

Steel cuirass: AR 27, weight 30 – Imperial steel cuirass AR 28, weight 29.

Convenient that my best armor can service as uniform also.

Now I'm going to Gnosis, and started by running to Caldera. On the way leveled up to **Level 20**. (Had 5 increases in strength-skills, but didn't get strength bonus. Don't you get bonus when you're close to 100?)

Stopped at Ald'ruhn MG on the way:

MG q18, Edwinna Elbert, Ald'ruhn

I was wondering if you might check up on one of my colleagues in the Dwemer ruins of Nchuleftingth.

The last excavation report is long overdue ...

You can get there by going around the mountains near Suran and heading northeast along the Foyada Nadanat, or you can start in Molag Mar and head northwest towards Mount Kand. Go north around Mount Kand and along the north side of the Foyada.

Senilias Cadusius is engaged in official Imperial research in Nchuleftingth. He was supposed to give me an excavation report every month, but has not sent one this month. Go to Nchuleftingth and find out what is going on.

And then Silt rider to Gnosis.

Imperial Legion q3, Darius, Gnosis

Perhaps you can help with the Gnosis Eggmine. The eggmine was closed recently because of the risk of spreading blight, but the mines here need the eggmine to support their families. Find the blighted Kwama queen and cure her. Either cast a *cure blight* spell on her, or speak with **Hetman Abelmawia** who has scrolls of cure blight.

Side quest, Missing pants

Met Hainab Lasami in market area again. This time used persuasion to rise his disposition to > 80 (admire, bribe), and then he gave me the pants. ("It was a silly joke anyway.")

Gave the pants back to Hentus, and got 3 Hackle-Lo leaves as reward.

First went to Hetman and bought two scrolls of cure blight. Then, aided by a hint, went to the Temple, upstairs.

There's a "Vivec Ashmask" on display (turns out it's a fake one), and going up the "slide" there's a shrine which doesn't look like a shrine at all, but with luck or persistence, the legend "Shrine of the Mask" appears. Activating → "Do you want to donate one potion of common cure disease?" (YES), and the shrine opens, revealing the real mask (with much higher value). Now the not-so-apparent thing to do is to donate another potion – and nothing happens apparently. But when I checked my spells, a new spell had been added: Vivec's touch – cure blight and common disease on touch.

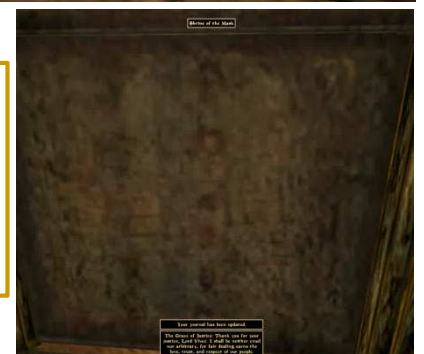
After that it was an easy matter to go to the eggmine, Lower eggmine (where I had killed gro-Odgum, turned left and found the queen. Cast the spell at her, had to fight a couple of Kwamas on the way out, and returned to Darius.

Imperial Legion q3

Darius:

So has the kwama queen been cured? (YES)

Good. Now the miners can go back to work. We'll still have to put guards in the lower parts of the eggmine, but at least the villagers can get their eggs. Take these 100 drakes as a reward.



Imperial Legion q4, Darius, Gnisis

I need a Trooper to find [Madura Scran](#), who is missing.

I have a report from Ald Velothi that one of their own, Medura Scran, is being held hostage in an outcast ashlander camp just south of their village. Go there and escort her to safety.

Checked the sales stands by the temple and found they surprisingly had some good equipment. So bought myself a new and better helmet before heading northwards towards Ald Velodhi.

Found the camp south of the village, talked to some ashlanders outside, and was directed to "Abassel, inside hut".

Imperial Legion q4

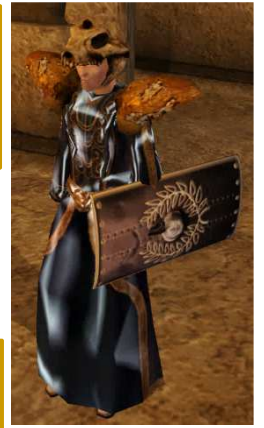
Abassel Asserbassalit:

So this pilgrim has value? I will give her to you for 500 drakes (PAY 500 drakes).

Thank you Earendil – she is free to go.

(Alternatively, could have killed them all, but in a peaceful mood...)

Madura Scran wanted to be escorted to the Ald Velothi Outpost, which I did without any events.



Next went to Khuul and took a boat to Dagon Fel.

Dagon Fel



Ship: **Arrow**

I: The End of the World

T: Heifnir, Trader

1. Greidil Half-Troll's h.

2. Onmi Har-mouth's h.

3. Mette's h.

4. Fana Fork-Beard's h.

5. Watch Tower

6. Itar the Gentle's h.

7. Fjorrod's h.

8. Anja Swift-Sailer's h.

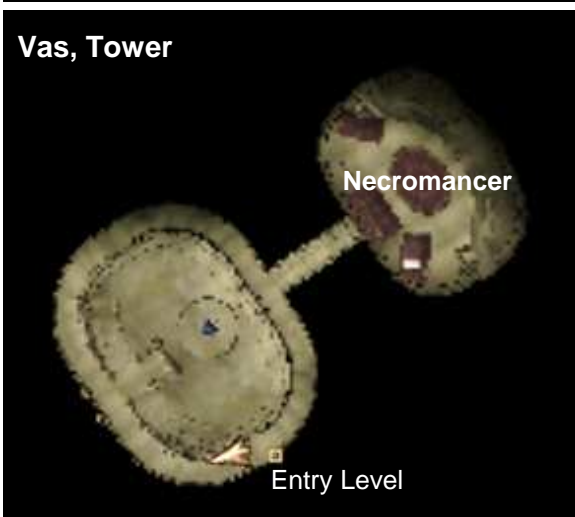
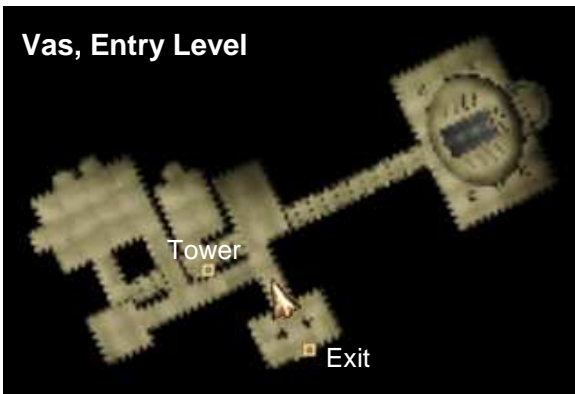
9. Hurg's h.



Worked my way westwards from Dagon Fel into the **Sheograd region**. Found Pudai Eggmine. At western edge used the World map to Water Walk / navigate my way to the Vas island.



Found Ulyne Henim outside the Vas Cave, but experience from this game and Oblivion is that these “companions” have a bad habit of getting themselves killed in such missions, so decided to explore the dungeon all alone until it was relatively clear of monsters.



Entry level: Rats, Ghosts, and Skeleton Champions – really no big challenges. (Note when returning to entry level from the Tower, many monsters have been respawned, so you’re not safe. (I ran from Dremora Lord only to run into four skeleton champions – a little better but not much.)



Tower: Dremora, Dremora Lord, Daedroth – pretty tough fights. (Got some good weapons in the 30000 gold value range).

In the lower level area found a dead guy with a repair hammer – *very* welcome! After cleaning out everything was ready for **Level 21**. Rested a bit, then went back outside and asked Ulyne to join. When climbing the stairs up to the Necromancer, a daedroth appeared from nowhere and killed Ulyne – so had to reload and this time was prepared for it. Managed to do both the big fights without Ulyne getting involved. The Necromancer room contained lots of valuable armor and stuff, but I couldn’t carry any more, so it’s there for fetching later.

Ulyne Henim: The Necromancer Daris Adram is dead, Earendil. Thank you for your assistance. The battle would have been difficult without you. I will stay here and take care of a few details. Thank you again.

Chose an alternative route back. First crossed the water southwards to the mainland, and planned to follow the coast westwards to Khuul. But found the camp Urshilaku and nearby a Dwemer ruin. It's not that I didn't want to fight the Dremora monsters there, but being fully loaded I didn't want to get any more good stuff. And my detouring resulted in me suddenly being close to Maar Gan instead. But that's OK – took the silt rider to Ald'ruhn, where this adventure ended – in the Fighters Guild.



FG q7

Percius Mercius

Ulyne Henim gave a very positive report, Earendil. Since this has helped our reputation with the Buoyant Armigers, I've decided to share the contract reward with you. Take these 500 septims.

FG q13, Percius Mercius, Ald'ruhn

The Fighters Guild often enacts justice when there is no one else who can do so. I just received a contract straight from Cyrodiil. I need someone to find the murderer and outlaw [Nerer Beneran](#).

He was a member of House Redoran. He is now the leader of an outlaw band in [Sargon](#), which is north of Maar Gan. Find Nerer Beneran and bring him to justice.

You might want to ask around Maar Gan. I've heard this outlaw refuge is on an island and well-hidden.

Back to Balmora (via Creeper in Caldera...), got some training and achieved **Level 22**. While resting, yet an assassin attack – this one dropped a Daedric Wakizashi worth 48000 gold, so these attacks pay off...

FG q13

Eventually travelled to Maar Gan, and asked for Sargon: "Check with Bugdurash gra-Gashel or Nuleno Tedas – you'll probably find them at the Trading House or Outpost"

Found Nuleno Tedas:

It's almost due north of here, but you'll need a way to get across the sea. It's on an island, and it's a long walk with a long swim after it. You know where Vas is? Well, it's a bit southwest of there. Like I said, it's a long way to go. I suppose you could travel west from Dagon Fel, but it's a long trip from there as well. (The orc said exactly the same.)

Didn't want to do this quite yet, so travelled to Gnisis, and met with Darius:

Word of your accomplishments has spread fast. You are ready for advancement. I am proud to give you the rank of **Agent**, and this helm and gauntlets. (Got Imperial steel Helm (current Nordic Trollbone Helm better) and Imperial Steel Gauntlets (better than my steel gauntlets).)

Imperial Legion q4

So you got Medura Scran out of the camp and in one piece. Good work, Earendil.

Imperial Legion q5, Darius, Gnisiss

Ragash gra-Shuzgub was sent to Arvs Drelen, but no word has been heard since, and I suspect foul play. Find her and bring her back. Careful with Balades, though. I don't trust him.



Found Summoning room key in a bedroom. In summoning room killed a few skeletons, and found Dwemer Boots of Flying (AR 38 and flying.) Upstairs a few locked doors; perhaps Balades behind one of them? In cellar: Prison cells, trapped and locked. Had high enough security skill to disarm, and high-level open spell unlocked. Ragash was in there: -- Hey, Balades Demnevanni locked me in here. Can you get me out? -- Balades? Yes, I just came to collect taxes as I was told, and he lock me up in this room. (Follow me out). ... --Thank you, thank you so much. [So she was let free and I never met Balades at all – but did rob him blind]

Imperial Legion q5

Report on Ragash gra-Shuzgub, Agent.

Excellent! Good to hear you were able to get her out of there.

Imperial Legion q6, Darius, Gnisiss

I suspect there is something going on with some of my troopers. Informants have told me of a conspiracy brewing involving the Talos Cult, but I have not yet been able to find any proof of this. Investigate this, Earendil, and bring me any information you find.

Talos Cult is a group that reveres Tiber Septim. It is not the group as a whole with whom I am concerned. It is rumors of a conspiracy within that interests me. Talk to your fellow soldiers and see if you can find out more.

Asked Nash gra-Khazor (in the Trading House) about Talos Cult:

Ok, ok. Look, I'm not into it, but I know someone who is, Oritius Maro. That's all I'm saying. Check the barracks.

Went to the barracks and found Oritius Maro:

You have interest in the Talos Cult? I can understand why. But, I have nothing more to tell you about this now.

{ Increased his disposition to 72 (Admire) }

-- I like you, Earendil. Perhaps you could be of some use to us. Do you have interest in becoming a member of the Talos Cult? (YES, please tell me more).

I thought you might. Here, take this key. It will unlock the door to the shrine downstairs. Look in the storeroom for the door. While you are there, speak with Arius Rulician. He can tell you more.

Opened the trap door with the key, and met Arius:

What are you doing here? This is for Talos Cult members only.

{ Admire success }

Ahh, you have spoken to Oritius then? Excellent. We are always interested in meeting those who sympathize with our cause. Feel free to look around and hear our plans.

Talos Cult?

We are those who worship the true following of the Legions. Protecting the glory of Tiber Septim, Talos, the Dragonborn.

{ Got his disposition up to 100, but didn't get any more out of him }

Went back to Daruis with what I had found:

So you found a secret altar to Tiber Septim? It troubles me that the Talos Cult has been hiding its practices from me, but the worship of Tiber Septim is accepted throughout the Empire. I need proof of a conspiracy against the Emperor, Earendil, not just the existence of a shrine.

So went back to the shrine. On table: Locked chest (lock level 5) – easily opened – contained a letter from Oritius Maro, with plans for an ambush on the Emperor. When I took it Arius Rulician attacked me, and I had to kill him. Left the barracks, but had a feeling Oritius was following me (not outside though).

Darius:

This is a most troubling letter. Thank the Divines you found this evidence. Now you must execute Arius Rulician and Oritius Maro.

Went back to the barracks, and Oritius attacked me immediately – but was quickly disposed of.

Imperial Legion q6

Now the traitors are dead. It saddens me that this could happen to men under my command. We all swore to serve the Emperor, no matter what happens. You've earned my gratitude, Earendil. Long live Uriel Septim!

You are a good soldier, Earendil. I am proud to give you the rank of **Champion**, and these pauldrons and boots. (Got Imperial Steel boots and Imperial Steel Pauldrons – but I have better equipment already.)

Finished in Gnisis for the time being, went to Caldera, and further to Gnaar Mok-area. North of the village found Khartag Point – went primarily to see how the work proceeded, but surprisingly the statue was standing there already.

Side quest, Ruined Shrine of Boethia

Duma gro-Lag:

Okay, statue all built. Hope you have fun with new one. Shame to get rid of old Khartag Rock, but it cause some problems anyway. Big rock.

Shrine got built. Big shrine. Not bad work, I think myself did one real good job. I a legend in my own shrine.

“Talked” to statue: (Boethia):

You have done well. This shrine is a worthy one, and my power will again be felt.

Take this, mortal. Wield the **Goldbrand** with a strong hand, and let all know that my shrine has risen!



My alteration skill had now exceeded 50, so went to Balmora Mages Guild and talked to Ranis:

Congratulations. You are now Earendil the **Magician**. Strive ever forward.

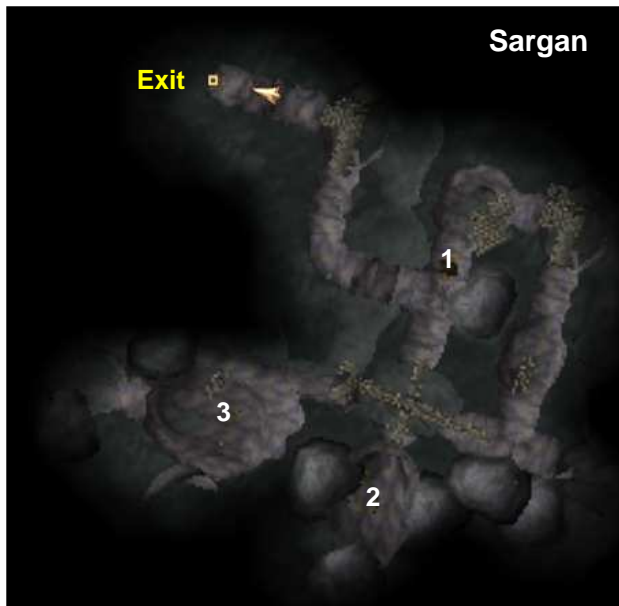
(Next: Warlock, one skill 60, two skills 20).

[Dropped all my keys on the floor by the closet in the MG bedroom. Don't think I need them any more]

Now for the FG-quest on the northern island. Turned out there's a good route northwards from Maar Gan – mostly north and a little east – through really barren landscape. Arrived just south of the eastern tip of the island. Lots of fights on the way, so advanced to **Level 23** during this journey.

Water walked over to the island, and found the cave **Sargan** at the south side of the center of the island.





Sargan

1. Trapped and locked door
 2. Lots of crates and sacks – nothing impressive
 3. Nerer Beneran
- Had to fight 7 of Beneran's companions on the way. Beneran wore an Ebony Cuirass (AR 118, weight 60) – a real prize! Also far more equipment in the cave and worn by the bandits than it was possible to carry back.



Walked the same way back to Ald'ruhn, and Percius Mercius at the Fighters Guild.

Note: Found out on the way that Creeper (in Caledra) trades Dwemer coins. That's a good source of lightweight change!

FG q13

Good work. Nerer Beneran has been brought to justice. Here's your share of the bounty, Earendil. (Got 500 gold).

** The Fighters Guild recognizes you. You are now Earendil the **Warder**.



FG q14, Percius Mercius, Ald'ruhn

Serjo **Avon Oran** of Suran has given us a contract. He's been having problems with **bandits in Suran**. He's a good leader. Most leaders take their positions for granted and neglect the duties they have to the people. Serjo Avon Oran is a better man than that. He takes his duties to the town of Suran very seriously. Look for him there and speak to him about the bandits in Suran.

Took the Silt rider to Suran, and to Oran residence. Turns out there are traders / trainers in there as well.

Serjo Avon Oran:

The bandits have been attacking from **Saturan** which is northeast of here, just over the mountains. Kill **Daldyr Sarys** and the raids will end. When you have killed him, report directly to me, and I will give you 1000 gold in bounty.

The cave was precisely where he'd said it would be – found out eventually that the easiest way was south of the mountain ridge and follow the valley north.



Had to fight some five bandits in addition to Daldur Sarys. Lots and lots of semi-valuable stuff here – partly worn by bandits, partly in crates and chests. Had to go three or four times to carry it all back to a trader.



Freed some slaves from a slave pen:

--Yes , you have freed me, Earendil. Are you in the [Twin Lamps](#)? ... I do not know if they really exist. It is said that they help slaves like us escape. Until you arrived, I did not believe I would ever see Argonia again. After killing Sarys, went back to Serjo Avon Oran:

FG q14

You have brought justice to Daldur Sarys and his bandits. House Hlaalu thanks you, Earendil. Here is the bounty money we agreed on. (Got 1000 gold.)

On one of the return trips to Saturan, coming from south, I met a warrior:



Side quest Umbra, East of Suran

Have you come seeking me? My name is unimportant, and my accomplishments are few.

What are any of my accomplishments in the whole of this world? I have traveled from one end of the land to the other: I have killed creatures that can stop a man's heart with but a look. I have the blood of man and mer uncountable on my hands. I have seen the atrocities of war and the hideous excess of peace. There is nothing left for me in this world.

I have seen the wholesale slaughter of men, women, entire races of people. Villages have burned before my eyes – my hand has held the torch, and my hand has thrown water on the flames. I have been ankle deep in blood, swinging Umbra in a wide arc, all for the glory of the battle, and here I still stand.

I have no more to do in this life. I have saved whole towns from packs of daedra, and I have slaughtered men for the glory of countless nobles. All that is left for me is my own death, and the gods have cheated me of that. All I ask is to die like a warrior, but how can that be?

What is the use of knowing my name? If it will make you more comfortable, you may call me Umbra. It is the name of my blade, though it may as well be mine.

I don't believe it is too much to ask to die as a warrior should – in battle. It is my curse, though, that I have found no one that can best me in combat. Are you the one that can? Can you come and lift me from these shackles of life? Come then, be the new wielder of Umbra! (I will give you the death you deserve).

Excellent! Perhaps now I will be granted a warrior's death. And if I am not, know that you will be.

[He attacked before I could draw my sword, but on the third attempt I was able to defeat him.

Reward: *Umbra*, two hand sword with soul trap enchantment – worth 110000 gold. Plus complete valuable orcish armor.]

During the trips to and fro Suran I leveled up to **Level 24**.

After selling all and done in the Suran area, went to Ald'ruhn to talk to Percius Mercius:

FG q14

Serjo Avon Oran spoke highly of your work. Every contract like this helps the old reputation of the Fighters Guild.

FG q15, Percius Mercius, Ald'ruhn

I have a small task for you. The Empire charges the Fighters Guild with keeping the forts and mines supplied. Would you be willing to take a load of flin to the [Elith-Pal mine](#)?

Here's the flin (20 bottles). Deliver it to Dangor. He's a Bosmer who works at the mine, which is on the base of Red Mountain just west of the Zainab camp.

Decided to do this quest immediately. The target is far from any travel destination, so decided to combine with exploring, and take it from Sadrith Mora, via Tel Ahrun and the Zainab camp. Uneventful to Tel Ahrun.



- A: Bildren Areleth, Apothecary
- I: Plot and Plaster
- S: Aryne Telnim, Smith
- T: Ferele Athran, Trader
- 1. Underground
- 2. Tower Entry
- 3. Upper Tower
- 4. Tower Living quarters
- 5. Slave pen.



Side quest, Maurrie Aurmine, north of Pelagiad

Found [Emusette Bracques](#) in the Plot and Plaster.

-- Ah.. so you're the one who brought Maurrie and Nelos together. Nothing has been seen or heard of them since then, but the bards are singing songs of their love. Well done, Earendil. Please take these as a token of my gratitude. (Got 3 potions of Exclusive Restore Health.)

And this quest was finally completed.



Water walked over to the mainland and continued towards Zainab camp.
Relatively flat and barren grasslands – uneventful except for the standard encounters.



Zainab Camp

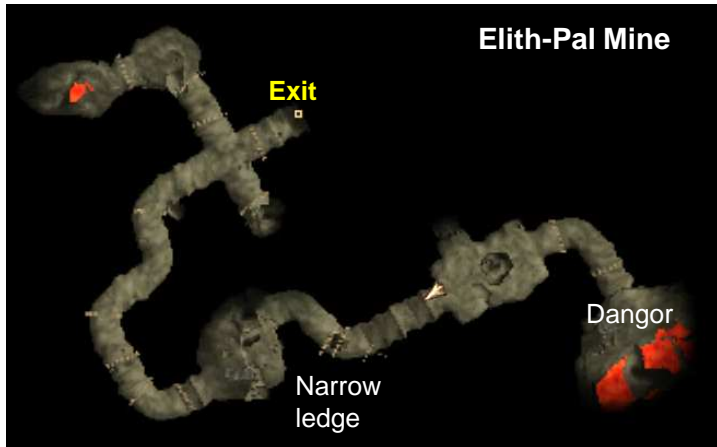
1. Kummu's Yurt
2. Ababael Timsar-Dadisun's Yurt – Smith
3. Kuda's Yurt
4. Wise Woman's Yurt
5. Tussi's Yurt
6. Ashibaal's Yurt
7. Minassour's Yurt
8. Ashkhan's Yurt
9. Ashur-Dan's Yurt – Trader
10. Patababi's Yurt.

They weren't hostile, but not especially friendly either. Most had a disposition of about 30, half of what people normally have.

The Smith has 9000 gold, but very low disposition, and I didn't succeed in raising it. So his buying prices were ridiculously low. No way I'll trade with him...



Now went more or less directly westwards, and at the foot of the Red Mountain found the Elith-Pal Mine exactly as described.



Didn't find him at first attempt, as I had to climb a narrow, almost secret ledge to get into the inner part of the mine. But else an easy task (ebony mine, with guards, only monsters some rats).

Dangor:

Are you here to deliver the flin?

Thanks, Earendil. I've been looking forward to this shipment.

And then ended this quest by walking / running all the way to the south. Got trapped amongst some boulders in the end, and used the Divine Intervention amulet – which surprisingly sent me to Pelagiad. And the final walk back to Balmora from there.

Next went to Ald'runh via Caldera, and talked to Percius Mercius at FG:

FG q15

Good work, Earendil. A load of flin can get heavy after a few steps. I prefer brandy myself. Could I offer you some? Something to wet your throat after the load trip? (YES, please).
(Got 500 septims for contract, and one Cyrodiilic Brandy).

Percius had no more orders for now – suggested I speak to [Hrundi](#) in Sadrith Mora.

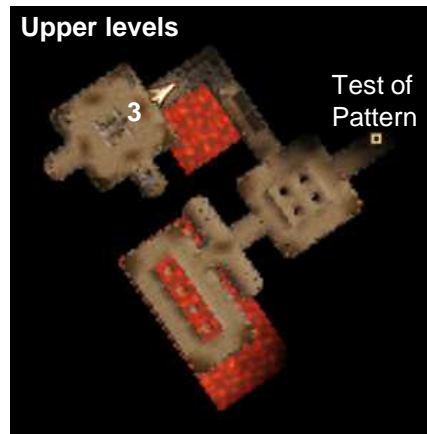
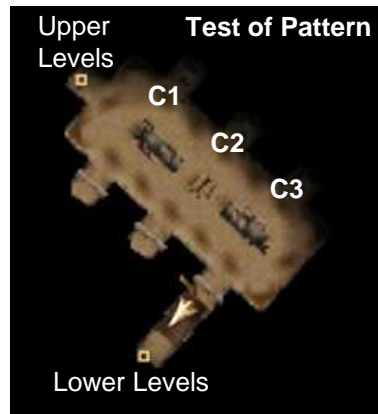
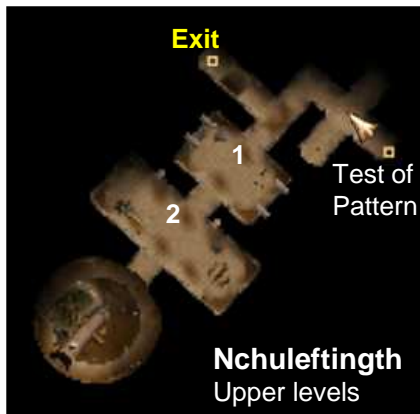
Returned to Balmora, practiced some spell casting and advanced to **Level 25**.

Silt rider to Suran, and headed out for the Nchulefingth quest (MG18). Followed road signs to Mount Assarnibibi in the start, and turned south (was looking for a cave entrance, but these are *large* Dwemer ruins, easily spotted at far distance).



Entered ruins and found Senilias Cadiusus near the entrance.





1. Senilias Cadiusus.

This is my daughter, Pania. I am excavating these Dwemer ruins. Oh, did Edwinna send you? I'm afraid I don't have an excavation report for her. Tell Edwinna everything is fine. We've just had a few ... setbacks. Our native guide, [Anes Vendu](#), is missing. He was taking notes for our next excavation report, and he must have taken it with him when he disappeared. Somehow he must have gotten into the lower levels. Would you try and find him?

2. Nchuleftingth key (didn't see where I may have used it)

Test of Pattern: This may have been intended as a puzzle: Three cranks (C1-C3) at north wall, and no exits.

However, automap showed "something" behind the southeastern nook. So natural to try to turn crank C3 – and exit to lower levels appeared (The other two cranks are supposedly traps).

Lower levels: Centurion spheres and spiders.

3. Anes Vendu – dead – beside a dead Centurion sphere.

Also a book: "Hanging Gardens"



Back to Senilias Cadiusus:

I feared he might be dead. This is terrible news. I should never have let him explore the ruins alone.

You found the report? Deliver it to Edwinna Elbert in Ald'ruhn: I will continue my work here. Now that the lower levels are open, perhaps we can make more discoveries here. In honor of our deceased colleague, Anes Vendu.

[Hanging Gardens?](#)

Hm. This book is written in both Dwemer and Aldmeris. If you can find a scholar who can read Aldmeris, this might well be the translation we've been looking for! This is a very exciting discovery. I only wish Anes Veldu could share it with us.



Returned to Suran a shorter route, following the mountain ridge back. Then went to Caius for more orders.

Blades q4, Caius Cosades, Balmora

We need an Ashlander informant. I have heard of a fellow in Ald'ruhn named **Hassour Zainsubani**, an Ashlander who left the Wastes to become a wealthy trader. They say the Ashlanders like to give and receive presents. Take these 100 drakes. Find out what Zainsubani likes, and get him a gift. Then give him the gift, and see if he will tell you about the Ashlanders and the Nerevarine cult. Then report back to me.

I'd try the Ald Skar Inn in Ald'ruhn first. That's more respectable than The Rat in the Pot.

So next destination was Ald'ruhn – both to meet with Edwinna and to find Zainsubani.

MG q18

Did you get the excavation report? Do you have it with you? (YES)

Thank you, Earendil. This report will be helpful, I'm sure.

Congratulations. You are now Earendil the **Warlock**. Strive ever forward.

MG q19, Edwinna Elbert, Ald'ruhn

I want you to find some Dwemer plans or blueprints.

Senilias already sent the blueprints he found in Nchuleftingth to the Emperor... But the excavation report mentioned [Mzuleft](#), which is southwest of Dagon Fel. You will need to swim or fly across parts of the Sea of Ghosts. Bring back any plans or blueprints you find.

Asked around Ald'ruhn about Hassour Zainsubani, but nobody could tell anything before a guy at the Ald Skar Inn: "He's a trader, and a wealthy one. He has his own room here. He was born an Ashlander, and knows their speech and custom, and has grown rich by trading with them for the things prized by Westerners." Barkeeper told me I'd find him below in his room, or "in the room below the bar". Located his room, recognizable by some books on Ashlander poem. But it took some time before I found the stairs to the right of the bar to "the room below the bar".

Blades q4

Hassour Zainsubani:

I am Hassour Zainsubani, Earendil. May you bless and be blessed. I do not wish to be rude, but if you have business, speak it, for I am at leisure, and would prefer to be alone with my thoughts.

I see. You wish to learn of Ashlanders from me. And what is it that you wish to learn?

(What are your gift-giving customs?)

A curious question. A gift is a sign of courtesy among strangers, and affection among friends.

Among strangers, a thoughtful gift is a sign that you are cautious, and considerate, and aware of the other's wants and needs. Such is particularly useful for traders and travelers. Among friends, it is a private thing, and subtle, with great risks, for the test of the gift is how well it is tailored to the receiver.

Ashlanders may challenge a stranger who enters a yurt without invitation. Customs differ with different tribes, but leave when requested, and you may be forgiven. Be particularly careful about *ashkans* – tribal chiefs – and *wise women* – tribal seers and councilors. Some are welcoming, some are hostile. Be courteous, and leave if requested. If offended, they may attack.

A gift that shows you have taken the care to learn something of the receiver. For example, I love poetry. No stranger could be expected to know this, but a book of poetry given to me by a stranger shows the giver respects me, and has made a special effort to know and please me. But now, I have answered your question, and would like some time to myself. If you will excuse me?

****** Went to the book store and bought the two books of Ashland poetry 'Words of the Wind' and 'The Five Far Stars'. Then returned to the Ashlander:

-- Yes. What is your business with me? (ADMIRE Success – disp. 73)

Thoughtful gift.

This is a gift for me? A copy of "The Five Far Stars". Noble words of noble warriors. I gratefully accept your gift. My people have never loved the written word, and I lament their ignorant scorn for such common yet potent magic. I thank you, and I honor your courtesy, Earendil. It would please me to return your courtesy by answering your questions. What would you wish to know about the Ashlanders and the Nerevarine cult?

Ashlanders?

There is too much to tell. Here, take these [notes](#). I've written here what you should know about the Ashlanders and the Nerevarine cult. But most of all, if you are visiting a camp, there are things you should know about courtesy and challenges among the Ashlanders. And, since you ask about the Nerevarine cult, perhaps you'll be interested in my views on the Ashlanders and foreigners, because a guiding passion of the Nerevarine cult is their hatred of foreigners. When challenged for sport, it is acceptable to decline. When challenged for honor, it is shameful to decline. Honor challenges come from offense given in speech or action, or may represent customary formal challenges of status or ritual.

The Nerevarine cult worship the Great Ashkan and Hortator, Nerevar Moon-and-Star, who in ages past destroyed the evil, godless dwarves and banished the treacherous Dagoth Ur and his foul hosts beneath Red Mountain. The cult is of small consequence in Ashlander worship, and only among the Urshilaku do its followers have any influence. Other Ashlanders tribes share the sentiments of the cult, but regard the Nerevarine prophecies with suspicion and skepticism. Most Ashlanders wish all foreigners and their false gods could be driven from Morrowind. At very least, Ashlanders wish the foreign devils would leave them in peace. Ashlanders think it shameful to attack unarmed persons, but they will kill without hesitation an armed person who offends them or their clan laws. No Ashlander is fool enough to make war against the Empire. However, if such a war might be won, many Ashlanders might cheerfully give their lives to win such a war.

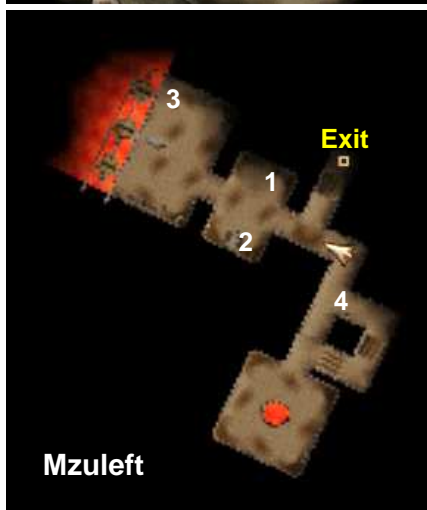


Blades q4, cont'd

Urshilaku:

The Urshilaku are the Ashlanders of the northern Ashlands and the West Gash, in the northwest of Vvardenfell. Ashkan Sul-Matuul is their chief, a brave and respected war leader, and Warrior-Protector of the Nerevarine cult. The Urshilaku camp moves with the herds, but usually lies close to the Sea of Ghosts.

As I was already this far north I decided to go to Dagon Fel for the Mzuleft mission before returning to Caius. On arrival Dagon Fel found that I had to go west and south around the mountains to come to the Dwemer ruins (crossing the mountains is OK, but requires some kind of levitate or slowfall.)



On arrival leveled up to **Level 26**.

(Note: Had 98 in intelligence, and whether I advanced one, three, or more int-skills, I was never given more than one increase point. So this is definitely a bug.)

1. Mzuleft key
2. Dwemer scarab plans (the "blueprints")
3. Book "Eggs of Time" (value 1000)
4. Trapped and locked door – opened with Mzuleft key.
Stairs up a few levels.

Quite a few bandits here, with pretty good stuff. Sold some to the local merchant (had to wait a few days), and brought some back "home", but still had to return later to get it all out.



Returned to Edwinna in Ald'ruhn:

MG q18

Well, have you found any Dwemer plans yet? (YES)
Yes, this is exactly what I was looking for.
Excellent work, Warlock.

Then went "home" to Balmora.

Blades q4

Caius Cosades:

Thanks for your report. But keep Zainsubani's notes on the Ahlanders. You'll need them. I'm promoting you, and sending you to the Urshilaku camp to speak with [Sud-Matuul](#) and [Nibani Maesa](#). But before you go, I think it may be time to tell you what is going on.

The Emperor and his advisors think you have the appearance of meeting the conditions of the Nerevarine prophecies. That's why you were pulled out of prison on his Majesty's authority and sent to me. So you could satisfy the conditions of the Nerevarine prophecies and become the Nerevarine. Here. This is a decoded copy of the coded package you gave me when you arrived. Read it later. It should explain everything.

Blades q5, Caius Cosades, Balmora

As you'll see in the decoded message, the Emperor and his councilors say you have the 'appearance' of satisfying the conditions of the prophecy. Do you *really* satisfy the prophecy? Are you *really* the prophesied Nerevarine? At first, I thought we were just supposed to create a persuasive impostor. Now I don't know what to think. But I am sure of one thing. This is not just primitive superstition, and we will treat it seriously, just as his Majesty commands.

So, Zainsubani says Sul-Matuul and Nibani Maesa at Urshilaku camp are the heads of the Nerevarine cult. So I'm sending you to speak with them. Tell them your story, and have them test you against the Nerevarine prophecies. As heads of the Nerevarine cult, they can best judge whether you satisfy the prophecies. When you've spoken with them, report back to me. Here's 200 drakes for expenses. And pick up essential supplies at Fort Moonmoth.

Before you go to Urshilaku camp, see *Somutis Vennus* and *Crulius Pontanian* at Fort Moonmoth. I've asked them to put aside some potions and scrolls for you, courtesy of the Emperor. In particular, you'll want the cure potions; I hear the blight is very bad up north. And use the Divine Intervention scroll if you find you're over your head. It will get you safe to an Imperial cult shrine, where you can heal, refit, and try again.

Yet Another Disturbing Dream, Mages Guild, Balmora

In your dreams, a tall figure in a golden mask spoke to you: Lord Nerevar Indoril, Hai Resdaynia! Long forgotten, forged anew! Three belied you, three betrayed you! One you betrayed was three times true! Lord Voryn Dagoth, Dagoth Ur! Steadfast liegeman, faithful friend, bids you come and climb Red Mountain! Beneath Red Mountain, once again, break your bonds, shed cursed skin, and purge the n'wah from Morrowind!

And was ready for
Level 27.

Blades info – decoded notes to Caius

Spymaster Caius Cosades

Knight-Errant of the Imperial Order of Blades

Director of Imperial Intelligence in Vvardenfell District, Eastern Provinces

I have the honor to acquaint you with his Majesty's wishes concerning Earendil, an individual of no rank or consequence.

Earendil has been released from prison by his Majesty's authority and sent to you with this missive. Earendil is to be entered as Novice in the Imperial Order of Blades, and is to service under your absolute authority as you shall see fit, except insofar as his Majesty's particular wishes are concerned.

His Majesty's particular wishes are as follows.

A local superstition holds that an orphan and outcast, a youth born on a certain day to uncertain parents, shall unite all the tribes of the Dunmer, drive out the invaders of Morrowind, and shall reestablish the ancient laws and customs of the Dark Elven nations. This orphan and outcast is called in legend the "Nerevarine", and is supposed to be a reincarnation of the long-dead Dunmer General and First Councilor, Lord Indoril Nerevar.

Earendil has the appearance of meeting the conditions of this local superstition. Therefore it is his Majesty's desire that Earendil shall, insofar as is possible, satisfy the conditions of this ancient prophecy, and shall become the Nerevarine.

Though this prophecy is indeed only an ancient local superstition, his Majesty has taken counsel on this matter with his most expert informants and confidants, and his Majesty is persuaded that the prophecy is genuine and significant, either in its entirety, or in its several parts, and he earnestly demands that you treat this matter with the utmost seriousness.

Certain aspects of this ancient superstition are described at the end of this document, and further materials will be forthcoming by courier at the earliest occasion. It will, of course, be necessary that you acquaint yourself better with the details of this ancient superstition from your local sources. Since this matter intimately concerns Earendil, it is expected that you will employ him to gather information on this subject. His Majesty has taken a great personal interest in the legends and prophecies of the Nerevarine, and eagerly awaits your reports.

I have the honor to be, Sir, your most Humble and Obedient Servant,

Glabrio Bellenius, Personal Secretary to the Emperor.



On the way out from Balmora MG was attacked twice by assassins – they pose no problems, and leave really good stuff – so just keep it coming...

Went to Ald'ruhn and from there found the Buckmoth Legion Fort, in search of new Imperial Legion quests. The fort houses both Imperial Legion and Imperial Cult people.

The person responsible for Orders is [Imsin the Dreamer](#), found on the lower level of the fort interior.

People at the fort offer bartering, spells, training in Blunt, Axe, Long blade, Block, Athletics, Hand2Hand, Sneak, Med. armor, Block, Speechcraft, Mercantile, Mysticism, Restoration, Alteration.



Imperial Legion q7, Imsin the Dreamer, Fort Buckmoth

Dwemer artifacts are being smuggled through Ald'ruhn. I believe Drinar Varyon is responsible. I hate to ask you to break the law, but we need evidence to convict him. Go to his place in Ald'ruhn and bring me any Dwemer artifact you find inside.

Imperial Legion q7

Went to Drinar Varyon's house, and searched everything – even opened his trapped and locked chests – but didn't find anything suspicious. Had to consult a hint, and there's supposed to be a Dwemer tube hidden among his pots – even when knowing exactly where the tube was I had a really hard time finding it (Drinar didn't care that I took it). But eventually got it, and returned to Imsin:

Have you found any evidence in Drinar Varyon's home? (YES)

This along with the word of a member of the Legions should be enough to convict him. I will let you know when we catch him.

Imperial Legion q8, Imsin the Dreamer, Fort Buckmoth

I need you to rescue a Knight of the Order of Ebonheart, Joncis Dalomax. He is being held in Ashurnibibi, a Daedric ruin on an island northwest of Hla Oad. We cannot afford the ransom. Go there and rescue Joncis Dalomax if he still lives.



Ashurnibibi is a place I've been already. Went via Balmora and Caldera (training and bartering), and entered the shrine.



Had to swim underwater to arrive at the shrine proper, where I was attacked by some orcs and mage.

1. Orc dropped Ancient Daedric Key
In this area, a table with useful books and scrolls, and an altar with valuable sacrifices – on taking them was attacked by a Dremora Lord.
2. Trapped and locked door, open with found key
3. Joncis Dalomax.
First time I met him he wouldn't speak to me because I wasn't wearing my uniform. So had to go back to Caldera and find the Imperial Legion Cuirass and return.
4. Trapped and locked door – opened an alternative route – underwater cave back to the entrance area. But no goodies.



While in the area, explored the cave [Shal](#). Met some skeleton champions and at the end a mage, Telura Ulver. She had some good stuff which I looted (e.g. grandmaster Alchemist items). Hopefully I haven't ruined a later quest...

Imperial Legion q8

Returned wearing my uniform, Joncis:

You have killed my captors, and I am grateful. I can find my own way from here.

Next to Imsin the Dreamer:

I am glad to hear that Joncis is safe. You have my gratitude, Earendil.

I am proud to give you the rank of **Knight Errant**, and this cuirass and greaves.

(Got Imperial Templar Knight Cuirass (AR38, wt 39) and Imperial Templar Greaves (AR38, wt 18). Better than current "uniform", but far inferior to the Ebony Cuirass.)

[Next level: One skill at 60, two at 20]

Imperial Legion q9, Imsin the Dreamer, Fort Buckmoth

I need you to bring me a maiden's token. The outcast Telvanni [Varona Nelas](#) is blackmailing a Buoyant Armiger. Varona Nelas has an embroidered glove which was given to this Buoyant Armiger as a token of affection. It would cause a scandal if it were known that they are lovers. Go to [Assumanu](#), which is southeast of Ald Redaynia, and recover the glove at all costs.

Ald Redaynia is the site of an ancient ruined wizard's tower on the western tip of a large island west of Sheograd.

MG q20, Edwinna Elbert, Ald'ruhn

I have heard that the miners in the Gnis Eggmine broke into the ruins of [Bethamez](#). Officially, the Gnis eggmine was closed because of blight, but I heard that miners broke into the lost Dwemer ruin of Bethamez. I have also heard that they found Dwemer plans similar to the blueprints you brought me before. Go to the Gnis eggmine and bring back any plans or blueprints you find.

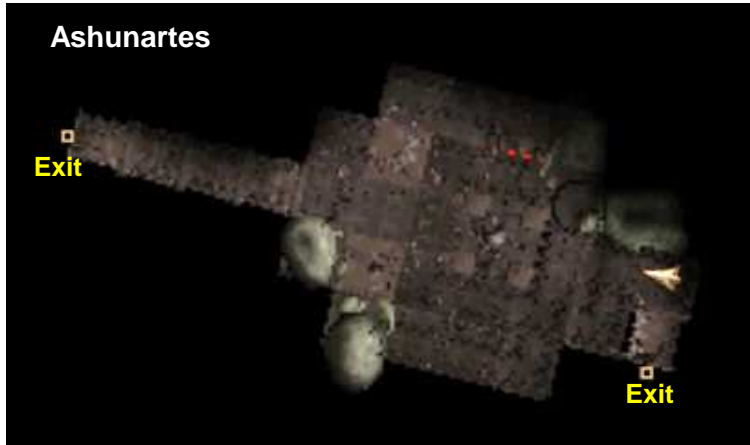
FG q16, Eydis Fire-Eye, Balmora

Alof the Easterner has seen Orc outlaws near his farm. I have a contract from Duke Dren himself to investigate the Orcs at a Daedric ruin. Go to Alof's Farm northeast of Pelagiad and just north of the Arvel Plantation. Alof can tell you where the Orcs are and what needs to be done.

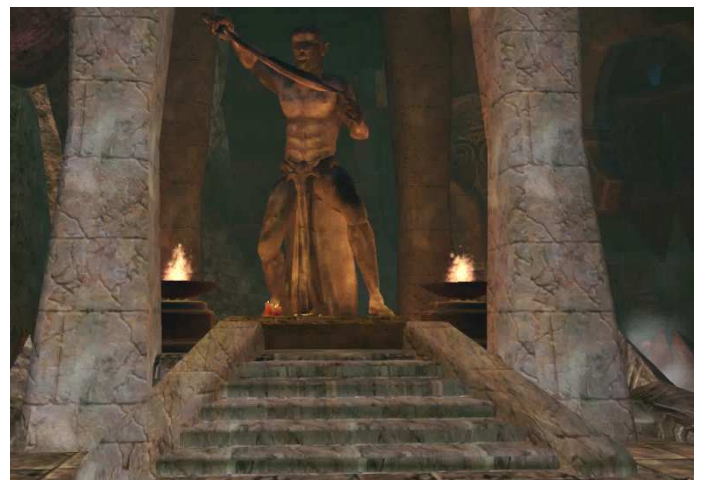
Extremely bad directions – after a long time spent seeking, it turned out that Alof's farm was the one I had visited near the Fields of Kumm – on the *northern shore* of the lake north of Pelagiad. Who would search there after that description? Anyway – after found the farm:

Alof the Easterner:

The Orcs come from what the local Dunmer call [Ashunartes](#). It's a Daedric ruin northeast of here and just west of an old Dunmer stronghold [Marandas]. I heard these Orcs are led by the Barbarian Burub gra-Bamog. If you kill the leader, the rest of them might leave us farmers in peace.



Entered by the door to the right in right hand picture, and immediately met an Orc who wanted to fight. Forgot to notice his name, but this must have been the leader. The area was just a small hallway, with a big hole in the floor, and some activity in the lower level. After searching everywhere found that there had to be some way back if I went down – so jumped down the hole, and was immediately met by three other guys, who were quickly taken care of.



There was also a statue / shrine with some offerings. On taking these a Dremora Lord appeared as usual, but at this stage these aren't any problem – and often drop extremely good stuff. Also found there was a second entrance, leading directly to this lower level. When no more to explore concluded I'd probably done what should be done, and left. Was met by some Atronachs, Daedra, and Dremora Lord on the outside – tough but manageable. → **Level 29**.

FG q16

Reported to Alof: I'm glad you got rid of those Orcs, Earendil. You better report back to Eydis Fire-Eye before she decides to keep the contract money for herself.

Eydis:

Alof says the Orcs are gone. Here's 500 septims for the Duke's contract.

FG q17, Eydis Fire-Eye, Balmora

A distinguished client has placed a contract on the [Verethi Gang](#). Our client wants the leader of the gang, Dovres Verethi, killed. The Verethi Gang are smugglers based in [Mannammu](#) just southeast of Pelagiad. Kill Dovres Verethi and report back to me for 1000 septims.

Having advanced Alteration skill to 70, I could ask Ranis for advancement:

MG q21, Ranis Arthys, Balmora – Wizard's Staff

In order to advance to the rank of Wizard, you must have a [Wizard's Staff](#).

I could sell you one, but they are quite expensive at 5000 septims. However, I also know of a former member of the order, [Anirne](#), who may still have her Wizard's Staff (Ask about Anirne).

Really any Wizard's Staff will do, but it is no crime to take one from a renegade and outlaw like Anirne. Last I heard, she was in the caverns of [Sud](#) – a cavern on the far west coast of Sheograd, due west of Dagon Fel. There is an inlet west of Dagon Fel before you reach the real coast. Do not be fooled by this.

Started the Mannammu quest next – the cavern was easily found near Pelagiad.



After third return trip leveled up to **Level 30**.

Met bandits at regular intervals while approaching the inner end of the cave

1. Area with crates, chests, sacks,...
Many trapped and locked.
2. Dovres Verethi – also crates and chests and goodies

Really really a beneficial quest – lots of general goodies, ended up returning three or four times to get it all out – but most importantly: Probably random, but found 9 *grand* and 7 *greater* soul gems in the chests.

Also found a Dwemer helm (AR43, weight 5 – better and lighter than the Nordic Trollbone helm).



FG q17

Eydis:

Good work, Earendil. Here's the 1000 septims from the contract.

The Fighters Guild recognizes you – You are now Earendil the **Guardian**.

FG q18, Eydis Fire-Eye, Balmora

There is a dangerous creature loose in the [Sarano Tomb](#). A [Hunger](#) has violated the Sarano Tomb. Go to this tomb, which is over the hills southeast of Fort Moonmoth between the Ashlands and Lake Amaya, and kill the Hunger.



Again was fooled by the directions – started searching southeastwards from Fort Moonmoth, and eventually ended at the Ancestral Tomb I had (mistakenly) entered already when helping out the guy with the lost companion near Fields of Kumm. Had to fight some skeleton champions and ghosts

1. Trapped and locked door
2. Hunger

This hunger was really not much of a threat – captured its soul, which went into a common soul gem – not impressive. But he dropped a Sarano Ebony Helm, AR132 at a hefty weight of 10. Goodie – goodie.



FG q18

Eydis:

Did you find time in your schedule to visit the Sarano Tomb yet? Give me the status.

I am sure the Sarano family is grateful. In the meantime, here's some more tangible gratitude: 1000 septims.

-- I can't advance you any more, Guardian. For further advancement, you'll have to talk to Sjoring Hard-Heart himself in Vivec.

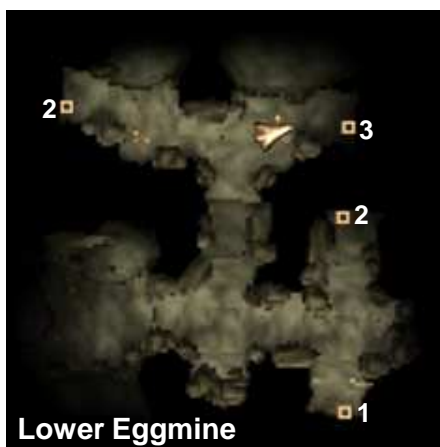
(No more orders.)

Then planned for the quests which require traveling to the north.

First found some chests that appear appropriate for storing excess items: In the top-level room in Ghorak Manor, Caldera (the room which the sculptor appears to have left permanently); and in the free-for-all bedrooms and chests in Ald'ruhn Fighters Guild. Hope my stuff is safe there.

The really valuable stuff, like my alchemist apparatus and the soul gems, have been stored with Caius.

From Ald'ruhn, traveled to the Gnisiss eggmine.



This quest obviously was easier since I'd already been in the eggmine on the two Imperial Legion quests. So it was a quick-in quick-out operation (couldn't avoid killing a few Kwama warriors).

1. Door to Eggmine
2. Door to Underground stream
3. Door to Bethamez
4. Door to Lower Eggmine
5. Underwater door out to river (Secret alternative)
6. Dwemer Airship plans and book "Divine Metaphysics" (val 1000)

Went back to Ald'ruhn before continuing the northern round-trip.



MG q20

Edwinna Elbert:

Did you find any plans or blueprints in Bethamez?

This is truly remarkable, Earendil. These plans are very similar. Perhaps with both of them in my possession, I can discover their secrets. It's a shame Arch-Mage Trebonius doesn't share your dedication to scholarship.

(Note: When I clicked "blueprints" she replied she was sorry I hadn't found any, but she was sure there were some there. Clicking on "Bethamez" I got the response above. But in the meantime I had reloaded in Gnosis thinking I had missed something...)

Then took the Silt rider to Khuul, and walked along the coast to about the Urshilaku camp, cast Water walk and crossed over to the west tip of the island. Wandered aimlessly exploring the western part in search for the cave entrance. At some time was pretty close to Ald Redaynia, and was attacked by fire without being able to see where and how I could fight back – ran for it, and after a while found I was under attack by two skeleton archers firing fire-arrows. Difficult to fight back when you can't see your attackers!

Eventually found [Assumanu](#) a bit east on the island – near the small peninsula on the mainland.

Was met by a Hunger outside – substantially tougher than the previous one.

Entered cave and was met by a series of different Atronachs.

Also the by now standard set of bandit companions.

Assumanu



Having acquired the much asked-for glove (but not anything else noteworthy), exited the cave, and was met by another Hunger waiting outside. This one I captured in a grand soul gem – proving that it was indeed of a completely different kind.

Before going to Sud, went to Dagon Fel for a time-out.

Then searched for Sud – going directly westwards from Dagon Fel, and directed by "at the western edge of Sheograd" – which was a pretty precise definition of where I found it.

The wizard in there was protected by lots of undead, summoned, Atronachs and Deadra – so had to fight my way in. In addition I wouldn't have come far without fly spell (or item). Some goodies, but not much valuable except the staff. When I got it, I cast a recall spell home to Balmora – wonderful!

Note: Encountered a *Golden Saint* in here, but as that was the last I expected, I hadn't brought any grand soul gems to capture it in.

Sud



MG q21

Ranis Athrys:

Advancement?

So you have a Wizard's Staff? Yes, that one will do. You are now ready for advancement. Congratulations. You are now Earendil the **Wizard**.

You have completed all the duties I have. Have you spoken with Edwinna in Ald'ruhn or Skink in Sadrith Mora?

Then went to Ald'ruhn, visiting Creeper on the way. Contacted Imsin:

Imperial Legion q9

Imsin the Dreamer:

Varona Nelas is dead? Then this secret dies with him.

I have no more orders for you. Check with the Knight Protectors on the other Legion forts.

It appears that only Sadrith Mora can offer new Guild quests now. So went there.

MG q22, Skink-in-Tree's-Shade, Wolverine Hall, Sadrith Mora

I need someone to escort the scholar **Tenyeminwe**. She is staying at Muriel's Cornerclub. She is concerned about some trouble she had with a Telvanni last night. She wants to leave Sadrith Mora on the Elf-Skerring but is afraid to go to the docks. If you escort her to Gals Arethis's ship, I would be grateful.

FG q19, Hrundi, Wolverine Hall, Sadrith Mora

Larienna Macrina wants us to provide some assistance with her expedition in the Dwemer ruins of **Nchurdamz**. Go to Nchurdamz, a Dwemer ruin far south of Sadrith Mora, and talk to Larienna Macrina. Help her clear out the necromancers there and report back to me. I'll mark the position on your map.

MG q22

Just a matter of going to the Cornerclub, find Tenyeminwe and walk to the docks with she quietly following behind – completely uneventful. (When we had boarded the ship she left, went ashore and back towards Wolverine Hall. So what was this all about?

Reported back to Skink:

I am glad to hear that Tenyeminwe made it to the Elf-Skerring safely. You have my thanks.

MG q23, Skink-in-Tree's-Shade, Wolverine Hall, Sadrith Mora

I am looking for a rare book, **Vampires of Vvardenfell**.

There are two books in the series. The first is common in Morrowind. Most rare booksellers have a copy. The second volume is rare. If you can find a copy of volume two, I would be grateful. You might try a rare bookseller.

By now I was ready to rest for **Level 31**. So returned to Balmora for some trading and training, and as I now feel I need restore-spells and fortify-spells, I decided next task should be one of exploring yet unvisited towns / cities, combined with ongoing quests. So naturally first went to Vivec, as I suspected Jobasha could have the book, at the same time inquiring about spells.

Jobasha:

It is a rare book. The Temple does not like this book, and could punish poor Jobasha if they knew... But he had it, so purchased it.

Then took a ship from Vivec to Molag Mar – a new city.

Turned out to be very similar to Vivec.





Yellow doors are entries to sub-areas:

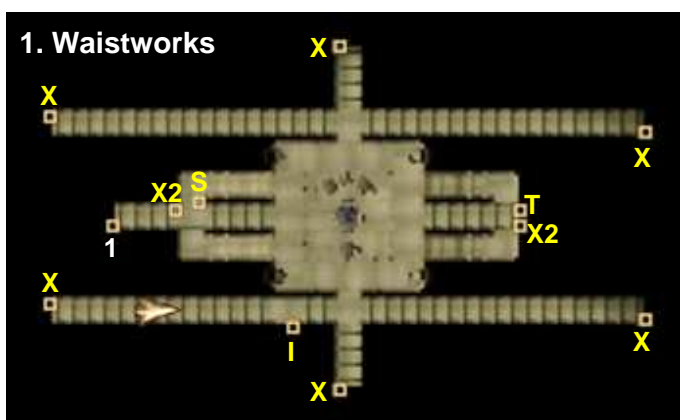
1. Waistworks
2. Canalworks
3. Underworks (Trapdoors)

White numbers:

1. St. Veloth's Hostel
2. Redoran Stronghold

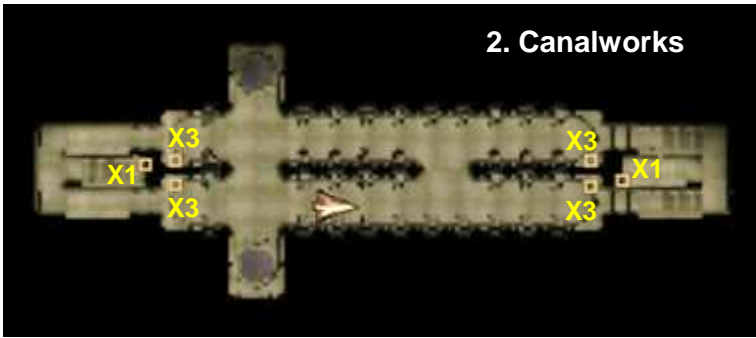


The [Temple](#) sold some restore attribute-spells, actually exactly the ones I was missing: Restore Luck, Restore Personality, Restore Speed, and Restore Strength, plus Restore Fatigue. Also had lots of restore xxx-potions for sale.



- X: Door to main map
- X2: Door to Canalworks
- I: The Pilgrim's Rest
- S: Sacring the Nord, Smith
- T: Vasesius Viciulus, Trader
- 1. Armigers Stronghold

2. Canalworks



X3: Trapdoor to Underworks



3. Underworks



X: Trapdoor to main map
X2: Trapdoor to Canalworks

1. Encounter with Corpus Stalker
2. Body of dead adventurer



Done exploring here, went over to the mainland and headed eastwards, towards Nchurdamz



Met [Larienna Macrina](#) outside the ruins:

FG q19 *cont'd*, Larienna Macrina, Nchurdamz

Ho there! You're one of Hrundi's band, aren't you? I can spot you a mile off. I've been waiting for some time now for assistance, but I suppose you will have to do. I'm on a quest to root out a "great beast" dwelling within these ruins. You and I will explore together. I will conquest the Daedra [Hrelvesuu](#), which is hiding in here, weak from previous battles. I'm not interested in loot, so you can keep whatever you find.

Didn't want to get her killed, so decided to explore the ruins on my own, until only the quest beast was left – and let her take care of that.

Nchurdamz



Centurion Spheres, Centurion Spiders, Steam Centurion
Found some raw glass, other jewels, and lots of Dwemer coins.

1. Door, trapped and locked (lv. 70)
2. Ancient Dwemer key (unlocked door (1))
3. Hrelvesuu



Larienna: Hrelvesuu is vanquished, yet somehow I feel uneasy. I must investigate these ruins further. You have been a worthy companion. Farewell my friend.

Now found that even tough I was seriously over-encumbered, a recall spell took me safely back to Balmora, where I could temporarily unload excess weight – nice...

Then back to report:

MG q23

Skink:

Have you found a copy of [Vampires of Vvardenfell](#)?

Yes, this is exactly what I was looking for... And it is in good condition, too. I hope 1000 septims will cover your expenses.

MG q24, Skink-in-Tree's-Shade, Wolverine Hall, Sadrith Mora

You may be able to assist me, Earendil. I would like to speak with one of the Wise Women of the Ashlanders. Perhaps you could arrange a meeting.

Speak with the Wise Women of the Ashlander tribes. From what I've heard, I doubt the Erabenimsun or the Urshilaku would agree. The Zainab might agree, but I would speak with the Ahemmusa first. Their camp is on the northeast corner of Vvardenfell. Take a ship to Tel Vos and go north up the coast. If you reach the sea, you have gone too far.

FG q19

What is the latest from Nchurdamz? Have you investigated it yet?

I heard Larienna was pleased with your work. Here's the 500 septims I owe you for this contract.

FG q20, Hrundi, Wolverine Hall, Sadrith Mora

[Novor Drethan](#) has hired us to help him take care of some problems at the [Dissapla Mine](#).

Our client is Novor Drethan, the owner of the mine. Meet him inside the mine, northeast of the Dunmer stronghold [Falensarano](#), which is on the mainland west of Tel Aruhn. Do whatever Novor says needs doing. He said something about Nix Hounds getting loose and attacking the miners.

Found some fortify spells at the Imperial Shrine on the way out – went to the ship and traveled to Tel Mora. Turned out Tel Mora and Vos are only separated by a short water walk.





Ship: Falvillo's Endeavor

T: Varo Tradehouse

1. Fanisca Irano's Farmhouse
2. Ienasa Rada's Farmhouse
3. Maela Kaushad's Farmhouse
4. Mandyn Rala's Farmhouse
5. Menus Fela's Farmhouse
6. Ulvis Llothas' Farmhouse
7. Trilam Drolnor's Farmhouse
8. Thilse Aralas' Farmhouse
9. Runethyne Andas' Farmhouse
10. Dreynas Elvul's Farmhouse

A: Jolda, Apothecary

C: Eleghan, Clothier

I: The Covenant

S: Radras, Smith

T: Berwen, Trader

1. Upper Tower

2. Lower Tower

3. Liette's h.

4. Nona's h.

5. Kirsty's h.



Tel Vos

1. Services Tower
2. Northeastern Tower
3. Southern Tower
4. Aryon's Chambers
5. Jail
6. Barracks and Armory
7. Central Tower

The Ahemmusa camp was just a short walk northeast from Tel Vos. It was about this time I discovered I had no pants, and also missed a pauldron – my Dwemer Greaves and one Dwemer Pauldron had vanished! Probably some monster has cast a disintegrate armor at me without me noticing – and now it's too late. (Had it when I left Sadrith Mora, but I won't replay everything from there...)



1. Mamaca's Yurt, healer
2. Wise Woman's Yurt
3. Nummu's Yurt
4. Addammus' Yurt
5. Lanabi's Yurt, trader
6. Assamma-Idan's Yurt
7. Ashkan's Yurt
8. Dutadalk's Yurt
9. Kausi's Yurt



Kammu:

They call them 'corpus beasts'. They come from Red Mountain. Once they were men. Then blight storms come. They walk in the storms. They get sick, grow fat and stupid. Now they wander like mad beasts, killing and eating. Very bad, very bad.

Red dust from Red Mountain. Grass dies, kwama and guar go mad, bite and fight. Hunters cannot find food. Herders get sick, watch the herds die. Lands to the west belong to Urshilaku. Lands to the south belong to Zainab. And to the north? Water and monsters. No safe haven for Ahemmusa.



Lanabi:

We are the Ahemmusa Ashlanders. We are people of peace, gentle people. We herd our guar and trouble no one. But things are very bad for us now. Very bad. Soul sickness, blight storms, blight-sick animals, blight monsters, come down from Red Mountain, kill our men, eat our herds, bring disease and famine. We have no ashkhan, and our gulakhans are feeble warriors. Things are very bad for us.

Our herds are sick. And the game animals – kagouri, alit – they grow sick, too. When blight storms come, animals walk in the storms. They get sick. Then they go crazy, bite and fight, go mad, kill everything. Without the herds, without the game, we must starve.

The 'corpus men', they crawl from under the mountain. They prey in the night like demons. They follow the blight storms, walk in the storms, bring death, disease. Hunters won't hunt, herders won't herd. Scared to go out on the land.

Ahemmusa are people of peace, not of war. We fight, we die; we don't fight, we die. We must have help, or there will be nothing left.

Side quest White Guar, Urshamusa Rapli, Ahemmusa Camp

Stranger, I believe you are the one I have seen in my dreams and visions.

The past seven nights, I have had dreams of a [White Guar](#). I know this to be an animal sent by the gods to help my tribe. We have been suffering greatly from disease, and none of my magic will cure the ailment. Find this White Guar for us, stranger. Let it lead you to a new hope for my people.

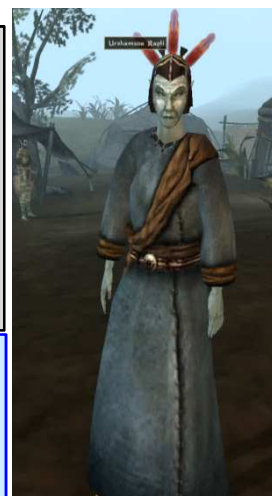
I knew you were the one. Go now. I am certain this animal will appear for you. In my vision I saw it where the path was forked, where the rocks grow from the earth like fingers on a hand.

MG q24 cont'd, Wise Woman Sinnammu Mirpal, Ahemmusa Camp

I will not meet with this Argonian. I might send my apprentice, [Minabibi](#), for it is time she saw how you foreigners live and left her childish notions behind her. She is in the [Favel Tomb](#).

Minabibi does not respect our ways. She is like a sister to every foreigner who visits our camp. I fear she will not make a good wise woman.

The Favel Tomb is west of our camp. Go west along the coast, past the ruins. If you reach the Ashlands, turn back. Outcasts from our tribe live nearby. They are dangerous. Avoid them if you can.





Followed directions – definitely passed ruins on the way. Also met another Golden Saint, but didn't have a grand soul gem this time either.

Then found Favel Ancestral Tomb, and met Minabibi right inside.



MG q24 *cont'd*, Minabibi Assardarainat, Favel Tomb

Yes. I will speak with Skink-in-Tree's-Shade. But you must help me also. Sinnammu sent me here as punishment. She asked me to calm an angry ancestor, but my charms will not calm him, and I am not strong enough to fight it. Find the spirit of Kanit Ashurnisammis and send it to its final rest.

Favel Ancestral Tomb



Bonelords, Skeleton Champions (+ quest monster)

1. Minabibi
2. Kanit Ashurnisammis

Found some valuables and a book:
Increase Spear skill.



MG q24 *cont'd*

The spirit of Kanit Ashurnisammis is resting. I have more duties here to prevent Kanit's spirit from returning. Speak once more with Wise Woman Sinnammu Mirpal. Tell her that Kanit Ashurnisammis is at rest. Perhaps then she will allow me to meet Skink-in-Tree's-Shade.

MG q24 *cont'd*

Wise Woman Sinnammu Mirpal

I know the spirit of Kanit Ashurnisammis is at rest. Before I send my apprentice to this Skink, I will ask a question. Did you pacify the spirit, or did Minabibi pacify the spirit? (I did).

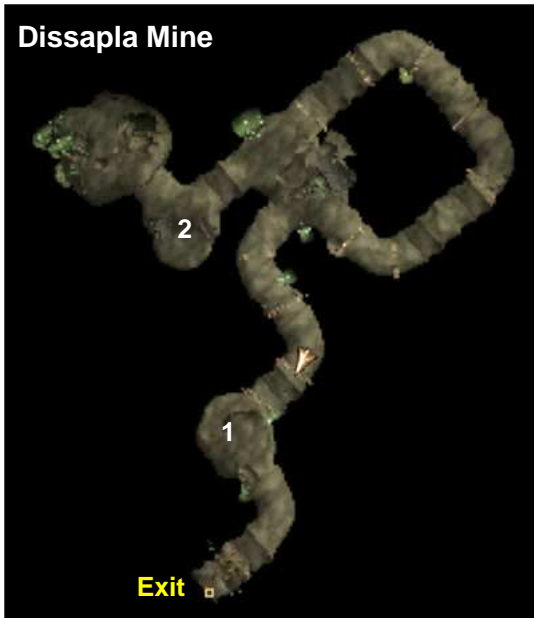
I know you speak the truth, Earendil. I do not need such as her for an apprentice. I will send her to talk with this Argonian.

Disturbing dreams:

These dreams are the sendings of the Sharmat Dagoth Ur. They are evil sendings, black lies. Do not listen to these dreams, or they will drive you mad.

Next turned southwards in search for the Dissapla Mine. Turned out it was indeed northeast from Dunmer Stronghold – nearest neighbor to the stronghold. So searched a while too far away before I found it.

Dissapla Mine



Finished here – cast a recall spell back to Balmora, sold some, and returned to Sadrith Mora.

MG q24

Skink-in-Tree's-Shade

Were you able to arrange a meeting?

Ah, thank you Earendil. Minabibi has already answered many of my questions. {So why did he ask in the first place...}

1. Novor Drethlan:

Greetings. Are you here to help? A pack of Nix hounds was attacking my miners. We thought one of the miners was lost at first, but she turned up safe. Our healer, [Teres Arothan](#) went down to look for her and hasn't come back. Would you go down into the mines and bring back Teres Arothan if he still lives? I would go myself, but I should stay here to protect the miners if the nix hounds come back this way.

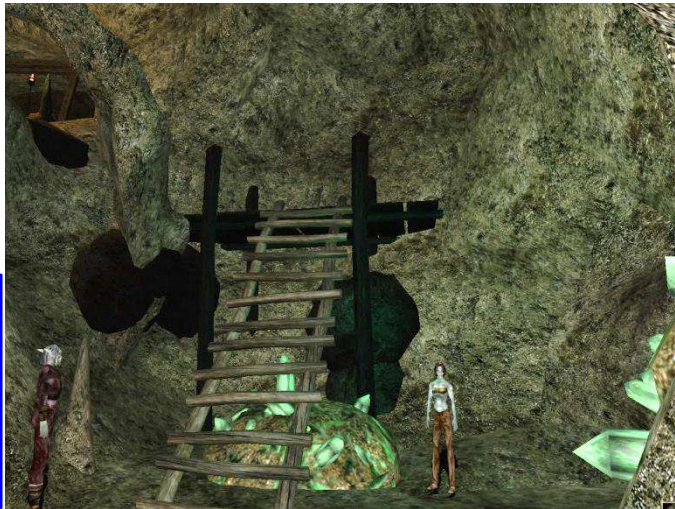
-- Balance on narrow ledge to climb up to (2). Not obvious it's possible to go this way, but alternatively could go the long way around.

2. Teres Arothan:

Did Novor Drethlan send you? Let's travel together back to the mine entrance. [Met some Nix hounds on the way back, but else uneventful]

Novor: Thank you for rescuing Teres Arothan.

I don't have anything to offer you except this raw glass of course.



MG q25, Skink-in-Tree's-Shade, Wolverine Hall, Sadrith Mora

You must kill the Necromancer [Telura Ulver](#) in [Shal](#). Shal can be difficult to find – go north from Hla Oad, cross a bridge and follow the coast to the west. The entrance to Shal is in a muck pool on the north side of an island.

But this is the cave I explored while on the rescue mission to Ashurnibibi – so the Necromancer is already no more – which I told Skink.

MG q25

Skink-in-Tree's-Shade

When any mage turns to Necromancy, it casts a pale shadow over the whole guild.

While killing is never pleasant, it is sometimes necessary. Telura Ulver is dead. You have proven yourself to the Guild, Earendil.

MG q26, Skink-in-Tree's-Shade, Wolverine Hall, Sadrith Mora

I am concerned about the continuing problems with these Ash creatures. Perhaps if I had a soul of one of these creatures to study... Would you bring me the soul of an [Ash Ghoul](#)?

The soul of any ash ghoul should be suitable. I believe the nearest ash ghoul is in [Yakin](#). Scrolls are more reliable than spells, so take these scrolls, and these two soul gems.

Yakin is a cavern on the mainland just northwest of Tel Aruhn. Swim or fly northwest, cross one island, and you should see the cave entrance on the mainland. It has been taken over by the Sixth House, so be careful.

FG q20,

Hrundi:

Give me your report on the situation at Dissapla Mine, Guardian.

Sounds like everything went well, Earendil. Here's your share of the contract. (Got 250 gold.)

FG q21, Hrundi, Wolverine Hall, Sadrith Mora

There's a creature loose in Berwen the Trader's shop in Tel Mora. There's 200 septims for whoever takes care of this [Corpus Stalker](#). There's also a contract for an outlaw nearby. Another 200 septims for whoever brings [Rels Tenim](#) to justice. Rels Tenim is a murderer who has escaped from justice. He was last seen near Vos.

Before starting on these missions, went back to Balmora and cast some fireballs to advance to **Level 32**. Also some more training before new quests.

Traveled to Tel Mora and Berwen's Trader shop:

We were able to trap the Corpus Stalker upstairs, but no one wants to risk disease by getting close to it. Normally Master Aryon would take care of it, but he's been so busy recently. Please hurry. It's wrecking my shop!

Went upstairs and easily disposed of the creature – back:

Thanks for dispatching that Corpus Stalker, Earendil. You obviously have great skill.

Then went to Vos, and searched the surroundings for Rels Tenim, but he was nowhere to be found, so eventually went to Vos and inquired about him. Was then informed that he was not heard of here, but was advised to ask at the Ahemussa camp.



Troddled northwards and on the way coincidentally stumbled over the white guar. (Without having to figure out the fork and five fingers at all).

Followed the guar a while, and eventually it stopped near the body of a lady.

Searching this body revealed an amulet of curing, which I took, and headed for the Ahemussa camp.



Side quest White Guar

Urshamusa Rapli:

Have you found the White Guar? (YES)

I have seen your journey in a vision. I know what the white guar led you to, and I know who she was. In my vision, I saw you were led to the corpse of Ashamanu. She was a healer many, many years ago. She gave her own life to save the lives of others. It is said that she will give her life again and again, so that others may live through her sacrifice. You have witnessed a miracle, my child; you now hold the [Amulet of Ashamanu](#).

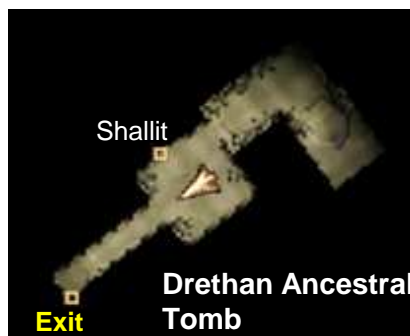
Amulet... Thank you, child. This amulet will be the salvation of my people. Take this in return. It is the shield of legend among my people, the [Shield of the Undaunted](#). Use it, and you will feel the strength return to your weary limbs. Travel well, friend.



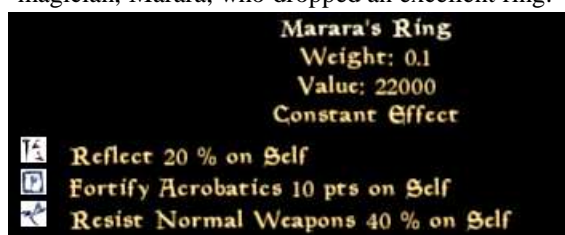
Sorry, wise woman, but your legendary gift is not of much use to me compared to what I already have. But I know it was given with sacrifice and the best intentions...

Asked about Rels Tenim, and was directed to the cave Shallit, entered from the north side of an island; first cross the island directly north of the camp, then turn northwest and cross two more island. Shallit is on the second one.

Followed directions; had to search a while to find it, and found that the cavern's entrance was directly from the sea level.



From the entrance, first came to a camp at (1), with nearby entrance to Drethan. As I had explored all of Shallit (I thought), I reckoned the bandit had to be in the Tomb. So went in there, and met some bonelords, and a magician, Marara, who dropped an excellent ring:



Searched and looted the Tomb, but no Rels Tenim – so concluded that there has to be more in Shallit than I had found. Hence returned. At (2) discovered an opening high up, had to fly to get there – and a new portion of the cavern was revealed. Met bandits at regular intervals and Rels Tenim at the end (3). Lots of loot – more than I could carry – most noticeably two Grand Soul Gems, and two learning books (block and long blade ++). Gathered the most valuable of the loot, picked it all up, and seriously over-encumbered cast a recall spell back to Balmora. Traded and traveled back to Sadrith Mora.

FG q21

Hrundi:

You already killed that Corpus Stalker? Good work, Guardian. Here's your 500 septims.

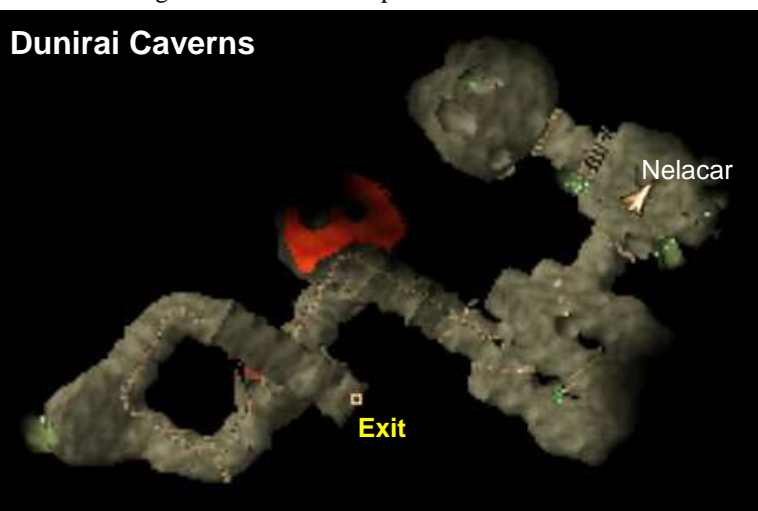
I heard that Rels Tenim is dead. Good work, Earendil. Here's the 200 septims for the contract.

FG q22, Hrundi, Wolverine Hall, Sadrith Mora

I need someone to get a load of sujamma to the [Dunirai Caverns](#).

Workers in the Adas Mine have been complaining that they're out of sujamma, and the Fighters Guild is responsible for supplying the Imperial Mines in Vvardenfell. Take this load of sujamma to [Nelacar](#) in the Dunirai Caverns southeast of Ghostgate between the Foyada Esannudan and the Foyada Ashur-Dan. (Got 20 sujamma)

Found that Caldera was the easiest starting point when heading for Ghostgate, so traveled there. Then worked my way across ridges, eventually reaching Ghostgate. (Got pretty tired of fighting Cliff racers.) Then searched "southeast" in larger and larger circles – in the end found it about 1.5 cm ESE of Ghostgate on the world map.



Nelacar:

You must be the one the Fighters Guild sent with a new load of [sujamma](#).

Good, the miners will be happy to have some fresh sujamma. Personally I cannot understand why anyone would drink this foul stuff. I prefer Valenwood Wine myself.

Mission complete and Recall to Balmora. Only a few fireballs needed to advance to **Level 33**.

As I've been told several times only Sjoring Hard-Heart can promote me, I decided to contact him to get my promotion to champion.

Sjoring:

You here for orders or advancement, Guardian? Or was there something else you wanted?

Advancement:

You wish to advance further, Guardian? There really isn't much farther for you to advance, save for taking my position! We can discuss that later, though. First, I have some orders for you.

I've watched your progress in the Fighters Guild, Earendil. You'll make a fine Guildmaster someday. But with all the unrest in Cyrodiil city, we need allies to make sure there's still a Fighters Guild here for you. I need you to kill the Thieves Guild bosses.

Uriel Septim was never a strong Emperor. And now he's finally dying of age and illness. A coward's death. They say Ocato makes the real decisions. They say Uriel's heirs are really Daedra or shapeshifters planted by Jagar Tharn. They say the Emperor might pull back the Legions to try and protect himself. Some of the generals in the Legions have one eye on Uriel Septim and one eye on the throne. At a time like this, only the Imperial Guilds with strong allies will survive.

I trust you, Earendil, so I'll tell you that I've made an alliance with the Camonna Tong. These local boys have the wit and the juice. The Thieves Guild hasn't got a chance, but they're bad for business. It's time for change in Vvardenfell, and you can bring about that change. I'd like you to kill the Thieves Guild bosses.

In Sadrith Mora, kill [Helende](#) at Dirty Muriel's Cornerclub. Feel free to kill any other thieves there. In Balmora, the Thieves Guild there is the South Wall tavern. Kill [Habasi the Khajit](#). Then go to the Rat in the Pot in Ald'ruhn and kill [Aengoth](#). When the Thieves Guild bosses are dead, talk to me again. Here's some gold to deal with the guards. (Got 5000 gold).

Doesn't sound like a quest I want to do...

Next went to Hrundi in Sadrith Mora:

FG q22

Have you got that shipment to the Dunirai Caverns yet? It is important that it be delivered. (OK)
Good work, Earendil. Here's 500 septims to cover your trouble. It's the best I can do for this type of contract.

FG q23, Hrundi, Wolverine Hall, Sadrith Mora

I have a contract to assist another Imperial researcher. I need someone to escort Sondaale of Shimmerene. Go to Telasero, which is between Suran and the Silt rider port near Molag Mar. Speak with Sondaale of Shimmerene and escort her through Telasero. She lacks the field experience of Larienna Macrina, so she will likely need more protection.

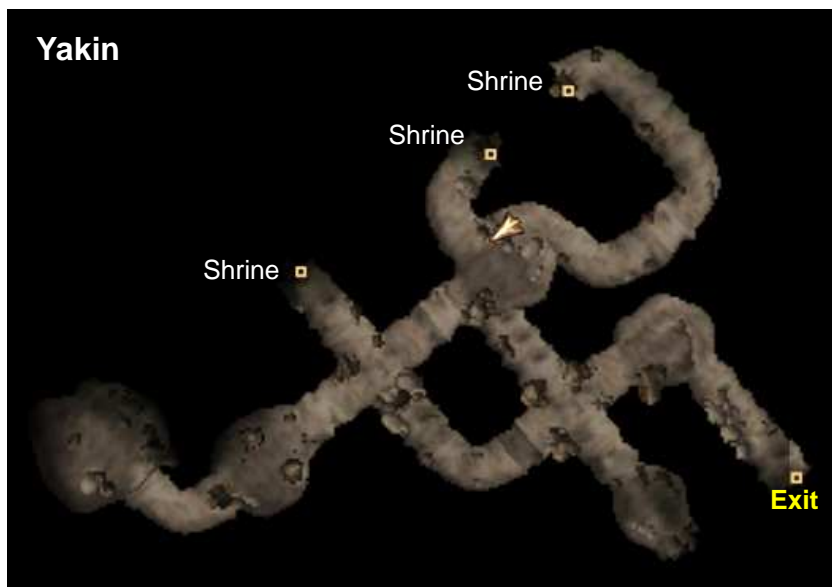
Of the pending quests, decided to do the Ash Ghoul mission in Yakin first – especially as I'm already in Sadrith Mora, close to Tel Aruhn. Water-walked first to Tel Aruhn, and then over to the mainland and found the Yakin cave after a while. Turned out it was crowded with Dreamers, Ascended Sleepers, Ash Slaves, Ash Shadows, the sought Ash Ghouls, and others.

Ascended Sleeper

What are you doing? You have no idea. Poor animal. You struggle and fight, and understand nothing.

You think what you do has meaning? You think you slay me, and I am dead? It's just a dream and waking, over and over, one appearance after another, nothing real. What you do here means nothing. Why do we waste our breath on you?





After trapping the soul of an Ash Ghoul continued to explore the rest of the cavern, including the Yakin Shrine which I found in there.

Note that the soul of the Ascended Sleeper is strong enough for constant

enchantment, so should be trapped whenever possible.

In the Shrine found a bell room with no apparent use, and met (and killed) Dagoth Velos – all appears to be part of something greater, but couldn't figure out anything there and then. So took whatever valuable loot I found and returned to Balmora.

Next wanted to discuss my quests and new info with Percius in Ald'ruhn:

FG q24, Percius Mercius, Ald'ruhn

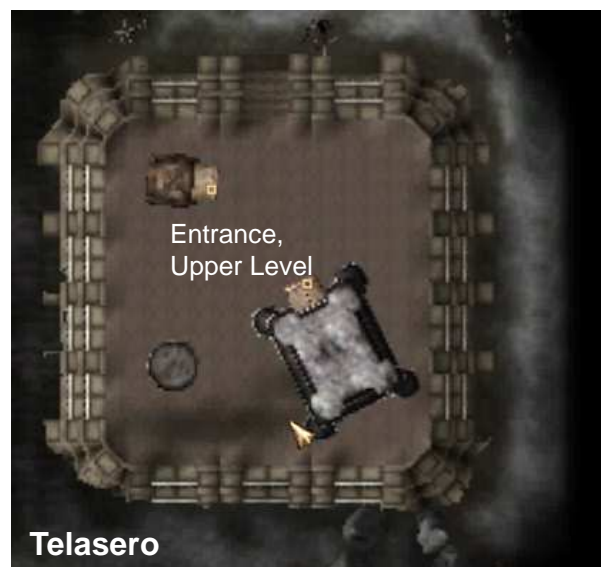
The only way to save the Fighters Guild from the corruption of the Camonna Tong is to *get rid of Sjoring Hard-Heart and those loyal to him*. If you *kill his chief supporters, Eydis Fire-Eye and Lorbamol gro-Aglakh*, I'll put my own life on the line and support you as the new Guildmaster. I used to be the Guildmaster. That position now belongs to Sjoring Hard-Heart. He's taken the Fighters Guild in some questionable directions. he's got too many followers in the high ranks, and I can't do much from here to keep the Fighters Guild honest. You can trust me, and you can trust Hrundi in Sadrith Mora. He's not in Sjoring's pocket yet.

Sjoring Hard-Heart is trying to make deals with the Camonna Tong. He thinks he's using them, but I think it's the other way around. These Camonna Tong bosses have been working here in Morrowind since before the Empire came. I don't think we can fool them. When I was the Master of the Fighters Guild here, I stayed out of local politics.

Took a Silt rider to Suran, and made my way eastwards from there, towards Telasero, which was marked on my map. Turned out to be a seemingly deserted stronghold – walked around it without finding any entrance before climbing my way to the top.



Didn't see Sondaale of Shimmerene anywhere, but a note on the door indicated she'd gone inside "because it appeared safe". So entered the door to Upper Level.





Was met by Ash Ghouls, Dreamers, Ascendent Sleepers, Lame Corprus, you name it. And I thought this place was peaceful... Anyway, decided to clear the entire area so I didn't risk running into unpleasant surprises when escorting the lady back, as I supposed I'd had to in the end. Not much, but some loot (book: increased Alteration.)

In the southeast room lower level:

Attacked by two ordinary rats, and found a damsel in distress atop a table – with those horrors running about, she was trying to escape two *rats*?



Sondaale of Shimmerene:

Are you my guide from the Fighters Guild? I am sorry I went ahead on my own. Please, let us travel together back outside.

** Met an ash ghoull on the way out, but she didn't get hurt. So made it safely without too much problems.

-- Thank you for your help, Earendil. It looked like the place was safe.

Easiest now was a recall back to Balmora, and then the Guild guide to Sadrith Mora:

MG q26

Skink-in-Tree's-Shade

Have you found the soul of an Ash Ghoull? (YES)

Yes, this will do nicely. I hope it wasn't too difficult.

MG q27, Skink-in-Tree's-Shade, Wolverine Hall, Sadrith Mora

I need another rare book, [Galur Rithari's papers](#). It describes how a Buoyant Armiger became a vampire and found a cure with the aid of a Daedric Prince, perhaps Molag Bal. I am afraid the book will be hard to find.

The obvious place to start seeking would be Jobasha's rare books – and that's in Vivec, same place as Lorbamol gro-Aglakh. So might as well start with Eydis and then go to Vivec.

Eydis Fire-Eye's last words:

I see you've risen to Guardian, Earendil. Word is on the street that you've become Mercius' lapdog, and he's sent you to kill me. I'm afraid I can't let that happen. You were always a disappointment. Fool!

[Then she attacked me, but was surprisingly easy to handle – perhaps I've become *really* good.]

Continued to Lorbamol gro-Aglakh, Vivec FG, his last words:

I see you've risen to Guardian, Earendil. I also heard you've been sent to kill me. I'm the only one who'll be taking over as Guildmaster. I won't let you take my rank in the Guild! I will kill you quickly. [This was a battle I couldn't lose]

Next went to Jobasha's rare books (Lower Waistworks):

What can Jobasha do for you?

[Twin Lamps](#):

Khajit in Morrowind suffer. Some talk, some act. Which are you?

[Galur Rithari's papers](#):

Jobasha has heard of this book. You might try looking at the library in the Hall of Justice here in Vivec. It is a well-hidden library and guarded at all times, but you will find a copy there. Jobasha does not have a copy of this book.

Went to Hall of Justice, Justice offices. Found a locked trap door in the floor, marked Justice offices on the map. Cast Invisibility and Open Lock 60-80, and slipped through the trap door without anyone objecting. Next door was to the secret library. Entered, and found that a couple of guards watched me continuously. But as long as I was just looking and reading books they didn't care at all. (Found a couple of learning books as bonus). Once I found the book I was after, I cast chameleon (not enough mana for another invisibility spell...), took the book (no reaction from guards), cast recall, and was back in Balmora safe and dry...

MG q27

Skink-in-Tree's-Shade

Have you found a copy of Galur Rithari's papers? (YES)

Yes, this is excellent, Earendil. A most interesting account. Please take this amulet with my gratitude.
(Got Skink's Amulet)

No more duties before I'm a Master Wizard – which I'm not qualified for yet (need a skill at 80).

So took a guild guide to Ald'ruhn and Percius:

FG q25, Percius Mercius, Ald'ruhn

Now that [Eydis Fire-Eye](#) and [Lorbumul gro-Aglakh](#) are dead, you must take the battle to Sjoring Hard-Heart.

There is one more step to freeing the Fighters Guild from corruption. You must kill the Guildmaster Sjoring Hard-Heart. Take this key, Earendil. It will let you into my private rooms. In the chests you will find two suits of armor. They were mine from years ago. They may help you fight Sjoring Hard-Heart. In spite of his faults, he's one of the best warriors in Vvardenfell, so be careful. He'll likely be in the Fighters Guild in Vivec, and he'll be expecting you.

In one of the chests found a complete glass armor suit. Even if my Heavy Armor skill is much higher than Light Armor, the glass equipment was better than Dwemer (and much lighter). So donned it – and will probably continue to use it – contributes to light armor skill, and so much easier to carry...

This one was technically a little harder – he didn't attack like the others, actually he didn't appear to want a fight at all. Instead he greeted me with "Hail and welcome friend. Hail". Was curious on how I was doing on the Thieves' guild quest – and had a disposition of 100 towards me. So I started taunting him – and yes, his disposition decreased steadily until when almost at zero, he broke out "That's enough" and attacked.

From his rumor as a great warrior, I was surprised how easy he was to beat.

FG q25

Percius Mercius:

Have you settled the matter of Sjoring Hard-Heart yet? I pray this business is ended soon. – You have saved the Fighters Guild from Sjoring Hard-Heart and his allies in the Camonna Tong. As I promised, I am naming you the new [Guildmaster](#), Master Earendil. I hope you will use your power and influence for the greater good of the Fighters Guild.

And so I have the rank of **Master**, without ever having been a Champion, and I can't see how I could have been.

Time to work on the Main quest; so next plan to go to Maar Gan and then the Urshilaku Camp.





Urshilaku Camp



1. Shara's Yurt
2. Sairan's Yurt
3. Maeli's Yurt
4. Zabamund's Yurt
5. Ashkan's Yurt
6. Zannummu's Yurt
7. Kurapli's Yurt
8. Shimsun's Yurt
9. Ahasour's Yurt
10. Wise Woman's Yurt

Addressed the first person I met:

Hainab:

You want to speak to Sul-Matuul. You want to speak to Nibani Maesa. Have they sent for you? (NO)

If they have not sent for you, then you will not speak to them. You are an outlander, and Sul-Matuul is our chief, and Nibani Measa is our wise woman. They will not speak to you.

** In spite of that, went to the Wise Woman's tent:

Blades q5

Nibani Measa:

You are in the wrong place, outlander. Leave, now.

Disturbing dreams:

This is a strange dream, indeed. The Sharmat Dagoth Ur speaks to you, in the voice of prophecy. He curses the three betrayers, the three false gods, Vivec, Almalexia, Sotha Sil. He calls you to drive the outlanders from Morrowind.

This is a very strong dream, very cunning, a dream to stir hearts. This is a very good lie. He called you Nerevar. And the dream of the Nerevarine is very strong, and very dangerous, for you, and for all my people.

Dagoth Ur is the Devil and the Enemy. Dagoth Ur and his beasts and servants are the source of many evils that beset the Dunmer and Morrowind. Dagoth Ur dwells in fiery caverns beneath Red Mountain, served by his kin, called ash vampires, and by legions of deformed monsters.

Morrowind is the ancient homeland of the Dunmer people. Once, long ago, this was our land, but now the creatures from the West have come, and the House Dunmer have meekly submitted to their rule. Now, in all the lands of the Morrowind, only the Ashlanders still lead the free, reverent lives of honor of the ancient Dunmer.

Blades q5, cont'd

Nibani Measa:

Nerevar:

In ancient days, the Deep Elves and a great host of outlanders from the West came stealing the land of the Dunmer. In that time, Nerevar was the great Khan and warleader of the House People, but he honored the Ancient Spirits and the Tribal law, and became as one of us. So, when Nerevar pledged upon his great Ring of the Ancestors, One-Clan-Under-Moon-And-Star, to honor the ways of the Spirits and rights of the Land, all the Tribes joined the House People fighting a great battle at Red Mountain.

Though many Dunmer, Tribesman and Houseman, died at Red Mountain, the Dwemer were defeated and their evil magicks destroyed, and the outlanders driven from the land. But after this great victory, the power-hungry khans of the Great Houses slew Nerevar in secret, set themselves up as gods, and forgot Nerevar's promises to the Tribes. But Nerevar will come again and cast down the false gods, and by the power of his ring will make good his promises, honor the Spirits, and drive the outsiders from the land.

Nerevarine prophecies:

This is not a matter for idle talk with strangers. Why should I trust you, outlander?

... Will you say you are deaf? Or stupid? Or rude? How do you explain? I have told you. You are in the wrong place. I told you to leave. But you are still here. [Increased her disposition from 41 to 71].

Nerevarine prophecies:

What does an outlander have to say to an Urshilaku of the Nerevarine prophecy?

{ Say I fulfill the Nerevarine prophecies, and wish to speak to Sul-Matuul and Nibani Maesa. /

Say I know little, and am curious. }

[Alternative 2 gave no positive response; alternative 1:]

I do not believe what I am hearing. You think you are the Nerevarine, and you wish to speak to Sul-Matuul and Nibani Maesa. You do not look like the Nerevarine. But you do not speak like a fool, or a madman. This is a puzzle. I tell you... go speak with [Zabamund](#) in his yurt. He is a gulakhan, Sul-Matuul's champion, and he will decide what is right. If Zabamund gives you permission, then you may enter the Ashkan's Yurt and speak with Sul-Matuul.

Hence, went to [Zabamund's Yurt](#):

The Nerevarine Prophecies are not for outlanders. Why should Sul-Matuul and Nibani Maesa speak to you about these things? Who are you, that we should trust you?

{ Offer to fight a duel to the death for the right to speak to Sud-Matuul /

Boast of my worthy deeds, and demand the right to speak to Sud-Matuul /

Tell all I have learned of the Sixth House and the Nerevarine, and ask humbly to speak to Sud-Matuul /

Offer to pay a tribute of 200 gold to speak with Sud-Matuul. }

-- Alt. 3: All of that may be true, and I'm sure you think it is very important, but it has nothing to do with us – at least, not the way you tell it. I'm sorry, but I will not let you bother Sul-Matuul or Nibani Maesa with all this.

-- Alt. 4: Yes, a gift of 200 gold coins. That is an earnest proof of your respect. Yes, I believe you should speak to our ashkan. Perhaps he will be angry with me. But I think I can bear that. Go to the Ashkhan's Yurt and speak with Sul-Matuul. Ask him your questions, and tell him I sent you.

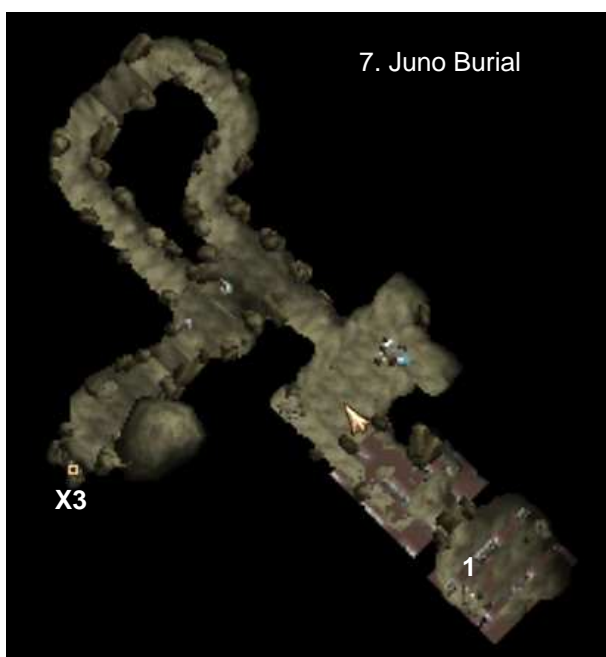
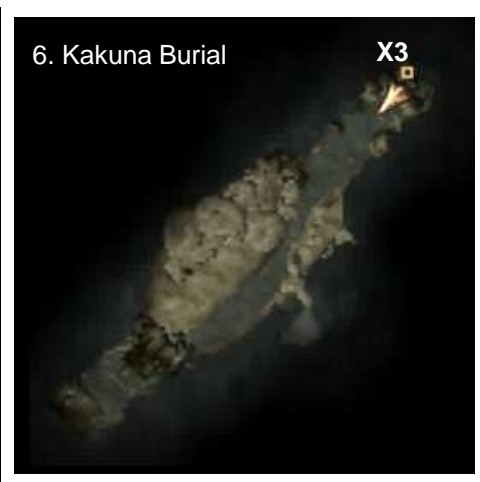
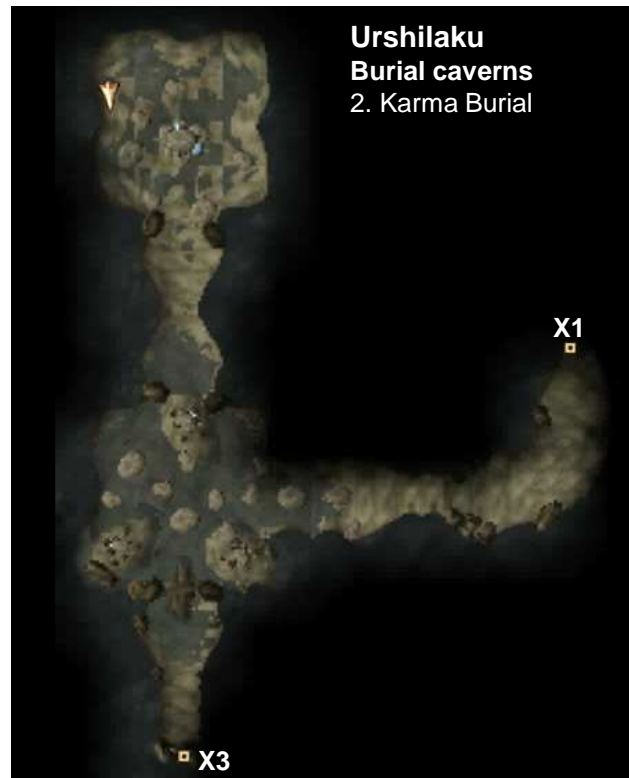
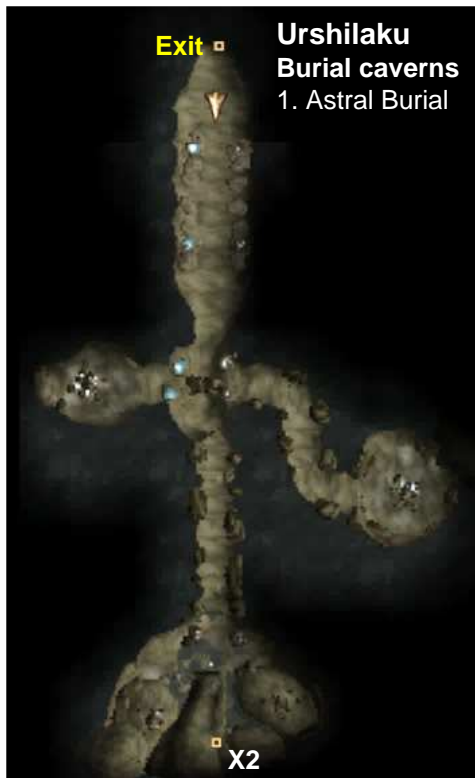
Blades q5A, Sul-Matuul, Urshilaku Camp

You think you fulfill the Nerevarine prophecies. You wish to be tested to see if you are the Nerevarine. No outlander may join the Nerevarine cult. If you were a Clanfriend, an adopted member of the Ashlander tribes, then perhaps. I have an initiation rite in mind. If you pass this rite, I will adopt you as a Clanfriend of the Ashlanders. And then I will submit you to Nibani Maesa, our wise woman, who is skilled in oracles and mysteries, and who will test you against the prophecies.

To be adopted into the tribe, you must undergo a harrowing. In a harrowing, you will be judged by the spirits and ancestors to see if you are worthy. Go to the Urshilaku Burial Caverns and fetch me Sul-Senipul's Bonebiter Bow. Sul-Senipul was my father, and his spirit guards his bonemold long bow deep in the burial caverns. Return to me with this bow, and I will adopt you into the Ashlander tribes as a Clanfriend.

The burial caverns lie to the south-southeast of the camp, a north-facing door in a little hill halfway between us and the slopes of Red Mountain. Go north from the camp to the water, then turn east. At a rock cairn on the beach, turn and head straight south until you find the door. The spirits of our ancestors guard the caverns. They will attack, and will kill you if they can. Force your way past them, or evade them, get the bow, and return to prove your worthiness.

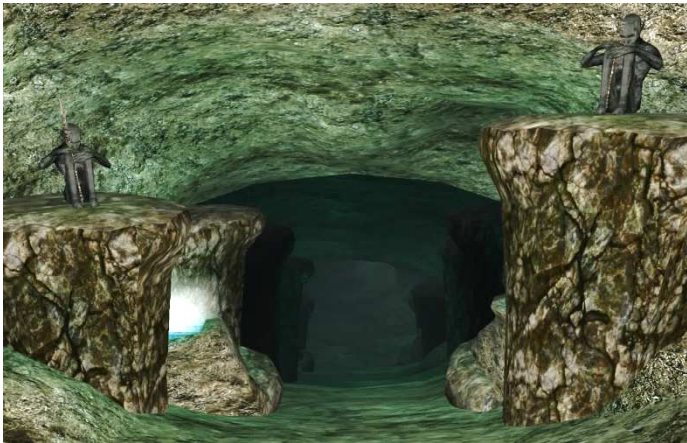
Followed his directions and found the cavern entrance where it should be.



1. Astral Burial
Must levitate up to side caverns, but nothing special there anyway
2. Karma Burial. Much water (swim / water walk)
3. Laterus Burial
The central chamber, with exits to all the burial areas.
Entry from ground level (X2), and narrow ledge / balancing climb upwards to higher and higher entrances in the order as given.
Near door X6: Glass Sword "Magebane"
(val 32000 gold)
4. Fragile Burial
5. Kefka Burial
Found Dwemer Bracers (Better than current gloves)
At bottom of pool: Dreugh Cuirass
6. Kakuna Burial – Balance / Jump to treasure areas
7. Juno Burial
At (1) met Wraith of Sul-Sunipul, who dropped the Bonebiter Bow.

While in here, leveled up to **Level 34**.

In general many treasures held by the dead (grave looting OK?), and several dead adventurers. Much too much loot to carry back – took only the most valuable.



Blades q5A

Sul-Matuul:

So, outlander. Have you completed the initiation rite?

This is my father's Bonebiter Bow. You have completed the initiation rite. I name you Earendil, **Clanfriend** of the Ashlanders. Keep my father's bow, and bear it with honor. You are a friend of our tribe, and may rest in any Urshilaku bed, but do not harm other tribe members, or take their things. And now I will fulfill my other promise. Go to the wise woman's yurt, and Nibani Maesa shall examine you, and test you against the Nerevarine prophecies.

Blades q5

Sul-Matuul:

Now that you are a Clanfriend, I want to speak plainly. I find it hard to believe that you are the Nerevarine. You are an outlander, but the Nerevarine comes to drive all outlanders from Morrowind. How could an outlander be the Incarnate? The Great Houses stole our lands and mocked us with false gods. The godless outlanders steal our land and our dignity. The Nerevarine is the last hope the Ashlanders have. I will let no outlander steal this hope from us.

These are serious words, Earendil, words of life and death. I see honor and merit in you, and am proud to name you Clanfriend. But take care what you say and do in the name of the Nerevarine. Now go question Nibani Maesa, and learn all she can tell you.

Nibani Maesa:

[Met with "Welcome friend, you're nearly a legend around here. Please talk. And her disposition had increased to 100 – so some change since last time.]

Go ahead. Do you have questions about the [Nerevarine prophecies](#)? Have you come to see if you [pass the test](#)? Do you think you are the Nerevarine?

There are many Nerevarine prophecies, and they suggest many things. [Aspect and uncertain parents](#). The [moon-and-star](#). [Sleepers](#). [Seven curses](#). The curses' bane. The prophecy of the [Stranger](#). The prophecy of the [Seven Visions](#). The [lost prophecies](#).

Ask me of these things. If you are patient. If you would be wise. Or, if you are impatient to know, just as: Do I pass the test of the Nerevarine prophecies? Go ahead, outlander. I am the wise woman. Ask your questions. And I will answer.

If what you say is true, you are indeed born on a certain day of uncertain parents. This is part of the prophecies. But many have the same birthday, and many are not sure of their parents. It is interesting. But it does not make you the Nerevarine.

Legend says Indoril Nerevar's family standard bore the moon and star, and Nerevar's armor and weapons bore this sign. Some say he bore a moon-and-star birthmark. Some say he has a magic ring marked with a moon-and-star. Others say he was born under a moon-and-star. In any case, I think the moon-and-star is the mark of the Nerevarine, and you do not have this mark. So you are not the Nerevarine.

Rumors say that in the towns, mad cultists called "sleepers" are attacking people, saying that Dagoth Ur has awakened, and will drive the outlanders from Morrowind. Perhaps it is just a coincidence. But I think it is a sign of the Nerevarine. Not necessarily a sign that *you* are the Nerevarine. Perhaps the time of the Nerevarine has come. And you have come at the same time. This is not passing a test. But it may mean you have some part to play in the coming of the Nerevarine.

Another Ashlander prophecy of the Nerevarine is called "[The Seven Curses of the Sharmat](#)" But I do not know it, and I know no one who does. It may be lost. Such things happen. A wise woman dies, or forgets, or a clan is wiped out. Perhaps someone knows, but is keeping it secret. Perhaps it is in one of these many books of your settled peoples. I have heard that the [Dissident priests of the Temple](#) may have such books.



Blades q5, cont'd

Nibani Maesa:

This we call "[The Stranger](#)" is the best known of the Nerevarine prophecies:

When Earth is sundered, and skies choked black,
And sleepers serve the seven curses,
To the hearth there comes a stranger,
Journeyed far 'neath moon and star.

Though stark-born to sire uncertain
His aspect marks his certain fate.
Wicked stalk him, righteous curse him.
Prophets speak, but all deny.

Many trials make manifest
The stranger's fate, the curses' bane.
Many touchstones try the stranger.
Many fall, but one remains.

[Red Mountain](#) is the great mountain of fire in the center of Vvardenfell. The outer slopes are steep and rugged, and the crater is deep and filled with burning rock. Beasts and servants of the Devil Dagoth Ur live on Red Mountain. The settled people built a magical barrier called [Ghostfence](#) to keep the evils inside. Within the Ghostfence, rain never falls and the sun never shines; the only weather is the red and deadly ash-blight. The Ghostfence is a magic wall around Red Mountain. The settled people created this barrier to keep the Devil Dagoth Ur and his beasts and servants trapped in Red Mountain.

Blades q6, Nibani Maesa, Urshilaku Camp

Pass the test:

You are not the Nerevarine. You are one who may become the Nerevarine. It is a puzzle, and a hard one. But you have found some of the pieces, and you may find more. Do you choose to be the Nerevarine? Then *seek the lost prophecies among the Dissident priests of the Temple*. Find the lost prophecies, bring them to me, and I will be your guide. And take these copies of the **Stranger** and the **Seven Visions**. Now. I have told you all I know. Go think on what I've told you. And do what must be done.

There are Nerevarine prophecies that have been lost. The Seven Curses. And others. Some are forgotten. Some hidden. Some deliberately lost. The wise women are the memory of the Velothi people. But us is a faulty memory, and we are mortal, and our knowledge dies with us. But we hear that the Dissident Priests of the Temple study our Nerevarine prophecies, and record them in books. Such written words never die. You must go to them and ask for these books, and bring what you find to me.

Seven Visions of Seven Trials of the Incarnate

[These are the words of the prophecy. I wrote them down as she spoke them to me.]

seven trials

What he puts his hand to, that shall be done. / What is left undone, that shall be done.

first trial

On a certain day to uncertain parents / Incarnate moon and star reborn

second trial

Neither blight nor age can harm him. / The Curse-of-Flesh before him flies.

third trial

In caverns dark Azura's eye sees / and makes to shine the moon and star.

fourth trial

A stranger's voice unites the Houses. / Three Halls call him Hortator.

fifth trial

A stranger's hand unites the Velothi. / Four Tribes call him Nerevarine.

sixth trial

He honors blood of the tribe unmourned. / He eats their sin, and is reborn.

seventh trial

His mercy frees the cursed false gods, / Binds the broken, redeems the mad.

one destiny

He speaks the law for Veloth's people. / He speaks for their land, and names them great.

Finished here (for now) cast a recall and was back in Balmora.

Blades q5

Caius Cosades:

You've spoken with Sul-Matuul and Nibani Maesa, and from what they say, it sounds like you could really be the Nerevarine. That's just incredible. But I'll have to get used to the idea. Let me try to get word to Mehra Milo. Maybe she can find out whether the Dissident Priests have any lost prophecies.

Mehra Milo says the Dissident Priests do have records of Ashlander Nerevarine prophecies, and she has an idea how we might get a look at them.

Blades q7, Caius Cosades, Balmora

In the meantime, I have a very tough assignment for you. Do you think you're ready?

I'm going to give you the mission. But I'm going to give you 400 drakes. Before you head out, make sure you outfit yourself with healing potions, new gear, a little training, whatever you think you need most. And if you get in trouble, back off, rest up, and go back fresh. Don't take any chances. I think this will be a tough one.

Here's your mission. Fort Buckmoth sent a patrol to Gnaar Mok, hunting smugglers with Sixth House connections. They found a Sixth House base, a Sixth House shrine, and a Sixth House priest named Dagoth Gares. Speak to Champion **Raesa Pullia** at Fort Buckmoth; she'll tell you about the patrol and the Sixth House base. Your orders: Find that Sixth House base, kill Dagoth Gares, and bring me a full report on the Sixth House base.

A trusted informant says the Sixth House are a secret cult associated with some strange events recently, and more important, my informant thinks these recent disturbances are related in some way to the Nerevarine prophecies. Champion Raesa Pullia at Fort Buckmoth says a patrol found a Sixth House base in a cave the locals call *Illunibi*. However, the one trooper who escaped to report has died of corpus disease. Before he died, the trooper reported fighting with monsters and cultists, and something about a powerful Sixth House priest called Dagoth Gares. But go talk to Raesa Pullia at Fort Buckmoth. She'll have the details.

I don't know much about corpus disease. I've never seen a case myself. You can get it from contact with the Red Mountain monsters they call 'corpus beasts'. I think it's like a blight disease, only worse. It usually drives victims mad, and causes terrible, deformed growths on the body. I'll check my informants and find out how to cure it.

It was at this time I discovered that "Divine Metaphysics" was gone – disappeared into thin air and nowhere to be found. Checked all my storage places and containers; checked with all my regular traders, but conclusion was, I haven't put it away, and I haven't sold it. So has someone stolen it – is it simply a bug? (Probably disappeared about the same time as my Dwemer leggings and pauldron.) So ended up using a "Console command" to get a new copy of the book – as the circumstances were this isn't cheating, right? [PlaceAtPc "bk_DivineMetaphysics 1,1,1"].

(A little later I found it in Caldera – much ado about nothing...)

Another surprise: Percius had really told me to freely use his room and take the contents in the chests in his room. Perhaps this was only OK immediately, for when I now took something from the chest I got a "Your crime has been reported", and everyone in the guild attacked me. Reloaded and tried several times to confirm this really happened. Solution: Closed the door before plundering the chests, then moved the contents to the bedroom chest I've been using all the time.

Back to story; Went to the Buckmoth Fort and found Raesa Pullia:

Blades q7, Raesa Pullia, Buckmoth Fort, Ald'ruhn

I'm Raesa Pullia, Champion of the Legion garrison here at Buckmoth Fort. And you're Earendil. Caius Cosades sent you, didn't he? Caius says you're the one to handle this Sixth House base near Gnaar Mok.

Only one trooper returned. He died soon after, horribly disfigured with corpus disease, and out of his wits. In his ravings, he spoke of a cavern on the coast – he called it "Illunibi". It's not on our maps; try asking locals in Gnaar Mok. They fought with cultists and disfigured man-beasts – corpus monsters, I think. They fled the attackers and got lost in the caves. Then they ran into a half-man creature named Dagoth Gares.

This Dagoth Gares slew the rest of the patrol, but spared the one trooper. He told the trooper he was being spared, so he might tell others that "The Sleeper Awakes", and "The Sixth House has Risen", and "Dagoth Ur is Lord, and I am his Priest", and "All will be One with Him in the Flesh". The trooper awakened outside the caves and returned here. We couldn't recognize him, and he didn't respond to questions... just kept rambling like a madman until he died.

(Also got directions to Gnaar Mok, but I've been there and know where it is...)



“Coincidentally” ended up in Tel Fyr south of Tel Aruhn when wandering aimlessly in the area. Entered Tel Fyr Hall, but didn’t do much exploring – I’ll probably return here later.

Beyte Fyr:

Have you come to plunder the dungeon? Or have you got corpus disease? Or did you come to see Divayth Fyr?

I’m Beyte Fyr. I’m the wife of Divayth Fyr. One of them. Sort of. You’d be surprised how many people come in here trying to steal Lord Fyr’s treasures. He does have quite a collection of relics and artifacts. But he keeps them down in the Corprusarium. And who wants to risk catching corpus disease? Not to mention who wants to get ripped in half. Pity. We don’t see many good thieves here. Just the stupid ones.

Divayth Fyr is up above in his study. I hope you can fly.

You can’t get up there unless you can fly. Or have potions. Sorry.

While exploring found a chest (lock 100), containing a.o. a key. The key unlocked a door where this girl was being held captured: Set her free and followed her outside:

[Delyna Mandas](#):

Thank you for rescuing me. Please take my locket to my father,

[Arethan Mandas](#).

I am safe, but I have duties that cannot be ignored. I will go visit my father when I can. In the meantime, please take this locket to my father. I do not know where he is now, but perhaps his old friend [Athyn Sarethi](#) in Ald’ruhn can tell you.

** Follow-up: Next time in Ald’ruhn talked to Athyn Sarethi (Redoran concilor), but Arethan didn’t turn up as a topic. Perhaps I need to trigger something else first – at the moment let sleeping dogs lie.

Flew up to tower and looked around (stole two grand soul gems – only loot this time around) and met Divayth Fyr:

Well! What a pleasure! A visitor! An entertaining diversion! Come to consult the great Divayth Fyr? You have the divine disease? Want to plunder the dungeon? Or leer at my daughters?

[Egg of Time](#):

This is an interesting work. [Yagrum Bagarn](#) might be able to tell you more.

---Rambled on about his “daughters”...

Corprusarium:

I collect victims of the divine disease in my Corprusarium in the caverns beneath my tower. Poor devils. Wretched existence. Constant pain. Ferocious appetites and passions. No reason at all. Mad marsh rats. But marvelous, too, in their way. Completely immune to disease. Live forever, barring accidents. Ancient wizards need projects to keep them occupied, and the Corprusarium is mine.

Nothing special to do here, so traveled back and forth and ended up in Ald’ruhn. Beginning to see the significance of these books: (only guided by the value: These three books are worth 1000 gp each, while “normal” books are worth 25 – 300 gold)

MG q12 (Trebonius’ Dwarves...)

Edwinna Elbert:

[Divine Metaphysics](#):

I cannot make sense of this. Even when I try using the ‘Hanging Gardens’ you’ve found as a translation key, the words simply do not make any sense. I am certain the author did not know any magic himself. Yes, these are probably just the ramblings of some Dwarven lunatic.

[Hanging Gardens](#):

Now this is an interesting book, Earendil. It appears to be written in both Dwemer and Aldmeris. If you could find a scholar of the Dwemer who knew Aldmeris, you might be able to translate portions of the Dwemer text. This book is priceless in the right hands.

Decided to join the Redoran Great House, so went to the Redoran Council House in the Market area (Skar).

Met [Neminda](#):



I am Neminda, Drillmaster and Recruiter. If you wish to join House Redoran, you have come to the right place.

Are you sure you want to join House Redoran? Remember that you cannot join any other Great House once you have made an oath to us.

Rules:

Do not steal from your kin, strike your kin unprovoked, or murder your kin. Do not break your word. Honor your superiors and do your duty to your House. Respect the teachings of the Tribunal. Defend your House, your People, and your Honor. If you fail in these things, you will be cast out. If you fail twice, you will be cast out with no chance of regaining your honor.

**** Join**

So be it. You are now **Hireling** Earendil in House Redoran. I will inform our trainers. Make use of them. If you truly wish to serve House Redoran, I can give you duties to perform. You may also check with me for advancement.

House Redoran q1, Neminda, Council Hall, Ald'ruhn

Drulene Falen has asked for our help. She says her guar herds have been having trouble with hostile mudcrabs.

To get to Drulene's herd, leave west out of Ald'ruhn and take the road towards Gnisiss. When you go into the hills, take the left fork to the southwest. Take the right path at the next fork and you should see her guar straight ahead.

Apparently I've already been there, done that...

House Redoran q1

You've killed the mudcrabs for Drulene Falen? Good work, Earendil. Speak with me again when you are ready for more duties.

Promoted to **Retainer**

House Redoran q2, Neminda, Council Hall, Ald'ruhn

I need someone to deliver a Cure Disease potion.

Here. Take this Cure Disease Potion to **Theldyn Virith** in Ald Velothi. While you're there, ask if there's anything he needs done.

Theldyn Virith has no official title. He represents House Redoran interests in Ald Velothi and helps keep the peace.

Silt rider to Gnisiss, and the road from Gnisiss to Ald Velothi I've already walked many times.

Arrived after an uneventful journey, and found Theldyn Virith in the Outpost, at the foot of the ladder leading to the roof:

-- Are you here to deliver the potion? (YES)

Good. The Arvel family will be grateful. Anything I can do for you? I might have some duties for you later.

Returned to Ald'ruhn.

House Redoran q2

Neminda:

Good work, Earendil. I heard you delivered the potion. Just tell me when you're ready for more duties.

Promoted to **Oathman**.

House Redoran q3, Neminda, Council Hall, Ald'ruhn

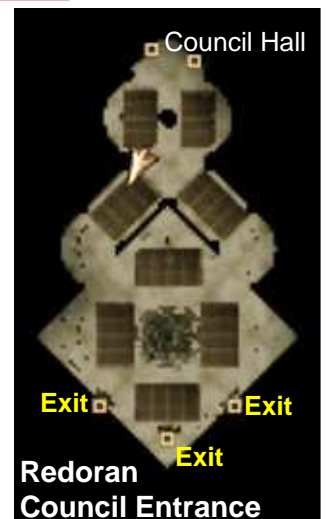
A Redoran trader has gone missing. I need someone to help find **Mathis Dalobar**. He is a trader who comes through Ald'ruhn just about every month. He was probably headed towards Maar Gan or Gnisiss. Talk to the people in Maar Gan and find out if anyone there knows what happened to him. I'll mark these towns on your map.

Silt rider to Maar Gan, asked around without success, then tried the Trading house:

Bugdurash gra-Gashel:

I bet Mathis Dalobar was just delayed a bit by the ash storm. Just before the storm hit, I saw someone leading some pack guar up to the **Rothan Tomb**. I hope they made it okay. Rothan Tomb is on the main road on the right just before the road turns south to Ald'ruhn.

The tomb was up in the hills on the right hand (north) side of the road. Found Mathis Dalobar just inside the entrance to the tomb.



Mathis Dalobar:

Thank the tribunal you're here! I've been stuck in here for days since the ash storm.

I was too far from town when the storm hit. I took shelter in here until the storm passed, but then I couldn't get out because the door was stuck. I've been in here for days. The sooner we travel together back to Maar Gan, the sooner I can get back to business.

Take me to the Maar Gan shrine.

****Except for a few easy encounters nothing happened on the way to the shrine.**

Traveled back to Ald'ruhn



House Redoran q3

Neminda:

I heard that Mathis Dalobar made it to Maar Gan with your help. Good work, Earendil.

I have more duties for you.

Promoted to **Lawman**.

House Redoran q4, Neminda, Council Hall, Ald'ruhn

A Hlaalu guard stole a Founder's Helm from one of our tombs. Would you be willing to recover this helm from the godless Hlaalu?

Alvis Teri stole a Founder's Helm from the Uveran Ancestral Tomb. He boasts of this feat at the Eight Plates Inn in Balmora and wears the helm openly. Confront him and demand the helm. Slay him if necessary, but do not shame House Redoran by murdering him. Threaten him, taunt him, these are allowed. You may even slay him as long as he strikes the first blow. But if you resort to murder, the Hlaalu will brag for years that all Redorans are thugs and murderers.

Now to Caldera (and Creeper), before trudging the old and trusty path to Gnaar Mok. The first person I met told me that Ilunibi Caverns are at the northern tip of the same island as Gnaar Mok, facing Khartag Point.

With that info the cavern was easy to find.



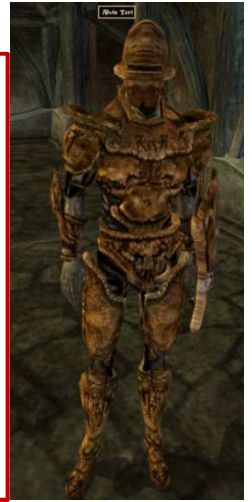
In practice, explored only the first two caverns before I had to back out fully loaded. Did some other tasks before returning, but as it's more logical to present the entire Ilunibi endeavor in one go, the side activities will be presented first.

In Balmora, went to the Eight Plates and found Alvis Teri.

House Redoran q4, Alvis Teri

Turned out he wasn't easy to handle.

1. Several attempts at taunting him into attacking me failed, so had to give up this plan
2. Tried to sneak in on him and steal the helm – only partly success. There was nothing to steal, and when I tried anyway he discovered me and attacked. So got the helm, but also a 25 gold bounty. So went to a guard and offered to pay the bounty – OK so far, but he also took everything I had stolen, which was a lot more than I thought, among others most of my armor (which I have found in various ruins, or got from Percius) – so this plan also failed
3. Increase his disposition – a combination of admire and bribe (and *save* after each success). At disposition 84 he gave up the helm:
Just what I need. Another stupid Redoran. (Founder's Helm) Fine. Take the stupid helm. But you're a mommy's boy and so is your stupid Founder.



And then to Hasphat to discuss the books:

MG q12 (Trebonius' Dwarves...)

Hasphat Antabolis, Balmora FG

The Dwemer are the fabled lost Dwarven race whose ruins and splendid artifacts are scattered across Tamriel. Elves use the term "Dwemer", connoting variously "deep-delving", "profound", and "close-counseled". Imperial usage is "Dwarven", derived in fable from the affectionate regard of the Giant races for their "little" Dwemer friends. There are several Dwemer sites on Vvardenfell, and many have found Dwemer artifacts.

[Egg of Time](#)

This "Egg of Time" is certainly very suggestive. I fear I not quite able to piece together what is going on. You might want to take these books to another Dwemer scholar, perhaps one of the older Telvanni.

[Hanging Gardens](#)

Did you tell Senilas Cadiusus of this [The guy who led the Nchulcftingth expedition]? This may be the translation key they have been searching for. If you find any other Dwemer books, perhaps I could try and translate them with this key.

[Divine Metaphysics](#)

With the "Hanging Gardens" book as a key, I can make out some of what "Divine Metaphysics" is saying. It seems to suggest that new gods may be created through some kind of sorcery. I do not know much of magic. Perhaps you should speak with someone who is both a wizard and a scholar.

Back to Ald'ruhn:

House Redoran q4

Neminda:

Good work, Earendil. You have recovered the Founder's Helm and have not brought shame upon House Redoran. Will you give me the Helm now? (YES)

House Redoran q5, Neminda, Council Hall, Ald'ruhn

Drulene Falen needs help with her guar herds again. Sounds like trouble with bandits. It happens, especially further from the law. Usually the bandits are outcast Ashlanders. Go talk to Drulene Falen again. She might be able to tell you where the bandits are.

To get to Drulene's herd, leave west out of Ald'ruhn and take the road towards Gnis. When you go into the hills, take the left fork to the southwest. Take the right path at the next fork and you should see her guar straight ahead.

Turned out this place wasn't easy to find at all. First of all, it was much further west than I'd guess from the directions – actually almost at Khartag Point, northeast of the point about 1 cm on the world map. But as I searched the area, I also ran into some side quests:

Side quest Disease, Hisin Deep-Raed, West coast east of Andasreth

You! You will speak with me now, or you shall feel the bite of my axe! When this enchantment wears off, Hisin Deep-Raed will shed some blood!

Aye. A foul witch has given me some enchanted disease, leaving me rooted to this spot. She called it Witchwith. Foul temptress! I had been her escort; she was a big woman, friendly... you know. Then the damned witch ensorcelled me, leaving me at this spot, nearly naked, to display my shame to the world!
(I should be able to cure your paralyzation with a spell) – Mission complete. (Got Icecap Helm)

Side quest Shirt delivery, Rasha, West coast east of Andasreth

Greetings, traveler. Rasha wishes you well and thinks you maybe can help him with some pressing business. Yes. Most pressing. I have, you see, a shipment of clothing... fine clothing, it is...to get to Ald'ruhn. But , I fear other business draws me away. Perhaps, I think, you and I might come to an arrangement, yes? If you will deliver Rasha's shirts...these fine fine shirts...to Bivale Teneran the clothier in Ald'ruhn, she will pay you for your services. And a generous woman she is. I would ask that you swear an oath to Zenithar to seal our arrangement, though. Yes. What do you think of my offer, hmmm? (swear oath)
Most excellent, yes? We will both gain from this...I shall keep my good name, and you shall benefit from Teneran's generosity. Wonderful. Take care, Earendil, one should not take an oath sworn to Zenithar lightly. No, never lightly. (Got 5 Exquisite shirts).

Coincidentally ran into [Sjorvar Horse-Mouth](#) in the hills directly east of Gnaar Mok (one of the Blades-trainers:

Blunt Weapon / Long Blade / Axe,
but not advanced enough to train me any more.)

And then at last found what must be Drulene Falen's farm.



House Redoran q5, Drulene Falen, West coast hills

Did Neminda send you again? I've been having trouble with bandits. The bandits have only tried to get my guar and those of two other herders nearby. The bandits came from south last time, and they led off one of my best guar that way. I'd check south of here to see if there are any caves or tombs that the bandits could be hiding in.

While searching the area, had stumbled across Telavyn Ancestral Tomb, with also a few tame guars outside. Directly south of Falen farm, seemed an obvious place to start.

Telvayn Ancestral Tomb



"Standard" tomb – two bandits of the "no-challenge" kind.
Some loot, a skill book Heavy Armor.

Returned to Drulene Falen and reported – got 2 Hackle-Lo Leaves as reward.

Returned to Ald'ruhn.



First went to the clothier, Bivale Teneran in the Manor District

Side quest Shirt delivery

[Bivale Teneran](#)

Good day, Earendil. I am Bivale Teneran. I flatter myself that I am the finest clothier in these parts. Shall I tell you about my trade? Or would you be interested in a little work?

Ah... you've brought the shirts from Rasha. Wonderful! He does such fine work, and he sells them to me for very reasonable prices. He's a careful sort, but that's just smart business if you ask me. Thank you for your help, and here's your payment. (Got Belt of Iron Will)

Side quest Ienas Sarandas' debt, Bivale Teneran, Ald'ruhn Manor District

I made a brocade shirt and silk pants for Ienas Sarandas. He gave me half-payment on account, and said he'd pay me the rest later, but it's been weeks, and I have my own bills to pay. Find Ienas Sarandas, get the overdue payment of 360 drakes he owes me, or get the shirt and pants and bring them back to me, and I'll give you 50 drakes for your services.

The young fellow Ienas Sarandas' family has lived in Ald'ruhn a long time. His parents died recently and left him their house and estate. But Ienas has fallen in with a fast crowd. I believe he's taken to drinking expensive liquor and has incurred some gambling debts. He's a charming lad, everyone likes him, but he's not very sensible, and suddenly becoming rich seems to have made him an irresponsible fool.

House Redoran q5

[Neminda](#)

Is Drulene Falen still having trouble with bandits?

Good work, Earendil. I have more duties for you.

House Redoran q6, Neminda, Council Hall, Ald'ruhn

One of the councilors has been threatened.

[Serjo Athyn Sarethi](#), a councilor of House Redoran, believes his life is in danger. He is in Sarethi Manor under Skar. I need someone to guard Athyn Sarethi. Quickly. Go to Sarethi Manor. From here, it is the second door to your right after you get back to Skar. Stay there until Athyn Sarethi gives you orders or until more guards arrive.

Arriving in Sarethi Manor found two dead guards on the floor, and while speaking to Sarethi, was attacked by two assassins. Fortunately they headed for me, not Athyn Sarethi, and were quickly disposed of without anyone getting harmed.

Athyn Sarethi:

Thank you, Earendil. I am in your debt. I will do what I can to return the favor. Tell Neminda that I am safe.

House Redoran q6

[Neminda](#):

I heard there was an attack... Is Athyn Sarethi safe? (YES)

I hope Athyn is OK. He and my father were close friends, and the Sarethi family has had enough trouble recently. Guard duties pays in drakes, Earendil. It's not much, but perhaps you can put it to good use. (Got 200 gold).



Neminda – no more duties. Advises me to contact one of the Councilors. Should also talk to [Faral Retheran](#) in Vivec. Promoted to [Kinsman](#).

Next, found Ienas Sarandas:

Side quest Ienas Sarandas' debt

Yes? I'm Ienas Sarandas. So. You're here about the overdue payments?

Yes, I do have some overdue payments with local merchants. But I'm afraid I can't pay my debts right now. You see, I'm a little strapped for cash at the moment. But I have certain very attractive prospects underway, and I'm sure I'll be able to pay very soon.

[Offer a sympathetic ear and friendly advice]

Side quest Ienas Sarandas' debt, *cont'd*

Indeed, it is as you say. '...Not encumber myself with profitless treasures, but shall share freely among house and hearth' I have forgotten the Grace of Generosity, the words of Lord Vivec. You are right to remind me of Saryoni's Sermons. I've been a fool. I've wasted my family fortunes, all in pursuit of profitless treasures. I should share freely, rather than squander the great gifts of home and hearth.

Here. Take these items and return them. Give:

- the Brocade shirt and silk pants to Bivale Teneran
- the Racer suede belt to Tiras Sadus
- the Ebony ring and the Glass ring to Daynes Redothril
- the Designer shoes to Llether Vari
- the Firejade amulet to Bevene Releth

They are all merchants in Ald'ruhn. Return the goods, with my apologies.

Now I know what I must do. I must give my parent's house to the Temple. And I shall enter the Temple myself, and see if I can make something of my life. Thank you, Earendil. You've taught me a valuable lesson. From this day forward, I shall make my honest way in the world, and try to be of service to others.

Next stage of this quest was identical for all the merchants I contacted, first one was Tiras Sadus:

Welcome back. Look around for yourself. Inspect my offerings. Or shall I tell you about my trade? Or perhaps... would you be interested in doing a little [work](#) for me?

work:

I made / delivered XXX for a customer, Ienas Sarandas. I made delivery, and received my first payment, but Sera Ienas is behind time for his final payment, and I can wait no longer. I will pay you ZZ drakes if you will find Sera Ienas Serandas and either recover and return my XXX, or extract the overdue payment of YY drakes for me. (Then had to do a Goodbye, and open dialogue again)

work:

I see you have the XXX from Ienas Sarandas. Here are the ZZ drakes for your services. And thank you very much for handling this situation so well. I really appreciate it.

Ienas Sarandas:

Have you heard that he has given his house to the Temple and is studying to be a priest at the Ald'ruhn Temple? The word is all over town.

Another surprising and unpleasant experience. Was tired and looking forward to a good night's sleep.

So went to the Fighters Guild and found myself a bed in the shared bedroom.

But on awakening, was attacked by all the guild members – hey I'm your master and we're supposed to be friends, not?

Anyway – I'm beginning to like the Ald'ruhn Fighters Guild less and less. Plan to fetch all my things there and never come back – even though Percius has appeared to be a good friend so far.

But this is just bringing it too far – telling the guards that the glass suit he told me I could use was indeed stolen from the Guild!

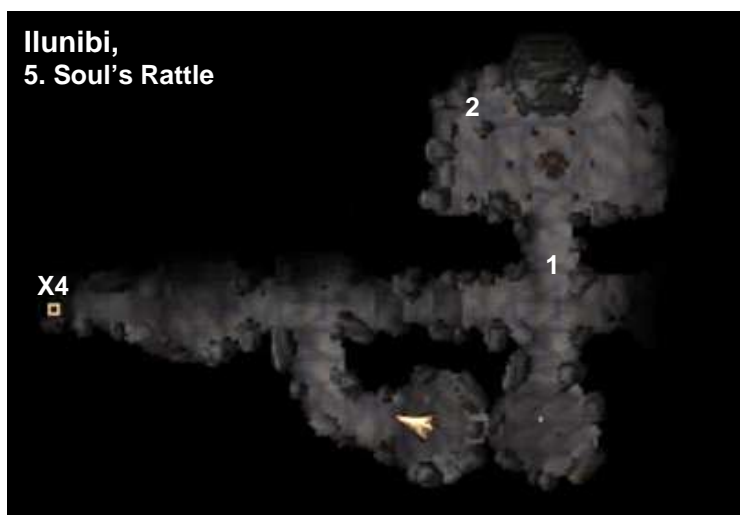
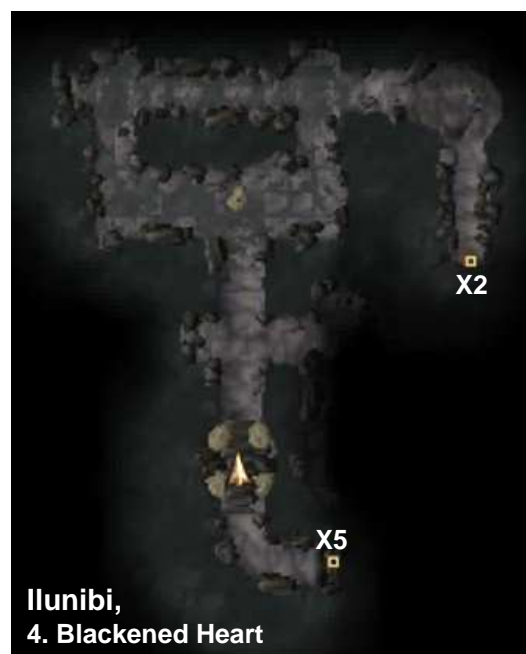
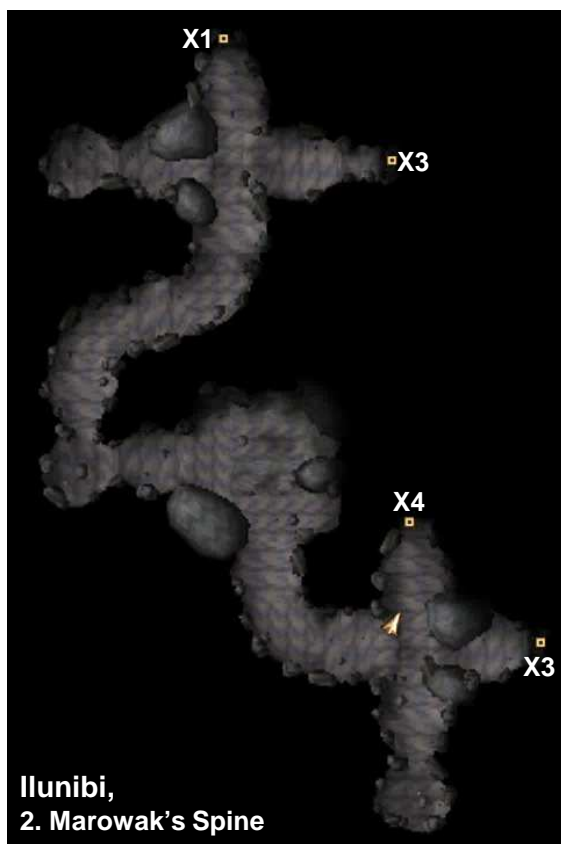
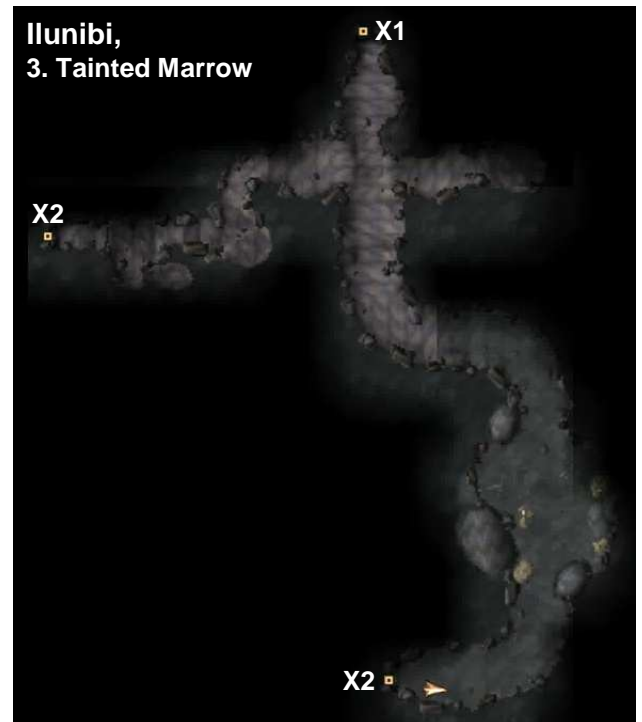
Anyway – returning to the Ilunibi mission (although this is *not* in the order I actually did it – but does it matter?)

Encountered all sorts of Sixth House monsters in Ilunibi (in order met):

Ash Ghoul, Sleeper, Ash Slave, Flame Atronach, Bone Lord, Ascended Sleeper, Lame Corprus, Dreamer, Ash Zombie, Dremora Lord, Skeleton Champion, Hunger, Storm Atronach

Was especially happy to capture no less than four Ascended Sleeper souls (reportedly among the most powerful souls).





1. Encounter Dagoth Gares
2. Gauntlets Fist of Randagulf
(Hidden behind chest)

Ascended Sleeper



Dagoth Gares looked like an Ash Zombie, and appeared while I was fighting another monster:

Dagoth Gares – Greeting before final fight

The [Sixth House](#) greets you, Lord Nerevar. Or Earendil, as you call yourself. I am known as [Dagoth Gares](#), priest of [Ilunibi Shrine](#), and minister to Sixth House Servants. My Lord, Dagoth Ur, has informed me of your coming. I wish that this time you had come to honor your Lord's friendship, not to betray it.

The Sixth House was not dead, but only sleeping. Now it wakes from its long dream, and with its Lord, Dagoth Ur, it comes forth to free Morrowind of foreign rulers and divine pretenders. When the land is swept clean of false friends and greedy thieves, the children of Veloth will build anew a garden of plenty in this blighted wasteland.

[Sixth House servants:](#)

Forgive the rude welcome, but until you have declared for us, we must treat you as our enemy. The Sleepers and Dreamers are newly come to Lord Dagoth, and not yet blessed with his power. But the Children of His Flesh, they are deep in the heart of his mysteries. Their bodies swell to contain his glory, and to yield the rich sacrament of our Lord's feasts. And we are the least of his servants, for Ash Poets, Ascended Sleepers, and Ash Vampires stand high above us in the Lord's bountiful grace.

Ilunibi Shrine is just a small, quiet retreat for Sixth House Servants, a place to contemplate and grow strong and wise in Lord Dagoth's ways. Here we share the sacraments of flesh and blood, and dream the dreams of our Lord. This and other lesser shrines are hidden from prying eyes throughout the land. But the greatest shrines of Sixth House servants lie beneath Red Mountain, in the citadels of our Lord and his close kin.

Lord Dagoth would far rather have you as a friend than as an enemy. But until you submit to him, Sixth House servants will treat you as an enemy, and try to destroy you. If you wish to be our friend, first you must go to Lord Dagoth in his citadel on Red Mountain and make your submission.

Dagoth Gares was less of a challenge than I had expected, but he succeeded in cursing me with the [corpus disease](#) before he died. (Can of course not be avoided, and is part of the prophecy.)



Found much loot in the bell room, the innermost cavern.

Most noticeably, hidden behind one of the chests, the Gauntlets "Fist of Randagulf", with AR 216, and a hefty weight of 16 – but with constant effects Fortify Strength + 20 and Fortify Agility + 20 compensating for this.

During the exploration advanced to **Level 35**.

(This time had AGI 95, and 10 agility bonus points, but still didn't get any attribute bonus, (only one point to spend on agility) so definitely a BUG.)

Recall to Balmora, and discovered that people wouldn't talk to me when I had the corpus disease (e.g. couldn't sell my stuff). So had no choice but to go to Caius without delay:

Blades q7

With Dagoth Gares dead, the Sixth House shrine is no longer a threat. You've more than earned a promotion to the rank of **Traveler**. I'm very worried that you have corpus disease. But I have some good news in that department.

Blades q8, Caius Cosades, Balmora

I canvassed my informants for possible treatments, just in case you contracted the disease during your mission. I learned from Fast Eddie that your best chance of getting cured is Divayth Fyr, an ancient Telvanni wizard who runs a Corpusarium for victims of the disease.

Here. Take this Dwemer artifact and 1000 drakes, and go to Tel Fyr. Divayth Fyr will like the Dwemer artifact. A gift may sweeten his disposition. The gold is for expenses. And here's a couple of Levitation potions. I hear you'll need them in Telvanni towers, because wizards don't use stairs. So get moving, and get that corpus disease cured. Then hurry back. I think I know how to get the lost prophecies Nibani Maesa asked for. (got Dwemer Coherer and 1000 gold).

As I've already been to Tel Fyr once, could travel directly to Sadrith Mora and water walk from there. Proceeded up to Divayth Fyr's chamber:

-- Say, that's an interesting Dwemer piece you have there.

What can you tell me about it {*It's a gift for you*}

A gift? For me? How thoughtful. And shrewd. I suppose you know I am a collector. And that such a gift is bound to please me. I congratulate you on your diplomatic skills. So, why have you tried to butter me up? Come to consult the great Divayth Fyr? You have the **divine disease**?

Want to plunder the dungeon? Or leer at my daughters?

The magical principles of corpus disease are elusive and miraculous, far more subtle and powerful than any conventional sorcery or enchantment. I'm persuaded that it is in some manner the curse or blessing of a god. Perhaps both a curse and a blessing. The victim, of course, cannot appreciate the marvelous nature of corpus. It saps the mind and destroys the body. But to a wizard, it is a profound and glorious mystery, a riddle worth a long lifetime of study.

Corpus disease?

How interesting. Did you know that *corpus makes you immune to disease*? Have you ever heard of the prophecies of the Nerevarine? Ashlanders say the Nerevarine will be immune to disease. I've always thought, "Maybe I have the Nerevarine down in my Corpusarium, and I don't even know it". Hah. Hah. The Nerevarine is a fat, disgusting corpus monster, and mad as a marsh rat. Wouldn't that be funny?

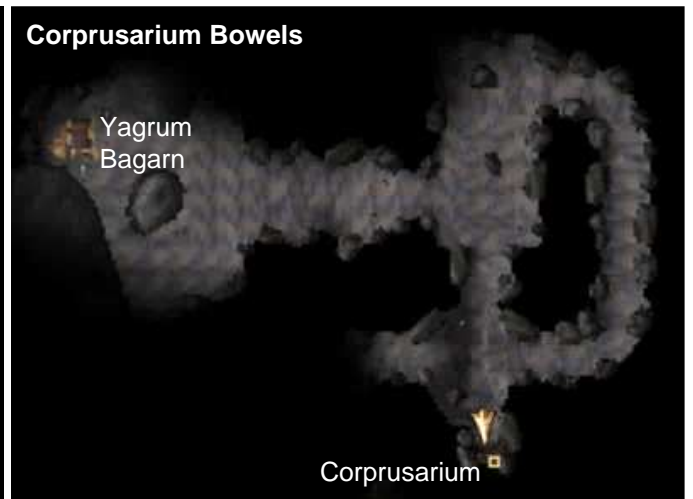
{*Explain that you may fulfill the Nerevarine prophecies*}

That's a fascinating story you tell. So. You might be the Nerevarine. Means nothing, of course. Corpus victims have all sorts of delusions. But... let me think...

I've got a potion. In theory, it should cure corpus. Doesn't work, though. Probably kill you, killed all my test subjects. But you've got nothing to lose. Before I give it to you, I want you to look around below in the Corpusarium. Know what's in store if you don't take the potion. And while you're there, I want you to pick up a pair of boots from a victim, calls himself **Yagrum Bagarn**. My oldest patient. Handy fellow, fixes things for me. Bring the boots back, and then you can have the potion.

Went down to the Corpusarium, and was met by the **Warden**.





Warden Vistha-Kai.

You have been warned. Do not harm the inmates of the Corpusarium. If you plan to plunder the dungeon, you must endure their attacks, and mine.

Lord Fyr shelters and maintains the victims of corpus disease here in the Corpusarium. He does them a great service, because no other could or would help them. He also does the world a great service by keeping them where they can do no harm to others. The inmates are sad, distorted monsters, angry and cruel, and their sufferings are great, but they still live and feel, and I honor Lord Fyr's care and compassion for them.

Do not harm the inmates. I will not tolerate you adding to their suffering. Indeed, they are brutal and ferocious, and they will kill you if they can. But you are their guests, and you may not harm them, or you will answer to me.

I am the guardian and peacekeeper of the Corpusarium. I have spent long years in service to Lord Fyr, first as a slave, then as a free hireling, and now as a friend and partner. He has been kind and generous to me, and I take his interests, and his interests of those he shelters, to heart. The treasures of his dungeon are open to sport, according to Lord Fyr's whim, and you're welcome to try to steal them. But I, too, find great sport in hunting thieves.

For his own amusement, Divayth Fyr permits thieves to test their skills by attempting to steal the treasures he keeps below in the Corpusarium. The dangers are fearful. The inmates are savage, and they carry the most terrible disease on Tamriel. The treasures themselves are guarded by traps and terrors. And the guards, myself chief among them, will take great delight in trying to kill you. Those are the rules. Abide by them, or leave.

**So used a ring of Chameleon 20 - 30 %, and activated my best sneak skill, and was not disturbed by any monsters as long as I was in there.



After sneaking around most of the dungeon headed the right way, and saw what must be the oldest dwarf in Morrowind at a distance – [Yagrum Bagarn](#). Recall this was also the person I had been advised to talk to regarding the “disappearance of the dwarves” quest and the three books related to it.

Yagrum Bagarn:

You're here for the Dwemer boots. Tell my gracious keeper that I have done what I could. Only a Dwemer magecrafter could have done so much. But only idiots could have created these boots. It shames my race that we must be judged by the works of such lack-wit blunderers.

Lord Fyr obtained these enchanted Dwemer boots from an unfortunate thief. And, given the quality of their craftsmanship, little wonder the fellow came to a bad end. But I can do nothing for them. The fundamental enchantment is flawed. Might as well start over again... if such a pair of boots could still be fashioned in these benighted latter days. But I have done my best. Take them to Lord Fyr, with my sincere apologies.

(Got Dwemer Boots of Flying.)

I owe my life to Lord Fyr. He took me in when I was a mad monster, out of my mind. In time, I emerged from my dementis, and now I am quite lucid most of the time, though my body is still a grotesque and useless prison. And I still have some feeble hope of a cure. Lord Fyr has tried many spells and potions. None have helped me, but neither have they harmed me. If anyone can cure this disease, Lord Fyr can.

Once I was Master Crafter in the service of Lord Kagrenac, chief architect of the great Second Empire freeholds, and the greatest enchanter of his time. I could not match the genius of Lord Kagrenac, but what he could envision I and my colleagues could build. All of that is gone forever. I still retain my cunning, but my hands and eyes fail me, and my memories have long faded. My only consolation is each day to mock the gods who destroyed my race, and condemned me to this bleak existence.



MG q12 (Trebonius' Dwarves...)

Yagrum Bagarn

Disappearance of the Dwarves.

Hmm... I cannot say what happened. I was not there to observe. I was in the Outer Realm at the time, and when I came back, my people were gone. I left Red Mountain, wandering Tamriel for years, searching our deserted colonies, looking for a survivor or an explanation. Then, a long long time ago, I returned to Red Mountain, still looking for answers. Instead, I found corpus disease, and I have been here ever since. I have theories, if you are interested:

Lord Kagrenac, the foremost arcane philosopher and magecrafter of my era, devised tools to shape mythopoetic forces, intending to transcend the limits of Dwemer mortality. However, in reviewing his formulae, some logicians argued that side effects were unpredictable, and errors might be catastrophic. I think Kagrenac might have succeeded in granting our race eternal life, with unforeseen consequences – such as wholesale displacement to an Outer Realm. Or he may have erred, and utterly destroyed our race.

Divine Metaphysics

This book is just an explanation of some of Kagrenac's theories. I could spend hours explaining them to you, but Kagrenac is dead, and I believe his theories must die with him.

Egg of Time

By refreshing my memory with "Divine Metaphysics", I believe I can explain. The Dwemer were not unified in their thinking. Kagrenac and his tonal architects, among them Bthuand Mzahnch, believed they could improve the Dwemer race. Others argued that the attempt would be too great a risk. The war with Nerevar and the Dunmer may have led Kagrenac to carry out his experiments prematurely. Although this book argues that nothing disastrous could result, the disappearance of my race argues otherwise.

Hanging Gardens

Yes, this book is written in both Aldmeris and in Dwemer. Many books were written in both languages in the days of Resdayn when Dunmer and Dwemer ruled together peacefully. I'd offer to translate, but this is really just a boring travel guide. If you find any other books in Dwemer, I could translate them for you.

I now have two pairs of Dwemer boots of Flying in my inventory. This is a source of mix-up when Divayth Fyr is to have his pair (known bug in game), so to play it safe left the pair I had originally outside before going (flying) back to Divayth.

Blades q8, Divayth Fyr

Well? Did you get my boots? No boots, no potion... (Gave boots)

And now. I'll give you the potion, on the following condition: You must drink it here, before my eyes. It should act immediately, and I need to observe you very carefully. Agreed? (Yes, give me the potion)

Good. Open your mouth, and close your eyes...

Good. Now swallow... Goodness... Good grief! Look! Look! It's... *working!*

Remarkable. Let me check your skin... your eyes... your tongue... Amazing. I think it worked. No sign of the disease at all. Of course, you still have corpus disease, just like I planned. But all your symptoms are gone. Marvelous. I'll go try it out on some of the desperate inmates. But I'll answer any questions you have before you go.

So was cured and ready to continue my day-to-day tasks.

Went back to Balmora (recall).

Having apparently solved the Disappearance of the Dwarves problem, first took a guild guide to Vivec to meet with Trebonius:

MG q12 (Trebonius' Dwarves...)

Greetings, Earendil. I am Arch-Mage Trebonius, Guildmaster of Vivec.

I have seen how you lust after the power and prestige that only I have as the Guildmaster here in Vvardenfell. If you truly think that you can take my place, meet me in the Arena for a duel to the death. (No way...)

Then you will always be known as Earendil the Wizard.

Disappearance of the Dwarves

Oh? Let me see these books, Wizard. Oh, yes of course. This "Egg of Time" is quite obvious... in its... um... descriptions... of the things... that happened. Yes, of course. It is all clear to me. I would prefer that you wrote a report that... um... simplified your findings, but I trust that you have indeed solved the mystery.

Advancement: Congratulations. You are now Earendil the **Master Wizard**.

Then to Sadrith Mora and Skink-in-Trees-Shade, who had another quest for me once I had been promoted.

MG q28, Skink-in-Tree's-Shade, Wolverine Hall, Sadrith Mora

You have performed all my duties honorably. I have one more thing to ask of you...

I am honored to have worked with you, Earendil, and I have one more task. Take this letter to Arch-Mage Trebonius in Vivec. (Got Letter from Ocato)

The current guildmaster – it is rumored that he was promoted to his current position to get him out of Cyrodiil. It is a shame that men can have power without wisdom. It is different for us lizards.

Letter from Ocato

To the esteemed Arch-Mage Trebonius Artorius, Guildmaster of Vvardenfell,
Upon receiving this letter, you will step down from your post and grant the title of Arch-Mage to Earendil. From this day forward, Earendil will handle all Guild matters in Vvardenfell. You may keep the title of Arch-Mage, but you will retire from active participation in the affairs of the Guild.

In the Emperor's Name.

Ocato

So back to Trebonius in Vivec:

MG q28, Trebonius

What? You have a letter for me? Well, hand it over.

Interesting. This letter says that I am to make you the Arch-Mage and retire. I do not know why Ocato would lose his faith in me, but I will do as he asks. But I will watch over you, Earendil, and make sure you do not betray the high principles of the Mages Guild.

We now both have the title of **Arch-Mage**.

Comment: Technically I'm not qualified to be Arch-Mage, as it requires one skill at 90, which I (yet) don't have.

And then it's time to report to Caius:

Blades q8

Earendil. Thank you for your report. I'm very happy you've been cured. Unfortunately, I've had a bit of bad news. I've been recalled to the Imperial City. You'll be promoted to **Operative**, and will head the Blades here in Vvardenfell until I return. I've only waited here to give you your final orders before I go.

Internal politics. Some concern about my sugar. I thought about refusing the recall. But they have members of my family back in the capital. I'm afraid it may have something to do with the problems with the succession. As the Emperor's health declines, factions are maneuvering for advantage. I may be gone a while – that's why you're promoted to Operative, which makes you the ranking Blades agent here in Vvardenfell district. As far as I know. There may be other Blades agents here I don't know about. It wouldn't surprise me. I may be gone for a while, and you'll have expenses. Here's some gold. And you can use the house until I return. And I won't be needing these blacks or the ring while I'm in Cyrodiil. Maybe they'll come in handy. Take good care of them.

(Got 750 gold, Caius' Black pants, Caius' Black shirt, Caius' ring)

Head the Blades?

There's nothing to it. Each agent has his own assignment, and reports directly to Cyrodiil. You're promoted to Operative mostly to preserve your independence. You're no fool. The days of the Empire are almost over. When the Emperor dies, nine hells're going to break loose. Forget about the Imperial City. Think locally. Worry about the Sixth House and Dagoth Ur. And squabbles between the Great Houses and the colonists. The rest of the political nonsense doesn't amount to a plate of scuttle.

Blades q9, Caius Cosades, Balmora

Continue pursuing the Nerevarine prophecies, as the Emperor commands. First, go to the Hall of Wisdom and Justice, and get Mehra Milo to help you find the lost prophecies. She's being watched; if something has gone wrong, find her private quarters; she'll leave you a message there under the code word '*amaya*'. Then take the lost prophecies to Nibani Maesa. From that point, you'll have to follow her directions, and follow the prophecies. Good luck.

Mehra Milo says the Dissident Priests do have records of Ashlander Nerevarine prophecies, and she has an idea how we might get a look at them.

Now naturally moved my base to Caius' house. First opened the trapped and locked chest, then went to Ald'ruhn and fetched the contents of the FG-chest I've been using, and moved those contents to my new storage chest. Also picked up (most of) the stuff I've placed in the Mages Guild bedroom, and moved that to my new HQ.

Training: Most skills are now at a level where none of the local trainers can help me any more. But that's OK, as most of my attributes are at or near the top anyway.

Went to Vivec MG, and bought a couple of Divine Intervention scrolls, which I know I will need. Then to the Library in the Hall of Wisdom, where I met Milo last time. As she wasn't there, I asked first person I met:
-- She works here in the Library. If she's not here right now, you might find her in her private quarters. Her door is across from the Canon Offices here in the Hall of Wisdom.

** The door was locked (lv. 20), but easily picked – no one saw me and I slipped in. Found a "Letter to Amaya" (which was meant for me of course):

Letter from Mehra Milo

Amaya,

Sorry I missed you. I had to run some old documents over to the Inquisitor at the Ministry of Truth, and I'm likely to be tied up there for a while. Why don't you meet me there as soon as you can? Then we can leave together as soon as I'm done. And Amaya, don't forget to bring me the two Divine Intervention scrolls you borrowed. Or, if you used them, buy a couple of new ones for me. I think I'm going to need them soon. Janand Maulinie at the Mages Guild in the Foreign Quarter keeps them in stock.

Alvela Saram is the guard at the entrance; just tell her you're looking for me, and she'll let you in.

your faithful friend,

Mehra

PS: I left a couple of Levitate potions here for you, just in case. I couldn't remember if you knew the spell or not, so I drew a couple from stock.



Next to the Ministry of Truth, which can only be reached by flying. So used the Levitation potion from Milo, and found [Alvela Saram](#) by one of the doors:

-- I'm sorry. No pilgrims allowed in the Ministry. I'll have to ask you to leave... but... you're not here to visit anyone, are you? (...)

Mehra said you would come. I'll say you subdued me with magic and stole my key. It opens all three exterior doors – the upper back door is best. You'll need other keys for other doors inside. Search for the keys in desks; no one carries keys while on duty. Mehra is in Prison Keep in the cell on the far right. Mehra said you'd bring scrolls to get out.

Some of us are sympathetic to the Dissident priests, but kill an Ordinator, and you'll lose that sympathy. Here's the key to the entrance. Now get going.



Entered by upper back door as advised, and now afterwards I know that I could just have taken the first tunnel up to the correct door – but ended up exploring the area. Used Caius gear for 20% chameleon, and activated sneak, which worked pretty well. But unintentionally killed a couple of guards (could have avoided that, and the next stage would have been easier, which I discovered on a reload). Also didn't bother to search for keys – picked all the doors easily.



Ministry of Truth
Hall of Processing



Ministry of Truth
Prison Keep

Mehra's Cell

X1: Door to Exit
X2: Door to Prison Keep

Hadn't paid sufficient attention to what Alvela Saram had said, so at first didn't realize I needed to enter the Prison Keep door. Problem was everyone attacked me immediately I entered (that's where I shouldn't have killed those guards...)

Once inside I ran past the first batch of guards, then activated Chameleon and Sneak, and managed to get to Mehra's cell door without being attacked.



X1: Door to Hall of Processing

[Mehra Milo](#):

Do you have the Divine Intervention scrolls? I have an escape plan. I'll need one Divine Intervention scroll myself for my escape plan. Getting out will be a lot faster and safer for you if you have one, but if you haven't got one for yourself, maybe you can find some other way out. Now, listen. Here's my plan. Give me a Divine Intervention scroll. I'll meet you at the secret Dissident priests monastery at [Holamayan](#). For safety, we'll travel separately...

When you get out of here, look for a woman named [Blatta Hateria](#) on the East Docks of Ebonheart. Tell her I sent you, and that you want to 'go fishing'. She'll bring you to Holamayan by boat. I'll meet you there, and we'll get the lost prophecies from [Gilvas Barelo](#), the leader of the Dissident priests. And magic conceals the Holamayan entrance – speak to [Vevrana Aryon](#), a monk at the dock at Holamayan, about the *hidden entrance*. Holamayan is a secret monastery of the Dissident priests. The monastery itself is beneath the surface of a remote island along Azura's Coast, with only a single entrance hidden from view by hills and vegetation. The monastery is further protected by a magical shield which *opens only at dawn and dusk*, the magical twilight hours sacred to Azura.



So, cast a Divine Intervention spell, and found myself at the Temple of Ebonheart – very convenient.



- I. Six Fishes
1. Grand Council Chambers Tower
2. Grand Council Chambers
3. Imperial Chambers
4. Hawkmoth Towers
5. Skyrim Mission
6. Argonian Mission
7. Hawkmoth Legion Garrison
8. East Empire Company Hall
9. East Empire North Warehouse
10. East Empire South Warehouse
11. Underground Caverns



[Blatta Hateria](#) was at the northern of the two ships in the east dock:

Do I know you? Were you thinking you might want to [go fishing](#)?

I know a fine place. Excellent fishing. My friend Mehra Milo says it's her favorite fishing spot. You ready to go?

Good. I'm ready to take you to Holamayan any time you're ready to travel. And I'll be here to offer that service any time you need it.

(Must choose "Travel" in main menu to actually go anywhere...)

The Holamayan island was at the far east coast. On arrival I was met by a monk:
I'm Vevrana Aryon, a monk of Holamayan. The monastery is here, on this island. Take the stone pathway north from the docks and the path uphill. The entrance is hidden by a magical shield. Wait or rest at the head of the path, and the portal will open at dusk or dawn only, the magical twilight hours sacred to Azura. Mehra Milo has told us of your coming. You can find her in the library with Master Barelo. Later, I can arrange for you return to Vivec whenever you are ready.

Holamayan is a secret monastery of the Dissident priests. The monastery itself is beneath the surface of a remote island along Azura's Coast, with only a single entrance hidden from view by hills and vegetation. The monastery is further protected by a magical shield which opens only at dawn and dusk.



Mehra Milo:

Thank you, Earendil, for rescuing me. Now I'll stay here at Holamayan with Master Barelo and assist him with the monastery's library.
Master [Gilvas Barelo](#) is the abbot of our monastery, and the head of our secret order. We have adopted the name 'Dissident priests'. We are not ashamed of our disputes with the Temple's hierarchy.

Dissident Priests:

We are fiercely loyal to the Temple's ancient traditions. But we are troubled that the ultimate source of the Tribunal's divinity might be the same as the source of Dagoth Ur's evil power. Dagoth Ur's power seems to wax as the Tribunal's power wanes. Read 'The Progress of Truth' and other documents of the Apographa in our library, and you'll see why we are uneasy.

The Tribunal Temple is the native religion of civilized Morrowind. They worship three God-Kings, [Almalexia](#), [Sotha Sil](#), and [Vivec](#), who are known together as the [Tribunal](#). We usually just call it 'The Temple'.

Like loving ancestors, the Tribunal guards and counsels us. Like stern parents, they punish our sins and errors. Like generous relatives, they share their bounty among the greatest and least, according to their needs.

Mehra Milo, *cont'd*:

The oldest of our [ancestor](#) spirits we call the [Daedra](#); though they are powerful and cunning, their hearts and minds have grown distant and strange, and the bad Daedra are dangerous. The Daedra are our ancestors. Before the Tribunal, we worshipped the Daedra as gods, but they didn't deserve it, since they harmed us as often as they helped us. When they became gods, the Tribunal became our Protectors and High Ancestor Spirits. The good Daedra became loyal friends of the Tribunal, but the bad Daedra remained foul and treacherous.

[Boethiah](#), [Mephala](#), and [Azura](#) are loyal friends of the Tribunal. These Daedra are the Good Daedra, which we also call the Anticipations.

[Almalexia](#) is Healing Mother, the source of compassion and sympathy, and protector of the poor and weak.

Companion and teacher of Nerevar and Vivec, [Sotha Sil](#) is the Light of Knowledge and the Inspiration of Craft and Sorcery.

Lord [Vivec](#) is a lover of both words and deeds, and a master of weapons and poetry.

Please make yourself comfortable here. Rest in our beds, and make good use of our services. You may read our books, but don't take them. Do not abuse our hospitality.

** Found two skill-increase books. Also several trainers here, of reasonably high level.

Blades q6 & 9, Gilvas Barelo, Holamayan Monastery

[Lost prophecies](#)

I have reviewed the Apographa, and have found two passages of particular interest. We've made copies of these passages to give you. Many are familiar with the two Nerevarine prophecies current among the Ashlanders called 'The Stranger' and 'The Seven Visions'. We have two other prophecies, 'The Lost Prophecy' and 'The Seven Curses', that may offer additional insights into the riddles surrounding the coming of the Incarnate. Perhaps these are the Lost Prophecies that your friend Nibani Maesa told you about.

We have also prepared a document for you called 'Kagrenac's Tools'. This document will explain to you, and to others, the terrible secret that the Temple conceals about the true history of the Tribunal and the corrupt nature of their divine powers. It is to conceal this secret that the Temple persecutes the Nerevarine and the Dissident Priests. This persecution must stop. We must be united against the true enemy, Dagoth Ur. And if you are the Nerevarine, you must lead us against him.

(Got 'The Lost Prophecy', 'The Seven Curses', and 'Kagrenac's Tools')

[Apographa](#)

The Heiographa are the collected priestly writings of the Temple. The Apographa are the 'hidden writings' – secrets known only at the highest levels of priesthood and inquisition. Defying the Temple, we have gathered as much of the Apographa as we can here in Holamayan. One of the chief disputes between the Temple and the Dissident priests is that the Temple hides the truth from its followers.

[The Lost Prophecy](#)

-- I've annotated your copy of 'The Lost Prophecy' with our best efforts at interpretation. But a rough summary might be: 'An outlander – foreign-born, but welcomed as a guest – confronts seven curses beneath Red Mountain. His hand, blessed by Azura, uses a cursed blade to bring justice to House Dagoth, or House Dwemer, or both.' The Nerevarine? An outlander? That wouldn't please many Ashlanders, and may explain how the prophecy got lost.

[The Seven Curses](#)

Your copy of 'The Seven Curses' bears our guesses at interpreting the verses. In short form: Seven curses come from House Dagoth, or House Dwemer, or both. Fire and ash come from Red Mountain. Flesh is corpus. Ghosts, Seed, and Despair are unclear, but Curse-of-Dreams seems to refer to recent cases of soul sickness and Sleeper attacks in the towns.

[Dissident Priests](#)

A significant part of the Temple hierarchy might be more inclined to accept and tolerate differences of opinion in dogma. But other parts of the Temple, in particular the Ordinators under Berel Sala, claim that the threat from Red Mountain and Dagoth Ur can only be resisted with a unified, resolute faith. The people are afraid, so they support the hard line. But if we can show ourselves able to confront Dagoth Ur more effectively than the Ordinators, the Temple and the people will support us.

[Dagoth Ur](#)

So long as the Ordinators, Buoyant Armigers, and Tribunal could contain the blight and Dagoth Ur's creatures within the Ghostfence, faith in the Temple's protective power was strong. But now travelers and settlement suffer from blight storms and marauding monsters, and the people fear the Temple is losing its ages-old battle with the Devil Dagoth Ur.

Our interest in the [Nerevarine](#) used to be a matter of principle, a willingness to consider the validity of mystical insights rejected by Temple doctrine. Now, Dagoth Ur grows stronger while the Tribunal grows weaker, and the return of Saint Nerevar, even if only reborn in spirit, may be our best prospect of salvation.

The Lost Prophecy

[from the *Apographa of the Dissident Priests*, annotated by Gilvas Barelo, Abbot of Holamayan]

From seventh sign of eleventh generation,
Neither Hound nor Guar, nor Seed or Harrow,
But Dragon-born and far-star-marked,
Outlander Incarnate beneath Red Mountain,
Blessed Guest counters seven curses,
Star-blessed hand wields thrice-cursed blade,
To reap the harvest of the unmourned house.

Notes:

Lines 1-3: 'Of ancient family, but not of the four great Ashlander clans. Born under foreign stars and the sign of the Dragon – the Imperial sign'

Line 4-5: 'Outlander Incarnate' appears as a formal epithet, stressing the linkage between the words. The Outlander Incarnate is a 'blessed guest', one not born of the tribes but accepted as a guest with rights of hearth and hospitality. Under Red Mountain he will confront and balance against seven curses. See the 'Seven Curses' prophecy; also Dagoth Ur is served by his seven kin, once great wizard-lords, called 'ash vampires' by the Ashlanders.

Line 6-7: 'Star-blessed' suggests Azura, the Daedra Lord and patron of magic, fate, and prophecy. 'Thrice-cursed blade' may refer to a weapon called [Keening](#), associated in certain legends with the battle of Red Mountain and Dwemer craftlord Kagrenac. 'Reap the harvest' is a reference to the proverb, "You harvest from the seeds you plant", which means you get what your labors deserve, in both a positive sense of reward, and negative sense of punishment. The 'unmourned house' could be either or both of the lost Great Houses of the Dunmer – House Dwemer and House Dagoth.

The Seven Curses

[from the *Apographa of the Dissident Priests*, annotated by Gilvas Barelo, Abbot of Holamayan]

through the doors of unmourned house
where scoffers scoff and schemers scheme
from the halls of the oath-breaking house
rings seven curses of gods blasphemed
first curse, Curse-of-Fire
second curse, Curse-of-Ash
third curse, Curse-of-Flesh
fourth curse, Curse-of-Ghosts
fifth curse, Curse-of-Seed
sixth curse, Curse-of-Despair
seventh curse, Curse-of-Dreams

Notes:

Lines 1-3: Ambiguous. May refer to the impiety of the god-mocking House Dwemer, or the treacherous diplomacy of the subtle House Dagoth, or both. House Dagoth, however, was reviled as oath-breakers for their treachery at Red Mountain. It may, however, refer to unspecified broken oaths of peace between Lord Nerevar and Lord Dumac, founders of the Grand Council. Nerevar and Dumac were loyal friends until the disagreement between the Dwemer and the other Great Houses broke out in open conflict.

Line 4: The Dwemer were the mockers and profaners of the divine.

Lines 5-6: The curses of fire and ash would come from Red Mountain where Dagoth Ur rules. These were the earliest reported threats from Red Mountain.

Line 7: Curse of flesh suggest blight diseases, especially corpus. The fire and ash storms preceded the threats of blight and corpus.

Line 8-10: Obscure. May refer to as-yet-unrecognized threats from Dagoth Ur.

Line 11: recent reports of soul sickness and disturbed dreams come from townfolk and Ashlanders alike. That the seventh and final curse has begun suggests the threat presented is about to reach a crisis.

Kagrenac's Tools

[summarized from the *Apographa* by Gilvas Barelo, Abbot of Holamayan, and various of the Dissident Priests]

Beneath Red Mountain, Dwemer miners discovered a great magical stone. By diverse methods, Lord Kagrenac, High Priest and Magecrafter of the ancient Dwemer determined that this magical stone was the *heart of the god Lorkhan*, cast here in the Dawn Era as a punishment for his mischief in creating the mortal world. Determined to use its divine powers to create a new god for the exclusive benefit of the Dwemer, Kagrenac forged three great enchanted artifacts, which are called "Kagrenac's Tools". **Wraithguard** is an enchanted gauntlet to protect its wearer from destruction when tapping the heart's power. **Sunder** is an enchanted hammer to strike the heart and produce the exact volume and quality of power desired. **Keening** is an enchanted blade that is used to flay and focus the power that rises from the heart.

When Kagrenac used these tools on the heart in the Battle of Red Mountain, no one knows what happened, but the Dwemer race disappeared entirely from the mortal world. Lord Nerevar and Lord Dagoth retrieved these tools, and didn't know what to do with them. Nerevar asked Dagoth to guard the tools while he went to consult with his counselors, Vivec, Almalexia, and Sotha Sil. He left and spoke with his three counselors, and they decided to return together to Red Mountain to decide what to do.

But while Nerevar was gone, Dagoth was tempted and confused by the powers of the tools. When Nerevar and the counselors arrived, he refused to give up the tools, claiming he had sworn to Nerevar to protect them. Then Dagoth fought with Nerevar and the counselors, and was mortally wounded and driven off, and the tools were recovered. Then Nerevar and his counselors decided to take the tools for safekeeping. They all swore a great oath never to use the tools, but after Nerevar's death, Vivec, Almalexia, and Sotha Sil yielded to temptation. They took these tools themselves and went to Lorkhan's heart buried beneath Red Mountain, and *gave themselves divine powers*.

But Dagoth had not died. We don't know what happened, but this is what we believe. His experiments with Kagrenac's Tools had joined him to the heart's divine nature in some way, so that he learned to draw power directly from the heart.

We conjecture that Dagoth Ur, driven by anger and greed, used the heart without caution and restraint, and, as a result, he has become terribly powerful, and terribly mad. But the Tribunal showed great care and restraint in their use of the tools, and so they were not driven mad, and they did many good things. Nonetheless, the Tribunal, too, appear to have been corrupted by the heart's power, though more subtly.

Kagrenac's Tools are cursed. Stealing power from the heart of a god is a terrible folly, and fated to disaster. The Tribunal is losing its battle to control the power of the heart. They are sustained by the same tainted power that drives Dagoth Ur mad. They grow weak, and cannot protect us from Dagoth Ur. But even if they could, would we be wise to worship gods such as these? They conceal the truth from us out of shame. They persecute the Nerevarine and the Dissident priests out of shame, when they should be welcoming them and enlisting their aid against Dagoth Ur. The Tribunal have done much good for Morrowind and the Dunmer. But they succumbed to the temptation of Kagrenac's Tools, and though these tools once may have seemed the instruments of salvation, now they must be seen as instruments of doom.

Instead of waiting until the gates open again, and enjoy a new boat ride, I simply cast a recall back to Balmora.

Trying to get some rest in my (Caius' former) bed resulted in first an attack by an Ash Zombie, and later in the night two Dark Brotherhood assassins attacked – tough fight, but got a lot of (expensive) gear to sell.

Worked my way back to the Urshilaku camp via Ald'ruhn and Khuul, and as I practiced spellcasting while walking, I reached **Level 36** and the camp at the same time.

Blades q6

Nibani Maesa

You have these lost prophecies? You will tell me these things, over and over, until I have them by heart. And then you will tell me what these priests say, what they say in these words. And then, you must leave me. Hunt. Sleep. Train. Feed. Learn the land. I must bring these things into me, and place them before my ancestors, and listen to them, and to the skies and stars of my dreams. And then, when the moons have come and gone, return, and I will give you my judgement.

[This was day 154, interpreted this as wait one month, but she actually means one day.]

I'm now meeting Dreamers or Sleepers at regular intervals. Their message will typically be something like:
Rararyn Radarys:

The wickwheat is winnowed, and under the harrow, the earth is prepared for planting. The n'wah must die, and their flesh serve to sweeten the soil.

You foreigner! You must die. Beasts and men, outlander mer, all must die. Flee his wrath and quit this land, if you would live, or your flesh shall feed the earth.

My next mission to search out a Redoran House counsellor, and ask for duties. First try Arthyn Sarethi, where I've already been:

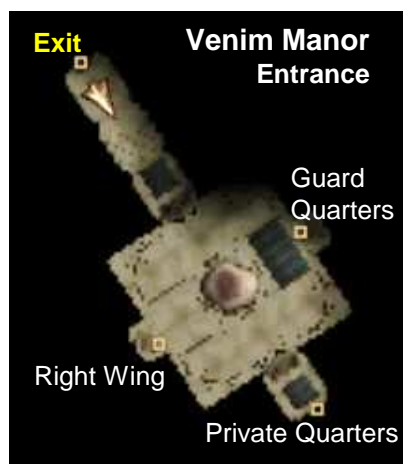
House Redoran q7, Arthyn Sarethi, Manor District, Ald'ruhn

I would consider sponsoring an outlander. I have done so before, when the circumstances warranted it.

Archmaster Bolvyn Venim holds my son hostage for a crime I know he did not commit. If you want me as your sponsor, you must rescue my son, Varvur Sarethi, and return him to me.

Bolvyn Venim is a strong leader, and has done great things for House Redoran. How can I explain the hold he has over the hearts of the Redoran people? He brought us back from certain defeat. He moved the council here to Vvardenfell and took our share of the frontier lands. He is a natural leader, born to rule. One only wishes he was just and fair as well as strong.

My son is being held in Venim Manor, which is the first manor to your right when you enter Skar. Bolvyn Venim holds my son as a privilege of private justice. Find my son and bring him back to me. Once you and Varvur leave Venim Manor, you will be safe and no one will follow you.



Entered the manor, activated Caius Shirt (Chameleon) and my best sneak skill, and started exploring. Was discovered a few times, but generally managed to stay hidden. After searching "everywhere" I stumbled over a note on a table in the central area of the west wing:

Malsa,

Keep our special guest in the room behind the tapestry. Make sure the door is locked and that he is under guard at all times. If he escapes, I will blame you.
V.

There was also a key there, but I left both key and note where they were. After this info could peek behind a nearby tapestry and find a hidden door there – locked level 50. But this turned out to be easy meat with my current Security skill.

Varvur Sarethi:

Did my father send you? Are you here to rescue me? Should we travel together back to Sarethi Manor? – Take me to my father in Sarethi Manor.

Now – wonder of wonders – or peculiar behavior? I turned on Chameleon and Sneak on myself, but I'd guess Varvus wasn't that good at it – still we managed to get out without being attacked by guards (I heard "Die, Fletcher" behind us a few times, but soon after "we" were hidden and could continue undisturbed. Once out, as told we could proceed to Sarethi Manor without any interruptions.



House Redoran q7, Arthyn Sarethi

You have brought my son back to me and I am grateful. For this, I will sponsor you in House Redoran. You may come to me now for duties and for advancement, **House Cousin** (which is an advancement already).

duties

You have rescued my son, and I am grateful, but I need some time to consider what to do next. Leave me for a day or two and I will give you more duties.

So, while waiting "a day or two", went to Ebonheart to seek some more orders for the Imperial Legion (Note: Almost there realized I had forgotten my Imperial Cuirass, so had to go back to Balmora to fetch it.)

At Hawkmoth Towers asked about Orders, and was told to seek out Varus Vatinius in the Grand Council Chamber or Frald the White at Hawkmoth Garrison. Went to the Garrison, and found Frald at the third floor or something.

Imperial Legion q10, Frald the White, Fort Hawkmoth, Ebonheart

The Buoyant Armigers claim we have no [courtesy](#).

Salyn Sarethi, a Buoyant Armiger at the Tower of Dusk in Ghostgate, claims we have no courtesy. Go best him in a duel of wit and poetry.

So recalled back to Balmora and walked from there – long and tedious trip meeting lots and lots of Cliff Racers and other no-challenge type monsters.



Ghost Gate, Tower of Dusk



Found Salyn Sarethi on Lower Level (inner bedroom), and asked him about courtesy.

Imperial Legion q10, Salyn Sarethi

Yes, I said that the Legion has no courtesy, wit, poetry, or honor. I will concede that you have wit and poetry if you can win a contest of riddles – I will ask you a riddle and you must give the answer as a rhyme. Are you ready:

It has a tail, a side and a head

I call it what I call a snake

It has a body, and it is dead...

{ Choices: Uh...wait a minute...let me think / I'm not ready for this / It must be a drake }

Vey good. Now for the next riddle:

Poets know the hearts of Men and Mer

But beasts can't know my heart, you see

This book was written by a bear...

{ ... / ... / Then it's not a book of poetry }

You are doing better than I expected. But the next riddle is harder still:

I gave you a sock, not unlike a box

With hammers and nails all around it

Two lids open when it knocks...

{ ... / ... / It must have been a great hit }

Well. You have proven to me that you have wit and poetry. Perhaps the Legion has courtesy after all.

Strange quest:

No sensible alternatives, the correct answer is always the last choice.

So you can't possibly go wrong...

So what's the point?...

Recall to Balmora, and quickest route to Ebonheart:

Imperial Legion q10, Frald the White

Yes, I heard. You won a poetry riddle contest against Salyn Sarethi, the best of the Buoyant Armigers.

What I wouldn't give to be at the Tower of Dusk right now... Ah, but since you are not just a simple warrior, perhaps you would appreciate this book (got "2920, Second Seed", speechcraft++)

Advancement: I am proud to give you the rank of **Knight Bachelor**, and this helmet and bracers.

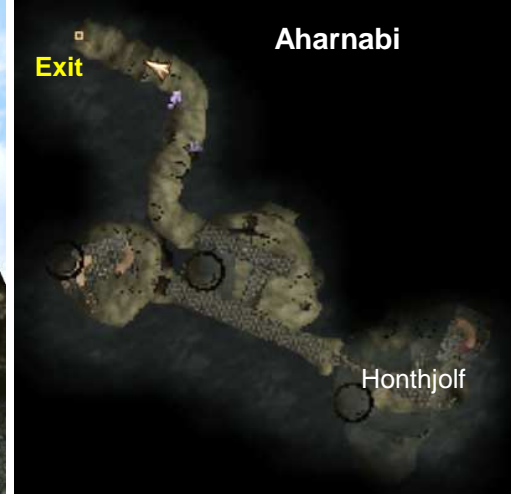
(Got Imperial Templar Helmet, Imperial Templar right & left Bracers – all inferior to what I have.)

Imperial Legion q11, Frald the White, Fort Hawkmoth, Ebonheart

Find the traitor [Honthjolf](#).

Honthjolf was once a member of the Order of Ebonheart. He turned our backs on us and works as a guraad for Llarusea Andrethi in Aharnabi, a foul den of sorcerers and Daedra worshippers on the far southeast corner of Azura's coast, near the Shrine of Azura. Find the traitor and kill him.

Got a boat to Molag Mar, and followed the coast eastwards. And yes, it was indeed on "far SE corner" – actually as far as you can get in that direction – directly south of Holamayan, and with entrance from the sea. (Note Shrine of Azura in upper left corner)



Some mages, Storm Atronach, Frost Atronach. No challenges, and nothing of value except a book of increased Alteration skill.

Assassins frequently attack while I sleep – anywhere – and now they always come in pairs. At one time I was paralyzed and dead before I could counteract – so this is beginning to become tedious – perhaps I have to do the Tribunal expansion to stop this?

As I was next door to Shrine of Azura it was natural to search that one out at the same time.



Side quest Azura, Azura's Shrine, Azura's Coast

You have come here for a reason, though you may not know what it is. Sheogorath and I have made a wager. He contends that solitude causes madness, while I maintain it allows for solace and meditation. To test this, I sent one of my priestesses to live alone on an island north of Dagon Fel. If she can live there for 100 years, continuing her life of prayer, my theory will be proven. If not, Sheogorath wins our wager. The time has almost passed, and she remains steadfast. But, Sheogorath has tried to sway the decision in his favor. Travel there, *rid the island of his minions*, and bring back proof of his meddling. Do not disturb the wise woman, though, as that would void our wager. Serve me, and I will reward you well.

Recall to Balmora and continued to Ebonheart

Imperial Legion q11, Frald the White

So Honthjolf is dead. It is always sad when someone betrays the Legions, but we cannot allow such traitors to live.

Imperial Legion q12, Frald the White, Fort Hawkmoth, Ebonheart

An Ordinator is spreading lies about the Order of Ebonheart. Stop [Suryin Athones](#)' slanders. The slanders are being spread by Suryin Athones, an Ordinator at the Justice Offices in Vivec. Find him and silence his lying mouth with blood.

Imperial Legion q12

Suryin Athones, Vivec Hall of Justice, Justice Offices

I spoke nothing but the truth. The Legion is just a mob of blunt-cared apes playing at being soldiers. Is it just your cowardice? Or the incompetence of your so-called Knights? Or is it just the way you smell?

** Had to taunt and reload a couple of times before he attacked me. But he did and would not live to regret his words...

Back to Frald the White:

So you found Suryin Athones and silenced him. Good. We want good relations with the Ordinators, but we can't tolerate slanders on our character.

I am proud to give you the rank of **Knight Protector**, and these pauldrons and boots. (Got Imperial Templar Boots and Imperial Templar Left & Right Pauldron – have better.)



Imperial Legion q13, Frald the White, Fort Hawkmoth, Ebonheart

A member of our Order is a murderer. Find [Saprius Entius](#) before the Ordinators do. He is a fellow Knight of the Order of Ebonheart. Alas, he is also a murderer. I know a way to get him to the mainland where he will be tried with Imperial justice. The Ordinators are too prejudiced to give him a fair trial. I believe he is hiding somewhere in Vivec City. Find him and bring him back to me.

Recall to Balmora and after trading took a guild guide to Vivec. Asked the first Ordinator I saw about Saprius Entius, but he wouldn't say anything before I had raised his disposition to 80 (from 25):

-- I did see one of your kind over by the Arena.

So went to the Arena, where the only logical hiding places are the Canalworks or the Underworks. And yes – did find him in the Canalworks storage. At the same time I spotted him, two Ordinators rushed towards us, and had to be disposed of. Then to get him out without meeting any Ordinators – had to be careful in the Canalworks, but when the room was vacant went to the Underworks trapdoor, exited the Underworks through the underwater grating, and swam to land (by Hlaalu). Thereafter the standard trail to Ebonheart without meeting anyone. Once we entered the Garrison, he thanked me and left.



Imperial Legion q13, Frald the White

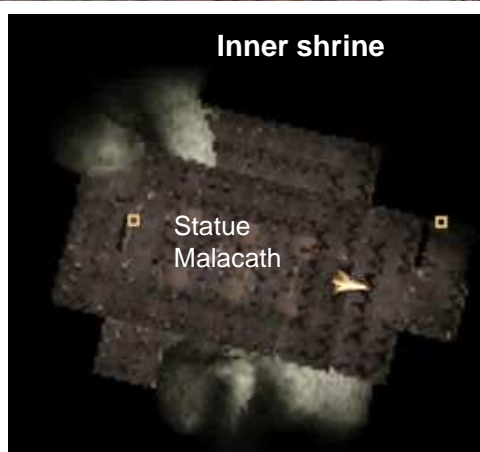
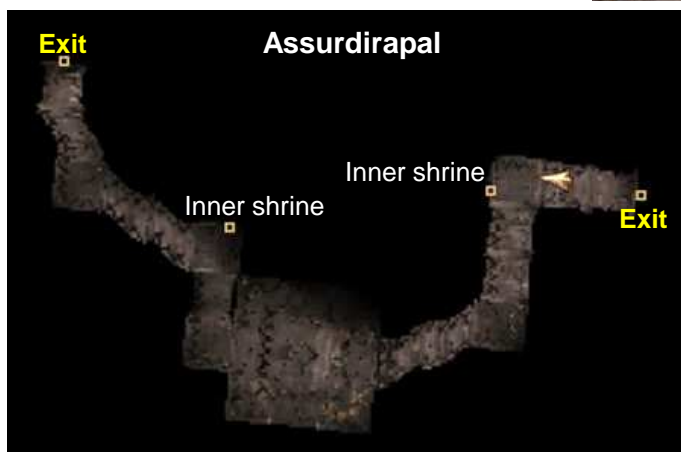
I'm glad you both got here safely. I'll find a way to get him out of the city. This helm was my father's when he served in the Legions. He had it enchanted and gave it to me. Now I'm giving it to you.

(Got Helm of Graff the White; good but not good enough...)

-- I cannot give you advancement anymore. Talk to the Knight of the Imperial Dragon, Varus Vatinius, in Ebonheart.

Leveled up to **Level 37**; recall to Balmora and after trading traveled north; Ald'ruhn – Khuul – Dagon Fel. Searched islands north and then continued westwards. The island with the priestess shack was actually pretty far west of Dagon Fel. But was not in doubt when I arrived – lots of Daedra: hunger, Atronachs, and a unique Golden Saint (trapped soul) [Staada](#), who dropped [Shegorath's Signet Ring](#) (apparently the proof I need.)

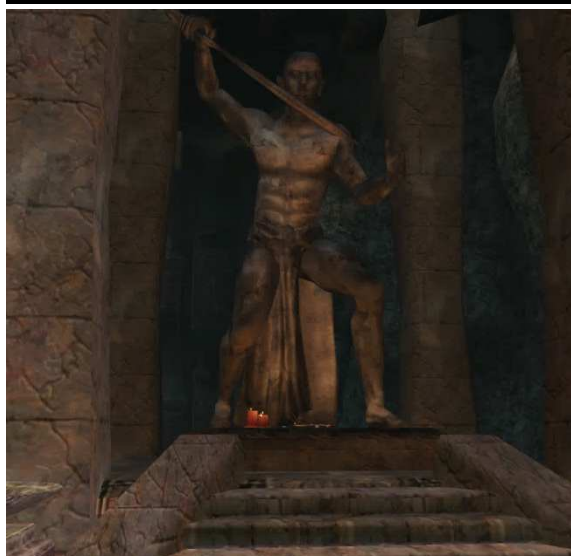
Then continued exploring the islands westwards, filling out the areas I had missed before. Near Sargan found a shrine, which turned out to be Assurdirapal.



Populated by a few Orcs.

Side quest Malacath, Assurdirapal Shrine, North Islands

You have summoned me? Hmmph. You are all the same. But, perhaps you can be of use to me. I have in my possession the Helm of Oreyn Bearclaw, the dark elven 'hero'. His deeds are numerous, but he was *a false hero*. All were performed by Kharag gro-Khar, his orcish friend. It is time this legend was put to rest. Find the last of his bloodline, kill him, and I will grant you the Helm. Look for him in the city where the Man-God lives.



Now first went back to Balmora, and wanted to practice a little enchanting. Chance of success is very small with standard attributes, but as the success probability depends on intelligence and luck, I could try to first fortify these. So started by some alchemy – had already acquired a great deal of ingredients for that purpose, and now created a fortify intelligence potion – then drank that one and created another. The effect is cumulative, and as each potion became stronger than the previous one, I soon had an intelligence above 1000. This turned out to be sufficient to create most standard enchantments, but still the success rate was low for “Constant effect” items. Besides, nothing I had could take as strong constant effect enchantments as I would desire, so repeat this procedure when I’ve got something better.

Then to Vivec, and asked the first person I met about Oreyn Bearclaw:

-- Great are the tales of Oreyn Bearclaw! And his legacy continues! Farvyn Oreyn, the great battlemage lives the life of his ancestors, protecting all the people of the lands from danger. Oh, wondrous is Farvyn Oreyn, the powerful battlemage! He single-handedly slew a Daedroth Lord who wished to enslave us all. Even now, he has traveled with his servants to Gnaar Mok, to rid that poor town of some evil presence.

But before going to Gnaar Mok, caught a boat to Molag Mar and returned to Azura’s Shrine:

Side quest Azura, Azura’s Shrine, Azura’s Coast

Well done, mortal. You have preserved the integrity of my wager with Sheogorath. Now it will end as fated, and not due to the meddling of the Daedra Prince. Take this, and use it wisely.

(Got Azura’s Star).

Then recall to Balmora, (→ **Level 38**) and shortest route to Gnaar Mok, and asked the first person I met about Farvyn Oreyn:

-- Thank the gods for Farvyn Oreyn. Long will we tell of his heroic conquests. He arrived here only a day ago with his servants to help rid us of some marauding netches. Even now, he has gone to the south of town, making the area safe again for our fishermen. Found them a short distance south of town. **Farvyn Oreyn:**

-- Oreyn Bearclaw; my most wonderful ancestor – father of my father’s father’s father! He began the Oreyn tradition of helping the helpless.

Kharag gra-Khar?

Who? Oh, the orc. I’m sure I don’t know...all right, stranger. It’s all true. Do you think it’s easy carrying on this kind of family name? Everyone expects a lot, you know. Of course, it does have its benefits -- the adoration of everyone, the Imperial stipend. Why have you sought me out, then?

(I come on the behest of Malacath to end this lie)

-- Well, if that is how it must be. Guards! Kill this fool!

{ Not especially challenging, but an annoying bug: One of the guards was only classified as “Bull netch” when I clicked on him, so I never got all his good loot. }

Went northwards towards the Assurdirapal Shrine. On the way checked the shipwreck at the far north end of the valley (by Urshilaku) – nothing but an empty soul gem (but that’s a lot!). Then on the beach was attacked by a Golden Saint. Took care to trap its soul, and it dropped an Ebony Shield (AR148 / weight 30) – wonderful!

And then to the Shrine



Side quest Malacath, Assurdirapal Shrine

You have killed the false hero, and ensured there will be no more to follow. You have helped bring honor back to the Orcish people, and for that I am glad. Here, take the Helm of Oreyn Bearclaw. Wear it proudly, and let it serve as a reminder of what really happened.



Helm of Oreyn Bearclaw
Armor Rating: 222
Condition: 900/900
Weight: 10.0 (Heavy)
Value: 125000
Constant Effect

Fortify Agility 40 pts on Self
Fortify Endurance 40 pts on Self

Side quest Lady's Ring, S. Ald Velothi

(West Gash area, south of eastern end of bridge to Arkngthunch-Sturdumz)

Ah...hello there. I was hoping a handsome young gentleman like yourself would happen by. Might you take a moment to help a lady in distress?

Well, I dropped my ring and I can't seem to find it. I think it must have rolled down into this pool, but I can't go in to get it because I am expected in Gnosis shortly. You see, I'm a private dancer...and I can't very well smell like icky muckwater now can I? Would you please get it for me? The water's not very deep, and I'd be very grateful and in your debt.



Actually, I tried this quest already when doing the Arkngthunch-Sturdumz quest, but I couldn't find the ring then, so thought I'd give it a new try when I was in the area. (So she couldn't have been in *that* much of a hurry, having waited here a couple of months since then...). Anyway – this time I cast light while searching, and that made the whole difference, so found the ring almost immediately (near the south shore of the pond). Surprisingly, on exiting the pond was met by “No good deed goes unpunished, outlander”, and she and a fellow bandit attacked – a mistake on their side. Got some good loot – especially [Amulet of Shadows](#) (Chameleon 80%)

Then to the Urshilaku Camp.

Blades q10, Nibani Maesa, Urshilaku Camp

I am ready to give you my judgement.

The ancestors and stars have given me clear signs. The lost prophecies leave no doubt – the Incarnate shall be an outlander. You, blessed by Azura, must lift the seven curses of Dagoth Ur. Prophecy has shown the seven steps of the Nerevarine's path, and I have been chosen as your guide for each step on that path. I will read the signs, and show you the way. It is time for you to walk the path of the Seven Visions, and pass the Seven Trials of the Seven Visions. You are born on a certain day to uncertain parents. So you have passed the first trial. My dreams show me that you also fulfill the second trial, that ‘neither blight nor age can harm him / The Curse-of-Flesh before him flies’. I have read the signs, but I cannot understand. Can you explain this to me?

(Tell how I got corpus disease and was cured)

That you have overcome the Curse-of-Flesh is strange enough, but that it should protect you from blight and age is past belief. Yet the signs of my dreams are clear. You have passed the second trial. But the third trial is unfulfilled. The mystery of the third trial is not my secret to share. Go to Sul-Matuul, the guardian of our cult, and he shall tell you the of the third trial. When you have fulfilled the third trial, return to me for guidance on your next steps on the path of the Nerevarine.

Sul-Matuul

You have entered the path of the Nerevarine. This is a hard thing to believe. But Nibani Maesa has spoken to me at length of this, and I have had time to consider. Therefore I shall keep my own counsel, and set before you my own test. I do not dispute with the wise women, but their ways are not the ways of the warrior. Many before have tried the path of the Nerevarine, but all have failed the warrior's test. You must have strength, courage, and cunning. These things I would test.

Nearby lies **Kogoruhn**, the ancient halls of the forgotten house, House Dagoth. In recent time, creatures of the blight have come to dwell there. I myself went there, with some brave hunters, and came back again, but it was a bad place, and I am not ashamed to say I was afraid, for myself and my men. If you would have from me the secret of the Third Trial, the ‘caverns dark’, where Azura's eye sees, you will first bring me the three tokens from dark Kogoruhn.

The first token is *corpus weepings* from a corpus beast, to show that you are proof against the disease's corruption. The second token is a *cup with the mark of House Dagoth*, for I have myself seen such cups there, and will know you have seen with your eyes what I have seen with mine. The third token is the *Shadow Shield*, which lies on the Tomb of Dagoth Morin, in the lava tunnels deep beneath ruined Kogoruhn. Bring these things to me, and then I will tell you the secret of the Third Test.

Kogoruhn was an ancient Dunmer stronghold. I will mark it on your map. It is a bad place. Go prepared.

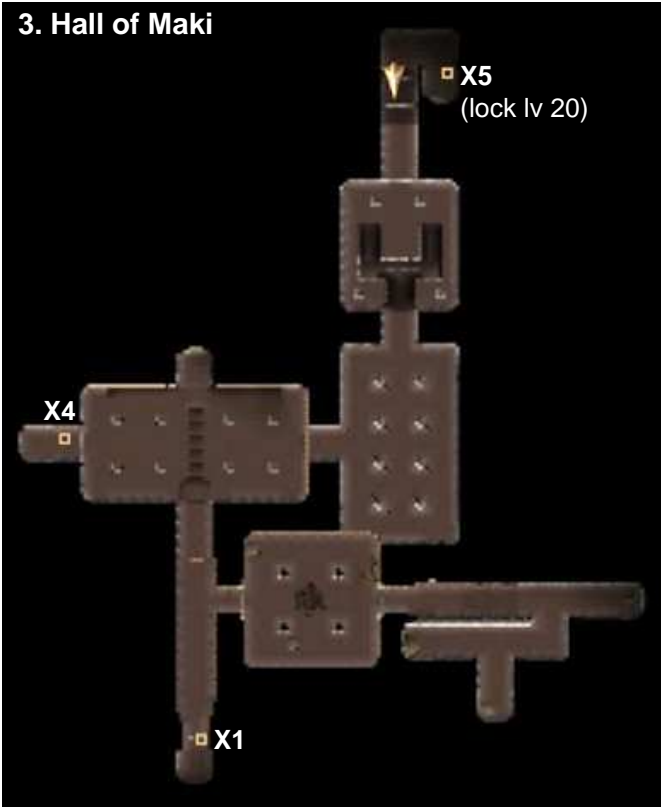
Found Kogoruhn where it should be – it was really a *huge* structure.



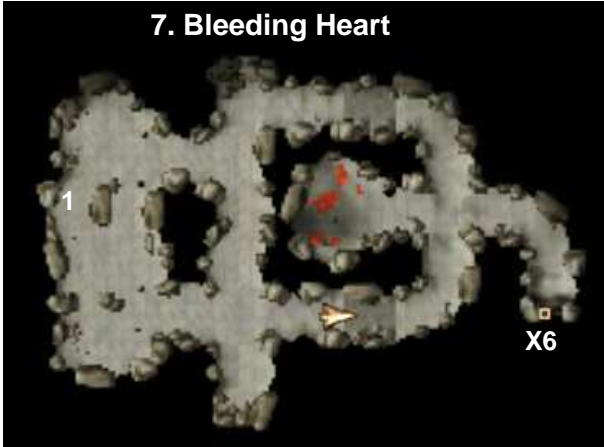
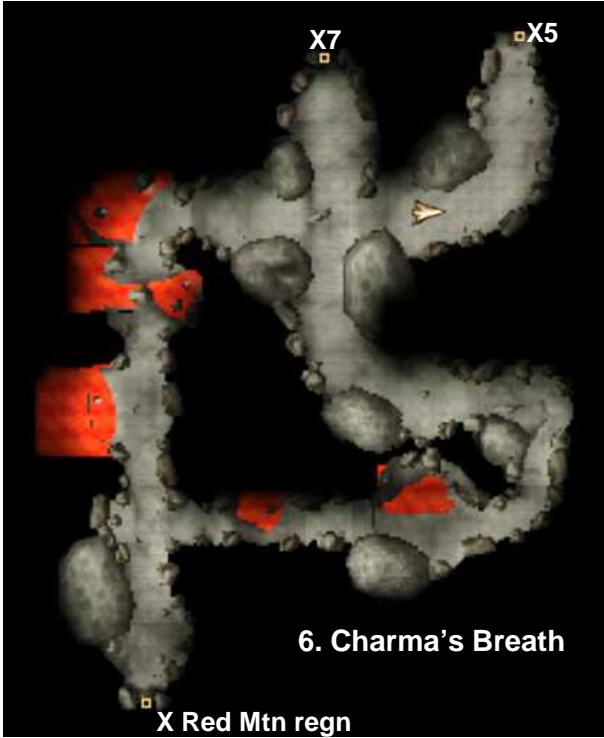
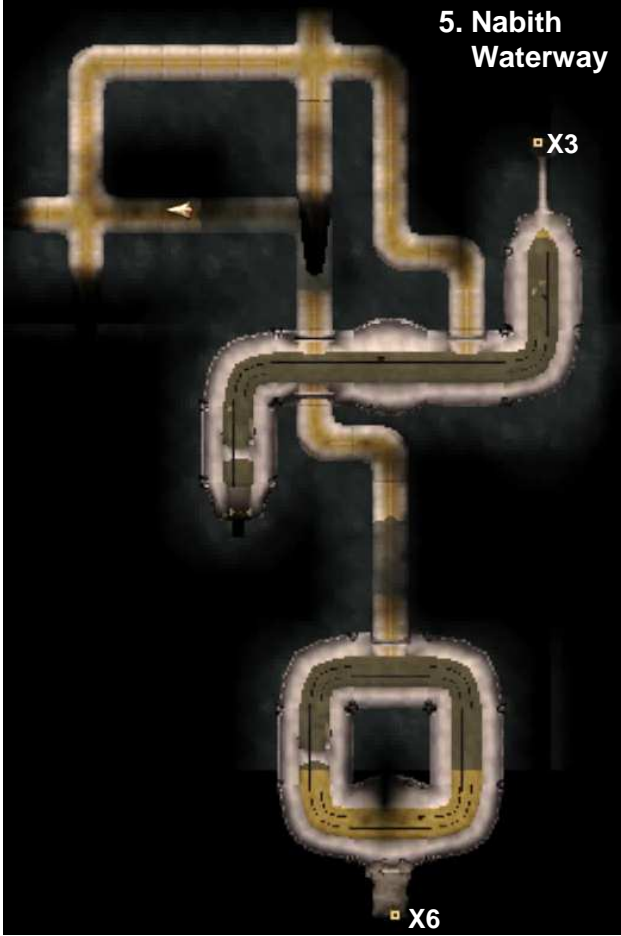
1. Hall of Phisto
2. Hall of the Watchful Touch
8. Temple of Fey
9. Dome of Urso
10. Dome of Pollock's Eye

Outside building (S. of "2"):
Feril Satonyn's corpse (much
good loot)





Ash ghoul, Ash slave,
Ash zombie
Ascended Sleeper
Flame Atronach,
Frost Atronach,
Greater Bonewalker

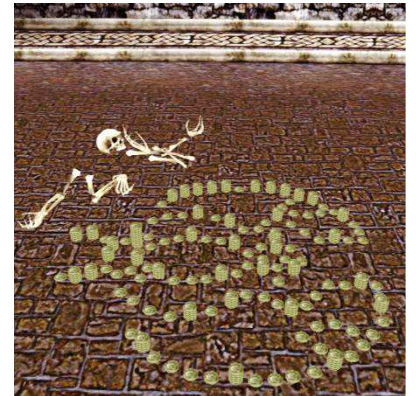


1. Shadow Shield

1. Hall of Phisto
Corprus Stalker near entrance, dropped
corprus weedings
Dagoth Delnus
2. Hall of the Watchful Touch
Dagoth Baler dropped Ebony Spear
3. Hall of Maki
3 x dead hero behind locked door (lv 20),
partly very good stuff (glass)



4. Vault of Acrode
Ascended Sleeper dropped key to X5
5. Nabith Waterway
Dagoth Rales
6. Charma's Breath
Dagoth Uthol – stronger and different
appearance
Dagoth Fervas, Dagoth Daynil
7. Bleeding Heart
Dagoth Elam appeared when I grabbed
the shield.



Note: Lots of good loot here, so even taking only the best, had to pull out to get rid of stuff and come back. Went back via Maar Gan, which turned out to be an easy direct route. But surprisingly met Ascended Sleepers out in the wilderness now!



8. Temple of Fey



9. Dome of Urso



10. Dome of Pollock's Eye



8. Temple of Fey
Dagoth Uvil (Ascended Sleeper)
9. Dome of Urso
Dagoth Reler (Ascended Sleeper)
10. Dome of Pollock's Eye
Dagoth Girer (Ash Ghoul)
House Dagoth Cup
Corprus weepings under urn (if needed)

Having found the three items, and rid Kagoruhn for monsters while at it, could return to Sul-Matuul

Blades q10, Sul-Matuul

If you have brought me the three tokens of the Warrior's Test, I can speak to you further of the Third Trial. I am impressed. These three tokens you have brought me. You may keep them. You have passed the Warrior's Test.

Blades q11, Sul-Matuul

I will give you the secret of the Third Trial.

'In caverns dark Azura's eye sees
and makes to shine the moon and star'

This is the Third Vision. And you must go to the Cavern of the Incarnate, a place sacred to Azura, and look for the moon and star. The secret of the Cavern of the Incarnate is set in a riddle:

the eye of the needle lies in the teeth of the wind
the mouth of the cave lies in the skin of the pearl
the dream is the door and the star is the key

This riddle is Wisdom's Test. Take counsel of the wisdom of the tribes, and you shall find the way. Seek the Cavern of the Incarnate. Gain the moon and star, and bring it to Nibani Maesa. Take with you my blessing, and the blessing of our tribe, *Malipu-Ataman's Belt*.

Asked the first and best person about the riddle, **Tussurradad**:

[eye of the needle](#)

This token of our tribe, Malipu-Ataman's Belt. is proof of Sul-Matuul's blessing. Let me think... Perhaps you mean the Needle? It is a small rock column in the [Valley of the Wind](#). I have slept beneath it once or twice. The Valley of the Wind is a valley on the northeast slopes of Red Mountain. The entrance to the valley is marked by [Airan's Teeth](#), two tall rock spires.

[Valley of the Wind](#)

There are two valleys, side by side, on the northeast slopes of Red Mountain. The westmost valley is called Dry Camp Valley; the camps have no water, but they are sheltered from the wind. Dun-Ahhe Caverns are also there. The Valley of the Wind is the eastmost valley; it runs long and straight south between Airan's Teeth, and climbs towards Red Mountain. The mouths of these valleys are to the east along the coast. Pass Bthuand, a Dwemer ruin, and just past [Zergonipal](#), a Daedric ruin, turn south.

Tussurradad, cont'd:

[Airan's Teeth](#)

-two stone spikes at the mouth of Valley of the Wind. The Valley of the Wind runs south from the sea in the northeast of Vvardenfell, east of Dwemer Bthuand, east of Daedric Zergonipal. We stay away from the valley; the winds howl, and the spirits are always awake. Dareleth Ancestral Tomb is in this valley. It is foolish to disturb the spirits in their resting place.

[skin of the pearl](#)

You bear Malipu-Ataman's Belt. This is important... Just a moment. You mention the Needle, in the Valley of the Wind? I recall, at the top of that tall spire is – not white, but much lighter than other rocks nearby. The head of the Valley of the Wind sits right under the Needle. It is a good, safe campground, sheltered from wind, with only one approach. The whitish rock at the top of the needle – that might be the pearl you're looking for.

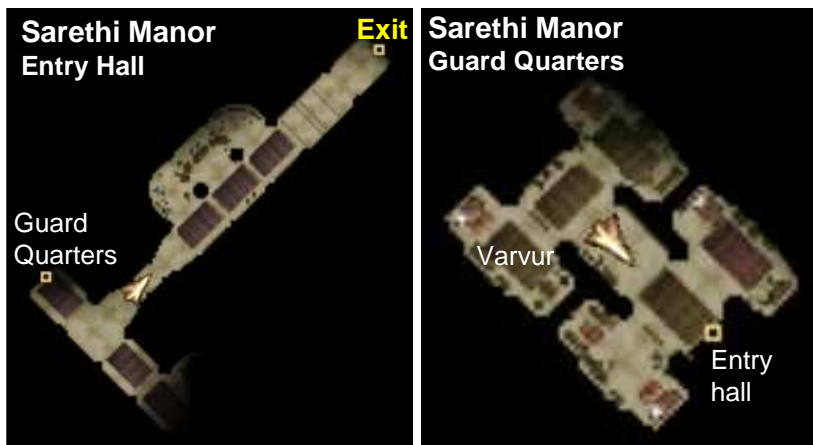
teeth of the wind

Hmm. I know no place of that name. But there is a place called 'Airan's Teeth' in the Valley of the Wind. These two rock spires mark the entrance to the Valley of the Wind, and they bear the name of the seer, Airan, one blessed by Azura.

Wait a while with this quest – for now focus on House Redora. So returned to Ald'Ruhn:

House Redoran q7, Arthyn Sarethi, Manor District, Ald'ruhn

You have rescued my son, and I am grateful, but there is another favor I would ask of you. Varvur Sarethi has been accused of the foul murder of Bralen Carvaren. He was one of Varvur's friends. I cannot believe that my son would do such a thing, but the evidence is... persuasive. I would start by speaking with my son about Bralen Carvaren. He is in his room in the guard quarters.



[Varvur Sarethi](#)

I didn't kill him. He was my closest friend. The guards found me near his body, but I don't remember anything that happened that night. Sometimes, though, sometimes I have... bad dreams. – Sometimes I kill Bralen Carvaren in my dreams. It's... horrible. But that doesn't mean I killed him, does it? I was having bad dreams before Bralen Carvaren died. About the time I got that ash statue. It's right over there. Maybe if you take it away the bad dreams will stop. (Took the ash statue).

[Athyn Sarethi](#)

Have you been able to clear my son of the Bralen Carvaren's murder? (ash statue) – This ash statue troubles me. I would have you speak with someone at the Temple about this statue. Perhaps Lloros Sarano would know more of it. So went to the Temple.

House Redoran q7

[Lloros Sarano](#)

Yes, Athyn Sarethi said to expect someone. What can I do for you?

[ash statue](#)

Give it to me and I will see if I can clear Varvur's name for the murder of Bralen Carvaren. (give statue)

Thank you, Earendil. Yes, I can see there is some kind of conjuration enchantment on this statue. I believe this statue influenced Varvur Sarethi in some manner, causing him to kill his friend. He may still be under the influence of this statue. Tell Varvur to come and speak with me. When I am sure that he is no longer influenced by the statue, I will have him cleared of Bralen Carvaren's murder.

Back to [Varvur Sarethi](#)

-- Lloros Sarano wants to speak with me about the ash statue? Maybe he can do something about these bad dreams. I will see him as soon as I can.

[Varvur Sarethi, cont'd](#)

I couldn't remember before, but now I know where I got the statue. I got it from Galtis Guvron at The Rat in the Pot.

Went to The Rat in the Pot – intention only to talk to this person...

Galtis Guvron

ash statue

How could you... No, nevermind, I'll just have to take care of this right now.

** And he attacked, and I naturally had to defend myself.

Then went back to Athyn Sarethi

House Redoran q7

Athyn Sarethi

Have you been able to clear my son of Bralen Carvaren's murder?

Thank you. Earendil. I understand that my son's name will be cleared when he has been purged of the ash statue's influence. I knew my son would never murder his friend, but I understand this statue influenced him in some way.

House Redoran q8, Arthyn Sarethi, Manor District, Ald'ruhn

Ondres Nerano, a Hlaalu Noble, claims that Archmagister Bolvyn Venim is guilty of certain indiscretions with the wife of another councilor. While I do not approve of all the Archmagister does, as a Councilman of House Redoran I cannot let this accusation stand. I want you to stop Ondres Nerano's slanders. Track him down, and demand that he withdraw his slander. If he refuses, challenge him to a duel, but do not shame House Redoran by murdering him.

duel

The duel is an honorable tradition dating back at least to the founding of Resdayn. Each party to the duel makes an agreement as to the compensation that will be given to the winner. The loser is legally bound to this agreement. Most duels are fought until one party admits defeat or falls in battle. The duel to the death is less common and only ends when one party is dead. The winner of a duel may take what he wants of the loser's possessions, but some consider this dishonorable.

Then went back to Lloros Sarano in the Temple -- perhaps this is becoming a quest...?

House Redoran q7A, Lloros Sarano, Temple, Ald'ruhn

You found a note on Galtis Guvron's body when you asked about the ash statue? Let me see... Perhaps this 'Hanarai' is Hanarai Assutlanipal. She claims to be an outcast ashlander. Her house is the first one on the right down the stairs from the Temple. She may be as unwilling to talk as Galtis. Take these potions in case you need them. (Got 4 Restore Health, Potion of Cure Blight, Potion of Cure Common Disease.)

Found Hanarai's house, and as expected she attacked me on sight. In her cellar found several Sixth House Cult items, and many more ash statues. Returned to Temple.

House Redoran q7A

By killing Hanarai Assutlanipal, the source of these ash statues in Ald'ruhn has been shut down. I admire your achievement, but we must remain vigilant against anyone else who comes to Ald'ruhn with ash statues. (Aided by hint:)

Went to [Dravasa Andrethi](#)'s house:

I feel as though I've just awakened from a dream... a terrible dream of the Sixth House.

Do you mean... have I been... under a spell? A curse? And this was caused by Sixth House cultists? Good grief. What have I done... I hope... but I haven't thanked you. Please forgive me. I have nothing to offer but my thanks. But I will tell everyone I know how you have saved my life. (Got Reputation++)

Now went to Balmora to challenge Ondres. As Goldbrand would probably kill him outright, bought myself a simple sword that would allow the guy to survive. After hurting him to about 1/3 health in the duel, he admitted defeat:

House Redoran q8

Ondres Nerano

You fight pretty well for a Redoran. I take back what I said about Bolvyn Venim.

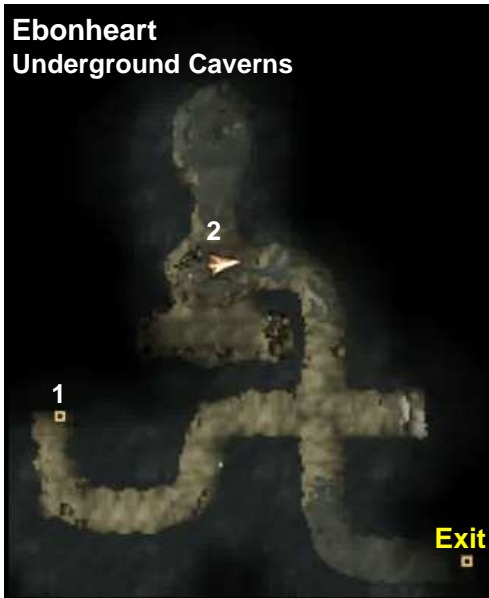
→ Level 39

I had one pending task in Ebonheart – the map contains an “Underground Caverns” entrance, which I haven't explored. So decided to take a detour to Ebonheart, and see if it was worthwhile.

159

The entrance to the Underground Caverns was open, and only had to fight a few rats there. Also found a valuable glass jink blade.

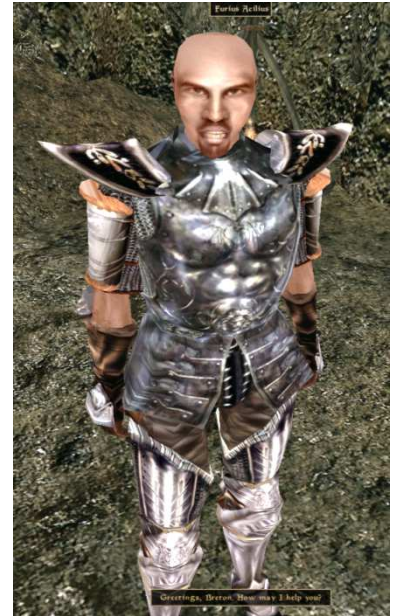
Ebonheart Underground Caverns



1. Door to Imperial Commission
2. Furius Acilius
What are you doing here? Those bastards kicked me out of the Legion... and for what? Idiots, all of them. I'm surprised the fools even knew it was gone. But it is mine now. And that's how it will stay. And you will tell no one!
** And he attacked – and was easily enough defeated.

Dropped “Lord’s mail” – apparently the best Cuirass in the game.
Can also be obtained as reward for the last Imperial Legion quests, but I don’t want to do them, so I just keep the mail... OK?

In north pond found Worn Imperial Key – don’t think I need it.



Returned to Ald’ruhn:

House Redoran q8

Athyn Sarethi

You have defeated Ondres Nerano in a duel and defended the honor of your House. Congratulations, Earendil, you have earned the rank of **House Brother** in House Redoran.

House Redoran q10, Arthyn Sarethi, Manor District, Ald’ruhn

I believe there are smugglers operating near the coast in the cave of [Shurinbaal](#).

Shurinbaal is a cave southwest of Gnaar Mok. I have heard that the smugglers are led by a Dunmer named Daroder and the Redguard Engine. Kill the leaders and report back to me. I believe the smugglers have a local contact somewhere here in Ald’ruhn. It may be worth your time to investigate here as well.

I suspected the cave was the very one I had only just entered southwest of Gnaar Mok during the Oreyin Bearclaw quest, and on arrival this was confirmed – hence easily located.



Just a matter of killing bandits as I met them, and looting all containers en route (found some good soul gems) – had to go twice to carry all loot back.



Met [Fjol](#) near Gnaar Mok – appeared nice enough but not:

Greetings. You should take care while in these parts. There murderous outlaws about. No telling what might happen to an unwary traveler. Oh, yes, these are dangerous times. They’ll rob you blind and cut your throat. It’s bad idea to carry anything of value on your person. In fact, it’s probably best if you give me that gold of yours... 100 septims, perhaps? I think you’ll find the way less dangerous if you do. (Refuse to give Fjol 100 septims) -- Hrmph. It seemed a small price to pay for your life. No matter, though. I’ll have that gold one way or another.

** Extremely bad thinking – from his side...

Back in Balmora met a guy who had some interesting thoughts:

[Stargel](#)

They say someone hit the Camonna Tong at the Council Club. Hard. And the guards *say* they're very concerned, and they're following all leads... But somehow they don't seem very sincere. And Larrius Varro? Champion at Fort Moonmoth? He's been quoted as saying, 'I swore an oath to stop corruption, but it seems the gods have seen fit to fulfill my oath for me.' And you know what's funny? Someone said they saw *you* talking to Larrius Varro several times recently. A coincidence? I don't think so.

House Redoran q10

Athyn Sarethi

So the leaders of Shurinbaal are dead? Good. They shall trouble Hose Redoran no longer.

House Redoran q11, Arthyn Sarethi, Manor District, Ald'ruhn

The Redoran Noble, Arethan Mandas, has gone insane and has been demanding tribute from travellers from the cavern Milk, which is on the road to Maar Gan, west of Ald'ruhn, and right north of the crossroads with a sign to Gnosis. The cavern is well protected by Arethan Mandas' comrades, but do not kill Arethan if you can avoid it. I suggest you speak to Arethan's father, Llerar Mandas in Ebonheart, to see if there's a way to cure Arethan.

Searched out Llerar Mandas in Ebonheart Council Hall:

[Llerar Mandas](#)

Yes, I heard my son had gone mad. I fear his madness was caused when his daughter, Delyna Mandas, was captured. – You have rescued my granddaughter, and I am grateful. Please take this helm from all the Mandas family. Know that you have earned an ally in House Redoran. (Got Ebony Closed Helm).

As I explored the area thoroughly when I was searching for the guar farm, I knew exactly which sign and crossroads Arthyn was referring to, and soon after found the cave Milk.

Standard procedure – work my way towards the inner cavern while fighting his guards on the way, and found Arethan in the inner part.



House Redoran q11

Arethan Mandas

Daughter, my daughter, mine, Delyna Mandas, Saint Delyn, a man thus ain't. Lock it, her locket. Keep it locked up. In her pocket. Who owns that locket? – My daughter. Where is she? Her locket... is it? No! Must know! Can't bear to know! (Your daughter is safe. Take her locket)

-- She's... safe. Safe. So safe. I must be there for her. I must. Thank you, Earendil. I will stop now. The attacks on the road. I knew it was wrong. But what could I do? My guards are loyal. Always looking out for me. Tell Athyn to visit.

House Redoran q11

Athyn Sarethi

From what you say, perhaps Arethan has not totally regained his senses, but his guards have stopped demanding tribute from travelers. I did not believe it could be done. I am proud of you this day, Earendil.

To become a House Father, you must earn the support of more Councilors.

duties

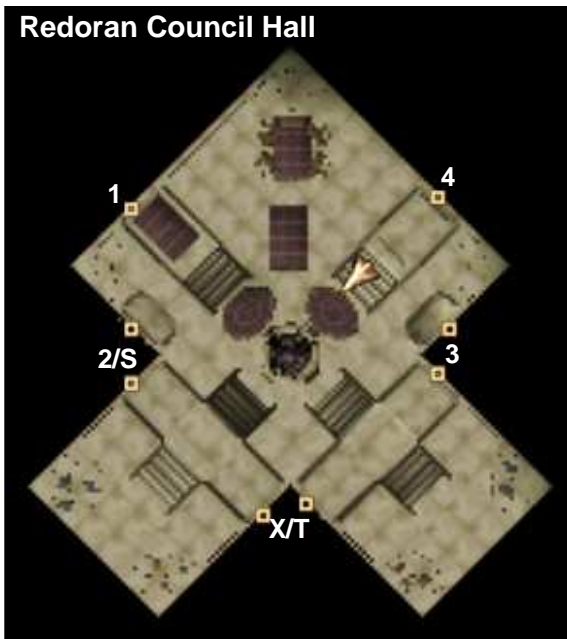
In order to advance further in House Redoran, you must earn the support of at least two of the Councilmen. I would start by speaking with Mistress [Brara Morvayn](#) and [Hlaren Ramoran](#). You must also build a [stronghold](#).

Brara Morvayn stays in the Redoran Council Hall

Hlaren Ramoran is usually in the Ramoran Manor here in Ald'ruhn. The Ramoran family has fallen on hard times recently along with the Morvayn family, and, I must admit, the Sarethi family. Hlaren Ramoran will probably demand several duties before he grants his support, but his concerns are worldly concerns, and should not prove too difficult for you.

Speak with [Galsa Gindu](#) in the Redoran Council Hall. She can contract you to build strongholds.

Redoran Council Hall



- X. Exit (upstairs)
- T. Malpenix Blonia, Trader (downstairs)
- S. Tuveso Beleth, Smith (downstairs)
- 1. Galsa Gindu's h. (upstairs)
Morvayn Quarters (downstairs)
- 2. Practice room (upstairs)
- 3. Guls llervu's h. (upstairs)
Boldrisa Andrano's h (downstairs)
- 4. Goras Andrelo's h. (upstairs)
Council hostel (downstairs)



House Redoran Stronghold, Galsa Gindu, Redoran Council Hall, Ald'ruhn

If you want me to build you a stronghold, I will need 5000 drakes for labor and materials. You must also bring me a construction contract from Duke Dren in Ebonheart.

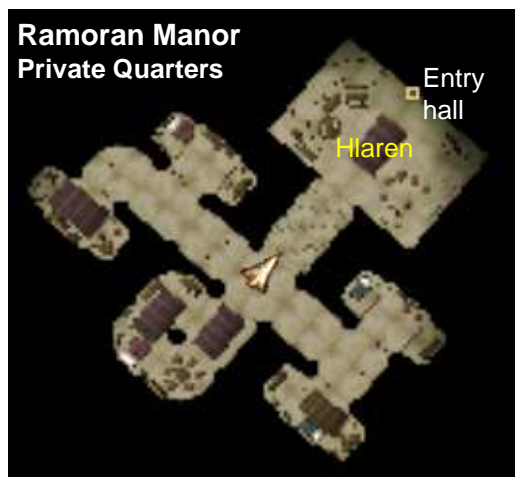
House Redoran q12, Mistress Brara Morvayn, Redoran Council Hall, Ald'ruhn

Did Athyn Sarethi send you to get my support on the council? I will support you, even though you are an outlander, if you help *clear the beasts* from [Morvayn Manor](#). I am a widow. My husband died defending Morvayn Manor from mishappen beasts that came through the Ghostfence. He believed that the beasts were attracted by a statue we received a few weeks before the attacks began. Go to Morvayn Manor, just east of Skar, here's the key. Get the statue, and take it to Lloros Sarano at the Temple. Once the statue has been destroyed, I will support you on the Council.

House Redoran q13, Hlaren Ramoran, Manor District, Ald'ruhn

So you want my support on the Council. Very well, I shall grant support to an outlander, if he can prove himself. First, I need someone to collect the taxes from Gnisis.

My regular tax collector has fallen ill, but the duties are quite simple. Speak with Hetman Abelmawia and get the taxes from him. Then bring the taxes back to me.



First went to Morvayn Manor, and indeed found the house was invaded by Sixth House Cultists. Killed all the Corpus Beasts, and found the ash statue, which I brought to Lloros Sarano



Lloros Sarano

This ash statue was found in Morvayn Manor? Give it to me then, and I will destroy it. (...)

You can tell Mistress Morvayn that I will destroy the ash statue. Perhaps the strange creatures that plague Morvayn Manor will leave now that the statue is gone.

House Redoran q12, Mistress Brara Morvayn

You have destroyed the statue and I am grateful. Know that you have my support on the Council, and although I lost much of my wealth when Morvayn Manor fell, please take this amulet.

(Got Amulet of Mighty Blows)

Then a Silt Rider to Gnisis and contacted [Hetman Abelmawia](#).

You are here for the taxes? Just a moment, I will get them for you. Yes, here they are. 60 drakes in all.

Most convenient now to use a Recall to Balmora, and I'm ready for **Level 40**. Continued to Ebonheart, and found Duke Dren in the tower, above the Great Council Hall.

[Duke Vedam Dren](#)

I am not sure if I should issue you a contract. Vvardenfell faces many threats today. I will grant you a contract if you vow to do what you can for my people.

(I vow that I will do what I can.)

That is good enough for me. Take this contract. Use your stronghold for the defense of my people, and as an aid in your fight against our enemies.

Returned to Ald'ruhn (recall – guild guide).



House Redoran q13, Hlaren Ramoran

Do you have the taxes?

Good. The taxes are all here.

(Note: Option to pay only 50 drakes – insignificant save, and would get you into all sorts of problems. So why?)

House Redoran q14, Hlaren Ramoran, Manor District, Ald'ruhn

I have one more request before I give you my support on the council. I would like for you to find an old acquaintance of mine, Nalvie Saren. She was an acquaintance of mine... I was quite fond of her and have often wondered what happened to her. I believe the Saren family lives in the Redoran Compound in Vivec. That may be a good place to start. When you find her, tell that I do not care what happened in the past and that I can support her. Invite her to meet with me here in Ald'ruhn.

House Redoran Stronghold, Galsa Gindu, Redoran Council Hall, Ald'ruhn

Do you have the 5000 drakes and the construction contract?

Yes, this is adequate, Earendil. Your stronghold will be built in the Bal Isra on the road to Maar Gan.

Construction will begin as soon as I give the orders. In a week or so, come speak with me again.

Next guild guide to Vivec, went to Redoran Plaza and found Saren Manor there. The first person I spoke to: --She has disgraced our family. I will say no more. Then went to the "other" Saren Manor, and found Toris Saren, who I asked about Nalvie Saren:

If I tell you, will you leave here and promise to never mention the subject in my presence again? (YES)

Very well. Nalvie owns a consignment shop on the south side canals of the St. Olms Canton. She is disgraced, and she disgraces any who speak with her. Now, please leave as you promised.

Went to St. Olms and found her at first attempt – in St. Olms Canal South One. Nalvie Saren:

What? You say that Hlaren Ramoran wants to meet with me? Even if it would disgrace him? No, even now that I will not do. I never liked the way he kept hanging around like a lost scribe. Tell him once more that my answer is still no. { Got her disposition up to 97, but still her answer was, }

I do not care what Hlaren Ramoran might have to say. I will not meet him. That is final.

So had to return to Ald'ruhn with that:

House Redoran q14, Hlaren Ramoran

Do you have word from Nalvie Saren? (She is dead) { Note: This was only available option (?) }

[Later confirmed to be a bug]

She is dead? I am saddened to hear this, but perhaps it is for the best. Well, you did what you could. I will give you my support on the council.

House Redoran q15, Lloros Sarano, Temple, Ald'ruhn

One of our pilgrims left here some weeks ago on the Ruddy Man Pilgrimage. I have not heard from him. Find out what happened to the Pilgrim Fedris Tharen. He left Gnisis several days ago. He was supposed to head to the Koal cave, just south of Gnisis, but he never arrived. Go to Gnisis and find out what happened to him.

Just a matter of taking a Silt Rider to Gnisis, cross the fjord to the south with a Water Walk spell, and head for the Koal cave. He suddenly stood there by the road, saying he felt very ill. Tried healing, no effect, then cure common disease, and he was OK: Thank you for curing me, Earendil. And back to Lloros:

House Redoran q15, Lloros Sarano

Thank you for healing Fedris Tharen. To make up for your sacrifice, why not take these cure disease potions? I have more than I need at the moment. (Got 4 Potions of Cure Common Disease.)

House Redoran q16, Lloros Sarano, Temple, Ald'ruhn

Another pilgrim has gone missing. I want you to find out what happened to Beden Giladren. He was on his way from Ald'ruhn to Maar Gan. I do not know what happened to him. Go to Maar Gan and see if you can find him.

In Maar Gan was advised to ask at the shrine, Tralas Rendas:

Well, maybe. An Ashlander came here the other day demanding tribute for the esteemed noble 'Bindin Gildaran' or somesuch. I didn't know of any Redoran noble by that name, so I just passed the report on. The Ashlander said to go west out of Maar Gan along the road towards the mountains and then head south along the mountains to get to his camp.

Followed directions and ended up at the camp I've already visited a few times. Inside yurt found Manat Shimmabadas:
Beden Giladren

Yes, you heard right. I have the famous noble Beden Giladren. I demand five thousand drakes in ransom. Will you pay?

{ Yes / no / who? }

What do you mean? You have not heard of the famous Redoran noble Beden Giladren? He told me that he was a famous noble of House Redoran. Perhaps you should speak with him.

Beden Giladren:

Hey! Breton! I'm Beden Giladren, a poor pilgrim trapped by these ashlanders. Can you get me out of here? These ashlanders are holding me for ransom. – I thought the Ashlanders would kill me so I told them that I was a famous noble. I knew it was wrong, but what else could I do?

Manat Shimmabadas:

So this 'famous noble' is a liar and a coward. Very well, you can have him for five drakes (Pay 5 drakes).

Beden: You paid my ransom? Thank you, Earendil. I'll continue on the pilgrimages on my own.

House Redoran q16, Lloros Sarano

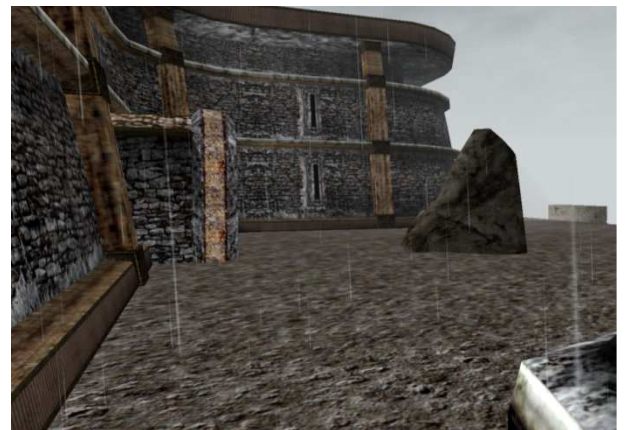
I heard that you rescued Beden Giladren from the Ashlander camp. I will make sure House Redoran hears of your deeds.

House Redoran q17, Lloros Sarano, Temple, Ald'ruhn

Several Redoran soldiers were sent to the derelict stronghold of [Andasreth](#). They have not returned. I need someone to find out what happened in Andasreth. A party of Redoran men-at-arms left for Andasreth and they have not returned. Go to Andasreth and find out what happened to them. If they are dead, as I fear they are, *bring their House Redoran shields back to me*. I will mark Andasreth on your map [just by Khartag Point]



Before starting out, took a time-out in Balmora, practicing Alchemy and systemized ingredients.



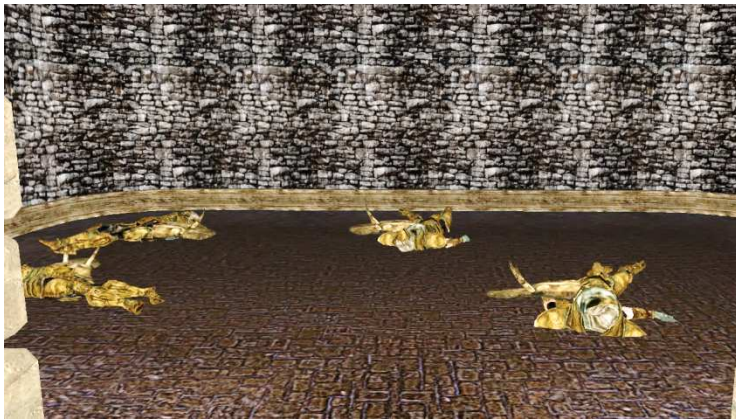
Walked from Caldera, and arrived from above (flying actually), hence started by investigating upper level, perhaps not natural.





Various standard bandit types.
No good loot.

Found the four dead soldiers
and relieved them of their
armor...



Returned to Lloros Sarano in Ald'ruhn Temple

House Redoran q17, Lloros Sarano

So it is as I feared. At least their families will have their shields. You have done well, Earendil. Perhaps I could offer you a shield of your own as a reward? (Yes please).

Thank you, Earendil. May it protect you well.
(Got Redoran Banner Shield)

No more duties, suggest I talk to House Redoran
Steward Faral Retheran in Vivec

After a round trip Balmora – Sadrith Mora – Tel Ahrun – Vos to stock up on supplies (fortify Intelligence / Luck ingredients) found I was pretty close to where I suspected the Valley of the Wind was, so started searching for it.



Searched to far east before I realized I was still in the Grazelands, then went to the coast and westwards, and at the mouth of the easternmost valley in the Red Mountain region saw these two peaks which I suspected were Airan's Teeth. And correctly enough – at the top of the valley found the entrance I was seeking (the rest of the riddle was never used or needed.)

Clicked door and it opened as if protected by a magical seal:
“In the dawn hour under Azura's Star, the door is opened”





After taking (or receiving) the Moon-and-Star, got a cut scene showing I was the real Nerevarine and outlining my future duties as such.

Then the corpses encircling the statue allowed me to speak to each of them, offering items and advice:

Peakstar

Welcome, Incarnate, Moon-and-Star Reborn, Hortator, Nerevarine, Mourner of the Tribe Unmourned, Redeemer of the False Gods. I am Peakstar. I was not the one. But I wait and hope. Ask, and I shall answer, if wisdom guides me.

You bear the [Moon-and-Star](#), the ring of Nerevar. None may deny, you *are* Nerevar Reborn, the prophesied Incarnate. The Temple will know you as an enemy. Ordinators will mark you for death, and the Tribunal Faithful of the Great Houses will hate and fear you. The doubters of the Tribes will test your strength and doubt your honor. You will be known. You must prepare, and be ready.

Hortator

You must go before the Councilors of the Great Houses and satisfy them, for only the Councils of the Great Houses can name you 'Hortator'. I do not know the settled people of the Great Houses, and can offer you no counsel.

Nerevarine

You must go before the ashkhans of the Wastes People and satisfy them, for only the ashkhans of the Four Tribes can name you 'Nerevarine'. Speak first with Sul-Matuul of the Urshilaku, and with the Wise Woman Nibani Maesa, for of all the Ashlanders, they are the wisest in the lore of the Incarnate, and you have already shown Sul-Matuul proof of your worth.

Tribe Unmourned

Pity Dagoth Ur and the Sixth House. All they do, all they are is foul and evil, but they began in brightness and honor, and the cause of their fall was their loyal service to you, Lord Nerevar. You told Lord Dagoth to guard the profane tools beneath Red Mountain, and thus he was tempted. He did your bidding when he tried to keep these tools from the Tribunal, and so he hates you, who betrayed him, and the Tribunal, who mocked his honor, attacked him, and stole the profane tools for their own use.



Peakstar, cont'd

False Gods

The Tribunal and Dagoth Ur have the unnatural abilities and lifespan of gods. But they gained these things by actions that mock the gods and misuse divine power. They were ambitious and unwise, and the consequences of these ungodly acts threaten all that lives in Morrowind.

not the one

I am a failed Incarnate. So are all these who remain here with me in the Cavern of the Incarnate. I survived the blight, but I fell in battle with an Ash Vampire. I could not master the arts of war. Nor could I learn the ways of the Great Houses. They would not have accepted me as Hortator. Take these poor things... they are of no use to me. (Got Embroidered belt and Travel-stained pants)

wisdom guides me

... Azura's riddles warn us to think long and hard. They force us to search carefully for truth and meaning, and not to rely only on impulse and force.

profane tools

Kagrenac, high priest of the Dwemer, forged enchanted artifacts to steal the power of the gods. Nerevar fought the Dwemer to prevent this blasphemy. But Dagoth Ur took these tools to make himself a god. And the Tribunal took these tools to make themselves gods. Though the Tribunal sought to do good with their power, they are tainted by the same corrupt desires the move Dagoth Ur.

Ane Teria: Got learning book and mace.



Erur-Dan

I saw Morrowind fall to the Empire. I lived through the humiliations of the surrender, swore hatred and vengeance against Imperial and Tribunal alike for their betrayals. In later years, I despaired, and turned to Red Mountain, where I grew old and died fighting the blight and Red Mountain monsters. Take my weapons and armor, I have no further use for them. (Got Erur-Dan's Spear and Erur-Dan's Cuirass).
-- A darkness is on Morrowind, and only you can bring the light.



Idrenie Nerothan

I lived in the late years of the Tribunate, and behind the scenes, I helped us demoralize, then repel the Akaviri invaders. I knew nothing of the Nerevarine or Dagoth Ur until I took refuge with the Ashlanders. I died a fool, trying to loot ruined Kogoruhn. Here, take these. Maybe there's something in the world left worth stealing. (Got Master's Lockpick and Master's Probe).



Hort Ledd

I died four hundred years ago, in the last days of turmoil and unrest after the Empire came to Morrowind. I was a thinker, and not a doer, and though I was marked by the stars, I was not a hero. Take these things of mine. My bones won't complain. (Got 'Sithis' and Hort-Ledd's Robe).



After this enlightening session, walked the shortest route to the Urshilaku camp

Blades q12-13, Nibani Maesa, Urshilaku Camp

I shall be your guide to the Seven Trials of the path of the Nerevarine. Ask, and I shall answer, with Azura's blessing.

Seven trials

It once seemed a dream. Now it seems real. You have passed the Third Trial. Now you must pass the Fourth Trial and the Fifth Trial... they are much the same. Each Ashlander tribe, each Great House on Vvardenfell must choose you as war leader to unite the Dunmer against Dagoth Ur's terrible menace. Each tribe must name you 'Nerevarine'. Each Great House must name you 'Hortator'. You have come for guidance, and I will give it to you.

Third Trial

Tell me what you saw and heard in the Cavern of the Incarnate. [She listens carefully]. It is as I have seen in my dream. It is a true dream, sent from Azura to guide me.

Fourth Trial

The Fourth Trial is: 'A stranger's voice unites the Houses. / Three Halls call him Hortator.' When you have been named Hortator by each of the three Great Houses of Vvardenfell, come see me for further guidance, for you will have passed the Fourth Trial.

Fifth Trial

The Fifth Trial is, 'A stranger's hand unites the Velothi / Four Tribes call him Nerevarine'. The Four Tribes are the four tribes of Vvardenfell, the Urshilaku, the Ahemmusa, the Zainab, and the Erabenimsun. When you have been named 'Nerevarine' by each of the four Ashlander tribes of Vvardenfell, come to me for further guidance, for you will have passed the Fifth Trial.

Hortator

When a greater enemy threatens, the Great Houses put aside their quarrels and choose a Hortator, a single war leader to lead all the Houses. Only a Great House council can name a Hortator, and all councils must agree. Speak with the Redoran councilors, Hlaalu councilors, and Telvanni councilors. Prove to them that Dagoth Ur threatens. When you are named Redoran Hortator, Hlaalu Hortator, and Telvanni Hortator, only then will you be the Hortator named in prophecy.

Nerevarine

In times of great danger, the four Ashlander tribes unite under a single war leader. If you can prove to the Urshilaku, Ahemmusa, Zainab, and Erabenimsun tribes that you are the Nerevarine, and that the tribes must unite against the threat of the Sixth House, then each ashkhan will declare you 'Nerevarine' and war leader of all tribes. You must go to all the tribal ashkhans, but go first to Sul-Matuul, who is your friend, and who will surely grant you the honor. The **Ahemmusa** of the Grazelands are mild and peace-loving. The wise woman of the Ahemmusa, Sinnammu Mirpal, is also their ashkhan.

The Ashlanders of the **Zainab** tribe are sly and crafty. Their camp is in the interior of the Grazelands.

The **Erabenimsun** of Molag Mar love themselves and their weapons above all else. Their Ashkhan Ulath-Pal is cruel and ambitious, and his gulakhans are just like him. Their Wise Woman, Manirai, is cautious and reasonable. Seek her counsel. Don't waste your speech on the war clans.

Blades q13, Sul-Matuul, Urshilaku Camp

You have passed the Third Trial. Before you lies the Fourth Trial, and the Fifth Trial. I have spoken with Nibani Maesa, and I know these Trials. You wish to be called Urshilaku Nerevarine. But first, would you have the counsel of Sul-Matuul?

Third Trial

So? You have faced the Third Trial in the Cavern of the Incarnate? Tell me what you saw and heard there. [He listens carefully, with no sign of his feelings]. It is as Nibani Maesa says. Perhaps you are the chosen one. We shall see.

Counsel

Good. First, I would give you warning. When you are called 'Nerevarine', the word must spread, and many must hear. Your enemies will hear, and come seeking your blood. And such friends as you may have among the Great Houses, those who heed the words of the Temple, they may forget their love for you. If you have business with the people of the Houses and Temple, you may wish to conduct that business first, before you are named 'Nerevarine'. Second, I tell you, seek the counsel of Wise Woman Nibani Maesa, for you are an Outlander, and ignorant of the ways of our people. Nibani Maesa can tell you of the other tribes, of their ways, and of their ashkhans. If you do not know these things, you will make many mistakes, and waste precious time. That is my counsel. Now, if you wish to be named Urshilaku Nerevarine, we may speak of these things.

Blades q13A, Urshilaku Nerevarine, Sul-Matuul, Urshilaku Camp

Very well. You wish to be called 'Nerevarine'. I know you, and I am disposed to do so. But first we must speak of need and duty. Before I name you 'Nerevarine' you must understand why a war leader is needed, so you may tell others. And before I name you 'Nerevarine', I must see that you know your duty. Only when we have spoken of these things shall you be called Nerevarine.

Know the words of the prophecies. The curse of Dagoth Ur and the Sixth House threatens our land. The False Gods lie, and offer false hope of protection. You bear the Moon-and-Star of Nerevar. Azura's hand is upon you. These are the proofs you must show to all people as Urshilaku Nerevarine
curse of Dagoth Ur

From the unmourned house have come forth the seven curses. The Sixth House is a great evil, and a great danger to all people. This is the need. You have seen this need. You have fought the Sixth House. You have known the curse of corpus. You have harrowed Kogoruhn, and seen the darkness that lies within. When you tell your story, others may be shown the proofs.

False Gods

You have learned the lies of the Tribunal and the false hope they offer of protection from Dagoth Ur. We have heard the priest's own words of the Apographa, and we know them to be true. We have heard the words of the Dissident Priests, and we know them to be true. The False Gods have broken their promises, and have taken up the tools of the Enemy. This is a great evil, and a great danger.

Nerevar

In ancient days, the Deep Elves and a great host of outlanders from the West came stealing the land of the Dunmer. In that time, Nerevar was the great khan and warleader of the House People, but he honored the Ancient Spirits and the Tribal Law, and became as one of us. So, when Nerevar pledged upon his great Ring of the Ancestors, One-Clan-Under-Moon-and-Star, to honor the ways of the Spirits and rights of the Land, all the Tribes joined the House People fighting a great battle at Red Mountain.

Though many Dunmer, Tribesman, and Houseman, died at Red Mountain, the Dwemer were defeated and their evil magicks destroyed, and the outlanders driven from the land. But after this great victory, the power-hungry khans of the Great Houses slew Nerevar in secret, set themselves up as gods, and forgot Nerevar's promises to the Tribes. But Nerevar will come again and cast down the false gods, and by the power of his ring will make good his promises, honor the Spirits, and drive the outsiders from the land.

duty

You shall be Nerevarine of all the tribes, and Hortator of all the Great Houses. You shall eat the sin of the unmourned house, and free the false gods. You must defeat the Sixth House and Dagoth Ur. You must free the Tribunal from their curse. [...free them from their use of Kagrenac's profane tools]

This is the burden of prophecy. This shall be your duty as Urshilaku Nerevarine.

Urshilaku Nerevarine

Before my hearth and kin, and before the People of the Wastes, I name you Urshilaku Nerevarine, War Leader of the Urshilaku, and Protector of the People. In token of this, I give you the Teeth, which shall be a sign to all Dunmer, that you are the Nerevarine, and that the Urshilaku shall follow you in all things, even unto death, until the Enemy is defeated, or until you are dead, or until you give this back into my hand.

(Got Teeth of the Urshilaku)

Status: Sul-Matuul has advised med not to start the Hortator / Nerevarine quests before fulfilling other pending tasks for the Houses or whoever. While the Stronghold is under construction nothing happens and I don't get new duties. So plan B: Explore Caves, Ancestral Tombs, Shrines in search for soul gems, exquisite or extravagant rings / amulets (and other clothing), restock ingredients – all in preparation for practicing alchemy / enchanting.

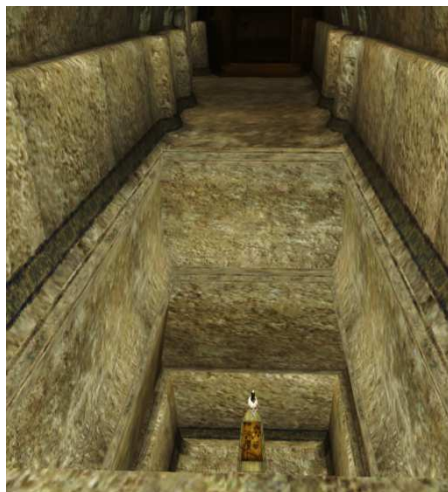
Before this round-trip, advanced to **Level 41**.

Started from Ald'ruhn, went westwards and found Salothran Ancestral Tomb on the line connecting Bal Isra and Andasreth, a little closer to Bal Isra than midways.

In this nice room all the skeletons had an exquisite ring, plus many expensive rings.

In the cellar: Shrine of Sotha Sil





Aleff shrine, archipelago s. of Gnaar Mok

Next went to archipelago (peninsula) s. of Gnaar Mok, to find the Daedric shrine Addadshashanammu.



Outside was attacked by a Clannfear, Golden Saint, Frost Atronach, and Dremora Lord – simultaneously! Tough battle. And a lady there not involved at all...

Some battles, some nice stuff – really not much to get excited for.

Returned to Balmora, and after a night's sleep was informed that my Journal had been updated – talk to Galsa Gindu about my stronghold.



House Redoran Stronghold, Bugdul gro-Kharbush

You here about the stronghold? Tell Galsa Gindu things are fine here. The work will be done soon.

House Redoran Stronghold, Galsa Gindu

Yes, Earendil. I want you to make sure your stronghold is being built on schedule. Go to your stronghold, which is being built among the rows of stones, the Bal Isra, on the east side of the road from Ald'ruhn to Maar Gan. Speak with the foreman, Bugdul gro-Kharbush.



House Redoran Stronghold, Galsa Gindu

It is good to hear that the stronghold is progressing well. The work should be finished soon.

Next destination: Vivec, revisiting the St. Delyn Underworks shrine that I wasn't ready for last time.

Ihinipalit Shrine



One of the mages in there dropped two exquisite amulets and three exquisite rings.

The statue was of *Sheogorath*, and it gave me a quest:



Note: Checking this quest in my journal, it said that the hermit was on an *island north of Ald Redaynia*, and the giant bull netch was on the *island east of the hermit*.
...Useful information!

Side quest Sheogorath, Ihinipalut Shrine

What is it, mortal? Have you come to be of service to Sheogorath? That in and of itself speaks toward your madness. This pleases me. Fetch the Fork of Horripilation from the mad hermit near Ald Redaynia. Take care with him. He's not the most... stable man. Use the fork wisely, mortal. Few have wielded it who have not come away changed. Use the Fork to strike a deathblow to the giant bull netch that resides near the hermit. Do this, return the Fork of Horripilation to me, and I will reward you well.

Next explored the islands east and south of Vivec. Found Bal Fell, a large Daedric shrine or something – may come back here later. Met [Ringvild](#) – not the nicest of persons:

-- Have you got a problem with me? Because I have a problem with you. I don't like your attitude. So stay away for me. (Goodbye only option, disposition 28).

At the far southern edge of the islands, a shipwreck which I didn't explore.



On the way back north, at the southern edge of the larger island between Vivec and Bal Fell, a well hidden cave entrance (but revealed on the auto-map) – Ansi.

Turned out to be a standard bandit cave. Got GM's probe / lockpick, some lesser / greater soul gems, and an amulet of recall, which I really want... Also several chests with ash statues.

Ansi



Then a silt rider to Maar Gan, walked northwards, water walked over to western edge of Northwest Island, and continued to the next island north, where I found the hermit's shack.

Side quest Sheogorath, Hermit Big Head

So, you have come. I see you serve the master. He is good, oh yes. Good to me. You have come seeking; tell me what you will find.

[giant bull netch](#)

Grandpa netch...lovely fish! Floating, floating. He has no eyes, but he sees you. He comes to visit, brings me cake! Cake to share, enough for all! Tip your hat. He knows you're there. Straight out my door you will find him. Straight through my door, into the other places.

[Fork of Horripilation](#)

It sings to me, oh yes. Sings like the rocks sing. Songs of weeping. Songs of leaping. Do you weep, stranger? You've come to take it. Will it take you? Then will you weep? Weep like the rock? It is here! Take it. Take it if you will. Take it if you won't. Singing! Ringing!

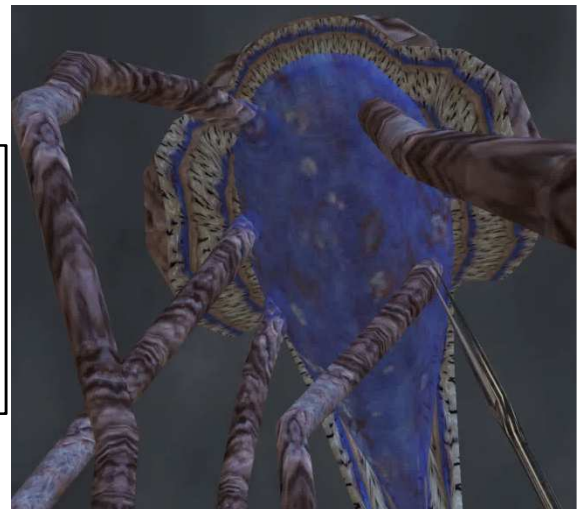


There were lots of powerful weapons in the shack, but the Fork of Horripilation turned out to be a completely normal table fork (the kind you eat with), only magical property: Drain 200 points of magica! (Fortunately temporary – you get it back when you unequip the fork). Wasn't much of a fighting weapon either – about what you would expect from a standard table fork...

Found a couple of Bull Netches on the next island; all looked alike, but this one was the feared Giant Bull Netch – I admit I switched to Goldbrand and gave it a few hits before I finished it off with the fork... Mission complete, returned to Ihinipalut and Shegorath:

Side quest Sheogorath

Ah...I see you have completed my little errand. Well done. Perhaps you've gotten a taste of madness as well? Do not believe madness to be a curse, mortal. For some, it is the greatest of blessings...a bitter mercy perhaps, but mercy nonetheless. Give me the Fork of Horripilation. I believe I have something more suitable for you needs. Go now. Remember what you have seen. (Got Spear of Bitter Mercy.)



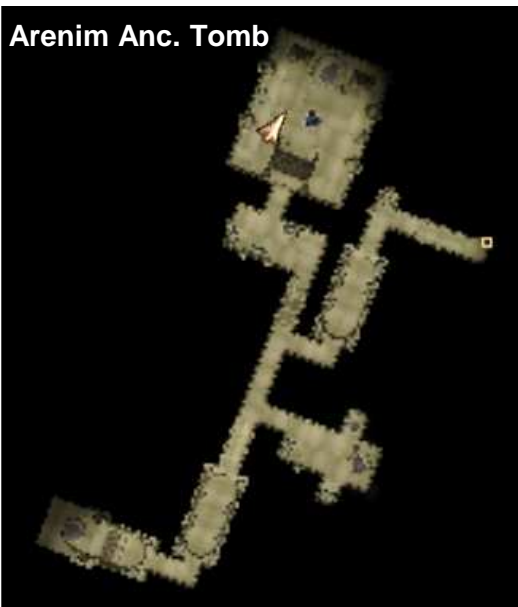
The journal has some interesting remarks on this quest:

"Sheogorath is testing me, clearly. I have no doubt he is enjoying this greatly." ... "He seemed pleased that I had completed my quest...not because he wanted the bull netch dead, but he enjoyed seeing me struggle to do it."

After a small time-out went first to Sadrith Mora to restock (the guys in the Imperial Shrine have restocking supplies of ingredients needed for fortify intelligence and luck potions); then continued by exploring the coast southwards.

On peninsula northeast of the monastery, found Arenim Ancestral Tomb, entrance from the sea.

Arenim Anc. Tomb



Here I met the lady Satyana, quest-giver:

Side quest Satyana, Arenim Ancestral Tomb

I thought I heard someone... I suppose you're here to loot? This is my own family tomb, but I'd be willing to let you take a few things if you help me find my father's amulet. – My father, Augustus Arenim. He was buried here many years ago, when I was but a child. There are only a few of my family left. I thought I'd try and recover part of my inheritance. I'd only just arrived when I heard someone. Are you willing to help me out? (YES)

Good. I'm glad you decided to help. You'll need a key to get into my father's tomb. I can't open the door myself. I think my father had a friend buried in here. Maybe his body has a key. I'll stick nearby and help out when I can.



Explored and looted the tomb as I would have done anyway (found book, incr. marksman skill, else nothing special), she helped me out in the battles; never found any key, but had no problem disarming and picking the inner door to her father's tomb.

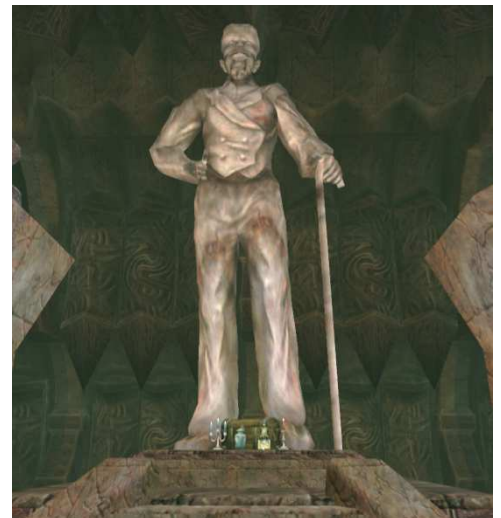
Side quest Satyana

So you found my father's amulet. Just hand it over and I'll let you keep whatever you wish. (Give amulet)

Great. Thanks, Earendil. I'm going to stay here and explore a bit. Good luck to you.

The last place to visit on this round trip was [Almurbalarammi Shrine](#), on the eastern tip of the peninsula east of Molag Mar.

Just a one-room shrine, found a book of incr. destruction skills and some enchanting items – else nothing special.



On return to Balmora, the journal was updated on the stronghold quest, and I was ready for **Level 42**. So first went to Ald'ruhn.

House Redoran Stronghold, Galsa Gindu

The foundations for your stronghold are complete. If you wish to build the next stage of your stronghold, you must hire guards to garrison your stronghold.

Speak with Percius Mercius at the local Guild of Fighters. They usually know of a few good Redoran fighters out of work.

House Redoran Stronghold, Percius Mercius, Fighters Guild

I know a few men who can garrison your stronghold, and I'll even recommend them to you for free. But first you'll have to get my friend [Frelene Acques](#) out of prison. She's being held in the prison under the Hlaalu Canton in Vivec. Find a way to get her out and report back to me.

So went across the street and took the guild guide to Vivec, and made my way to the Hlaalu Canton. After searching around found that I needed to go through the Hlaalu treasury:



1. Hlaalu Vaults
2. Hlaalu Records
3. Hlaalu Prison Cells
4. Waistworks



Frelene Acques is in the cell by the arrow. The key to her cells is on a table in the northwest corner of the main room. The table is under constant watch by an Ordinator.



Used Amulet of Shadows (Chameleon 80%) and my pretty good Sneak skill, and managed to take the key under his nose.

With prize possession went to Frelene's cell:

-- Percius sent you? Can you help me escape?

These ordinators are tough. If you open the door, we can make a run for it. Or, if you find the key to these cells, I'll bide my time and sneak out when the Ordinators aren't watching. All the guards use the same key for all the cells. I'm sure there's one somewhere nearby. (I'll give you the key.)

Yes, this is it. I'll bide my time until the guards aren't watching.

Then I'll make my escape. Tell Percius to expect me in a few days.

House Redoran Stronghold, Percius Mercius, Fighters Guild

Oh? You were able to get Frelene Acques out? I will take your word for it. I'll have a few of our better fighters sent over to your stronghold, Earendil.

Status stronghold:

Hetman Guls: Welcome, I am Hetman Guls. I am the Hetman of this new settlement at Indarys Manor. I handle disputes and enforce the law while you are away, Earendil.

** The place looks OK, with lots of interior equipment. But it doesn't look like it's *mine*... Didn't try, but suspect if I take anything from inside, it would be considered stealing.

A little south of Bal Isra on the main path, found the cave Odibaal, which I explored.



Odibaal



Standard bandit cave, puny opposition. Found some puny soul gems and a book on security++. Hardly worth the effort.

Went back to Ald'ruhn to discuss the stronghold.



House Redoran Stronghold, Galsa Gindu

Oh, Percius Mercius agreed to garrison your stronghold? Good. I will give the orders to begin the next phase of construction.

Then went to the Gnaar Mok area, where I during my earlier visits have noticed several cave entrances which I have not yet explored.

First found Abernanit on the peninsula east of Gnaar Mok:

After exploring a while, was met by a surprise, Dandsa.

Side quest Dandsa, Abernanit Cave

Are you here to rescue me? Do you want to travel together back to the cave entrance? (Travel together)



No bandits left, so easy to take her to the entrance:

Side quest Dandsa, Abernanit Cave

You got me this far. I can swim the rest of the way to Gnaar Mok once I've rested a bit. From there I'm taking the first ship back to Hammerfell. I wish I could thank you for rescuing me, but the bandits took everything I had.

Finished exploring the cave, found a few greater soul gems, but else nothing worth getting excited about.

So while she was "resting" in the swamp, I decided to return to Balmora, and take some time off there.

Next area to search:

Vicinity of Hla Oad, especially south of Hla Oad where I haven't been. First found the smuggler ship Grytewake which I didn't have any business with.

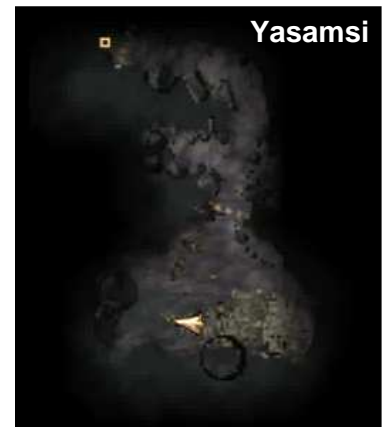
Directly south of Hla Oad, at the southern tip of the small peninsula found the Anc. Tomb [Heran](#), with a shrine to St. Veloth, a learning book for Medium Armor and little else.



(Rescuing Dandsa is actually an Imperial Legion quest, from Fort Moonmoth)



A short way east of Heran found Yasamsi, a standard bandit cave.



Many grand soul gems, and some good (exquisite / extravagant) clothing items.

Also found “Julielle Aumine’s Amulet”, which is part of a completely different quest (Imperial cult)



Found that the area nearest to the coast was explored, so crossed the Odai river using the bridge here (BTW, here’s the best route from Balmora to the west coast, avoiding the mountains.) A little distance south of the bridge found Samarys Ancestral Tomb, with a shrine to St. Veloth.



Samarys Ancestral Tomb

This Tomb also contained “Urn of Lord Brinne”, which was trapped, and contained the “Mentor’s Ring”, with a constant effect of Fortify Intelligence and Willpower 10 points. Nice ... Use this in place of the Moon-and-Star. The Urn also contained key to his chest (which I’d already opened) and Lord Brinne’s Ashes, which I suppose is needed in some quest, but I left them for now.

Ascending the hills, hit the Seyda Neen – Balmora road, and in the pass, [Zainispilu](#), another bandit cave. (Midways to Seyda Neen, directly east of the bridge.)



Zainsipilu

Slave
pen



Many soul gems (all sizes), master & GM lockpicks and probes, learning book Security. Guard had key to slaves.

Next found Andrethi Anc. Tomb west-northwest of Balmora, close to Hlormaren. Not especially interesting, a shrine to St. Veloth, and inhabited by Vampires.

Nearby, Zanabi bandit cave, west of Balmora, south of Hlormaren.

Andrethi Ancestral Tomb



Zanabi



Good loot;
Various soul gems, good potions,
amulets ++.

Time-out in Balmora, sell, repair, store,
organize, rest.

Then headed for the islands outside
Seyda Neen.



Shrine of St. Veloth,
trapped some souls,
else nothing special

Shrine of St. Veloth, nothing special



Aharunartus:
Standard bandit cave, learning book on
medium armor.
Slave pen, key well hidden on top of
an ancient chest in the northwestern
room. When freeing the slaves got an
update on the Twin Lamps item.

Side quest (?) Twin Lamps, various Slave pens

Wuleen-Shei:

Will you let me go free ...

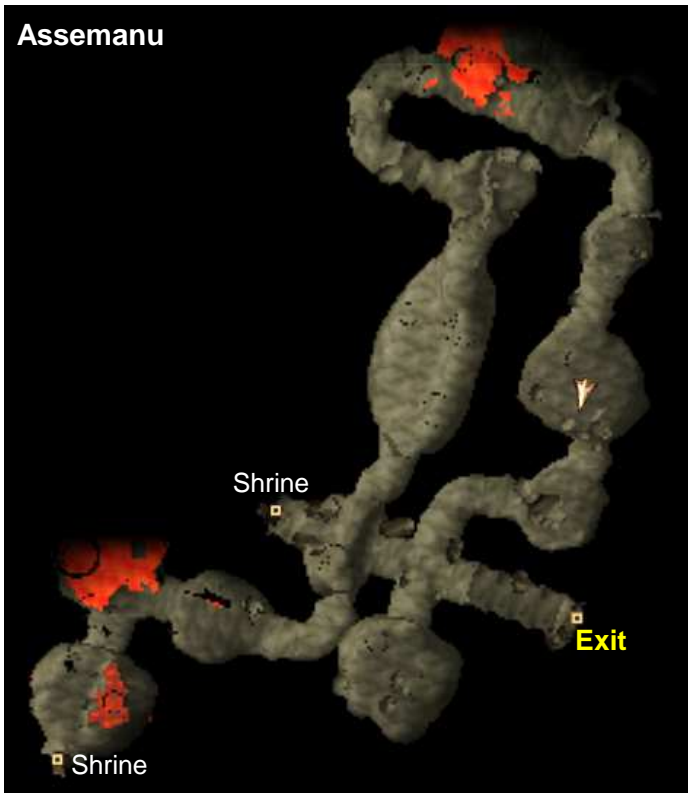
[Twin Lamps](#)

You do not know? Wuleen-Shei was sure... But you should remember.
If Wuleen-Shei asks, "Have you seen the Twin Lamps?", you say
"They light the way to freedom"

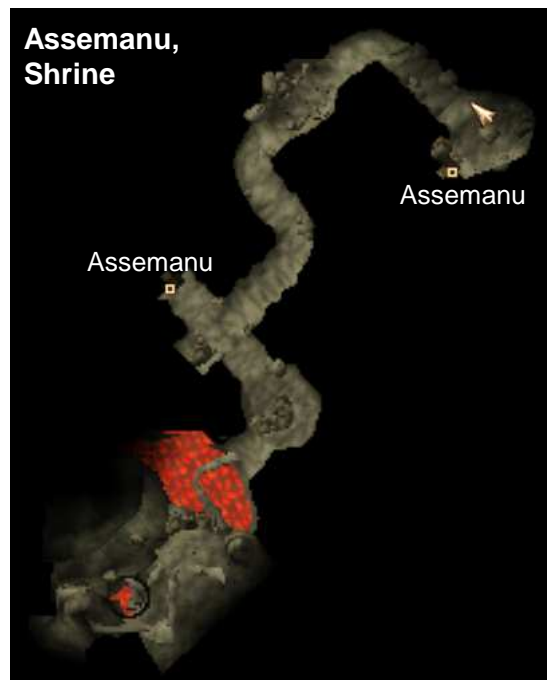
Continued southwards along the coast.

Along the row of islands, about the last island southeast of Seyda Neen found Assemanu, which turned out to be a Sixth House Base – perfect for filling some soul gems...

Assemanu



Assemanu, Shrine



Ash slave, Ash Zombie, Ash Ghoul, Ascended Sleeper, Frost Atronach, Dreamers, Dagoth Hlevul (Asc. Sleeper)

Need to fly / levitate some places.

Doors to shrine magically lock when entered – don't panic! Open door spell solves all imagined problems...

Back in Balmora my journal was updated that new info on my stronghold was available.

After sleeping (with the now routine encounters with first Ash Zombie, then back to sleep and two Dark Brotherhood assassins) I headed for Ald'ruhn.

Galsa Gindu:

The second stage of your stronghold is complete. Speak with me again when you need a stronghold fit for a House Redoran Councilor.

Athyn Sarethi:

You have won the support of some of the Councilors and you have built a stronghold. You deserve the title of **House Father**.

duties

To become a Councilor yourself, you must win the support of the remaining Councilors: **Miner Arobar** and **Garisa Llethri**. You should also speak with the Redoran Council Hall smith, **Tuveso Beleth**. She may have some duties for you.

House Redoran q18, Tuveso Beleth, Redoran Council Hall, Ald'ruhn

My son, Deval Beleth, wants to make the Ruddy Man Pilgrimage. I want to let him go, but he is young and needs someone to escort him to the Koal Cave. Talk to my son, and escort him to the Koal Cave, a famous pilgrimage site south of Gnisis.

[Deval Beleth](#)

Are you here to guide me to the Koal Cave? Shall we travel together? (YES).

Took a silt rider to Gnisis, waded across the fjord, and the only challenge was finding the target – hadn't suspected the entrance to be all the way down by the water. Once found Deval left me:

Let me stay here awhile. I will travel back to Ald'ruhn with another pilgrim.

House Redoran q18, Tuveso Beleth

Thank you for keeping my son safe on his pilgrimage. Please take this sword with my gratitude.
(Got Steel Firesword)

House Redoran q19, Tuveso Beleth, Redoran Council Hall, Ald'ruhn

Giras Indaram owes me for several repairs to his armor. I have asked him to pay the debt, but he refuses. I cannot seek redress from a Councilman, since Giras' brothers are among the most respected Buoyant Armigers. I need someone to make Giras Indaram pay his repair debts.

Go speak with Giras Indaram at the Buoyant Armiger's stronghold in Molag Mar. Hw owes me 2000 drakes for repairs to his armor.

First person I met in the Armiger stronghold in Molag Mar, Ervesa Romandas:

Earendil, Nerevarine? Ptui. Lies and superstition. Why do you defy Temple teachings? And, worse yet, now we learn you are an agent of the Emperor, and an outlaw. I warn you. Just because I talk to you, don't think everyone will. Others reach for weapons when they see an outlaw and heretic.

- Giras Indaram might pay his debts if one of his brothers, Birer or Tidros, insists on it.

... Talked to brothers without any progress, then found Giras downstairs, second door from right:

Giras Indaram:

I'm not paying those armor repair debts.

I already told you why. I'm not paying this debt until I'm ready. And not one moment before.

Then when I addressed Tidros Indaram:

If Giras owes a debt, why are you asking me about it? (Giras refuses to pay his debt)

Alright, perhaps I can talk sense into my brother. Just tell him I said that paying the debt would be the honorable thing to do.

Back to Giras:

Alright, if my brother says so, but I still won't pay the debt unless you can prove by combat that I owe it. I challenge you to a duel. Right here, right now. (I accept your challenge).

Alright. We will fight until one of us says hold!

(Saw this coming ... so I had brought a rotten sword to fight him with – Goldbrand would kill him in two strikes – and I only want to hurt him enough that he gives in...)

... I concede. Take these 2000 drakes and give them to Tuveso Beloth.

But he was foolish enough to continue fighting – actually pursued me, but fortunately not out the door.

House Redoran q19, Tuveso Beleth

Do you have the debt money from Giras Indaram?

You do? Well, I must say I'm very impressed, Earendil. Here, why not take this glass sword I've been working on.

(Got Glass Frostsword)



During this mission, leveled up to **Level 43**.

Next went to Llethri manor, to seek support from Garisa Llethri.

Llethri Manor, Entrance



1. Bedrooms
2. Private Quarters
3. Guard Quarters
4. Entrance
5. Garisa Llethri

Llethri Manor, Private Quarters



House Redoran q20, Garisa Llethri, Manor District, Ald'ruhn

If you want my support to make you a Councilman, you will have to perform a great service for House Redoran. I believe the Caldera ebony mines should be shut down. First I want you to find evidence that there is corruption at the mines. Since the mines are run by the dishonorable House Hlaalu and the Empire, I am sure there is corruption. Do not take any other actions until you have delivered the evidence of corruption to me. ... Look for journals or record books. Interrogate the miners. I am sure there is corruption there, and I have faith that you will find it.



Shortest route to Caldera – asked around about “evidence of corruption”, but got no good answers, so went to the mines.

1. Mining Company Office
2. Mining Bunkhouse Upper Entrance
3. Mining Bunkhouse Lower Entrance
4. Slave Shack One
5. Slave Shack Two
6. Mining Guard Tower
7. Caldera Mine Entrance

Found [Dahleena](#) in slave shack two – turned out to be the right person to ask:

You want evidence? Dahleena tells you where to get it. Odral Helvi has a chest on the second floor of the Governor's Hall. Unlock the chest and you will find a book. A record book. Bring this book back to your friend and watch his eyes when he smiles.



→ Governor's Hall, up stairs, found Odral Helvi's chest (trapped and locked, level 40 – no challenge at all, and nobody saw me.) Found the Ledger Book and brought it back to Garisa Llethri.

House Redoran q20, Garisa Llethri

Ah, I see you found the evidence I was looking for.

Good, yes, very good. This book shows that the Hlaalu are taking more ebony than they report to the Empire.

House Redoran q21, Garisa Llethri

Now that I have this evidence, I want the Caldera mines shut down. Return there and find a way to halt the mining. If the Hlaalu complain to the Duke or the Empire, we can show them these books to justify our actions.

So directly back to Caldera, and asked the first person I met, which incidentally was a guard, about “halt the mining”,

Dahleena the Khajiit runs the slaves here. We’d be hard pressed to find another slave like her. Uh... why do you ask?

With this information, returned to Dahleena, and asked the same question:

Shut down the mines? Dahleena is head of all slaves. Let Dahleena go free and there will be no more mining!

But had to find a key, and haven’t found a clue to that... Searched around, and found the slave key on the table in the dining room on the ground floor of the Bunkhouse – and nobody else there.

Dahleena

You have the key. Will you let me go free? (YES)

Yes, Dahleena is free! You are a good friend of Dahleena. Dahleena leaves when the moons are right.

... Returned to Ald’ruhn:

House Redoran q21, Garisa Llethri

You have freed the head slave Dahleena? Interesting choice. Good slaves are so hard to find these days...

I expect the Hlaalu will not resume mining for at least a month. You have my support on the Council, and

I want you to keep these fine boots made from the blood of Red Mountain.

(Got Ebony Boots)

Next mission: Get the support from the last of the Councilors, Miner Arobar.



1. Entrance
2. Guard Quarters
3. Private Quarters
4. Bedrooms
5. Miner Arobar



House Redoran q22, Miner Arobar, Manor District, Ald’ruhn

I’ve heard you were asking for support on the Council. I respect you personally, but I cannot give you my support.

(When asked about Redoran Councilors, got a copy of the book “Red Book of 3E 426”)

Puzzled by his (lack of) response, consulted Athyn Sarethi:

Miner Arobar did not even consider your case? This is troubling. I believe from this and from his recent votes on the council that Miner Arobar may be under Telvanni influence. Go to Sadrith Mora and find out who is influencing Miner Arobar and how.

Hence went to Sadrith Mora – found out that most people there were less than helpful, actually they appeared to dislike me outright. But I managed to raise the disposition of some (all the way to > 90).

One of the Telvanni guards in Sadrith Mora (after disposition raised to 84)
I heard that Master Neloeth has some influence on Miner Arobar.

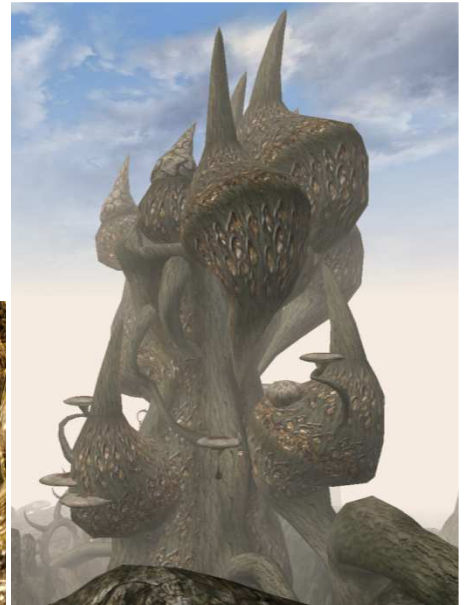
Anruin, Sadrith Mora (after disposition raised to 93)

[Miner Arobar](#)

I've heard a rumor that Nartise Arobar is being held hostage by one of the Telvanni.

On [specific place](#) ... Tel Naga is Master Neloeth's wizard tower.

**Tel Naga,
Great Hall**



Found Nartise Arobar in the Great Hall of Tel Naga – freely accessible, but guarded by three guards. When addressing her: Please help me. I am being held hostage by Master Neloeth. If you can get me out of here and we travel together to the Telvanni docks, my father will reward you.

** Once I agree to “travel together” the guards attack, and Nartise will jump into the fight, most likely getting herself killed. So the best way to handle this, i) “travel together” ii) notice the guards are ready to attack iii) “wait here” iv) dispose of guards v) “travel together” – follow her to the docks, no later problems (Don't think this can be done without killing the guards. But I'm worried how Master Neloeth is going to receive me when I run for Hortator...) ... Nartise found her own way home – I returned:

House Redoran q22, Miner Arobar

You have rescued my daughter, Earendil. I must apologize for the way I treated you. I will gladly offer my support to make you a Councilman. Please take this amulet as a sign of my support. Also take this Redoran Master Helm. All the Redoran Councilors have a Master's Helm for rituals and public appearances.

(Got Arobar's Amulet and Redoran Master Helm)

Time for a final meeting with Athyn Sarethi:

-- You have a good stronghold and you have the support of all the Councilors except for Bolvyn Venim. You deserve to be a **Councilman** of House Redoran.

[Bolvyn Venim](#)

While we often disagree on the Council, he is the best general House Redoran has known for many generations. Bolvyn Venim brought House Redoran back from the brink of defeat... Alas, no man is perfect. He kidnapped my son. He is harsh on his servants. There are other crimes I am honor-bound to keep secret. I believe you would make a better Archmaster. You temper your strength with mercy.

[duties](#)

You have won the support of all the Councilors save one, Archmaster Bolvyn Venim. He will never allow an outlander to become Archmaster of House Redoran. The only way to win the leadership of House Redoran for yourself is to challenge Bolvyn Venim to a duel.

(Note: I can't avoid this, as I would have to defeat him in a duel to become Hortator anyway.)

House Redoran Stronghold, Galsa Gindu

I am ready to give you a stronghold fit for a House Redoran Councilor. But first you must speak with Hetman Guls at your stronghold. Ask him what must be done to attract more settlers.

...

Hetman Guls

We are happy here, but the town would prosper if there were more women. Most men are single and need wives. I am sure there are many single women in Ald'ruhn who would move here. You could ask there. If you cannot find any wives, you could buy slaves in Tel Aruhn and bring them here. Many would prefer marriage over slavery.

Back in Ald'ruhn, Dandera Selaro suggested I ask Fathusa Girethi at Ald Skar Inn.

...

Fathusa Girethi

-- I understand what you're asking, and I'm not offended. But I'm not sure I should leave Ald'ruhn.

(raised her disposition to 92)

Wait. If I understand you, you're saying that this 'Inarys Manor' has a dozen eligible men. And there are only a few women there. And you want me to move there to find a husband, right? (That's right)

Okay, I agree. Just let me take care of a few things here in town, and I'll pay a visit to Indarys Manor.

... Then asked a new person, Shashev, who suggested I ask Aryni Orethi. Many have, but she has refused them all.

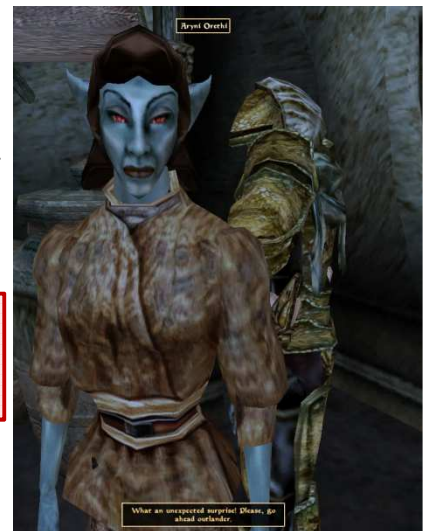
(Aryni Orethi's house was locked, but while I stood there wondering if I should attempt to pick the lock, she fortunately turned up)

Aryni Orethi

-- I must admit I'm interested in your offer. But not quite interested enough to accept.

(got her disposition up to 99)

Okay. I might as well try looking around Indarys Manor. There certainly aren't any real men around here.



House Redoran q23, Bolvyn Venim, Manor District, Ald'ruhn

You will never be the Archmaster of House Redoran. Meet me at the Arena in Vivec where I shall prove my right to rule in a duel to the death.

Probably not the smartest decision he's done, but definitely the last.

Traveled to the Arena in Vivec, and defeated him without much effort (don't think I even got hurt myself). So this was one challenge he should have avoided.

(Didn't loot him as that could have been seen as dishonorable – but I know he had some hefty stuff...)

Returned to Athyn Sarethi, advancement:

You are the **Archmaster of House Redoran**.

choose a Hortator

A Hortator is chosen by consensus. Everyone has to agree. A single 'no' is a veto. First a Great House has to choose a Hortator. Then that Hortator has to go persuade the other Great Houses to agree to name him Hortator of their houses, too.

Blades q12A, Redoran Hortator, Athyn Sarethi, Ald'ruhn

As you are already the Archmaster of House Redoran, you shall be the Hortator of House Redoran. I hope you are as successful in persuading the rest of Morrowind to unite against Dagoth Ur and his blighted hosts. On behalf of the house and council, take the **Ring of the Hortator**, a token of your office. By this ring others shall know you as our chosen champion.

I also have a **sealed package** for you. I do not know what it contains, but I received it from a contact in the highest ranks of the Temple. My guess is that it has something to do with the Temple's position on your claim to fulfill the Nerevarine prophecies. And here is a copy of a recent **public notice** identifying you as an Imperial agent. I am satisfied of your sincerity, but I warn you that others may not be so understanding.

Public Notice

WELL-BELOVED PEOPLE OF MORROWIND!
TAKE HEED!
TAKE WARNING!

The outlaw named Earendil, stated trade of Adventurer, lately called 'Incarnate' and 'Nerevarine', now is shown to the investigating Ordinators and Magistrates of this district to be agent in the pay of the Imperial Intelligence Service. This outlaw's claims are false. The prophecies this outlaw cites are discredited. The dishonest character and base purposes of the outlaw in perpetrating this hoax are now made clear to all observers. Earendil is sought for various crimes by Ordinators and town guards. Report all encounters with this outlaw to the proper authorities. If you see this outlaw in public, give the alarm.

Published by the authority of the Temple, the Order of the Watch, Magistrates of Vvardenfel District, under the signature and authority of Grandmaster Berel Sala, Captain of the Watch.

Hear and Heed!

Note from Archcanon Saryoni

[a package sealed with an anonymous wax seal, containing a single-page, unsigned note]

[on the cover of the package]

To the Outlander lately proclaiming his identity as the Nerevarine, to be delivered with haste –

[the note itself]

The assertions made being in direct contradiction of the doctrine of the Tribunal, namely that you are the Nerevarine, the reincarnation of the Sainted Lord Nerevar, are, in addition to being against Temple teaching, incredible and implausible in the extreme.

The revelations made by the Inquisition, namely, that you yourself are in fact an agent of the Imperial Intelligence Service, otherwise known as the Order of Blades, lately made with substantial evidence by the Lord High Archordinator, Berel Sala, further calls into question the validity of and motivation behind your claims.

However, as incredible as your claims are, as much as they are in direct contradiction of the teachings of the Temple, and tainted as they are by the inferences to be made upon your close association with the covert policies and interests of the Emperor, the interests of the Temple and its leadership, and in particular, the interests of His Immortal Lordship, Vivec, are best served by a close and personal examination of the claims being made, and close and personal examinations of the motivations and character of the claimant.

The Temple, through its examinations of its records, in particular, the records of the Heirographa and Apographa, is intimately familiar with the many and varied claims of signs and feats that would mark the Nerevarine according to prophecy.

Therefore, in the event of the fulfillment of certain of those most remarkable and scarcely credible claims – namely, that the claimant should, at one time, be the acknowledged holder of several ancient titles of power and authority of the Dunmer people, to wit, Hortator of the Great Houses and Nerevarine of the Ashlander tribes – the Temple proposes that the claimant of the identity of the Nerevarine shall present himself for inspection before his Reverend Honor, [Archcanon Lord Tholer Saryoni](#), High Archcanon and Chancellor of Vivec, Archcanon of the Canonry of Vvardenfell, Arch-Priest of the High Fane, for a review and consideration of his claims and identity. However, until such time as the claimant actually has been named Hortator separately and jointly by the three Great Houses of Vvardenfell, and at the same time has been named Nerevarine separately and jointly by the four tribes of the Ashlanders, there is no purpose in reviewing or discussing these claims.

Because of the Temple's official position on the prophecies of the Nerevarine, and in the interest of preserving the security of the claimant from those parties who might wish to do him harm, it is convenient that the claimant of the title Nerevarine shall present himself in secret to Archcanon Saryoni *in the archcanon's private quarters* in the High Fane of Vivec.

To signify agreement with these terms and conditions for a meeting with the archcanon, the Nerevarine claimant may present himself to the healer of the High Fane of Vivec, [Danso Indules](#), and the necessary arrangements will be made. Once again, no purpose is served by a meeting until the claimant is named Hortator of the three Great Houses and is named Nerevarine of the four Ashlander tribes.

written at the request of and in the name of his Reverend Honor Tholer Saryoni, Archcanon and Chancellor of Vivec, Dileno Lloran, priest of Vivec, assistant to the Archcanon.

While near, checked up on the stronghold:

House Redoran Stronghold, Hetman Guls

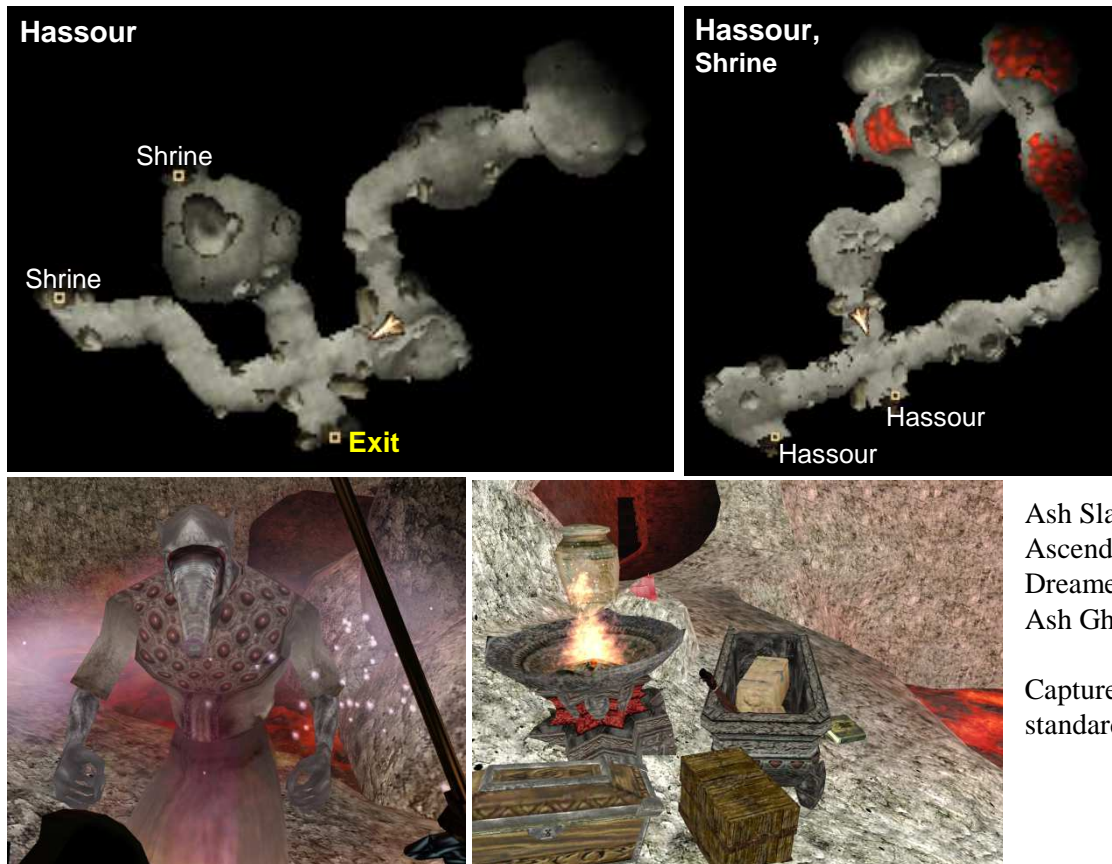
You have found women who will move here to Indarys Manor. I will tell the others. Now the settlement around Indarys Manor will grow and prosper.

...

Galsa Gindu

So, Hetman Guls is satisfied. I will give the orders to begin the last stage of your stronghold.

Went back to Balmora, and explored the only remaining cave nearby – [Hassour](#) southwest of Fort Moonmoth (in the Foyada to Pelagiad), which I had passed several times already. This turned out to be a Sixth House base.



Ash Slave, Ash Zombie, Ascended Sleeper, Dreamers, Greater Bonewalker, Ash Ghoul, Dagoth Fovon

Captured some good souls, else standard.

Aided by official hints, I now know that two of the Dagoths I had eliminated also influenced some of the sleepers I had been assaulted by – also got a list of who and where.

With the Dagoths dead, these sleepers now act “normally” for the rest of the game.

Unfortunately (for them) at least two of them had already attacked me (in Balmora), so I had to kill them in self defense. At least I could never find the Balmora sleepers.

Dagoth Fovon’s death also means I can now sleep in my bed in Balmora without being attacked by ash beasts (the Dark Brotherhood has another source and continue to bother me, and get me some good income).

Most of these people / sleepers were found wandering randomly around in a general area, only a few were in fixed locations. I talked to these people when I was in the general area anyway, so order may be random.

The response was the same from all of them:

“I feel as though I’ve just awakened from a dream... a terrible dream of the Sixth House.

... Do you mean... have I been ... under a spell? A curse? And this was caused by Sixth House cultists? Good grief. What have I done... I hope... but I haven’t thanked you. Please forgive me. I have nothing to offer but my thanks. But I will tell everyone I know how you have saved my life.

And I got one reputation point.

Sleepers influenced by Dagoth Hlevul (in Assemanu)

- Alvura Othremin Vivec Arena Waistworks
- Daynasa Telandas Arano Plantation near Suran, cultivating fields
- Eralene Hledas St. Olms Canal North-One
- Neldris Llervu Suran wandering on the street
- Nelmil Hler Vivec Redoran Waistworks, in entry hall
- Relur Faryon Vivec Hlaalu Canalworks, random wandering
- Vivyne Andran Vivec St. Delyn Waistworks, random wandering

Sleepers influenced by Dagoth Fovon (Hassour)

- Dralas Gilu Pelagiad, random wandering
- Drarayne Girith Plot and Plaster, Tel Aruhn
- Llandras Belaal Balmora, probably dead
- Rararyn Radrys Balmora, probably dead (house locked and empty)

My (Caius') house in Balmora is by now pretty overloaded with surplus stuff – and so I thought that as I had removed Dura gra-Bol in an early quest, he really doesn't need his house at all. So decided to use that house as an alchemy / enchant base. Moved all my ingredients and enchant-potentials to his house.

The ingredients were stored at crates / barrels on the top floor:

- Left crate: Ingredients for Fortify Luck and Fortify Intelligence
- Right crate: Most other ingredients
- Sack by crates: Overflow from crates
- Barrel in the corner: Rat meat, Hound meat, Racer Plumes
- On floor by stairs top level: Alchemy apparatus

- Chest on ground floor: Filled soul gems
Rings, amulets, some clothes
- Bed on ground floor: Clothes for enchanting

Racks, shelves: Temporary storage for potions I have made.

Now that helped for systemizing my stuff. Will still use Caius' house for sleeping, overflow weapons and armor and other stuff. But have sold the bottles and mess lying around.

With improved organization, took an alchemy training session, got Alchemy skill up to 65, and as a bonus can now identify all four effects of ingredients – so my alchemy spreadsheet must be updated...

Next, ready for the Hlaalu Hortato quest. This has a natural starting point here in Balmora, at the Hlaalu Council House.

Blades q12B, Hlaalu Hortator, Nilen Dorvayn, Hlaalu Council Manor, Balmora

I am Nilen Dorvayn. I keep business going here in Balmora while the Hlaalu Councilors are away. Which is most of the time.

Here's a recent edition of the Yellow Book of Great House Hlaalu. It lists the current Hlaalu councilors and their residences. I might tell you more for a small consideration.

(Got Yellow Book of 3E 426 / Bribed her 50 drakes)

The one you should speak with is Crassius Curio. His manor is in the Hlaalu Plaza in Vivec. Of the Hlaalu Councilors, he is the one most likely to listen to your requests, whatever they may be.

Yellow Book of 3E 426

Hlaalu Councilors:

- Veland Omani Omani Plantation, Elmas Island, Southeast of Vivec Telvanni
- Dram Bero Secretive, somewhere in Vivec
- Crassius Curio Vivec Hlaalu Plaza
- Yngling Half-Troll Vivec St. Olms Canton Plaza
- Nevena Ules Ules Manor, west of Suran

Blades q12B, Hlaalu Hortator, Crassius Curio, Hlaalu Plaza, Vivec

Yes, I'm Crassius Curio, but you can call me Uncle Crassius.

(Admire Success, disp 76)

A Hortator is chosen by consensus. Everyone has to agree. A single 'no' is a veto. First a Great House has to choose a Hortator. Then that Hortator has to go persuade the other Great Houses to agree to name him Hortator of their Houses, too. A very difficult system. No Great House wants to give the honor to a member of another Great House. But luckily, it's mostly honorary, and doesn't cost a House anything. So it might not be that bad after all.

Hlaalu Hortator

A Hortator is a Great House war leader. It's an ancient tradition, seldom invoked in modern times. ... You want to be a Hortator? A pity. Orvas Dren does *not* want you to be Hortator. And very few councilors would be willing to risk Ser Dren's disapproval. But your eloquent passion, your exquisite vulnerability moves me to risk all, and defy Orvas Dren. Yes, sweetie, I will name you Hortator. But I have something to ask of you...

Will you give me ... a kiss? (Oh, all right...)

How tender and thoughtful! You've made me the happiest fellow in Vivec (disp. 100...) And now, pumpkin, it's time for *your* gift... And I have just what you want. In my formal capacity as Councilor of House Hlaalu, I give you my vote for the title of Hortator. Perhaps I can also give you a little suggestion?

I am sure you can persuade Dram Bero to support you as Hortator... if you can find him.

Orvas Dren has Nevena Ules and Velanda Omain in his pocket. You might want to make a little trip to the Dren Plantation before talking to them. And then there's Yngling Half-Troll.

[Orvas Dren](#) is the head of the Camonna Tong and lives in a plantation in the Ascadian Isles.

You may be able to bribe him or trick him. He despises the Empire, and I have heard rumors that he has made some kind of deal with the Sixth House.

[Nevena Ules](#) lives in Ules Manor, near Suran.

[Velanda Omani](#) lives outside Vivec on Elmas Island. East to mainland from Telvanni, then south.

[Dram Bero](#) is very secretive. He lives somewhere here in Vivec.

[Yngling Half-Troll](#) is a foreigner like me, but he simply doesn't understand the Dunmer like I do. If you were to dispose of him, the other councilors would not be upset. If you kill any of the rest of us, of course, it is a different story. He lives in Yngling Manor in St. Olms.



Blades q12B, Hlaalu Hortator, Yngling Half-Troll, St. Olms Plaza, Vivec

[Hlaalu Hortator](#)

A Hortator is a war leader for a Great House. Why? (Tell him your story)

That's a touching story, but if you don't have 2000 drakes, you won't get my vote.

(Give Yngling 2000 drakes)

A pleasure doing business with you, Earendil. And I'm a man of my word. You got my vote for the office of Hortator of House Hlaalu. Once you get everyone's vote, talk to Crassius Curio.

Asked everywhere about Dram Brero. First got a response "He's been seen in the St. Olms Canton". Then, in St. Olms Plaza; "I don't know where he lives, but I've seen him at the top of St. Olms". Checked everywhere in St. Olms, and at the end the only place I hadn't checked was the Haunted Mansion. Turned out the door to the inner area was locked (level 50) so was a little suspicious. But lo and behold – after looking a little around in the Haunted House, found he actually lived there.

Blades q12B, Hlaalu Hortator, Dram Bero, Haunted House, St. Olms Plaza

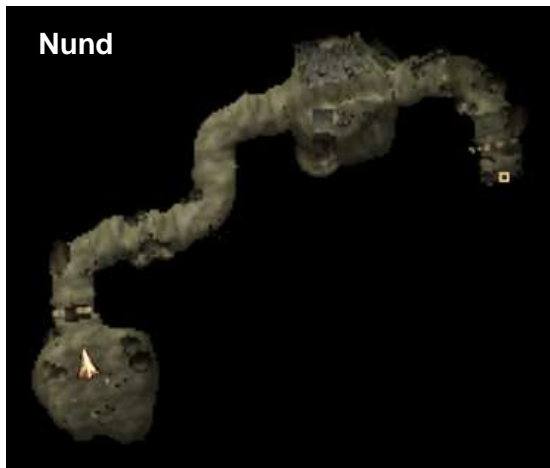
(Admire success, disp. 81)

[Hlaalu Hortator](#)

A Hortator is a war leader for a Great House. You have found me, and that means you are resourceful. I will vote for you as Hortator. But my vote alone means nothing. Yngling is a fool. You may bribe him or kill him. Crassius Curio is a man of passion, and can be manipulated. But Velanda and Nevena are Orvas Dren's creatures, and they will do nothing without his approval.



On the way to the Omani Manor, directly east of the St. Olms Canton, stumbled across another cave – Nund. Turned out to be quite an ordinary bandit cave – found some soul gems (one grand) and lots of ash statues, and a learning book for Acrobatics. On the way out met Lesley, a friendly healer. Some scrolls and books nearby which I thought was his so left alone. One learning book in Restoration.



Then found Omani Manor where it should be, and met with Velanda Omani.

Blades q12B, Hlaalu Hortator, Velanda Omani, Omani Mansion

(Admire fail)

[Hlaalu Hortator](#)

That's a title given to a war leader among the Great Houses. Why are you interested? (Tell story)

That is a very interesting story you tell. And your Moon-and-Star is an impressive ring. Unfortunately I'm very busy at present. I will need to consult with my colleagues, but I'll give the matter every consideration.

(Admire Success ... same reply)

(Bribe Success – disp. 80)

(Tell your story and ask to be confirmed as Hortator)

That is a very interesting story you tell. And your Moon-and-Star is an impressive ring. I believe your story and credentials are genuine. But I will tell you frankly that I would never confirm you as Hortator without the approval of Orvas Dren. I depend on his patronage, and would not risk his displeasure.

Trodded over to the Dren Plantation.

Blades q12B, Hlaalu Hortator, Orvas Dren, Dren Plantation

[Hlaalu Hortator](#)

So you want to be Hortator of House Hlaalu. And you've come to me. You show unusual wisdom for an outlander. But what's the title of Hortator worth to you? Why do you want to be Hortator?

Now got three response alternatives:

Tell your story and ask to be confirmed as Hortator

To defeat Dagoth Ur and bring peace to Morrowind

To defeat Dagoth Ur and protect Morrowind from the Empire

Alt. 1: "It's the worst story I've heard. Goodbye"

Alt. 2: Orvas Dren attacks, and if you're not careful the entire mansion joins in.

Alt. 3 appears to be the "correct" one (although killing him is OK too.)



Blades q12B, Hlaalu Hortator, Orvas Dren, Dren Plantation

(Alt. 3) (disp. 28 → 95)

I have long believed it was a mistake to turn from the old gods. Perhaps Azura is with you after all. And perhaps not. I will tell you that I've spoken with Dagoth Ur. He promised me the same thing. That he will drive the foreigners from our lands. But I am not one to ignore opportunity, nor am I one to be troubled by rubbing two sides of a coin. If you are a Breton of your word, I am your ally. I will tell Velanda Omani and Nevena Ules to support you as Hortator of House Hlaalu.

On the way back to Omani Manor, met a man and his guar.

Side quest , Man and Guar, north of Vivec FQ

[Teris Raledran](#)

Pardon me! You look like you could use some extra cash. Perhaps you could be of some use to Rollie and me.

You see, Rollie and I are heading to Vivec to deliver this shipment of clothing to Agrippina Herrenia the clothier. Truly, it's some of the finest clothing you'll ever see...perhaps I could interest you in some? Well, regardless, I've heard rumor that the road to Vivec has become rather dangerous of late. Perhaps you'd be willing to escort the two of us? Rollie and I would be most appreciative, and would be willing to offer some compensation. (Certainly...)

There's a good fellow! See, Rollie, I told you there are still some good folks in these lands! Rollie's become such a pessimist in his old age, but I told him we'd find someone to help! When we get there, I'll reward you. How about the three of us get going? (travel together)



At the last road crossing north of FQ, Teris stopped:

-- Well, Earendil, we're getting pretty close to the city, and they don't let big ol' guar like Rollie here inside the walls. Seems a shame, since he's such a personal sort. Isn't that right, Rollie? Anyway, from here, you and I can travel on to Agrippina's alone.

But no way I could get Teris to follow me further. After several "travel together" conversations, each time he just stood there by the sign post and Rollie, and showed no signs to want to follow me. So in the end I called it a day and left him there – where he'll probably stand waiting till the end of the game. That way this quest was never completed – but I gave it a hard try.

On my own I continued to the Omani Mansion:

Blades q12B, Hlaalu Hortator, Velanda Omani

[Hlaalu Hortator](#)

Yes, of course. You wish to be named Hortator of House Hlaalu? No sooner said than done. You will, of course, need to receive confirmation from the other Hlaalu councilors. But I have every confidence in your ability to persuade them. Once all the councilors agree, speak with Crassius Curio again. He'll give you the Belt of the Hortator.

Then to Ules Manor west of Suran.

Blades q12B, Hlaalu Hortator, Nevena Ules, Ules Manor, Suran

I've just heard the news, Earendil. Congratulations on your... negotiations with Orvas Dren. What can I do for one as influential as yourself?

[Hlaalu Hortator](#)

Oh. Oh. Yes. Yes. Ser Earendil. The Hortator thing, right? They said, if I knew what was good for me, I would do as you asked. So, you want to be a Hortator? I make you a Hortator. I vote for you. That's all I have to do, right? Once all the councilors agree, make sure you see Crassius Curio.

Finally, back to Crassius Curio in Vivec Hlaalu Plaza.



Blades q12B, Hlaalu Hortator, Crassius Curio, Hlaalu Plaza, Vivec

Well. If you are the Nerevarine, why haven't you fulfilled the prophecies? Surely you haven't forgotten. You haven't done something foolish, have you? You mustn't be shy, dumpling. I've heard that Archcanon Tholer Saryoni, the High Priest of the Temple, is *very* upset, and that he is hoping you will come speak with him at the High Fane here in Vivec City. Maybe that would be a good idea. Don't you think?

[Confusing – if not... have heard through the grapevine that if you're level more than 20 and have a reputation of at least 50, you can or will bypass the fourth and fifth trials and become Hortator / Nerevarine automatically. I'm level 43 and reputation is 53 or thereabouts, so sounds reasonable. But then I would have to skip lots of quests – and I don't want *that!*]

Hlaalu Hortator

All the councilors agree? Splendid! I'm so happy for you! What an honor! But no more than you deserve, pumpkin. And now, I have a little treat for you. It's a belt given to the Hortator of House Hlaalu. Jusrt snug it around that supple little waist. Now, I know you have important things to do, but don't be a stranger. Don't neglect poor, lonely Uncle Crassius, your devoted admirer.
(Got Belt of the Hortator, Fortify Magicka 20 pts)

With two Hortator titles in the bag, went to Sadrith Mora to commence the quest of becoming a Telvanni Hortator. Immediately saw that people were much more fiendish here – the typical starting disposition would be some 25, and some times as low as 5, with not a chance to raise it. So most of the conversations I had in this area would be of the kind: Save – Admire – if success save and repeat – else reload and repeat. Fortunately my skills were so good that I succeeded in raising disposition most of the times – often as high as 80 – 100 (which often also was necessary to gain anything.)

Natural starting point was Telvanni Council House. Spoke to Dalyn Arvel (disp 100):

House Telvanni

We don't care about politics. We don't care what others think. We just want to be left alone. And our wizard-lords and their mercenaries make sure no one bothers us.

All the Telvanni Mouths and most Telvanni service providers are here. Councilor Mage-Lord Master Neloth lives in Tel Naga, the wizard Tower in the center of town.

Moon-and-Star

The enchanted ring called Moon-and-Star – or One-Clan-Under-Moon-and-Star, as the Ashlanders call it – was forged for the hero Nerevar by one of the Dwemer Sorcerer-Priest Kagrenac's smiths, and blessed by the Daedra Lord Azura. The ring gave Nerevar supernatural powers of persuasion and indisputable proof of identity, since any other who tried to wear the ring would be killed instantly.

The lower levels of the council house was occupied by Tribunal Temple and cult, which were of minor interest to me now. So after messing around a bit found my way to the top level, where after a while I discovered all the "Mouths" were standing on platforms around the room.

Felissa Ulessen (disp 90)

You'll have to speak directly to **Mistress Therana** about this. Her tower, Tel Branora, is south of Sadrith Mora, on the southeast point of Azura's Coast, on a long peninsula. I must warn you.

Mistress Therana is very eccentric. It is often hard to get and keep her attention. You'll do better if you try and keep her happy, and not distract her with long arguments.



Blades q12C, Telvanni Hortator, Raven Omayn, Telvanni Council House, Sadrith Mora

(disp 100)

All the Telvanni councilors must vote to choose a Hortator, and the vote must be unanimous. It's an old tradition, rarely used – never in my lifetime. A Hortator's duty is to lead a Great House in war, and we haven't had a war in a very long time.

Telvanni Hortator is a title given to a special champion and war leader among the Great Houses. Why?

(Tell story)

Good grief. We've heard talk about a reborn Nerevar for years, and thought it was just Ashlander superstition. You'll have to speak directly to Mistress Dratha about this. She lives at Tel Mora, a tower north along the coast. I must warn you. Mistress Dratha doesn't like men. Of any race. I suggest you do everything possible to improve her disposition before talking to her.

Here's a recent edition of the Brown Book of Great House Telvanni. It lists the current Telvanni councilors and their residences.

(Got Brown Book of 3E 426)

[Mallam Ryon](#) (disp 97)

You'll have to speak directly to [Master Gothren](#) about this. And right away. His tower, Tel Aruhn, lies just northwest of Sadrith Mora. You can fly, can't you?

[Galos Mathendis](#) (disp 89)

... That's not a pleasant story. And it means trouble is coming, for all the Great Houses. I'm afraid you'll have to speak directly to [Master Aryon](#) on a matter of such importance. His tower, Tel Vos, is north along the coast.

Started with Master Neloth, as he's the one located in Sadrith Mora. Entered Tel Naga (where I just had a rescue mission....), and found it quite confusing to find my way around. In the end found a hole in the roof where I could fly up (and encountered lots of unpleasant persons on the way), and finally found Neloth.

Brown Book of 3E 426

Telvanni Councilors:

- | | |
|-----------|-------------------------|
| • Gothren | Tel Ahrun, Archmagister |
| • Aryon | Tel Vos |
| • Neloth | Tel Naga, Sadrith Mora |
| • Dratha | Tel Mora |
| • Therana | Tel Branora |

Blades q12C, Telvanni Hortator, Master Naleth, Tel Naga, Sadrith Mora

(disp 90 after several fails and "leave now..." (started at 5))

[Telvanni Hortator](#)

Hortator? War leader of House Telvanni? Is that necessary? Why doesn't anyone tell me about these things? So. Do you want the job? Are you qualified? Good. Then go ahead.

I don't care. Be the Hortator. Now go away.

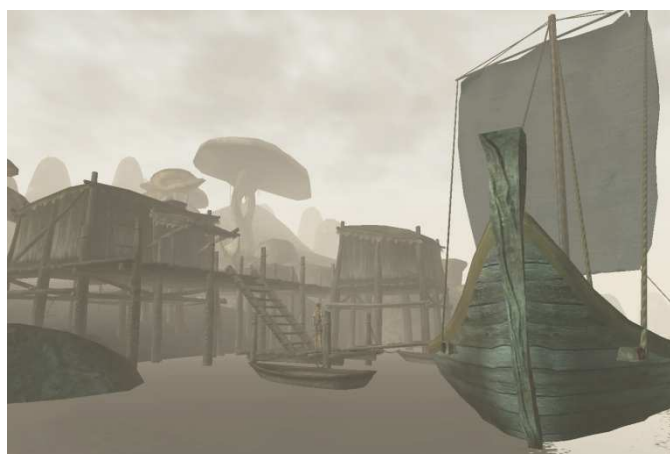


Glad the job in Sadrith Mora's done, I found a ship to Tel Branora.



Tel Branora

- | | |
|--------------------------|---------------------|
| S. Galen Berer, Armorer | 5. Upper Tower |
| T. Sethan's Tradehouse | 6. Fedar Davus' h. |
| 1. Giron Manas' shack | 7. Manos Vavyn's h. |
| 2. Eryvna Hlervu's shack | 8. Evos Goran's h. |
| 3. Tower Guardpost | 9. Seryne Relas' h. |
| 4. Lower Tower | |



Hard to find my way in this tower, as in all the wizard's towers. But eventually found "Upper Tower, Therana's Chamber". There I first met Felen Maryon, who sold some very good spells, there among Summon Golden Saint.

And Gils Drela close by, had a GM calcinator which I bought.

Then found Therana, and heeded advice from her Mouth.



Blades q12C, Telvanni Hortator, Therana, Tel Branora

(disp 97)

Telvanni Hortator

...it's a steel box, of course. You keep things like bittergreen roots in it, keeps 'em fresh, with a little netch blood. Or is that a hormador? Yes. Or spiders. In the box. Spider eggs. Keeps 'em fresh. With netch blood. You wouldn't have any with you, eh? Spider eggs? Nice fresh ones? So, go ahead. Show me the hordador. Hormador? You got it with you? Always happy to get some fresh spider eggs. Or spiders? When I was *much* younger, we grew our own spiders...

(Listen politely / Tell your story and ask to be confirmed as Hortator / Amuse her, then quickly ask to be named Hortator)

-- Goodness. Where did you learn to do that? Can you do it again? Oooo! Very pretty! Do it again! Oh, please? Please? Oh, certainly, I have a hormador here somewhere, if you'll just... Oh, you want to be a Hortator? Certainly. Go right ahead. Right after you do that thing again. That's amazing! Oh, goody, goody...



After this success took a time-out and returned to Balmora.

Back in Balmora, my journal was updated, informing that my stronghold was complete. So took a quick trip to Ald'ruhn to inspect my new settlement.



1. Berandas' h.
2. Indarys Manor
3. Raron's h.
4. Manor services
(Smith, Trader)



Then proceed with the Telvanni Hortator mission.

Traveled to Tel Mora to meet Dratha – who hates men.

First attempt a disaster – initial disposition 3 (three!) and admire fail resulted in she no talk with me. Next attempt after a reload a little better – managed to raise disposition to 100 after some admire and some bribes.

Blades q12C, Telvanni Hortator, Dratha, Tel Mora

What is this man doing here? Is it lost?

Telvanni Hortator

Oh, b' Vek. I think it's a man...

(Hurl yourself at her feet and plead for a hearing / Strike a manly pose and wink invitingly / Leave before something terrible happens) ... (disposition dropped to 90)

-- Oh, that's so pathetic. Look at the poor bunny. Oh, I suppose now we must be merciful, and at least listen to it. (Continue with your story)

-- Hmm. Well. I'm glad we listened. And glad you persisted. So there's something to those old prophecies after all. I shouldn't wonder. Pig-headed Battlemages don't pay attention to Lady Azura's portents as they should. And you are the foretold Nerevarine? Well, then. You shall be our Hortator. You have my vote. And my blessing. And this scroll. It will come in handy where you're going. (Got Scroll Summon Golden Saint)

Next to Tel Vos to visit Aryon (disposition 98 after some back and forth)

Blades q12C, Telvanni Hortator, Aryon, Tel Vos

Archmagister Gothren is the current head of House Telvanni. He has held this position for many years.

Telvanni Hortator

Yes, I understand. You are willing to take the responsibility, and I am willing to vote for you as Hortator. I think the other Telvanni councilors will also cooperate, though some might need a little persuading. Master Neloth is ill-tempered. Mistress Dratha doesn't like men, and Mistress Therana is losing her mind. Archmagister Gothren is another problem. He will not refuse you directly, but will delay indefinitely. I recommend that you to kill Archmaster Gothren.



That means only Gothren remains – went to Tel Aruhn. In the Tower, found two learning books, enchant and conjuration. When talking to Gothren, first raised his disposition to 90 – 100, then when I mentioned Hortator, it dropped to about 50, and repeat in an endless loop...

Blades q12C, Telvanni Hortator, Gothren, Tel Aruhn

Telvanni Hortator

Yes, yes. I know what a Hortator is
(Tell your story and ask to be confirmed as Hortator) (disp 96)
-- No. Wait. Let me think... Yes, I understand perfectly. Your story makes sense. Your proofs are persuasive... But a decision on such a remarkable matter is a grave responsibility, and not to be taken in haste. I will need some time to reflect and consider, and to confer with the other Telvanni councilors. Leave me.



After a few repetitions got his disposition up to 100, and the response was slightly different:

Blades q12C, Telvanni Hortator, Gothren, Tel Aruhn

Telvanni Hortator

(Tell your story and ask to be confirmed as Hortator) (disp 100)
Very well. I have heard your story. And you are not one of us, so I suppose I'll have to explain. Or you'll just keep annoying me. I have no intention of naming you Hortator of House Telvanni. It is not in Telvanni interests to name an unknown and unreliable outlander and outsider to such an important position. My opinion will not change. If you persist in bothering me, you will regret it. This discussion is over.
... I have not changed my mind. I do not intend for you to even be the Telvanni Hortator. Fulfill the prophecies in your next incarnation, Nerevar.

Continued bothering him a while, but now to annoy him so he attacked me. However, even with a disposition of 0 he didn't, so in the end I chose to draw my sword and see what happened. He was supposed to have some very powerful spells, but was disposed of before he managed to utter a word. The two dremora guards were also quickly taken care of, and then the guys in the next room started shooting and summon skeletons. But in the end everything was OK, though my health was close to zero. Firs had to check if my bounty status had changed, and fortunately my attacking this "friendly" guy had not resulted in a bounty on my head. So then, finally could save, loot the bodies and return to Aryon.

Blades q12C, Telvanni Hortator, Aryon, Tel Vos

Telvanni Hortator

I see you have gathered the votes of all the surviving Telvanni councilors. That means you are now the Hortator of House Telvanni. And I have something for you. It's called the 'Robe of the Hortator'. It is an anciant artifact, and hasn't been used in centuries. But I think you'll be pleased. I wish you luck, Hortator. I may even pray for you. (Got Robe of the Hortator)

Now a recall back to Balmora, where my next planned activity is a session of Alchemy and Enchanting. Both to raise skills and to gain some nice trinkets. Started by making fortify intelligence and fortify luck potions, and consumed those to have steadily increasing Int & Luck, resulting in better and better potions. (The first ones were of 44 points increase, the last ones almost 300). In the end had Int 7659 and Luck 4112. Then made "everything in sight" from the ingredients I had. After exhausting the ingredients pool, turned to enchanting. Started with the smallest soul gems and least powerful items, and increased power as my experience (enchant skill) increased.

In the end sat there with lots and lots of trinkets (which were surprisingly low priced) and lots and lots of useless potions, which though were of high value, so can contribute to my income pool with time.

The main goal of this session was to make some good constant-effect apparel in addition to useful trinkets (mostly amulets, as I have two good constant-effect rings, and BTW amulets hold the highest enchantments)



Current list, including found items:

- Fists of Randagulf Agi+20 / Str+20
- Moon-and-Star Pers+5 / Speechcraft+5
- Oreyn Bearclaw Helm Agi+40 / End+40
- Mentor's Ring Int+10 / WP+10
- Ebony Boots Strength Str+5 (actually 1-7)
- Glass Greaves Pers Pers+2 (actually 1-3)
- Exq Shirt Int Int+21 (actually 1-23)
- Exq Robe Str Str+13 (actually 1-16)
- Ebony Shield Mag Resist Magick 18% (actually 1-21)
- Exq Pants Feather Feather 20 pts (actually 1-23)
- Exq Belt Fatigue Restore Fatigue 7 pts (actually 1-8)

Downside: Every time my attribute gets damage, have to remove, restore attribute, re-equip (repeated until I get good enough values) – especially noticeable when meeting greater bonewalkers, which *always* damage my strength.

Also made amulets for the most used spells, so I'll hardly need to drain my magicka pool in the future. In the quick-menu I now have:

1. Amulet of Strong Heal (61-65 pts)
2. Good Fly amulet
3. Good Light amulet
4. Soultrap (target, 1 min)
5. Recall
6. Big Fireball
7. (Free for skill practice spell)
8. Water walk
9. Spell absorption

Quite content with the session, I discovered that I had a Magicka pool of more than 10000 points (!) due to the high intelligence. Which means I just have to practice spell casting which obviously costs next-to-nothing with such a pool. So practiced conjuration and destruction and leveled up to **Level 45**, and almost to 46 before the magicka store had disappeared (not because the spell casting, but the effect of the potions timed out).

Back to the main quest – time to travel to the Ashlander camps to become Nerevarine.

Guild guide to Sadrith Mora and ship to Tel Mora, walked to the Ahemmusa Camp. Apparently there's a confusion in the program here (bug), as the wise woman seems to think that I have already received the quest.

[Sinnammu Mirpal](#) (disp 100)

Yes, Earendil. Are you ready now for me to accompany you to Ald Daedroth?

[Nerevarine](#)

You are an outlander. It is no surprise that you do not know how to behave. But it is a surprise that you do not know how to listen. We will not speak of this until you have shown courtesy to my gulakhans.

The gulakhans of the Ahemmusa are [Kausi](#), Herder and Initiate; [Dutadalk](#), Hunter and Brother; and [Yenammu](#), Scout and Brother.

Blades q13B, Ahemmusa Nerevarine, Gulakhans, Ahemmusa Camp

Kausi

You claim to be the Nerevarine? Then find a safe place for the Ahemmusa. That would be proof enough for me.

Do you come to claim the name of Nerevarine? I hope you come to do the deeds of the Nerevarine. We need the deeds, not the name. You must speak to the wise woman, Sinnammu Mirpal. We are a poor, sad tribe, without an ashkhan, and led by a wise woman. And we are its gulakhans. We say this with shame, for we are as weak and helpless as children. Go to her, outlander. Tell her you will do the deeds of a hero, and save the Ahemmusa. Maybe then you will have earned the name 'Nerevarine'.

Dutadalk

Thank you, Earendil. You have made a safe place for the Ahemmusa. You have my thanks, and my support [?]

Nerevarine

Speak to the wise woman, Sinnammu Mirpal. Tell her you will find a safe place for the Ahemmusa. That is what I would wish to hear from one who wants to be named Nerevarine.

Yenammu

Thank you, Earendil. You have made a safe place for the Ahemmusa. You have our gratitude, and our support [?]

safe place

We need a place to go where our herds and people can be safe from the blight and blight monsters. For us, it is a matter of life and death. We hope some happy day the Nerevarine of prophecy will defeat Dagoth Ur, and cast down the false gods, and the blight will be gone, and there will be no more sick animals and monsters, and we can live here in peace. But if we do not find a safe place now, we will not survive to see that happy day.

Blades q13B, Ahemmusa Nerevarine, Sinnammu Mirpal, Ahemmusa Camp

Yes, Earendil. Are you ready now for me to accompany you to Ald Daedroth?

The Ald Daedroth Daedric site is a shrine to Sheogorath, the Mad Lord. The surface ruins are on an island a great distance north as the racer flies.

Nerevarine

I know the prophecies. I know an outlander, clanfriend of the Urshilaku, has done great deeds, and claims to fulfill those prophecies. Are you that outlander? And why are you here?

(I want the Ahemmusa to name me Nerevarine)

I will examine your proofs, and you will tell me your story. And if I am satisfied, according to custom, and with reference to the prophecies, I will name you Ahemmusa Nerevarine. But there will be a price. The Ahemmusa need a safe place, and you will provide that safe place.

In seasons past, when threatened, the Ahemmusa could take shelter in the ruins of Ald Daedroth. But now the priestess Hlireni Indavel has come and restored the Daedric shrine, and worshippers of Sheogorath dwell there, protected by terrible sorceries and summonings. First, you will go to Ald Daedroth and make it safe for the Ahemmusa. Then you will return, and I will accompany there, and if Ald Daedroth is a safe place for my people, then I will name you Nerevarine.

Hlireni Indavel

All I know is that she is a Dunmer, and she and her followers have defied the Temple's ban against the worship of the Four Corners of the House of Troubles, the four Daedra Lords, Mehrunes Dagon, Malog Bal, Malacath, and Sheogorath. Since so many Ordinators are busy fighting the hosts of Dagoth Ur at Ghostgate, many of the abandoned Daedric sites are once again inhabited.

make it safe

Remember... to make sure it's safe, I must accompany you to Ald Daedroth, and see for myself. If I die on my journey, it is not safe... and you shall not be named Ahemmusa Nerevarine.

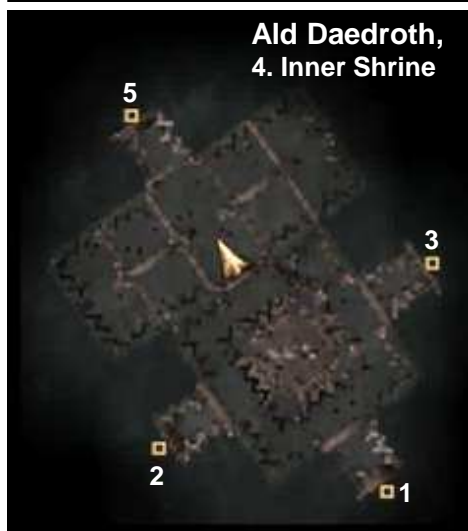
Water walked my way northwards, and after quite a walk arrived at Als Daedroth. Were met by a couple of guys outside:

Bethes Sarothil (priest-like)

Who are you, outlander? And what are you doing here? Are you here to worship at this foul shrine?

(I am the Nerevarine on a quest ... other replies possible, and perhaps this quest could be solved by diplomatics, but I didn't like the looks of them anyway... – disposition dropped from about 50 to 4)

-- No! You are the False Incarnate, and the Devil of Lies! You claim to be chosen by Azura, and savior of Morrowind, but you curse the Tribunal, call them false gods, and turn the people against their true protectors! You are nothing but a Dreamer and Deceiver, and mad servant of the Devil Dagoth Ur, and you must be destroyed! ... So he attacked and never lived to regret it. ... Another of the same kind.



1. Door to Outer Shrine
2. Door to Left Wing
3. Door to Right Wing
4. Door to Inner Shrine
5. Door to Antechamber

While exploring found that there were actually two different parties in here – which were fighting each other. So could just stand back and watch, and then take care of the winner...



In the Antechamber found this group of people, among them the person Sinnammu Mirpal had talked about:

[Hlireni Indavel](#)

Well, well, well. What do we have here? Do you have your invitation? Are you a Player of the Game? Or one of the Game Pieces? Or a humble Spectator?

[invitation](#)

Were you summoned? Or do you come of your own free will? It hardly matters... the party is open to all. But make sure you pay your respects to the host. And grab a drink from Lustidrike, over in the corner. Then feel free to mingle with the other guests, to join the dancing, chancing throng. I believe the ones in the gold masks are party crashers, but all are welcome to the Mad God's Masque and Bellicose Ball.

[Player of the Game](#)

Well, well, well. Do you have a game to play? Tell me...

(Offer to spare her life in exchange for shelter for the Ahemmusa.)

-- Ah. I see. You propose that I permit these poor Ahemmusa tribesmen to come take shelter here on the island, and in return, you won't kill me. So the game is 'Challenge and Bluff'. And given your rather impressive reputation, I hesitate to call your bluff. So, you win. I concede. I can't speak for the Ordinators, of course, but I promise you may bring the Ahemmusa here, and my followers will not harm them. I swear on the Mad God.

At this time had found so much good stuff that I temporarily dumped it by the statue of Sheogorath, 'cause I couldn't carry it all. Best prize: A daedric shield (second best shield in the game, AR 213, weight 45) dropped by a Golden Saint.

So next move, to statue, take all the stuff (seriously overloaded), recall to Balmora and take it from there.

The shield had to be enchanted, so repeated fortify intelligence and made myself an amulet of regeneration (1-3 points fatigue, 4 points health) which goes into quick-equip slot 7, and the Daedric Shield spell absorption 4 points, both constant effects.

With most attributes and skills topped out, being close to invulnerable and unbeatable, and with about 280K gold and all the enchanted items I need, I actually don't need anymore – so don't need to stress leveling up, and don't need loot, except to replace the few apparel parts which could be better. So from now on a more relaxing game, won't overburden myself with "unneeded" loot, and can concentrate on the main quest.

Still, for now my magicka pool was in the thousands again, so took it slowly back to the Ahemmusa camp while practicing spellcasting on the way. Met with the wise woman again:

Blades q13B, Ahemmusa Nerevarine, Sinnammu Mirpal, Ahemmusa Camp

Yes, Earendil. Are you ready now for me to accompany you to Ald Daedroth?

Have you made Ald Daedroth a safe place for the Ahemmusa? If I may pass in safety to the old sanctuary and see the great statue in the inner shrine, then the place is safe for my people. If Ald Daedroth is safe, are you ready for me to accompany you there and test with our lives whether it is indeed safe?

(Yes, please accompany me to Ald Daedroth)

Very well, Earendil. Now I will accompany you to the Daedric shrine on Ald Daedroth. And when you have brought me to the old sanctuary beneath the ruins, and I may see the great statue of Sheogorath in the inner shrine, then I will surely know that you have made Ald Daedroth safe for the Ahemmusa, and I will name you Ahemmusa Nerevarine. Go ahead, and we will speak further before the great statue.

An uneventful journey except for a few attacking cliff racers which we both handled without problems. So after a new long walk arrived in the inner shrine, and walked up to the statue.



Blades q13B, Ahemmusa Nerevarine, Sinnammu Mirpal, Ahemmusa Camp

I said I would accompany you, Earendil, to see if you had made Ald Daedroth safe for the Ahemmusa. You have fulfilled my conditions. Thank you, Earendil. The Ahemmusa shall be saved. And if you wish, now I shall name you Nerevarine of the Ahemmusa.

You have made this place safe for the Ahemmusa. And so I name you Ahemmusa Nerevarine, War Leader of the Ahemmusa, and Protector of the People. I also give you the Madstone of the Ahemmusa, which shall be a sign to all Dunmer, that you are the Nerevarine, and that the Ahemmusa shall follow you, in all things, even unto death, until the Enemy is defeated, or until you are dead. Now, I can stay only briefly. Soon I must return to the Ahemmusa camp and make preparations to relocate here.

Madstone: Sound 50 points for 20 seconds on touch.

The other two camps are further south, so quickest go there by recall to Balmora, Guild guide to Sadrith Mora, and walk / ship from there.

A quick walk through the Grazelands to the Zainab Camp. When there, took the opportunity to train both Armorer and Mercantile with the Smith (a good deal..., more than enough to level up). First talked to the Wise Woman.

[Sonummu Zabamat](#)

So you are the outlander who claims to fulfill the Nerevarine prophecies. Then my counsel is simple., and free. Speak to [Ashkhan Kaushad](#), for he has great curiosity about you.

Blades q13C, Zainab Nerevarine, Ashkhan Kaushad, Zainab Camp

So. You are Earendil. The outlander who claims to fulfill the Nerevarine prophecies. You are welcome to our hospitality, outlander. But you must tell us... how can an outlander be the Nerevarine?

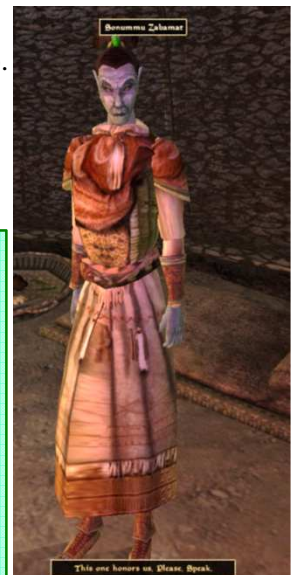
We know of the prophecies. We know there are many prophecies, all of them mysterious and obscure. Our wise woman, Sonummu Zabamat, has told her chief all about these prophecies, and given her interpretations. 'A certain day to uncertain parents'. 'The Curse-of-Flesh before him flies'. 'In caverns dark Azura's eye sees, and makes to shine the moon and star'. Standard prophet-talk. Voices and verses. Very interesting. But... true? Who can tell.

(Tell your story, show your proofs, and asked to be named Nerevarine)

-- Ho, ho! Excuse me. Do not think me rude. But seriously. Do you believe this story yourself? I mean no offense, but you must admit, you are an outlander, and completely ignorant of our ways. How could you ever be our war leader? What sensible ashkhan would ever choose you to lead the tribes? Ho, ho.

(Ask Kaushad to set you a task)

-- Very well. A vampire named **Calvario** has taken refuge in nearby **Nerano Ancestral Tomb**. If you are as worthy as you say you are, it should be a small matter for you to dispose of this vampire. There. You have your task. Now perhaps you would leave me in peace for a bit?



As guessed at the time, Nerano was part of a quest. But although I had already visited the tomb (when I searched for the Cave of the Incarnate), I actually had to search a while to re-find it. (Stupid not to ask about the tomb, and I would have got directions. But I was so sure I knew where it was...)

In the end found it directly west of Tel Vos, about 1 cm on the world map.



Standard tomb – not much loot anyway. Note from / to bandits – can be part of another quest. Met the vampire behind a trapped door. No problem whatsoever.

Returned to Zainab Camp



Blades q13C, Zainab Nerevarine, Ashkhan Kaushad

Calvario dead. Well, then. Perhaps I was mistaken. Perhaps you should be the Nerevarine.

Well. So you killed the vampire Calvario? Ahem. Well, I will be happy to acknowledge you as Zainab Nerevarine. But... it is customary for one seeking an honor from the Ashkhan to offer the Ashkhan a generous gift as a mark of respect. Because you are an outlander, and do not know our customs, I will do you the great favor of naming the gift I wish to receive – a high-born Telvanni bride – a pretty one, plump, with big hips to bring me many sons.

Where will you find a high-born Telvanni bride? That is simple. You should visit high-born Telvanni lords and inform them that Ashkhan Kaushad of the Lordly Zainab would do them the honor of making their daughter his bride. Surely many Telvanni lords would be honored to receive such an offer.

Consider carefully the many daughters offered and choose for me the finest. Take counsel with my wise woman, Sonummu Zabamat. She knows my mind well in such matters.

Sonummu Zabamat

Kaushad wants a Telvanni bride, eh? No high-born Telvanni would wed an Ashlander. But I have a plan. Go to my friend, Savile Imayn, slavemistress of the Festival Slave Market in Tel Aruhn, and tell her you need a pretty Dunmer slave to pose as a Telvanni lady. Then Savile Imayn will tell you what clothes to buy, and will dress her like a high-born Telvanni. Then escort the pretty slave to Zainab camp, and present her to Ashkhan Kaushad as a high-born Telvanni bride. He won't know the difference.

The Festival Slave Market is on the northwest side of the village; that's where you will find Savile.

Ashkhan Kaushad is a clever ashkhan and a very great man. He is not a modest man. He is very proud, and conscious of his rights and honors. It is fortunate for our tribe that he heeds the counsels of his modest and loyal wise woman.

First went back to Balmora, traded and rested to **Level 47**.

Then Guild guild to Sadrith Mora and ship to Tel Aruhn. Searched a while to find the lady – in the end the “slave market” was two cages outside the north entrance to Tel Aruhn Underground.

Savile Imayn

You need a slave to pose as a high-born Telvanni lady? Sweet Alma, that Sonummu Zabamat and her cunning plans... I do have the slave you want, Falura Llervu, a pretty Dunmer girl. But first you must get an exquisite shirt, an exquisite skirt, and exquisite shoes, to dress her in. Try Elegnan the Clothier in Tel Mora – she has some *very* nice things. See these clothes I'm wearing? Exquisite skirt? Exquisite shoes? I bought them at her shop. Maybe you should try her.

So took a ship to Tel Mora, found the clothier and bought the items I was missing (plus some other trinkets for enchanting...)

... She had lots of good stuff!

And back to **Savile Imayn**

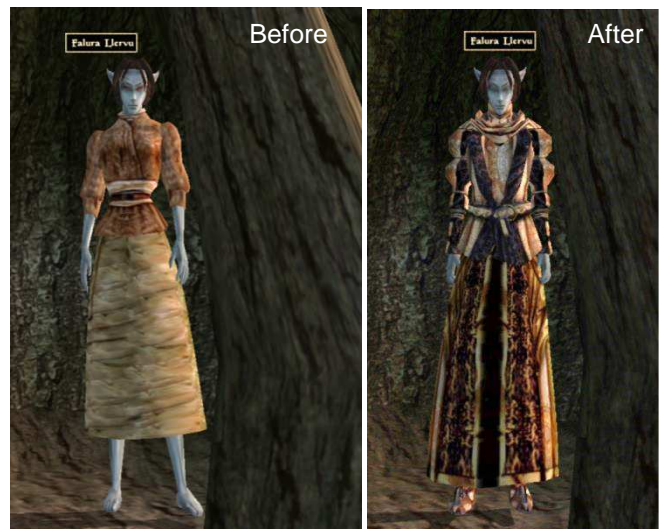
Good. These clothes are perfect. Hold onto them. You'll give them to her when you've bought her. But I need a little more time to coach Falura Llervu to play the part of a high-born Telvanni lady. I know just the thing we need! Go get a bottle of Telvanni Bug musk perfume! Try Bildren Areleth the Apothecary here in Tel Aruhn. That will make Falura Llervu completely irresistible! go! Hurry!

....

You have the Telvanni Bug musk? Excellent. No, don't give it to me. You'll give it to her when you have bought her. Now. Let me tell you my price. For this superb specimen, skillfully coached to play her part in your little scheme, I am pleased to accept from you the modest sum of 1200 drakes. And I only offer you this special price out of my friendship for Sonummu. (I'll give you 1000 drakes)

Yes. Yes. I believe that is a fair price.

First forgot to unlock her cage, so she “hey, wait for me”....



Falura Llervu

Yes, sera. Falura Llervu of Velothis Haven, daughter of Andrano Llervu, lord of Tel Llervu, pleased to make your acquaintance. See? Savile Imayn has taught me well. I shall *be* a high-born Telvanni lady, and no one will know the difference. Just like a lady.

I admit, I am a little anxious about marrying an Ashlander, even an Ashlander chief, but anything is better than being a slave, and I am very tough and smart, and determined to make the best of my chances. But Savile Imayn said you wanted to give me some presents...

Oh, sera! These clothes! They are divine! Such a perfume! Only the very rich can afford this! I shall do everything I can to please you and my new master... that is, my gracious lord and husband-to-be. Come! I am so excited, I cannot wait! Let us travel together to Zainab camp and meet this Zainab lord.

...As she couldn't water walk, and I didn't risk swimming, we caught a ship to Vos, and walked to the Zainab camp from there – a few Hounds and Alits and the like, but nothing that could stop us. So arrived safely in the camp.

Falura Llervu

Yes, sera. Yes, we are here safely. And this fine man, he is to be my bridegroom? He is very distinguished-looking, isn't he? A bit severe, perhaps, but the lines on his face, there, shows that he likes to smile. Oh, sera, I think I will be very happy.

Blades q13C, Zainab Nerevarine, Ashkhan Kaushad

This is my new bride? I am very pleased with your gift, Earendil... though she is not so generous in the hips as I would like. I promise to make her a happy bride, and to do her honor as a high-born Telvanni lady. And, as I have said, I will now name you Zainab Nerevarine, War Leader of the Zainab, and Protector of the People. I must also give you the Zainab Thong, an enchanted heirloom of the tribe, which shall be a sign to all Dunmer that the Zainab have named you Nerevarine.



Thong of Zainab: Detect animal 150 ft for 5 secs.

Before leaving – this is probably last time I'm here, so trained some more Armorer with the Smith. Enough that again I'm ready to level up.

No easy route to the Erabenimsun Camp from here, directly or via Balmora. So decided to have a nice walk through the mountains. Slept on the way, and thereby advanced to **Level 48**.

Surprisingly, the last Ashlander camp was not on the grasslands as the others, but up in the barren mountains of Molag Amur.



- | | |
|-------------------------|----------------------|
| 1. Ranabi's Yurt | 7. Wise Woman's Yurt |
| 2. Ashu-Ahhe's Yurt | 8. Ainab's Yurt |
| 3. Ashkhan's Yurt | 9. Salattanat's Yurt |
| 4. Han-Ammu's Yurt | 10. Assemmus' Yurt |
| 5. Massarapal's Yurt | |
| 6. Addut-Lamanu's Yurt. | |

Started by going to Wise Woman.

Blades q13D, Erabenimsun Nerevarine, Manirai, Erabenimsun Camp

I am **Manirai**, wise woman of the Erabenimsun. You are the outlander who claims to fulfill the Nerevarine prophecies. Do you seek my counsel?

I warn you. Be wary of Ashkhan Ulath-Pal and his supporters. They all hate Outlanders, and love nothing more than to kill them and loot them. They do not respect custom or hospitality, and they nothing of killing unarmed men, women., or children. They are bad men, and bad leaders, and you should fear them.

Nerevarine prophecies

You wish to be named Erabenimsun Nerevarine? Never. Not while Ashkhan Ulath-Pal and his war-loving Erabenimsun live. They all hate Outlanders, and are proud and haughty, and will never suffer an Outlander to rule them. If you would be Nerevarine of the Erabenimsun, you must kill Ulath-Pal and his supporters, the gulakhans Ahaz, Ranabi, and Ashu-Ahhe. Then you must help me make peace-loving Erabenimsun Gulakhan Han-Ammu our ashkhan. Ashkhan Han-Ammu could then name you Erabenimsun Nerevarine. But before anything else can be done, you must first eliminate Ulath-Pal and his supporters. Then you should come speak with me, and we will discuss further how you might be named Erabenimsun Nerevarine.

war-loving Erabenimsun

Under the previous ashkhan, Han-Ammu's father, Airan-Ammu, the Erabenimsun grew bold and arrogant, confident in their strength of arms. Now Ashkhan Ulath-Pal and his champions have become cruel and violent, and our people live in fear. I am of the peace-loving Erabenimsun, and I wish that Airan-Ammu's son, Han-Ammu, might become our new ashkhan. But we are weak, and Han-Ammu could never challenge Ulath-Pal, let alone all his supporters.

Ulath-Pal is always in his yurt, protected by his bodyguard, Gulakhan **Ahaz**. I am just a weak woman, and I am sure you would know best, but I would kill Ahaz first, the weaker of the two, and if I had secret magics and powers, I would use them to preserve me while I defend against two enemies at once.

Ahaz is Ulath-Pal's faithful bodyguard. He is not so strong or skilled as Ashu-Ahhe. But wherever you see Ulath-Pal, you will also see Ahaz. If you fight Ulath-Pal, you must also fight Ahaz.

Ranabi is mean and solitary. He is cunning, but he relies too much on the power of his ancestor's enchantments. He is not so strong, but beware – he bears a poisoned blade.

Ashu-Ahhe is a great fighter – the most strong and experienced of the Erabenimsun. He wears enchanted armor, and boasts that none of the Erabenimsun can defeat him – not even Ulath-Pal.

Han-Ammu is the son of our former chief, Airan-Ammu, but he is nothing like his father. His birth gives him a strong claim to lead the tribe, but of the many virtues required by an ashkhan, he lacks only three things: strength, courage, and wisdom.

I am of the **peace-loving Erabenimsun**. We only wish to live and hunt as we have in the past, and do not wish to anger our neighbors by raiding and warfare. But Ashkhan Ulath-Pal and his supporters are strong and sure of themselves. They have grown rich by raiding and fighting, and they will not be ruled by the counsel of their wise woman.

Her warnings were a bit over-cautious – I'm not that weak after all. First went to Ranabi's yurt. Every time I mentioned Nerevarine prophecies his disposition dropped, but I needed to taunt him a couple of time before he attacked. So defended myself, disposed of him, and no bounty. Then to Ashe-Ahhe, and he didn't need taunting – he welcomed me with "You've killed a fellow Ashlander", and attacked directly. But didn't pose any bigger problem than the previous one.

Lastly went to the Ashkhan yurt and found the two last ones, Ulath-Pal and Ahaz. Same procedure, Ulath-Pal attacked directly, and disposed of both of them without any problems. Actually, I don't think my health bar dropped at all due to these encounters.

So mission complete, went back to the wise woman. Unfortunately said hello to a tribesman on the way, he was apparently of the war-loving kind, and attacked – and continued to attack each time I was outdoors – mostly annoying as he didn't manage to do any harm, but I didn't fight back.





Blades q13D, Erabenimsun Nerevarine, Manirai

Now, with Ashkhan Ulath-Pal and his supporters out of the way, it is a simple matter to name Nerevarine of the Erabenimsun. All you need to do is persuade Gulakhan Han-Ammu to become the ashkhan of the Erabenimsun. Seek him out in his gulakyurt. Be prepared, however. Han-Ammu is not the material one would choose when looking to make an ashkhan. He may be difficult to persuade.

So went to Han-Ammu's yurt (and was attacked by the annoying wasp of a warlover...). Turned out I need several of the items Ulath-Pal and his supporters wore or used, so had to go several trips back to their yurts – and the wasp..



Blades q13D, Erabenimsun Nerevarine, Han-Ammu

No matter what Manirai says, I'm not interested. I don't want to be ashkhan.

want to be ashkhan

Yes. I recognize it. Ranabi wore that robe, the Robe of Erur-Dan the Wise. It was handed down the Ranabi through his family. But what has that to do with my wanting to be ashkhan?

[Got option: Give him Robe of Erur-Dan and a speech about wisdom and symbols and responsibility. – A coincidence that I had grabbed this robe, but a key to understanding how to persuade him, so at this stage left, looted the bodies and came back]

-- Thank you. Your lesson is clear. It is the ashkhan who wears the robe, the ashkhan who accepts responsibility for the safety of the tribe, who holds the fate of the tribe in his hands.

[But wouldn't accept his fate ... Repeated procedure with Amulet Sanit-Kil's Heart of Fire and War Axe of Airan Ammu – delivered together with a speech]

-- Now, with Ulath-Pal dead, I hold the fate of the tribe in my hands, and I must accept that responsibility. Thank you for your lesson. I shall be Ashkhan of the Erabenimsun. And I do not need the robe... you should keep it for yourself. And if you wish, I shall also name you Nerevarine.

Thank you, Earendil. I promise that, as ashkhan, I shall do my best to amend the dark reputation of the Erabenimsun. And as my first action as chief, I now name you Erabenimsun Nerevarine, Champion of the Erabenimsun, and Protector of the People. You must also go to wise woman Manirai and get from her the Seizing of the Erabenimsun, an enchanted heirloom of the tribe, which shall be a sign to all Dunmer that the Erabenimsun have named you Nerevarine.

Blades q13D, Erabenimsun Nerevarine, Manirai

So, Earendil. You are called Nerevarine, and Han-Ammu is now our ashkhan. Many changes. Many changes.

So, Han-Ammu has accepted his responsibilities as ashkhan, and has named you Erabenimsun Nerevarine.

Congratulations. And I must also give you the Seizing of the Erabenimsun, a tribal heirloom that ought to be held by one chosen champion as a token that we have named you Nerevarine.

Seizing: Telekinesis 50 ft for 30 secs on self.

Blades q12-13, Fourth and Fifth Trial

I have now completed the Fourth and Fifth trials;

Hortator of all three Great Houses.

Nerevarine of all four tribes

After some trading / training in Balmora, went to the Ursshilaku camp to see if the wise woman had any new info for me. But she was just upset that I still hadn't contacted the Archcanon in Vivec High Fane – so I understand it's time to go there.

First explored High Fane and talked to all people – Tholer Sanryoni was not a topic anywhere (nor for that matter Danso Indules who I had been asked to see first). In the end only a locked door in High Fane was left, but even using the Amulet of Shadows (Chameleon 80%) my picking the lock was discovered and my crime reported (but I found the Archcanon on the other side of the door). So looked for an alternative; there's also a locked door marked High Fane in the Hall of Wisdom, but nobody was watching there, so I could pick it undisturbed. And yes! this door also led to the same room, the Archcanon's private chambers. Started by increasing his disposition to 85.

Blades q14, Meet Archcanon Tholer Saryoni, High Fane, Vivec Temple's doctrine

The Temple must protect the people from false doctrines. And your association with Imperial intelligence makes your motivations and integrity suspect. But you have been chosen Hortator and Nerevarine by the Dunmer people. And we have reached a crisis with Dagoth Ur. We can no longer defend the people against the awakened Sixth House. You and your prophecies may represent our last hope.

Our situation is desperate. But I would rather have you hear the details of our situation, and the circumstances leading up to that situation, from Lord Vivec himself. He has asked to see you. Would you agree to a private meeting with him, and hear in person what he has to say?

(Yes, I will meet with Vivec)

Good. Here are two keys; one to the private back entrance to my quarters, the other to a locked entrance to Lord Vivec's palace. I regret that, at present, the Ordinators are not completely under my control, so for now, I'll ask you to avoid confrontations with them. Lord Vivec is expecting you. His Lordship is remarkably patient, but perhaps it would be better no to keep him waiting.

Lord Vivec the Poet is one of the three Immortal God-Kings of Morrowind, a Pillar of the Tribunal, and the patron of Artists and Rogues.



1. Puzzle Canal Level 5
2. Puzzle Canal Level 4
3. Puzzle Canal Level 3
4. Puzzle Canal Level 2
5. Puzzle Canal Level 1
6. Locked door (100) to Palace of Vivec



Went directly south to the Palace using Chameleon all the way as insurance. Unlocked door to Palace with the key I'd got, and met Lord Vivec in the only room there.



Blades q15, Meet Lord Vivec, Palace, Vivec

I expected you. We have business, you and I.

When I was young like you, I was very impatient. So I will keep our business short. Then, later, there may be time for other things. First, I propose to remove my curse upon the Nerevarine, end the persecution of the Dissident Priests, and proclaim to all Morrowind that Earendil is the Incarnate and Nerevarine, the prophesied savior of Morrowind, and the last hope to withstand the menace of Dagoth Ur and the Sixth House. These things I will do, whether you wish or not.

Next, I propose to surrender to you the power and responsibility of defeating Dagoth Ur. You may choose to refuse; I will not compel you. You will receive the power as a gift, in the form of an artifact called ‘**Wraithguard**’. You may accept the gift, then do with it as you will: You will receive the responsibility as an oath, then keep it or break it as you like. First, will you accept Wraithguard as a gift?

(Yes, I accept Wraithguard)

Good. Sensible of you. And now, will you give your oath, before all gods and men, before all spirits visible and invisible, before my honor and your honor, to *dedicate yourself and Wraithguard to the defeat and destruction of Dagoth Ur, and the preservation of Morrowind and its people*?

(Yes, I so swear)

Not very sensible. But very good. I was hoping for someone who would have no hesitations about making such an oath. You will now have a brief, momentary sensation of time passing. Don’t be alarmed. You are being taken out of time in order to avoid the unpleasant experience of learning how to use Wraithguard. It will be over before...

[There is a brief sensation of motion in total darkness, floating but without a sense of weight or direction.]

... you know it. Now. I will notify the Temple that *you are our champion. There shall be no more persecution of the Dissident Priests*, and I hope both sides shall swiftly be reconciled. We have time for questions, if you like. Or you may leave, as you wish. But I think there are at least two things you ought to know before you leave: how to *use Wraithguard*, and how to *defeat Dagoth Ur*.

To defeat Dagoth Ur, go to Red Mountain to

Blades q18, Lord Vivec, Palace, Vivec

Recover the artifact hammer **Sunder** from Gate Citadel **Vemynal**

Blades q19, Lord Vivec, Palace, Vivec

Recover the artifact blade **Keening** from Gate Citadel **Odrosal**

Blades q20, Lord Vivec, Palace, Vivec

Proceed with Wraithguard, Sunder and Keening to the Citadel of Dagoth Ur. Within the citadel, find the **Heart of Lorkhan**. Use the three artifacts to sever Dagoth Ur’s connection to the Heart, and he will be destroyed, and the Blight ended on Morrowind.

To destroy Dagoth Ur, you must sever his connection with the Heart of Lorkhan. To do this, *strike the Heart with the artifact hammer Sunder once, then strike the Heart more than once with the artifact blade Keening. You must wear Wraithguard*, because you cannot handle either Sunder or Keening unless you are wearing Wraithguard. That is the short, simple explanation. Here is the long, detailed explanation, written down for your convenience. Read it, study it, commit it to memory.

(Got Plan to Defeat Dagoth Ur.)

Dagoth Ur is the former Lord High Councilor of House Dagoth. He was of Lord Nerevar’s generation, older than we, and a mighty sorcerer and enchanted in life. In his sustained shadow immortality, he appears to be a highly intelligent, severely deluded immortal monster with unparalleled supernatural abilities. He appears, by turns, lucid and deranged, compassionate and bestial, profoundly wise and profoundly disordered. In short, he is a mad god. We know nothing for sure of [Dagoth Ur’s plans](#), but we have learned much from interrogating Sixth House cultists and victims of dream compulsions, and from our study of Dagoth Ur’s actions. The Temple scholars and Inquisitors have prepared a document, ‘Dagoth Ur’s Plans’, that summarizes what we know or suspect. Take this copy.

(Got Dagoth Ur’s Plans)

Chief among [Dagoth Ur’s Servants](#) are his seven brothers, the ash vampires, powerful heartwights and cunning sorcerers of old. These creatures appear to die, but always are revived at the Heart. Somehow Dagoth Ur has conferred some portion of his immortality upon them. Or perhaps they sustain themselves through more conventional sorcery.

Dagoth Ur's powers

He is able to send his mind into the dreams of susceptible victims across vast distances. The victims are either swayed by his compulsions or driven mad. He also seems nearly invulnerable to physical and magical harm. His flesh, and the flesh of his followers, evolves towards a mutable, magical form. Dagoth Ur and the highest ranks can control the distorted manifestations of their flesh; lower ranks lose control of their bodies, and become mindless corpus monsters.

Dagoth Ur's defenses

Confer with the Ordinators and Buoyant Armigers garrisoning Ghostgate for the latest information about the defenses of the citadels of Dagoth Ur and his heartwight kin.

Prepare for war. Beyond the Ghostfence, there are no safe places, no allies. Stockpile resources. Plan for retreat and replenishment. Quest for artifacts of power.

The Plan to Defeat Dagoth Ur

For the past twenty years the Tribunal have tried unsuccessfully to execute this plan. However, we failed because we were required to stage an assault and simultaneously maintain the Ghostfence to prevent the threatened large-scale breakout of Dagoth Ur's blighted hosts. With the Nerevarine leading the assault, and the Tribunal free to devote their full energies to maintaining the Ghostfence, this plan has a greater chance of success.

Unfortunately, however, the loss of the artifacts Sunder and Keening, and the recent increase in Dagoth Ur's strength, poses new problems for the execution of the plan.

Therefore, our proposed plan has the following five phases:

1. A series of aggressive raids to scout inside the Ghostfence.
2. A series of aggressive raids to neutralize Dagoth Ur's ash vampire kin, and recover artifacts from the bodies of his kin.
3. An assault of Gate Citadel Vemynal to neutralize Dagoth Vemyn and recover the artifact hammer Sunder
4. An assault of Gate Citadel Odrosal to neutralize Dagoth Odros and recover the artifact blade Keening
5. An assault of Citadel Dagoth, with the artifacts Wraithguard, Sunder, and Keening to sever Dagoth Ur's connection to the Heart of Lorkhan, and thus to Destroy Dagoth Ur.

Phase 1: Raids inside the Ghostfence [Blades quest 16]

The Tribunal, Ordinators, and Buoyant Armigers are familiar with the terrain, and will provide maps and current intelligence reports. The region inside the Ghostfence is dangerous, and the Nerevarine will need to be familiar with its particular challenges. After measuring skills and resources against Dagoth Ur's defenses, the Nerevarine will know better how to pace a campaign, alternating raids with improving skills, getting better equipment, and stockpiling resources.

Phase 2: Raids upon Ash Vampire Citadels [Blades quest 17]

Dagoth Ur's kin have become markedly more powerful in recent decades, after remaining stable for thousands of years. If they can be individually isolated and destroyed, they will not be able to support Dagoth Ur in later stages of the war. It may also be that the dramatic increase in their power comes from items enchanted by Dagoth Ur. Salvage of such items might contribute to our resources.

Phase 3: Assault on Gate Citadel Vemynal [Blades quest 18]

Essential to recover the artifact hammer Sunder for Phase 5. The Ash Vampire Dagoth Vemyn has possession of Sunder, and probably seeks to discover the secrets of its enchantments. He may also have access to notebooks and journals of Kagrenac that have survived in the Dwemer workshops of Vemynal

Phase 4: Assault on Gate Citadel Odrosal [Blades quest 19]

Essential to recover the artifact blade Keening for Phase 5. The Ash Vampire Dagoth Odros has possession of Keening, and probably seeks to discover the secrets of its enchantments. He may also have access to notebooks and journals of Kagrenac that have survived in the Dwemer workshops of Odrosal.

The Plan to Defeat Dagoth Ur, *cont'd*

Phase 5: Assault on Citadel Dagoth [Blades quest 20]

All the previous stages are preparations for this stage. Recent expeditions show that Citadel Dagoth has undergone extensive expansion; the location will need to be explored carefully. The known route to the Heart Chamber will be well-defended; alternative routes may exist. Dagoth Ur will have anticipated our plan to destroy him by attacking the Heart, and he will almost certainly personally oppose approach to the Heart Chamber. Together the Tribunal could not defeat him, and he has grown stronger since then. Admittedly, the Tribunal has the distraction of maintaining the Ghostfence simultaneous with fighting Dagoth Ur, but, even so, the challenge seems daunting.

The adoption of this phased campaign seems to offer the best chances for success. In retrospect, the Tribunal's decision to directly assault Citadel Dagoth rather than proceed step-by-step through lesser objectives must be seen to have been a serious error. The Tribunal did not feel it had the option of a slow-paced and deliberate campaign, given that they had many other competing priorities, not the least of which was the maintenance of the Ghostfence and the outer defenses surrounding Red Mountain. The Nerevarine, on the other hand, should be best served by a careful, step-by-step advance, with the additional advantage of building confidence along the way while successes would undermine Dagoth Ur's own assurance in his defenses.

Employing Kagrenac's Tools against Dagoth Ur

The source of Dagoth Ur's supernatural power is the Heart of Lorkhan. The Heart is also the source of the Tribunal's divine powers.

During mythic times, the gods took and hid Lorkhan's heart beneath Red Mountain as a punishment for creating the mortal plane. The Dwemer discovered the heart while building underground colonies. High Craftlord Kagrenac created enchanted tools intended to tap the power of the heart. The War of the First Council was fought to prevent this sacrilege. Kagrenac's use of these tools and the disappearance of the Dwemer race marked the end of the war. Kagrenac's tools were recovered by Lord Nerevar and Dagoth Ur. Dagoth Ur was left to guard the tools while Nerevar came to consult with us, his advisors. In Nerevar's absence, Dagoth Ur experimented with the tools upon the Heart, and was corrupted. We returned to discover a deranged Dagoth Ur who refused to turn over the tools. When he attacked us, we drove him away.

We left Red Mountain with the tools, and subsequently Sotha Sil discovered their secrets. Collectively we used the tools to establish a connection with the Heart, enabling ourselves to transform our mortal natures. Thus we became the Tribunal.

Dagoth Ur had survived our attacks, and without the tools, in a manner not well understood, Dagoth Ur also managed to establish a connection with the Heart and to transform himself into an immortal being.

Our plan to destroy Dagoth Ur also runs the risk of destroying the Tribunal. The plan is to permanently disrupt Kagrenac's enchantments upon the Heart, severing connections with Dagoth Ur and ourselves, and rendering us all once again mortal. A mortal Kagrenac [?] may then be destroyed by mundane means. The loss of godhood and the possible death of the Tribunal are judged a necessary risk and sacrifice.

The normal procedure for establishing connection with the Heart is a three-step process. The wearer of Wraithguard strikes the Heart with the hammer Sunder, causing the Heart to produce a pure tone. Then the wearer of Wraithguard strikes the Heart with the blade Keening, shattering the pure tone into a prism of tone-shades. These tone-shades are then imprinted upon the substance of the wearer of Wraithguard, giving him an immortal and divine nature.

The Nerevarine will not be taught the secret rituals required to perform the third step. Instead, The Nerevarine will strike the Heart with Keening for a second time, causing its tones to diverge into unstable patterns of interference. Further repeated strikes with Keening will further disrupt the tones, with the ultimate result of shattering and dispelling Kagrenac's original enchantments binding the Heart, thereby severing the Heart's links with Dagoth Ur, and with any surviving Heartwrights, and with the Tribunal. Destroying Kagrenac's enchantments on the Heart will also stop the corrupt effusion of the Heart's divine power, and end the Blight on Morrowind.

The Nerevarine may be tempted to steal the power of the Heart. Dagoth Ur and Sotha Sil alone know this secret. Dagoth Ur may, in extremity, propose to teach the Nerevarine to use Kagrenac's tools to become a god. We doubt that the Nerevarine is fool enough to trust Dagoth Ur, and are content to take this risk.

The Plan to Defeat Dagoth Ur, *cont'd*

Be warned! The Nerevarine cannot safely equip either Keening or Sunder unless wearing Wraithguard. The Nerevarine will be injured every moment while holding either of these artifacts unless protected by Wraithguard; persistence will be rewarded with death. If Nerevarine can equip an item while not wearing Wraithguard and receive no injury, the item is a counterfeit.

One last note. Dagoth Ur must not get hold of Wraithguard. The Nerevarine must prepare and use a Recall or Almsivi Intervention if there is any risk of death or capture.

The Element of Surprise

Dagoth Ur will not expect you to destroy Kagrenac's enchantments on the Heart. He does not know it is possible, he would not do it himself, and he knows we have never tried it. He will not believe anyone would want to sacrifice the promise of such power. Further, advancement in House Dagoth, as in all Great Houses, is by challenge and confrontation within the hierarchy. The Nerevarine's challenges and defeats of ash vampires and battles with the Sixth House will be viewed in that light.

Dagoth Ur and his kin may assume The Nerevarine's ambition is to control the Heart. Given that assumption, it is only reasonable that the Nerevarine would try to defeat each of Dagoth Ur's subordinates in turn, working up to Dagoth Ur. If the Nerevarine can defeat Dagoth Ur, and control the Heart, so much the better. But logically the Nerevarine would wish rise as high in the hierarchy as possible before cutting a deal with the head of the House.

Dagoth Ur should try to recruit the Nerevarine into House Dagoth. It may be possible to pretend to join him, then betray him. However, any attempt to deceive him will be very risky. House Dagoth has a tradition of subterfuge and treachery, and because he is a deceiver, he will expect deception.

Closing Remarks

We place no compulsion upon the Nerevarine to adhere to the plans described here. We believe that they offer the best chance of destroying Dagoth Ur. But we have also chosen to place our trust in the Nerevarine's judgement and skill. Frankly, we see no alternative.

If there are doubts or questions, speak with Vivec. He has agreed to serve as the Nerevarine's guide and counselor for this campaign.

It may be that if the Nerevarine succeeds, the Tribunal will not survive. Such sentiments as might have been expressed to the Tribunal, in that case, be addressed to the land and people of Morrowind.

May the happy convergence of fortune and prayer meet in our destiny.

*On behalf of Lady Almalexia and Lord Sotha Sil,
Vivec.*



Nothing more to do here, recall back to Balmora, after a little practicing ready for **Level 49**.

Then no reason to delay the end-game any more, so headed for Ghostgate.

Didn't figure out how to cross the Ghostfence gate (portcullis) immediately, so started by exploring the two towers of Dusk and Dawn, and talked to some people, one of them was Wolf:

Wolf

What a piece of luck! Look, I'm an old Legion veteran, as old as the poor old Emperor, bless his soul. I'm too old for campaigning. I came this far to look at hell. But I can't go any farther than this. I'd take it kindly if you'd carry this old lucky coin with you when you go to Dagoth Ur. Sort of a token of the tough young hero I used to be.

Would you do that for an old man? (Accept coin)

That's very kind of you. Here's the coin. I've had it with me a long time, and it's always brought me luck. But I have no more use for it, and I'd like to pass it on to somebody younger. Somebody going places I can't go anymore. Your generation's shaper of history... an engine of destiny. That coin will bring you luck on the mountain. I promise. 'For Emperor and Empire', as we say in the legions. Go with Kynareth.

(Got coin – got new power: Luck of the Emperor (Fortify luck 20 points).)

Talked to **Buoyant Armiger**

Hello, Earendil. The Archcanon has announced that Lord Vivec has selected you as champion of the Temple in the war against Dagoth Ur and the Sixth House. It's very confusing. But we have faith in Lord Vivec, and we will pray for your quest. Can I help you?

inside the Ghostfence

All our intelligence is old. No one has ventured far inside the fence for years. This map shows the locations of the citadels of the various ash vampires. Sixth House creatures have become more numerous and powerful, and the most powerful can conjure powerful Daedra. Until recently, we've been able to clear routes and keep them clean with raids, but no longer. There are no safe refuges or services inside the fence; you must return here to rest and heal.

(Got map of Red Mountain – which was pretty useless anyway)

Then after having searched the entire interior and found no exit towards Red Mountain, visible or hidden, returned outside, and found that there were simple switches near the portcullis that lowered or raised them – so access was easy after all (but can't the monsters operate switches?...)



A last view of Ghostgate from up the valley...

Followed the advice of Lord Vivec's Plan, so started by exploring the area, using the Ghostgate guards' scarce info as best:

"Map" of Red Mountain:

Vemynal	Northwest
Tureynulal	Northeast
Dagoth	Center
Endusal	Southwest
Odrosal	Southeast

As not all these citadels were marked on the map, had to search and explore a little – which was part of plan stage 1.

First found Endusal, Kagrenac's study north and a little west of Ghostgate.



Ghostfence

Red Mountain, Within the Ghostfence



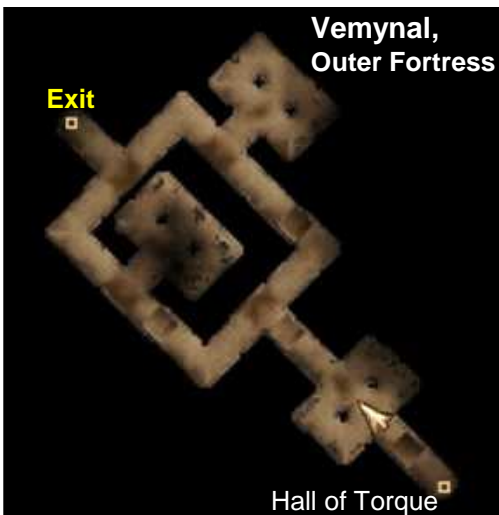
Standard Dwemer ruin
 Ash slave,
 Dremora Lord,
 Dagoth Mendras,
 Dagoth Goral
 Dagoth Endus
 (Amulet of Heartrime)
 Books:
 Kagrenac's Journal
 Illusion skill book
 GM Calcinator



After Endusal continued north and found Ularradallaku shrine, but not interested in shrines at this time, so continued northwards. In the northwestern corner of the area within the fence found Bthanchend Dwemer ruins. Turned out to be a proper Dwemer ruin, no Sixth House activity, only Centurions and a Dwarf Spectre. Some goodies, but not anything *really* worth taking.



Vemynal was marked on the map, and not far from where I was, so as I could still carry some more, decided to go there too before a planned time-out.



Dagoth Garel.



Dagoth Felmis,
Dagoth Soler
Center room lower level:
Dagoth Vemyn
([Sunder](#), Amulet of Heartheal)

Blades q18 OK

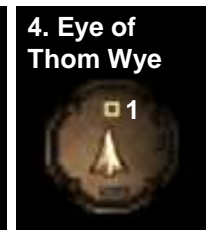
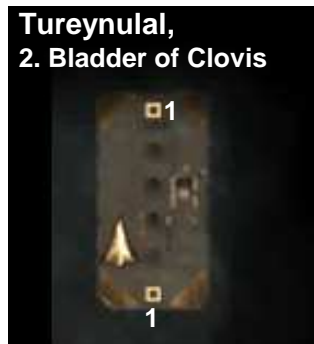
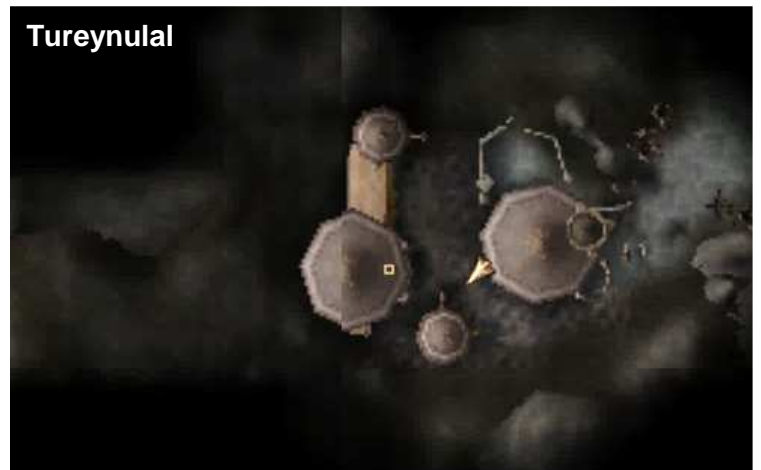
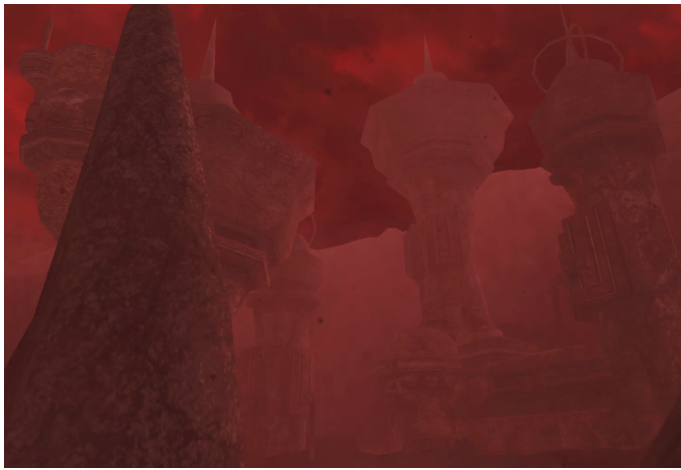


After recovering Sunder, direct recall to Balmora.

Some practice, and **Level 50**.

No reason to delay – back to Red Mountain, this time east from Ald'ruhn, and levitated across Ghostfence.

Then made my way to Tureynulal, which was also marked on my world map.



1. Kacrenac's Library
Dagoth Molos
Met [Ash Ghoul](#) who wanted to talk:
What use is speech? If you will not submit, you must be destroyed.
You have chosen war with Dagoth Ur. We grieve for your loss, but we will not spare you. You refused the sweetness of Lord Dagoth's friendship. Now know the bitterness of his fury. The soul of Dagoth Gares is among us. You have broken his body, but his spirit is with us in our waking dreams.

[Dagoth Turenul](#)

No, I'm sorry. No flowery speeches. No subtle tricks. No formal boasts or challenges. Fight. Or leave. But don't expect me to pass the time of day with you. (Got Amulet of Heartthrum and key)

W. room: Library.

Learning books: Alchemy, Medium armor, Blunt, Block
Glass greaves, In Heavy Dwemer Desk: Kacrenac's Plan book

2. Bladder of Clovis
Mendel Eves' body (Cleaver of St. Felms, + full glass armor)
Dagoth Fandril
3. Eye of Duggan
Dagoth Fals (key)
4. Eye of Thom Wye
Dagoth Galmis (key)

No easy way from this citadel to anywhere, really – so actually the best route to recall back to Balmora and take it from there.

My cozy room

This last time I made the trip, found that the easiest way to the Ghostgate was towards Caldera, to the right in the first crossing and northeast to the Foyada.



Before leaving Balmora for the last time, left my trusty servant Goldbrand behind, and also Randall's fist. Equipped Wraithguard and Sunder, and journeyed for the final quests. Started with climbing and flying to Odrosal.



Training Academy:
Dagoth Odros (north room)
(Amulet of Heartfire, key)

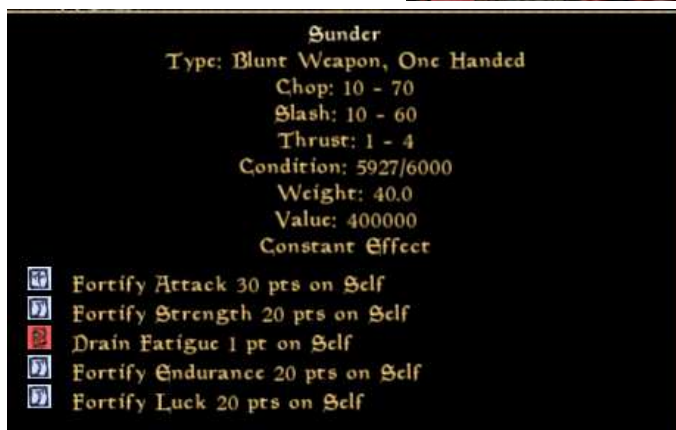
Tower: [Keening](#)



Blades q19 OK

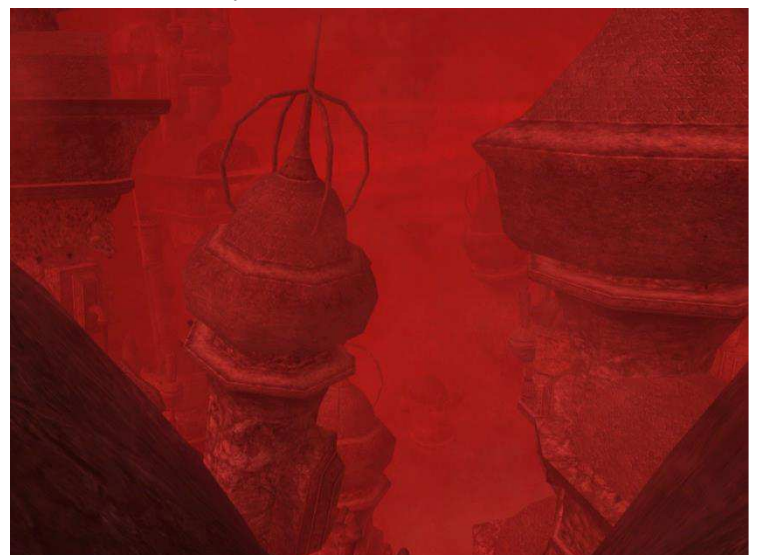
Blades q16-17 OK

I think I have done enough exploring and raids ... at least I don't see the point of doing any more. Actually I don't think what I have done was needed at all – could have gone for Keening and Sunder immediately, and been content with that. But... OK.



Then I'm as ready as I'll ever be for the final encounter. From Odrosal west to neighbor Foyada, and north to Dagoth Ur.

First view from Foyada south



Dagoth Ur



The entrance was blocked by a large boulder (just like the one at Arkngthand, one of my first quests), so should suspect a crank or something nearby. But had searched the entire area twice before I found the innocent-looking crank just south of the entrance (my eyes were soaring from the blight storm....).

Dagoth Ur, Outer Facility

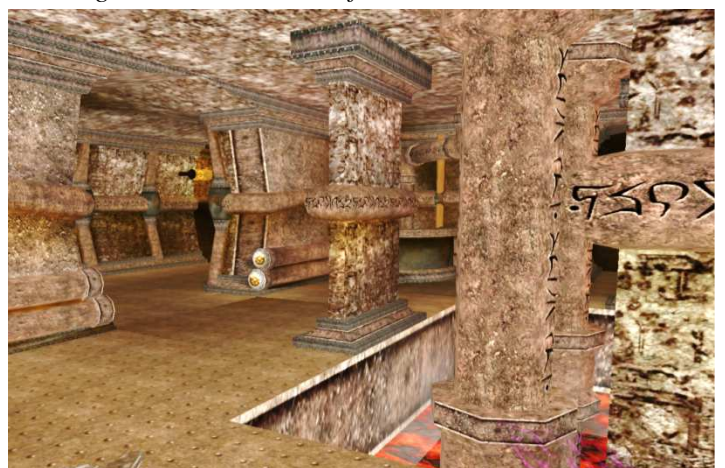


Dagoth Vener.

As I was proceeding through the citadel, I was met by the voice of Dagoth Ur at regular intervals.

In the first stairs:

Come, Nerevar. Friend or traitor, come. Come and look upon the Heart, and Akulakhan. And bring Wraithguard... I have need of it.



Next time entering the room with the lava pit:
Come to the Heart Chamber. I wait for you there, where we last met, countless ages ago.

Dagoth Ur, Inner Facility



On entering Inner Facility:

Welcome, Moon-and-Star. I have prepared a place for you.

Dagoth Drals,
Dagoth Rother.



On the way through Inner Facility:

-- *Come. Bring Wraithguard to the Heart Chamber. Together let us free the cursed false gods.*

-- *Welcome, Nerevar. Together we shall speak for the Law and the Land, and shall drive the mongrel dogs of the Empire from Morrowind.*

Dagoth Ur, Inner Tower



Only Dagoth Irvyn and a dead adventurer.

Before entering the Lower Facility, donned the Amulet of Shadows (80% chameleon) as insurance...

Down the stairs: *Is this how you honor the Sixth House, and the tribe unmourned? Come to me openly, and not by stealth.*

Dagoth Gilvoth
Dagoth Muthes



Here I confronted Dagoth Ur face-to-face for the first time



Welcome, Moon-and-Star, to this place where destiny is made.



First Meeting with Defeat Dagoth Ur

It began here. It will end here. Have you any parting words? or would you prefer to skip the speeches, and get to our business. You are the challenger here, after all. So to you goes the courtesy of the first blow.

Now that you have come to me here, there can be but one result. Many times I have considered offering to share this place with you. I considered offering to accept your oath of service. You might try to buy my trust by giving me Wraithguard, Keening, and Sunder. I thought we might once again be friends... comrades... brothers in arms.

But I have won this place and power by right of conquest. By right of daring and enterprise. I will not risk it to cunning and deceit. I offer you no deals. If you are my enemy, I cannot trust you. And even if you are not my enemy, I cannot let you live.

It will all be decided here. I believe I will prevail. But I cannot be sure, and I am vain enough that, should I fall, I would wish to be remembered in my own words. So, if you have final questions you would ask, ask them now. I have final questions I would ask you, if you would answer.

First Meeting with Defeat Dagoth Ur, cont'd

My first question, Are you really Nerevar reborn

(I am)

That is bitter. The gods and fates are cruel. I served you faithfully once, Lord Nerevar, and you repaid me with death. I hope this time it will be you who pays for your faithlessness.

My second question is: if you win, what do you plan to do with the power from the Heart? Will you make yourself a god, and establish a thearchy? Or will you complete Akulakhan, and dispute control of Tamriel with the Septims? Or will you share the Heart with your followers, as I have, and breed a new race of divine immortals?

(Make myself a god / Complete Akulakhan / Share the Heart / I have my own, secret plan for the Heart.)

Well. Perhaps there may be surprises in store for me yet. Or perhaps you obscure your plans on principle. Or perhaps you are an instinctive bluffer. No matter. My final question is: if I had offered to let you join me, would you have surrendered Wraithguard, Sunder, and Keening to me to seal your oath.

(No, I would never join you / No, I would never surrender the tools / Yes, perhaps, with the right guarantees / Yes, if I had a cunning plan.)

An interesting response. You might have been willing to join me, but never to surrender the tools. Very interesting. I'm glad I didn't try to bargain with you. And now, if you have any questions, ask them. Otherwise, you are the challenger. I await your first blow. What are your questions?

1. What is your plan for the Heart?
2. What is your plan for the Sixth House?
3. What is your plan for the Dunmer?
4. How do you justify your crimes?
5. What happened to the Dwemer?
6. Why are you building Akulakhan?
7. I'm finished talking. Defend yourself.

1. I will continue to draw divine power from the Heart and distribute it to my kin and followers. I will continue to broadcast divine power upon the blight winds, so that it will touch each soul on Vvardenfell, and then more broadly, across the waters to the rest of Morrowind and Tamriel. In time, every mortal in Tamriel shall feel the liberating contact with the divine.

2. The Sixth House will serve as the elite cadre of our movement. As cultists evolve through various stages of enlightenment, they will become, as suits their abilities, either holy warriors or priests. Their duty is to prepare themselves for service; their joy and liberation is to enter ever-more-deeply into the profound enlightenment of the divine dreamwork

3. I will free the Dunmer from the Imperial yoke, and cast down the false gods of the Temple. I will lead them out of their ancient superstitions, and gift them with intimate knowledge of the divine. Then, perhaps, when Morrowind is once again restored to its ancient glories, it will be time to consider whether the Dunmer should cultivate ambitions of empire.

4. If, by my crimes, you mean the inevitable suffering and destruction caused by war, then I accept the burden of leadership. The Sixth House cannot be restored without war. Enlightenment cannot grow without the risk of upsetting the tradition-bound and complacent herd. And the mongrel armies of the Empire cannot be expelled from Morrowind without bloodshed. As I have charity and compassion, I grieve. But our mission is just and noble.

5. I have no idea what happened to the Dwemer. I have been denied the opportunity to study Wraithguard, and I am not sure how much of Kagrenac's lore was invested in his tools, and how much in his own sorcery and mastery. I have long studied Kagrenac, and have come to admire his wisdom and craft. Someday, after the campaigns of the Sixth House are secure, I hope to have time to dedicate to this mystery.

6. Akulakhan will serve three purposes. First, it will be the champion of my armies, liberating first Vvardenfell, then Morrowind, and then, perhaps the rest of Tamriel. Second, it will serve as a sower and cultivator of the divine substance, derived from the Heart. Three, it will serve as the prominent banner and symbol of our cause – to defy the Empire, to liberate mortals from ancient superstition, and to glorify our crusade against the gods.

7. ...

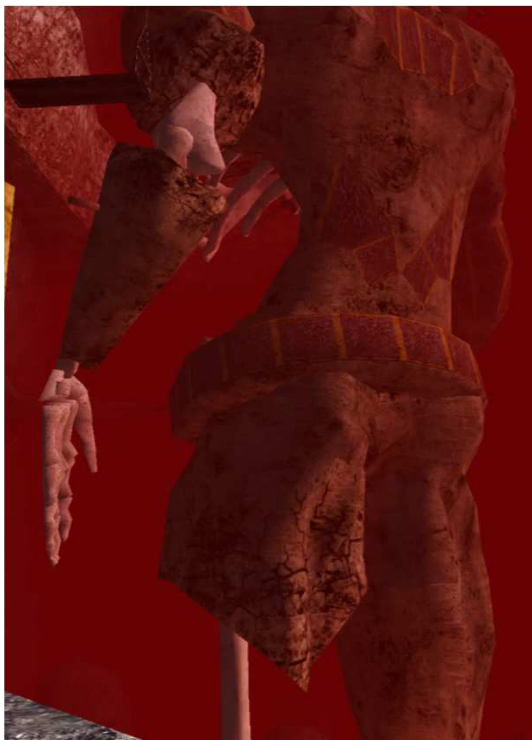
Of course, this was not a "real" battle, but he vanished – defeated or for other reasons after a while, and didn't do any noticeable harm to me.



Door to Akulakhan's Chamber



But I had no intention of fighting him. Instead, I activated my amulet of regeneration, and ran for it – around the room on the ledges leading downwards to the bridge over to the heart in the center. (He did hit me some times – hard – so the amulet was really useful here.)



What a fool you are. I'm a god. How can you kill a god? What a grand and intoxicating innocence. How could you be so naive? There is no escape. No Recall or Intervention can work in this place. Come. Lay down your weapons. It is not too late for my mercy.



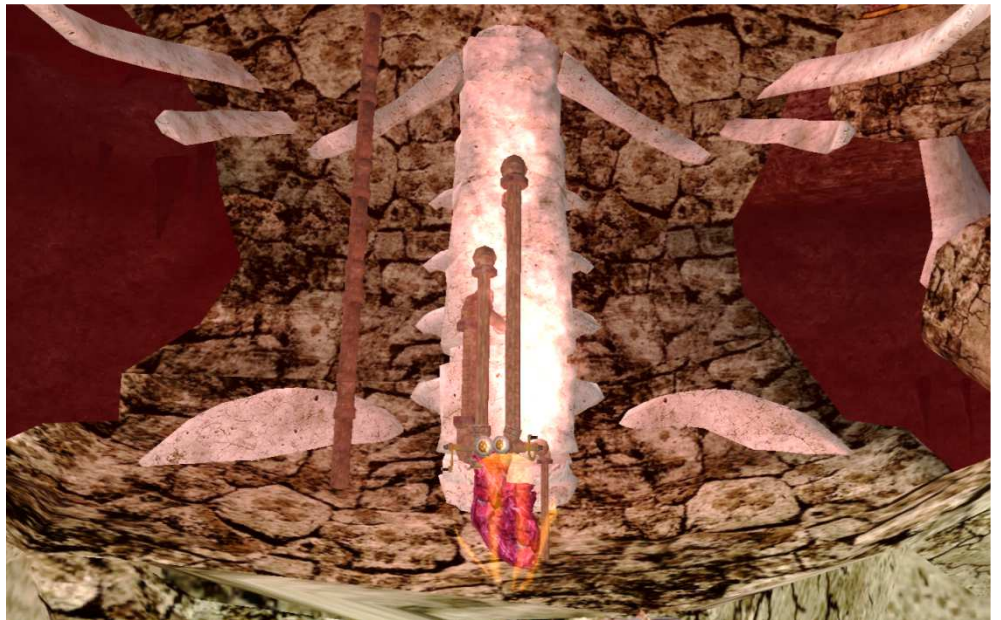
Didn't really care what Dagoth Ur was up to – I was pretty sure he couldn't harm me enough to stop me from what I planned anyway (read some advice on how to handle this, but didn't feel I needed to do anything special at all).

So, as planned, reached the Heart and still at almost maximum health.

As instructed – hit the Heart with Sunder, then changed weapon to Keening, and continued striking the Heart till it was no more. All the time Dagoth Ur was hitting me and screaming “What are you doing, you madman?” I expected him to die when the Heart was destroyed – but no; had to fight him afterwards. Even with Keening he as ex-god proved to be no match for me.

And then nothing happened – no congratulations, no end-game animations – no nothing. So just quietly walked towards the exit.

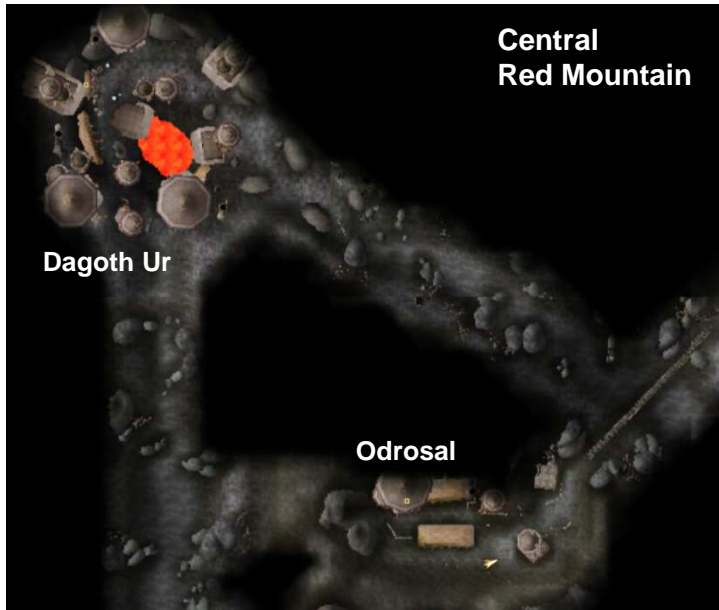
Can’t remember whether it was the journal or some other notification. But I was warned that I needed to get out of here – quickly – as the whole thing would disappear in an earthquake. But the game engine wouldn’t leave me in here; the earthquake started just as I reached the upper ledge by the exit. And I could watch a cut scene with Akulakhan and the pit exploding, before I ran for it.



As I fled from the destruction of the Chamber of Akulakhan, I encountered the presence of the Daedra Lord Azura. She told me I had achieved my destiny and was free. The prophecies are fulfilled, and the Blight gone. But now I am Hortator and Nerevarine, Protector of Morrowind, and must defend the people from monsters and villains. She gave me a ring as a token of thanks and blessing. With Dagoth Ur destroyed, his insane dreams can no longer drive the people of Morrowind to madness as they sleep.



If I thought I had eliminated Dagoth Ur's minions I had to rethink. Met (lots of) Ash slaves, Ash Ghouls, Ash Zombies, and Ascended Sleepers on the way back out from Dagoth Ur. However, arriving outside the air was clear and the sky blue – definitely a change from a few minutes ago. Explored surroundings in this new more pleasant environment – and met more Ascended Sleepers, Deadra, and others. So the monster threat is not gone; but the Ghostfence was.



The day after I decided to visit the Urshilaku camp yet another time – and this time took the shortest route straight through Red Mountain. Met lots of monsters this time too, but the landscape was much more inviting, for example the picture from Dagoth Ur, taken from the same place as the one of yesterday.

At the camp, naturally visited the Wise Woman:

[Nibani Maesa](#)

It is as my dreams have shown me. The Devil is dead, and the Blight is gone. This is a good time to have lived, and to have seen you with my own eyes. Thank you. Please Come Again.

[Sixth Trial](#)

I was blind, but Azura's star has guided me through my dreams. Vivec's high priest, Saryoni, has asked to see you when you are Hortator and Nerevarine. Go to him, and demand to speak with the false god Vivec. Vivec has tried to keep Kagrenac's Tools secret, but you will need these tools when you stand before Dagoth Ur. Get Kagrenac's Tools from Vivec. They are the keys to the riddle of the Sixth and Seventh Trials. [Think I should have got this info a little earlier ... not especially useful now.]

[Sleepers](#)

Dagoth Ur is dead. But many of his greater servants still live. The Sleepers driven mad by the dreams he sent has awakened from their nightmares. But many of his victims will never awake from their fevered dreams. Who knows what harm they may do? You must seek them out, and deliver them all from their misery.

[Sul-Matuul](#)

You have slain Dagoth Ur and all his kin. But remember, Earendil. Once before, Lord Nerevar thought Dagoth Ur and all his kin were dead.



When talking to random NPCs I would get responses like:

E-e-e-excuse me, sera. But... well, you're the Nerevarine, and a big hero. I don't really know how to talk to important folk like you. Except to say... thank you, sera. For everything.

I was curious to see if the Tribunal still existed, or if it had been destroyed together with the Heart. So went to Vivec, Palace, to find out if Vivec was still there – he was:

End Game Words from Vivec

The blight is gone, and we have survived. Now we must dedicate ourselves to [rebuilding the Temple](#). And you must dedicate yourself to your responsibilities as Protector of Morrowind.

We have lost our [divine powers](#), but not altogether. Some token of the people's faith remains, and we shall dedicate it to rebuilding the Temple. Now that Dagoth Ur is gone, we can turn our energies to the more humble needs of the people. It is good, honest work, and I believe there is redemption in it.

There are still issues to be resolved between the Temple and the Dissident Priests. And now that our greatest enemy is gone, we must reorganize the Temple to meet the needs of the people. We have less need of Ordinators, for example, and greater need of priests and healers and teachers. And we must find time to mourn and honor the dead.

Without the power of the Heart, our divine powers diminish. Our days as gods are numbered. I have told my priests that I shall withdraw from the world, and that the Temple should be prepared for a change. We may be honored no longer as gods, but as saints and heroes, and the Temple will return to the faith of our forefathers – the worship of our ancestors and the three good daedra, Azura, Mephala, and Boethiah. The missions and traditions of the Temple must continue... but without its Living Gods.

Almalexia, Sotha Sil, and I gained our divine powers from the Heart of Lorkhan. And now we no longer have access to the Heart, so we must lose our divinity. I have always worn my divinity lightly – fundamentally, I am not at all a serious person – and I will not miss it. I have tried to do what was necessary. I am afraid I have done some harm I assure you – I will be quite content to be a mere mortal again, dedicated to my own amusements.

[Protector of Morrowind](#)

There is much to do. You still have Kagrenac's Tools, potent weapons, and the wit and experience of a proven hero. The Tribunal and the Temple are happy to yield to you the duties of fighting the enemies of Morrowind.

There are many blighted beasts and horrors that have survived, and must be hunted down and destroyed. There are lesser monsters and villains of all kinds who prey upon the people. There are unsolved mysteries, and legendary treasures undiscovered. I'm sure you will find much to occupy you.

[where is Dagoth Ur?](#)

Dagoth Ur has never ventured out of the Heart Chamber, the place under Red Mountain where the Heart of Lorkhan lies. It is there, or nearby, that he is constructing a new god, Akulakhan, also known as Second Numidium.

My end reputation was 78 – pretty high I think.

Mission complete – and a little sad to leave Morrowind ... we'll probably be back...