

THE ELDER SCROLLS TREASURY

A REPERTORY FOR MODDERS

NEW EDITION

PART I

CORPUS TAMRIELICUM

SUPPLEMENTARY VOL. I

THE ELDER SCROLLS TREASURY

Corpus Tamrielicum

The Official Books, Scrolls, Journals, Letters,
and Notes of *The Elder Scrolls* Games

Edited and annotated by

Zeph

Supplementary Volume I

Writings of Tamrielian Heroes and their Contemporaries

Dortmund 2012

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*Dedicated to all devs of The Elder Scrolls series
and
all lore-friendly modders.*

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Writings from the Province of Hammerfell

[1] Journal of Cyrus

Journal of Cyrus

[Stros M'kai, c 2E 865]

Entry 1: From S'rathra, my fixer in Wayrest, I received a letter from Tobias concerning the disappearance of my sister, Iszara. Set sail for the island of Stros M'kai in Hammerfell.

Entry 2: Restless League attack on Brennan's ship. Arrived harbor of Stros M'kai. Tobias says to meet him at Draggin' Tale. When asked for directions to the Draggin Tale, Captain Brennan said to go up the bridge on the right, through the gate to the town square, and look for the sign.

Entry 3: Following a recent civil war, the Empire of Tiber Septim rules Hammerfell. One Redguard faction, the Forebears, allied with the Empire to defeat the opposing Redguard faction, the Crowns, who favored the rule of King Thassad and his son and heir, Prince A'tor. With Thassad dead, and Prince A'tor defeated by Imperial Admiral Richton at the final battle of Stros M'kai, Imperial garrisons are stationed in every Hammerfell city, and Lord Richton reigns as Provisional Governor in Stros M'kai. According to Trithik, though Prince A'tor's body was lost at sea, there are already prophecies of his return.

Entry 4: From Trithik I learned that Prince A'tor had dealings with the Restless League, though the Crowns considered the League untrustworthy. Trithik says that Governor Richton ordered the destruction of the Old Quarter, a refuge of the Crowns, with dragonfire. When I suggested speaking with Richton, Trithik said that no Redguards are admitted to the palace.

Entry 5: Tobias says he sails from Stros M'kai at sundown to avoid risk of Imperial arrest and that he suspects Richton in Iszara's disappearance. Brother Kithral (a Brother of Arkay) and Iszara both disappeared about the same time, and they knew each other. I should visit Brother Nidal at the temple to learn more about Iszara. Tobias' friend Siona down by the docks may be able to help with information about the Crowns.

Entry 6: Siona says she is a friend of Tobias, and that she is happy to help me. Siona implies that Iszara was a friend -- a GOOD friend -- of the prince, and that that might be why she disappeared when Richton came to town.

Entry 7: Siona says that the governor's palace is just up the hill -- can't miss it -- but not to expect to sneak in. Richton is accompanied by a red-eyed, Dark Elf assassin, Dram, from Morrowind. The dragon used by the Imperials to defeat the Crowns is still in the catacombs under the palace, according to Siona.

Entry 8: Accepted job from Kotaro to deliver amulet to Governor Richton on behalf of N'gasta. Pick up amulet from N'gasta. Paid 100 gold; collect balance of 200 gold from Kotaro after delivery. Kotaro says that superstitious locals call N'gasta a necromancer. Kotaro identifies N'gasta as a harmless old hermit living in the old wizard's tower on the shoals along

the northwest side of the island. The governor's palace is 'straight at the top of the hill... the grandest structure in Stros M'kai' -- according to Kotaro.

Entry 9: N'gasta serves the Daedra Lord Clavicus Vile, and says that Vile grants favors in return for each soul N'gasta delivers. N'gasta's soulsnare captures the departed spirits of 'silly folk who neglect the sanctity of their souls' -- the soulsnare captures only those spirits unprotected by holy rituals, or those buried in unhallowed ground, according to N'gasta. N'gasta grants that the Mage's Guild opposes the practice of his craft, but that the governor favors him over those of the Mage's Guild. The governor is his generous patron, and the governor's policies bring N'gasta profit.

Entry 10: N'gasta says that to deliver the amulet to the governor personally, and that the contractor will pay the rest of the fee after the delivery. Accepted job from N'gasta to deliver an amulet to Governor Richton. Received amulet. N'gasta has arranged for an unnamed middleman to pay when task is accomplished.

Entry 11: In passing, N'gasta mentions that there is only one surviving brother of Arkay, that the other became snared in his net three master moons ago -- about the same time that Iszara disappeared. Iszara is among the living, N'gasta assures me, or he would know otherwise.

Entry 12: Delivered amulet to Richton. Confronted governor concerning Iszara. Richton says Iszara was a known consort of the outlawed Restless League, but denied knowledge or responsibility in her disappearance. Threatened Richton. Governor's Dark Elf agent, Dram, cast a magic spell. Woke up stripped of possessions and imprisoned. Dying Restless League prisoner said something about going to a lighthouse to signal the League. Received a rusty key.

Entry 13: Escaped from Imperial imprisonment in catacombs. Imperial guards will attack on sight.

Entry 14: Paid by Kotaro for amulet delivery.

Entry 15: Gerrick says that Rollo is supposed to fetch shipments from the harbor whenever he hears a bell rung by a fellow named Favis. Ringing the bell announces the arrival of a ship.

Entry 16: Gerrick thinks that the Restless League is connected with the smugglers operating out of the Smuggler's Den beneath the Cartographer's shop. He worries that Iszara might have sought to find malachite through the Smuggler's Den.

Entry 17: From the parrot pieced together the following: 'Pretty sister had her schemes. Needed gold this time, it seems. Twenty-one paces. As the head faces. Buried there the gold still gleams!'

Entry 18: Nidal says that his former initiate, Brother Kithral, has disappeared. He last saw the missing initiate, Brother Kithral, heading for the park to collect mandrake roots. Nidal thinks Richton's men are responsible for Kithral's disappearance.

Entry 19: Mariah recalls that she saw the Arkay boy, Kithral, visiting the park, gazing at the waterfall, and writing in his journal. She also describes him as a 'passionate Crown,' and muses that she hasn't seen him in months. The park is over by the waterfall, Mariah says.

Entry 20: With a body found in the caverns, found the journal of Brother Kithral, which refers to his search for the Archmage Voa's ring'.

Entry 21: Trithik says any goblins in Stros M'kai are banished beneath the earth of Stros M'kai, thanks to Frandar Hunding.

Entry 22: Found the body of Archmage Voa, and retrieved his magical ring.

Entry 23: Siona says the Restless League might be contacted through the Smuggler's Den in Maiko's basement.

Entry 24: Mariah says she last saw Iszara headed for the Cartographer's. The Restless League might be contacted through the Smuggler's Den. She's seen League members coming in and out of the Smuggler's Den below the Cartographer's. Tried to enter the door under the cartographer's shop, but didn't know the password, and was refused entry. A password is needed to enter the Smuggler's Den.

Entry 25: Prnell says to contact the Restless League through the Smuggler's Den beneath Maiko's shop, but that I need a password to get in.

Entry 26: Krisandra says Lakene, a local handyman, came to her to replace an antique silver locket of his wife's that Lakene lost while gambling in the Smuggler's Den. When Krisandra said she couldn't help him, he was quite distressed.

Entry 27: Lakene says he'll give the password, but only if I get his wife's locket back from Rollo.

Entry 28: Favis says a fellow in the watchtower, Prnell, waves a flag when a ship arrives, signaling Favis to ring the bell. Favis complains that Prnell never lets Favis have a turn waving the flag. Favis says the bell is broken, or it doesn't ring as loud as it used to. Examined bell, and it seems to be in perfect working order.

Entry 29: When Prnell sees a ship, he goes out on the walkway and waves a flag so Favis knows to ring the bell. Prnell says he has lost an eyepiece. His eyesight is very bad, and he really wants the eyepiece.

Entry 30: Borrowed the flag used to signal the arrival of a ship in harbor from Prnell.

Entry 31: Delivered Lakene's wife's locket to him, and received the password to the Smuggler's Den in return. Password is 'spoon'.

Entry 32: Got a parchment of Iszara's with the Restless League insignia on it from Urik.

Entry 33: A young Yokudan named Hayle was killed by the Imperials. Avik calls it murder. Men from the Restless League came around and asked Avik about a woman after Hayle's death. Avik told them nothing, but he reveals that he saw Hayle and Iszara together on the day Hayle was killed. Hayle's family camps outside the city waiting to complete the burial ritual. Hayle was born under the sign of the serpent. Avik says that Yokudans believe that the stars guide your destiny from birth to death and beyond. Hayle's mother, Saban, can't complete the burial ritual for the murdered boy because she has to protect his spirit from the soul snare set

by N'gasta. This soul snare, according to Avik, sends the spirit of the departed to N'gasta unless the victim is buried in consecrated ground. According to Trithik, the shoals when the necromancer is found lie to the west along a path over a bridge.

Entry 34: Coyle tells of the three circles of the heavens, and of the three guardians that protect their three charges, each to its own circle of heaven. Coyle recited the verse concerning the Mage Guardian: 'Wise Mage Orders... Apprentice Learning... Ritual Turning... Golem Burning... Through The Night.' The verse concerning the Thief Guardian: 'Clever Thief Watches... Lover Sighing... Shadow Lying... Tow'r Defying... Through The Night.' And the Warrior Guardian: 'Strong Warrior Charges... Steed Prancing... Lady Dancing... Lord Advancing... Through The Night.'

Entry 35: Coyle says the necromancer N'gasta has set a soulsnare over the entire island of Stros M'kai. Anyone who dies without the proper ritual has his soul carried to N'gasta's tower to serve the necromancer. His mother Saban can protect his brother Hayle's soul from N'gasta because she is a powerful witch -- the most powerful witchmother of her tribe. Since his mother is a powerful sorcerer, she could easily guide her son Hayle's soul past N'gasta's soulsnare, except that Hayle was born under the sign of the serpent. The other twelve constellation follow the circles of heaven, but neither Coyle nor his mother know how to predict the serpent's path. The only way to guide Hayle's soul through the soulsnare is to place the starstones in the positions of the serpent's head and tail. Agreed to help find a way to help Coyle's mother complete the ritual which will preserve his brother's soul from the necromancer's soulsnare.

Entry 36: Lakene says the Imperial's are searching for the ancient technological treasures of the Dwarves in the ruins in the mountains.

Entry 37: Erasmo claims he's fixed the orrery, but that he can't fix the telescope because he's missing a gear. He says he tried to fix the telescope, but he burned his legs down in the gear room. A dwarven gear is needed to fix the telescope -- not just any gear. Erasmo won't go down to the gear room.

Entry 38: Go to the gear room and install the gear on the far side to fix the telescope.

Entry 39: Salvaged a dwarven gear from the wreckage of the dwarven mechanical giant. Installed dwarven gear. The telescope at the observatory is fixed now. Erasmo is pleased that the telescope is fixed.

Entry 40: Erasmo raves about ghosts in the Saintsport lighthouse keeping him awake all night, blinking 'flash, flash, flaaaash'.

Entry 41: Brother Nidal revealed that Iszara and the Prince were secret lovers and that A'tor's body is hidden in the temple, preserved from decay by a spell of stasis. Nidal suggests that Voa's ring could dispel a stasis field on A'tor's body, but gives no suggestion why Kithral or Iszara would try that. He agreed that Iszara and Kithral did not plan to dispel the stasis field on A'tor's preserved body just to let the Prince's body rot. They must have had some other use of the ring in mind. Nidal suggests that Iszara and Kithral planned to use Voa's ring to dispel the stasis field on A'tor body, thus enabling a transfer of A'tor's soul from the soulgem back into the Prince's body.

Entry 42: Falicia says the Restless League had obtained a soulgem containing Prince A'tor's soul and was using it to rally supporters, but Iszara, impatient with the delay, stole the soulgem and brought it to the Mage's Guild looking for help. A Guild member, an acolyte named Joto, agreed to help Iszara research a way to use the soulgem to restore the prince. Then, after a dark elf came to speak with Archmage Jaganvir, Joto was arrested and jailed for treason against the Empire. Falicia doesn't know what happened to Iszara, but says Joto is the only one who can tell me, and he is locked away in jail.

Entry 43: Archmage Jaganvir surprises Falicia telling about Iszara, Joto, and the soulgem. Jaganvir casts an enchantment turning me into a gremlin to keep me from revealing this information to anyone.

Entry 44: Joto, a member of the Mage's Guild and Avik's friend, was arrested by the Imperials.

Entry 45: Joto dispelled Jaganvir's change-to-gremlin enchantment. Joto thinks N'gasta the necromancer has Iszara. Joto says N'gasta was the only sorcerer who could use his magic to restore A'tor from the soulgem. Since N'gasta is evil and untrustworthy, Joto and Iszara planned to use the ancient elven magic of the Flask of Lillandril as protection when negotiating with wicked N'gasta. Joto and Iszara had found one piece of the map, and then Joto found another, but before Joto could give his second piece to Iszara, she had disappeared, and Joto had been jailed by the Imperials. Joto gave me his second piece of the map, and said that if I was going to face N'gasta to find Iszara, I must have the Flask of Lillandril. Then suddenly the governor's dark elf appeared in the jail, killed Joto, and attacked.

Entry 46: After escape from jail, escaped guard pursuit. If Joto was right, and N'gasta has Iszara, must find the Flask of Lillandril for protection from N'gasta's sorcery.

Entry 47: J'ffer says that, according to legend, a stable boy armed with the Flask of Lillandril defeated the High Wizard of Valenwood. The device may then be a potent anti-magic device, perhaps one which absorbs magic.

Entry 48: Falicia says she heard that the map to the Flask of Lillandril was torn into four pieces. She says one piece was inscribed on the bottom of a silver box shaped like a ship.

Entry 49: Krisandra gave me a key and invited me to search her storehouse for a silver ship inscribed with a piece of the map to the Flask of Lillandril. If I find it, she says to keep it.

Entry 50: Had to kill two Imperial soldiers who had broken into the house next to the silversmith.

Entry 51: Dreekius says a Breton drunk, Crendal, bragged about having a piece of a map to the legendary Flask of Lillandril.

Entry 52: Crendal says he has a piece of the map to the Flask of Lillandril. Crendal says he got the piece of a map to the Flask of Lillandril by stealing it. He found it under a cot on Trithik's boat. He has hidden his piece of the map to the Flask of Lillandril where others can't find it.

Entry 53: Trithik says he used to have a piece of a map to the Flask of Lillandril, but that it was stolen several weeks ago. Trithik can only remember that his piece of the map to the Flask of Lillandril bore two numbers, an 'X', and the notation 'long tree'.

Entry 54: Maiko agreed to make a detailed map using the map notations from the book 'Elven Artifacts'... but in return Maiko gets to keep the book. Maiko says to come back in a while for the map.

Entry 55: Maiko gave me a map associated with the Flask of Lillandril based on the notations from the book 'Elven Artifacts'.

Entry 56: Found the legendary Flask of Lillandril, an ancient Elven artifact with the virtue of absorbing magic.

Entry 57: Dreekius mentions that Siona wants to see me.

Entry 58: Siona says Captain Brennan wants to see me and not to trust Brennan, that he is a traitor. She heard Imperial Guards talking about Brennan having been paid to set a trap for 'that Redguard the Governor's so hot about'.

Entry 59: Placing the starstones correctly permitted Saban to complete her ritual and ensure a safe journey to the otherworld for Hayle's soul.

Entry 60: The young Yokudan, Coyle, says that Iszara came with his wounded brother Hayle to Saban to ask for help on the day Hayle was killed. Iszara tried to explain, but Saban was too upset to listen. Saban says I might find the Restless League at the lighthouse.

Entry 61: In response to the signal from the lighthouse, a ship captained by a Redguard woman arrived.

Entry 62: The captain of the ship that responded to the League signal from the lighthouse won't cooperate unless she is given proof that I am worthy of the League's attention, sufficient proof to justify the risk of sailing me to the League's hideout.

Entry 63: Basil gave me a key to Iszara's lodge and suggested looking around for clues to her whereabouts. In particular he mentioned a journal he couldn't open. In return for learning the contents of the journal, Basil promises to tell all he knows about Iszara's disappearance.

Entry 64: Basil related the story of the defeat of Prince A'tor and his forces by Imperials, how Richton's dark elf assassin struck down A'tor with a poisoned arrow, and how an Imperial dragon routed A'tor's followers, and how Archmage Voa preserved the dying Prince's soul in a soulgem. He then revealed that the League gained possession of the soulgem, and planned to spark a revolution with the prospect of the Prince restored from the soulgem to lead the League and A'tor's supporters against the Imperials. Basil also tells how Iszara stole that soulgem from the League and disappeared. 'Find the soulgem, and you'll find Iszara,' Basil says. After hearing Basil, sailed from League Hideout back to Stros M'kai.

Entry 65: N'gasta has taken Iszara's soul from her body and gifted it to his patron, Daedra Lord Clavicus Vile. Iszara came to N'gasta to barter her soul for N'gasta's aid in restoring the soul of Prince A'tor from the soulgem to his preserved body. N'gasta agreed to the bargain,

then treacherously stole both the soulgem and Iszara's soul. The amulet N'gasta paid to have delivered to Richton held the soulgem containing A'tor's soul. To restore Iszara, her soul must be recovered from Clavicus Vile.

Entry 66: Used the Flask of Lillandril to defeat the necromancer N'gasta.

Entry 67: Mixed potions. Poured the potions onto the magical sigil on the floor of N'gasta's tower room to open a gate to the realm of Daedra Lord Clavicus Vile.

Entry 68: Confronted Clavicus Vile and wagered my soul against Iszara's soul in a riddle contest with Vile. Won the riddle contest, and returned to the Necromancer's Tower with Iszara's soul.

Entry 69: Restored Iszara's soul. Together escaped the Necromancer's Isle. Went to Stros M'kai, summoned League ship, sailed to meet with League in their hideout. Revealed that Richton has the soulgem in the form of the amulet delivered as a present from N'gasta. Pledged to kill the dragon and recover the soulgem from the treasure vaults of the catacombs, and to find someone able to master the power of the soulgem to restore Prince A'tor. From Iszara, got a gold key to enter catacombs. When the soulgem is in hand and someone is found to work the soulgem's magics, meet Iszara, Basil, and the rest of the League at the temple where Brother Nidal has A'tor's body hidden.

Entry 70: Dreekius thinks a dragon guards the soulgem in a hoard in a secret treasure vault in the catacombs. Dreekius says a weapontip roasted in dragonfire will pierce a dragon like no other.

Entry 71: Slew dragon. Recovered soulgem. Escaped catacombs.

Entry 72: To restore the Prince, find a mage who can work the magic of both the soulgem and ring.

Entry 73: Coyle says that his mother Saban says that it takes a powerful sorcerer to use the power of a soulgem. Coyle assures that his mother is that powerful.

Entry 74: Coyle says his mother Saban says that the magic of Archmage Voa's stasis field is too strong for her, that I must find a way to rid the Prince's body of the stasis field before she can help.

Entry 75: With the soulgem and Voa's ring in hand, and Saban to work their magic, proceeded to temple to restore and revive Prince A'tor. Iszara, Basil, and the rest of the League watched as Saban attempted to restore the Prince. However, A'tor's soul went, not into his body, but into his sword. With this sword, I will lead the Restless League and head to the palace to overthrow the governor and the Imperial occupation.

Reminiscences of a Redguard

Being

A true and faithful account of the people
I have met and interviewed
in the venerable Port-City
of
Stros M'Kai,
hammerfell Province,
in the year of the Great War.

By Cyrus,

well-travelled Mercenarie.

[2.1] The Interview with Avik, a Snake-charmer

A: My name is Avik. How can I help you?

C: I'm looking for my sister, Iszara. Do you know her?

A: The name sounds familiar, son, but I'm afraid I can't help you. Not many young people have an ear for the snake-songs anymore.

C: How has Stros M'Kai fared under Imperial rule?

A: Things have gone to pot, I don't care who knows it. Murder in the streets, where will it all end, tell me that? Where will it end?

C: You play very well.

A: Thank you, my son. No one visits me since those Imperial devils murdered that Yokudan lad. That's right, Imperial devils! And I don't care who knows it!

C: Imperial troops have murdered people in Stros M'Kai?

A: Ach, when they came ashore, it was fire and sword in the Old Quarter. At least then they could pretend they were fighting the Crown die-hards. But killing that innocent Yokudan boy ... if I was twenty years younger, I'd make someone pay!

C: Is the Old Quarter completely destroyed?

A: Might as well be. It was sealed off while the Imperials searched every house for 'Crown Loyalists'. Nothing but a ghost town now.

C: Tell me about this murdered boy.

A: His name was Hayle, poor lad. His family is still camped outside the city, waiting to finish his burial ritual. Yokudans were never well liked around here, but Governor Richton went too far.

C: Yes, unfortunately the Yokudans have always been treated as outsiders, all over Hammerfell.

A: A senseless prejudice, since their religions harks back to the earliest Redguard traditions. But our new governor has done much worse than simply overcharge them for flour!

C: What did the governor do to the Yokudans?

A: Murdered young Hayle! Then branded the rest of them traitors and ordered them to leave Stros M'Kai! Yokudans mixed up with Redguard politics -- a preposterous notion!

C: Why do you say that?

A: You haven't spent much time in Hammerfell, have you son?

C: No, I was born in Sentinel, but left Hammerfell when I was ... very young. I haven't been back in years.

A: I thought so -- you've picked up a bit of an accent, west High Rock, am I right? Well, as I was saying, the feeling against the Yokudans runs deeper than politics, even in a civil war. Neither side ever stooped to allow Yokudans to join their ranks. Even the Restless League was too good for them! But all that's over now. Redguard pride has made us all slaves of the Emperor.

C: You miss Hayle, don't you?

A: Used to love to listen to me play. One of the few people around here who did. Appropriate, I suppose, for one born under the sign of the Serpent.

C: The sign of the Serpent? Part of Yokudan religion?

A: The star-sign of his birth. Yokudans believe the stars guide your destiny, from birth to death and beyond.

C: Where is the Yokudan camp?

A: I'm not sure. Outside the city somewhere, watching over Hayle's grave. His poor mother is beside herself with grief.

C: Tell me what you know of this Restless League.

A: If I was as wise as my years, I would hold my tongue and bid you good day. But you're no Imperial spy, and nothing like the League bullyboys that came around after Hayle's murder.

C: I ran into a couple of them myself, on my way into town. Pleasant enough fellows, although they talked too much. What did they want with you?

A: They were asking questions about some woman. It was none of my concern, and I didn't want to give his poor mother any more trouble, so I told them nothing.

C: His mother is understandably upset at her son's death.

A: Yes, but it's not just that. Saban has not yet completed the burial ritual, although the lad has been in the ground for weeks.

C: I'm not familiar with Yokudan religion. Do they have lengthy burial rituals?

A: It's more serious than that, I'm afraid. His mother, Saban, needs to counteract the Soul Snare that N'Gasta has laid over the island.

C: Soul Snare? What do you mean?

A: Now that the Prince is dead, that foul worm has woven a magical snare across Stros M'Kai to feed his hunger for souls. Unless you are buried in consecrated ground, your soul will go straight to N'Gasta if you die. This is why Saban still fears for her murdered son.

C: Tell me more of N'Gasta.

A: When Prince A'tor was alive, a name to frighten children, little more. But our new Imperial master has allowed the Necromancer's dread power to spread unchecked until his Soul Snare threatens us all.

C: Why did Prince A'tor allow N'Gasta to stay on Stros M'Kai?

A: I don't know. A'tor's father, Thassad, first allowed N'Gasta to occupy the old wizard's tower, but back then, he seemed harmless enough. The Mage's Guild complained of unsanctioned research, but they had little influence with old Thassad. The civil war kept A'tor occupied until his untimely death.

C: You seem to know a lot about the Mage's Guild.

A: Yes, in fact I am a member, although you wouldn't think it to look at me, would you? I'm retired now, but my friend Joto kept me up to date on Guild politics. Until he was arrested by those Imperial devils, that is.

C: Why was your friend Joto arrested?

A: Do they need a reason? One day soldiers came for him, and he's been rotting in jail ever since.

C: The Jail? Where's that?

A: Up near the palace. They won't let anyone in to see the prisoners, I've already tried. I guess I should be grateful they didn't just kill him, eh? Murdering devils!

C: Does the Mage's Guild have much influence in Stros M'Kai?

A: No more! Archmage Voa was a Crown, A'tor's right hand, but both perished in the Battle of Stros M'Kai. Jaganvir is an unworthy successor to the Archmage's chair, if you ask me.

C: Archmage Voa was loyal to the Prince, then.

A: The Prince's chief advisor. But his replacement, Jaganvir, is a disgrace to A'tor's memory.

C: Jaganvir is the new Archmage?

A: Yes, a spineless toad of a man, a perfect lackey to the Governor's every whim. Still, a mage of formidable power, whatever his personal failings.

C: What can you tell me about Soulgems? Did you know that Prince A'tor's soul was placed into a soulgem just prior to his death?

A: I am afraid I can't help you. I've no skill to counteract that sorcery. You must seek out another member of the Guild to help you.

C: Thanks, Avik.

[2.2] The Interview with Brennan, a Ship Captain

C: Brennan, can I have a minute?

B: Anything for your like, Cyrus.

C: I'm looking for my sister, Iszara. Perhaps you have heard of her?

B: I'm afraid not. Before the Empire cleaned things up, Stros M'Kai was a pirate heaven, avoided by honest merchants like myself.

C: How has Stros M'Kai fared under its new Imperial masters?

B: The locals are still chafing at the bit, but in time, they will come to appreciate the benefits of membership in the Empire.

C: The Empire has done well in its conquest of Hammerfell, you think?

B: Absolutely. No offense, but Hammerfell is in need of some law and order.

C: It seems the Empire has not eliminated all the pirates from Stros M'Kai.

B: Apparently so. They've become bold, attacking a ship far into Hunding Bay. But give it time, the Empire has only been here a few months.

C: The pirates who attacked us spoke of a 'Restless League'. Have you heard of them?

B: Other captains tell me that the remaining baditti have organized themselves against the Empire's crackdown on smuggling and piracy.

C: I am meeting a friend at the Draggin Tale. Can you direct me?

B: I can't recommend it, but it's the only drink-hole in this godsforsaken town. Up the bridge you see to the right, through the gate to the town square. You'll see the sign.

C: Thanks. We'll talk later.

[2.3] The Interview with Coyle of the Yokudan Camp

Cy: Do you know anything about the Restless League?

Co: Sure! They're the bravest Redguards of them all. They'll never surrender to the Empire. They even blew up the governor's ship, right in the harbor! Do you know how I can find them?

Cy: Afraid not. I was hoping you could tell me.

Co: Naw. Hayle said they'd never let a Yokudan join, but why not? I figure they need all the men they can get now, and I'm a pretty good swordsman myself, you know.

Cy: Could Hayle have been a member of the League?

Co: No. He used to laugh at me when I said I wanted to join. Said I didn't understand the way the world worked yet, I was too young. But I'll be seventeen in three months!

Cy: Do you know how to contact the Restless League?

Co: Well, no. But I'll find out.

Cy: Coyle, do you know my sister Iszara?

Co: She was your sister?! My mother blames Iszara for getting Hayle killed, but I know your sister did her best to save him. She fought off ten soldiers all by herself! I'm going to join the League and fight the Empire, as soon as my mother's safe.

Cy: Avik told me that he saw Iszara and Hayle together on the day he was killed.

Co: Avik, the snake-man! Hayle liked him. He was always nice to us. She brought Hayle into camp that day, all bleeding. But I'd never seen her before. She tried to explain what happened, but mother wouldn't listen, just screamed at her and told her never to come back.

Cy: So you don't know why she was with your brother?

Co: She said she needed my mother's help, but mother was too upset. I guess the soldiers attacked them on the way here, but I don't know why. Hayle was never in trouble with anyone before.

Cy: Are you and your mother the only Yokudans on the island?

Co: We're all that's left. The day after we buried Hayle, the governor banned all Yokudans from the city. Called us all traitors! So everyone else took passage to the mainland, except we couldn't leave on account of the necromancer trying to steal Hayle's soul!

Cy: What is your mother doing? Is she all right?

Co: Please don't disturb her, Cyrus. If she doesn't keep up the Song of Passage, Hayle's soul will go to the necromancer!

Cy: Why would the necromancer want to steal Hayle's soul?

Co: Well, not his soul specifically. The whole island is trapped in his evil Soul Snare, that's what mother said. Anyone who dies without the proper ritual, their soul goes into his tower and he adds them to his army of undead!

Cy: I'm surprised your mother is able to protect Hayle from such a powerful necromancer.

Co: You shouldn't be! My mother is a powerful witch, the Witchmother of our whole tribe! If Hayle hadn't been born under the Sign of the Serpent, she could have passed his soul through the necromancer's web easily.

Cy: Where is this necromancer's tower?

Co: Cyrus! You don't want to go there! The necromancer kills anyone who trespasses in his tower, and steals their soul!

Cy: I'm surprised the whole island isn't crawling with the living dead, with all the fighting that's gone on here.

Co: Well, the city folk have their Temple to save them from the necromancer's snare. But we don't believe that way. Mother needs to set the Starstones to show Hayle the proper way to the other side, but she hasn't been able to foretell the Serpent's passage this season.

Cy: Are those the Starstones over there?

Co: That's right, Cyrus. Normally it would be simple, but Hayle was born under the Sign of the Serpent, and the Serpent's path can't be predicted.

Cy: This Serpent -- one of the constellations?

Co: Yes. The other twelve follow the circles of heaven, Guardians and Charges, but the Serpent respects no master. It moves across the heavens, threatening the other constellations in its path. The only way to guide Hayle's soul through the necromancer's snare is to place the Starstones in the position of the Serpent's head and tail -- but there's no way to predict the Serpent's path.

Cy: I never paid much attention in astronomy class. Guardians and Charges?

Co: Gosh Cyrus, everyone knows the three Guardians each protect three Charges in their own circle of heaven. Didn't you learn the rhyme? Strong Warrior charges... Wise Mage orders... Clever Thief watches.

Cy: That does sound familiar. Sing me the verse about the Warrior.

Co: Strong Warrior charges... Steed prancing... Lady dancing... Lord advancing... through the night.

Cy: What's the whole verse about the Mage?

Co: Wise Mage orders... Apprentice learning... Ritual turning... Golem burning... through the night.

Cy: How did the verse about the Thief go again?

Co: Clever Thief watches... Lover sighing... Shadow lying... Tow'r sighing... Through the night.

Cy: So Hayle's soul has not yet left this world for the next?

Co: No, mother's song keeps it safe here until she can figure out the proper placement of the Starstones. If she stops with the stones placed incorrectly, Hayle's soul will be taken by the necromancer's snare.

Cy: If there's no way of predicting the Serpent's path, how can your mother ever complete the ritual?

Co: I don't know. I want to help, but I don't know anything about the stars. All mother can do is continue the Song of Passage to keep Hayle's soul from straying.

Cy: Sorry, but I've got to go. Perhaps later we can talk.

Co: I'd like to help, if I can.

[2.4] The Interview with Crendal, a Drunk

Cy: You seen a woman named Iszara around?

Cr: Sure I have! Not that I remember names though...oh, but they remember mine. Dem broads love Crendal...have my way with em all. Ya know, hee hee.

Cy: What do you know about the group called the Restless League?

Cr: Dem punks. Killed em all once I did. Bunch a Redguard pansies...hick...they want me to join em, but I got too much thinkin to do..heavy load, I saaay! Richton's got it out for them. You watch out.

Cy: So, Stros M'Kai's one big party for you, eh?

Cr: Gotta drink to keep sane in this place. Dem sissies round here think they can make the best of it. They make nothing. Nooaathing. Richton's got em all scared.

Cy: Richton doesn't have you scared?

Cr: No Sir. I kicked his fat butt. Not throwing me in his catacombs!

Cy: You're scared of the catacombs, eh?

Cr: Didn't say that. Did. Not. Say. That. Richton throws the Crowns in jail, and pirates into the catacombs. I ain't neither. Doubt his Cronies could take me anyway.

Cy: You've certainly spent a lot of time at the local tavern.

Cr: Richton's got that damned Lizard, Dreekius, charging three gold pieces for lousy Valenwood wine! He freaks me out...picking flies off the bar with his tongue. Can't relax with that ..hick...(slap), (slap), going on.

Cy: Just like a drunk to blame the bartender for his troubles --

Cr: Pahh! Who the (hick!) do you blame for yours, tough guy? I know Dreekius' story...just no one else does. Damn Argonians...! Dem Darkelves got it right: Cage em up and let em hawl ash!

Cy: Don't like Argonians either? Who do you like Crendal?

Cr: Fine, then. Hang 'round that scaly bastard an' catch the Flu --

Cy: There hasn't been a case of that in two hundred years.

Cr: All I'm sayin', those of us play our cards right could open a right-good belt shop.

Cy: Liquor tax?

Cr: That's right! It's a real shock that sailors don't hang around more. He ... he...who's in charge of that one.

Cy: Ever heard of the Flask of Lillandril? You look like a treasure hunter.

Cr: Ah, the Flask of Lillandril! Everything good in life comes in a decanter.

Cy: Dreekius tells me you've found yourself part of the Flask of Lillandril map.

Cr: Oh, he did, did he? Uuhhh..well...uh...he's lying! Yup, that Lizard's lying!

Cy: Of course, he's lying. You're not bright enough to have gotten a piece of the map.

Cr: What? I'm brighter than you, Redguard! I do have a piece of the map. Hah! How's that! You didn't think I (hick) did!

Cy: That's impressive Crendal. How could I have doubted you? Tell me ...how'd you get it?

Cr: Shh. Hick. You'll like this, question boy. I passed out one night on old Trithik's boat, while he was sleeping. Woke up early, lookin for a drink... and what do I find under his cot...a piece of the map! Haaa. Uhh. Shhh. He probably doesn't even know it's gone

Cy: I'll gladly take that map piece off you hands if you're not using it. Perhaps a trade?

Cr: Pah! You have nothing I want, Redguard! Plus I don't even have it on me, I've hidden it away where them sissies can't find it.

Cy: I have some info that may concern you Crendal. I heard some boys talking that they had found your hidden map piece.

Cr: That's impossible. Pah. Hick! They just talking, jealous of Crendal they are. They couldn't know where it is!

Cy: I'm not so sure of that. I overheard them say it had two numbers on it, an x, and long tree. Didn't mean much to me, but I'd check your hiding spot if I were you.

Cr: What! What! I mean..what. Ummmm. Damn them. Uhh. Another lie. Now go away Cyrus.

[2.5] The Interview with Dreekius, Barkeep of Stros M'kai's Draggin' Tale Inn

C: Barkeep, well met. I'm Cyrus.

D: I know. I had Tobias made out a fool to believe you'd come.

C: Why?

D: I'm the one that smuggled his letter out for him. The Empire's been watching all shipments from this port; I figured our chances were slim.

C: Many thanks, then.

D: Welcome to the Draggin' Tale, by the way, thesis-bound subsistence of mine, where there is good ear and ale coequal. What can I do for you?

C: A drink might be nice. I'll use your ears later, maybe.

D: Ever-ready to listen, softskin; left adventure thine be mine. I'll share what thoughts I can.

C: What can you tell me about Iszara?

D: She frequented this establishment much before the battle in Hunding Bay; less after, of course.

C: Of course...?

D: She was a fervent one, your nestling, who hated the Empire not in hushed tones. After the occupation, she disappeared for awhile--

C: She disappeared three months ago.

D: No, I'm talking about before that, right after the battle. Many Crowns had scattered in the wake then, hiding where they could. I didn't see her for several days following, but then she showed up, needing a drink and rambling, tense on some decision.

C: So Iszara did survive the Battle of Stros M'Kai.

D: Aye, she did and then hid well in its aftermath, until three months ago.

C: What then?

D: The Imperials came and I let her out through the back window. I haven't seen her since.

C: The occupation, it seems, is taking long to consolidate, with the League about and the Imperials still hunting for wayward Crowns --

D: Hammerfell's the defiant line of the human lay, still. They say some still fight the Empire on the mainland.

C: Is thus the Empire delayed in further expansion?

D: The whole wild-world -- the Elf-kingdoms, and the beastlands -- waits to see what finally happens here in the last land of men. A word of advice: Beware the dragon-tribe of the Emperor. The warrior-king Tiber Septim does not tolerate rebellion. And Governor Richton has promised summary execution to any who take arms to oppose his rule.

C: Wouldn't dream of it. Unless he's responsible for my sister's disappearance.

D: Even if he were responsible, perhaps it would be wise to proceed cautiously.

C: Cautiously, eh? If only I knew how to do that. You said the Imperials came here looking for Iszara the last night you saw her?

D: Not specifically for Iszara -- the Imperials had a list of dissidents they sought. Her name was there, with names of many other Crowns. Since that time I see only Forebears here.

C: The Forebears seem to enjoy your place.

D: The Imperial liquor tax has forced me to serve everyone, even this city's ancestral villains.

C: What troubles these Forebears so?

D: They meant to make audience with the governor, but he's too busy yet for their like. Too busy to guest these 'honored allies' at the palace during their wait, which may explain their touchy dispositions here.

C: Tell me about the Crowns.

D: Their fire is gone since the prince was lost. Few show their faces in Stros M'Kai. Some have passed to the mainland. Some few plot and scheme still, nursing fading dreams.

C: What do you think of the Restless League?

D: A human tribe of ill account, but whose single-mindedness is something I can fathom. Their raids upset my smuggling operations -- and oft-thus my fair nature; Valenwood wine's hard to come by, you see -- but over-that I have nothing worse to say.

C: You sympathize with the League, then?

D: Oh, no. I merely noted their clannish drives, which any Argonian might admire. Being used, as we are, to honor the clan's interests about our own private affairs.

C: How, then, does an Argonian manage to leave his tribe to wander Tamriel?

D: You refer to me? I do not wander, Redguard; this is a settled study for me, from which I'll add to the wealth of wisdoms when I return to my clan.

C: What's your subject of study?

D: The other, of course -- those ones not skinned in scale. We see that Septim's tribes will not be long satisfied with the thrones of men and the Elder Race. One day they will come to Black Marsh. Argonians have lost land once before when we did not know our enemy.

C: I see. And what better place to learn the wants of men than at the bar?

D: There are other places -- universities, the military, the magical guild -- but I am to chart man's geography of desire, which is most readily charted when he is drunk and blathering.

C: What are you talking about?

D: This tavern, of course, both site and subsidy of my studies. As well as a fine storehouse of spirits.

C: I myself was a victim of these raids.

D: More obstacle, I'd suspect, than victim. The raids had ended, it seemed; but your mischance may be token of renewed troubles the sailors speak of.

C: Hm.

D: The League is marshaling anew its forces... or so the rumor goes.

C: Some second Battle of Stros M'Kai?

D: True, it sounds unlikely. But they are daggerlads, the Restless League, and they vow to make war again.

C: How have the denizens of Black Marsh resisted the Empire so long?

D: A thousand miles of swamp, bog, and stink aren't attractive to most humans, and terror of the Knahaten Flu still holds most at bay. But our days of testing will come. Is this your first visit to Stros M'Kai, Cyrus?

C: Aye, but the occupation makes it seem less so. With the Imperial standards aloft at port it seems like any other vassal-town of Cyrodiil.

D: But for the unrest of like-blood...?

C: The only blood I care about is my sister's. As far as I'm concerned, new kingless Hammerfell has gone its way.

D: Your apathy is decidedly reptilian--

C: I don't know how to take that, coming from you. Maybe I should check out the palace.

D: Get that look off your face, Cyrus. If it must be done, find a way that gets you invited in, not dragged in as a battered cripple.

C: Dreekius, you mentioned taking part in some smuggling operations –

D: Minor stuff, is all, and mostly nil now that the governor's men are keeping such tabs on me.

C: What can you tell me about the Smuggler's Den?

D: It's run by some upright from the north; a quick-to-anger sort, and he only talks to members of the Den.

C: I've come across the legend of the Flask of Lillandril.

D: That bug's got you, too, huh? A lot of people on this island are looking for it -- even the Empire, I hear.

C: What would they want with it?

D: The scuttlebutt's they want it for an invasion of Summerset Isle, to help them dispel its magical defenses. Leastways, be advised that the Flask's burial ground is well sought by more dubious parties than you.

C: A lot of people are looking for the Flask. Anybody in particular?

D: There's a Breton about town, loud and lit to here, by the name of Crendal. He was in a few weeks back bragging about having a piece of a map--

C: A map showing where the Flask is buried.

D: Yeah, but Crendal's a drunk, so make of it what you like. Another softskin with dreams of the priceless king's jewel of ancient Black Marsh? You look the sort, too. All sword and swagger. Tobias he described you well.

C: I'd better keep moving. Can we talk later?

D: Any time, any time.

[2.6] The Interview with Falicia, Stros M'kai's Mages Guild Shopkeeper

C: Hello.

F: Hello, stranger. Welcome to the Mage's Guild of Stros M'Kai, fully chartered since 638 CE. I'm the resident shopkeeper hereabouts. Feel free to look around, but remember everything is Guild property. If there is anything you'd like to buy, just let me know.

C: I am looking for a young woman named Iszara.

F: The name is not familiar, sir; might she have been a member of the Guild?

C: I doubt it, but she may have been.

F: My apprenticeship here has lasted several years, and I haven't met any member named Iszara yet. But, who knows, many members of the Upper Cabal are of the secretive sort.

C: Do you know anything about the Restless League?

F: I'm afraid not. The Mage's Guild tries to stay out of the lesser politics.

C: What kind of town is Stros M'Kai?

F: I'm too busy studying to pay it much mind. Plus, with the Empire here, the streets feel kind of dangerous.

C: So you never leave the Guild?

F: If you want to know the truth, wide open spaces kind of make me nervous. Many Wood-Elves are like that, you know.

C: They miss the canopy of the Valenwood trees....

F: Our second sky, the middle green. Let's just say I don't wander around in Stros M'Kai enough to know that much about it.

C: How old is the Mage's Guild?

F: This one, or the institution itself? This one is fairly new, two hundred years and a fourth more. Modern magicks came late to Hammerfell.

C: Redguards have strong traditions.

F: But even they took finally the notion of a more controlled and conscious auspice for magic. The Mage's Guild was a reaction to the mass hedgery of old, when magic was wild and unbalanced.

C: How very modern for an Elf.

F: When you're a student you embrace the institutional line -- if you want to graduate.

C: How long do you have to be an apprentice, Ms....?

F: Falicia, and it's been way too long. I think the Guild has a prejudice against Elves based on the fact that we live so long and have the potential of reaching heights no human wizard could ever dream for, unless he goes the rotting way, which so many do, but I guess I'm just being bitter. One day I'll make Archmage, and maybe none too soon considering there's an opening now.

C: Who is the Archmage?

F: Human named Jaganvir, a real hardcase. Doesn't really have enough secrets to be Archmage, but the last one was killed at the Battle of Stros M'Kai so there was a vacuum to fill.

C: Do you think Jaganvir knows anything about Iszara?

F: Wouldn't tell you if he did. He doesn't talk to mundanes, and he's too busy studying for the Battlespire to be seen lately.

C: What's the Battlespire?

F: A war college set up by the Empire to test its Battlemages; an elite Mage's Guild, really. Archmage Jaganvir's got his sights on the Battlespire recently, though why anybody would want to hang out with those losers is beyond me.

C: What happened to the last Archmage?

F: Voa's Redguard blood got the better of him. He died in the Battle of Stros M'Kai fighting alongside the prince.

C: The Mage's Guild helped the Crowns in the battle?

F: Not the Mage's Guild, just former Archmage Voa. He was a nationalist as well as a guildmember, and couldn't help himself. Got killed for mundane politics.

C: Maybe I could speak to somebody in the Upper Cabal...

F: Sure. You'll be right after me, as soon as you get ten years of apprenticeship under your belt and can cast an 'Alter Reality' spell. The new Archmage, Jaganvir, he doesn't talk to nobody, and would make everybody else in the Guild do likewise, except for me, since I run the shop.

C: Has the Empire interfered with the Mage's Guild yet?

F: Of that I am not at liberty to say. Let's just say Archmage Jaganvir is trying to stay on their good side. He's got his greedy eyes on the Battlespire.

C: I've heard that an ancient artifact, the Flask of Lillandril, was lost on this island long ago. You know the piece I'm talking about.

F: You're not the first to ask. Everybody seems to think the Mage's Guild has access to all the land's magic. Sorry to say the flask has not turned up for centuries. Lost on this island long ago by the Elven founders of the flask, who were shipwrecked here. They fled Summerset Isle with the flask, hoping to buy sanctuary from the clan Direnni in High Rock, but the seas only brought them this far. Some say there's a map to it.

C: What about this map to the flask?

F: Well, nobody has seen it. The stories say it was torn into four pieces. One of the pieces was even said to have been inscribed on the bottom of a silver box shaped like a ship.

C: Thanks for your help.

[2.7] The Interview with Favis, Keeper of Stros M'kai's Bell Tower

C: Favis, how are you doing?

F: Been better, been worse.

C: I checked, and there's nothing wrong with the bell.

F: Good lad! I was right! That fool Prnell said it didn't need fixing. So you fixed it, eh? Well, I'm much obliged.

C: Your friend Gerrick, the shopkeeper, was telling me about you.

F: My friend, you say? Hmph! All right as Elves go, but sure does carry on. Then there's that Rollo, Gerrick's hired hand. Rude as the day is long, and lazy to boot.

C: This Rollo sounds like an interesting fellow.

F: Sometimes I have to ring the bell a good five minutes before he wakes up and gets moving. Gerrick has me watch out to sure Rollo's up before I stop ringing the bell. Don't know why I don't just go give him a kick in the pants, be easier.

C: My sister, Iszara, is missing. Do you know her?

F: Sure, nice young lady, too. Sister, you say? I haven't seen her around in a while though. Wonder if she might be missing.

C: Apparently no one has seen her for months. Do you have any idea what might have happened?

F: Might have something to do with the Restless League. Some of them fellows came around looking for her a while back.

C: Iszara was in trouble with the Restless League?

F: I didn't say that, although come to think of it, they didn't look too friendly. No one you'd want to cross, that's for sure. Their enemies have a way of turning up dead.

C: My ship was attacked by two members of the Restless League just off Stros M'Kai. What can you tell me about them?

F: Not much. Fire-eating Redguard nationalists -- more even than most Crowns could stomach. But they've kept quiet since the Old Quarter was burned. I wonder why they decided to attack your ship?

C: I don't know. How long has it been since their last attack?

F: Hmm. Must've been a month or two, at least. Their last big success was blowing up Richton's flagship, right here in the harbor. A pity, in a way. Whatever else you say about the Imperials, they make beautiful ships. But that little caper cost the League plenty. Afterwards, Richton rounded up anyone who'd ever spoken to a leaguesman. I was starting to think he had crushed them completely.

C: Stros M'Kai was a Crown stronghold, wasn't it?

F: It was the seat of power for the Crowns. A'tor led the Crowns from here after Thassad's death. We've suffered greatly for it since young Prince A'tor died. Took all hope out of the Crowns, but not all the fight.

C: Not all?

F: No, the battle in the Old Quarter did that.

C: Tell me what happened in the Old Quarter.

F: The Crowns made their last stand there after the dragon destroyed A'tor's fleet. Senseless bravado -- should've done what the League did. And laid low until the Imperials were off guard. Instead they went down fighting, Redguard heroes but dead all the same.

C: What happened to Prince A'tor?

F: Died in battle, like a Redguard hero of old. I've heard tales that he ain't dead, but that's all rubbish.

C: Really --

F: I spoke with sailors from the Garamar, second in linke of battle behind A'tor's flagship. They saw him on deck just as the dragon lit up his ship like a festival bonfire. Weren't any survivors from the flagship, not a one.

C: This dragon -- have you seen it?

F: Not with my own eyes, but I heard tell of it from the survivors. They say Richton keeps it in the catacombs, feeding it on captured leaguesmen.

C: What of these catacombs?

F: You're a nosy young fellow, aren't you? The less you know about them the better. If Richton doesn't like you, he throws you in jail. If he really doesn't like you, he throws you in the catacombs. No one comes out of there alive.

C: Is that right? King Thassad's death was inconvenient for many, but I've never heard tell of foul play.

F: Nor I. The Forebears preferred Thassad to his son A'tor, a known League sympathizer. Thassad had no patience for the League himself. Called them terrorists -- maybe true, but they've shown more sense than the Crowns through this whole bloody mess.

C: I expected to see Stros M'Kai full of Forebears, after their victory.

F: Hardly a Forebear victory. It was Imperial might that defeated the Crowns, laddy, make no mistake about that. The for-show few that Richton brought with him mostly stay up in the Palace or drink themselves to stupor. You might run into 'em at the Draggin Tale, looking for trouble, so you'll want to be careful.

C: I've already run into them, thanks. Nice lads. What can you tell me about Governor Richton?

F: You don't look like one of his spies.

C: Rest assured.

F: I'm too old to worry about such things anyway. Hmm. Why was I worrying?

C: Richton.

F: Oh yeah: Good soldier, maybe, but a bloodthirsty beast of a ruler. Enjoys having Stros M'Kai under his thumb, he does. Won't be much left of it when he's though.

C: You're not in the Restless League?

F: Me? Ha! If I was, do you think I'd still be here, with precious Governor Richton throwing every known leaguesman in the catacombs? In my day things were simple. A Redguard was loyal to the King and that was that. All this new-fangled politics -- Crowns and Forebears, Restless League -- not for me.

C: How do things stand in Stros M'Kai, under Imperial occupation?

F: As bad as they can be. Looks peaceful now, doesn't it? The peace of the grave, it is -- most of the younger folk dead or run off. In the old days, this was the bustling south heart of Hammerfell. Harbor jammed with shipping, sailors from all over walking the streets. What you see now is the ghost of the old Stros M'Kai, dead but it just don't know it yet.

C: That's all for now Favis.

[2.8] The Interview with Gerrick, Owner of Gerrick's Goods

C: Hello, shopkeeper. My name is Cyrus.

G: Pleased to meet you, my good fellow. Gerrick, your humble servant.

C: I'd like to make a purchase.

G: Splendid! What do you need?

C: How much for a torch?

G: A classic design, functional and long-lasting. For you, Cyrus, 20 each.

C: The shovel over there -- how much?

G: A sturdy shovel, just the thing for the intrepid treasure hunter! Guaranteed not to break, scratch, or dent! A bargain at only 30 gold.

C: That looks like a decent compass.

G: The one item no one should be without. Never lose your way again! For the small investment of 50 gold, peace of mind for a lifetime.

C: What's Aloe going for today?

G: Aloe leaves from southern Hammerfell, the best, fresh every week. Excellent for soothing those aches and pains. And just 15 gold per bunch.

C: Interesting feathers.

G: Ah yes, from the exotic Canah bird -- A favorite of mine for they are bred on Summerset Isle. Bred for their beauty I might add. They make an excellent gift for 10 gold.

C: How's business these days?

G: If it's not pirates stealing your cargo, it's Imperial taxes. I get by, though. All the ships heading for the Iliac Bay pass through here, so I get first crack at their wares. As long as I can get that lazy Rollo to bring it up from the harbor.

C: I'm afraid I may have made his acquaintance. Large, loutish, unwashed?

G: Rollo, yes, a rather unlikely fellow, even if you don't mind the smell. But he'll tote a bale for a silver penny, and I can't even hire a mule for that.

C: Rollo works for you, then.

G: An exaggeration, to be honest. He's supposed to bring up my shipments from the harbor when they arrive -- a simple task, you would think -- but he's drunk or asleep half the time and doesn't hear the bell.

C: Bell?

G: My old friend Favis rings the bell to signal the arrival of a ship, so the merchants know to come down to the harbor to trade. Rollo is supposed to listen for it, but I've had such trouble with him. Ach, but you don't need to listen to an old Elf complain!

C: I've heard tell of a magical flask hidden somewhere on the island. Do you know anything about it?

G: The Flask of Lillandril, far-famed in song and legend! From my own homeland of Summerset Isle, you know. And you must have heard of the mysterious map--

C: I haven't been to Summerset Isle in years. Beautiful place, as I recall.

G: I should ask you for news then, Redguard. I last saw the eternal isle in my youth, long before you were born. I'm older than I look! Beautiful, yes, but static and snobbish. A shopkeeper like me is lower than dirt back home. Here, I'm a respected pillar of the community!

C: You know of a map to the Flask?

G: Oh yes! According to legend, the ship carrying the Flask and its owners was shipwrecked on Stros M'Kai. That was all back thousands of years ago, before the Redguards ever came to Hammerfell, you understand. Perhaps a survivor hid the Flask and made a map -- who knows? Trithik could tell you more, though.

C: Trithik, huh?

G: He used to be quite the Flask hound. Why, I must have sold him six shovels over the years!

C: I wonder if you know my sister, Iszara.

G: Iszara...? A lovely name, by the way ... I believe she may have been mixed up with those League pirates, am I right?

C: That's what I'm trying to find out. She's been missing for three months. What do you know about them?

G: That bloodthirsty gang of villains! If your poor sister was connected with them, I'm afraid to speculate on what might have happened. They've been a plague on Stros M'Kai for years, although the cowards haven't dared show their faces since the Imperials arrived.

C: The Empire crushed the Restless League?

G: I assume so. They haven't been seen around Stros M'Kai for months. The League pretended to be patriotic rebels after the Crowns' defeat, but a few encounters with Imperial warships quieted them down right quick.

C: What do you know about the Restless League?

G: A collection of the worst scum from the sewers of Stros M'Kai! Pirates who'd cut your throat as soon as look at you!

C: Please, if you know anything more about Iszara... .

G: Well, she came into my shop some time ago. Looking for Malachite -- don't stock it, of course, unusual request -- but she was very insistent. Iszara offered me a tidy sum for the Malachite -- much more than it was worth. I said I could have some for her in three weeks, but she needed it right away. I'm afraid she may have tried the Smuggler's Den, dear me. Not a place to walk into with a purse full of gold.

C: Smuggler's Den?

G: Yes, under the cartographer's shop. An open secret around town. I'm sure those smugglers are connected with the Restless League -- selling Valenwood wine stolen from my own ships, at double the price since they have no competition!

C: Hm.

G: I can't prove any of it, of course.

C: Did Iszara say why she needed Malachite?

G: I'm sorry, no. Not much call for it anymore, now that the alchemist's shop is closed.

C: Malachite is used in Alchemy?

G: I believe so. Old Vromish -- the Alchemist, used to order a pound or two from time to time. But he's been dead now these seven years, and the Mage's Guild gets their potions wholesale, so I haven't carried Malachite since.

C: The Mage's Guild sells potions?

G: Yes, they now have an official monopoly on magic of any kind. Archmage Voa's doing, took advantage of his access to the Prince, at the expense of us small businessmen! Remains to be seen what the new Imperial policy will be. Governor Richton's too busy with his archaeological hobby to bother with a small matter like economic policy!

C: The Governor is an archaeology buff?

G: He's crazy over anything Dwarven. The Dwarven ruins are full of soldiers, looking for who knows what. Richton better hope the Emperor never finds out how he's wasting his valuable troops!

C: Where are these Dwarven ruins?

G: Down on the south end of the island. You won't get in, though. Richton's men have sealed the gates.

C: Thanks for the time, Gerrick.

[2.9] The Interview with J'ffer, Stros M'kai's Bookseller

J: Welcome to J'ffer's.

C: Stay above and sand below.

J: And water within. You speak the Ta'arga like a desertwalker, Cyrus. But there is no need for such formality.

C: I'd like to buy a book.

J: These shelves hold wisdom and folly in equal measure. Choose carefully.

C: How much for Redguards: Their Heroes and History?

J: Your taste runs to the patriotic. A tale to stir the blood and fire the soul of any true Redguard, although our esteemed Governor might not agree. J'ffer asks but 20 gold.

C: Is Flora of Hammerfell worth buying?

J: The authoritative work, no less, and for the bargain price of 15 gold, it can be yours.

C: What do you think about Ffoulke's Firmament?

J: Less ambitious than Yoonkarl's published studies, and less concerned with comparative astrology. Though a decidedly human take on the stars of Tamriel, Ffoulke's Firmament is not without it's own virtues. J'ffer can part with it, then, for 36 gold.

C: Do you recommend Favoril's Dwarven Lore?

J: Marobar Sul's Ancient Tales of the Dwemer is more comprehensive, but hard to come by, alas, and a weighty tome, too, at 16 volumes. For 54 gold, Favoril's little book is an excellent overview.

C: How much for Elven Artifacts, Volume 3?

J: Ah, the hoary tale of the Flask of Lillandril piques your interest. Legend more than history, but a good read for 40 gold. Will it be yours?

C: What do you know of this legendary flask?

J: Legends surround it, but J'ffer is sure the flask is real. Scribes of ancient Lillandril record its discovery -- yes, the flask is not of Elvish make, despite what you may read. They found it, used it, and lost it, but its creator is unknown.

C: What makes the Flask so valuable?

J: Here we have only legends to guide us. Stories tell of the High Wizard of Valenwood himself defeated by a stable-boy armed only with the Flask. Exaggeration, surely, but still a kernel of truth -- an anti-magic device of no small power.

C: It sounds like the Flask may absorb magic.

J: Perhaps. That would explain why no mage has ever been able to detect its location.

C: Stros M'Kai seems quiet, almost deserted. Has the Imperial occupation been so harsh?

J: Tiber Septim has many clansmen, of lesser repute than he. The city of the Redguards suffers under one of the least of these, Provisional Governor Richton.

C: Is there any way to gain an audience with the governor?

J: Proclaiming yourself a Crown might work, but more likely will lead to a speedy death. Few besides Forebears have access to the palace.

C: The Forebears run Stros M'Kai now?

J: Redguard politics largely escape me. The Forebears allied with the Empire to win the throne, yet who sits on the high seat of Sentinel? Not Baron Volag, strangely absent from public view since his victory.

C: Do you think Richton dared murder the Forebears' leader?

J: A strange reward for your chief ally, J'ffer agrees. And no mention of murder passed J'ffer's lips. Still, there is no king in Hammerfell.

C: There must be some other way into the palace.

J: An interesting architectural puzzle. The present structure dates to the early common era, a harmonious design, that is until our esteemed governor began his renovations. The foundations are much older, connected to a maze of catacombs which may predate the arrival of the Redguards in Hammerfell.

C: How do I get into the catacombs?

J: That honor is now reserved for Crowns, who must find it a pleasant place, for none has ever returned.

C: Is it so dangerous to be Crown these days?

J: J'ffer's interests lie more in the past than with the current upheavals, but even J'ffer can see that the city has been cleansed of dissidents. Yet soldiers continue to scour the island, to what end?

C: Do you have any idea what the Imperials are looking for?

J: J'ffer sent four copies of Dwarven Lore to the palace last week. It may be no coincidence that Stros M'Kai, with the largest Dwarven ruins in the Windward Lands, has received particular attention from the mighty Tiber Septim's clansmen.

C: Windward Lands? I'm not familiar with that term.

J: My apologies. J'ffer almost forgot the spoke to the unclawed. The coastlands of Tamriel, to the northwest of our desert homeland. Mighty Tiber Septim bids fair to become clan-mother to them all, Hammerfell included.

C: Tiber Septim's reputation seems to depend on who you ask.

J: True. And the Redguards have long memories, as the statue in the harbor attests. History loves an empire-builder, though. J'ffer cannot yet say who will write Septim's epitaph.

C: Dwarven ruins? I'm intrigued.

J: As well you should be. An amazing site, full of the inexplicable work of that vanished people. No longer open for visitors, however. The Imperials have sealed the ancient gates, for reasons known only to our honorable governor.

C: I was surprised to see Hunding's statue still standing, national treasure or not.

J: Doubtless our esteemed Governor has reasons aside from Redguard sentiment. Lord Richton has shown indifference to such niceties in other matters -- witness the fate of the Old Quarter.

C: The Old Quarter? What happened there?

J: In his excessive zeal to root out his clan's enemies, Richton put it to the torch. A silent history of Hammerfell, wrought in stone and wood, now ashes. The Redguards speak of dragonfire in the night, but J'ffer remained indoors and so saw nothing.

C: Do you mean a dragon was here on Stros M'Kai?

J: Was, is. J'ffer hears much, but knows little.

C: My sister, Iszara, is missing. Do you know her?

J: An all too common tale in this city. J'ffer regrets that he cannot count your sister among his friends.

C: Ever heard of a group called the Restless League?

J: Some say pirates, some say rebels. J'ffer knows too little to judge. Rumor calls them secret allies of the late prince. Whether they survived the Crowns' defeat, J'ffer cannot say.

C: Peace, desertwalker. I must go.

[2.10] The Interview with Kotaro, a Contractor

K: Ahoy there, sailor! Can I have a word with you?

C: What can I do for you, friend?

K: The question is, what can I do for you! The young stranger in town, fearless, footloose and fancy-free, a little light of purse, perhaps. I have a proposition that may appeal. But first, allow me to introduce myself: Kotaro, Contractor of Stros M'Kai, at your service!

C: Cyrus. Charmed. You call yourself a contractor. What does that mean?

K: Over here, we have someone who needs something done. Over there, we have someone who is looking for work. How do they find each other? That's where I come in!

C: Tell me about this job you have for me.

K: A simple task. Pick up an amulet from N'gasta, and deliver it to the governor's palace. To be honest, I've been having trouble finding someone to take the job. But I'm sure a robust lad such as yourself pays no attention to silly local superstitions.

C: N'gasta?

K: A harmless old hermit. The more superstitious of my fellow citizens repeat silly rumors about him, but I put no stock in their tales. He lives in the old wizard's tower. Just follow the shoals on the northwest side of the island.

C: What superstitions do the locals harbor about this N'gasta?

K: Oh, you know, they call him a necromancer, prattle about him stealing people's souls, armies of undead, that sort of thing. Nothing a well-armed fellow like yourself would worry about.

C: Any idea what's so important about this amulet?

K: That's between N'gasta and the governor. I just get paid to find a deliveryman.

C: How much are you offering for this job?

K: Like I said, I've been having trouble hiring for this job, so I'm upping the rate a bit. 100 up front, 200 more after completion.

C: That's pretty high for a simple delivery. What's the catch?

K: The pay's proportional to the danger. N'gasta's tower isn't exactly on the main road, you know? So you may have a little trouble getting there. Nothing that you can't handle, I'm sure.

C: Where can I find the governor's palace?

K: Straight at the top of the hill. You can't miss it. The grandest structure in Stros M'Kai, maybe in all of Hammerfell. Quite the tourist attraction before the late unpleasantness.

C: I haven't been in Hammerfell since before the War. How do you like being a citizen of the Empire?

K: Surely beats war, my young friend. I won't lie to you, though. Hard to find honest labor these days -- Forebears would rather smirk than lift, and the Crowns don't have the back for it anymore.

C: Sounds like the Crowns are taking their defeat pretty hard.

K: I've always stayed out of politics. Bad for business. Crown, Forebear, I don't care, as long as their coin is true! My philosophy is, what's done is done, live and let live, the grass is always greener, you know?

C: I guess the Forebears are still savoring victory in the Civil War, eh?

K: You could say that, although you might not want to say it to their faces. They're a touchy lot these days.

C: I've been up north for years, but I was pretty sure the Forebears won the war.

K: Of course they did! And the Forebears like to bust the Draggin' Tale just in case anyone doubts it. Some ungenerous Crowns like to point out the Imperial flags flying over the palace, and the Imperial soldiers patrolling the streets. None of my concern, though, ha ha!

C: What do you know about a group of ruffians calling themselves the Restless League?

K: Damn them and their bloody-minded ways! They've done more to ruin Stros M'Kai than the Forebears and Empire combined. If it weren't for them, this city would have been at peace months ago.

C: How is the Restless League responsible for ruining Stros M'Kai?

K: Burning or plundering half the cargoes headed for this port! Stirring up the Imperials to ever-more ruthless repression! The League doesn't seem to realize that the War is over, and they lost.

C: You're saying the League was allied with the Crowns?

K: Depends on who you ask. I don't know. I'm not one of your political gentlemen, always in someone else's business -- I'm just a poor working stiff. A bird in the hand is better, you know what they say, ha ha! You know what I mean.

C: I wonder if you know my sister, Iszara? I've come to Stros M'Kai to find out what's happened to her.

K: I'm afraid I don't know her. I'm just a simple working man! You might try Dreekius up at the Draggin' Tale. Pretty much everyone in Stros M'Kai passes through his door eventually.

C: Dreekius?

K: Our friendly local lizard, not that I have anything against him. Or her -- whatever. Can't ever tell with those Argonians. Runs the Draggin Tale, the tavern on the town square.

C: I'm supposed to meet a friend at the Draggin' Tale. Can you direct me?

K: The only watering hole in town! Follow the ramps uphill to the town square. A bit of friendly advice -- watch your step. The Forebears are a touchy lot these days.

C: We'll talk later.

[2.11] The Interview with Krisandra, Stros M'kai's Silversmith

C: Greetings, my lady. I am Cyrus.

K: A Sentinel accent, isn't it? I am Krisandra, silversmith of Stros M'Kai. Pleased to meet you.

C: I haven't been back in Sentinel since before the war. How did it fare?

K: Better than Stros M'Kai. Before I came here, I thought the stories I'd heard were just Crown propaganda. The Crowns recaptured Sentinel just before the Empire intervened, but it was nothing like this. Stros M'Kai was the center of Crown resistance, and I suppose the Empire is making an example of the city.

C: Are you from Sentinel originally?

K: Yes, I owned a shop there for six years -- on Market Street, perhaps you know it? Sentinel is overcrowded these days, and when I heard of a business for sale here, I decided to take the chance. So far I haven't had too much trouble from the locals.

C: Why would the local people give you trouble?

K: Forebears aren't exactly popular around here, you know? I've never been much involved in politics, but I always supported the Forebear cause. Before the war, all that didn't matter. I had many friends who are Crowns. But things are different now.

C: You're new here, then?

K: Arrived only 2 months ago. I'm still trying to get things sorted out. The former owner must not have cleaned this place for twenty years, there was so much junk piled up. I tossed most of it in my warehouse next door just to get it out of the way.

C: The old silversmith -- he left because of the war?

K: He died, actually. I bought the shop from his estate. I guess there was some kind of incident in the Old Quarter. Where the most fanatical Crowns lived.

C: I'm looking for my sister, Iszara. Do you know her?

K: I'm afraid not. I have few friends here as yet. I'm hoping that as time passes things will get back to normal, but the war is still too fresh for people here to forget that I'm a Forebear.

C: How has Stros M'Kai fared under Imperial occupation?

K: It's suffered greatly. The incident in the Old Quarter seems to have left the city in shock. The Crowns lost the war, after all. You can't expect them to get over that in a few months.

C: Do you know what happened?

K: It was before I arrived. The people here tell some pretty fantastic stories. As near as I can figure, the Crowns burned their houses down around their heads rather than surrender after the Imperials took the city. Some would call that admirable, but I think the Redguards put too much stock in zealotry.

C: What can you tell me about the Restless League?

K: I know I sound just like every other Forebear, but they were nothing more than pirates, using the civil war as cover for their crimes. They were a black mark on the Crown's cause from the beginning. The destruction of the League is one of the few good things to come from the Empire's victory.

C: You call it the Empire's victory? What of the Forebears?

K: Please. I'm not one of the Forebear fanatics. Anyone can see that Baron Volag was used then cast aside by the Empire. He hoped to be King of Hammerfell, but who has seen him since his supposed victory?

C: You disagree with Baron Volag's decision to ally the Forebears with the Empire?

K: A gamble that he lost. As a Forebear, I supported Volag's claim to the throne of Hammerfell. I never supposed he was infallible. But the war's over now, and the only thing to do is make the best of the new situation -- a philosophy more Crowns should embrace, it you ask me.

C: I admire your courage, a Forebear in the Crown capital.

K: When I first arrived, the Restless League made a few threats, but the Empire seems to have them under control now. Forebear and Crown, that's all in the past anyway. Hammerfell is part of the Empire now. At least we finally can stop killing each other.

C: So the League has been wiped out?

K: As far as I can tell. They haven't been seen in Stros M'kai in weeks. Their last Hurrah was blowing up the governor's flagship -- a pointless gesture which only spurred Richton to finish cleaning out their organization from the city.

C: What do you know of the new provisional governor Richton?

K: Ruthless to a fault. Served him well during the war, but not a trait guaranteed to win loyalty in a new province. I wonder how much Tiber Septim knows of what Richton is up to here in Hammerfell.

C: Tiber Septim, the colossus of our generation, Tamriel's new self-proclaimed Emperor. What's your take?

K: The Empire's expansion has proceeded according to the merits of the Emperor's servants. By all accounts, Septim's governor in High Rock has ended the feuding of the Witch-Kings there with tact and skill. The Emperor's representative here in Stros M'Kai is not of the same caliber, and the Emperor is viewed dimly as a result.

C: I'm told of a legendary magical flask, supposed to be buried somewhere on the island.

K: Sounds fascinating. I love stories of buried treasure.

C: Perhaps you've seen a silver box shaped like a ship? It has something on it I'm looking for.

K: No sorry, nothing like that in my shop.

C: I've been told of a Smuggler's Den under the cartographer's shop. Have you heard of it?

K: Sure I have. Smuggler's Den! Ha! A pretty grandiose name for a place where the local boys go to get away from their wives and play cards.

C: So you think it's nothing more sinister than that?

K: Well ... I've heard rumors it was connected with the Restless League, but they're hard to take seriously if a joker like Lakene could get in.

C: What does Lakene have to do with the Smuggler's Den?

K: Oh ... I really shouldn't gossip, but I'm sure you won't tell anyone, will you Cyrus? Seems he was gambling at the Smuggler's Den and lost his wife's antique silver locket. He came to me, desperate to have it replaced so she wouldn't find out. I'd have been glad to help, but I couldn't reproduce it simply from his description. Poor fellow, he went away quite crushed.

C: I've killed several Imperial soldiers who had broken into your house. I hope that won't cause you any trouble with the governor.

K: Hmph! The governor should hope I don't cause him any trouble over this. What possible reason could his soldiers have for breaking into my house? A loyal Forebear, of all people, one of his few potential allies in the city! Not a good sign for the Empire's future here in Hammerfell.

C: Excuse me. Perhaps we can speak later.

[2.12] The Interview with Lakene

C: Hi. Cyrus. And you are?

L: Lakene. You're new here aren't you?

C: And what does Stros M'Kai hold for you?

L: I'm what everyone likes to refer to as Mr. Fix-It. I'm cursed by it actually. Oh... and by the way... if you see a man named Trithik, tell him I'll get to his boat when I have time.

C: What's wrong with Trithik's boat?

L: Not sure, really. I think he's had some vandals at night.

C: If I see the fellow, I'll tell him.

L: And as for what keeps me in Stros M'Kai, with the Empire and Richton and all... well, I've lived here a long time, got friends and roots here -- and Stros M'Kai has deep roots... ancient history... there's the real mystery.

C: The real mystery? Huh, I've heard too many already.

L: The ruins. In the mountains. Dwarves, sailor. Long dead. An ancient technological treasure trove. Empire's searching the world for such knowledge. They may have found it here.

C: What does the Empire hope to find there?

L: Power! Before you know it we'll have steam-driven carriages and flying machines - whole Empire's interested in them Dwarves for some reason. Sure, sure, Prince A'tor, Arkay bless his soul, might've said they were dangerous and we should leave dead civilizations be, but, hell, man, there's progress to be made.

C: Flying machines? Are you ok?

L: You wait! You just wait! Those Dwarves made up for their lack of magic in other ways. Magic is the crutch of the world! Why build a better bridge when a mage can teleport you to the other side? Things have been the same for thousands of years, and it's going to end soon.

C: Steam-driven carriages, huh?

L: That's right. Dwarves knew how to use the steam. You may laugh, but it's a powerful force and Richton's got his boys looking at it right now. Empire may have what they need to conquer all of Tamriel sooner than you think.

C: You know anything about a woman named, Iszara?

L: Iszara. Name sounds familiar. But I can't say that I do.

C: What do you know about the Restless League?

L: Nothing. Who said that I did?

C: What do you know about the Smuggler's Den?

L: I've never been there.

C: I know you've been gambling at the Smuggler's Den, Lakene. And I need to get in there.

L: Damn. Where'd you hear that? Look, that's not something I'm proud of, so keep your voice down. Let's move this conversation elsewhere.

C: Gambling away your wife's silver locket? Not good. Tell me what I want to know. What do you know about Iszara, the League, and that Den!

L: Calm down, please! I know nothing. I've only been there to gamble a few times! I've heard the League goes there, but I ain't seen them or this Iszara woman! I swear. And if my wife finds out about the gambling... I'll be dead!

C: Then just give me the password, and I'll take it from there.

L: Sure, sure. But you gotta help me first, Cyrus. Please. Get my silver locket back from that Rollo cheater and I'll give you the password. I swear. Please.

C: Rollo?

L: Smelly guy, cheats at cards. He won that locket through trickery, the foul dust-belly!

C: We'll talk later.

[2.13] The Interview with Maiko K'Elmar, Stros M'kai's Cartographer

C: Good day. I'm Cyrus.

M: Aren't too many youngsters around these days, specially not as well-spoken as you. I'm Maiko, the local cartographer. How can I help you?

C: Do you have any maps for sale?

M: Sorry, I don't sell retail. Contract work only. But perhaps I can make a map for you?

C: Have you ever heard of the Flask of Lillandrill?

M: Hunding's bones, of course I have! Treasure hunters come here from all over Tamriel, digging and poking around interminably. They say there's a treasure map floating around somewhere, but I don't believe it.

C: Why not?

M: If there were a real map, why hasn't someone found the flask by now? Such waste of time and effort, lusting after a mythical Elven flask, when the island is full of real mysteries.

C: What do you mean?

M: Well, the caverns, for instance. Haven't heard of them, have you? Or the Dwarven ruins either. But they're real, young sir, and as full of mystery and adventure as you could ask.

C: Where can I find these caverns you speak of?

M: That's the question, isn't it? Won't find them on your cheap commercial map, will you? That's a real mystery for you to ponder.

C: Tell me more about these Dwarven ruins.

M: A bit more famous than the caverns, but if it's not about Elves, no one cares. One of the great mysteries of the ages, the disappearance of the Dwarves, but instead it's Flask of Lillandrill this, Flask of Lillandrill that.

C: I don't know much about Dwarves. I always thought they were mythical creatures.

M: See what I mean? Not myths! Real, as real as stone and metal. Who do you think built those ruins? All gone, thousands of years ago, and no one knows why. But that's a whole other story. What were we talking about again?

C: What are people talking about around town these days?

M: Damning the governor's eyes, mainly. I try not to get involved in all those troubles. I've seen more than enough suffering in my life. I just want to spend my last days working with my maps.

C: Is life under the Imperial governor so harsh?

M: I said I didn't want to speak of such things.

C: Do you know a young woman named Iszara?

M: I'm afraid not. I don't know too many of the youngsters around town these days, you see. I prefer to spend my time with my maps.

C: What do your maps tell you?

M: Maps are like people, did you know that Cyrus? There are good maps, bad maps, indifferent maps. You shouldn't trust most maps, they'll lead you astray if you give them a chance. An honest map is rarer than a true friend, remember that, young sir.

C: I wonder if you've heard of the Restless League?

M: Hmm ... the alliance between Daggerfall, Wayrest and Balfiera against the Cyrodiils during the First Era? No, no, that was the League of Unrest ... sorry, I'm not familiar with it.

C: We'll talk later.

[2.14] The Interview with Mariah

C: Excuse me miss, can I have a word?

M: Yes, my name's Mariah. What can I do for you?

C: Do you know of a woman named Iszara?

M: Used to see her around. But that was a while ago. Last time I saw her -- mnnn... she was headed toward the cartographer's. Never saw her again -- and that was three months ago if it were a day.

C: The cartographer's? I wonder what she would want there?

M: Hopefully she was just seeing Maiko, the mapmaker, and not the boys in the Smuggler's Den below.

C: What do you know about this Smuggler's Den?

M: Below the cartographer's. I've seen all sorts coming in and out of there, even so-called 'League Members' from time to time. I hope Iszara didn't end up there.

C: What do you know about this Restless League group?

M: They scare me, frankly. They've been around since the days of Thassad, and no one seems to know much about them. They seem to remain as quiet as possible, not like your usual pirates, there's something else to them.

C: And what does life hold for you in Stros M'Kai?

M: Not as much as it used to. Spend my days landscaping. Before the Civil War there were more of us. The town square and park were so beautiful. But I do what I can.

C: I'm surprised Richton even allows such a practice to continue.

M: City beautification may not be one of Lord Richton's concerns, but he still needs to put on the right airs, should his Emperor, Tiber Septim, ever check up on him. All leaders like their gardens full and smell of success in the air.

C: Wars have never been good to a city.

M: Especially not this one. First A'tor and the Crowns defeat the Forebears, then the Empire comes rolling in... It's too much for these walls to handle.

C: You sound as though you bear no grudge to the Forebears... or the Empire for that matter.

M: The Forebears claim to be the earliest descendants from Hammerfell. While the Crowns trace their lineage to the first rulers. It's been that way for generations. And Tiber Septim tries, where many have failed, to unite the world of Tamriel.

C: I can only assume you are a Crown.

M: That I am. Though not as passionate as many others. I'm glad the war's over really. Life goes on and times change. I'll try to keep our sweet city as fair as she can be.

C: Where's the park?

M: Over by the waterfall! I'm ashamed you didn't notice... I'll have to spend more time on it. People really do enjoy it, especially that Arkay boy, Kithral.

C: What were you saying about Kithral?

M: He's one of the Temple members. Loved the park. Would stare at the waterfall and write in his journal. Passionate Crown, that one. But now that you mention it, I haven't seen him in months.

C: Any idea how I can get into the palace?

M: Richton doesn't take to uninvited guests, and there's no way to sneak in that I've heard of.

C: Mariah, do you know anything about the Flask of Lillandril?

M: Only the tales. Lost on the island by Elves long ago. A treasure hunter's dream.

C: Thanks Mariah.

[2.15] The Interview with N'gasta, Stros M'kai's Infamous Necromancer

N: Cyrus! This one is N'gasta, the necromancer of Stros M'Kai.

C: Have we met?

N: The contractor informed this one of your impending arrival.

C: He did...?

N: This one tenders you the amulet that will be delivered.

C: To the governor, right?

N: Make sure of its safety. Deliver it to him personally. The contractor will pay you the rest of your fee after the matter is settled.

C: What is this amulet you give to the governor?

N: A red diamond this one has found among many treasures, and judges fitting for a servant of the Empire, who might fly such symbols on their standards. And the dragon setting is well suited to honor the governor whose command of such a beast gained the victory at Stros M'Kai, and placed Hammerfell in the Emperor's hands.

C: Has the coming of the Empire given you much concern?

N: This one is neither not unwary of the Empire, nor eager to wear the leash. But the governor has proven himself an honorable man. Thus this one offers him this gift, to encourage his attention to the affairs of the living, leaving me the rest.

C: What can you tell me about the governor?

N: That he is a generous patron, sending a steady flow to this one even with the war long over. His policies bring profit, and finally by the amulet may his generosity be acknowledged.

C: How long have you lived on Stros M'Kai?

N: How long in legend? This one arrived in Thassad's better years, and was given fair compass of these foul shoals. In that time this one was but a tale in passing, a shiver in riddle.

C: How long have you been better than a legend, then?

N: Since the end of the war. How could this one neglect so rich a harvest? The sea so brimmed with the dead that its tides swelled 'round the world. So this one conjured a net to catch them all, these lost and torn-violent souls. Thereafter this one's presence has been well known here... perhaps somewhat feared as well.

C: I thought Hammerfell was plagued by necromancy only in the north, where Sentinel lay in similar shadow.

N: Do not speak ill, mortal, of this one's liege-lord, the King of Worms, for his grace grants these shores as this one's bountiful hunting grounds.

C: Is your foul practice not contested by the men of this island?

N: Cyrus. What men are left -- this one wonders -- or women or likemind -- for violence against me? They were all slain in the war, and dead now they serve this one without protest. The Mage's Guild whines as is its wont when practitioners of this one's craft challenge their dominion, but the governor shrewdly weighs this one's concerns above theirs.

C: Why is that?

N: This one is a better friend than enemy.

C: Why does the Mage's Guild hates you? Outside the obvious reasons?

N: Such unsubtle gibes little trouble this one, Redguard. As for the Guild's enmity... with their Archmage dead in the seadust, their impotence breeds spite against this one's masteries.

C: What happened to the Archmage?

N: He perished in the War protecting the Crown and was lost at sea. I lament that the snare was not then set, for such a soul would have been fit to... cultivate... for nights on end.

C: He was powerful, then, this Archmage?

N: Scarcely. He was noted for his trappings, not his trivial skills. His magical artifacts, however... such might even be worth this one's notice.

C: I'll get right on it. How do these souls so collected serve you?

N: This one's business in souls doesn't concern you. That the Daedra Lords look with favor on a necromancer with a stock in trade... should scarcely surprise you.

C: So the great necromancer is running dog to the Lords of hell? Why are they always on the top of the diabolical food chain?

N: This one laps at the scraps from no one's table, Redguard. Clavicus Vile grants this one favors with every soul sent his way.

C: Clavicus...Vile? Please.

N: Do not mock that name, mortal!

C: Ha-ha. Pray forgive me, necromancer. It just seemed an overly unsubtle name, that is all.

N: Daedra were born before stars, mortal. Do you consider that perhaps such names preceded, hence perhaps inspired, the concepts they connote?

C: Are you familiar with a woman named Iszara?

N: Other souls this one has gathered of late have whispered the name.

C: She's my sister.

N: Then count your sister among the living, for she's not cold yet, or this one would know her well.

C: The illicit soul-trade. How does it work?

N: If mortals knew the power they harbored, and how so unearned, a grace inexplicably given by the Outer Gods who provide too-plenty and without good guidance -- if they knew, they may wise work as hard to keep the within as much as their precious withouts -- that easily slipped-bare skin that withers as paper before flame -- for that is the truth of it: The body houses that which it cannot ever for long withstand.

C: Which answers little --

N: In short, the Soulsnare captures the smokes of silly folk who neglect the sanctity of their souls.

C: You have the island under a spell, N'gasta?

N: A Soulsnare of this one's own devising, which gathers lost souls and bears them thither.

C: For strange and terrible experiments, no doubt.

N: This one is comfortable with the trappings of his vocation, even if his victims lack such comfort.

C: My sister had better not be among them.

N: Her being holds as much mystery for this one as it does for you. Enquire elsewhere.

C: I'm curious, N'gasta. Just how does the Soulsnare work?

N: You would play the student? Hmm. How quaint -- The image of aether-hounds comes to mind, broad shouldered and panting, patrolling the near-here gates of death, alert for the scent of the hapless spirit. But grant me be a far more insidious craftsworm than that: The net's a siren song of semiotics, divining the fading signs of the departed, and crafting from them a lure -- a gateway rung with gentle runes of the soul's own manufacture. That soul swarms gratefully into the waiting net, towards heavens woven from the spirit's dim yearnings.

C: You knew the worthy king, then. Does he rattle in your bag, too?

N: He died in Sentinel, not Stros M'Kai, and was therefore outside of this one's catching web, and before this one's time here as well.

C: Right, your Soulsnare went up during the war, after Thassad was already dead.

N: And besides, Thassad would have journeyed to the gods, in any case, for he was keen and prudent: A few good strides and he'd be at the Temple door.

C: What difference would that make?

N: This one's snare catches only the heedless, those spirits unprotected by the holy rituals, or those interred in unhallowed ground. So, if you would avoid this one's net, die close by the Temple, or far from the island's shores.

C: So the Temple is your prime competitor in the area.

N: Dichotomy to this devil's work. The good Brothers of Arkay have a somewhat different perspective on the currency of the soul. They strive to shepherd its return, while this one... prefers to manage flocks for profit. Or should one say, the 'sole' good Brother of Arkay, ha-ha... since there is but one left. One has become raveled in my astral net, having parted from this world not long ago.

C: How could a Temple member be snared when he works in the very haven that opposes you?

N: By leaving long the haven, this one speculates... but quite doubtful, it is agreed.

C: How long ago was this?

N: A good three master moons. --

C: That's about the time my sister vanished. I'd imagine this island is treacherous to reach by ship?

N: Imagine impossible. This one is amused by your imaginations.

C: So you are probably never threatened by the pirates of the Restless League?

N: This one is never threatened, Cyrus... But, yes, this one know the League well.

C: You do?

N: This one has tallied many of their rebellious souls in the present reign.

C: What do you think of them?

N: What does one think of the gold in one's pouch? Does one judge this coin better than another if both spend the same?

C: All the dead are fair currency, then.

N: Your wit accounts it well.

C: Goodybe, N'gasta.

N: Farewell, Cyrus. A pleasure doing business with you.

[2.16] Interview with Brother Nidal, Priest of Stros M'kai's Temple of Arkay

C: Hello, brother. I'm Cyrus, recent to this shore.

N: Brother Nidal, good son. Welcome to the Temple of Arkay. Are you a follower of Arkay, Cyrus?

C: Me? No. Well, not in the worshipper sense.

N: In what sense, then?

C: I'm not that wayward, brother, I do believe in the gods, and in their, you know, importance to man and all that.

N: And Arkay's importance would be...?

C: I'm usually the one who asks all the questions, Brother Nidal.

N: Humor an old man.

C: Arkay, then: The Shepherd of the Soul, who watches us through our lives and our deaths, who guides us between them in the heavenly interim.

N: May he watch over you.

C: How is Stros M'Kai these days, Brother Nidal?

N: You should be able to see it just from the faces on the streets, my boy. But, then again, there aren't that many faces out there anymore. Things have become quiet since the occupation.

C: Can you heal me, Brother Nidal?

N: Please forgive the formalities, but the governor has levied a Temple tax of 25 gold for any magical services rendered, healing or otherwise. Will you pay the tax?

C: Why the Temple tax?

N: Just another of Richton's rules, my boy, along with several other solutions to the burden of Empire.

C: What can you tell me about the governor?

N: That he is a hard man. Richton threatened to raze the Temple when I refused to hand over the wounded of Prince A'tor who had survived the battle. I assured him that even his Emperor could not defy divine law. Nevertheless, the wounded under my care were healed only to be thrown into the catacombs thereafter.

C: What is the divine law?

N: Richton wanted to rescind the Crowns' right to sanctuary while they were wounded, or to desecrate the bodies of the enemy dead before I gave them their last rites.

C: What happened to the bodies of A'tor's men after their last rites?

N: Food for the dragon, more than likely. But at least their souls are safe from the necromancer.

C: The Imperials have a dragon?

N: Its name is Nafaalilargus, and it lives in the catacombs, or so I have heard. It has not been seen in the skies since the battle, so maybe Richton is lying about it still being around.

C: What about this necromancer?

N: N'gasta has been here long, manifest in Thassad's good rite. A'tor had kept his wretchedness at bay, but now, with the prince gone, he has cursed the land.

C: How has N'gasta cursed the land?

N: The very soil of Stros M'Kai is cursed. N'gasta has become very powerful and has weaved a Soul-Snare across the island. Any who die must quickly have their last rites performed before their souls become his to claim.

C: So A'tor's men are in the catacombs, then?

N: Either that, or they are fruit for the necromancer. It is somehow appropriate that Richton deals with that nefarious slug.

C: My sister, Iszara, has been missing for near three months. Perhaps you have heard of her?

N: I knew her well, actually, but she never mentioned having a brother. She was a fiery sort, as I'm sure you know, and her Redguard blood did not fare well under Imperial rule. She is not the only nationalist who has disappeared since the governor claimed the city. There have been others.

C: What 'others' have disappeared?

N: Brother Kithral, my initiate and good friend, for one. He was an outspoken man, and a Crown sympathizer. He was enamored of your sister, I must say, and took to her Crown propaganda readily.

C: Iszara was a Crown, I know that. As a Crown, what would be her fate?

N: I fear, sadly, that the Crowns' days are ended. The Forebears' alliance with Emperor Septim made sure of that.

C: When did you last see Kithral?

N: I sent him to the park for fresh Mandrake root, and that is probably where Richton's men were waiting. Kithral was against the Imperial expansion from the start, though I reminded him that Arkay frowns on more... secular interests. This warning Kithral obviously did not take to heart.

C: Do you know anything that Iszara may have kept company with, vanished nationalist or otherwise?

N: Like I said, I knew her well. And she spoke often to Brother Kithral, my former initiate, but he, too, has disappeared. She was a devout Arkayn, Iszara. I once almost convinced her to join the Temple, but that was before she... well....

C: Before she what, Brother Nidal?

N: Well, man, before she vanished!

C: I trust that you will seek me out if you hear anything more of my sister.

N: I will be honest, Cyrus. She is either dead or worse, for I know she would not have left Stros M'Kai, even after A'tor's defeat. Richton had a list of rebels when he took the throne, and Iszara's name was undoubtably upon it.

C: What of Prince A'tor?

N: He was... lost at sea, my boy. That is all I know. And... that it was rumored that Iszara knew him personally.

C: So my sister knew the prince, then?

N: Leave that alone, boy. That was but a rumor.

C: Did my sister fight in the Battle of Stros M'Kai?

N: No. She was never part of the military. She could have been, though. She was good with the sword... I hear.

C: The Temple seems very empty, Brother Nidal. Are you its only priest?

N: We have ever been understaffed. It was horrible right after the battle, all the dead and dying, but luckily I had Brother Kithral to help me tend to them. Since he is gone now, I must carry on alone.

C: I have seen the Empire expanding into all of Tamriel in my travels. Why is the occupation of Stros M'Kai full of more bloodshed than most?

N: You have only your Redguard blood to answer that, my boy. When was Hammerfell ever suffered foreign rule? The Civil War was bloody to be sure, but when the Forebears allied with the Empire, the Crowns felt they had been betrayed by their own kind. They were prepared to fight to the last man, and the Empire sent Admiral Richton to make sure they did.

C: I escaped Hammerfell just before the Civil War, and without regret. That is probably why Iszara never mentioned me to you. It was only through a mutual friend that I learned of her disappearance.

N: The war cost this city much, Cyrus, though an outsider may not see it. The Crowns are gone, now, and only the League remains as their testament.

C: Is there anything you can tell me about the Restless League, brother?

N: I...know very little about their activities, Cyrus. The common stories, sure, but not much more.

C: I know even less of the League than you, brother, the common stories included.

N: Then know that they are ruffians and cutthroats, who would like nothing more than carve their symbol upon the Emperor's eyes for daring to set them on Hammerfell... and know they secretly served the prince against the Forebears during the Civil War, to help A'tor win back Sentinel.

C: Sentinel, the capital city.

N: From whence A'tor was forced to flee soon after his father died. Aye, but the Crowns gathered here at Stros M'Kai and charged northwards to take their throne-city back -- but, by then, the Imperial's bargain had been struck.

C: What is the League's symbol?

N: The red R, for restless, as they ever are. Trust me, you will see it if you stay in Stros M'Kai for long, invariably written in Imperial blood.

C: Tell me of the Forebears.

N: Living in Stros M'Kai you only get the Crown definition, of course: That the Forebears were the pretenders to the throne, that they betrayed the republic, and that Hammerfell has been cursed by their cowardice.

C: What else do you know about Richton?

N: That you should stay away from him, my boy. He will not care if you are a Crown or not. Should he find out that you are Iszara's brother. However, you are probably safe in the city for the time being, as he never leaves the palace, it seems.

C: Until later, Brother Nidal.

N: Goodbye, my son.

[2.17] The Interview with Prnell, Keeper of Stros M'kai's Watch Tower

C: Hello, Sir. Could I speak to you for a moment?

P: Who's there? What to you want?

C: My name is Cyrus. I'd like to ask you a few questions, if you don't mind.

P: Mind? Why would I mind? I'm Prnell, by the way. Ask away, my boy!

C: What are you watching for up there?

P: Ships, sonny. I let the town know when a merchant ship is coming into port. Reminds me of my seadaring days, a bit, watching out from the crow's nest. But now I'm stuck with this job!

C: How come?

P: Cause ships are about the only thing I can see! I lost my eyepiece around here somewhere, and the spyglass here's no right alternative.

C: So you can't see without your eyepiece --

P: I can see the galleons and spice-traders just fine with this spyglass! But other than that -- I mean, I can't very well walk around town holding a telescope up to my eye.

C: It might be kind of funny, though.

P: I'm laughing even as we speak. Could you maybe find it for me, lad? It's a strange kind of loneliness when the beginnings of yer vision's at half a hundred yards.

C: I'll find it for you, Prnell. Don't worry. Favis is a friend of yours?

P: Ha! He'd like to think so. Damn nuisance is what he is. Always whining about having to ring the bell. Just yesterday he had be down there, complaining it was broken. 'it don't ring as loud as it used to, Prnell'. Sure! Old goat's as deaf as a post, that's the only problem.

C: Why does Favis ring a bell?

P: To let everybody know the ship's here, of course. What do you think, I just shout out across the rooftops? When I see a ship, I go out on the walkway and wave my flag, so Favis knows to ring the bell. There's nothing quite as satisfying as that. Kinda makes you feel like a god, waving that flag and listening to the bell ring out over the whole town. A pity I can't let you try it, but we don't get too many ships in port these days.

C: Do you know my sister, Iszara?

P: Iszara? And you're Cyrus, her brother! Of course. Probably look just like her, too, would've seen the family resemblance, but without my eyepiece, I'm afraid I can't get too good a look at you. You know, I haven't seen Iszara around in quite some time.

C: Have you heard of a group called the Restless League? My ship was attacked by a couple of them on the way here.

P: That was you? I saw the whole thing, through my telescope you know. Not much of a battle, though. Ha, you really gave those ruffians what for! Wait a minute! Maybe the Restless League is after you, too. I wonder what Iszara could have done to get them so riled up?

C: Too? Do you mean the Restless League is after my sister? Why didn't you say so before?

P: You never said she was missing, Cyrus. This was months ago, anyway, and my memory ain't what it used to be. As I was saying, couple-a them boys came around, asking about her, but not respectful, like you. Gave me the hairy eyeball, trying to scare an old man. Don't believe anyone has the right to talk to me like that! No wonder they have such a bad reputation.

C: What did these Restless League fellows want to know?

P: Just if I'd seen Iszara, let them know if I ever did. Ha! Like I'd tell them anything, after they come in here all threatening-like. Seemed to think she'd stolen something from them. If that's true, no wonder she's disappeared. Either they found her, or she's makin' sure they don't.

C: What kind of reputation does the League have?

P: Terrorists, pirates, all that. No doubt about it, they ain't to be trifled with. Fatboy found that out himself. But then, the Empire don't like to be messed with either.

C: The League is fighting against the Imperial occupation?

P: They were. Not openly, like the Crowns, but that's never been the League way. Blowing up Richton's flagship, more in their line. Watched it burn from right here, an amazing sight. But what did it accomplish? The Empire's still here, and I haven't heard hide nor hair of the League until today.

C: How does the city fare with the Imperials in charge?

P: I got nothing to tell that you can't hear from anyone in town. This was the heart of Crown resistance, but look at it now. When you lock up or murder every Crown or League supporter, it don't leave much.

C: I thought the Restless League was outlawed. How would you contact them?

P: You'll find out soon enough, the Smuggler's Den is hooked up with the League somehow. Not directly, or it'd be out of business by now, with fatboy on a rampage. But I'm sure they could still get in touch with the League.

C: Where is the Smuggler's Den?

P: Under Maiko's shop. But it ain't that simple. No one gets in without a password.

C: Do you know the password?

P: Afraid not, Cyrus.

C: Thanks, Prnell.

[2.18] The Interview with Rollo, a most Unpleasant Fellow

C: Could I have a word with you?

R: What do you want? Can't you see I'm busy?

C: How are things in town with the Imperials in charge?

R: What do I look like, the town crier? Same old same old, as far as Rollo's concerned. Politics is for suckers. I got a sweet deal with Gerrick, no need for me to worry about who's sitting in the palace.

C: What sort of deal do you have with Gerrick?

R: You know, that fool Elf that runs the trading post. Pays me a silver penny for each crate I bring up from the docks, no lie! And I only have to go down when the bell rings, means a ship's arrived. Yep, Rollo knows a good thing when he sees it.

C: Bell?

R: Sheesh, you are as dumb as you look. The bell, in the bell tower, right outside.

C: Lakene tells me you have his wife's silver locket. Any chance I could get it back?

R: Stupid Lakene! He's a loser at more than cards. Deserves what the missus will give him when she finds out. It's mine now and I ain't giving it back.

C: Siut yourself. It's of no importance to me.

R: Then why are you bothering me about it? Moron.

C: Do you know a woman named Iszara?

R: Iszara ... scrawny little thing, chicken legs, no hips? Yeah, I know her. Used to come by, pestering me all the time. You know how women are. Not my type though. Rollo likes 'em larger.

C: What do you know of the Restless League?

R: Bunch of idiots, if you ask me. You can't fight the Empire. They'll learn though.

C: Do you know anything about the Smuggler's Den under the cartographer's shop?

R: Maybe I've heard of it. Yeah, I've seen some guys hanging around there, supposedly in the Restless League, but it's all talk. They never do anything. You can't get in there without a password, anyway, so you might as well forget about it.

C: I know you've been in the Smuggler's Den, Rollo. Tell me the password and I'll leave you alone.

R: You got the wrong guy, I don't know nothing about no password. I was just telling what I'd heard.

C: You're a bad liar. Tell me the password or else.

R: Or else what? You'll kill me? I ain't armed, and I know you old-time Redguard types don't go in for that. You don't scare me.

C: Whatever you say ... friend. I'm looking for the Draggin Tale Inn. Do you know it?

R: It's right outside, you big oaf! Here are some directions maybe you can understand. Go outside. If you don't see it, open your eyes and try again. Now get lost!

C: I don't suppose you've ever been in the palace?

R: Naw. Coul've got a job to go up there, but Kotaro wasn't offering enough. Let some other sucker trek all the way out to N'gasta's.

C: Tell me about this N'gasta.

R: Didn't I tell you to buzz off? He's some sort of necromancer, lives outside of town in a big tower.

C: It's always a pleasure, Rollo.

R: Don't let the door hit you on the way out.

[2.19] The Interview with Siona

C: May I trouble you for a moment, my lady?

S: Lady, you say? You must be new in town! Besides, Siona would have remembered you.

C: Cyrus, at your service. A friend is meeting me at the Draggin Tale. Do you know it?

S: Sure, Siona knows it all right. Used to be a favorite of mine till that damn lizard barkeep got all high an' mighty on me ... does this friend have a name?

C: Tobias. Do you know him?

S: Did Hunding hate Goblins? Course I know him! One of my best customers, and I'm no lie. Any friend of Tobias is a friend of Siona. I'll be happy to help you out any way I can.

C: That lizard barkeep ... an Argonian?

S: Don't know his politics, but that Dreekius is a damn nuisance to us working girls. Pretensions of grandeur, he has. Nobody but Forebears in there now, anyway, and I wouldn't catch their get for any cart o' coin.

C: You don't care for Dreekius, then?

S: Well, he's not a bad sort for a lizard, him and me just don't see eye-to-eye on the friendship of the thighs, so to speak. But he knows anyone who's anyone on this island, no mistake.

C: Do you know a young lady named Iszara? My sister, last seen over three months ago.

S: Iszara, yes, I see the family resemblance. Can't say I know her, though. She was all caught up in them troubles we had when the young prince was killed.

C: The prince -- what happened to him?

S: A'tor was murdered by the Imperials, that's what. Nice young man, too, not too proud to tip his hat to Siona, either. Ah, what a shame, what a shame.

C: Was my sister involved in the Civil War in some way?

S: Well, I don't want to spread gossip, especially not to her brother, but they say she was friends with the prince. Good friends, ya know? So it's no wonder she disappeared when Fatboy came to town.

C: Fatboy?

S: Sorry. I mean, his Imperial Highness, Provisional Governor Lord Richton.

C: Tell me about this Richton.

S: He's a bad one, he is. Siona can tell. Invited me up to the palace once, but I won't be back. Maybe Siona is not a fine lady, but she is an honest working girl, and doesn't like being treated like dirt. And she definitely doesn't like being watched by that sneaking, prick-eared shadow.

C: Who is this shadow you speak of?

S: Fatboy's pet assassin, Dram. A ghoulish from furthest Morrowind, they say. Those red eyes of his, watching me ... no, Siona won't be back to the palace, not for all the coin in Hammerfell.

C: What is news around Stros M'Kai these days?

S: That it's best to keep your mouth shut, or end up in the catacombs. Or worse.

C: These catacombs -- some kind of a dungeon?

S: That's where Fatboy tosses any Crowns he can catch. Under the palace -- where the dragon lives.

C: A dragon lives in the catacombs?

S: That's how Fatboy beat the Crowns. The Imperials, at least, think the dragon's still down there, layin' about on the royal sea o' coin.

C: Where is the governor's palace?

S: The poor dead prince's palace, you mean. Just keep climbing up the hill, you can't miss it. But don't expect to sneak your way in.

C: Maybe you can help me. Tell me more about the recent 'troubles' in Stros M'Kai.

S: You know, the Civil War between the Crowns and the Forebears. You really aren't from around here, are you?

C: Tell me more about the Crowns.

S: They supported Prince A'tor after his father died. True Redguard patriots, more's the pity.

C: What of these Forebears. Who are they?

S: Forebears! Pah! And they call me a whore! Sold out the prince and left us with the streets full-a foreign soldiers and not an honest ring to any heel.

C: Have you heard anything about a group called the Restless League?

S: They claim to fight the Empire, but seem more interested in plunder, from what I can tell. They make a point to target Forebears, though, so I guess they aren't all bad.

C: We'll talk later. Be careful.

[2.20] The Interview with Tobias, Ship Captain and Good Friend

T: Cyrus! You made it! Come here, lad! You look good! It's been too long!

C: If you hadn't retired --

T: Mercenary life's younger men's work!

C: Bah, he said.

T: Ah-hah-hah. I prayed that you would get my letter.

C: Is it safe to talk here?

T: As safe as any, and the ale is good. Dreekius can be trusted as much as any walking lizard can be. It might get a little rough with all the Forebears around but I'll be here until I leave Stros M'Kai.

C: The barkeep is a long way from Black Marsh, isn't he?

T: That's right, and it's kept me good company in my wait for you. Trust it well after I leave, for it knows this island and all who live here. But don't bother asking about the Eye, because I already have.

C: Dreekius knows of the Eye of Argonia?

T: It's got the skin for it, wouldn't you say? I'll find the thing yet, and before you if I get my way.

C: What brought you to Stros M'Kai?

T: War and the rumors of war. Every merchant that's near and seaworthy has come to Stros M'Kai in the wake of recent events -- either in the service of the Provisional Governor or to fill the sea-lines that Septim has shattered, and that the Crowns can run no more. I thought I might profit from a visit, but it has brought naught but sorrow and the sign of darker days. I fear I shall be leaving none too soon.

C: You are leaving, captain? When and where for?

T: At sunset if all goes well. And as for where, whither I will. Stros M'Kai is not for me.

C: But I thought you might help me.

T: The Imperials have been asking about yours truly around the docks lately. I fear my inquiries into Iszara's disappearance have interested them in all the wrong ways. I will help you as I can through the course of this day, but after that I must be done with it. I am too old for an Imperial prison.

C: It won't come to that.

T: You haven't been here long enough. My ship is ready to leave at sundown, but don't worry. I'll be here until then. To help you along if you need it. A lot can transpire in a day. We will see each other again.

C: It is lucky you were here, Tobias, or I wouldn't have known Iszara was in trouble. I have not been in Hammerfell since the --

T: I know, lad, what you mean.

C: Anyway, Stros M'Kai has no one who could've reached me. Thank you.

T: I sent the letter some weeks ago, Cyrus. I fear things have gotten worse for your sister since.

C: How do you mean worse? What more do you know about Iszara?

T: Nothing more than my letter has described -- that she is gone and no one knows where -- just a bad feeling that's grown worse with the wait. The governor has not been merciful with the Crowns that survived the battle. I hear his dragon's belly is full of the overlord, and that many died later in the burning of the Old Quarter.

C: What happened to the Old Quarter?

T: The Crowns fled ashore there after the battle. It was their last stand. The governor sent his dragon and it was done.

C: Was Iszara there?

T: That section of town is closed off. No one I've talked to knows if she was there or not.

C: Where's the dragon now?

T: It's disappeared, too. Some say it has returned to the Imperial Province. Others that the governor keeps it well-paid and fed in the catacombs below the palace.

C: Is there another way into the catacombs?

T: There is the traditional way.

C: Imagine that I laughed. A secret entrance, maybe.

T: Maybe. I don't know.

C: How did you know where to reach me, Tobias? Our paths parted so long ago.

T: I didn't send it to you directly. I knew that damn cat was probably still getting you into trouble even to this day. S'rathra seemed the likely solution, and through the channels I'd heard he'd made Wayrest his port of late.

C: He's moved from the throneseekers of the old Empire to the lesser lords of High Rock, still playing them to his benefit, raking in the gold on all fronts.

T: I thought that Septim had solidified the Bretons.

C: As much as the witchmen will, but there is still a lot of money to be made in the drawing of borders before the provincial laws dry completely. Mercenaries are in great demand right now, as are fixers like our cat-friend.

T: Does he still stink so?

C: To here.

T: I think I will go to see him when I leave. It's been too long.

C: Do you think Iszara chose sides in the Civil War and that is why she has disappeared?

T: Your family's always been partisan, lad, since your early days in Sentinel. I ventured she still held her old allegiances even if you haven't. Few Crowns in Stros M'Kai survived the battle with the Imperials, but I know Iszara was one of them.

C: How?

T: Hearing of the defeat of the Crowns caused me much concern. When I arrived, I searched for word of Iszara's safety. The only ones here who knew of her said that she had disappeared shortly after the Imperials landed.

C: Do you know if Iszara fought in the Battle of Stros M'Kai?

T: My investigations were limited, I'll admit. If she fought I can't say, but I would guess that she did. The battle was the penultima of the Crowns, and all who subscribed to the name no doubt took up arms. While most of them were slain at sea, others have been taken prisoner by the governor.

C: Could she be in jail?

T: I haven't exactly knocked on the door to find out. That's your job now. But I know the jail's off limits to non-Imperials, now. Read: No visitors whatsoever.

C: We'll see about that. Who in this town knew of Iszara?

T: I did not question many for fear of ill allegiance. So I went to the Temple to ask for her, for the Brothers of Arkay are neutral in mortal affairs. There, Brother Nidal told me that Iszara had vanished and set me on the road of writing you. Also, Dreekius here knew that she was missing, too.

C: I think I saw it across the plaza. So the priests are still safe from being conquered.

T: Be that as it may, the Temple is quite empty of priests, save for Brother Nidal. It seems some of their ranks have disappeared, also.

C: I'm noticing a theme. Where did you hear that?

T: Nidal told me Brother Kithral vanished around the same time as your sister. And that they knew each other.

C: So I can count Brother Nidal as an ally, then?

T: On my word. He was most helpful, but he seemed to be holding something back.

C: I wouldn't consider paranoia a bad character trait in Stros M'Kai these days. Besides, you're so ugly.

T: That was it. He may open up to you more, being Iszara's brother and half as hard to look at.

C: Tell me about the Temple.

T: The head priest, Brother Nidal, was very helpful in regards to Iszara. He seemed to know her well and shared my concern over her disappearance. He is worth an interview.

C: I see the harbor is already arrayed in the flags of the Emperor, and that his men walk the streets as if born to them.

T: Stros M'Kai's a dangerous port these days; there's an Empire to be built, you know, and Tiber Septim shows no sign of slowing its increase from here to the edge of the world map. High Rock's border kings bent knee to the Cyrodiil long ago. Even my father's fair Skyrim is adorned with flags of red dragons and foreign men. We are entering a new era, I fear, with Septim's name writ long and wide upon it.

C: So the Nord kings have submitted to Tiber Septim, too?

T: They do not worry overmuch. They have outlasted empires before and this conquest will be no different. Hammerfell has been the bloodiest invasion of current record, and by comparison Skyrim's occupation seems like a ballet. Septim's no Cyrodiil from what I've heard, though he rules their remnants and rebuilds their Empire; he's something worse, or greater, depending on your disposition to the center sun.

C: If he has no blood tie to the Cyrodiil throne then how did he make it his?

T: Come on. For the last four hundred years the petty kings of Cyrodiil have been squabbling over the title of Emperor, all claiming forebearance -- Imperial throne's blood's thinner than a sea dream and half as wet. Tiber Septim took the throne as he took your people's.

C: Hail the new conqueror.

T: There's a good little subject.

C: You used to hire out to those petty kings, did you not?

T: Twenty years ago, maybe, when the whole heart of Tamriel was in chaos. I can admire Tiber Septim insofar that he has managed to consolidate the rafs and tatters that bickered there then.

C: No empire is a good thing, captain.

T: There's a Redguard for you.

C: Any kind words for our new Emperor?

T: He is good at what he does and sees the holes lesser men leave wide. No offense to your Prince A'tor, of course --

C: Hammerfell's problems are her own. I was only asking if Septim was the tyrant they say.

T: Of course he is! Tyranny means never having to say you're sorry. But Iszara's fate has nothing to do with the Emperor, I'm sure. Look to the Provisional Governor if you suspect Imperial entanglements. He's the real tyrant around here.

C: Tell me about the provisional governor, captain.

T: When I arrived his soldiers showed me the finer points of Richton's new docking tax, and scoured my ship for leaguesmen. I must say he's a bit of an asshole. You'd better watch yourself around him.

C: So why aren't you in jail?

T: Meaning why aren't said soldiers in little boxes at the foot of the palace gate? Because I didn't come to port to get myself in trouble, but to get your sister out.

C: Should I look into seeing this governor, then?

T: That's where I'd look, laddie.

C: What is the 'Restless League,' captain?

T: Where did you hear that name?

C: They attacked the ship that gave me passage --

T: Speak of it but in a whisper and not too often. The governor is searching the surrounding waters for them and will see them broken and piked if he has his way. The League has survived the death of the Crown prince and resists his enemies still. But they are few and going fewer from what I hear, and have been reduced to brigandry these days. Not far from the lives we led not too long ago.

C: We were never brigands when I served under you, captain, only mercenaries.

T: Tell that to those on the other end of the sword, lad. You see more of yourself in the men of the Restless League than you'd care to admit, I'd wager.

C: They're knaves with their eyes on providence, nothing more. My sword's never been dressed for diplomacy. Give me gold for a throat, the throat for a slight, and I'm well. Give me a well-paying war.

T: War is the continuation of politics.' Erm, that's it, right?

C: You quote Hunding like a Redguard, Tobias.

T: 'Political power grows along the blade of a sword.' I see you still remember your childhood heroes even if you've dismissed the homeland.

C: Hunding is a universal wellspring.

T: 'Be resolute, fear no sacrifice and surmount every difficulty to win victory.'

C: See? Anyone could admire that.

T: Tell me that your Redguard heart didn't buckle when you saw his statue at port.

C: Frandar Hunding is a great hero to Hammerfell, I'll admit, and even a little to myself. Hail the great founder and all that nonsense. But it's an ill plan to try and trigger the homeland tug through the invocation of Hunding, Tobias.

T: Really.

C: Don't forget he left his homeland, too. And never looked back.

T: That's because it fell into the sea, you dolt...!

C: Okay, okay.

T: A drink to the Redguards!

C: Bold are these brigands the Restless League, to attack a ship in the very harbor.

T: They just be running low on provisions to act so desperately. They have been ghosts of late, and this appearance is their first since I've been here.

C: How do you know about them, then?

T: They ran the Iliac before the war. Our lanes have crossed.

C: But after the occupation they've stayed relatively scarce?

T: Yes, which is why their attack on you is so troubling. No one knew of your impending arrival...?

C: Nobody but S'rathra. Would it matter?

T: I'm not sure.

C: Captain, what do you know about the Smuggler's Den?

T: Knives that aren't worth my cargo. You should forget about them.

C: I see. Since when were you a merchant, Tobias?

T: The fight left me after our little foray into Morrowind. It's been sweet commerce ever since.

C: I've not returned to Morrowind since then.

T: Who'd want to?! All that ash and fire; those Dark Elves can keep their curse!

C: Don't forget the bugs.

T: Ach! Which reminds me, Governor Richton has a little sting of his own from those parts -- his lieutenant is a Dark Elf! Watch out for that one, always close by the governor, hiding in his shadow!

C: I'd welcome another chance at the Dark Elves. I've still got scars.

T: Watch yourself. How long were you in Wayrest, Cyrus?

C: Long enough to piss off the locals.

T: A bay-ride from Sentinel; close enough for you to hear about Prince A'tor, then.

C: Yes. Of late the criers are tripping over each other there's so much to report of the blistery south.

T: And you've listened to it all, I'm sure.

C: Fine. Recount all word of Prince A'tor that I have shamefully ignored.

T: When his father died and the capital of Sentinel was taken over by the Forebears, the prince fled back here to his ancestral home of Stros M'Kai. After rallying the Crowns to his stead, he made for the throne again, and had it near. That's when the Empire came. Through a Forebear truce which no one expected. Again the prince was forced back to Stros M'Kai, which he died defending. He will not long be forgotten.

C: What were the terms of the Forebear truce?

T: Originally, the Empire was to lend its armies to the Forebear cause in return for a swath of holding titles along the southeast border -- but when Baron Volag disappeared during the ass-end of the war all bets were off. A new treaty was formed which garrisoned those Imperial armies in the cities --

C: Until such a time as the native rulership can see fit to reinstate itself safely on its rightful throne.'

T: Something like that, yes sir.

C: Thassad II, so storied in song. It was unwise to invest the republic on one man.

T: ...?!? The Forebears are over there, Cyrus, if you want the company to match the sentiment.

C: No. It's just... I mean, he was dying when I was still a young kid. We Redguards were only waiting for it to happen. My father kept his profession in one hand and a whetstone in the other. We knew that Civil War would come. If Thassad was so great why didn't he do more in his life to protect the kingdom after his death?

T: Some things... have to be left for the son.

C: Imperial expansion has been feared for years. Why wasn't Hammerfell better prepared?

T: Factional squabbles, divided counsels, miscalculations. Crowns lost heart when they lost the capital. Forebears lost their heads -- completely -- when they welcomed the Empire's 'friendship and aid'.

C: So the Empire played the Forebears pretty well, eh?

T: What else is a visionary with an open invitation to do? The Forebears are having futile second thoughts now, no doubt. Probably why they're so bitter and driven to bar brawls.

C: How have the Forebears fared under Septim's rule?

T: The throne of Sentinel is kept warm by another Imperial governor, that should be indication enough.

C: How is the city of Sentinel? I never returned.

T: For long my men plied the Iliac and Sentinel was along the run. That is how I came to know that Iszara moved from there to here. I kept up with her for your sake, if even it were a dream to think anything would come of it. When Volag's purge ignited through the north I went there seeking to help her, but she was already gone. Later I learned she'd come to Stros M'Kai.

C: What was Volag's purge?

T: When Thassad died, Baron Volag led the Forebears into an uprising for control of the capital. All Crowns were forced to leave Sentinel after that first massacre. Your sister was among those that followed the prince here to Stros M'Kai to plan the counterattack. I swear, Cyrus, are you always such a lamebrain when it comes to word of recent Hammerfell?

C: I've...come to cultivate a certain indifference about the homeland --

T: And this is a good thing?

C: So his character is in question. Again.

T: She was your sister, Cyrus!

C: I was probably miles away.

T: A proximity often and on purpose, I'd suspect. Well, you're here now!

C: The head of the Forebears is a subject of the Empire now.

T: Or subject to the Empire's execution, from speak of it. He disappeared the day Stros M'Kai was taken, and Sentinel lay in a similar state. Provisional governors rule both cities now.

C: What of the Crowns?

T: Not too many left around here. The few that are don't admit it to just anyone.

C: I'll be back. If you're not here ... thanks for everything. And good luck.

T: Just find your sister and get out of here. And send word through S'rathra. Go on. You'll do fine.

[2.21] The Interview with Trithik

C: Hello, my name is Cyrus.

T: And mine is Trithik, lad.

C: I'm looking for my sister, Iszara. Perhaps you've seen her?

T: I do not know the name, but so many have been lost since the dragon arrived.

C: She went missing three months ago.

T: If she was with the Crowns, I would count her among the casualties. Richton's slaughter was elegant only in its thoroughness.

C: Has Tiber Septim made the Crowns suffer much for their resistance?

T: Through his agents, yes, but I fear that the provisional Governor is an especially wicked feast to swallow. The blood has slowed to a trickle, if only for lack of targets, and the Crowns survive still remain silent.

C: Can a Redguard not even admit his allegiance to the Crowns openly?

T: I can't speak for the rest of Hammerfell but such an admission here is martyrdom at best. A persecution of silence reigns in Stros M'Kai.

C: I fear that my sister's disappearance had something to with the Civil War... .

T: I read more than fear in your face, Redguard, either retribution or redemption. Alas, sometimes they are the same. Neither can come without wounds.

C: I said nothing about redemption or --

T: Why else would you be here, in this narrative? In you--

C: How can the two be the same?

T: In their concern for blood, in blood as closure. I assure you, it will be spilt before you find you sister. A prayer may do you well.

C: Where should I pray?

T: At the Temple of Blessed Arkay. Brother Nidal presides there, and he knew most of the people in town. He may know something about your sister.

C: Where is the temple?

T: In the town square, shoreside from the pool.

C: It seems quiet here, especially for a port-city. How fares Stros M'Kai under Imperial rule?

T: Defeat is read in every native face, my boy. The war cost the city much, including its voice. The Crowns are no more, as kingless as Yokuda, lost now to song which no one will sing, lest Richton hear. Overmuch, the Governor is the reason Stros M'Kai is so quiet.

C: I have not heard mention of Yokuda since my childhood.

T: The first land. Where the Redguards came from, in blessed Hunding's day.

C: I saw the statue of Hunding on my way into port. I'm surprised Richton hasn't levelled it yet.

T: He cannot, or will not, for it keeps the Goblins out of Stros M'Kai, out and under it. Such is Frandar Hunding's grace that he blinds them still.

C: There are Goblins under Stros M'Kai?

T: And worse, but you needn't worry about them. They are doomed to the dirt and bother the Redguard no more.

C: The ship that brought me here was beset upon by some rascals called The Restless League. What do you know of them?

T: They were the necessary cancer of a nation divided and at war. Grown at the borders where the kingdom's skin is most contested by the foreign sword-- Fearless men, whose names are all too often breathed in hate. Don't believe them too wrong, for even the Prince had their ear.

C: So A'tor had dealings with the Restless League, then?

T: Never openly, for then even the Crowns thought the League untrustworthy. Now they are Hammerfell's last hope. A'tor's death sent them into hiding, and dragonfire keeps them there.

C: This dragon -- an Imperial metaphor, perhaps...?

T: Banner and bone, young Redguard. Seek the Old Quarter if you want to see the handiwork of both.

C: What happened to the Old Quarter?

T: It was the last stand of the loyalist Crowns, and Governor Richton had it destroyed. It smolders still, all ash and dragonfire. Few escaped the incident.

C: What did the Imperials do to the Prince?

T: A'tor was slain at sea, and there his body was lost, thankfully. Already the obligatory prophecy of his return has begun, spoken in hush, an ill surrogate for true hope this season. The Redguard should know better, be blind to desperate omen. Thassad's son has left us, wind-swift and sadly, never to return.

C: How can you be thankful that Prince A'tor's body was lost at sea?

T: Insofar that the seabed may claim him before the Necromancer does, that is all. That his soul may rest easy from the Snare surround.

C: What is the 'Snare Surround'?

T: The Necromancer's curse, writhing in the near-here, only a death away. Its magic snatches at your soul should you perish, to fuel some darker deed still.

C: Should I fear death more than normal, then?

T: The Snare waits for those who don't.

C: Tell me about the Necromancer.

T: A westward evil, aseat in the ash-grey shoals. On parade now that the Empire's here, lad, so don't die.

C: How far west are the shoals?

T: Not a day's journey. Just follow the path over the bridge.

C: Perhaps I should speak to this Richton, then.

T: Spoken true, my boy, but I'd advise against it. The Imperials suffer no Redguards in the palace, unless you're Forebear, and you walk on too few legs to be that.

C: So I can't get into the palace, then?

T: Not unless you can produce something that Richton will desire.

C: What do the Imperials plan to do here?

T: Confusion often follows conquering, but if Septim does have a plan for Hammerfell it hasn't been made clear. I suspect a greater plan than constant terror, for Richton has men all about the island, not just here in Stros M'Kai.

C: Lakene said your boat was damaged by vandals?

T: By the looks of it. Woke up one morning and the mid board was broken. Hope he gets to it soon.

C: The Flask is in pieces?

T: No, my boy, a piece of the map, purported to show its location. I say a piece of the truth, but that is only an old man talking, for the map may lead to nothing, even if it was entire.

C: Perhaps, but it sounds like a worthy challenge. Do you still have the map?

T: No, since my house in the Old Quarter was destroyed, I've stayed in my boat. I risked my life to save that map, and was justly rewarded for my unworthy obsession when it was stolen a few weeks ago. I'm glad it's gone.

C: Why unworthy? A map to a priceless magical artifact seems like a worthy prize.

T: And so the Redguards have fallen. The elders teach the young and who can blame them for learning? The true Redguard risks his life for honor, pride and spirit.

C: Ideology doesn't mark the spot, old man.

T: As much as a lost map it does, mercenary. I saw but fit to warn you against searching for the flask's wealth for its own sake. The world is bigger than your gold pouch.

C: Yeah, yeah. 'A sword sold is a sword sullied against true cause.' Nevermind why I want the flask, Trithik. Tell me of the Forebears.

T: Throne-defilers, all. Hosts to the invader, and Hunding's shame.

C: Thanks, Trithik. I've got to go.

[2.22] The Interview with Urik, a Smuggler

C: Cyrus.

U: Urik. Welcome to the Smuggler's Den. What do you want?

C: A cozy little operation you've got here.

U: Thanks, we like to think so. Who gave you the password, by the way? So I know who I need to beat the hell out of.

C: Don't worry, your secret's safe with me. Not that this place is such a secret. Half the town seems to know about it.

U: Yeah, well, we don't rate quite as highly as the Restless League on Richton's enemies list.

C: Does the Restless League operate out of the Smuggler's Den?

U: We've always worked together, since way back before the Civil War. Mutual interest and all that. But the League boys must be laying low, I haven't seen any of 'em in weeks. No matter. Smuggling's good business, with or without pirates.

C: The Imperial occupation doesn't seem to have cramped your style much.

U: Everyone needs smugglers, like it or not. For instance, Richton likes his Valenwood wine. The League makes sure none of it arrives legally, and we make sure the palace cellar stays well-stocked. Everybody wins.

C: Still, I'm surprised Richton gives you such a free hand.

U: We have our uses. Like if you don't want the Emperor to know how much taxes you're actually collecting. As I said, everybody wins.

C: Suppose you wanted to get into the governor's palace, could you do it?

U: Not me. The governor tolerates our operation, sure, but he doesn't trust us. Richton's a stickler for security -- and no wonder, the League would love to put a knife in him. Nobody gets in the palace without a damned good reason.

C: I'm looking for Iszara, my sister. Apparently she did business with you occasionally.

U: That's right, she came by from time to time. Last time I saw her, she was after a piece of Malachite for some reason.

C: What would Iszara want with that?

U: Dunno. She sure wanted it bad, though. Traded me a League insignia for it, said I could use it to get favors from the League. But since then, the League has vanished from Stros M'Kai, so I'm stuck with a worthless piece of paper.

C: I could use that insignia Iszara gave you. Can I have it?

U: That depends. What's in it for me?

C: You claim to be Iszara's friend. I'm trying to find out what happened to her, and I need that parchment to do it.

U: I never said I was her friend. Just that I knew her. What makes you think I care what happened to her?

C: Because I know my sister. She would have liked you. She always did have bad taste in men.

U: Is that supposed to be an insult? Hell, you may as well take it. I can see if I don't give it to you, you'll just stand here talking all day, and I got work to do.

C: It's been a pleasure, Urik.

Notes and Journals from the Province of Morrowind

[1] Journal of a Berne Vampire

Journal of a Berne Vampire

[Vvardenfell, c 3E 427]

Entry 1: I spoke with Raxle Berne, the head of the Berne vampire clan in Morrowind. While he considers me an abomination, he seems willing to allow me to do some of the more menial tasks for the clan. Berne has ordered me to retrieve a potion made with the blood of Volrina Quarra. She is the head of the Quarra vampire clan in Morrowind. If I am successful, Berne will allow me the use of the clan's service providers. I have agreed to try and recover the potion for Raxle Berne, though it will mean entering the Quarra lair in Druscashti.

Entry 2: I have returned Quarra Blood Potion to Raxle Berne. He believes it will grant him strength beyond that of any of the other clan lords. In return, he will grant me access to those in the clan who provide services.

Entry 3: I have spoken again with Raxle Berne about serving the Berne clan. He has told me of a powerful vampire named Merta living near Maar Gan. She was once a member of the Berne Clan, but broke all ties with them. Now, she lives as a rogue, but wealthy and powerful. Berne wants this rogue dead, and will allow me to try and kill this "Bloody Countess."

Entry 4: I have agreed to kill Merta for Raxle Berne. If I do, he says he will reward me well for my efforts. He suggests I search the Reloth tomb to the west of Maar Gan for this rogue.

Entry 5: I have killed the vampire Merta.

Entry 6: I returned to Raxle Berne and told him of my success in killing Merta. He seemed pleased, and gave me the Berne Amulet in return for my service. It will allow me to return to Galom Daeus if I need to. He has also told me that I might receive further reward if I am able to kill great numbers of vampires in the opposing clans.

Entry 7: Because I have been able to kill a large number of Quarra and Aundae vampires, Raxle Berne has allowed me the use of the Berne cattle here in Galom Daeus, provided I kill none of them. If I do, I will no longer be welcome in Galom Daeus, and will be attacked on sight.

[2] Journal of a Daedra Worshipper

Journal of a Daedra Worshipper

[Vvardenfell, c 3E 427]

Entry 1: I have entered the Shrine of Sheogorath and spoken with the Daedra Prince of Madness. He has offered me the opportunity to perform a service for him. First, I am to recover a powerful artifact, the Fork of Horripilation, from a mad hermit who lives on an island off the northernmost points of Tamriel. Then, I must slay a giant bull netch that has taken residence near this island. If I can do this, Sheogorath promises I will be rewarded well.

Entry 2: While in Dagon Fel, I asked about the madman about whom Sheogorath spoke. They tell me there is an Argonian named Big Head who lives on an island north of Ald Redaynia.

Entry 3: I have found Big Head, and he is without a doubt a madman. I only hope he can lead me to the Fork of Horripilation.

Entry 4: I've asked the madman about the bull netch, and I believe he knows of it. It is hard to tell what he knows and what he simply imagines. I should be able to find it on an island east of here.

Entry 5: The madman Big Head has the Fork of Horripilation in his possession, and he has told me I can have it if I wish.

Entry 6: I've used the Fork of Horripilation to kill the giant bull netch. Sheogorath is testing me, clearly. I have no doubt he is enjoying this greatly. I must now return to Sheogorath with the Fork.

Entry 7: I've returned to the Shrine of Sheogorath, and the Daedra Prince spoke with me again. 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. He has rewarded me well, though, and given me the Spear of Bitter Mercy.

Entry 8: While in a Morag Tong Shrine to Mephala, I spoke to a priest of the Daedra. Taros Dral told me he had been given an important task by Mephala, and wanted to know if I wished to help. Apparently, one of the Morag Tong's assassins has been taking jobs outside of the order, and the Daedra demands vengeance. If I can find this rogue assassin, Balyn Omavel, and kill him, Mephala will reward me. Of course, Mephala wishes this to be done in silence, away from nosy town guards, so I am to poison him. He lives in Balmora. I have agreed to work with this Morag Tong assassin and poison Balyn Omavel.

Entry 9: I have succeeded in putting the poison in Balyn Omavel's cooking pot. Hopefully, he'll be using it soon.

Entry 10: I've returned to the Mephala Shrine. Upon arriving, the Daedra spoke to me, and was pleased with what I had done. As a reward, I was given the Ring of Khajiit. It seems a powerful artifact, and well suited for the Morag Tong.

Entry 11: I have spoken with Azura, Queen of the Night Sky, at her shrine. She has tasked me to travel to an island near Dagon Fel and rid the island of the daedra Sheogorath has sent, and to bring back proof that he sent them. I may not disturb Rayna Drolan, the woman living there. If I can do this for her, she will reward me well.

Entry 12: I've killed the Golden Saint Staada, the most powerful of the daedra I found on the island.

Entry 13: I returned to the Shrine of Azura to let it be known I have cleared the island of the daedra there and returned with proof that Sheogorath was behind the problems. Azura was grateful, and rewarded me with her Star, a magical soul gem of immense power.

Entry 14: While in a Shrine to Molag Bal, the Daedric Prince spoke to me at the altar. He was angered, and I was afraid. His anger, however, was not directed at me, but rather toward one of his minions. Menta Na, a Daedroth Monarch, has grown lazy, and no longer does Molag Bal's bidding. If I kill Menta Na in his dungeon Kora-Dur, returning his soul to the Outer Realms where Molag Bal can punish him, then Molag Bal will reward me well.

Entry 15: I've killed the Daedroth Menta Na.

Entry 16: I've returned to the Shrine of Molag Bal, having killed the Daedroth Monarch. Molag Bal was true to his word, and has rewarded me with his mace, the Mace of Molag Bal.

Entry 17: While exploring a dungeon in the northern regions of Vvardenfell, I encountered the vampire Mastrius deep within its bowels. It seems Mastrius has been locked in this dungeon for centuries. He had terrorized the surface for years until the Daedra Azura intervened. Azura cast a spell on Mastrius, trapping him inside the dungeon and draining him of his strength. Mastrius has asked me if I would be willing to help him escape from his prison. If I do, he promises that the two of us can rule the world outside, and will have plenty of mortals upon which we may feed. He needs Spell Breaker, a powerful artifact that will act as a conduit for the spell. Spell Breaker is located in Bthuand, a dwemer ruin north of this tomb. I would also need to bring him a daedra's heart, which should give him the strength to break the enchantment.

Entry 18: I have decided not to assist Mastrius in escaping his prison. I have no wish to meddle in the affairs of this vampire, especially when it concerns a Daedra Prince.

Entry 19: I spoke to the khajiit M'aiq, and he gave me information on a sunken shrine to Boethiah off the coast near Hla Oad. It's difficult to know whether or not this is true. This khajiit seems to have a lot of ridiculous information.

Entry 20: I entered the shrine of Malacath and summoned the Daedra. He spoke to me of a helm of great power, once belonging to the elven hero Oreyn Bearclaw. In reality, he was no hero, though. The deeds attributed to him were actually performed by an orc, Kharag gro-Khar. If I can find the last of the Oreyn family bloodline, and kill him, I will be rewarded with the helm.

Entry 21: The Oreyn name is widely known. It seems the only surviving member of the clan is Farvyn Oreyn, who takes his residence in Vivec. The people of Vivec have told me that Farvyn Oreyn is a powerful battlemage, and is often surrounded by his entourage of servants. He is, however, not in town. He has been carrying on the traditions of the Oreyn family, and it is rumored he was heading toward Gnaar Mok.

Entry 22: The people of Gnaar Mok have said that Farvyn Oreyn is in the area. He and his servants were heading out to an island to kill some of the netch that had been plaguing the area.

Entry 23: I have spoken with Farvyn Oreyn. He denied nothing about the false tales of heroism told about his ancestor. Looking at him, he seems unimpressive. His "servants," on the other hand, are far from it.

Entry 24: I have killed Farvyn Oreyn. He was, as I suspected, remarkably weak for one of such a "distinguished" bloodline. His guards were, however, as strong as they looked.

Entry 25: I've returned to the shrine of Malacath, who already knew of my success in killing Farvyn Oreyn. Malacath was as good as his word, and I now have the Helm of Oreyn Bearclaw in my possession. It is a fantastic helm, misnamed though it may be.

Entry 26: At a Shrine to Mehrunes Dagon, I received a vision from the Daedra Prince himself. He has told me I appear unworthy of his favor, but will allow me a chance to prove myself, if I feel up to the task. I have agreed to accept Mehrunes Dagon's challenge, though it could mean my death. It seems that the fabled dagger, Mehrunes' Razor, has fallen into the hands of an unworthy bearer. The former owner is now dead, and the Razor lies, hidden and unused in the Alas tomb near Molag Mar. He has tasked me to find the Razor and return it to him. If I can do this, I will have proven myself worthy enough to wield the weapon myself.

Entry 27: I have returned to the Shrine of Mehrunes Dagon with what I believe was once Mehrunes' Razor. It does not seem to be the weapon of legend anymore. It is rusted and dull, and unfit for use.

Entry 28: Mehrunes Dagon was pleased that I was able to recover the once-great artifact from its resting place. He has taken the dagger and infused it once again with his power. As I have proven myself a worthy bearer of the weapon, Mehrunes Dagon has given me the restored Razor.

Entry 29: I have found the sunken shrine to Boethiah and spoken to the Daedra. He is understandably upset that his shrine has been allowed to remain in ruins, and wishes for a new one to be erected. If I can get the shrine rebuilt, he will reward me with the Goldbrand, a legendary sword. My first step should be to find a sculptor. Boethiah spoke in a riddle to me, to help me find the one who can recreate the shrine: Rough hands to smooth stone; Carving rock instead of bone; In Caldera an artist waits; His masterpiece to create

Entry 30: I have found a sculptor in Caldera. He is an orc named Duma gro-Lag. I don't think this could be the sculptor I seek. I have asked Duma gro-Lag about rebuilding the shrine to Boethiah. He has agreed that it would be a wonderful project to be a part of, but he will need 2000 septims for materials, and will need some idea of how the shrine should look. Duma

suggests I seek out a book that describes the shrine as it once was. In the meantime, he will search the area for an appropriate place to build the shrine.

Entry 31: I have returned to Duma gro-Lag with the items he required to recreate the Shrine to Boethiah. He seemed excited to begin, but warned me it would take some weeks to complete.

Entry 32: Duma gro-Lag tells me his work is complete, and that the shrine is rebuilt.

Entry 33: I have returned to the completed Shrine to Boethiah. The Daedra seemed pleased with the work that has been done, and has rewarded me with Goldbrand, a truly spectacular weapon.

[3] Journal of a Fighters Guild Member

Journal of a Fighters Guild Member

[Vvardenfell, c 3E 427]

Entry 1: These are the rules of the Fighters Guild. My duties are to my Lords and brethren. In all ways, I should proceed with honor and valor. I must keep a keen and watchful mind and never succumb to the craven tricks of the weak. It is traitorous to fight or thieve from other members of my guild. If I break these rules, I must speak with at least a Warder of the Guild to redeem my standing.

Entry 2: Eydis Fire-Eye told me to talk to Drarayne Thelas about some rats that have infested her house. Her house is here in Balmora, on the east side of town, near the river.

Entry 3: Drarayne Thelas told me that she has one rat trapped in her bedroom and there are others in her storage area upstairs. She has given me the key to get in. I should find and kill all of the rats and return to her when I'm done.

Entry 4: Drarayne Thelas thanked me for getting rid of the rats and paid me 100 gold.

Entry 5: I reported to Eydis Fire-Eye that I had killed the rats plaguing Drarayne Thelas.

Entry 6: Sevilu Othan and Daynila Valas, former egg miners and local troublemakers, are poaching eggs from Shulk Egg Mine. Report back to Eydis when they're dead. Eydis Fire-Eye tells me that the eggmine is located 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. I'm to follow the river south of Balmora until I see the bridge overhead.

Entry 7: I reported taking care of the egg poachers at Shulk Egg mine, and Eydis Fire-Eye paid me 100 gold, and gave me some extra potions.

Entry 8: I'm to find and kill four Telvanni agents responsible for thefts and disappearances at the Caldera Mine. Their names are Alynu Aralen, Sathasa Nerothren, Fothyna Herothran, and Alveleg. They're hiding in a cave in the hills north of Caldera Mine, and they probably have a lookout posted outside the mine. When the four agents are dead, report back to Eydis Fire-Eye.

Entry 9: I reported killing the Telvanni agents, and Eydis Fire-Eye paid me 400 gold.

Entry 10: Eydis Fire-Eye asked me to get a code book from Sottilde at the South Wall in Balmora.

Entry 11: Sottilde agreed to give me the code book.

Entry 12: Eydis Fire-Eye thanked me for returning the code book and paid me 50 gold.

Entry 13: Eydis Fire-Eye told me that Helviane Desele in Suran owes Manos Othreleth 200 gold. I must get this debt money from Desele and return it to Eydis Fire-Eye.

Entry 14: Desele agreed to pay the debt.

Entry 15: Eydis Fire-Eye gave me my share of the debt money.

Entry 16: Eydis Fire-Eye told me she has a 250 gold bounty on the Orc Dura gra-Bol who lives in Balmora.

Entry 17: Eydis Fire-Eye paid me 250 gold for the contract on Dura gra-Bol.

Entry 18: Eydis Fire-Eye told me to talk to Alof the Easterner at his farm northeast of Pelagiad and just north of the Arvel Plantation. Alof saw some Orcs at a Daedric ruin nearby. Alof the Easterner said the Orcs come from Ashunartes which is northeast of here and just west of an old Dunmer stronghold. Alof thinks the rest of the Orcs will leave if I kill their leader, a Barbarian by the name of Burub gra-Bamog.

Entry 19: Alof thanked me for getting rid of the Orcs at Ashunartes. I should report back to Eydis Fire-Eye.

Entry 20: Eydis Fire-Eye gave me 500 gold for the Duke's contract.

Entry 21: Eydis Fire-Eye asked me to kill the smuggler Dovres Verethi, the head of the Verethi Gang. They are based in Mannammu just southeast of Pelagiad.

Entry 22: Eydis Fire-Eye paid me 1,000 gold for putting the Verethi Gang out of business.

Entry 23: Eydis Fire-Eye told me a Hunger is loose in the Sarano Tomb which is over the hills southeast of the Fort Moonmoth between the Ashlands and Lake Amaya. I am ordered to travel to the tomb and kill the Hunger.

Entry 24: Eydis Fire-Eye thanked me for slaying the Hunger and paid me 1000 gold.

Entry 25: Lorbumul gro-Aglakh asked me to collect a Juicedaw Feather Ring from Nar gro-Shagramph in Vivec.

Entry 26: Nar gro-Shagramph gave me a Juicedaw Feather Ring.

Entry 27: I delivered the Juicedaw Feather Ring to Lorbumul gro-Aglakh.

Entry 28: Lorbumul gro-Aglakh told me to silence Tongue-Toad at the Rat in the Pot in Ald'ruhn.

Entry 29: I convinced Tongue-Toad to leave town and told Lorbumul gro-Aglakh that Tongue-Toad won't be causing our client any more trouble.

Entry 30: Lorbumul gro-Aglakh said he has a bounty for a Khajiit outlaw named Dro'Sakhar who's hiding somewhere in Vivec. I was told that Dro'Sakhar lives in St. Olms Canal South-Two, the middle door on the south side of the St. Olms Canton.

Entry 31: Lorbumol gro-Aglakh gave me the bounty on Dro'Sakhar.

Entry 32: Lorbumol gro-Aglakh has a job for me involving debt money that is owed. Lirielle Stoine at The Rat in the Pot in Ald'ruhn owes our client 2000 gold.

Entry 33: Percius Mercius told me that Lirielle Stoine probably doesn't have 2000 gold, and that it was her brother, Ruran Stoine, who owed the money. Percius suggested that I pay the 2000 gold myself.

Entry 34: Lirielle Stoine told me that her brother Ruran Stoine owed the money and that she doesn't have 2000 gold. She told me her brother died seeking his fortune in Mallapi, which is northeast of Gnaar Mok.

Entry 35: Lorbumol gro-Aglakh thanked me for bringing him the 2000 gold Lirielle Stoine owed our client. He actually let me keep half of the money owed.

Entry 36: Lorbumol gro-Aglakh said he had a bounty contract for Adraria Vandacia in Seyda Neen.

Entry 37: Lorbumol gro-Aglakh paid me the bounty for Adraria Vandacia.

Entry 38: Lorbumol gro-Aglakh said he had a 1000 gold bounty on Rufinus Alleius at the Grand Council in Ebonheart.

Entry 39: Lorbumol gro-Aglakh paid me the bounty on Rufinus Alleius.

Entry 40: Hrundi asked me to meet a Larienna Macrina at the ruins of Nchurdamz, a Dwemer ruin far south of Sadrith Mora. I agreed to help Larienna explore the ruins of Nchurdamz. She seeks a "great beast" deep within the ruins.

Entry 41: I fought by Larienna Macrina's side. It was a mighty battle. The Daedroth Hrelvesuu is slain. I should report back to Hrundi.

Entry 42: Hrundi rewarded me for assisting Larienna Macrina explore the ruins of Nchurdamz.

Entry 43: Hrundi told me to go to the Dissapla Mine and do what Novor Drethan says. The Dissapla Mine is northeast of the Dunmer stronghold Falensarano, which is on the mainland west of Tel Aruhn.

Entry 44: Novor Drethan told me that the mine has been having problems with a pack of Nix Hounds and that one of the miners, Teres Arothan, is missing. I must find Teres Arothan or his corpse and return to Novor Drethan. I agreed to try and find Teres Arothan in the Dissapla Mine.

Entry 45: Teres Arothan asked me to help guide him back to the entrance of the mine.

Entry 46: I guided Teres Arothan back to the mine entrance.

Entry 47: Novor Drethan thanked me for rescuing Teres Arothan.

Entry 48: Hrundi thanked me for finishing the contract and gave me my pay.

Entry 49: Hrundi asked me to get rid of a Corprus Stalker loose in Berwen the Trader's shop in Tel Mora. Berwen said that the beast was blockaded upstairs. Just one? This should be a cakewalk.

Entry 50: Berwen was very impressed with my fighting prowess when I dispatched her Corprus Stalker. Hrundi will be pleased as well.

Entry 51: Hrundi thanked me for getting rid of the Corprus Stalker at Berwen's Shop.

Entry 52: Hrundi mentioned that he had a contract for the outlaw Rels Tenim. If I find Rels Tenim who was last seen in Vos, and bring him to justice, there is a reward of 200 gold.

Entry 53: I was told that Rels Tenim left for an outlaw hideout to the north. I was told that the Ahemmusa might know where he is hiding.

Entry 54: I was told that Rels Tenim is in the outlaw hideout Shallit which is on a small island southwest of Ald Daedroth. To get there, I should travel northwest from the Ahemmusa Camp. If I come to an old Dwemer ruin, I have traveled too far.

Entry 55: Hrundi thanked me for bringing Rels Tenim to justice and gave me 200 gold.

Entry 56: Hrundi asked me to deliver a load of sujamma to Nelacar in the Dunirai Caverns which is southeast of Ghostgate between the Foyada Esannudan and the Foyada Ashur-Dan.

Entry 57: Nelacar thanked me for delivering the sujamma.

Entry 58: Hrundi paid me 500 gold for delivering sujamma to the Dunirai Caverns.

Entry 59: Hrundi asked me to escort another scholar, Sondaale of Shimmerene, through the stronghold of Telasero. She will meet me there. Telasero is between Suran and the Silt Strider port near Molag Mar.

Entry 60: I found Sondaale of Shimmerene in Telasero. She asked me to guide her back to the entrance. I agreed to guide Sondaale of Shimmerene back to the entrance of Telasero.

Entry 61: Sondaale of Shimmerene has made it safely to the entrance of Telasero and thanked me for escorting her out of the dungeon. She'll likely be more careful in the future.

Entry 62: Hrundi thanked me for helping Sondaale of Shimmerene.

Entry 63: Hrundi told me he has a bounty contract on Engaer, a mercenary for Master Neloth at Tel Naga, the tower in Sadrith Mora.

Entry 64: Hrundi paid me the bounty on Engaer.

Entry 65: Hrundi asked me to find the Pudai Egg Mine somewhere on or near the island of Sheogorad to the north. Once I find Pudai, I should bring Hrundi the Seven Eggs of Gold rumored to be there.

Entry 66: Hrundi thanked me for bringing him the Seven Eggs of Gold.

Entry 67: Hrundi asked me to slay the Ash Ghoul Dagoth Velos in Sanit, which is northwest of Tel Vos, just before the Ashlands begin.

Entry 68: Hrundi thanked me for slaying Dagoth Velos.

Entry 69: Percius Mercius asked me to aid the Buoyant Armiger Ulyne Henim in her expedition to Vas which is on a remote island west of Dagon Fel. I agreed to fight with Ulyne. We must find and kill the Necromancer Daris Adram.

Entry 70: Daris Adram is dead. Ulyne Henim was very grateful for my assistance in dealing with Daris Adram the Necromancer.

Entry 71: Percius Mercius thanked me for helping Ulyne Henim rid Vas of the Necromancers.

Entry 72: Percius Mercius told me there is a bounty for the outlaw Nerer Beneran. He is hiding in the cavern of Sargon. Sargon is located far north of Maar Gan and southwest of Vas, and that the trek there is a very long one.

Entry 73: Percius Mercius thanked me for bringing Nerer Beneran's crimes to an end.

Entry 74: Percius Mercius asked me to speak with Serjo Avon Oran in the town of Suran. The town has been raided by bandits.

Entry 75: Serjo Avon Oran told me that the bandits in Saturan, northeast of Suran, just over the mountains. I must kill the leader of the bandits, Daldur Sarys. When this is done, I should return to Oran to report on my success.

Entry 76: Serjo Avon Oran thanked me for bringing the bandits to justice and he gave me the 1,000 gold he was offering for a bounty.

Entry 77: Percius Mercius asked me to deliver a load of flin to Dangor in the Elith-Pal Mine which is on the base of Red Mountain just west of the Zainab camp.

Entry 78: I delivered the load of flin to the Elith-Pal Mine. Now I need to report back to Percius Mercius in Ald'ruhn.

Entry 79: Percius Mercius thanked me for delivering the flin.

Entry 80: Percius Mercius asked me to kill one of Sjoring Hard-Heart's supporters, Eydis Fire-Eye, the guild steward in Balmora.

Entry 81: Percius Mercius asked me to kill Sjoring Hard-Heart's main supporter, Lorbumol gro-Aglakh. He's at the Guild of Fighters in Vivec.

Entry 82: Percius thanked me for killing Sjoring Hard-Heart's supporters.

Entry 83: Percius Mercius said that in order to free the Fighters Guild from corruption, I must kill the guildmaster, Sjoring Hard-Heart.

Entry 84: Percius Mercius thanked me for killing Sjoring Hard-Heart. He promoted me to Master of the Fighters Guild.

[4] Journal of a Mages Guild Member

Journal of a Mages Guild Member

[Morrowind, c 3E 428]

Entry 1: These are the rules of the Mages Guild. I must perform any duties assigned to me by the masters of the Guild. I must learn from them and grow strong. I must always share my knowledge freely with other Guild members. I must never strike or steal from another guild member.

Entry 2: Ajira asked me to bring her samples of four types of Mushrooms: Luminous Russula, Violet Coprinus, Bungler's Bane, and Hypha Facia. They may be found in the swamps of the Bitter Coast. I can get there by following the river Odai south of Balmora until I see a wooden bridge. After I pass the bridge I should look for a way over the hills to the west.

Entry 3: Folms Mirel of the Caldera Mages Guild will pay me 500 gold for each propylon index I bring him. He'll tell me where to find one, and when I deliver it, He'll tell me where to find the next one. And when I've delivered ten of them, he'll make me a master propylon index so I can travel to propylon chambers in Dunmer strongholds all over Vvardenfell. First I must get the Hlormaren Propylon Index from Irgola the Pawnbroker in Caldera.

Entry 4: I delivered the Hlormaren Propylon Index and received 500 gold. Next I need the Marandus Propylon Index. It was packed and delivered to the St. Olms Temple in Vivec. Folms Mirel said to look around for empty crates in a storage area, and look carefully -- it's tiny and grey, and easily overlooked in poor lighting.

Entry 5: Ajira thanked me for bringing her the mushroom samples and gave me a fake soul gem. She wants me to sabotage Galbedir's Journeyman project. I should put the fake soul gem in Galbedir's desk.

Entry 6: Ajira thanked me for helping her sabotage Galbedir's experiment. Ajira now wants samples of four types of flowers: Gold Kanet, Stoneflower Petals, Willow Anther, and Heather. These are found on the shores of Lake Amaya. I should go south out of Balmora and head east past the Fort Moonmoth and across the Foyada Mamaea on the road to Pelagiad. After leaving the Foyada, I should take the road to Suran which runs along the north shore of Lake Amaya.

Entry 7: I met a Bosmer pilgrim named Thoronor, who was on his way to Vivec. Apparently, he and his traveling companion, Edras Oril, were separated along the way. He would like my help in finding his friend. I have agreed to help Thoronor in his search for Edras Oril. Apparently, Oril wandered away to investigate some strange animal sounds he heard, and he hasn't been seen since. Perhaps whatever made those sounds was more than he could handle on his own.

Entry 8: I found Edras Oril not far from his friend. A small group of Kagouti had gotten between him and the path back to Thoronor. Good thing I found him, or he might have been trapped out here for a much longer time. Edras Oril refuses to move from his hiding place with the kagouti still on the prowl. In order to sneak Edras Oril by the kagouti, I've cast a spell on him that should make him unnoticeable to the kagouti. Hopefully, we'll be able to sneak by without attracting too much attention.

Entry 9: I was able to reunite Edras Oril and Thoronor. Hopefully, these two pilgrims will be able to continue on their journey now. Hopefully, they'll stick together from now on. They've given me an amulet for my troubles that they say is enchanted.

Entry 10: Ajira thanked me for bringing her the four flowers.

Entry 11: Ajira asked me to find her a ceramic bowl. She told me that Ra'Virr the trader here in Balmora might have one.

Entry 12: Ajira thanked me for finding her a ceramic bowl, but was far more concerned about her stolen reports. Ajira told me that her reports on the mushrooms and flowers of Vvardenfell have been stolen. Ajira thinks that Galbedir stole them. I should look around the Mages Guild here in Balmora for the reports and return them to Ajira.

Entry 13: Ajira thanked me for finding her stolen reports.

Entry 14: Ranis asked me to convince Llarar Bereloth to join the guild. If he cannot be convinced, I must kill him. To get to Sulipund, I should leave Balmora east and pass Fort Moonmoth. Then cross the bridge to Molag Amur and follow the trail east until I reach a lake. I should see a Dunmer stronghold to the south. If I head north on the path between the hills, Sulipund will be on my left, just before the path splits.

Entry 15: I convinced Llarar Bereloth to join the Mages Guild. I should report my success to Ranis Athrys in Balmora.

Entry 16: I reported my success to Ranis Athrys in Balmora.

Entry 17: Manwe, a Guild member in Punabi, has not paid any Guild dues in three months. Ranis asked me to find Manwe and collect the dues from her. To get to Punabi, I should go south from Balmora and take the road east past Fort Moonmoth. I should cross the bridge northeast of the Fort and continue east until I reach the lake. The old Dunmer stronghold of Marandas is just south of the lake. Punabi is on the trail that leads northeast from the lake.

Entry 18: Manwe says that she is no longer a member of the Mages Guild and refuses to pay the dues.

Entry 19: Manwe finally agreed to pay the 2000 gold she owes. I need to deliver this gold to Ranis Athrys in Balmora.

Entry 20: I gave Manwe's Guild Dues to Ranis Athrys.

Entry 21: Ranis wants me to convince an Argonian at the South Wall Cornerclub to stop offering unsanctioned training in Restoration.

Entry 22: Only-He-Stands-There agreed to train me in Restoration. In exchange, I am to tell Ranis Athrys that he is no longer offering training without Guild permission.

Entry 23: I told Ranis Athrys that Only-He-Stands-There wouldn't be offering training anymore. In exchange, he will train me in Restoration.

Entry 24: Ranis Athrys asked me to escort the scholar Itermerel, who is staying at the Eight Plates, to Pelagiad. What Ranis really wants, however, is a copy of Itermerel's notes.

Entry 25: I asked Itermerel to follow me to Pelagiad.

Entry 26: Itermerel arrived safely in Pelagiad and gave me a copy of his notes.

Entry 27: I delivered Itermerel's notes to Ranis.

Entry 28: Ranis told me that Tashpi Ashibael is a necromancer. Ranis wants me to kill Tashpi Ashibael. She lives in Maar Gan.

Entry 29: Tashpi Ashibael agreed to go into hiding. I should tell Ranis Athrys that Tashpi is dead.

Entry 30: I told Ranis Athrys that the necromancer is dead.

Entry 31: Sharn gra-Muzgob assures me she is not a necromancer, and that she cannot teach me any spells. I wonder....

Entry 32: Ranis Athrys believes there is a spy in the Mages Guild. I have been ordered to question Guild members in Ald'ruhn, Vivec, and Sadrith Mora. I am not to take any action against the spy, but to report back to Ranis Athrys.

Entry 33: I told Ranis Athrys about Movis Darys in Ald'ruhn, but she is convinced that there is another spy in either Vivec or Sadrith Mora.

Entry 34: Tiram Gadar told me he is a "special advisor to Guildmaster Trebonius on Dunmer issues."

Entry 35: Sirilonwe has asked me to get her three portions of vampire dust for a spell she is researching. I've returned to Sirilonwe with the vampire dust, and she has rewarded me with an Amulet of Gem Feeding. Sirilonwe told me that Trebonius consults Tiram Gadar before making any important decision.

Entry 36: Malven Romori told me that Tiram Gadar showed up recently and gave his credentials to Trebonius. Guildmaster Trebonius gave me Tiram Gadar's "credentials." They are obvious forgeries. Even Ocato's name is misspelled. I told Ranis Athrys about the spy Tiram Gadar. Ranis will deal with this issue herself.

Entry 37: When I showed Sharn gra-Muzgob her own personal copy of *Legions of the Dead*, she admitted she is a necromancer, and agreed to teach me a summoning spell.

Entry 38: I delivered the Marandus Propylon Index and received 500 gold. Next I need the Falasmaryon Propylon Index. A pilgrim gave it as an offering to the shrine at Maar Gan.

Entry 39: Edwinna Elbert asked me to find her a copy of the Dwarven book *Chronicles of Nchuleft*. I was told that the book *Chronicles of Nchuleft* might be found in Vivec.

Entry 40: I was told that Jobasha's Rare Books in Vivec might have a copy of *Chronicles of Nchuleft*.

Entry 41: I brought a copy of *Chronicles of Nchuleft* to Edwinna Elbert in Ald'ruhn.

Entry 42: Edwinna asked me to find plans for a Dwemer scarab in the ruins of Mzuleft southwest of Dagon Fel.

Entry 43: I gave the Dwemer scarab plans I found in Mzuleft to Edwinna.

Entry 44: Edwinna asked me to steal the book *Chimarvamidium* from the Mages Guild in Vivec.

Entry 45: I returned the book *Chimarvamidium* to Edwinna. She promised to return the book to me later.

Entry 46: I must pay my guild dues before I can advance to the next rank.

Entry 47: I have paid the dues I owe the Mages Guild.

Entry 48: Edwinna heard that miners in the Gnosis Eggmine broke into the unplundered Dwemer ruin of Bethamez. She wants me to go to the lower levels of this eggmine and bring back any plans or blueprints I might find.

Entry 49: I brought the plans from Bethamez back to Edwinna.

Entry 50: Edwinna told me that there has been some sort of disturbance at Huleen's hut in Maar Gan. I am supposed to investigate and put a stop to the disturbance.

Entry 51: I put a stop to the disturbance at Huleen's Hut. Now Edwinna can get back to her studies.

Entry 52: Edwinna was curious about what a Scamp was doing in Huleen's hut. She wants me to return to the hut and look for Huleen's apprentice, Listien Bierles.

Entry 53: I spoke with Listien Bierles, Huleen's apprentice. He apparently summoned a Scamp and then lost control of it. Everything seems to be under control now.

Entry 54: I delivered the Falasmaryon Propylon Index and received 500 gold. Next I need the Valenvaryon Propylon Index. Nibani Maesa, a Wise Woman of the Urshilaku Ashlander tribe in Urshilaku Camp, has this index. She may not know its worth -- perhaps I can buy it from her cheaply.

Entry 55: I delivered the Valenvaryon Propylon Index and received 500 gold. Next I need the Indoranyon Propylon Index. Divayth Fyr, the old and powerful Telvanni wizard of Tel Fyr, may not want to part with it.

Entry 56: Edwinna asked me to return the book *Chimarvamidium* to the Mages Guild in Vivec.

Entry 57: Edwinna thanked me for returning *Chimarvamidium*.

Entry 58: Edwinna asked me to retrieve a Dwemer Tube from Arkngthunch-Sturdumz. Edwinna thinks Arkngthunch-Sturdumz is west of Ald Velothi on the coast. If I follow the coast from Ald Velothi I should be able to see it.

Entry 59: I delivered the Dwemer Tube to Edwinna.

Entry 60: Edwinna has asked me to check up on Senilias Cadiusus in Nchuleftingth. I can get to Nchuleftingth by either going northeast over the mountains near Suran and following the Foyada Nadanat northeast or by starting in Molag Mar and going northwest and following the Foyada north around Mount Kand.

Entry 61: Hasphat Antabolis gave me a letter of introduction to Senilias Cadiusus, the head of the expedition at Nchuleftingth.

Entry 62: Senilius told me that he doesn't have an excavation report due to some "setbacks." Anes Vendu had the excavation report with him when he disappeared in the lower levels of Nchuleftingth. Senilius asked me to try and find out what happened to Anes Vendu.

Entry 63: I found Anes Vendu's body. I told Senilias Cadiusus what happened to Anes Vendu. Senilias asked me to return the excavation report to Edwinna Elbert in Ald'ruhn.

Entry 64: I delivered the excavation report to Edwinna. She told me that the book I found, *Hanging Gardens of Wasten Coridale*, is written in both Dwemer and classic Altmer and might be useful to a scholar of Dwemer literature.

Entry 65: Edwinna asked me to talk to Skink-in-Tree's-Shade in Sadrith Mora and get a Detect Creatures Potion from him.

Entry 66: Skink gave me a Detect Creatures Potion.

Entry 67: I delivered the Indoranyon Propylon Index and received 500 gold. Next I need the Berandas Propylon Index. The wizard Baladas Demnevanni of Gnisis has it. His tower is named Arvs Drelen. The folk of Gnisis seem terrified of him, but he's lived right among them for years, so maybe he isn't all that bad.

Entry 68: While traveling along the coast near Gnisis, I ran into a man who seemed very agitated, perhaps a bit mad. This man, Din, seems to be suffering from some sort of disease, perhaps caused by a recent slaughterfish bite he received. Din clearly needs to be rid of this disease, which seems to be causing violent outbursts and some dementia. He has mentioned the healer Mehra Drora in Gnisis. Perhaps she can help him.

Entry 69: I have been able to use my magical abilities to rid Din of the disease that was causing his madness. Din was very grateful for my help. As it turns out, he is a member of the Legion, and he has promised to let them know about my willingness to help him out. He also offered the little gold he had as payment.

Entry 70: I delivered the Berandas Propylon Index and received 500 gold. Next I need the Andasreth Propylon Index. A Dark Elf troublemaker named Brilnosu Llarys owns the index, but he doesn't carry it on his person. His hide-out is in a dome on top of the Dunmer stronghold called Hlormaren, on the coast, due west of Balmora. I should search carefully there for the index.

Entry 71: I delivered the Andasreth Propylon Index and received 500 gold. Next I need the Rotheran Propylon Index. Rols Ienith, a deranged outlaw, has the index, and I'll probably have to kill him to get it. He lives in the Communal Hut on top of Rotheran, a Dunmer stronghold on the southern tip of Dagon Fel island.

Entry 72: I delivered the Rotheran Propylon Index and received 500 gold. Next I need the Falensarano Propylon Index. It was possessed by an outlander named Huunen last seen headed for Maelkashishi, a Daedric shrine on the western edge of the mountains west of Maar Gan. Huunen is probably dead, and locating his corpse and the index may be tough.

Entry 73: I encountered Hisin Deep-Raed standing along the side of the road today. Well, "standing" is not the correct term; he was rooted to the spot. It seems the Nord was traveling with a woman as her "escort." He must have offended her in some way, which is not hard to imagine, and she magically infected him with a disease, leaving him paralyzed. Though he is loath to admit it, the fool is completely helpless. It's clear he needs my help, and in his own way, he is asking for it. I've told the barbarian I would attempt to cast a spell on him in order to cure the disease that has been placed on him. Leaving him here for a while wouldn't be the worst thing in the world, but perhaps the big fool has suffered enough. I was able to cast a spell on the barbarian to cure his disease.

Entry 74: Hisin Deep-Raed is free of his disease. He seems a bit shamed by his ordeal, but maybe a little better for it. Though his other faults are too great to number, the oaf is nothing if not grateful. He has given me his fur helm, which he calls the Icecap. It reeks of barbarian.

Entry 75: I delivered the Falensarano Propylon Index and received 500 gold. One more to go - the Telasero Propylon Index. It is in Telasero, a Dunmer stronghold between Suran and Molag Mar, on the southern coast of the Molag Amur region. The index is in a dark place, in a troth with a number of other objects.

Entry 76: I delivered the Detect Creatures Potion to Edwinna.

Entry 77: Ajira told me that the Staff of Magnus is in Assu, a sorcerer's cave on the slopes of Mount Kand northwest of Molag Mar.

Entry 78: I delivered the Telasero Propylon Index and received 500 gold and a master index. Now, if I want to travel to a Dunmer stronghold, I visit Mirel and speak to him. If I have the master index with me, he'll send me directly to a given stronghold. For return trips, I activate a propylon in a stronghold propylon chamber while I have the master index, and I'll be transported directly to Folms Mirel in Caldera.

Entry 79: Ajira congratulated me for finding the Staff of Magnus.

Entry 80: Skink asked me to escort the scholar Tenyeminwe to Gals Arethi's ship, the Elf-Skerring, over at the Telvanni docks.

Entry 81: Tenyeminwe agreed to follow me to the Telvanni docks.

Entry 82: Tenyeminwe made it to the Elf-Skerring safely. Tenyeminwe thanked me for escorting her to the Elf-Skerring and gave me some scrolls.

Entry 83: Skink thanked me for escorting Tenyeminwe to the Elf-Skerring.

Entry 84: In order to gain the rank of Wizard, I must have a Wizard's Staff. I showed my Wizard's Staff.

Entry 85: Skink wants a copy of *Vampires of Vvardenfell* volume two. He suggested I try rare bookstores.

Entry 86: I was told that the Tribunal Temple does not have a copy of *Vampires of Vvardenfell*, and that if they did have a copy, they wouldn't tell me about it. Jobasha in Vivec might have a copy, but for a very high price.

Entry 87: I delivered *Vampires of Vvardenfell* volume two to Skink in Sadrith Mora.

Entry 88: Skink would like to arrange a meeting with one of the Wise Women of the Ashlanders. He asked me to negotiate a meeting.

Entry 89: Nibani Maesa told me that she would never meet with an Argonian Sorcerer.

Entry 90: Wise Woman Manirai told me she is too busy to meet with Skink-in-Tree's-Shade.

Entry 91: Sonummu Zabamat told me she would meet with Skink-in-Tree's-Shade if Ashkhan Kaushad allowed it. I must speak with Ashkhan Kaushad.

Entry 92: Ashkhan Kaushad told me that he would not allow his Wise Woman to speak with Skink-in-Tree's-Shade.

Entry 93: Sinnammu Mirpal said she might consider sending her apprentice, Minabibi, to speak with Skink-in-Tree's-Shade. Unfortunately, the apprentice is currently in the Favel Ancestral Tomb, which is west of the Ahemmusa camp. I should follow the coast west from the camp, past the Daedric ruins until I see a cavern. If I reach the ashlands, I have gone too far.

Entry 94: I spoke with Minabi, who agreed to visit Skink-In-Tree's-Shade if I helped her put an Ancestral Ghost to rest. The ghost of Kanit Ashurnisammis is somewhere in this tomb. I put the ghost to rest and Minabi has promised to speak with Skink-in-Tree's-Shade if Sinnammu agrees. I should speak with Wise Woman Sinnammu to arrange the meeting.

Entry 95: Sinnammu agreed to send Minabi to speak with Skink-in-Tree's-Shade. I should report back to Skink.

Entry 96: Somehow Minabi arrived at the Mages Guild before me. Skink thanked me for arranging the exchange of knowledge. Minabibi gave me an ancestor's ring.

Entry 97: Skink asked me to kill the Necromancer Telura Ulver in Shal. To get there, I should go north from Hla Oad, cross a bridge and follow the coast to the west until I reach another bridge to an island. The entrance to Shal is in a muck pool on the north side of this island.

Entry 98: I have killed the Necromancer Telura Ulver. I should report this to Skink in Sadrith Mora.

Entry 99: Skink thanked me for killing the Necromancer Telura Ulver.

Entry 100: Skink-in-Tree's-Shade asked me to get the soul of an Ash Ghoul. Skink told me the nearest Ash Ghoul was in Yakin, but any Ash Ghoul will do. Yakin is on the mainland just northwest of Tel Aruhn. From Tel Aruhn, I just need to swim or fly across one island and then continue northwest. I delivered the soul of an Ash Ghoul to Skink-in-Tree's-Shade.

Entry 101: Skink asked me to find Galur Rithari's papers.

Entry 102: Skink thanked me for bringing him Galur Rithari's papers.

Entry 103: Arch-Mage Trebonius asked me to find out what happened to the Dwarves. Unfortunately, he didn't give me much information to go on. I'm not sure if he was serious. I was able to get the Dwemer books *The Egg of Time* and *Divine Metaphysics Adapted to the Meanest of Intellects* translated. *Divine Metaphysics* seems to be a treatise explaining how to create a new god through sorcery. *The Egg of Time* seems to be a refutation of the idea that linking to a divine source of power can be dangerous if interrupted. Though *The Egg of Time* refutes this idea, perhaps the author was wrong, and this is what happened to the Dwarves. Arch-Mage Trebonius was pleased when I showed him the three Dwemer books. He said this was sufficient and thanked me for solving the mystery of the disappearance of the Dwarves.

Entry 104: Ajira told me that the Warlock's Ring is held by Vindamea Drethan, a sorceress in Ashirbadon, which is on an island east of the ruins of Bal Fell.

Entry 105: Ajira congratulated me on finding the Warlock's Ring.

Entry 106: Arch-Mage Trebonius asked me to kill all the Telvanni councilors. I'm not sure if he was serious.

Entry 107: Skink-in-Tree's-Shade asked me to deliver a letter to Arch-Mage Trebonius.

Entry 108: Guildmaster Trebonius challenged me to a duel in the Arena in Vivec. The duel is to the death. Whoever wins will be the Guildmaster of the Mages Guild in Vvardenfell.

Entry 109: I am the new Arch-Mage of the Guild of Mages in Vvardenfell.

Entry 110: I should find Nerile Andaren at the Temple in Mournhold and ask her about the recent outbreak of a disease.

Entry 111: Upon entering to the Hall of Ministry, I found it over-run with infected rats. They have all been killed. Nerile Andaren has informed me that the rats are coming into the Temple through the basement. While guards have been posted to deal with them, she would like me to look into it. The rats are infected with a disease called the "Crimson Plague", supposedly wiped out during Tamriel's Second Age.

Entry 112: I spoke with a Khajiit named Shunari Eye-Fly. She claims to have information about the disease, but will only give it to me once she has been cured.

Entry 113: I have cured Shunari Eye-Fly. Shunari told me the source of the Crimson Plague in Mournhold is Gedna Relvel, a lich entombed underneath the Temple. Shunari told me of a secret passage within Gedna Relvel's tomb; I must find a rock wall in the bottom chamber and stand in front of it, but I am unsure how to actually open the passage.

Entry 114: I have opened the secret passage in Gedna Relvel's tomb; there was a hidden trigger for it in the floor.

Entry 115: I have killed Gedna Relvel.

Entry 116: Shunari Eye-Fly thanked me for killing Gedna Relvel. I doubt I will see her again.

Entry 117: Nerile Andaren thanked me for killing Gedna Relvel, and stopping the Crimson Plague before it could spread further. She has given me the power to heal once a day in exchange for the help I've given her.

Entry 118: Today Ovis Velas magically appeared before me, announced he was going to put on a display of his power, then attacked me. Oddly enough, he went down far too easily, and scarcely harmed me. I wonder what this could mean.

Entry 119: Drathas Reyas has told me that there is a Velas Manor in Godsreach. The strange wizard I killed was named Velas. Perhaps I should go investigate.

Entry 120: I have discovered the true wizard of Dratha's rumors. The one I killed previously was only the brother of Gavis Velas, a very powerful summoner. He has challenged me to a duel, and it will take place immediately. I have killed Gavis Velas and his summoned minions. May their scourge never threaten Mournhold again.

[5] Journal of a Member of the Dunmer Great House Hlaalu

Journal of a Member of the Dunmer Great House Hlaalu

[Vvardenfell, c 3E 427]

Entry 1: The rules of House Hlaalu are simple. I must never interfere with the business of House Hlaalu. Or if I do, I must be sure I am not caught. If I'm never caught stealing from a member of attacking a member, I'll be fine. If I am expelled, I will have to make amends. I have been given a recent edition of the Yellow Book of Great House Hlaalu. It lists the current Hlaalu councilors and their residences.

Entry 2: Nileno Dorvayn asked me to disguise myself as the deceased Redoran Felsen Sethandus. While disguised I should get a package from Neminda in Ald'ruhn by using the code phrase "Orphan of Arnesia."

Entry 3: I spoke with Neminda in Ald'ruhn, and she gave me a scroll to deliver to Maar Gan. I should deliver the scroll to Nileno Dorvayn in Balmora instead.

Entry 4: I delivered the scroll I got from Neminda to Nileno Dorvayn.

Entry 5: Nileno Dorvayn asked me to steal the alchemical formulas of Aurane Frennis whose shop is in the Market Canton in Vivec.

Entry 6: I gave Aurane Frennis' formulas to Nileno Dorvayn.

Entry 7: Nileno Dorvayn wants me to kill the queen in the Inanius egg mine, which is just across the mountains from Suran. The entrance of the eggmine faces the mountains.

Entry 8: Avon Oran paid me 1000 gold to stay out of the Inanius egg mine. I took Avon Oran's gold and killed the kwama queen in the Inanius egg mine anyway. Nileno Dorvayn paid me another 500 gold for the job.

Entry 9: Nileno Dorvayn wants me to convince Rolasa Oren in Vivec's Market Canton to stop buying House Redoran guar hides.

Entry 10: I convinced Rolasa Oren to buy imported House Hlaalu guar hides instead of House Redoran guar hides. Nileno Dorvayn thanked me for helping House Hlaalu's guar herders.

Entry 11: Nileno Dorvayn asked me to deliver new orders to a spy in Ald'ruhn, Bivale Teneran.

Entry 12: I delivered new orders to Bivale Teneran in Ald'ruhn.

Entry 13: Nileno Dorvayn thanked me for delivering new orders to Bivale Teneran.

Entry 14: Nileno Dorvayn told me that a Hlaalu noble, Ralen Hlaalo, was recently killed. I must find out who killed Ralen Hlaalo and retaliate so that no one dares murder a Hlaalu noble again. If I bring the murderer to justice, I should let her know.

Entry 15: I found the body of Ralen Hlaalo. There are rumors here in Balmora that Nine-Toes is the murderer.

Entry 16: Nine-Toes told me that he is not a murderer.

Entry 17: Uryne Nirith, a servant of Ralen Hlaalo, told me that the murderer was a Dunmer with red hair in bonemold armor wielding a Dwemer War Axe. Thanelen Velas at the Council Club here in Balmora meets the murderer's description. I killed Thanelen Velas and reported back to Nileno Dorvayn. Nileno Dorvayn thanked me for killing Thanelen Velas for Larrius Varro. Apparently Thanelen was the murderer of Ralen Hlaalo.

Entry 18: The East Empire Company threatened to buy ebony from House Redoran unless House Hlaalu lowers prices. I must convince Canctunian Ponius at the East Empire Company in Ebonheart to buy ebony only from House Hlaalu, or I must shut down Sudanit mine. Nileno Dorvayn told me that if I want to get to the Sudanit mine, I should start in Ald'ruhn. Then go south around the town until I see the path between Ald'ruhn and the Buckmoth Legion Fort. I should follow this path east until I reach the Ghostfence. Then keep to the right until I see the mine.

Entry 19: I convinced Canctunian Ponius to buy ebony only from House Hlaalu. Nileno Dorvayn thanked me for persuading him.

Entry 20: Edryno Arethi told me that Murudius Flaeus owes a Hlaalu noble over 800 gold. I must get the 800 gold from Murudius Flaeus in Hla Oad and return it to Edryno Arethi.

Entry 21: Murudius Flaeus told me he keeps the money in a chest under Fadila's house. He gave me the key to the chest.

Entry 22: Edryno Arethi thanked me for getting the 800 gold from Murudius Flaeus.

Entry 23: Edryno Arethi wants me to deliver sealed orders to Treasurer Baren Alen in the Hlaalu Vaults in Vivec. The vaults are part of the treasury, which is in the top level of the Hlaalu Waistworks on the north side.

Entry 24: I delivered the sealed orders to Baren Alen.

Entry 25: Edryno Arethi thanked me for delivering the sealed orders.

Entry 26: Edryno Arethi asked me to escort the trader Tarvyn Faren from the North Landing here in Vivec to Pelagiad.

Entry 27: Tarvyn Faren agreed to follow me to Pelagiad and made it safely to Pelagiad.

Entry 28: Edryno Arethi thanked me for escorting Tarvyn Faren to Pelagiad.

Entry 29: Edryno Arethi asked me to secure Odirniran for House Hlaalu. I should go there and speak with any survivors. If there are no survivors, I should find and kill the Telvanni responsible.

Entry 30: Remasa Othril told me that one Telvanni necromancer is hiding somewhere in Odirniran. I must find this necromancer and kill him. The necromancer also took a hostage, Vedelea Othril. If she still lives, I should escort her back to Remasa Othril.

Entry 31: Vedelea Othril agreed to follow me and made it safely back to Remasa Othril. Remasa Othril thanked me for rescuing Vedelea Othril and slaying the necromancer.

Entry 32: Edryno Arethi thanked me for securing Odirniran.

Entry 33: Edryno Arethi told me that Yngling Half-Troll raises game rats for the Arena. A competitor has placed diseased rats among Yngling's game rats. I must go to Yngling Manor in the St. Olms Plaza and kill the diseased rats, but spare the prized game rats.

Entry 34: Edryno Arethi thanked me for killing the diseased rats in Yngling Manor.

Entry 35: Edryno Arethi asked me to go to the Zainab camp and make sure they only sell ebony through House Hlaalu. I should speak with gulakhan Ashibaal.

Entry 36: Gulakhan Ashibaal agreed to sell ebony only to House Hlaalu.

Entry 37: Edryno Arethi thanked me for negotiating with the Zainab.

Entry 38: Edryno Arethi knows that the ship Prelude sunk east of Bal Fell. She believes it lies two or three islands due east of Bal Fell. I must find the Daedric Wakizashi that sunk with that ship and return it to Edryno Arethi.

Entry 39: Edryno Arethi thanked me for returning the Daedric Wakizashi.

Entry 40: Edryno Arethi told me that Ralen Tilvur's shop in Vivec's Foreign Quarter Plaza has been robbed three nights in a row. I must go to Ralen Tilvur's shop and kill any thieves that arrive.

Entry 41: A thief attacked me in Ralen Tilvur's shop. Edryno Arethi thanked me for killing the thief that was stealing from Ralen Tilvur.

Entry 42: Crassius Curio agreed to be my sponsor, but he wants me to take my clothes off. I took my clothes off for Crassius Curio and he is now my sponsor in House Hlaalu.

Entry 43: Crassius Curio asked me to speak with Odral Helvi in Caldera. Odral Helvi gave me sealed orders to deliver to the assistant treasury clerk, Tenisi Lladri, at the Hlaalu Vaults in Vivec. The vaults are part of the treasury, which is in the top level of the Hlaalu Waistworks on the north side. I gave the orders to Tenisi Lladri in Vivec.

Entry 44: Odral Helvi thanked me for delivering the orders.

Entry 45: Odral Helvi told me that a spy has been stealing documents from Caldera. He asked me to find out who has been stealing the documents. Odral Helvi gave me some documents similar to the ones that have been stolen.

Entry 46: Elmussa Damori admitted that she is the thief. She asked me not to tell Odral Helvi.

Entry 47: Odral Helvi thanked me for returning the documents and reporting Elmussa Damori.

Entry 48: Odral Helvi wants me to replace a scroll in the Hlaalu Records in Vivec. The Records are part of the treasury, which is in the top level of the Hlaalu Waistworks on the north side. I should put the scroll in the chest of Ascadian land deeds.

Entry 49: I told Odral Helvi that I replaced the documents as he asked.

Entry 50: Odral Helvi asked me to collect 50 gold in rent and taxes from Manat Varnan-Adda and Llovyn Andus. If they refuse to pay the rent, I should kill them. I can get to Manat's farm by going west out of Suran and following the path across the isthmus, and keep to the left. Llovyn's farm is further on the road west, just past the Dren plantation.

Entry 51: Llovyn Andus told me that he does not have 50 gold, but that I may have his guar, Corky. Manat Varnan-Adda told me that he cannot pay 50 gold. Rovone Arvel gave me 100 gold and told me to pay the rent and taxes myself.

Entry 52: Odral Helvi thanked me for collecting the rent from the farmers.

Entry 53: Odral Helvi asked me to deliver five pieces of raw ebony to Drinar Varyon in Ald'ruhn. Crassius Curio asked me to deliver the ebony to Segunivus Mantadius at Fort Buckmoth. I delivered the ebony to Segunivus Mantadius. Odral Helvi will soon be arrested.

Entry 54: Crassius Curio thanked me for delivering the ebony to Segunivus Mantadius and getting Odral Helvi arrested.

Entry 55: In order to advance further, I must strengthen House Hlaalu by building a stronghold. I should go to the House Hlaalu Council Hall in Balmora and speak with the stronghold builder, Dondos Driler.

Entry 56: I spoke with the stronghold builder for House Hlaalu, Dondos Driler. He told me that he would build a stronghold for me on the site of the old Rethan Manor. Before construction can begin, I must get a land deed and construction contract from Baren Alen at the Hlaalu Vaults in Vivec.

Entry 57: Dondos Driler accepted the land deed and construction contract. He said that construction would begin soon. I should speak with Dondos Driler again in a few days to check on the progress of my stronghold.

Entry 58: Dondos Driler asked me to speak with Durbul gro-Rush, the foreman at the construction site. My stronghold will be built on the ruins of Rethan Manor which is on the northwest bank of the Odai river which flows from Balmora to the coast.

Entry 59: Durbul gro-Rush assured me that the stronghold would be complete in one week's time. Dondos Driler thanked me for keeping him informed of the progress on my stronghold.

Entry 60: The first stage of my stronghold should be complete by today.

Entry 61: In order to advance further in House Hlaalu, I must build improvements for my stronghold. I should speak with Dondos Driler again at the Hlaalu Council Manor in Balmora. To improve my stronghold, Dondos Driler told me that I must improve business around my stronghold. The Shurdan-Raplay egg mine is just southeast of my stronghold, across the Odai river. Dondos Driler told me I should cure the blighted kwama queen and hire some egg miners. I might could get scrolls of cure blight from Hetman Abelmawia in Gnisis or from Pierlette Rostorard in Sadrith Mora. In Gnisis and Tel Aruhn are some unemployed miners. If I can, I should draw experience miners away from House Redoran or House Telvanni.

Entry 62: I cured the blighted kwama queen in the Shurdan-Raplay Egg Mine.

Entry 63: I found a miner who will work for me in the Shurdan-Raplay egg mine.

Entry 64: Dondos Driler gave the orders to being improving my stronghold.

Entry 65: The next phase of my stronghold should be complete.

Entry 66: Dondos Driler told me that I need to recruit a guard for my stronghold from the Fighters Guild here in Balmora or Fort Moonmoth nearby. I also need to find and kill the bandits that are disrupting trade near my stronghold. I have hired the mercenary Fjorgeir from the Fighters Guild in Balmora. He will meet me at my stronghold.

Entry 67: Fjorgeir told me the bandits are led by Maros Gimayn and come from Zainsipilu, a small cave across the River Odai and over the hills to the south. He offered to either guard my stronghold or fight together against the bandits.

Entry 68: Dondos Driler gave the orders to put the finishing touches on my stronghold.

Entry 69: The final stage of my stronghold should be complete.

Entry 70: Ilmeni Dren asked me to find copies of *Annotated Anuad* and *ABCs for Barbarians* and deliver them to Vala Catraso in the Ald'ruhn Guild of Mages. I delivered the books to Vala Catraso.

Entry 71: Ilmeni Dren thanked me for helping with the Empire's literacy campaign.

Entry 72: Crassius Curio has heard that an outlaw named Velfred has been smuggling goods. I must find Velfred and put an end to his smuggling operation.

Entry 73: I convinced Velfred the Outlaw to pay House Hlaalu the proper respect.

Entry 74: Crassius Curio thanked me for killing Velfred.

Entry 75: Crassius Curio asked me to kill Reynel Uvirith, the Telvanni Sorcerer who lives in the Telvanni Stronghold of Tel Uvirith which is in the ashlands due west of Tel Fyr.

Entry 76: Crassius Curio thanked me for killing Reynel Uvirith.

Entry 77: Crassius told me that I should get the support of another Hlaalu Councilman. I should try and find Dram Bero in Vivec and get his support. I was told that Dram Bero lives somewhere in the St. Olms Canton.

Entry 78: I was told that Dram Bero has been seen going in and out of one of the manors at the top of the St. Olms Canton.

Entry 79: Dram Bero agreed to support me if I can best his champion. I must defeat Dram Bero's champion, Garding the Bold, but not kill him. I can knock him out or fight him to a draw.

Entry 80: I defeated Dram Bero's champion, Garding the Bold. Dram Bero agreed to give me his support on the council.

Entry 81: Crassius Curio asked me to kill the Redoran Lord Banden Indarys at the Redoran Stronghold of Indarys Manor which is on the road between Ald'ruhn and Maar Gan.

Entry 82: Crassius Curio thanked me for killing Banden Indarys.

Entry 83: Duke Dren asked me to speak with Archcanon Tholer Saryoni at the High Fane in Vivec and persuade him to control Berel Sala's Ordinators.

Entry 84: Archcanon Tholer Saryoni told me he would prevent the worst zeal of the Ordinators if I retrieved The Robe of Saint Roris from Assemanu. To get there I should head towards Seyda Neen from Ebonheart. After crossing the wooden bridge, I should head south in the middle of the swamps until I reach an island.

Entry 85: Archcanon Tholer Saryoni thanked me for delivering The Robe of Saint Roris and told me he would speak with Berel Sala.

Entry 86: Duke Dren thanked me for persuading Archcanon Tholer Saryoni to curb the worst of the Ordinators' zeal.

Entry 87: Duke Dren told me that I must win control of the Camonna Tong from his brother Orvas Dren before I can be the Grandmaster of House Hlaalu in anything other than name only.

Entry 88: Hides-His-Foot told me that Orvas Dren has a hidden room in his manor which has evidence that might persuade Orvas Dren. Nalvilie Saren has a key to this room.

Entry 89: Orvas Dren agreed to step down in my favor.

Entry 90: Duke Dren thanked me for sparing his brother's life and granted me the rank of Grandmaster in House Hlaalu.

[6] Journal of a Member of the Dunmer Great House Redoran

Journal of a Member of the Dunmer Great House Redoran

[Vvardenfell, c 3E 427]

Entry 1: These are the rules of House Redoran. Steal from my kin, strike my kin unprovoked, or murder my kin, and I shall be cast out and called enemy. I must not break my word of honor. I must know my place, serve my superiors, and do my duty to my House. I must respect the teachings of the Tribunal. I must defend my House, my People, and my Honor. I have been given a recent edition of the *Red Book of Great House Redoran* which lists the names and residences of the current Redoran councilors.

Entry 2: Neminda told me to speak with Drulene Falen. Mudcrabs have been bothering Drulene's guar. To get to Drulene Falen's herd, I should take the road to Gnosis, take the left fork as soon as I enter the hills, then take the next fork to the right. Drulene is almost due west of Ald'ruhn.

Entry 3: Drulene Falen told me that some mudcrabs killed one of her guar and dragged it southwest towards the coast.

Entry 4: I killed the mudcrabs that were bothering Drulene Falen's guar. Drulene Falen thanked me for killing the mudcrabs. I should report back to Neminda.

Entry 5: Neminda told me to deliver a Potion of Cure Disease to Theldyn Virith in Ald Velothi. Ald Velothi is just north of Gnosis. Theldyn Virith can be found at the Ald Velothi Outpost.

Entry 6: I delivered the Potion of Cure Disease to Theldyn Virith. Now I need to report back to Neminda.

Entry 7: I gave my report to Neminda.

Entry 8: Neminda asked me to find the trader Mathis Dalobar. He was last seen heading towards Maar Gan.

Entry 9: I was told that Mathis Dalobar never made it to Maar Gan. He may have had trouble getting through the ash storm a few days ago.

Entry 10: I was told that someone was seen near the Rothan Tomb just before the storm hit.

Entry 11: I found Mathis Dalobar. He asked to be escorted safely back to the Maar Gan Shrine. Mathis Dalobar made it to the Maar Gan Shrine safely. I need to report back to Neminda in Ald'ruhn.

Entry 12: Neminda thanked me for finding Mathis Dalobar.

Entry 13: Neminda told me that Alvis Teri stole a Founder's Helm. He is at the Eight Plates in Balmora. I am to recover the helm, but I must not shame House Redoran by murdering him.

Entry 14: Alvis Teri gave me the Founder's Helm. I should take it back to Neminda in Ald'ruhn.

Entry 15: I brought the Founder's Helm back to Neminda.

Entry 16: Neminda asked me to talk to Drulene Falen again. The guar herders are having trouble with bandits.

Entry 17: Drulene Falen told me that the bandits usually attack her, Endrone Thirendas, or Drovone Famori. Drulene says the bandits usually come from the south.

Entry 18: Drulene Falen thanked me for taking care of the bandits. I should report back to Neminda.

Entry 19: Neminda thanked me for taking care of the bandits.

Entry 20: Tuveso Beleth asked me to get Giras Indaram to pay his armor repair debts.

Entry 21: Giras Indaram refused to pay his debt. I was told that Giras Indaram's brothers, Birer and Tidros, might be able to convince Giras Indaram to pay the debt.

Entry 22: Tidros told me to tell his brother that paying the debt is the honorable thing to do.

Entry 23: Giras Indaram still refuses to pay the debt, but he challenged me to a duel, and I accepted. The duel ends when one of us admits defeat or dies.

Entry 24: I defeated Giras Indaram in a duel.

Entry 25: Tuveso Beleth thanked me for bringing Giras Indaram's debt money to her.

Entry 26: Tuveso Beleth asked me to escort her son, Deval Beleth, to the Koal Cave which is on the coast southwest of Gnisis.

Entry 27: Deval Beleth agreed to follow me and arrived safely at the Koal Cave.

Entry 28: Tuveso Beleth thanked me for escorting her son to the Koal Cave.

Entry 29: Neminda asked me to guard Sarethi Manor. Serjo Athyn Sarethi said his guards have already been killed and that he expects more assassins to arrive at any moment.

Entry 30: Serjo Athyn Sarethi thanked me for defending him from the assassins. I should report back to Neminda.

Entry 31: Neminda thanked me for guarding Serjo Athyn Sarethi.

Entry 32: Theldyn Virith told me that Old Blue Fin is an unusually strong Slaughterfish well known around this area. Theldyn asked me to find Old Blue Fin and kill him.

Entry 33: I killed Old Blue Fin for Theldyn Virith.

Entry 34: Theldyn Virith told me that there is some creature loose in the Ashimanu Mine.

Entry 35: Theldyn Virith thanked me for killing the diseased shalk in the Ashimanu Mine.

Entry 36: Theldyn Virith told me that Kagouti have been attacking traders between Ald'ruhn and Gnisis. Theldyn Virith believes there must be a Kagouti den just south of the Ouada Samsi. He asked me to find and kill the pack leader.

Entry 37: Theldyn Virith thanked me for killing the Kagouti pack leader.

Entry 38: Theldyn Virith was expecting a report from a House Redoran assault on the Telvanni base Shishi. He wants me to go to Shishi and find out what is going on. Shishi is in the Foyada Bani-Dad northwest of Maar Gan.

Entry 39: Brerama Selas gave her report on Shishi. Brerama Selas believes all the Telvanni are dead.

Entry 40: Theldyn Virith thanked me for bringing him Brerama Selas' report from Shishi.

Entry 41: Theldyn Virith asked me to kill Gordol in Ashalmawia, the Daedric ruin just east of Ald Velothi.

Entry 42: Theldyn Virith thanked me for killing Gordol.

Entry 43: Serjo Athyn Sarethi asked me to rescue his son, Varvur Sarethi, from Venim Manor, the first Manor on the right as you enter Skar. He warned me that I should not kill Bolvyn Venim, or the other councilors of House Redoran would turn against me.

Entry 44: I found Varvur Sarethi and he agreed to follow me back to Sarethi Manor. Varvur Sarethi made it to Sarethi Manor safely. Serjo Athyn Sarethi thanked me for rescuing his son from Venim Manor.

Entry 45: Serjo Athyn Sarethi asked me to clear his son's name. Varvur Sarethi has been charged with the murder of Bralen Carvaren. Perhaps I should start by questioning Varvur Sarethi in Sarethi Manor.

Entry 46: Varvur Sarethi told me that he did not murder Bralen Carvaren, but that he has been troubled with bad dreams. His bad dreams started when he got the ash statue.

Entry 47: Athyn Sarethi suggested that I speak with someone at the Temple, perhaps Lloros Sarano, about the ash statue.

Entry 48: Lloros Sarano told me to bring the ash statue to him. Lloros Sarano took the ash statue from me and said that the statue has some kind of corrupting influence. I should ask Varvur Sarethi to speak with Lloros Sarano. If Varvur Sarethi was under the influence of this statue, his name will be cleared in the murder of Bralen Carvaren. I told Varvur Sarethi to speak with Lloros Sarano and he agreed.

Entry 49: Athyn Sarethi thanked me for clearing his son's name. He suggested that I speak with Lloros Sarano again about the ash statue.

Entry 50: Lloros Sarano said that Varvur Sarethi would be cleared of the murder of Bralen Carvaren and asked me to find out where Varvur Sarethi got the ash statue.

Entry 51: Varvur Sarethi remembered where he got the ash statue. He says he got the statue by gambling at The Rat in the Pot with Galtis Guvron.

Entry 52: I was told that someone over at The Rat in the Pot had some statues like the ash statue Varvur Sarethi had. Galtis Guvron attacked me when I asked about the ash statues.

Entry 53: Lloros Sarano told me to investigate Hanarai Assutlanipal's House here in Ald'ruhn.

Entry 54: Hanarai Assutlanipal attacked me when I asked about the ash statues.

Entry 55: Lloros Sarano thanked me for stopping the spread of the ash statues.

Entry 56: Athyn Sarethi told me that a Hlaalu Noble, Ondres Nerano, has been slandering House Redoran. I must find Ondres Nerano in Balmora and challenge him to withdraw his statements.

Entry 57: Ondres Nerano challenged me to a duel, and I accepted. I defeated Ondres Nerano in a duel. Ondres Nerano withdrew his statements.

Entry 58: Athyn Sarethi thanked me for restoring the honor of House Redoran.

Entry 59: Serjo Athyn Sarethi believes there are smugglers in the cave of Shurinbaal, just southwest down the coast from Gnaar Mok. I must find and kill the leaders of the smugglers, Daroder and Enjine.

Entry 60: Serjo Athyn Sarethi thanked me for shutting down the smuggling operations in Shurinbaal.

Entry 61: Athyn Sarethi told me that 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 just north of the crossroads. I should find a way to cure him if possible, or kill him if necessary. He suggested that I speak with Arethan's father, Llerar Mandas in Ebonheart.

Entry 62: Llerar Mandas believes that his son's madness was caused when Delyna Mandas disappeared in Tel Fyr.

Entry 63: Divayth Fyr told me that many people enter his tower and that he cannot be expected to look after them all. He will allow me to search his tower looking for her.

Entry 64: Delyna Mandas told me that she was caught by Uupse Fyr and placed in this cell. She asked to be escorted back outside Tel Fyr. Delyna Mandas made it safely out of Tel Fyr. Delyna Mandas mentioned that her father, Arethan Mandas is probably worried about her. She gave me a locket to take to Arethan Mandas as proof that she is safe.

Entry 65: I brought Delyna's locket to Arethan Mandas and he seemed to recover from his madness. He promised to stop demanding tribute. I should report back to Athyn Sarethi.

Entry 66: Athyn Sarethi thanked me for restoring Arethan Mandas to his senses.

Entry 67: Brara Morvayn asked me to bring the Ash Statue from Morvayn Manor, which is west of Skar, to Lloros Sarano at the Ald'ruhn Temple so that he can destroy it. I delivered the Ash Statue to Lloros Sarano. I should speak with Brara Morvayn again.

Entry 68: Brara Morvayn thanked me for destroying the Ash Statue.

Entry 69: Lloros Sarano asked me to find the pilgrim Fedris Tharen, who was supposed to make the Ruddy Man pilgrimage to the Koal Cave.

Entry 70: I found Fedris Tharen near the Koal Cave. He fell ill and was unable to complete the pilgrimage. I need to either find a way to heal him or get word back to Lloros Sarano in Ald'ruhn.

Entry 80: I told Lloros Sarano about Fedris Tharen. Lloros Sarano will send a healer to the Koal Cave.

Entry 81: Lloros Sarano asked me to find the pilgrim Beden Giladren who was on his way from Ald'ruhn to Maar Gan.

Entry 82: Tralas Rendas told me that an ashlander came into town recently demanding ransom for a "Bindin Gildaran." Tralas asked me to talk to the ashlanders. Their camp is west of Maar Gan along the road towards the mountains and then south following the mountains.

Entry 83: Manat Shimmabadas told me that they have captured the famous noble Beden Giladren and are demanding a ransom of 5000 gold. Manat told me that Beden Giladren is a famous noble of House Redoran. If I have not heard of him, perhaps I should speak with him.

Entry 84: Beden Giladren told me that he thought the ashlanders would kill him if he told the truth, so he claimed to be a famous noble.

Entry 85: Manat Shimmabadas agreed that Beden Giladren was not worth 5000 gold, and he accepted a ransom of 5 gold. I paid Manat Shimmabadas the ransom of 5 gold for the release of Beden Giladren.

Entry 86: Beden Giladren thanked me for rescuing him. I should report back to Lloros Sarano in Ald'ruhn.

Entry 87: Lloros Sarano thanked me for finding Beden Giladren.

Entry 88: Lloros Sarano asked me to return the House Redoran shields of the warriors who were sent to the stronghold of Andasreth.

Entry 89: I returned the House Redoran shields to Lloros Sarano.

Entry 90: Galsa Gindu told me that in order to build my stronghold, I must pay 5000 gold and get a construction contract from Duke Dren in Ebonheart.

Entry 91: Llerar Mandas thanked me for rescuing his granddaughter, Delyna Mandas.

Entry 92: I gave Galsa Gindu 5000 gold and the construction contract. She told me that construction on my stronghold would begin soon.

Entry 93: I should speak with Galsa Gindu about my stronghold.

Entry 94: Galsa Gindu asked me to check on the construction of my stronghold. She wants me to speak with Bugdul gro-Kharbush, the foreman in charge. My stronghold is on the east side of the road from Ald'ruhn to Maar Gan.

Entry 95: Bugdul gro-Kharbush assured me that the first phase of my stronghold would be complete within one week's time.

Entry 96: Galsa Gindu thanked me for keeping her informed about my stronghold.

Entry 97: The first stage of my stronghold should be complete.

Entry 98: Galsa Gindu told me that I must find a way to garrison my stronghold. She suggested I try asking at the Fighters Guild here in town.

Entry 99: Percius Mercius agreed to help garrison my stronghold if I rescued Frelene Acques from the prison in the Hlaalu Canton in Vivec.

Entry 100: I helped Frelene Acques escape from the Hlaalu prison.

Entry 101: Faral Retheran asked me to slay Raynasa Rethan, the Hlaalu noble of Rethan Manor.

Entry 102: Faral Retheran thanked me for slaying Raynasa Rethan.

Entry 103: Faral Retheran asked me to convince Rothis Nethan to appear for a duel of honor with Brethas Deras. Rothis Nethan agreed to duel Brethas Deras. Rothis Nethan will meet me in the Vivec arena.

Entry 104: The duel between Rothis Nethan and Brethas Deras is over. Faral Retheran thanked me for upholding the honor of House Redoran.

Entry 105: Faral Retheran asked me to slay the creature known as Dagoth Tanis in the stronghold of Falasmayon. To get there I should travel up the Foyada Bani-Dad from Maar Gan and take the first trail from the Foyada that leads north.

Entry 106: Faral Retheran thanked me for slaying Dagoth Tanis.

Entry 107: Faral Retheran asked me to demand satisfaction from the Hlaalu noble Meril Hlaano at the Eight Plates in Balmora who has slandered the honor of House Redoran.

Entry 108: Meril Hlaano agreed to withdraw his statement.

Entry 109: Faral Retheran thanked me for making Meril Hlaano withdraw his slanderous statements.

Entry 110: Faral Retheran asked me to bring her the Redas War Axe, the Redas Chalice, and the Redas Robe of Deeds from the Redas Tomb. It is south of Molag Mar, over the mountains. I should head west along the mountains until I can cross to the south, then head back east until I see the tomb, which is near an ashlander camp.

Entry 111: I brought the Redas treasures to Faral Retheran. Faral Retheran returned the treasures to me.

Entry 112: Percius Mercius told me that he would find men to garrison my stronghold.

Entry 113: Galsa Gindu gave the orders to begin constructing the second phase of my stronghold.

Entry 114: The second phase of my stronghold should be complete.

Entry 115: Galsa Gindu told me that in order to build a stronghold fit for a House Redoran Councilor, I must speak with Viras Guls, the hetman of my village, and find out what I must do to attract more settlers. Viras Guls told me that some of the men here are worried that they will not be able to get wives. He wants me to buy slaves and bring them to my stronghold or find women who would be willing to move to my stronghold.

Entry 116: Aryni Orethi asked me to find out what happened to her sister, Velsa Orethi, a blood guard in Venim Manor.

Entry 117: Velsa Orethi would not speak to me. I was told that Bolvyn Venim has been cruel to women, his guards and servants in particular, in the past. Perhaps Velsa Orethi will speak with me now.

Entry 118: Velsa Orethi agreed to leave her post as a blood guard. I must escort her into Aryni Orethi's home here in Ald'ruhn.

Entry 119: Velsa Orethi arrived safely at Aryni Orethi's home. Aryni Orethi thanked me for helping her sister. I convinced Aryni and Fathusa Orethi to move to my stronghold.

Entry 120: I bought slaves from Savile Imayn to be wives at my stronghold. They should arrive soon.

Entry 121: Helviane Desele agreed to send two of her older girls to my stronghold where they will look for a husband. The Arvel family agreed to send any suitable slaves to my stronghold instead of back to the mainland. This should satisfy Hetman Guls.

Entry 122: Hetman Guls said he was satisfied that the men around my stronghold would be able to find wives. I should speak with Galsa Gindu again about construction.

Entry 123: Galsa Gindu gave the orders to begin constructing the final stages of my stronghold.

Entry 124: My stronghold is complete.

Entry 125: Hlaren Ramoran asked me to collect the taxes from Hetman Abelmawia in Gnosis.

Entry 126: Hetman Abelmawia gave me the taxes from Gnosis. I delivered the taxes to Hlaren Ramoran.

Entry 127: Hlaren Ramoran asked me to find out what happened to an acquaintance of his, Nalvilie Saren. I was told that Nalvilie Saren runs a shop in Vivec.

Entry 128: After some persuasion, Tiros Saren told me that Nalvilie Saren has a consignment shop on the canal level of the St. Olms Canton here in Vivec.

Entry 129: Nalvilie Saren refused to speak with Hlaren Ramoran. I told Hlaren Ramoran about Nalvyna Sarinith's apparent feelings. Hlaren Ramoran choose to seek out Nalvilie Saren on his own. He agreed to give his support on the Council.

Entry 130: Garisa Llethri asked me to bring him evidence of corruption in Caldera.

Entry 131: Dahleena told me that Odral Helvi keeps a record book in his chest at the Governor's Hall. Cunius Pelelius gave me key to Odral Helvi's chest on the second floor of the Governor's Hall. The real record book is in this chest.

Entry 132: I brought the real Caldera record book to Garisa Llethri in Ald'ruhn.

Entry 133: Garisa Llethri has asked me to disrupt the ebony mines in Caldera. If I shut the mines down, I will have won Garisa Llethri's support.

Entry 134: I was told that if I got rid of Dahleena, nobody could work the mines. I freed Dahleena. Now that she's gone, the mines of Caldera will shut down for at least a few days.

Entry 135: Garisa Llethri thanked me for shutting down the ebony mines in Caldera.

Entry 136: Miner Arobar told me that he would not support me on the Council. Athyn Sarethi asked me to go to Sadrith Mora and find out who is pressuring Miner Arobar and how.

Entry 137: Athyn Sarethi asked me to rescue Nartise Arobar from Tel Naga.

Entry 138: Nartise Arobar agreed to follow me to the docks and arrived safely at the Wolverine Hall docks.

Entry 139: Miner Arobar thanked me for rescuing his daughter and pledged to support me on the Council.

Entry 140: Athyn Sarethi told me to meet Bolvyn Venim in a duel. The winner will become the Archmaster of House Redoran.

Entry 141: I won the duel with Bolvyn Venim. I must speak with Athyn Sarethi before I can be named the Archmaster of House Redoran.

Entry 142: I am now the Archmaster of House Redoran.

[7] Journal of a Member of the Dunmer Great House Telvanni

Journal of a Member of the Dunmer Great House Telvanni

[Vvardenfell, c 3E 427]

Entry 1: These are the rules of the Telvanni. If I steal from another Telvanni, but still live, then clearly I deserve whatever I stole. Murdering my opponents by magic or treachery is the traditional way of settling disputes. If I win, then clearly my argument has more merit. I may be expelled as in any other Great House, but most Telvanni will not care or even know about it. I have been given a recent edition of the *Brown Book of Great House Telvanni*. It lists the current Telvanni councilors and their residences.

Entry 2: A ghost is haunting the South Turret bed chamber at the Gateway Inn. When someone drives it out, it comes right back. It's ruining business at the Gateway, and Angaredhel the Prefect is unhappy.

Entry 3: Angaredhel at the Gateway Inn says a ghost keeps reappearing in the South Turret bed chamber. He can't rent the room, and all the guests are in an uproar. Mage-Mistress Arara Uvulas, Master Neloth's Mouth, came to take a look, but said she couldn't see how to stop the hauntings. Angaredhel says the person who gets rid of the ghost permanently will receive a very generous gift from a local enchanter. The haunting is in the South Turret bed chamber. It's upstairs, then south and up stairs to the room. He says it isn't hard to drive it away, but it always comes back. Mage-Mistress Arara Uvulas, Master Neloth's Mouth, inspected the room, but couldn't say why it reappears or how to stop it. She thinks it may be some mischievous sorcerer. I should go talk to her; she's always at the Telvanni Council House.

Entry 4: I killed the haunting, and reported to Angaredhel, but he says no matter how often it is killed, it reappears. So killing the haunt is not the solution. Angaredhel told me to talk to Mage-Mistress Arara Uvulas, Master Neloth's Mouth. She is the expert that Angaredhel consulted. Maybe she can tell me where to start.

Entry 5: I spoke with Arara Uvulas, Master Neloth's Mouth, who came to inspect the South Turret bed chamber when the Gateway haunting manifests. She says she can find no evidence of a restless spirit or ancestral influences. Banishing the ghost is easy, but she doesn't know why it reappears, or how to stop it. She suspects that a Conjunction expert is involved -- someone skilled at summoning ghosts. I'm told that Master Neloth of Tel Naga is a powerful wizard, though Conjunction is not his specialty. Uleni Heleran at the Mages Guild, however, teaches Conjunction.

Entry 6: At Wolverine Hall they say that the only local Conjunction expert is Uleni Heleran, a Mages Guild instructor. She teaches Conjunction. Someone at Wolverine Hall said that Uleni Heleran has a mischievous personality, and that she has some sort of bad feeling for Angaredhel and the Gateway Inn. The person also noticed that Uleni Heleran had been magically transporting into Wolverine Hall quite a bit lately, apparently using either a Mark and Recall spell sequence or a Divine Intervention.

Entry 7: I spoke to Uleni Heleran about the Gateway hauntings. She wouldn't respond directly to my questions, suggesting that the matter was none of my business. I was able to persuade Uleni Heleran that, though the Gateway haunting joke was charming enough, the humor was beginning to lose its luster, and that someone might get hurt. She agreed to stop the hauntings, but she gave me a little note and asked me to give it to Angaredhel.

Entry 8: I told Angaredhel that the hauntings would stop, and gave him the note from Uleni Heleran. As a reward, he gave me my choice of three enchanted rings -- a Fighter Ring, A Mage Ring, and a Thief Ring. I chose a Mage Ring.

Entry 9: Mouth Raven Omayn asked me to bring her five portions of muck for potions of cure disease.

Entry 10: Mouth Raven Omayn thanked me for bringing her five portions of muck.

Entry 11: Mouth Raven Omayn wants me to bring her a ring known as Black Jinx. I was told that the Black Jinx belongs to the Morag Tong. Alven Salas gave me the Black Jinx.

Entry 12: Mouth Raven Omayn thanked me for delivering the Black Jinx.

Entry 13: Mouth Raven Omayn has asked me to kill Rimintil for Mistress Dratha. Rimintil can be found in the Central Tower in Tel Vos. I have killed Rimintil, and Mouth Raven Omayn tells me Mistress Dratha is pleased. She has rewarded me with a Flamemirror Robe.

Entry 14: Mouth Arara Uvulas asked me to acquire five portions of Sload soap.

Entry 15: Mouth Arara Uvulas thanked me for bringing her Sload soap.

Entry 16: Mouth Arara Uvulas wants me to acquire a Staff of the Silver Dawn. This staff allegedly belongs to someone in the Mages Guild in Sadrith Mora.

Entry 17: Arielle Phiencl sold me the Staff of the Silver Dawn for 300 gold. Mouth Arara Uvulas thanked me for bringing her the Staff of the Silver Dawn.

Entry 18: Mouth Felisa Ulessen gave me some new clothes and asked me to deliver them to Mistress Therana in Tel Branora. Mistress Therana is eccentric, and I should be careful not to offend her.

Entry 19: Mistress Therana refused to take the new clothes unless I can prove that they are not cursed. I asked a slave to wear the new clothes for Mistress Therana. Mouth Felisa Ulessen thanked me for delivering the clothes to her patron.

Entry 20: Mouth Felisa Ulessen asked me to put down a slave rebellion the Abebaal Egg Mine which is northwest of Tel Branora. I freed Eleedal-Lei in the Abebaal Egg Mine. He will free the other slaves and guide them back to Black Marsh. I told Mouth Felisa Ulessen that the slaves were no longer in the Abebaal Egg Mine. Mouth Felisa Ulessen thanked me for stopping the slave revolt.

Entry 21: Mouth Mallam Ryon mentioned something about asking Baladas Demnevanni three questions. He wants me to ask Baladas Demnevanni about the disappearance of the Dwarves,

Dwemer artifacts, and the Dwemer language. Mouth Mallam Ryon warned me that Baladas may not answer the questions. This is acceptable, I need only ask the questions and return.

Entry 22: Baladas Demnevanni asked me to bring him one of Dahrk Mezalf's summoning rings. Dahrk Mezalf was one of Kagrenac's smiths, sometimes called Mezalf Bthungthumz, and he may have lived in the colony of Bthungthumz which is somewhere between Maar Gan and the coast to the north.

Entry 23: Baladas Demnevanni thanked me for bringing him Dahrk Mezalf's ring. Baladas Demnevanni told me his own theory. He believes that the Dwemer found a way to translate the sacred from the profane and experiments in anti-creation removed them from the Mundus. The Dwemer retreated behind math, color, and the active principle. Then Baladas told me that the Dwemer created Animunculi as guards and that some of them are still active. Finally Baladas told me that no one knows or can translate the Dwemer language, but many Dwemer records and books were written in Aldmeris and can still be read by scholars. Mouth Mallam Ryon thanked me for asking Baladas Demnevanni the three questions.

Entry 24: Mouth Mallam Ryon asked me to bring him some Dwemer schematics from the ruins of Nchuleft which lies somewhere west of Vos.

Entry 25: Mouth Mallam Ryon thanked me for bringing him the Dwemer schematics.

Entry 26: Mouth Galos Mathendis asked me to deliver a coded message to Divayth Fyr in Tel Fyr.

Entry 27: Divayth Fyr gave me a message to return to Galos Mathendis. Mouth Galos Mathendis accepted Divayth Fyr's reply.

Entry 28: Mouth Galos Mathendis wants me to deliver three potions of Cure Blight to Andil, the Telvanni Apothecary of Tel Vos. Pierlette Rostorard gave me three potions of Cure Blight for the good of the House. I delivered the potions of Cure Blight to Andil in Tel Vos. Mouth Galos Mathendis thanked me for delivering the potions to Andil.

Entry 29 Mouth Raven Omayn tells me that Mistress Dratha would like to obtain the Blood of the Quarra Ancients for her studies. She believes it will be found in Druscashti, the home of Volrina Quarra and her kin.

Entry 30: It seems Mistress Dratha was pleased to receive the Blood of the Quarra Ancients. I have been rewarded with a Jinksword, which Mouth Raven Omayn believes could only be useful to a vampire.

Entry 31: Mouth Mallam Ryon asked me to acquire a Daedra skin and deliver it to Master Aryon in Tel Vos.

Entry 32: While in Tel Mora, I heard rumors of a powerful vampire living in a tomb nearby. She apparently has grown weary of her unlife, and longs for her own death. She refuses, however, to allow herself to be slain by the hands of any mortal, though many have tried to claim the riches that lie within the tomb.

Entry 33: Master Aryon thanked me for bringing him a Daedra skin.

Entry 34: Mistress Therana asked me to bring her Auriel's Bow. At least, I think that's what she was asking. Perhaps I should look for the bow in Ghostgate. Therana said something about Ralyn Othrael.

Entry 35: Mistress Therana scolded me for bringing her Auriel's Bow and then gave me 5000 gold if I promised to leave.

Entry 36: Mistress Dratha asked me to bring her the Amulet of Flesh Made Whole. She believes the amulet is in the possession of Master Neloth's captain of archers.

Entry 37: Mistress Dratha thanked me for bringing her the Amulet of Flesh Made Whole.

Entry 38: Master Neloth asked me to recover the Robe of the Drake's Pride from Sinise Thindo, a servant of Master Gothren.

Entry 39: Master Neloth thanked me for delivering the Robe of Drake's Pride.

Entry 40: Master Aryon asked me to speak with Baladas Demnevanni. Master Aryon will make me his Mouth if I can convince Baladas to join the Council.

Entry 41: Baladas Demnevanni told me that he will join the council if I will do three simple chores for him. He asked me to bring him a copy of the Dwemer books *Antecedents of Dwemer Law*, *Chronicles of Nchuleft*, and *Nchunak's Fire and Faith*. I was told that Edwinna Elbert in the Ald'ruhn Guild of Mages, Jobasha's Rare Books in Vivec, and Ethes Evos in Arobar Manor might have a copy of *Antecedents of Dwemer Law*. Ethes Evos made me a copy of his *Antecedents of Dwemer Law*. Baladas Demnevanni thanked me for bringing him a copy of *Antecedents of Dwemer Law*.

Entry 42: Baladas Demnevanni thanked me for bringing him a copy of *Chronicles of Nchuleft*.

Entry 43: I was told that Dorisa Darvel might have a copy of *Nchunak's Fire and Faith* and that there is a copy in the Hall of Wisdom in Vivec

Entry 44: Baladas Demnevanni thanked me for bringing him a copy of *Nchunak's Fire and Faith*. I've delivered a copy of all three books to Baladas Demnevanni. Master Baladas Demnevanni agreed to join the council.

Entry 45: Master Aryon made me his Mouth and gave me the traditional Telvanni patron's gift: A Silver Staff of Peace. In order to advance in House Telvanni, I must build my own tower. I should speak with Llunela Hleran, the Telvanni stronghold builder.

Entry 46: Llunela Hleran told me that in order to build my stronghold, I must get a construction contract from Duke Vedam Dren. I must also give Llunela to soul gems with strong souls. Llunela Hleran gave me two grand soulgems. I must fill them with strong souls and return them to her before she can begin work on my stronghold.

Entry 47: Llunela Hleran accepted the construction contract and the soulgems with strong souls. She said she would give the orders to begin construction.

Entry 48: Master Aryon asked me to cure the blighted Kwama queen in the Mudan-Mul Egg Mine which is west of Aryon's tower in Tel Vos. Master Aryon taught me how to cast a targeted spell of cure blight. I cured the kwama queen in the Mudan-Mul Egg Mine. Master Aryon thanked me for curing the Kwama queen in the Mudan-Mul Egg Mine.

Entry 49: Master Aryon insists that I learn the basic wizard spells. I demonstrated to Master Aryon that I know the rudimentary wizard spells.

Entry 50: Master Aryon asked me to help Milyn Faram who is being attacked by Hlaalu in Odirniran. I should find Milyn Faram first to find out how many Hlaalu there are.

Entry 51: Milyn Faram told me to kill Remasa Othril, but to leave Vedelea Othril alone. Milyn Faram thanked me for killing Remasa Othril in Odirniran. Then he shared some of his theories with me and gave me some summoning scrolls.

Entry 52: I should speak with Llunela Hleran about my stronghold.

Entry 53: Llunela Hleran asked me to speak with Gashnak gra-Mughol, the foreman in charge of building my stronghold. My tower is being built on the ruins of Tel Uvirith which is due west of Tel Fyr and northwest of the Erabinimsun camp.

Entry 54: Gashnak gra-Mughol assured me that the tower was growing well and should be ready to occupy within a week. Llunela Hleran thanked me for keeping her up to date on the progress of my stronghold.

Entry 55: Master Aryon thanked me for ending the siege of Odirniran.

Entry 56: Master Aryon asked me to speak with the Councilmen of House Redoran. I must get at least three of them to agree to revoke the Mages Guild monopoly.

Entry 57: Athyn Sarethi gave his support to revoke the monopoly of the Mages Guild. He suggested that an appeal to fairness might work with the other councilors, but did not believe that Bolvyn Venim could be persuaded.

Entry 58: Mistress Morvayn, Miner Arobar, Garisa Llethri, and Hlaren Ramoran gave their support to revoke the monopoly of the Mages Guild. Master Aryon thanked me for helping to revoke the monopoly of the Mages Guild.

Entry 59: The first stage of my stronghold should be complete today. In order to advance further in House Telvanni, I must improve my stronghold so that it rivals that of the other Telvanni Councilors. Llunela Hleran said that she could improve my stronghold if I paid her 5000 gold. She also wants me to investigate the Dwemer ruin of Mzanchend northwest of my stronghold. I should bring her any dwemer plans or schematics that I find there.

Entry 60: I have met the vampire Marara. She no longer desires the unlife she has had for many hundreds of years, and wishes to be killed in combat by another of her kind. I have succeeded in killing the vampire Marara.

Entry 61: Llunela Hleran thanked me for the 5000 gold and the Dwemer Schematics. She will give orders to build the next stage of my stronghold.

Entry 62: Master Aryon asked me to assist Faves Andas whose stronghold of Shishi is being attacked by House Redoran. If I cannot find Faves Anders, Master Aryon suggested moving any bones or skulls I might find. Shishi is in the Foyada Bani-Dad northwest of Maar Gan.

Entry 63: Faves Andas thanked me for killing Brerama Selas.

Entry 64: Master Aryon thanked me for ending the siege of Shishi.

Entry 65: In order to become a Master in House Telvanni, I must find and recruit a Mouth to represent me in the Council. I was told that "Fast Eddie" might agree to be my Mouth. Fast Eddie lives in Balmora.

Entry 66: Fast Eddie agreed to be my Mouth. He offered to get me the Amulet of Unity if I bring him five potions of Invisibility. I gave Fast Eddie five potions of Invisibility and he said he would return in about a week with the Amulet of Unity.

Entry 67: The second stage of my stronghold should be complete today.

Entry 68: Now that I have a Mouth to represent me, Master Aryon promoted me to Master in House Telvanni.

Entry 69: Llunela Hleran is willing to order the final stage of my stronghold. However, she believes that my stronghold needs better guards. She wants me to bring her the book *Secrets of Dwemer Animunculi* from Galom Daeus. If I do this, my stronghold will be the first in ages to be guarded by Dwemer Centurions.

Entry 70: Llunela Hleran thanked me for bringing her the book *Secrets of Dwemer Animunculi*. She gave orders to begin the last stage of my stronghold.

Entry 71: I should check on Fast Eddie in the Telvanni Council House. He may have found the Amulet of Unity.

Entry 72: Fast Eddie gave me the Amulet of Unity.

Entry 73: Master Aryon asked me to kill Raynasa Rethan, the master of the newly built Hlaalu Stronghold of Rethan Manor.

Entry 74: Master Aryon thanked me for killing Raynasa Rethan.

Entry 75: Fast Eddie offered to bring me the Ring of Equity from a hidden place in Master Neloth's treasury if I bring him one of the keys for Tel Naga. Any guard should have a key as should Master Neloth himself. I gave Fast Eddie a key to Tel Naga. He said he would leave soon and should have the Ring of Equity within a week.

Entry 76: Fast Eddie has found the Ring of Equity and is waiting for me in the Telvanni Council House.

Entry 77: Fast Eddie gave me the Ring of Equity.

Entry 78: Master Aryon asked me to force Master Neloth into early retirement. To help with this project, Master Aryon gave me a potion of Dragon's Blood and two scrolls of God's Fire.

Entry 79: Master Aryon thanked me for forcing Master Neloth into retirement.

Entry 80: The last stage of my stronghold is complete.

Entry 81: Master Aryon asked me to kill Banden Indarys, the lord of the recently built Redoran Stronghold of Indarys Manor.

Entry 82: Master Aryon thanked me for killing Banden Indarys.

Entry 83: Master Aryon explained to me how to become the Archmagister of House Telvanni. When I have been declared Magister, I must challenge the current Archmagister, Gothren, and defeat him.

Entry 84: I am now the Archmagister of House Telvanni.

[8] Journal of a Mercenary

Journal of a Mercenary

[Morrowind, c 3E 427]

Entry 1: Mollimo of Cloudrest offers me 1000 gold if I'll kill Trerayna Dalen.

Entry 2: I killed Trerayna Dalen, and received my payment of 1000 gold from Mollimo of Cloudrest.

Entry 3: Satyana in the Arenim Tomb asked if I would help her find her father's amulet. I agreed to help Satyana find her father's amulet. She said the door to Augustus Arenim's tomb was locked, but his partner had a key. His partner is also buried somewhere in this tomb. Satyana will stick with me and help as much as she can. I gave Satyana her father's amulet. She thanked me and said I could keep anything else I found here in the Arenim Tomb.

Entry 4: Marsus Tullius tells me that he has been robbed by a couple of Ashlanders, and they've stolen the guar hides he was carrying to Tel Aruhn. Tullius says that if I am able to recover the hides for him, his father in Tel Aruhn will reward me handsomely. I've agreed to help Marsus Tullius recover his stolen guar hides. Tullius could give me no information on his attackers, other than that they were Ashlanders. It will probably be best to check the nearby Ashlander camps for any clues.

Entry 5: I've spoken to members of the Zainab Ashlander tribe. They seem to have no knowledge of the guar hide theft.

Entry 6: I've spoken to members of the Urshilaku Ashlander camp, and they seem to have no knowledge of the guar hide theft.

Entry 7: I've spoken to members of the Ahemmusa Ashlander camp, and they seem to have no knowledge of the guar hide theft.

Entry 8: I spoke to members of the Erabenimsun Ashlander camp, and they tell me that two of their tribe, Tinti and Hairan, do have the hides. However, they tell me that both of them are honorable warriors, and would not have taken the hides without good reason. They suggest I speak to those two directly, if I have the courage.

Entry 9: Tinti and Hairan tell me that the guar hides that Marsus Tullius had in his possession were taken from the Erabenimsun Tribal Herds. They question his right to call them thieves, when all they have done is reclaim what is their own, in their eyes. Tinti and Hairan have told me that the hides are theirs by tribal right, and they will die before giving them back to the Imperial trader. I've refused to take the hides from Tinti and Hairan. The hides do seem to belong to the Erabenimsun, and should stay with the tribe. They seem pleased with my decision, and have given me a Herder's Belt as a token of our friendship.

Entry 10: I've told Tullius of my decision not to accept the hides from the Ashlanders. He genuinely seemed surprised that the herds belonged to the Erabenimsun people, and was only dismayed that he would have to find more hides to replace them. Unfortunately, his father financed this trade excursion, and without the hides, he has no money with which to reward me.

Entry 11: Botrir is a Nord barbarian I met on my travels. I found him nearly naked and extremely angry. Apparently, Botrir was escorting a young woman, Iveri Llothri, to Bal Ur, when she apparently ensorcelled him and took his prized axe, Widowmaker. He is out for the witch's blood, and would like my help in recovering his axe. As she has taken all of his armor, it is no surprise he needs the help. He's big, but doesn't seem too sharp. I've agreed to go with Botrir to recover Widowmaker. The witch apparently headed northwest, so that is the direction in which we should probably travel to find her. We found the witch camped not far from where I found Botrir, Iveri Llothri did indeed seem to be a powerful witch, but we were able to recover the axe. Botrir was ecstatic about the recovery of Widowmaker, and it is easy to see why. It is a beautiful axe, and looks enchanted. I can imagine he is a formidable warrior indeed, wielding an axe such as this one. Botrir has little to me in return for my help, but he has offered to teach me something of the way of the axe. I'm certain he has much to teach when it comes to cleaving bone with that weapon.

Entry 12: The trader Athanden Girith claims he has been attacked by two Ashlanders, who robbed him and left him for dead. Girith claims that the Ashlanders have stolen his shipment of guar hides, and he would like my help in getting them back. If I can retrieve the stolen hides, his friend Berwen in Tel Mora will reward me well. Girith has described the Ashlanders that attacked him: "They looked kind of like a normal dark elf, but wild. They wore animal skins and had tattoos. And they had odd hair." This may not narrow down my search as much as I had hoped. I have agreed to try and hunt down the missing guar hides for Athanden Girith. It will be best to check with the local Ashlanders first.

Entry 13: I've spoken to Ashlanders about the missing guar hides. They tell me that the two I am searching for are named Emul-Ran and Ilabael. They are outcasts, belonging to no Ashlander tribe. They can apparently be found camped south of the Ahemmusa camp, along the shore.

Entry 14: I have found Emul-Ran and Ilabael. They are indeed the thieves who took Girith's hides, and were too proud to say otherwise. I have returned the guar hides to Athanden Girith. He was happy to get them back, but seemed a little disappointed that the Ashlanders weren't dead. Girith promises me that I will be rewarded well if I visit his friend Berwen in Tel Mora.

Entry 15: I mentioned Athanden Girith's name to Berwen in Tel Mora. She immediately recognized my name, and what I had done for her friend. She was, as Girith had promised, more than generous. She gave me three healing potions and a ring she claims contains powerful magics.

Entry 16: Kurapli, an Urshilaku trader, says an outcast ashlander named Zallay Subaddamael betrayed Urshilaku hospitality and killed her husband. Kurapli promised that if I can find Zallay Subaddamael, kill him, and bring her the justice of his death, she will give me as reward her husband's enchanted Spirit Spear. The outcast ashlander Zallay Subaddamael may be found in Aharasaplit camp on the island of Sheogorad, the large island north of

Vvardenfell. Kurapli says I might find information about Zallay Subaddamael or Aharasaplit camp in the fishing village of Dagon Fel on Sheogorad Island.

Entry 17: I have given personal vengeance to the Urshilaku trader Kurapli by killing the murderer of her husband, Airan-Ahhe. As a reward, she gave me her husband's enchanted Spirit spear, and has asked only that I remember her husband's name when using it.

Entry 18: While traveling in the area west of Maar Gan, I met a pilgrim named Fonus Rathryon. He wishes to travel to Koal Cave, on a pilgrimage, and must be there within two days. I've agreed to escort Fonus Rathryon to Koal Cave, and he has promised to pay me a fee of 150 septims upon our arrival there.

Entry 19: Fonus Rathryon has reminded me that he wishes to be in Koal within the next day and a half. Hopefully, I'll be able to get him there on time.

Entry 20: I was again reminded that Fonus Rathryon is on a schedule, and he needs to be at Koal Cave within the next day.

Entry 21: Fonus Rathryon reminded me yet again that he must be in Koal Cave very soon. Only half a day until I promised him I would get him there. We'll have to pick up the pace a bit.

Entry 22: I escorted Fonus Rathryon to Koal Cave, and he paid me the 150 septims that he promised.

Entry 23: Hentus Yansurnummu asked me to get his pants from Hainab Lasamsi. I convinced Hainab Lasamsi to hand over Hentus' pants. I gave Hentus his pants.

Entry 24: I have agreed to escort Hannat Zainsubani from the Mamaea Caverns. He says he cannot offer me a reward now, but his father, Hassour Zainsubani, in Ald'ruhn, will gift me generously if I can rescue him.

Entry 25: I have successfully escorted Hannat Zainsubani from Mamaea Caverns. Hannat Zainsubani thanked me, and reminded me to speak to his father, Hassour Zainsubani, at the Ald Skar Inn in Ald'ruhn, for courage and generosity must always be rewarded.

Entry 26: Hassour Zainsubani was grateful for the news of his son's rescue. He rewarded me with raw ebony, and he also gave his own enchanted blade and a ring from his own finger to thank me.

Entry 27: Someone said that Ienas Sarandas lost his patrimony betting on the guar, and sold every piece of the family silverware to pay his debts. Bevene Releth the clothier made a firejade amulet and delivered it to a customer named Ienas Sarandas, but Sarandas has not made the promised final payment. Bevene Releth has offered to pay me 25 gold if I will either retrieve the unpaid-for amulet, or will collect the final 50 gold from Sarandas. The trader Tiras Sadus sold an Ashlander hand-crafted racer suede belt to a customer, but the customer has failed to make his final payment on time. If I can find Ienas Sarandas and retrieve the belt for the trader, or if I can get the 50 septims owed to the trader, Tiras Sadus will pay me 25 gold. Daynes Redothril the pawnbroker sold two fine matched rings, one with an raw ebony stone, the other with a raw glass stone, to a customer named Ienas Sarandas. But Sarandas has

failed to pay the remaining 150 gold owed. If I can find Sarandas, and either get the ebony ring and the glass ring and return them to Redothril, or get the 150 gold Sarandas owes Redothril, the pawnbroker will pay me 50 gold. The enchanter Llether Vari offered to pay me 50 drakes if I will find a customer named Ienas Sarandus, and either collect a payment of 120 gold, or retrieve designer shoes from Ienas Sarandus and return them to Llether Vari. The clothier Bivale Teneran made a brocade shirt and silk pants for Ienas Sarandus, but Ienas Sarandus has not made the final payment on time. Bivale Teneran has offered to pay me 50 gold if I will find Ienas Sarandus, get the 360 gold he owes Bivale Teneran, or get the shirt and pants and bring them back to Bivale Teneran.

Entry 28: I persuaded Ienas Sarandas to give me the goods. Now I must return the brocade shirt and silk pants to Bivale Teneran, the racer suede belt to Tiras Sadus, the ebony ring and glass ring to Daynes Redothril, the designer shoes to Llether Vari, and the firejade amulet to Bevene Releth. Ienas Sarandas has resolved to live honestly and honorably from this day forward.

Entry 29: I returned the racer suede belt to Tiras Sadus, and he paid me 25 gold. I returned the firejade amulet to Bevene Releth, and she paid me 25 gold. I returned the ebony ring and the glass ring to Daynes Redothril, and he paid me 50 gold. I returned the designer shoes to Llether Vari, and he paid me 50 gold. I returned the brocade shirt and silk pants to Bivale Teneran, and she paid me 50 gold. All seemed very pleased with the way I had handled the affair.

Entry 30: Gindrala Hleran says there's a strange man in her house, and he won't leave. She asked me to get him out of there, because he is scaring her. I told Gindrala Hleran that I had to kill the strange man who had invaded her house. She was grateful, and promised to tell everyone how kind and brave I'd been.

Entry 31: Viatrix Petilia stopped me on the side of the road near Ald'ruhn. She claims to be a pilgrim on her way to Ghostgate Shrine. Her haughty attitude suggests a person who is used to being waited on. She'd like me to escort her to the Ghostgate Shrine, and she promises a "tip" if I deliver her there safely, and within two days' time. I have agreed to escort Viatrix Petilia to Ghostgate. Although the trip shouldn't take too long, I have a feeling it might seem that way.

Entry 32: Viatrix Petilia has reminded me that she needs to be in Ghostgate in a day and a half. Her attitude is truly grating.

Entry 33: Viatrix Petilia mentioned yet again that she must be in Ghostgate within a day. She is truly annoying. I won't be sorry to be rid of her.

Entry 34: Yet again, Viatrix Petilia has told me that she must be in Ghostgate within the next half day. I should pick up the pace just to get rid of her more quickly.

Entry 35: We have arrived at the Ghostgate Shrine. I've led Viatrix Petilia safely to Ghostgate. She did, indeed, give me a "tip" for my services, but it seems rather meager compensation from someone of such obvious means.

Entry 36: During my travels, I encountered an Argonian trader named Rasha. It seems he's a little behind on his deliveries, and doesn't feel he'll make it to Ald'ruhn in time for his

shipment. Rasha has asked me if I'd be willing to deliver his shipment of clothing to Bivale Teneran the clothier in Ald'ruhn. Apparently, Teneran will pay me for the shipment upon delivery. I've agreed to take the clothing shipment, which turns out to be five shirts, to Bivale Teneran in Ald'ruhn. Teneran will compensate me upon delivery.

Entry 37: Rasha's shirts have been successfully delivered to Bivale Teneran the clothier in Ald'ruhn. As payment, she has given me a Belt of Iron Will. Not a bad payment for a delivery job.

Entry 38: Hlormar Wine-Sot spun quite an interesting yarn for me to hear. He claims to have been seduced by a witch, who then cast a spell on him while he was asleep, took everything he had including his prized enchanted axe Cloudcleaver, and left him by the road for the amusement of passersby. He requests that I take him to find the witch and help retrieve his axe, in exchange for a reward. I have agreed to take on Hlormar Wine-Sot as a companion and aid in his search for the witch and his prized axe Cloudcleaver. He thinks he met her in a camp to the northwest, but admits he could be confused as to the direction from the spell. We have met up with the supposed witch at her camp. Her name is Sosia Caristiana, a healer, and the story she tells is decidedly different from that of Hlormar. Sosia Caristiana says that she accepted Hlormar Wine-Sot merely as a traveling companion for protection, but when he got too friendly she was forced to put him to sleep and take his things to teach him a lesson. Sosia Caristiana refuses to give back his property immediately but will meet him in three days at the Caldera Mage Guild and return everything then. Hlormar Wine-Sot was not pleased in the least to hear that he could not have his items back immediately, and demanded that I choose a side. I have chosen to side with Sosia. Sosia Caristiana was so grateful to me for my protection that she gave me three potions as a reward. I'm glad to see that she can live another day to help those in need. I decided to keep Cloudcleaver for myself. One as uncivil as Hlormar need not wield such a fine weapon. The loss of so much life is always a shame, but at least I can take comfort in the beauty of my new axe, Cloudcleaver.

Entry 39: I met an orc in the woods north of Caldera named Bugrol. Seems he's on the run from the town guards, or townbosses, as he calls them. Bugrol wants me to deliver a note he gave me to his friend Bashuk gra-Bat in Caldera. He promises me a present if I do so. I can only imagine what that might be.

Entry 40: Delivered Bugrol's note to Bashuk in Caldera. Quite a pair these two are.

Entry 41: Bashuk gra-Bat gave me a note to bring back to Bugrol, assuming the little coward hasn't run off somewhere. This is so demeaning.

Entry 42: Gave Bugrol the note from Bashuk. I can't believe I'm playing messenger for these two.

Entry 43: There don't seem to be any more notes to pass between Bugrol and Bashuk, thank the gods. I feel I'm actually a bit stupider for ever having talked to either one of them. But, the fool did give me a diamond as his "present." Apparently he thought it was just a shiny rock. Probably found it while he was "hiding."

Entry 44: I met Pemenie, a Redguard trader, while traveling west of Balmora. She would like help getting a shipment of goods to Gnaar Mok. Seems her escort abandoned her on the trip. I've agreed to escort Pemenie to Gnaar Mok in exchange for some enchanted boots she

currently has in her inventory. I've been told by some locals that the trader Pemenie has a bounty on her head, and should not be trusted. When questioned about having a bounty on her head, Pemenie told me that it simply wasn't true, and was probably a case of mistaken identity. She sounded insincere at best. Pemenie and I have arrived in Gnaar Mok.

Entry 45: I met a traveler named Aeta Wave-Breaker, who has apparently been attacked by a band of thieves. Although she seemed unharmed, she was robbed. Aeta Wave-Breaker has had her ring and amulet stolen. Both were apparently family heirlooms, and she is willing to pay me their value for their return. She even believes she recognized the thief, who is apparently well known in the area -- Dro'zhirr. Aeta Wave-Breaker tells me the jewelry she has lost included a ring and an amulet, both inscribed. I have agreed to return the jewelry to Aeta Wave-Breaker, should I be able to recover it from the bandits. They are rumored to be located in a den somewhere to the east of Caldera. I've told Dro'zhirr I just want the jewels back, which seemed to anger him. I've returned the stolen jewelry to Aeta Wave-Breaker, for which she was very grateful. She has paid me handsomely, as promised.

Entry 46: I hear that the Balmora magistrate, Nulus Atrius, is on the take. But he has important friends who can protect him. The Legion Champion, Larrius Varro, over at Fort Moonmoth, has sworn an oath to stop corruption. But it's not clear how he can deal with the situation.

Entry 47: The Legion Champion, Larrius Varro, at Fort Moonmoth told me a little story. He didn't come right out and say it, but he suggests that some 'bad people' are bribing a 'bad magistrate' to fix sentences and crimes for criminals. The General also suggests making these 'bad people' go away might require a 'bloodbath.' I think he wants ME to provide the bloodbath. The 'bad people' that Larrius Varro wants to 'go away' are five members of the Camonna Tong. Varro doesn't know their names, but he knows they are a scout, a pawnbroker, a savant, a thief, and a smith, and that they are in Balmora. It seems that Varro wants me to find the names of these 'bad people' and make them 'go away.' In a bloodbath. Larrius Varro, says he has a 'nice present from the Emperor.' He says it is supposed to be 'a surprise.' He says he doesn't know where it is, but that I should check back later to see if he has found it. After I have done some things. It sounds like he has some sort of payment for me if I make 'bad people' 'go away.'

Entry 48: I was told that the Balmora hangout for the Camonna Tong is the cornerclub called the Council Club. A Thieves Guild informant tells me that if the bad people I am looking for are Camonna Tong, and they're in Balmora, I'll find them at the Council Club cornerclub, the local Camonna Tong hangout. Larrius Varro mentioned a scout, a pawnbroker, a savant, a thief, and a smith. The scout would be Vadusa Sathryon. Marasa Aren would be the pawnbroker. The thief would be Madrale Thirith. Sovor Trandrel is the savant. Thanelen Velas would be the smith.

Entry 49: Larrius Varro says that everything has been taken care of. I assume he is referring to the deaths of Vadusa Sathryon, Marasa Aren, Medrale Thirith, Sovor Trandrel, and Thanelen Velas of the Camonna Tong. He then gave me a ring he called the 'nice present from the Emperor.' He also gave me a book in recognition of my exceptional discretion.

Entry 50: Larrius Varro has warned me of a Nord Bandit who is accosting travelers somewhere near Hla Oad. I get the feeling he wouldn't mind if I could "take care" of this problem for him.

Entry 51: I was accosted by an outlaw named Fjod while traveling near Hla Oad. He demanded either 100 gold or my life. I was able to kill Fjol and report my deeds to the general. He rewarded me with 100 gold.

Entry 52: I've met a wandering pilgrim named Nevrasa Dralor. Apparently, Nevrasa has been searching for a holy place near here, the Fields of Kummu. She tells me it is near a farm, and along the coast. I have agreed to escort Nevrasa Dralor to the Fields of Kummu. It can be dangerous traveling in this area, and she doesn't look like she can take care of herself. She tells me the Fields of Kummu are somewhere along the coast, near a farm. We've arrived at the Fields of Kummu. It is a peaceful spot, and I can see how some could find solace here. Nevrasa was grateful for my help in escorting her to this holy place. She has rewarded me with 150 septims.

Entry 53: I have met a Bosmer named Fargoth who claims the Imperials have stolen a ring of his. He would like it back. I have returned the Engraved Ring of Healing to Fargoth. He was overjoyed to have it back, and promised to mention my name to the trader here in town, Arrille.

Entry 54: Hrisskar Flat-Foot asked me to do him a favor. He believes that Fargoth has been hiding money from the Imperials, and he'd like to know where it's gone. If I will work for him, he will give me a share of the bounty. I've agreed to help Hrisskar find the money that Fargoth has been hiding away. I am supposed to keep an eye on him from atop the lighthouse in town, and watch where he goes. Hrisskar believes I should watch him at night. I'm not supposed to approach him at any time. I should then retrace his footsteps and find out where he's hidden the money. When I've found it, I should report back to Hrisskar.

Entry 55: I've found Fargoth's hidden stash. He keeps it in a hollow treestump in a muck pond in town. Hrisskar was grateful that I found the money that Fargoth had been hiding. He rewarded me with some gold, and told me I could keep anything else I found in the bag besides the money he wanted.

Entry 56: Sellus Gravius of Seyda Neen has tasked me with leading a band of adventurers out to the overrun fort of Firemoth. It is there that we will fight the skeleton army of Gurn and return with the Ward of Akavir. I have returned the Ward of Akavir to Sellus Gravius in exchange for 3000 gold.

Entry 57: I met an angry trader near Vivec. His name is Tinos Drothan, and his "guards" have run off with the goods he was carrying. Tinos Drothan has told me if I can find the guards who stole his glass, kill them, and return the glass, he'd teach me some trader's tricks that could save me money in the future. The guards' names are Alvur Hleran and Dondiir, and he believes they are still in the area, perhaps holed up in a cave southeast of here. I've agreed to help Tinos Drothan recover his stolen glass. I've found where Alvur Hleran and Dondir were hiding, and was able to recover the glass. I returned the raw glass that had been stolen from Tinos Drothan, and he was very happy that I had also killed off his former guards. In return, he taught me some "tricks of the trade" that should help me in future dealings with merchants.

Entry 58: I met a trader named Paur Maston while traveling north of Bal Fell. It seems he was supposed to meet up with his partner, a Khajiit named Vanjirra, but Paur arrived late, and she had already gone on to Molag Mar. It seems Paur Maston fears for his life on the trip to Molag Mar. No wonder. I've heard it can be quite a dangerous journey. He would like me to

escort him to Molag Mar and protect him from any dangers we might face. While he has little to offer me, he promises that his partner will compensate me once we arrive in Molag Mar. I've agreed to escort Paur Maston on his trip to Molag Mar. It could be quite a dangerous trip, but he promises I'll be well rewarded once we arrive and he can find his partner, Vanjirra.

Entry 59: Paur Maston and I have arrived in Molag Mar. We have found Paur Maston's partner, Vanjirra. They were honest folks, and did reward me for my efforts.

Entry 60: I ran into a trader, Teris Raledran, while traveling near Seyda Neen. He is trying to get a shipment of clothing to Agrippina Herennia in Vivec. He would like me to escort him and his pack guar, Rollie, and ensure their safety on the way. I've agreed to escort Teris Raledran, and Rollie the Guar, to Vivec. In return, he has agreed to pay me 100 septims for my time. We've gotten near Vivec, and Teris has told me that the Rollie isn't allowed to enter the city proper. He'll have to wait outside while we continue on.

Entry 61: I've arrived at Agrippina Herrenia's shop in Vivec with Teris Raledran. As promised, Teris has paid me 200 septims. Rollie had little to say to me on the matter.

Entry 62: There is a rumor in Vivec that Miun-Gei, a merchant in the Vivec Foreign Quarter, has been having problems with an annoying street vendor selling things outside his shop. I've spoken to Miun-Gei about the person outside his shop disrupting business. He claims the man is hawking ridiculous items, and generally annoying his customers. Since he technically isn't doing anything illegal, there is no way to get rid of him, but Miun-Gei would like him gone. I've agreed to help Miun-Gei get rid of the annoying vendor, whose name is Marcel Maurard. After speaking to Marcel Maurard, I've found that he is an aspiring actor, who is trying to make money to fund his craft. He refuses to leave, since it is the only way he has found to make any cash, at least until he can find a part in a play. After asking around a bit in Vivec, I've learned that there is almost no actual theatre here in the city. In fact, the only one who is interested at all is Crassius Curio, a nobleman in town.

Entry 63: Crassius Curio is putting on a new play called "The Lusty Argonian Maid," and gave me a bit of the work to sample. It seems he is very interested in the arts, especially the theatre. He would like to stage a production of his latest play, but hasn't been able to find enough actors willing to take part. Marcel Maurard was overjoyed to hear about Curio's play. He promised he would visit him as soon as possible and join with the acting troupe. Miun-Gei was happy to hear that Marcel Maurard will no longer be selling his wares in front of his shop, and rewarded me with an iron shardskewer.

Entry 64: Aurane Frenis needs me to find a rare gold kanet plant called Roland's Tear. I've agreed to find the gold kanet plant called Roland's Tear. One variation of this plant is said to have wondrous powers when combined with other ingredients. She said she would make me something extra-special and rare if I bring her five flowers from this plant. Aurane Frenis believes it can be found at the eastern edge of the ruins of Ald Sotha, to the east of Vivec. After some searching, I found the plant she was looking for. When I returned with the plant, Aurane Frenis made me a potion of luck.

Entry 65: I have heard rumor that Balen Andrano is having a rough time with his business.

Entry 66: Balen Andrano has asked me to do a job for him. He would like me to place the bone of a dead Dwemer in the shop of one of his rivals, the Redguard trader Jeanne. He

claims that it will be a bad luck totem for the more prosperous merchant. I have agreed to place the Dwemer bone in Jeanne's shop. Andrano tells me I must place the bone in a chest near the merchant's bed, so while she sleeps, the bone will work its evil magic. If I am spotted doing this, though, the magic will not work. I have successfully placed the Dwemer bone in Jeanne's chest.

Entry 67: I have returned to Balen Andrano and collected my reward, a sleep amulet. After returning to Jeanne's store, the shopkeeper tells me that she has been haunted by a dwarven ghost, and her business is suffering. She would like me to rid her of this evil spirit.

Entry 68: I have killed the dwarven spirit haunting Jeanne's store. I have removed the bone from the chest in Jeanne's bedroom, and the dwarven spirit has disappeared. Jeanne thanked me for my help, and rewarded me well for my efforts.

Entry 69: Tarer Braryn insulted Trebonius Artorius last night and now has a nasty rash. He wants me to go to the Guild of Mages with a gift and his apologies. If I do it, he'll pay me 50 gold. I've agreed to deliver the book and Braryn's apologies to Trebonius. He's in the Mages Guild here in Vivec.

Entry 70: I delivered the message to Trebonius Artorius. For my efforts he gave me a potion for myself and a potion to take back to Tarer Braryn. When I returned with the potion for his rash, Tarer Braryn was so happy he gave me 100 gold instead of the promised 50.

Entry 71: I have heard rumors in Vivec of a merchant with a rat infestation problem. Apparently, Audenian Valius, a Telvanni enchanter, has been overrun by rats in recent weeks. I have spoken to Audenian Valius about his rat infestation problem. He'd like me to clean out the rats that have been infesting his store. I've agreed to help get rid of the rats that are bothering Audenian Valius.

Entry 72: It appears now that Audenian Valius didn't just want me to kill the rats in his store, but also the nest of them that have been coming up from the Underworks.

Entry 73: I have killed the nest of rats in the Underworks, and returned to Audenian Valius. He was grateful for my help, and rewarded me with a valuable soul gem.

Entry 74: While in Ebonheart, I spoke with Llaalam Dredil, an advisor to Duke Dren. He has asked me to deliver a letter for him to J'Zhirr at the East Empire Company here in Ebonheart. I have agreed to deliver the letter for Llaalam Dredil.

Entry 75: J'Zhirr has received my letter from Llaalam Dredil, and has given me note to bring back to Dredil. I have delivered the note to Dredil, and he has given me 75 gold as payment.

Entry 76: I encountered a particularly agitated wood elf today going by the name of High-Pockets. He was visibly angered at a Nord named Holmar inside the Winged Guar who he claims beat him up for no good reason. I have agreed to help High-Pockets go teach Holmar some manners.

Entry 77: I entered the bar with High-Pockets to find Holmar loudly bragging about his stunt. The two of us confronted him, and I persuaded him to stop his bragging and apologize. High-Pockets was satisfied, and paid me for my help.

Entry 78: High-Pockets thanked me for my help with Holmar, and gave me a magic ring and gold as reward.

Entry 79: Bols Indalen makes custom armor to order. He's given me a list of his requirements and prices. If I have the materials and gold, I can speak to him, write up an order, and I'll have my new armor a day later.

Entry 80: I have agreed to help the eccentric Detritus Caria fill out his collection of clutter. He requires two items for now. The first is a bolt of Imperial rat hair fabric, a burgundy fabric with a diamond pattern on its side. The second is a brushed silver pitcher. I have retrieved the cloth bolt and silver pitcher for Detritus Caria and have been named the Champion of Clutter.

Entry 81: Detritus Caria has sent me on another quest, this time for three items. The first is a redware pot, tall with vertical lines going down the side. The second is a full set of Imperial silverware -- knife, fork, and spoon. The third is a yellow metallic plate with a sun in the center. I have returned Detritus Caria's second round of requested items to him.

Entry 82: Detritus Caria has recruited me to find a complete Dwarven tableware set. The complete set includes two goblets -- one slightly larger than the other -- a pitcher, a tankard, and a large bowl. I have delivered the Dwemer tableware to Detritus Caria, and secured my position as the Champion of Clutter for all time.

Entry 83: The proprietor of The Winged Guar Tavern offered me a position as temporary bouncer and I accepted. I am to talk to all the patrons in the bar, and throw out any trouble makers. I have subdued the drunkard Wood Elf Denegor. Thankfully, it didn't have to come to violence. I had a chat with the notorious hustler, Galms Seles, who agreed to stop hustling customers of the Winged Guar Tavern. Having performed my duties as bouncer in the Winged Guar Tavern, I spoke with Hession and collected my wages.

Entry 84: I have spoken the Geon Auline, who is looking for a Droth Dagger to complete a collection. I have agreed to help Geon Auline acquire a Droth Dagger. I need to go to Thendas Manor in the residential district.

Entry 85: I have purchased the Droth Dagger from Arnsa Thendas. I should return it to Geon Auline, so he can complete his collection.

Entry 86: Geon Auline was happy to have the Droth Dagger returned to him, and paid me 800 gold for it.

Entry 87: I met Dovor Oren in a vacant manor house in Mournhold. He claims to be preparing for some sort of war between the Temple and the Imperials. I have declined Dovor Oren's invitation to help him re-shape Mournhold. He implied that I shouldn't have any further contact with him.

Entry 88: Today I met a Breton named Rerlas Mon who sells trained rats and scribes.

Entry 89: I met a Dunmer named Narisa Adus in the Bazaar Sewers. She said her lover, Variner, was killed by the Black Dart Gang in the Temple Sewers, and now his ghost comes to her at night, begging her to rescue him. The ghost says he has a message for her, but she is afraid to go further. She says the Black Dark Gang are very dangerous. They dress like poor

beggars, but they throw deadly poison darts -- one is enough to kill you. Narisa Adus in the Bazaar Sewers made a request. If I see the ghost of her lover, Variner, she wants me to listen to the ghost, and see if he has a message for her.

Entry 90: I spoke with Variner's ghost. He told me a way to drown the Black Dart Gang in their hideout by flooding the room. But first I have to find the mechanism. It's a lever that looks like a torch holder. If I pull it down, the room will flood. The mechanism is on the wall somewhere at the east end, at head height. But I must be careful not to get too close to the gang or they will kill me. The hideout is in Old Mournhold, Temple Sewers West. Narisa Adus thanked me for bringing her the message from the ghost of her lover, Variner. She says she is too afraid of the Black Dart Gang to hunt them down, but she hopes that Variner's spirit can rest, now that he has delivered his message. When I told Narisa Adus I killed the Black Dart Gang, she was very grateful, and she gave me a ring Variner gave her.

Entry 91: Strange creatures have burst through the ground at the Plaza Brindisi Dorom, and the High Ordinators and Royal Guard are trying to protect the city. The High Ordinators have asked me to help defend the city against the attacking creatures.

Entry 92: The creatures attacking the city have been defeated. The plaza is in ruins. The High Ordinators have ordered me to report the attack to Fedris Hler at the Temple.

Entry 93: I have reported the attack on the city to Fedris Hler.

Entry 94: Fedris Hler, Almalexia's Chief Steward, has asked me to perform a service for the goddess. It seems that King Helseth is recruiting a troop of goblins to serve as footsoldiers for his army. According to Hler, Almalexia considers the goblins an abomination, and is horrified that Helseth would consider using the beasts as soldiers. The goddess worries that the temperamental Helseth will lose control of the creatures, and they will attack Mournhold. I am to kill the goblin warchiefs and report back to Hler. Although he did not know where the goblins were being trained, perhaps one of the locals has more information. In addition to the two goblin warchiefs, Hler mentioned that there are at least two Altmer in charge of training the goblins for Helseth. If I can also get rid of them, the goddess will be pleased.

Entry 95: There have been reports of strange creatures in and around the sewers of the Godsreach area of Mournhold. It could be where the goblins are hiding.

Entry 96: I've killed the two goblin warchiefs as well as the Altmer trainers Armion and Yarnar.

Entry 95: Fedris Hler has told me that the goddess Almalexia is very pleased to hear that the goblin menace has been taken care of. As a token of gratitude, I have been given a large sum of gold as a reward.

Entry 96: Fedris Hler, apparently pleased with my efforts involving the goblin army, has another task for me. He has instructed me to speak with Gavas Drin, Almalexia's head priest. I've met with Gavas Drin, who would like me to perform a task for Almalexia. Deep in the ruins beneath the Temple is a shrine that has been untouched for many years. Apparently, the shrine has soured, and the entire area overrun by the undead. It is Almalexia's belief that the Shrine of the Dead can be reclaimed, and its power used for the good of Mournhold. Although traditional Temple doctrine disavows ancestor worship, the Lady believes that it has its place,

and that the power to be gained from the ancestors is great. Drin asks that I escort one of Almalexia's young curates, Urvel Dulni, to this shrine to cleanse it and restore its power. I will first have to rid the area of all of the Profane, powerful lichs who draw strength from the power of the Shrine of the Dead. When they are destroyed, Dulni will cleanse the shrine. I should enter the sewers from the Temple basement. Once there, I will need to head east through the old Temple Gardens, then south to find the Shrine of the Dead.

Entry 97: I have killed the last of the Profane, the lichs guarding the Shrine of the Dead.

Entry 98: Urvel Dulni has succeeded in cleansing the shrine. Gavas Drin was pleased, and a bit surprised, at the news we were able to restore the shrine. He has presented me with a Blessed Spear, a gift from the Lady Almalexia.

Entry 99: I have been told that I will be granted an audience with the goddess Almalexia.

Entry 100: Almalexia has sent me to deal with Salas Valor, one of Her elite guards, the Hands, who has gone mad, and who now presents a threat to Almalexia. She says She pities him, and knows that he is not responsible for his actions, but She says he is very dangerous, and I may not be able to spare his life. I went to speak with Salas Valor, but it is almost as though he had been waiting for me. He seemed to know that Almalexia had sent me, and that she wanted one or both of us dead. He told me to make my peace with the gods, then attacked me. Salas Valor is dead. Any threat he represented to the peace of Mournhold is now eliminated. I should report to Almalexia.

Entry 101: I reported to Almalexia that Salas Valor is dead, and that any threat he represented to the peace of Mournhold is now eliminated. She was pleased, and rewarded me with a special divine blessing.

Entry 102: Gavas Drin has told me that Fedris Hler would like to speak to me. I have spoken to Fedris Hler, and apparently Almalexia was pleased enough with the jobs I have done that she has a special assignment for me. I am to retrieve an artifact, Barilzar's Mazed Band, from the tombs beneath the Temple and return it at once. The band is supposed to be in an Abandoned Crypt, which I can reach through a passage in the northwest section of the Temple Sewers. Hler knows very little about Barilzar's Mazed Band, but suggests I speak with Gavas Drin, who may know a bit more about it. Drin tells me that the Mazed Band is a powerful ring created long ago by the wizard Barilzar. Drin says he does not know the artifact's purpose, or the extent of its powers, but only that the goddess wishes to retrieve it. He assumes that she will use it to better minister to her people here in Mournhold.

Entry 103: I've asked Barenziah about the Mazed Band. She had heard of it, but did not know its true origin. She believed that it was a powerful artifact, but that it was dangerous. Plinius Mero did not wish to speak to me about the Mazed Band. He believes it is an evil artifact, and something that is best left buried. It was an odd reaction from this rational scholar.

Entry 104: I've spoken with Torasa Aram, the curator at the Museum of Artifacts in Mournhold. She had heard of the band, but was unsure whether it truly existed. The band is rumored to be very powerful, and only able to be worn and used by beings of divine power.

Entry 105: I have encountered the ancient lich lord Barilzar, creator of the Mazed Band. He tells me that the band is never to be used again, and that he will defend it until his own death.

Entry 106: I have retrieved Barilzar's Mazed Band. I've returned to Fedris Hler with the Mazed Band. He has told me to speak with Gavas Drin for further instructions.

Entry 107: Gavas Drin tells me that the Mazed Band is to be given directly to Almalexia. I am to proceed to the High Chapel and speak directly with the goddess.

Entry 108: The goddess Almalexia has taken the Mazed Band and thanked me for my efforts. She has blessed me with a new ability, Almalexia's Light, and told me that I might be of further assistance to her one day. I have spoken with Almalexia about a cult that has formed in Mournhold under the direction of a dunmer named Eno Romari. They are called the End of Times, and Almalexia is troubled by them. Apparently, members of the End of Times cult have been found dead throughout the city. The cult's followers all seem to have been poisoned, but it is not known by whom. Almalexia wishes me to find out more about this group and their leader. I should speak with Meralyn Othan in the Great Bazaar. Her brother was one of the dead cultists. Almalexia has also warned me to take care with Eno Romari, and not make him a martyr for his cause.

Entry 109: I've spoken to Meralyn Othan. She is visibly upset about the death of her brother, who she says was a sort of a lost soul. Meralyn Othan tells me that the End of Times is a suicide cult. I should be able to find their members, and perhaps Eno Romari, in Godsreach, near the Winged Guar.

Entry 110: I've spoken to Eno Romari about his End of Times cult. They believe the power of the Tribunal is faltering, and that a new and frightening age is coming to all of Tamriel. He tells me that many of his followers perform a ritual called the Cleansing, which is a form of ritual suicide. I should report this information to Almalexia immediately.

Entry 111: I have reported my findings on the End of Time and Eno Romari to Almalexia. She was furious, and wishes for me to help her show this group that she is still a powerful goddess. Almalexia would like to demonstrate her power by creating ashstorms throughout the city of Mournhold. Her powers, however, have been expended by caring for her people after the attack on the city. She would like me to travel to Bamz-Amschend and activate the Karstangz-Bcharn, an ancient Dwemer creation said to be able to control the weather.

Entry 112: I have found the Karstangz-Bcharn, and I was able to activate it. From deep within these ruins, it will be difficult to tell what effect it has had on the city above. If I understand the Dwemer symbols on the Karstangz-Bcharn, I believe the machine is now causing ashstorms in Mournhold. Almalexia is pleased with the ashstorms created by the Karstangz-Bcharn. The city of Mournhold is strangled by the harsh weather. The decorative trees lining the city streets are dying, and the people are frightened. I can only hope the goddess does not allow this to go on for long.

[9] Journal of a Morag Tong Assassin

Journal of a Morag Tong Assassin

[Vvardenfell, c 3E 428]

Entry 1: These are the rules of the Morag Tong. Guild members never harm or steal from anyone -- except the target of a legal Writ of execution. Guild members never betray our secrets or our identities. If I break any of these rules, I must immediately speak with a Master to regain my good standing or I may be targeted for execution.

Entry 2: I have been given a Writ for the honorable execution of Feruren Oran. He may be found in the Elven Nations Cornerclub in the Hlaalu Plaza here in Vivec.

Entry 3: Feruren Oran has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Feruren Oran.

Entry 4: I have been given a Writ for the honorable execution of Toris Saren. He is in his home, Saren Manor, in the Plaza of the Redoran Canton here in Vivec.

Entry 5: Toris Saren has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Toris Saren.

Entry 6: I have been given a Writ for the honorable execution of Odaishah Yasalmibaal. To get to him, I should take a boat to Tel Aruhn and swim southwest until I reach the coast. Odaishah is in a yurt on the coast near the end of a small peninsula.

Entry 7: Odaishah Yasalmibaal has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Odaishah Yasalmibaal.

Entry 8: I have returned the Belt of Sanguine Impaling and the Ring of Sanguine Unseen Wisdom, two of the 27 Threads of the Webspinner, to the custody of the Morag Tong.

Entry 9: I have been given a Writ for the honorable execution of Sarayn Sadus. He may be found in Zaintirari. I should first head to the Erabenimsun Camp and then go northwest until I reach a steampit. Zaintirari is north of the steampit, but hidden from view.

Entry 10: Sarayn Sadus has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Sarayn Sadus.

Entry 11: Grandmaster Eno Hlaalu wants me to speak with Movis Darys at the Guild of Mages in Ald'ruhn. I must either convince him to join the Morag Tong or kill him.

Entry 12: Movis Darys agreed to meet with Eno Hlaalu. As a token of good faith, he gave me the Belt of Sanguine Denial. Grandmaster Eno Hlaalu thanked me for convincing Movis Darys to join the Morag Tong.

Entry 13: I have been given a Writ for the honorable execution of Ethal Seloth and Idroso Vendu. They may be found in the temporary housing of the Telvanni Plaza.

Entry 14: Ethal Seloth and Idroso Vendu have been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Ethal Seloth and Idroso Vendu.

Entry 15: I have been given a Writ for the honorable execution of Guril Retheran. He may be found at the Flowers of Gold Cornerclub in the Redoran Waistworks.

Entry 16: Guril Retheran has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Guril Retheran.

Entry 17: I have returned the Glove of the Sanguine Horny Fist and the Shoes of Sanguine Leaping, two more of the 27 Threads of the Webspinner, to the custody of the Morag Tong.

Entry 18: Grandmaster Eno Hlaalu believes that Miun-Gei might know how to contact the Dark Brotherhood. He is an Enchanter in the Lower Waistworks of the Foreign Quarter. When I get a name from Miun-Gei, I should report back to the Grandmaster.

Entry 19: I spoke with Miun-Gei and asked for contact in the Dark Brotherhood. Miun-Gei told me to speak with Tsrazami, a Khajiit who is also in the Market Canton. I should report her name to the Grandmaster.

Entry 20: I spoke with Tsrazami and she agreed to meet with Eno Hlaalu. Eno Hlaalu thanked me for giving him the name of a contact in the Dark Brotherhood.

Entry 21: I have been given a Writ for the honorable execution of Galasa Uvayn. She may be found at the Hlaalu Treasury in the Waistworks of the Hlaalu Compound in Vivec.

Entry 22: Galasa Uvayn has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Galasa Uvayn.

Entry 23: Grandmaster Eno Hlaalu asked me to bring him the Belt of Sanguine Fleetness, held by Hrordis, a member of the Dark Brotherhood. She can be found in Pelagiad at the Halfway Inn.

Entry 24: I have returned the Belt of Sanguine Fleetness, one of the 27 Threads of the Webspinner, to the custody of the Morag Tong.

Entry 25: I have been given a Writ for the honorable execution of Mavon Drenim. He may be found at the Telvanni Tower in the Telvanni Plaza here in Vivec.

Entry 26: Mavon Drenim has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Mavon Drenim.

Entry 27: I have been given a Writ for the honorable execution of Tirer Belvayn. He may be found in Shara. To get there I must go to Dagon Fel and follow the road south past the Dwemer ruins and then west until a branch heads southwest to the coast. Shara will be to the south.

Entry 28: Tirer Belvayn has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Tirer Belvayn.

Entry 29: I have returned the Ring of Sanguine Green Wisdom, the Belt of Sanguine Smiting, the Ring of Sanguine Golden Wisdom, the Ring of Sanguine Silver Wisdom, and the Amulet of Sanguine Glib Speech, five more of the 27 Threads of the Webspinner, to the custody of the Morag Tong.

Entry 30: I have been given a Writ for the honorable execution of Mathyn Bemis, who may be found in the Hlaalu Ancestral Vaults which are accessible from the Canalworks of the Hlaalu Canton.

Entry 31: Mathyn Bemis has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Mathyn Bemis.

Entry 32: I have been given a Writ for the honorable execution of Brilnosu Llarys. She may be found at the Dunmer stronghold of Hlormaren which is on the coast west of Balmora north of Hla Oad.

Entry 33: Brilnosu Llarys has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Brilnosu Llarys.

Entry 34: Grandmaster Eno Hlaalu believes that Mehrunes Dagon cultists are protecting the Dark Brotherhood. I must speak with such a cultist, Carecalmo in Ashalmimilkala. I should offer him an ultimatum: Stop protecting the Dark Brotherhood or the Morag Tong will declare war on all cultists of Mehrunes Dagon.

Entry 35: Carecalmo was offended by the ultimatum and attacked me. Grandmaster Eno Hlaalu thanked me for killing Carecalmo.

Entry 36: I have returned the Belt of Sanguine Martial Craft, one of the 27 Threads of the Webspinner, to the custody of the Morag Tong.

Entry 37: I have been given a Writ for the honorable execution of Navil Ienith and Ranes Ienith. They may be found on the Dren Plantation which is east of Pelagiad or west of Suran.

Entry 38: Ranes and Navil Ienith have been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Navil and Ranes Ienith.

Entry 39: I have been given a Writ for the honorable execution of Larrius Varro. He may be found in Fort Moonmoth near Balmora.

Entry 40: Larrius Varro has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Larrius Varro.

Entry 41: I have returned the Shoes of Sanguine Stalking and the Glove of Sanguine Safekeeping, two of the 27 Threads of the Webspinner, to the custody of the Morag Tong.

Entry 42: I have been given a Writ for the honorable execution of Baladas Demnevanni who can be found in Arvs Drelen near Gnosis.

Entry 43: Baladas Demnevanni has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Baladas Demnevanni.

Entry 44: Grandmaster Eno Hlaalu asked me to return the Ring of Sublime Wisdom, one of the 27 Threads of the Webspinner. It is being held by Anel Rethelas in Yasammidan, which is west of Ald Velothi, past the Dwemer ruins.

Entry 45: I have returned the Ring of Sanguine Sublime Wisdom, together with the Belt of Sanguine Stolid Armor, to the custody of the Morag Tong.

Entry 46: I have been given a Writ for the honorable execution of Dram Bero who lives somewhere here in Vivec.

Entry 47: Dram Bero has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Dram Bero.

Entry 48: I have been given a Writ for the honorable execution of Mistress Therana. She may be found in the tower of Tel Branora.

Entry 49: Mistress Therana has been slain according to the traditional and honorable doctrine of the Morag Tong. None dared to report my actions. I reported the honorable execution of Mistress Therana.

Entry 50: One of the Dark Brotherhood's bases is in Assernerairan, which is beneath St. Olms Canton here in Vivec City. I must honorably execute the leader, Durus Marius, and report back to Grandmaster Eno Hlaalu.

Entry 51: Grandmaster Eno Hlaalu thanked me for honorably executing Durus Marius.

Entry 52: I have returned the Belts of Sanguine Balanced Armor, Sanguine Deep Biting, Sanguine Hewing, and Sanguine Sureflight to the custody of the Morag Tong.

Entry 53: The Dark Brotherhood in Vvardenfell keep their headquarters in the ruins of Ald Sotha, which is northeast of Vivec City. I must go there and honorably execute the local Night Mother of the Dark Brotherhood, Severa Magia.

Entry 55: Grandmaster Eno Hlaalu thanked me for honorably executing Severa Magia. Eno Hlaalu gave me a ritual dagger with his gratitude.

Entry 56: I have returned to the custody of the Morag Tong:

- the Ring of Sanguine Fluid Evasion,
- the Amulet of Sanguine Nimble Armor,
- the Ring of Sanguine Red Wisdom,
- the Glove of Sanguine Swiftblade,
- the Ring of Sanguine Transcendent Wisdom, and
- the Ring of Sanguine Transfiguring Wisdom.

Entry 57: Grandmaster Eno Hlaalu believes I have what it takes to be the new Grandmaster of the Morag Tong. He will step down if I break with Morag Tong tradition and let him retire.

Entry 58: Grandmaster Eno Hlaalu thanked me for allowing him to retire. I am the new Grandmaster of the Morag Tong.

[10] Journal of a Pilgrim of the Tribunal Temple

Journal of a Pilgrim of the Tribunal Temple

[Vvardenfell, c 3E 427]

Entry 1: My fourfold duties to the Temple are to: Faith, Family, Masters, and all that is good. I should perform holy quests and bring luster to the Temple. I must never transgress against my brothers or sisters -- in thought or deed -- for we are all one body.

Entry 2: I have been given a copy of *The Pilgrim's Path* and asked to make the Pilgrimages of the Seven Graces.

Entry 3: I have read *The Pilgrim's Path* and marked the location of each shrine on my map.

Entry 4: I made the Pilgrimage to the Fields of Kummu and read the Grace of Humility.

Entry 5: I made the Pilgrimage to Stop the Moon and read the Grace of Daring.

Entry 6: I made the Pilgrimage to the Palace of Vivec and read the Grace of Generosity.

Entry 7: I spoke with Krazzt and gave him a longsword. I should read the inscription on the shrine to complete the Pilgrimage.

Entry 8: I made the Pilgrimage to the Puzzle Canal and read the Grace of Courtesy.

Entry 9: I made the Pilgrimage to the Mask of Vivec and read the Grace of Justice.

Entry 10: I made the Ruddy Man Pilgrimage and read the Grace of Valor.

Entry 11: I made the Pilgrimage to Ghostgate and read the Grace of Pride. I have completed the Pilgrimages of the Seven Graces.

Entry 12: Endryn Llethan asked me to speak with the holy pilgrim Tanusea Veloth. She has Corprus disease and may spread it to others here in Vivec, but she is blessed by Almalexia and does not suffer from the disease. I must find her and convince her to go to the Corprusarium.

Entry 13: Tanusea Veloth refused to leave Vivec City. She does not believe that I am pious enough. I convinced Tanusea Veloth with quotes from the sacred texts of the Temple. She agreed to go to the Corprusarium.

Entry 14: Endryn Llethan thanked me for convincing Tanusea Veloth to go to the Corprusarium.

Entry 15: Endryn Llethan wants me to make the Pilgrimage to the Sanctus Shrine in Dagon Fel. I must travel there on foot without speaking to anyone. As the waters of Dagon Fel can be dangerous, Endryn Llethan suggested that I purchase some potions of levitation.

Entry 16: Endryn Llethan swore me to silence. I must travel to the Sanctus Shrine in Dagon Fel under a strict oath of silence.

Entry 17: I made the Pilgrimage to the Sanctus Shrine where Saryoni first wrote his famous sermons. Endryn Llethan praised me for making the Pilgrimage to the Sanctus Shrine in Dagon Fel.

Entry 18: Endryn Llethan asked me to find the Shoes of St. Rilms and return them to the Temple. A priest recently dreamt that the shoes were in the depths of Ald Sotha northeast of Vivec.

Entry 19: Endryn Llethan thanked me for returning the sacred Shoes of St. Rilms. The Shoes of St. Rilms have been entrusted to my care.

Entry 20: Endryn Llethan asked me to cleanse the foul Daedra worshippers from beneath the St. Delyn Canton here in Vivec. I must kill the leader of the cult, Bjadmund.

Entry 21: I have killed the leader of the Sheogorath cult, Bjadmund. Endryn Llethan thanked me for cleansing St. Delyn Canton.

Entry 22: Tuls Valen wants me to reenact Vivec's compassionate healing of a foe. I must either learn the Rilm's Gift spell or use the potion he gave me to cure the Orc Bulfim gra-Shugarz of Ash-Chancre. Bulfim gra-Shugarz is in Maelkashishi. I can get there by heading east from Ald Velothi until I reach the mountains, then following the mountains south.

Entry 23: I cured Bulfim gra-Shugarz. Tuls Valen thanked me for curing Bulfim gra-Shugarz.

Entry 24: Tuls Valen asked me to speak with Elvil Vidron in Suran. Elvil Vidron has proclaimed himself to be the Incarnate. I must either persuade him to give up the notion that he is the Incarnate or kill him.

Entry 25: I convinced Elvil Vidron that he is not the Incarnate. Tuls Valen thanked me for stopping the false incarnate.

Entry 26: Tuls Valen wants me to make the Pilgrimage to Maar Gan. I should go to the temple shrine in Maar Gan and read the plaque describing Vivec's taunting of Mehrunes Dagon.

Entry 27: I taunted the Dremora at the shrine of Maar Gan and he attacked me. I completed the pilgrimage to the shrine of Maar Gan.

Entry 28: Tuls Valen praised my handling of the Dremora Anhaedra.

Entry 29: Tuls Valen asked me to investigate a dark cult in Hassour. To get there I should head east from Balmora, past Fort Moonmoth and into the Foyada Mamaea. I should follow the foyada all the way south.

Entry 30: I have slain the dark and powerful Dagoth Fovon. Tuls Valen thanked me for being the instrument of the Temple's justice in Hassour. Tuls Valen has no more duties for me. He said I should seek Uvoo Llaren in Ghostgate or Endryn Llethan in Vivec.

Entry 31: Tharer Rotheloth asked me to cure a villager named Lette in Tel Mora. She has swamp fever and there is no Temple in Tel Mora where she can go for healing.

Entry 32: I cured Lette of her simple affliction. Tharer Rotheloth thanked me for curing Lette.

Entry 33: Tharer Rotheloth asked me to make the Pilgrimage to Mount Kand.

Entry 34: I answered the Fire Daedra's, the Frost Daedra's, and the Storm Daedra's riddles correctly. I should go to the Triolith of Mount Kand to receive my wisdom.

Entry 35: I received Vivec's blessings from the shrine at Mount Kand. Tharer Rotheloth thanked me for making the pilgrimage to Mount Kand.

Entry 36: Tharer Rotheloth asked me to bring the Necromancer Delvam Andarys to justice. He is hiding in Mawia. From Molag Mar, I should follow the river to the east as it heads south, then turn east and follow the coast. Mawia is on a small island just south of the coast.

Entry 37: I have slain the Necromancer Delvam Andarys of Mawia. Tharer Rotheloth thanked me for bringing the Necromancer Delvam Andarys to justice.

Entry 38: Tharer Rotheloth gave me the equipment of a vampire hunter. I must find the vampire Raxle Berne and slay him in the name of the Tribunal. Galom Daeus is southwest of Uvirith's Grave, which is west of Tel Fyr. I should go south from Uvirith's grave until I reach a river of lava, then follow that river to the west until I reach Galom Daeus.

Entry 39: Tharer Rotheloth thanked me for slaying the vampire Raxle Berne in the name of the Tribunal.

Entry 40: Uvoo Llaren asked me to cure Assantus Hansar in an outcast Ashlander camp south of Ghostgate. I should be prepared to calm him, as outcast Ashlanders can be aggressive even when they are ill.

Entry 41: I cured Assantus Hansar. Uvoo Llaren thanked me for curing Assantus Hansar.

Entry 42: Uvoo Llaren asked me to deliver food and drink to the hermit Sendas Sathis. He lives in the wilderness of Shuran Island between Sheogorad and Vvardenfell. The island is west of the stronghold of Rotheran.

Entry 43: I delivered food and drink to Sendas Sathis. Uvoo Llaren thanked me for bringing food and drink to Sendas Sathis.

Entry 44: The Ordinator Feril Salmyn was lost while searching for Lost Kogoruhn. Uvoo Llaren asked me to find him if he is alive. If he is dead, I should return the Hair Shirt of St. Aralor, a sacred relic.

Entry 45: Uvoo Llaren thanked me for returning the Hair Shirt of St. Aralor. The Hair Shirt of St. Aralor the Penitent has been entrusted to my care.

Entry 46: Another sacred relic has been lost. Uvoo Llaren wants me to find the Cleaver of St. Felms. This cleaver is believed to be in the Ash Vampire Citadel of Tureynulal, which is on Red Mountain.

Entry 47: Uvoo Llaren thanked me for returning the Cleaver of St. Felms the Bold. The Cleaver of St. Felms the Bold has been entrusted to my care.

Entry 48: There is one more relic that has been lost. Uvoo Llaren asked me to find the Crosier of St. Llothis the Pious. The Crosier was wielded in righteous battle against the minions of Dagoth Ur by the late Captain of the Buoyant Armigers, Voruse Bethrimo. It was lost on Red Mountain near the foul lair of Dagoth Ur himself and may be in his hands even now.

Entry 49: Uvoo Llaren thanked me for returning the Crosier of St. Llothis the Pious. The Crosier of St. Llothis the Pious has been entrusted to my care.

Entry 50: I heard that Archcanon Tholer Saryoni wishes to speak with me. I have been given a key to his quarters.

Entry 51: Tholer Saryoni told me that the First Corner of the House of Troubles is Malacath. There is a shrine to Malacath on the island of Sheogorad. To get there I should go south past the Dwemer ruins and take the second road heading west. I must find this shrine, donate four daedra hearts, and recite Vivec's "Four Corners."

Entry 52: I made the Pilgrimage to Dagon Fel and read a passage from the Four Corners of the House of Troubles.

Entry 53: Tholer Saryoni told me that the Second Corner of the House of Troubles is Mehrunes Dagon. I must find the statue of Mehrunes Dagon in Ald Sotha and read from Vivec's "Four Corners."

Entry 54: I made the Pilgrimage to Ald Sotha and read a passage from the Four Corners of the House of Troubles.

Entry 55: Tholer Saryoni told me that the Third Corner of the House of Troubles is Molag Bal. I must find the statue of Molag Bal in Bal Ur and recite Vivec's "Four Corners." Bal Ur is north of Suran, but I will need to levitate over the mountains to get there easily.

Entry 56: I made the Pilgrimage to Bal Ur and read a passage from the Four Corners of the House of Troubles.

Entry 57: Tholer Saryoni told me that the Fourth Corner of the House of Troubles is Sheogorath. I must renew a pact with Sheogorath by finding a glove called the

"Gambolpuddy" and donating it to Sheogorath's statue in Ald Daedroth. This shrine is on an island between Vvardenfell and Azura's Coast.

Entry 58: I made the Pilgrimage to Ald Daedroth and read a passage from the Four Corners of the House of Troubles. The pact with Sheogorath has been renewed.

Entry 59: Archcanon Tholer Saryoni asked me to bring him the Ebony Mail. The Ebony Mail can be found in Mount Assarnibibi where Molag Bal oversaw the 99 lovers of Boethiah that gave birth to Almalexia. Mount Assarnibibi is north of Molag Mar.

Entry 60: I received the Ebony Mail from the shrine at Assarnibibi. Saryoni thanked me for bringing him the Ebony Mail, but said that I should keep it and do good deeds.

Entry 61: I am the new Archcanon of the Temple.

[11] Journal of a Private Investigator

Journal of a Private Investigator

[Morrowind, c 3E 428]

Entry 1: While wandering near Ald'ruhn, I found Drerel Indaren, hiding among some rocks. He has been attacked by some nix hounds while traveling with his wife, and looks a little worse for the wear. Apparently, Drerel attempted to fight off the nix hounds while his wife pretended to be dead. Although he put up a valiant struggle, the nix hounds got the best of him. He fled away from his wife, so as not to draw the nix hounds any closer to her. He fears they might have found her again and she might be dead, and would like me to help him find her. I've agreed to travel with Drerel Indaren in an attempt to find his wife, Falanu. We can only hope that she was able to adequately fool the nix hounds into thinking she was dead, and that the beasts moved on. He thinks he fled west, but is unsure due to the confusion of the battle.

Entry 2: I was able to lead Drerel Indaren back to his wife, Falanu, and both were relieved to see that the other was alive. The reunited couple was very grateful for my troubles, but had little to offer me in the way of payment for my services. They did, however, give me one of their favorite books.

Entry 3: I met Louis Beauchamp outside the Ald'ruhn Mage's Guild. Apparently, he used magicka and some patched-together Dwemer technology to make his own airship, and then commissioned a crew to fly north to the frozen isle of Solstheim in search of a powerful magic item. The airship hasn't returned, and Beauchamp is getting worried. He wants to hire me to discover what happened to the airship and its crew, and recover the Amulet of Infectious Charm. I agreed to help Louis Beauchamp discover what happened to his airship, and recover the Amulet of Infectious Charm. The crew was to fly to Solstheim and search a barrow located at the eye of a wolf-shaped formation called Hrothmund's Bane, which is only visible from the air. In order to gain entrance to the barrow, one must utter the name of the wolf that killed Hrothmund -- "Ondjage." If the wrong name is spoken, the crypt will be sealed forever.

Entry 4: I have arrived on the island of Solstheim. Captain Falx Carius is the commander at Fort Frostmoth, and I should speak with him.

Entry 5: Captain Carius has told me a little about the situation here at Fort Frostmoth. Most of the soldiers are stationed here because they were unfit to serve in the more important forts. They are a normally restless bunch, and Carius believes that they are recently even more edgy than usual. Captain Carius would like me to investigate the unease he's feeling coming from the soldiers stationed here at Fort Frostmoth. He believes that there must be someone who is spreading ill will among his men. I should speak with the soldiers here and see what I might learn from them.

Entry 6: The troops at Fort Frostmoth seemed at first to be unwilling to speak with me, perhaps upset at the recent ban on alcohol consumption at the fort. However, giving the soldier some alcohol has raised his spirits somewhat. A soldier has agreed to speak with me in exchange for some liquor I had with me. Apparently, Captain Carius has forbidden all alcohol consumption, and the soldiers are restless. They believe he has done it as a punishment for poor performance. I should report my findings to Carius.

Entry 7: Carius tells me that although he and Antonius Nuncius discussed the effects of alcohol on the men, he never actually banned liquor consumption. The shipments, however, have stopped arriving. Captain Carius would like me to speak with the soldiers some more and find out where these rumors are being started.

Entry 8: The soldiers seem willing to take the alcohol in my possession in exchange for information about what has become a dry fort. It seems that a bit of the drink makes them much more disposed to chatting. One of the soldiers has told me that it was Antonius Nuncius who told him that the alcohol ban was a punishment from Captain Carius. Of course, I'll need more proof of that before I can possibly report this information to Carius. I should be able to find Nuncius either in the Imperial Cult Shrine, or in his office, located above the Armory.

Entry 9: Antonius Nuncius denies spreading rumors about Captain Carius or starting any trouble at all in the Fort. He claims to be a simple priest dedicated to serving his fellow man. He acts guilty, though, so perhaps it bears further investigation.

Entry 10: I've found a large stash of alcohol in Antonius Nuncius' desk.

Entry 11: Antonius Nuncius has admitted that he has been poisoning the minds of the soldiers here in Fort Frostmoth. His hope was that if the situation here got bad enough, he would be recalled to Vvardenfell.

Entry 12: Captain Carius has thanked me for finding the source of the low morale among his troops. In gratitude, he has given me some useful Cure Disease potions, as there are diseases on this island not common in Vvardenfell, and a silver sparkblade. Carius will also request that Nuncius' assignment at the Fort be extended indefinitely.

Entry 13: I found the wreckage of the crashed airship, and read the journal of its captain. It seems the crew had located Hrothmund's Barrow, but before they could set down, the airship got caught in a surprise snowstorm and crashed into the mountains. I need to get the captain's journal back to Louis Beauchamp, outside the Ald'ruhn Guild of Mages on Vvardenfell. It will prove to him what happened to the airship and its crew.

Entry 14: I found the door to Hrothmund's Barrow and uttered the name of the wolf -- "Ondjage" -- to gain entrance.

Entry 15: Now that I've learned what happened to the airship and recovered the Amulet of Infectious Charm, my work for Louis Beauchamp is complete.

Entry 16: I met Severia Gratus, a guard at Fort Frostmoth. Gratus has been ordered to solve the mystery of a recent rash of moon sugar poisonings here on Solstheim. Several people, including a Cult priest at Frostmoth, have been mysteriously afflicted with temporary moon sugar euphoria, and the Imperials suspect foul play. Gratus is in charge of the investigation. I

have agreed to help Severia Gratus discover the identity of the moon sugar poisoner and bring him to justice. One of the victims -- the Imperial Cult priest Jeleen -- glimpsed a man with a unique white Colovian fur helm leaving the scene of the crime. I am to find and kill this man and bring Gratus the white helm as proof. Before I leave Frostmoth I must question Jeleen in the Cult shrine. He may have some more information.

Entry 17: I questioned Jeleen at the Imperial Cult shrine. A week ago, after drinking some wine, Jeleen began to feel the effects of moon sugar euphoria. He claims that while in his drugged state, he saw a frail old man -- probably not a Nord -- wearing a white Colovian fur helm. Jeleen can't fully trust his recollections, but he thinks he remembers the man singing a silly song...something about candy, and a workshop in the snow, with lanterns all aglow....

Entry 18: I met an odd old man living in a small workshop, out in the wilderness of Solstheim. Inspired by a child's silly song, he took on the role of Uncle Sweetshare, the legendary giver of candy and spreader of cheer. He even wears a white helmet. What's most disturbing is that this particular Uncle Sweetshare has been spreading his unique brand of happiness by secretly giving people moon sugar. It's obvious this madman is the culprit Severia Gratus hired me to kill.

Entry 19: Uncle Sweetshare is dead by my hand. I must return his white Colovian fur helm to Severia Gratus at Fort Frostmoth as proof of the deed, and collect my reward.

Entry 20: The white Colovian fur helm has been delivered to Severia Gratus as proof of the moon sugar poisoner's execution. I have been well rewarded for my services.

Entry 21: Captain Carius mentioned that he believes there is a problem with smugglers at Fort Frostmoth. He has noticed that the weapons stores are dangerously low, and he believes that someone must be smuggling them off the island. I should speak with either Saenus Lusius or Gaea Artoria to help me ferret out the smugglers. Captain Carius tells me that Saenus Lusius is one of his brightest soldiers, and Gaea Artoria one of his strongest. I'll be able to find Lusius in the General Quarters, and Artoria in the General Quarters, Upper Level. I have chosen to work with Saenus Lusius to discover the smuggling ring here at Fort Frostmoth. He seems to be very knowledgeable, and should be a valuable companion. We are to find the smuggled goods and report to Captain Carius. We may deal with the smugglers as we see fit.

Entry 22: Saenus Lusius has suggested we speak with a few of the soldiers to see who may be involved in the smuggling ring. The first he suggests we speak with is Zeno Faustus, whom Lusius believes we may trust. He can be found in the Armory.

Entry 23: Zeno Faustus seems willing to speak with me about the smuggling ring, as he trusts Saenus Lusius.

Entry 24: Zeno Faustus has suggested that we investigate the Gandrung Caverns northeast of the fort. He believes that this area has been used as a storage area for the stolen goods. If we are to break up the smuggling ring, we will have to kill all the smugglers, or come to some other sort of arrangement with them.

Entry 25: I have found the smugglers' cave that Zeno Faustus suggested we investigate. One of the smugglers, Gualtierus Spurius, has offered me a deal because he knows and trusts Saenus Lusius. In exchange for sparing his life, he will leave Solstheim and the stolen goods

behind. In addition, he will give me an axe to keep silent about his whereabouts. I've declined Gualtierus Spurius' offer. He tells me that I will need to kill him and all of his companions to end this smuggling operation.

Entry 26: All of the smugglers in the hideout have been defeated. I should report to Captain Carius.

Entry 27: I've returned to Fort Frostmoth to report to Captain Carius, but the Fort has been attacked in my absence. I should return to Vvardenfell and report to Louis Beauchamp.

Entry 28: I encountered a distraught traveler east of Ald Velothi. He was a Redguard named Sason, and he believes his wife was kidnapped by cultists. Sason tells me that his wife, Malexa, has been taken by some evil cultists. They cast Sason into a sorcerous sleep, and when he awoke, Malexa was gone. He is certain they have taken her to perform some unholy ritual. Sason would like me to rescue his wife, Malexa, from the hands of the cultists who have kidnapped her. He says he can reward me with only 200 septims, but I will gain some favor with House Redoran, of which he is a member. I have agreed to try and rescue Malexa from the cultists who have taken her. I can only imagine they have taken her to a nearby shrine and are planning on performing some sort of sacrifice with her. Sason believes there's a shrine west of here.

Entry 29: I am leading Malexa back to her husband. The shrine in which she is being held is one to Molag Bal, and is extremely well guarded.

Entry 30: I was able to rescue Malexa and reunite her with Sason. Luckily, the Molag Bal cultists had not had adequately prepared for the ritual sacrifice. The couple seemed overjoyed to be reunited, and Sason rewarded me well. He also swore to let my deeds be known to House Redoran.

Entry 31: I reported back to Louis Beauchamp, and told him what happened to the airship and its crew. He was especially grateful that I was able to recover the Amulet of Infectious Charm, and has rewarded me 2000 gold pieces.

Entry 32: After having found the corpse of Ernil, and the other objects on it, I decided to travel to see Tsiya in Balmora. I've delivered the pipe to Tsiya. She was glad to have it back, although she was upset about the death of her friend, Ernil Omoran, whose corpse it was I had found. As a reward for her items, she has given me some gold and some moon sugar.

Entry 33: I found a silver bowl with the inscription "To Armond Beluelle, from the East Empire Company, for courage and daring in the protection of the Company's couriers, with our thanks."

Entry 34: While on the road northwest of Pelagiad, I met a beautiful young Breton woman, Maurrie Aurmine, who seemed distressed after being attacked by a bandit. It seems this young woman is not as distressed as I thought she was...or at least not for the reasons I thought she was. It seems that although this bandit, Nelos Onmar, has stolen her jewels and her gold, he has also stolen her heart. Foolish girl. Maurrie has asked me to track down this Nelos, and to deliver to him her glove as a token of her affection. It seems a silly task, as she offers no reward, and asks me to do this simply for the sake of love. I have agreed to try and find the bandit Nelos Onmar, and to deliver the glove of this young Breton woman. She believes he is

in Pelagiad, so perhaps I can find more out about him there. I fear for her heart, for these outlaws care nothing for others, only for the booty they can obtain.

Entry 35: I have located Nelos Onmar, and brought to him Maurrie's glove. He seemed moved by this, and has given me a note to give to her. Perhaps this rogue can be moved by the young woman's heart, but perhaps it is but a game to him. Either way, I have been given his note to deliver to her.

Entry 36: I have brought the note from Nelos Onmar back to Maurrie Aurmine. She seemed overwhelmed by its contents, and is full of gratitude for my having delivered it. In return, she has suggested I visit her friend Emusette Bracques in Tel Aruhn. She believes I would do well to meet this woman, and that we might enjoy one another's company. I have seen stranger things happen in the past few days.

Entry 37: Ygfa says that her friend, Piernette Beluelle, had a silver bowl stolen. She gave me directions to her friend's house starting from the north entrance to the Foreign Quarter of Vivec. Due north from the bridge to the Foreign Quarter of Vivec is an east-west rope bridge across a lagoon. Cross the bridge east, then follow the path as it heads north. Pass Nilera's farmhouse on the left, and the next house north will be Piernette's farmhouse.

Entry 38: I found a corpse while traveling near Seyda Neen. It seems to be the corpse of one Processus Vitellius, based on some items found on his body. He is carrying a parchment with what look like tax records. He also had 200 gold on his body, probably taxes he'd collected.

Entry 39: I've spoken to Socucius Ergalla in Seyda Neen about Processus Vitellius. Socucius wants to know if I found the tax money he'd collected on the corpse. I've told Socucius the truth about the 200 gold in tax money I found on the corpse of Processus. He seemed impressed with my honesty, but confused as to why someone would murder Processus but not take his money. If I can find out who has done this, and execute the murderer, Socucius has promised to pay me 500 gold.

Entry 40: I've asked around town about the murder of Processus Vitellius. It seems he wasn't a popular person in general, which is no surprise, considering he was a tax collector. Some have suggested I speak with Thavere Vedrano, the lighthouse keeper, as she seemed to have some relationship with him.

Entry 41: Thavere Vedrano has mentioned to me an argument that Processus had been having with Foryn Gilnith. Apparently, there was some disagreement about the amount of money Gilnith owed, and how much he had really been making with his fishing.

Entry 42: Gilnith killed Processus, of this there is no doubt. He admits to it openly, and seems not in the least bit ashamed of it. Gilnith contends that Processus was corrupt, as are all the employees in the Census and Excise Office. He claims that Processus was attempting to gouge him on the taxes that were levied, and was taking a cut for himself, spending it on new jewelry and the like. I believe Gilnith's story, and have decided to keep this knowledge to myself. Perhaps Processus was a corrupt man, perhaps not. It does not seem a good business to become more involved in.

Entry 43: I brought the ring I found on Gilnith's body to Thavere Vedrano in the lighthouse. She was grateful to have something to remember her lover by, and thanked me by giving me two potions of healing.

Entry 44: While in Vivec, a man approached me and handed me a leaflet. He told me it contained important information about a local merchant.

Entry 45: I have spoken to Aurane Frernis, the apothecary mentioned in the leaflet I was given. She was furious about the slanderous comments it contained, and offered me a reward if I could find out who was behind the misinformation.

Entry 46: I spoke to Domalen, the Redguard man who was handing out the leaflets. He told me that he was hired by Galuro Belan, another apothecary in Vivec, to distribute the materials.

Entry 47: Two Ordinators and five outlanders have been killed in Vivec, their throats slit. The rumor is that the Office of the Watch at the Hall of Justice is looking for outside help.

Entry 48: Galuro Belan was ashamed when I approached her with the information that she was spreading lies about Aurane Frernis. She has offered me 100 drakes to keep my mouth shut about this. I've told Belan I will have no part in her lies. Aurane Frernis was glad to know who was responsible for the false claims that were being made about her. She rewarded me with 100 drakes.

Entry 49: A man approached me outside a trader's in Vivec. The odd thing is, I couldn't see him. This man, Cassius Olcinius, says he has been cursed with permanent invisibility. The wizard who cursed him, Fevyn Ralen, is a Telvanni living here in Vivec. He has been afraid to visit the wizard for fear of further retribution, and he has been afraid to tell his father of the problem due to embarrassment. I have agreed to help Cassius find a cure for the wizard's curse.

Entry 50: I have spoken to Lucretinaus Olcinius, a trader and the father of the invisible Cassius. He was appreciative to hear information about his son's whereabouts, and gave me 75 drakes in order to help me find a cure.

Entry 51: I talked to Fevyn Ralen about Cassius' curse. He tells me that it is not a curse at all, but that Cassius had commissioned a spell to make him permanently invisible. The young man soon realized this was not a pleasant lifestyle and begged the wizard to remove the spell. However, as Cassius still owed the wizard 400 drakes for the original spell, he refused. I've chosen not to pay Cassius' debt to the wizard.

Entry 52: While in the St. Olms area of Vivec, I heard rumors about a woman whose husband has been missing for days. The woman's name is Moroni Uvelas. I have spoken to Moroni Uvelas about her missing husband. It seems the man was somewhat of a skooma addict, and the woman believes that in one of his skooma-induced wanderings, he may have contracted corpus. I have agreed to try and find her husband Danar, and cure him if I can. He was last seen heading into the underworks near St. Olms.

Entry 53: I've killed a corpus stalker in the Underworks of Vivec. I fear this is what Danar Uvelas has become. I returned to Moroni Uvelas with her husband's ring. She was saddened

by the news of her husband's fate, but did not seem surprised. She was grateful that he was finally put to rest, and rewarded me with some potions of that will cure disease.

Entry 54: I spoke to Lucretinaus about his son's debt to the wizard Ralen. The trader did not seem surprised at his son's folly, and gave me the money to pay the debt owed. I returned to Fevyn Ralen and paid him the debt owed by Cassius. Fevyn promised to remove the spell.

Entry 55: Upon returning to the area around the trader's shop, I was greeted by the now-visible Cassius Olcinius. He was very grateful for my help, but he had nothing to offer me in return for my help.

Entry 56: I've spoken to Lucretinaus Olcinius about his son's cure. He was grateful for all my help, and he gave me 100 septims as a reward for my efforts.

Entry 57: Elam Andas, chief of Vivec's Order of the Watch, has asked me to find and execute a killer who has slit the throats of five outlanders and two Ordinators. Two outlander victims 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. The two Ordinators with their throats slit were found near the victim at Hlaalu Compound. It may be someone very stealthy or a very powerful sorcerer. 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 Dunmer woman armed with a dagger. It was dark, but the outlander was sure the Dunmer woman with a dagger was dressed in a skirt and netch leather armor.

Entry 58: In the Foreign Quarter I was told that someone has seen a Dunmer woman down in the Underworks. That's odd, since Dunmer are not seen often in the Foreign Quarter, and there's nothing in the Underworks but rats and sewers.

Entry 59: I reported to Elam Andas, and he said the Dunmer woman I killed in the Foreign Quarter Underworks matched the description of the killer he wanted executed. As a reward, he offered me a choice between an Indoril helm and cuirass or a Belt of the Armor of God. I accepted the Indoril helm and cuirass. I am not supposed to wear it in Vivec City, to avoid being mistaken for an Ordinator.

Entry 60: An attempt was made on my life as I tried to rest. I do not know who wishes me dead, but the attack should probably be reported to a guard. One of the assassins had an odd dart on his body, the look of which I've never seen before.

Entry 61: A guard has told me that my attackers were likely members of the Dark Brotherhood, and that I have been targeted for assassination. He suggests I speak with Apelles Matius in Ebonheart for more information.

Entry 62: Apparently, the Dark Brotherhood does not have a large base of operations here on Vvardenfell, but has a very large contingent in Mournhold. Due to the Blight, no residents are allowed to travel to the capital city, and all visits are made only by the special order of Duke Dren. I've been told to speak to Ascience Rane in the Grand Council Chambers about transport to Mournhold.

Entry 63: Ascience Rane has agreed to transport me to Mournhold. If I wish to return to the mainland, I should speak to Effe-Tei, an Argonian Mage in the Royal Palace. When I arrive, I should speak with one of the Royal Guard for more information about the Dark Brotherhood.

Entry 64: I've been told that the Dark Brotherhood is rumored to have a base in the ruins of Old Mournhold, accessible through the sewer system in the Great Bazaar. I've been warned that I enter there at my own peril.

Entry 65: I have met Golena Sadri. When I spoke to her, she accused me of wanting to steal from her, and said I'll never get my hands on it. I have no idea what "it" is.

Entry 66: I have found the Dark Brotherhood's hideout in the ruins of Old Mournhold and killed Dandras Vules, the leader of the Dark Brotherhood in Mournhold. As he died, he spoke to me. "Tell my liege I have failed...." Of whom Vules was speaking, I have yet to determine. Perhaps there is some evidence in his chambers that might lead me to the one who wishes me dead.

Entry 67: I've found a Dark Brotherhood contract that marks me for execution. The contract was written on the order of "H." This should give me some clue as to who wants me dead. I should report my findings to a guard immediately.

Entry 68: Alvan Llarys suggested I speak with Elbert Nermarc and see if he can shed any light on Golena Sadri's condition. Nermarc is apparently the only person she's confided in over the last several months. Elbert Nermarc told me the story of his last few encounters with Golena Sadri. She has acquired some sort of devices, possibly Dwemer in origin, that can be deadly if approached. Nermarc seemed to think she'd lost her mind.

Entry 69: I met Alvan Llarys outside Sadri Manor. Someone locked him out, and he heard screaming inside. He's asked me to investigate.

Entry 70: I have discovered a trap door in the lower level of Sadri Manor. Golena Sadri is nowhere to be found, and someone has murdered the guard. I have found the corpse of Tadera Andules, Golena Sadri's friend. She appears to have had her throat cut.

Entry 71: I confronted Golena Sadri, who admitted killing both the guard and Tadera Andules. I have killed Golena Sadri.

Entry 72: I informed Alvan Llarys of what happened to Golena Sadri. He mourned her death, but admitted that she was too far gone to save.

Entry 73: I met a woman today by the name of Venasa Sarano, an avowed fan of Ignatius Flaccus' Robot Arena. She states that the last time she went by his house, no one answered, and strange noises emanated from inside. Perhaps it's worth investigating.

Entry 74: I found Ignatius hiding in a room in his basement. His house is overrun with Dwemer battlebots, all very hostile. He says he will reward me if I can 'disable' them all for him. I have disabled all of the Dwemer bots, and been rewarded by Ignatius.

Entry 75: Today I met a distraught barbarian by the name of Thrud, frantically looking for his missing friend, Dilborn. I have agreed to help Thrud find his lost friend, Dilborn. Thrud says

he has seen Dilborn go down in the sewers in Godsreach to meet friends. We located Dilborn in the sewers, held captive by a group of bandits led by Drathas Nerus. I have killed Dilborn's captors, and Thrud and Dilborn are happily reunited. Thrud provided me with a copy of his favorite book as my reward for rescuing Dilborn.

Entry 76: I encountered a Dunmer named Salas Valor dressed in splendid armor. He seemed very angry -- perhaps a little mad -- and more than a little dangerous. I asked him about his armor, and he said it is the armor of Almalexia's Hands, Her most loyal and trusted guards and followers. He says he was one of Her Hands, but no more.

Entry 77: Deldrise Andoren has hired me to spy on her husband, whom she suspects of cheating. I can find him in Godsreach near the entrance of the Winged Guar Tavern at night. I am to follow him and avoid being noticed, then I should report back to Deldrise.

Entry 78: I have located Taren Andoren sneaking around Godsreach. I am attempting to follow him to find out where he is going.

Entry 79: I have followed Taren Andoren through Godsreach. He met with a strange woman and talked to her for a few minutes. I heard laughing and sounds like they were agreeing to meet later. Perhaps I should report to his wife.

Entry 80: I have made my report on Taren's behavior to his wife, who rewarded me for my work.

Entry 81: Today I met an extremely rude smithy's apprentice by the name of Ilnori Faustus. He told me how he plans on becoming an adventurer, and how he expects to abandon his apprenticeship very soon.

Entry 82: Bols Indalen at the Craftmen's Hall in Mournhold has lost his apprentice. The smith told me to send anyone I find looking for work his way. I met a Redguard by the name of Therdon looking for work. I told him about the apprentice leaving Bols Indalen's service, and he seemed interested. He said he will stop by there and apply soon. Therdon applied and got the job as a smith's apprentice with Bols Indalen at the Craftmen's Hall. Both Therdon and Bols seem quite happy with their arrangement.

Entry 83: 'Ten-Tongues' Weerhat has suggested that I should stop in occasionally to see if he has any special offers for me. When I questioned 'Ten-Tongues' Weerhat about the scrolls he offers at discount prices, he mentioned someone named Ahnia, but wouldn't say more. 'Ten-Tongues' Weerhat admitted that he's been involved in some shady business with a Khajiit named Ahnia. She can be found in the Sewers underneath the Bazaar.

Entry 84: I confronted Ahnia about the scrolls, and she attacked me. I was forced to defend myself, and killed her. I found a note suggesting that Ten-Tongues Weeraht has a stolen book in his possession. I should speak with him about it.

Entry 85: When told of Ahnia's death, Weerhat confessed to knowing where the scrolls came from. He gave me a stolen book he'd been asked to sell, and begged me not to kill him.

Entry 86: I returned Elbert Nermarc's book to him, for which he thanked me, and offered me reduced prices on his goods.

Entry 87: Tienius Delitian, Helseth's Captain of the Guards, wants to know the source of rumors about King Llethan's death. I will have to speak to people, and earn their trust, then see how they speak about King Llethan's death.

Entry 88: Someone told me of reading in a broadside sheet called *The Common Tongue* that Helseth poisoned many people in the West. The suggestion seems to be that Helseth has poisoned Athyn Llethan. I should report this to Tienius Delitian. I told Tienius Delitian that a possible source of rumors about King Llethan's death was a broadside sheet called *The Common Tongue*. I gave Tienius Delitian a copy of *The Common Tongue*, a possible source of rumors about King Llethan's death. Tienius Delitian seemed pleased with my work. He will mention my loyal services and exceptional qualities to King Helseth, and he says he might find further employment for me.

Entry 89: Tienius Delitian, Helseth's Captain of the Guards, says there are rumors of discontent in the Temple. He wants me to go to Almalexia's Temple, look for someone discontented, listen sympathetically, and find out whether the Temple is willing to accept King Helseth -- or whether the Temple plans to act against him.

Entry 90: Galsa Andrano, a healer at Almalexia's Temple, is the sort of Temple informant Tienius Delitian is looking for. She says that if Helseth seeks in earnest to be king, then Almalexia and the Temple are sworn to destroy him.

Entry 91: I told Tienius Delitian that I spoke with Galsa Andrano, a healer at Almalexia's Temple. From her I learned that Almalexia and the Temple are sworn to destroy King Helseth if he seeks in earnest to be king. Tienius Delitian seemed well-satisfied with my handling of the matter.

Entry 92: Tienius Delitian has questions about the loyalties of some of the Royal Guards. I'm to pose as a candidate wanting to join the Guards as an excuse for talking to the guards, sounding them out, and looking for evidence of disloyalty. If I find any hint of treason or find evidence of disloyalty, I should bring it to Tienius Delitian. I should take no action against any guard, but should let Tienius Delitian decide what to do.

Entry 93: When I asked Ivulen Irano about King Helseth, he delivered what sounded like a memorized and not-very-sincere sounding speech. Maybe he's just not very bright. But maybe he's just not a very good liar. Near a chest owned by Ivulen Irano I found a handwritten copy of guard duty rosters for the past several weeks. The handwriting is tiny and almost illegible, with frequent misspellings. But three names are always correctly spelled -- Milvela Dralen, Ivulen Irano, and Aleri Aren -- and those watches when all three are the only guards in the Throne Room have been underlined twice. This is quite peculiar. I think it is what Tienius Delitian has been looking for.

Entry 94: After reading Ivulen Irano's handwritten notes on the watch schedules, Tienius Delitian agreed that I'd found clear evidence of disloyalty among the guards. He praised my work, and asked me for help with another official matter.

Entry 95: Tienius Delitian has asked me to search Llethan Manor for documents, diaries or other tangible evidence of conspiracy by Hlaalu nobles. The widow of the dead king, Ravani Llethan, lives at Llethan Manor, and there may be guards. Delitian suggests I should offer my condolences to the widow, and have a look around.

Entry 96: Ravani Llethan seemed grateful when I offered my condolences for the death of King Llethan.

Entry 97: I found a letter in Llethan Manor that appears to refer to a conspiracy to assassinate King Helseth. If Tienius Delitian wants tangible evidence of a conspiracy, this letter should be sufficient. I gave Tienius Delitian the letter I found in Llethan Manor. He concluded that Forven Berano, Hloggar the Bloody, and Bedal Alen are conspiring to assassinate King Helseth. He will immediately draw up writs for their execution, and asked me to execute these traitors. I told him I wasn't interested.

Entry 98: Tienius Delitian has asked me to find the anonymous writer of *The Common Tongue* and persuade him to stop printing such lies about King Helseth. Delitian thinks I may have better luck if I approach less-reputable citizens -- persons who place profit above honor. Apparently Delitian doesn't care HOW I take care of it, as long as it is taken care of in private. When I'm sure this anonymous writer will never print lies about King Helseth again, I'm to report back to Delitian. Someone suggested, if I am looking for an anonymous writer, that I should talk to someone who deals in writing -- books and scrolls, for example. Perhaps a person with a shady reputation -- like a pawnbroker.

Entry 99: 'Ten-Tongues' Weerhat says the guy who writes *The Common Tongue* is named Trels Varis. He says he does not know Trels Varis personally, but he says the first place he heard about Trels Varis was in the Craftsmen's Hall.

Entry 100: I'm told there's no one named Trels Varis in the Craftsmen's Hall. But the way it's being said, I am almost certain that Trels Varis is here somewhere, but that no one is going to admit it.

Entry 101: Gee-Pop Varis says his son, Trels Varis, is a scholar in a private Temple school in Kragenmoor, out west near Cyrodiil. Granny Varis says she has a son named Trels Varis, but she hasn't seen him recently and has no idea where he is right now. Gee-Pop Varis says his son, Trels Varis, is a scholar in a private Temple school in Kragenmoor, but Granny Varis says she has no idea where Trels Varis is right now. It doesn't make sense that the father knows but the mother doesn't. I mentioned this peculiarity to Granny Varis, and she said Gee-Pop would forget his head if it weren't jammed tight on his neck. But I suspect they are not telling me the truth.

Entry 102: Felvan Ienith told me that Dovor Oren gained his wealth illegally, stealing from Mournhold's nobility. I found Dovor Oren dead in the vacant manor in Mournhold; his fellow conspirators are nowhere to be found. Felvan Ienith and Olvyne Dobar turned themselves in for their crimes. Apparently they killed Dovor Oren when he attempted to stop them from going to the authorities. They have not implicated me in any way.

Entry 103: I found Trels Varis. He wishes to keep his hidden office a secret, and threatened to kill me, but instead he decided to let me go. Since the location of his office is no longer a secret, he plans to relocate immediately. He warned me not to touch anything or interfere with him or his colleagues, or he will kill me. Trels Varis gave me his word that he would not discuss King Helseth in *The Common Tongue*. In return, I gave him 3000 gold to contribute to the Widows and Orphans Fund. Now that the secret of the hidden office is spoiled, Trels Varis plans to relocate immediately. I should report to Tienius Delitian.

Entry 104: I reported to Tienius Delitian that Trels Varis had given me his word that he would not discuss King Helseth in *The Common Tongue*. Tienius Delitian was very pleased with my service. He gave me 5000 gold and a 'King's Oath' blade -- exactly like those used by the Royal Guard. Only those sworn to the king's service and tested by great trials may use them. They bear deadly curses that kill thieves and traitors.

Entry 105: Tienius Delitian has told me to investigate the source of the attacks on the city. A passageway to an underground Dwemer ruin has opened in the Plaza, and I am to explore the area and report to Delitian as soon as I have information on the creatures' origin. The entrance is in the ruins of the Memorial Statue.

Entry 106: I have witnessed Dwemer constructs and these mysterious new Fabricant creatures battling in the ruins of Bamz-Amschend. The Dwemer creatures seemed to be defending the ruins against the intruding constructs. Their origin is still a mystery to me, but it is clear that they are not of Dwemer make. I have reported to Tienius Delitian about the fight I witnessed in the ruins of Bamz-Amschend. He tells me the King would like to speak with me.

Entry 107: King Hlaalu Helseth has spoken to me about possible threats to his monarchy. He would like me to meet an informant of his at the Winged Guar, and ask the man about his "uncle's farm." His informant is an orc, and should be easy to find at the bar.

Entry 108: I have found Helseth's informant in the Winged Guar. His name is Bakh gro-Sham. Bakh gro-Sham believes that Helseth is generally paranoid, but that this time there may be an assassination attempt planned. The attempt, however, will be on Barenziah's life.

Entry 109: The Queen Mother is unconcerned about any attempt on her life. She believes it to be nothing more than a rumor, and if not, feels completely capable of defending herself. Plitinius Mero does not believe that an attempt on Barenziah's life makes any sense. He does say that Helseth could be using this as a sort of test, and wouldn't be above putting his mother in harm's way.

Entry 110: I've relayed the information to King Helseth regarding the plot against his mother. He has asked me to wait in the room outside Barenziah's chambers tomorrow night and protect her from any attackers. I am to close both doors in the anteroom and hide behind the screens in the room, so as not to alert the attackers.

Entry 111: I am in the position where King Helseth told me to wait outside of Barenziah's chambers, and I have closed the door to the room behind me.

Entry 112: I have defeated the assassins. I reported to Helseth after the assassination attempt. He was pleased, and perhaps a bit surprised, by my success. He rewarded me with a magical collar, a symbol of my loyalty to his throne.

Entry 113: The silver bowl I found belonged to Piernette and Armond Beluelle. Armond had received the bowl as a gift from grateful merchants when he drove off bandits attacking one of the East Empire Company's couriers. I returned the bowl to her, and to show her gratitude, she gave me some very useful information about local merchants and how to get the best prices from them.

Entry 114: While in Suran, I spoke to Ashumanu Eraishah. She told me of a madman on a hill nearby. She thinks the man is dangerous, although he hasn't harmed anyone around.

Entry 115: I've met an orc on the top of a mountain near Suran. It appears he is a warrior, but he seems world-weary and jaded. He tells me his name is Umbra. This orc, Umbra, has only one desire -- to die. He seems upset that the gods have put no one in this world capable of killing him, allowing him to achieve his goal of death in battle. He would like me to try and kill him. Death seems a fair thing to grant this man. He wishes to die in battle, so I will give him the death he deserves.

Entry 116: I have killed the orc called Umbra. He was a valiant warrior, and he has died in the manner of his choosing.

Entry 117: I have visited Emusette Bracques, at the suggestion of Maurrie Aurmine. Emusette knew how I had helped Maurrie, and was grateful. She gave me some healing potions as a reward.

Entry 118: In Tel Vos they say their new mage-lord Master Aryon has done a lot for Tel Vos, and they are very happy with him. But he is still having trouble with the nearby Zainab Ashlander tribe, and Aryon's captain, Turedus Talanian, is looking for someone who can help forge a bond with the Zainab.

Entry 119: Someone told me that the Zainab and Ashlanders in general are very proud, and they do not like to admit to things that shame them. Perhaps this is part of the reason why they have a reputation as lying and untrustworthy. I was told that the Ashlander men in particular are very proud.

Entry 120: The Zainab Ashlander trader Ashur-Dan said he could not think of any trade goods that the Zainab need. But he suggested I speak with the men and women of the tribe. When I asked an Ashlander what trade goods the Zainab need, he said that the Zainab do not need the big buildings, furniture, fancy clothes and weapons of the settled peoples. The Zainab Ashlander wise woman Sonummu Zabamat said that the tribe needs more Cure Common Disease and Cure Blight Disease potions. The tribe's men travel long distances, hunting and herding, and when they catch diseases, they can't return to camp to be cured by the wise woman, but if they carry potions, they can cure themselves. Now I can report back to Turedus Talanian, and tell him that Cure Common Disease and Cure Blight Disease potions would be valuable trade goods.

Entry 121: I reported to Turedus Talanian that Cure Common Disease and Cure Blight Disease potions would be valuable trade goods for the Zainab Ashlanders. He paid me 100 drakes for my service. He said he'd tell Master Aryon how I'd handled the matter, and thought that he would be pleased.

Entry 122: While traveling near Tel Mora, I came upon an Ashlander camp. Here, I spoke with a wise woman, Urshamusa Rapli, who spoke of dreams and visions. The wise woman has had dreams and visions of a white guar. She feels if someone can find this guar, it will help her tribe prosper. The tribe has been ravaged by the blight, and she has no hunters to spare. She would like me to find the white guar for the tribe. I have agreed to try and find the white guar. The woman tells me that the guar in her visions is near a forking trail where "the rocks grow from the earth like fingers on a hand."

Entry 123: I have found the white guar. Once I got in range of it, it immediately began to move west. The guar has led me to a cluster of rocks and trees. Here, I found the corpse of a woman who looks like she was once a healer.

Entry 124: I have returned to the Ashlander camp and spoken with Urshamusa Rapli. She seemed aware that I had found the guar and where it had led me. She also knew of the amulet I found on the corpse. It is called the Amulet of Ashamanu. Urshamusa believes the amulet will allow her to cure her people of the disease that has plagued them. In gratitude, she gave me the Shield of the Undaunted, which is apparently a local legend.

[12] Journal of a Quarra Vampire

Journal of a Quarra Vampire

[Vvardenfell, c 3E 427]

Entry 1: I have spoken with Volrina Quarra, ruler of the Quarra clan in Morrowind. Although she considers me an abomination, she has offered to allow me to serve her clan by killing a rogue vampire. If I can do so, she will allow me use of the clan services. I have agreed to try and kill Irarak, rogue vampire and leader of his "dark cult." Volrina Quarra has told me I am likely to find him near Gnosis.

Entry 2: There are rumors in Gnosis about the vampire "Lord Irarak." They say that he and his "followers" are often found loitering in local ancestral burial tombs "practicing their dark arts." Apparently, there are a few burial tombs nearby. They are Ginith to the northwest of town, and Rethandus to the northeast.

Entry 4: It seems Lord Irarak was once a dark elf named Gulmon Droth. He has recently gained a number of followers among the younger residents of Gnosis.

Entry 5: I have found this "Lord Irarak" in the Ginith Ancestral Tomb near Gnosis. Irarak has offered to allow me to rule with him over his cult of mislead followers, from afar, of course. He claims that these people provide him with food, shelter, and a great deal of money, due simply to their fascination with the undead. I have decided not to allow this fool to continue with his ridiculous cult.

Entry 6: Irarak is dead. His cult will have to find a new way to spend their time and gold.

Entry 7: I have returned to Druscashti and told Volrina Quarra of the death of "Lord Irarak." She was pleased, and will allow me to use clan services.

Entry 8: Volrina Quarra has offered me the chance to perform another service for her. She needs to make a large number of magical amulets for her clan, and has need of raw materials to do so. I have agreed to find the ingredients Volrina Quarra needs. The raw materials are five extravagant sapphire amulets, two portions of void salts, the heart of a daedra, some ectoplasm, a skull, and some vampire dust.

Entry 9: I have returned to Volrina Quarra with the ingredients she asked for. She apparently was using them to create powerful amulets for her clan. This is not her first attempt at such an enchantment. She has given me as a reward an amulet (one of her failed attempts) that will allow me to return to Druscashti at will. She has also told me that I may earn further reward by killing vampires of other clans.

Entry 10: Because I have killed a great number of vampires of the Aundae and the Berne Clans, Volrina Quarra has rewarded me with the right to feed from the clan cattle. The only

provision is that I may not kill any of them. If I do, I will no longer be welcome in Druscashti, and will be attacked on sight.

[13] Journal of a Thief

Journal of a Thief

[Vvardenfell, c 3E 427]

Entry 1: There is honor among thieves. These are the rules of the Thieves Guild. Do not steal from a brother thief. Everyone else is a mark. Do not attack a brother thief. Do what you will to everyone else.

Entry 2: Sugar-Lips Habasi asked me to bring her a diamond. She believes that Nalcarya of White Haven here in Balmora has diamonds, but any diamond will do. I delivered a diamond to Sugar-Lips Habasi.

Entry 3: Sugar-Lips Habasi asked me to bring her the key to the top floor of the Nerano Manor here in Balmora. Ondres Nerano certainly has a key, but it may be easier to get the key from one of his servants, such as Sovor Trandel at the Balmora Council Club.

Entry 4: Sovor Trandel has suggested that, for a little "compensation," he'd be willing to help me out. I convinced Sovor Trandel to give me the key to Nerano Manor. Sugar-Lips Habasi thanked me for bringing her the key to Nerano Manor.

Entry 5: Sugar-Lips Habasi told me that Ra'Zhid at Fatleg's Drop Off in Hla Oad promised to deliver some Dwemer artifacts to the Thieves Guild. Habasi asked me to bring her a Dwemer tube, Dwemer goblet, and Dwemer bowl.

Entry 6: Ra'Zhid told me that he has not yet received the Dwemer artifacts. Sugar-Lips Habasi told me that Ra'Zhid is lying. Ra'Zhid does have the Dwemer artifacts somewhere in Hla Oad.

Entry 7: Sugar-Lips Habasi thanked me for bringing her Ra'Zhid's dwemer artifacts.

Entry 8: Sugar-Lips Habasi told me that Ralen Hlaalo had a bottle of vintage brandy. Since Ralen Hlaalo is dead, Sugar-Lips Habasi asked me to bring her the vintage brandy. I brought a bottle of vintage brandy to Sugar-Lips Habasi.

Entry 9: Sugar-Lips Habasi told me that New-Shoes Bragor was caught by the guards in Pelagiad and is being held in Fort Pelagiad. Habasi heard that Mebestien Ence is secretly smuggling Dwemer materials and that Shadbak gra-Burbug, a guard in Fort Pelagiad, has been taking bribes to overlook the smuggling. I should steal a Dwemer artifact from Mebestien Ence, show it to Shadbak gra-Burbug, and demand that New-Shoes Bragor be released.

Entry 10: Shadbak gar-Burbug agreed to release New-Shoes Bragor when I showed her the Dwemer artifact.

Entry 11: New-Shoes Bragor gave me his shoes.

Entry 12: Sugar-Lips Habasi thanked me for getting New-Shoes Bragor released.

Entry 13: Sugar-Lips Habasi has a job for me that involves the South Wall and a master of security. Sugar-Lips Habasi told me that one of the masters of locks and traps has been living here in Balmora, but has not contacted the Thieves Guild. I should find this Altmer and convince him to help secure the South Wall. I was told that the only Altmer in town are Culumaire at the Lucky Lockup, Estirdalin at the Guild of Mages, Imare at the Hlaalu Council Manor, Nalcarya the Alchemist, and Hecerinde and Tyermaillin who both have residences in Balmora. I convinced Hecerinde to help secure for the Thieves Guild in Balmora.

Entry 14: Sugar-Lips Habasi thanked me for convincing Hecerinde to help secure the South Wall. Habasi has no further jobs for me.

Entry 15: Aengoth the Jeweler told me that he heard the Guild of Mages in Ald'ruhn is empty and that now would be a good time to fetch Anareren's Devil Tanto. Aengoth thanked me for bringing him Anareren's Devil Tanto.

Entry 16: Aengoth the Jeweler asked me to bring him a Redoran Master Helm. Many of the Redoran councilors have one, but Aengoth knows of one in Arobar Manor. Aengoth the Jeweler thanked me for bringing him a Redoran Master Helm.

Entry 17: Aengoth the Jeweler believes that Gandosa Arobar, the daughter of Miner Arobar, has a copy of *Boethiah's Pillow Book*. Aengoth says that a client wants some dirt on Miner Arobar. Aengoth the Jeweler thanked me for bringing him a copy of *Boethiah's Pillow Book*.

Entry 18: Aengoth the Jeweler asked me to bring him a copy of the book *Withershins*. He thinks Miles Gloriosus in the Maar Gan Tradehouse has a copy. Aengoth the Jeweler thanked me for bringing him a copy of *Withershins*.

Entry 19: Aengoth the Jeweler wants me to bring him four pieces of scrap metal so that Estoril can repair some Dwemer Centurion Spiders to guard the Thieves Guild. Aengoth the Jeweler thanked me for bringing him four pieces of scrap metal. Now Estoril will repair the Dwemer Centurion Spiders.

Entry 20: Aengoth the Jeweler told me that Eindel, a Bosmer archer in the Llethri Manor, has four Darts of Judgement. I can use them myself, or get a good price for them from the Guild. Aengoth the Jeweler bought the Darts of Judgement from me. Aengoth has been pleased with my work for him.

Entry 21: Big Helende told me that a client, Tusamircil, wanted a good recipe for a Dispel potion. The best alchemist in Sadrith Mora is Anis Seloth, and Big Helende thinks I can find this recipe in Anis Seloth's shop. I delivered the potion recipe to Tusamircil. Big Helende thanked me for bringing her a recipe for a Dispel potion.

Entry 22: Big Helende told me that a client wants a Grandmaster's Retort. Big Helende told me that Berwen the Trader in Tel Mora has a Grandmaster's Retort. Big Helende thanked me for delivering a Grandmaster's Retort.

Entry 23: Big Helende asked me to hire a wizard from the local Mages Guild to guard the Thieves Guild here in Sadrith Mora. The Mages Guild in Sadrith Mora is in Wolverine Hall.

Entry 24: Arielle Phiencl will send someone to guard the Thieves Guild if I bring her four samples of raw ebony. I brought four samples of raw ebony to Arielle Phiencl, and she agreed to send someone to guard the Thieves Guild. Big Helende thanked me for getting a guard for the Thieves Guild.

Entry 25: Big Helende told me that Dinara Othrelas of Llethri Manor in Ald'ruhn and Fara of Fara's Hole in the Wall here in Sadrith Mora have an annual cooking contest. Fara wants an edge in this year's contest and has hired us to steal the book *Redoran Cooking Secrets* from Llethri Manor. I convinced Dinara Othrelas to give me her copy of *Redoran Cooking Secrets* and gave the book to Fara. Big Helende thanked me for delivering *Redoran Cooking Secrets*.

Entry 26: Big Helende told me that Felen Maryon in Bal Fell has an enchanted ebony staff she'd like stolen. I've agreed to try and retrieve the ebony staff from Felen Maryon. I'm to look for him in the Telvanni Tower in Tel Branora.

Entry 27: I've decided to keep the ebony staff I stole from Felen Maryon. Big Helende has no problem with this, and gave me a Ring of Far Reaching as a reward for the work I've done for her.

Entry 28: I've heard rumors that Alusaron, a smith in the Foreign Quarter of Vivec, has been losing a lot of business, and his nearest competitor recently got a big contract.

Entry 29: Alusaron has been having some problems of late with his shop. He has been losing a good deal of business to Ralen Tilvur, a competing smith in the Foreign Quarter of Vivec. Alusaron has heard that Tilvur has recently received a contract for a large weapons shipment. He would like me to steal this contract, with the hopes that Tilvur will be unable to fulfill his order. In the meantime, Alusaron will be prepared to fulfill the order on time. I've agreed to steal the contract from Tilvur's shop. Alusaron figures he has it locked away in his private quarters, but does not believe it will be well guarded.

Entry 30: I returned to Alusaron's shop with the contract he asked me to steal for him. He was happy with my performance, and has rewarded me with an axe he has crafted.

Entry 31: Crazy-Legs Arantamo told me that a client asked us to steal an Ordinator's mission report. The report is in the Hall of Justice. Crazy-Legs Arantamo thanked me for bringing him the Ordinator's mission report.

Entry 32: Gentleman Jim Stacey asked me to find out what happened to a fellow thief, Nads Tharen, who was going to deliver a key to us. Nads Tharen used to hang out at the Elven Nations Cornerclub. I must find out what happened to him and bring back the key he was supposed to deliver. I was told that Nads Tharen spoke with Arvama Rathri the last time he was in the Elven Nations Cornerclub.

Entry 33: I was told that both, Nads Tharen and Arvama Rathri, live in the St. Delyn Canalworks South-Two. Arvama Rathri told me that she has never spoken with Nads Tharen...

Entry 34: Alarvyne Indalas, a trader in the St. Delyn Glassworks, would like me to steal a shipment of limeware from a ship in Ebonheart. She claims that Bolryn at the East Empire Company has been manipulating the costs, and charging huge mark-ups for all the

merchandise. If I steal the limeware, she promises to reward me very well. I have agreed to steal the limeware for Alarvyne Indalas. It is supposed to be held up in customs aboard the Chun-Ook, which is docked in Ebonheart. I should expect it to be well guarded, though.

Entry 35: Gentleman Jim Stacey thanked me for returning Nads Tharen's key and avenging his murderer, Arvama Rathri.

Entry 36: I've spoken with Bolrin, one of the managers at the East Empire Company. He has offered a job to me, although he says that it may be dangerous. Bolrin would like me to enter the quarters of Aundenian Valius, a Telvanni Enchanter in Vivec. Valius sells to an exclusive clientele, and Bolrin would like to know who that clientele is. He says he will reward me if I can return to him with a list of Valius' customers and the items that they have ordered. I have agreed to act as a spy for the East Empire Company. Bolrin tells me that the list is likely locked in Valius' private quarters, and that it may be well guarded. I have been able to retrieve the customer list for Bolrin and return it to him. In return, he has given me 700 drakes.

Entry 37: I have recovered the limeware and returned it to Alarvyne Indalas, who rewarded me well for my efforts.

Entry 38: Gentleman Jim Stacey believes that Percius Mercius of the Ald'ruhn Guild of Fighters may help us. I should speak with him about the other members of the Fighters Guild.

Entry 39: Percius Mercius told me that Hrundi is a good man who could be persuaded to join our cause. Hrundi also has a secret Dunmer lover. Percius Mercius also told me that Eydis Fire-Eye is a secret worshipper of Clavicus Vile, but he does not know how this could be used against her. He finally told me that the Master of the Fighters Guild, Sjoring Hard-Heart, cannot be bribed or threatened into supporting the Thieves Guild. Gentleman Jim Stacey thanked me for the information I got from Percius Mercius.

Entry 40: Gentleman Jim Stacey asked me to get the Bitter Cup, an artifact sacred to Clavicus Vile, and deliver it to Eydis Fire-Eye. The Bitter Cup was lost in the ruins of Ald Redaynia.

Entry 41: Eydis Fire-Eye accepted the Bitter Cup and agreed to betray Sjoring Hard-Heart's orders to crush the Thieves Guild. Gentleman Jim Stacey thanked me for delivering the Bitter Cup to Eydis Fire-Eye.

Entry 42: Gentleman Jim Stacey asked me to speak with Hrundi in Sadrith Mora. I must convince him to stop persecuting the Thieves Guild. If I cannot convince him directly, I must find Hrundi's Dunmer lover and threaten to kill her if he does not back down.

Entry 43: I found out that Falena Hlaren is Hrundi's lover. Hrundi agreed to betray Sjoring Hard-Heart. Gentleman Jim Stacey thanked me for convincing Hrundi to stop persecuting the Thieves Guild.

Entry 44: Gentleman Jim Stacey told me of the Bal Molagmer. How they once carried the light of justice throughout Morrowind, stealing from the unjust, and giving to the poor. He gave me a pair of Bal Molagmer gloves, which I should wear before speaking with him again.

Entry 45: Gentleman Jim Stacey asked me to find the Hlervu Locket in Venim Manor in Ald'ruhn and return it to Braynas Hlervu in the name of the Bal Molagmer. I gave the locket

back to Bolvyn Venim. Braynas Hlervu accepted the Hlervu Locket in the name of the Bal Molagmer. Gentleman Jim Stacey thanked me for returning the Hlervu Locket to Braynas Hlervu.

Entry 46: Gentleman Jim Stacey asked me to bring him Yngling Half-Troll's Ledger which is in Yngling Manor in Vivec. This ledger has proof that Yngling Half-Troll is corrupt.

Entry 47: Gentleman Jim Stacey thanked me for bringing him evidence of Yngling Half-Troll's corruption.

Entry 48: Gentleman Jim Stacey asked me to find a forged deed of sale for Indrele Rathryon's land. The deed is in the Library of Vivec. I should deliver the deed to Indrele Rathryon herself in Seyda Neen in the name of the Bal Molagmer. I gave the land deed back to Velandra Omani. Gentleman Jim Stacey thanked me for taking the land deed to Indrele Rathryon.

Entry 49: Gentleman Jim Stacey asked me to return the stolen sword "Enamor" to Salyn Sarethi's personal chest in the Buoyant Armiger barracks in Ghostgate along with a note.

Entry 50: Gentleman Jim Stacey thanked me for delivering the sword "Enamor" and the note to Salyn Sarethi's chest in Ghostgate.

Entry 51: Gentleman Jim Stacey wishes for me to do something involving a slaver in the name of the Bal Molagmer. Gentleman Jim Stacey asked me to steal Brallion's ring and give it to Ilmeni Dren. Brallion is a wealthy slave-trader in the Great Market of Sadrith Mora, and Ilmeni Dren is a secret abolitionist in St. Delyn Canton in Vivec.

Entry 52: I nicked Brallion's ring right off his hand. The Bal Molagmer would have been proud. I bought Brallion's ring from him. It was a poor investment, but the obvious duty of the Bal Molagmer. Ilmeni Dren accepted Brallion's ring, and seemed to have stories of the Bal Molagmer. Gentleman Jim Stacey thanked me for stealing Brallion's ring and delivering it to Ilmeni Dren.

Entry 53: Gentleman Jim Stacey asked me to steal Odral Helvi's exquisite copies of *A Brief History of the Empire* and deliver them to Vala Catraso in the Ald'ruhn Guild of Mages. Odral Helvi is in the Governor's Hall in Caldera.

Entry 54: I met a fellow guildmember, Lucan Ostorius, who would like some help getting a shipment of stolen weapons to Yak gro-Skandar at the Rat in the Pot in Ald'ruhn. I agreed to help Lucan get the weapons to Yak gro-Skandar, and he has agreed to give me 100 septims for my trouble. I met up with Yak gro-Skandar, another fellow guild member, in Ald'ruhn. He seemed happy with the shipment, and paid me the 100 septims Lucan promised me.

Entry 55: Vala Catraso accepted Odral Helvi's copies of *A Brief History of the Empire*. Gentleman Jim Stacey thanked me for stealing Odral Helvi's *A Brief History of the Empire* and delivering it to Vala Catraso in the Ald'ruhn Guild of Mages.

Entry 56: Gentleman Jim Stacey asked me to steal Berel Sala's large Dwemer goblet and donate it to Danso Indules in the name of the Bal Molagmer. Berel Sala is the head of the Ordinators. He and his Dwemer goblet are in the Justice Offices in Vivec. Danso Indules

wanders about the city of Vivec healing the sick. I'm likely to find her in the Temple area, near the High Fane.

Entry 57: Danso Indules accepted the goblet, and seemed appreciative. She has heard stories of the return of the Bal Molagmer. Gentleman Jim Stacey thanked me for stealing Berel Sala's Dwemer goblet and delivering it to Danso Indules.

Entry 58: Mevure Hlen is a Clothier in the St. Olms section of Vivec. She is apparently unhappy with the high prices of importing materials for her shop. Because of it, she is forced to sell her goods at higher prices than normal. Mevure Hlen suspects that she is being gouged by the East Empire Company, and that they may be artificially inflating prices. She would like me to try and steal a price list from the offices of the East Empire Company in Ebonheart. I have agreed to try and get a price list from the East Empire Company.

Entry 59: I have retrieved the price list from J'Zhirr at the East Empire Company and returned it to Mevure Hlen. She was visibly upset by the contents, and vowed to find another supplier for her inventory and immediately lower her prices. Mevure Hlen was right about one thing: I have learned a few things about business, and will be more successful in my business dealings henceforth.

Entry 60: Gentleman Jim Stacey asked me to kill the Camonna Tong's best enforcers, Navil and Ranesh Ienith. The Ienith brothers can usually be found on the Dren Plantation just north of Pelagiad. Gentleman Jim Stacey thanked me for killing the Camonna Tong's best enforcers.

Entry 61: Gentleman Jim Stacey asked me to kill Sjoring Hard-Heart, the Master of the Fighters Guild in Vivec. Gentleman Jim Stacey thanked me for killing Sjoring Hard-Heart and gave me the Skeleton Key, a priceless artifact.

[14] Journal of a Traitor

Journal of a Traitor

[Solstheim, c 3E 427]

Entry 1: Carnius has offered me power and wealth if I help him achieve his goals for the colony. I should be careful in taking sides. I have agreed to help Carnius. I should report to him for assignments from now on.

Entry 2: Carnius has asked me to help cover up Uryn Maren's theft of ore from the mines. I need to find the locked chest in his house and get the ore out.

Entry 3: I've taken all the ore out of the chest in Uryn Maren's house, and should report back to Carnius.

Entry 4: Carnius is concerned that Uryn Maren is still under suspicion, but needs him to steal more ore. I've been tasked with distracting the guard in the mine so Uryn can sneak into the storeroom. I should find Uryn in the mine and come up with a plan.

Entry 5: I've talked to Uryn Maren, who is going to sneak over near the storeroom. Once I've gotten the guard out of the way, he'll sneak in.

Entry 6: Uryn Maren has completed his task. I should report back to Carnius.

Entry 7: Carnius was pleased that Uryn Maren was able to get the job done.

Entry 9: Carnius has ordered me to find three Nords living just south of the fork between the Harstrad and Isild rivers. I'm to kill all of them, and retrieve the pick axe they should have.

Entry 10: I've killed the Nords, and acquired the pick axe Carnius was talking about. Carnius has instructed me to make sure the pick axe works, chip off some of the Stalhrim in the newly discovered burial cavern, and deliver it to him. I've chipped off a piece of the Stalhrim, and should take it to Carnius.

Entry 11: Carnius thanked me for bringing him the Stalhrim. He has offered to give me weapons and armor in exchange for any more Stalhrim I bring him.

Entry 12: I've been tasked with eliminating a messenger sent from the colony, but I must make it appear that wolves overtook the man. I'm to follow Hroldar out into the wilderness, then lure the man to the location. Hroldar is going to take me to the spot where he'll wait until the messenger arrives.

Entry 13: We've arrived at the location; I need to go find the messenger and make sure he gets to this point.

Entry 14: I've agreed to escort the messenger to Fort Frostmoth; instead, I need to get him close to Hroldar so that Hroldar's wolves can take him down.

Entry 15: The messenger has met with an "unfortunate accident". Hroldar has given me a package from Carnius. Following Carnius' orders, I've killed Hroldar. I should report to Carnius.

Entry 16: Carnius was happy to hear that both Hroldar and the messenger had been eliminated.

Entry 17: Carnius has instructed me to assassinate Falco. There will be someone waiting for me to be ready; I should go to the top of the mining office tower and draw the bow that has been left for me. That will signal to Baslod that he should proceed.

Entry 18: I am at the assigned point, and have drawn my bow to signal that I am ready. Baslod attacked Falco and ran off. I've missed my window of opportunity. The guards have returned; I cannot kill Falco now.

Entry 19: Carnius has asked me to deliver equipment to a group of Nords arriving on Solstheim. He's hired them to slaughter the colonists at Raven Rock, making it appear as if the natives did it.

Entry 20: Toralf wants the weapons and armor handed out to his men. When I've finished that, I should let him know. I've passed out the equipment to everyone but Toralf; I should speak with him again.

Entry 21: Toralf claimed Carnius had given orders to get rid of me, then attacked me. I killed Toralf and all of his companions. Carnius attacked me when I confronted him with what Toralf told me. I was forced to flee.

[15] Journal of an Abolitionist

Journal of an Abolitionist

[Vvardenfell, c 3E 427]

Entry 1: While in the House of Earthly Delights in Suran, I met a Breton named Daric Bielle. He is a drunken sot, obviously hasn't showered in weeks, and reeks of failure. Bielle is a bounty hunter, or former bounty hunter. For months now, he has been tracking a runaway slave, Haj-Ei. But the slave has proven more elusive than he thought, he has been unable to catch him, and has been unsuccessful at killing him and collecting the bounty that way. Daric and his guide, Hides His Eyes, have been in Suran for weeks, hoping to hear word of the elusive runaway. I have agreed to try and find Haj-Ei, although I don't know if I will be any more successful than the bounty hunter. Bielle has said he will reward me well, giving me a share of the bounty. He had heard that Haj-Ei had been hiding out somewhere around town, but isn't sure exactly where. Of course, anything this man says is somewhat suspect.

Entry 2: I've asked around town about Haj-Ei's whereabouts, but no one seems sure. Either that, or they're unwilling to tell me.

Entry 3: While the people of Suran don't seem to know a lot about the whereabouts of Haj-Ei, some have suggested I talk to Dranas Sarathra, the local slaver. He apparently has become an expert in Argonians, their culture, and language.

Entry 4: Dranas Sarathram doesn't know of any escaped slaves in the area. He says it's often difficult to track down the Argonian slaves, as few non-Argonians can speak their language, and Argonians themselves aren't likely to help. Speaking with Dranas Sarathram jogged something in my memory about Argonian culture, and the way their names are translated. Though Daric Bielle would never put it together through his alcohol-soaked brain, Hides His Eyes translates very nearly to Haj-Ei in the Argonian language. I remember reading about the interesting Argonian naming conventions at some point in my studies.

Entry 5: I've confronted Hides His Eyes, or Haj-Ei, about being the escaped slave Daric Bielle has been looking for. He made no attempt to deny the fact, and seemed proud to have actually gotten Bielle to pay him as a guide for the last few weeks. He has asked me not to tell Bielle about his true identity. I've agreed not to tell anyone about Hides His Eyes being the escaped slave. It doesn't seem right to force this man back into bondage.

Entry 6: I met an Argonian on the road near Bal Ur named Tul. He has no armor and no weapons I can see, and he desires my help. It seems Tul is an escaped slave from the Dren Plantation. He would like help getting to a nearby abolitionist wayhouse he has heard rumors of. He does not know the location of this place, and would like my help finding it. The wayhouse he is probably talking about is Sterdecan's farm, not too far from here. I have agreed to try and help Tul find the nearby abolitionist he's heard rumor of. He seems odd for a slave, though. He looks well fed and strong. Perhaps he was a newly acquired slave at the Dren Plantation, although he seems to know the place well.

Entry 7: A local has told me that the only Redguard nearby is Sterdecan, who lives to the northwest.

Entry 8: We've arrived at Sterdecan's farm. My suspicions about Tul were not unfounded. He is no slave, but rather a bounty hunter, and had been using me to find the abolitionist hideout. Tul is dead. The bounty hunter took me for a fool, and he has paid the price. I have spoken with Sterdecan. He was not surprised by the bounty hunter's ruse. For my help, and for my attempt to help free a slave, he rewarded me with a magical ring.

Entry 10: I was told that the Twin Lamps are an anti-slavery organization. If I am asked "Have you seen the Twin Lamps?" I should say "They light the way to freedom."

Entry 11: Ilmeni Dren asked me to speak with Galyn Arvel in Ald Velothi. Galyn Arvel told me that there are slavehunters looking for an escaped slave nearby. I need to find the slaves and get them past the slavehunters. I may need to get rid of the slavehunters before trying to escort the slaves to the Arvel's boat.

Entry 12: J'Saddha agreed to follow me to the Arvel's boat. We arrived safely at the Arvel's boat. Ilmeni Dren thanked me for helping the Arvel family in Ald Velothi.

Entry 13: There is a man in Fatleg's Dropoff in Hla Oad who would like me to deliver a slave for him to Balmora. The slave looks pathetic, malnourished, and broken. It seems this slave is the final part of a payment for some deal Relam Arinith has made with Vorar Helas in Balmora, who lives in the east side of town. If I agree to do this, Helas will reward me upon my arrival.

Entry 14: Rabinna has told me the "payment" owed to Vorar Helas wasn't she herself, but rather what she was carrying. Apparently, Arinith had forced the slave to swallow a large quantity of wrapped moon sugar, and this was what was owed to Vorar Helas. Now that I have gained Rabinna's confidence, she has told me Helas will likely slaughter her for the drugs once we arrive in Balmora. She feels her only hope of survival is to be taken to Im-Kilaya at the Argonian Mission in Ebonheart. Apparently, Im-Kaliya has been known to help smuggle slaves to freedom. Helas will likely slaughter her for the drugs once we arrive in Balmora. I have agreed to help Rabinna get to Ebonheart in the hopes that someone in the Argonian mission might help her obtain her freedom.

Entry 15: Rabinna and I have arrived at the Argonian Mission in Ebonheart. I have delivered Rabinna to Im Kilaya in Ebonheart, for which both were very grateful. Im Kaliya has given me some money to help fund any further slave emancipations I might participate in.

Entry 16: Jobasha told me that the Khajiti slaves in the Ascadian Isles and Caldera suffer. Jobasha gave me some books for helping free the slaves.

Entry 17: Ilmeni Dren asked me to free Hides-His-Foot from the Dren Plantation.

Entry 18: Hides-His-Foot agreed to follow me to Sterdecan's Farm. We arrived safely at Sterdecan's Farm. Ilmeni Dren thanked me for freeing Hides-His-Foot.

Entry 19: South of Tel Aruhn, I encountered an Argonian in the wilderness. He seemed frightened, and looked to be in bad shape. It turns out the Argonian, Reeh-Ja, is an escaped

slave from the market in Tel Aruhn. He's been on the run for a number of days, and fears for his life, for good reason. He tells me that he wants to get to the Argonian Mission in Ebonheart; he believes that they can help him. I have decided to try to escort this runaway to the Argonian Mission in Ebonheart. To leave him out here would certainly mean his death.

Entry 39: I have arrived at the Argonian Mission with Reeh-Jah. Though it was a long journey, I was able to deliver Reeh-Ja to Im-Kilaya at the Argonian Mission in Ebonheart. Im-Kilaya was grateful, and rewarded me for my efforts.

[16] Journal of an Aundae Vampire

Journal of an Aundae Vampire

[Vvardenfell, c 3E 427]

Entry 1: I have spoken to Dhaunayne Aundae, leader of the Aundae Clan in Morrowind. She has great disdain for me, considering me an "accident," but she seems willing to give me a task, as I am considered expendable.

Entry 2: Although it seems impossible to imagine, the vampire elder was once a mortal, and had a family. She would like me to find what happened to a son of hers, Vilandon. After she was turned, she abandoned her family, and now feels a curiosity about what may have become of her son. I have agreed to find out what became of Vilandon, the son of Dhaunayne Aundae. If I am successful, the vampire has promised me access to the services of Clan Aundae. She has told me that her family had once settled in Sadrith Mora, and given me a ring belonging to her family. Apparently any mortal, especially an Altmer, with knowledge of her family should immediately recognize the seal.

Entry 3: In Sadrith Mora, I have spoken to Iniel, a high elf and member of the Mage's Guild. She claims she does recognize the ring, and has seen one of similar make on a high elf in Sadrith Mora, though she does not remember who it was. She believes it may have been while she was in the Gateway Inn, though.

Entry 4: I spoke with Tusamircil, a high elven alchemist. He believes he has seen the ring before, on an Altmer named Sinyaramen. Apparently, Sinyaramen is unlikely to talk to me. However, Tusamircil has a potion that Sinyaramen asked to be made, so if I approach him on the pretense of delivering it, he may deign to speak to me. I have taken the potion from Tusamircil.

Entry 5: I have spoken to Sinyaramen in the Gateway Inn. He had no desire to speak to me, but wanted the potion Tusamircil had concocted. Sinyaramen tells me that the ring is of his family, and Vilandon was his grandfather. It appears Vilandon was a vampire hunter. He became one after hearing that his mother had been slain by one of our kind. Vilandon, it appears, was killed while performing his duties. He was bested by the vampire Kjeld, hundreds of years ago.

Entry 6: I have returned to Ashmelech and told Dhaunayne Aundae my findings. She has ordered the death of Kjeld, and ordered me to carry it out. Kjeld is one of the Quarra vampires living in their lair in Druscashti. These vampires are powerful in their stronghold, and it will be difficult to reach him.

Entry 7: I have returned to Dhaunayne Aundae, having killed Kjeld. She feels satisfied by this, and has given me access to the Aundae services in Ashmelech.

Entry 8: Dhaunayne Aundae has asked me to provide her with another service. Apparently, a vampire hunter has been nosing around Ashmelech. He was able to escape, but Aundae is furious about the intrusion. She wants this vampire hunter killed. She wants him killed in daylight, though, and around witnesses, in order to provide an example for other would-be vampire hunters. I have agreed to try and kill this vampire hunter, whose name I do not yet know. Dhaunayne Aundae believes he is likely basing his operation out of Ald'ruhn, though.

Entry 9: I have asked around Ald'ruhn about the presence of a vampire hunter. I've been told there is a powerful one nearby.

Entry 10: I have spoken with Fathasa Llethri about her son, Sanvyn, who wishes to become a vampire. She, unlike most people, seems willing to speak to me, even though I am exactly what her son wishes to become. She has promised me a great reward if I can convince him not to pursue his quest for the unlife. She wishes for me to show her son that vampires are not as powerful as he believes. I have decided not to try and dissuade Sanvyn Llethri from trying to become a vampire. It is none of my business what this child does with his life.

Entry 11: Some have mentioned seeing a vampire hunter around Ald'ruhn named Ano Vando.

Entry 12: Ano Vando is dead, and killed during the day with other residents around. Dhaunayne Aundae should be pleased.

Entry 13: I have returned to Ashmelech and spoken with Daunayne Aundae. She was pleased with how I handled the killing of Ano Vando, and rewarded me with an amulet that, when used, will return me to Ashmelech. She has also told me that I might find further reward with her if I am able to kill a great number of the vampires from other clans.

Entry 14: As a reward for killing many of the vampires from the Quarra and Berne clans, Daunayne Aundae has allowed me to feed off the cattle here in Ashmelech, provided I do not kill any of them. If I do, I will no longer be welcome in Ashmelech, and will be attacked on sight.

[17] Journal of an East Empire Company Employee

Journal of an East Empire Company Employee

[Solstheim, c 3E 427]

Entry 1: Carnius has instructed me to escort several men to the mining site. I should find Gidar Verothan by the dock south of the fort. I have agreed to escort Gidar, Gamin, and Sabinus to the Raven Rock site.

Entry 2: Gidar, Gamin, and Sabinus have arrived safely at the site. I should speak with Falco Galenus.

Entry 3: I have checked in with Falco, and have been instructed to return five pieces of ebony ore to Carnius. Falco gave me one, so I need to find four more pieces.

Entry 4: I have delivered the ebony to Carnius and completed my assignment. I should return in three days' time for my next assignment.

Entry 5: Carnius has asked me to check on Falco at the site, since there is apparently some sort of problem.

Entry 6: There is a strange man causing problems at the mining site. Falco has asked me to speak to Hroldar the Strange, and ask him to leave. I talked to Hroldar the Strange; he won't leave. I should speak to Falco to find out how to handle this.

Entry 7: Falco has given me permission to teach Hroldar the Strange a lesson. I can punch him, but I'm not allowed to use weapons or spells, or hurt him in any other way. Hopefully, he'll get the point. I beat Hroldar the Strange into submission. He agreed to stop blocking the mine, and leave the colonists alone. Falco rewarded me for getting rid of Hroldar the Strange, and has asked me to inform Carnius that the situation has been resolved.

Entry 8: Carnius was satisfied that Hroldar the Strange was no longer causing problems at the mining site. Carnius has asked me to go to Raven Rock and see Falco. He wants me to get a copy of the shipping manifest from the first supply ship.

Entry 9: The supply ship never showed up. Falco suggested I ask around, in case anyone has seen anything.

Entry 10: Gamin Girith claims to have seen a light off the coast to the northwest; perhaps it's the supply ship. I should get this information to Falco.

Entry 11: Falco has asked me to head to the northwest and look for the supply ship, as it carries mining equipment the colonists need.

Entry 12: I have found the supply ship, wrecked on the coast. Apronia Alfena survived the wreck of the supply ship, and has begged me to take her back to the colony. I've delivered Apronia to Falco at the colony site. Perhaps he'll know what to do with her.

Entry 13: I've reported the loss of the ship to Falco. He has asked me to deliver the news to Carnius.

Entry 14: Carnius was furious at the news that the ship had been lost, and that money would have to be spent to arrange for another ship.

Entry 15: Falco has said that he will pay for any pick axes I can salvage from the shipwreck. I've turned in several pick axes from the shipwreck; Falco doesn't need anymore. He thanked me for salvaging them.

Entry 16: I've been asked my opinion on whether a smith or a trader should be brought into the colony. I should ask the colonists what they think, then report my decision. It was my decision that a trader's outpost should be built. Construction should begin shortly, but I need to inform Carnius of the decision.

Entry 17: Carnius has been informed of the decision regarding the construction plans. I should see Carnius again when it's finished in several days.

Entry 18: Construction on the trader's outpost should be nearly complete.

Entry 19: I've told Carnius that the work on the trader's outpost is done.

Entry 20: There's some sort of problem with the new supply ship at the colony. Carnius has asked me to check in with Falco and deal with it. Falco has told me that the new supply ship has arrived, but the captain, Baro Egnatius, won't budge without some sort of extra payment. Falco has no intention of paying him, and instead wants me to talk sense into him. He should be at the dock in Raven Rock.

Entry 21: Baro Egnatius was extremely rude to me, and demanded a large sum of money to transport the colony's goods. He won't budge until he has this extra payment. Falco suggested I ask Apronia about Elberoth, since Baro seems to know him. Apronia gave me Elberoth's saber, since she no longer needs it. Falco suggested I make a point of displaying Elberoth's saber in front of Baro Egnatius.

Entry 22: Baro Egnatius recognized Elberoth's saber while I was holding it, and mistakenly thinks I killed Elberoth. This works in my favor, since he's now willing to transport the goods without any extra payment. The news of the supply ship needs to get back to Carnius.

Entry 23: Carnius was grateful that the situation with the supply ship had been resolved, and thanked me for dealing with it. Falco thanked me for straightening out the situation with Baro.

Entry 24: Falco believes that Uryn Maren is stealing ore from the colony mine, and wants me to bring him proof of the theft. Falco has given me the key to Uryn Maren's house. I should look for a locked chest near the bed; the ore should be in it.

Entry 25: The chest in Uryn Maren's house is empty.

Entry 26: Falco has ordered me to follow Uryn Maren in the mines, to see if he's really stealing. I'm not supposed to be seen by anyone. I followed Uryn Maren to the storage room, where he has no business being. Uryn Maren confessed to stealing ore from the mines, but says that Carnius put him up to it. I informed Falco that I caught Uryn Maren in the mines. I now need to take the news to Carnius.

Entry 27: Carnius denies having any involvement with Uryn's theft, and says Uryn Maren will be dealt with.

Entry 28: Falco has asked me to help him keep Carnius in check as the colony grows. I should be careful in taking sides, but he wants me to consider aiding him.

Entry 29: Uryn Maren was found dead in the store room where he was being held. I have agreed to help Falco. I should report to him for assignments from now on.

Entry 30: Falco needs me to deal with Seler Favelnim, who's on some sort of rampage at the Raven Rock bar. Seler Favelnim has apparently gone crazy, and is on some sort of rampage in the bar. Carnius wants me to deal with him immediately. Dralora Favelnim stopped me outside the bar, and begged me to not hurt her husband.

Entry 31: Seler Favelnim challenged me to kill him before he kills me. Seler Favelnim stopped attacking me after he became too tired to fight. I convinced Seler Favelnim to calm down and return home, so that he may live out the few years he has left in comfort with his family. Falco was satisfied that Seler Favelnim had been taken care of.

Entry 32: Falco informed me of a strange block of ice found in a burial cavern discovered in the mine. He's asked me to go speak to Graring, one of the local Nords about it. He and his companions can be found at the junction of the Harstrad and Islid rivers to the northeast of here.

Entry 33: I found Graring and his companions under attack, but the assailant has been defeated. Graring explained that the ice is called "Stalhrim", and is very valuable. He's given me a special pick axe to chip off some Stalhrim from the block in the mine. I chipped off a piece of the Stalhrim, and should take it to Graring. Graring has agreed to construct weapons and armor out of the Stalhrim, if I bring him the raw materials. He's suggested that there is a finite amount of it on the island, so I should be careful of what I choose. Falco is glad the Nords are willing to work with us, and has instructed me to bring Graring all the Stalhrim I can find.

Entry 34: Falco has told me I must deliver a report to Carnius at the fort within the next five hours.

Entry 35: I have arrived at the fort, but Carnius is not here. I've been told he can be found along the coast, east of a large rock formation and burial tomb. I'll need to hurry if I'm to give him this report in time.

Entry 36: I have delivered the report to Carnius on time, and should let Falco know.

Entry 37: Falco thanked me for being able to deliver the report on time.

Entry 38: Falco is concerned about recent Spriggan activity at the colony. He wants me to get rid of any Spriggans near the grove of trees at the Eastern end of the colony. When I'm done, I need to let Unel Lloran know. Falco thinks he's probably in the bar.

Entry 39: The Spriggans have been killed off for now. Unel Lloran has told me that the colonists have tried cutting down the trees to no avail. He guessed that something could be done if he had access to the roots, but believes them to be too far underground for him to dig down to them.

Entry 40: The miners have mentioned that a cavern was discovered in the mine that was filled with tree roots too difficult to cut through, so they abandoned work on it. It's at the bottom level of the mine, in the passage to the north. I checked the passage and found the roots. I should let Unel Lloran know about them.

Entry 41: I've agreed to show Unel Lloran the place in the mine that's overrun with tree roots.

Entry 42: I've brought Unel Lloran to the abandoned mine shaft with the tree roots. Unel Lloran has said that if he can poison the tree roots, it may weaken them enough to cut down the trees. He'd like me to bring him five bittergreen petals, which I'll likely have to find someplace outside Solstheim. I've delivered the bittergreen petals to Unel Lloran, who will use them to poison the water and weaken the trees. There's nothing more I can do to help; I should relay what's happened.

Entry 43: Falco was glad to hear that the trees are being dealt with, and has asked me to keep an eye out for Spriggans in the future.

Entry 44: Falco has asked me to check with the colonists, and see if any would be willing to accept the responsibility of being guards for the colony.

Entry 45: Afer Flaccus, Gratian Caerellius, and Garnas Uvalen have agreed to take on guard duty. I've reported my findings to Falco, who will take over equipping the guards for the colony. It should take several days.

Entry 46: Falco is concerned about a possible attempt on his life, and wants me to stay close to him.

Entry 47: An assailant has attacked Falco and run off. The attackers have been killed, and Falco is safe. Falco thanked me for keeping him safe.

Entry 48: Falco has asked me to travel to Fort Frostmoth and collect several silver longswords from Constans Atrius. I've collected the swords, and should return them to Falco.

Entry 49: The Skaal have apparently attacked the colony. Falco and the others were able to push the attacks into the mine, but there are now workers trapped in there. Falco wants me to go in, eliminate the Skaal, and make sure the workers are safe.

Entry 50: Falco has taken a note from me that was found on one of the Nords. Falco wants me to take the note and confront Carnius with it.

Entry 51: I confronted Carnius with the evidence of his involvement in the attack on the colony. He flew into a rage and attacked me. I have killed Carnius Magius.

Entry 52: Falco has named me as the new Factor of the Raven Rock division of the East Empire Company. I've been told that plans were included for an estate for the Factor, and I need to give instructions as to where it should be built. I need to find Aldam Berendus at the Raven Rock site.

Entry 53: Aldam has told me that three torches have been placed at the potential building sites. When I've selected one, I should lead him to it and give the order to start construction.

Entry 54: I've selected a site for the Estate, and have given the order to start construction. Aldam says it should take several days to complete.

Entry 55: Construction of the Factor's Estate should be complete.

[18] Journal of an Imperial Cultist

Journal of an Imperial Cultist

[Vvardenfell, c 3E 427]

Entry 1: I have joined the Imperial cult. As a token of appreciation, I have received a Maran Amulet, a Septim Ring, and a Stendarran Belt from the Imperial cult. An Imperial cult member gave me a copy of *For my Gods and Emperor*, a handbook for members of the Imperial cult.

Entry 2: Synnolian Tunifus needs five units of marshmerrow for restore health potions. Balur Salvu, a farmer near Pelagiad, grows marshmerrow. If I bring him this Quality Fortify Strength potion as a gift, he'll tell me where to pick the marshmerrow. His farmhouse is south of Pelagiad, north of the road, west of the first bridge south of Pelagiad. When I have the marshmerrow, deliver them to Synnolian Tunifus.

Entry 3: I gave Balur Salvu the Quality Fortify Strength potion as Synnolian Tunifus requested. Balur Salvu gave me some valuable insights into the special properties of local plants. I'm sure that knowledge will come in handy in preparing better alchemical potions.

Entry 4: I delivered five units of marshmerrow to Synnolian Tunifus. He gave me a restore health potion and a mortar and pestle as a reward.

Entry 5: Synnolian Tunifus needs five units of muck for cure common disease potions. A farmer in Gnosis, Abishpulu Shand, has a muckspunge patch right near his hut, and Chaplain Ogrul at Fort Darius has cut a deal with Shand to gather muck there for free. While I'm in the West Gash, look in on Chaplain Ogrul, give him four Restore Health potions, and ask him if he'll teach me a few tricks.

Entry 6: I gave Chaplain Ogrul the four Restore Health potions as Synnolian Tunifus requested. Chaplain Ogrul taught me a restoration spell.

Entry 7: I delivered five units of muck to Synnolian Tunifus. He gave me a cure common disease potion, a retort, and a copy of *The Alchemists Formulary* -- a collection of popular alchemical recipes -- as a reward.

Entry 8: Synnolian Tunifus needs five units of willow anther for cure paralyzation potions. He admitted he steals willow anther from the flowers growing around the house of Gurak gro-Bagrat. His house is on the mainland, just north of the Foreign Quarter.

Entry 9: I delivered five units of willow anther to Synnolian Tunifus. He gave me a cure paralyzation potion and a valuable book as a reward.

Entry 10: Synnolian Tunifus needs five units of scribe jelly for cure poison and cure blight potions. He says the closest reliable source of scribes is the Shulk Egg mine, southwest of

Balmora, on the west bank of the Ouadi Odai, near a swinging bridge. He also taught me a little spell he thought would be useful.

Entry 11: A miner gave me some scribe jelly. I delivered five units of scribe jelly to Synnolian Tunifus. He gave me a cure poison potion, a cure blight potion, and an alembic as a reward.

Entry 12: Synnolian Tunifus needs five units of corkbulb root for cure common disease and restore health potions. The Imperial Cult has an agreement with the Ascadian Isles plantation owners that permits us to gather corkbulb, so that's a good place to look. Since I have to cross water, he taught me a little spell.

Entry 13: I delivered five units of corkbulb root to Synnolian Tunifus. He gave me a cure common disease potion and a restore health potion as a reward.

Entry 14: Synnolian Tunifus needs five units of rat meat for cure poison potions. He says the best place to hunt rats is in the underworks of any of Vivec's cantons. He says to enter the underworks through trapdoors in the canalworks or through the outflow drains, which are underwater along the sides of each canton. He also warned me to be careful, because bad things -- and bad people -- hide in the underworks.

Entry 15: I delivered five units of rat meat to Synnolian Tunifus. He gave me a cure poison potion as a reward. And since his errands have become more dangerous, he taught me some useful unarmored defense maneuvers.

Entry 16: Synnolian Tunifus needs one unit of netch leather for cure paralyzation potions. He suggested hunting in the Ascadian Isles near Balur Salvu's house. He advised me to start with bull netch, because the betty netch are more dangerous.

Entry 17: I delivered one unit of netch leather to Synnolian Tunifus. He gave me a cure paralyzation potion and a belt of Balyna's Soothing Balm as a reward for my service to Mara.

Entry 18: Iulus Truptor told me to ask the Skyrim Mission in Ebonheart for alms for the poor. The fund raising goal for the Skyrim mission is 100 gold. When I have reached the goal, I should return and deliver the gold to Iulus Truptor.

Entry 19: I reached the Skyrim mission fund raising goal, and delivered the 100 gold to Iulus Truptor. He seemed pleased. He gave me a little blessing, and told me to speak to him again when I'm ready for another almoner's mission.

Entry 20: Iulus Truptor told me to ask the Argonian Mission in Ebonheart for alms for the poor. The fund raising goal for the Argonian mission is 100 gold. When I have reached the goal, I should return and deliver the gold to Iulus Truptor.

Entry 21: I found an Argonian slave named On-Wan hiding in a cell beneath the Argonian Mission. I suspect this is a secret the Mission would be eager to keep, since harboring runaway slaves is a crime. Perhaps this will give me leverage when I solicit for alms for the poor.

Entry 22: On behalf of the province of Argonia, the Argonian consul, Im-Kilaya, gave me 200 gold as alms for the poor. I delivered the 200 gold to Iulus Truptor. He seemed very pleased.

He gave me a handsome frock blessed by Zenithar, and told me to speak to him again when I'm ready for another almoner's mission.

Entry 23: Iulus Truptor told me to solicit alms for the poor in Ald'ruhn. The goal for the Buckmoth Fund is 100 gold. When I have reached the goal, I should return and deliver the gold to Iulus Truptor.

Entry 24: I reached the fund raising goal for Ald'ruhn, and delivered the 100 gold for the Buckmoth Fund to Iulus Truptor. He seemed pleased. He gave me a little blessing, and told me to speak to him again when I'm ready for another almoner's mission.

Entry 25: For our coming Harvest's End pageant, Iulus Truptor says we need a red shirt with a black vest. He asked me to ask clothiers if they would donate such a shirt and vest to the cult. He says the shirt and vest are what they call a 'common shirt.' When I have the red shirt with a black vest, I should return and deliver them to Iulus Truptor.

Entry 26: The Caldera clothier Falanaamo donated a red shirt and black vest to the Imperial cult. He also gave me a matching outfit of shirt and trousers. I delivered a red shirt with a black vest to Iulus Truptor for the Harvest's End pageant. He was quite pleased. He gave me a copy of *The Buying Game*, and told me to study it, and to speak to him again when I'm ready for another almoner's mission.

Entry 27: Iulus Truptor says we need 5 bottles of Cyrodilic brandy for a fundraising dinner. I'm to make the rounds of the tradehouses and cornerclubs in Balmora and ask if the publicans will donate the necessary brandy. When I have the brandy, I'm to deliver it to Iulus Truptor.

Entry 28: I told Iulus Truptor I couldn't get five bottle of Cyrodilic brandy for the fundraising dinner at Fort Moonmoth. He was disappointed, and told me to decide whether my talents and temperaments are suited for soliciting donations. Before I approach him again for an almoner's mission, I must be sure I want to give the Imperial cult my full commitment.

Entry 29: Banor Seran at the Council Club gave me a bottle of Cyrodilic brandy for the fundraising dinner at Fort Moonmoth. I think he gave it to me just to make me go away.

Entry 30: After I pressed him, Benunius Agrudilius yielded and gave me a bottle of Cyrodilic brandy for the fundraising dinner at Fort Moonmoth.

Entry 31: After I pointed out the value of gaining the good will of the Imperial cult in a town where Imperial influence is so strong, Dulnea Ralaal gracefully donated a bottle of Cyrodilic brandy for the fundraising dinner at Fort Moonmoth.

Entry 32: Bacola Closcius gave me a bottle of Cyrodilic brandy for the fundraising dinner at Fort Moonmoth. He also hinted that Banor Seran at the Council Club just took delivery of some Cyrodilic brandy, and that he's probably got it stored in a closet in the hall just right of the bar. He says the Council Club is just a front for Camonna Tong gangsters, suggesting it wouldn't REALLY be a crime to steal the brandy from them.

Entry 33: I delivered five bottles of Cyrodilic brandy to Iulus Truptor at Fort Moonmoth. He was very pleased. He gave me tokens of Zenithar's special blessing, and told me to speak to him again when I'm ready for another almoner's mission.

Entry 34: Iulus Truptor has sent me to the Governor's Hall in Caldera to persuade Cunius Pelelius of the Caldera Mining Company to donate 500 gold to the Imperial cult's Widows and Orphans Fund. When I've obtained the donation, I'm to deliver it to Iulus Truptor.

Entry 35: I asked Cunius Pelelius to donate 500 gold to the Imperial cult's Widows and Orphans Fund. He said he was very busy at the moment, but he would be happy to discuss the donation at a later date. Olumba gro-Boglar, a member of the Imperial cult, told me why Cunius Pelelius is slow to redeem his pledged donation. Olumba says Cunius Pelelius has gotten into money trouble, and that he's trying to handle his trouble by skimming from the Caldera mine and smuggling raw ebony. I might be able to pressure Cunius Pelelius if I had proof of his misdeeds. Olumba says the slaves in the mine would know, but they'll be afraid to talk. Perhaps I can persuade them....

Entry 36: I spoke to a slave in the Caldera Mines, and he said the 'boss man' sneaks in at night, takes ebony, puts it in a bag, then takes it away. Perhaps this is not solid enough evidence to take to the guards. But perhaps, if confronted with this testimony, Cunius Pelelius may reconsider his unwillingness to donate 500 gold to the Widows and Orphans Fund. When I confronted Cunius Pelelius with the slave's testimony about his sneaking into the Caldera Mine and removing raw ebony, and the Secret Caldera Ledger and its evidence of misappropriation of ebony from the Caldera mines, Cunius Pelelius decided to give me three pieces of raw ebony. If I sell these pieces of raw ebony, I should be able to get 500 gold and more to deliver to Iulus Truptor for the the Widows and Orphans Fund.

Entry 37: I delivered 500 gold to Iulus Truptor for the Widows and Orphans Fund. He was very pleased. He gave me an interesting assortment of scrolls he had received from an anonymous donor, and told me to speak to him again when I'm ready for another almoner's mission.

Entry 38: Iulus Truptor asked me to persuade Canctunian Ponius of the East Empire Company to deliver the 1000 gold he has pledged to sponsor a mission to the Ashlanders. I'll find him at the East Empire Company Hall in Ebonheart. When I have the generous pledge from Canctunian Ponius, I'm to deliver it to Iulus Truptor.

Entry 39: Canctunian Ponius cannot redeem his 1000-drake pledge because an East Empire Company clerk has embezzled funds, and he is covering the losses out of his own fortune. Canctunian Ponius said he had noticed a change in Mossanon's behavior -- a marked rise in his absences from the office. Mossanon embezzled funds in the amount of 3000 gold in gold. Since Canctunian Ponius cannot redeem his 1000-drake pledge because an East Empire Company clerk has embezzled funds, I offered to track down the clerk and recover the gold. If I can track this Mossanon down and recover the missing 3000 gold, Canctunian Ponius will immediately redeem his 1000-drake pledge to the Imperial cult.

Entry 40: An East Empire Company savant named Okan-Shei said that Mossanon had an attractive Telvanni girlfriend, but that he kept her a secret. An East Empire Company trader named Shazgob gra-Luzgan said that before Mossanon went missing, he had been seen frequently coming and going from the Guildguide service at the Mages Guild in Vivec's Foreign Quarter.

Entry 41: I've spoken to Gadayn Andarys about the note of his I found on the ground. He tells me that he has been in love with Eraldil for many months, but has not had the courage to tell

her. He would like me to speak to her and tell her of his love. I have agreed to speak with Eraldil about Gadayn. He suggested I might find her in the Hlaalu Waistworks.

Entry 42: I've talked to Eraldil about Gadayn Andarys and his love for her, and the response was not positive. She detests the poor trader, and wants nothing to do with him. She sees him as much too common for herself, and more fitting for someone like her lowly cousin, Glathel.

Entry 43: Gadayn Andarys was heartbroken by the news that Eraldil wanted no part in his affections, but has been ready for this eventuality. Gadayn has had a potion crafted that will cause the wood elf to fall madly in love with him. He would like me to deliver it to him. I decided not to deliver the potion to Eraldil, but instead suggested to Gadayn that he might consider turning his attentions to Glathel. Gadayn seems open to the idea.

Entry 44: The Guildguide for the Vivec Mages Guild, Flacassia Fauseius, remembered a High Elf named Mossanon who went back and forth from Sadrith Mora with a Telvanni woman.

Entry 45: According to the Collective Articles of the Council of the Great House Telvanni, out-house and outlander guests in Sadrith Mora may not travel in town or speak to or conduct business with citizens, tradesmen, or publicans unless they have Hospitality Papers. Hospitality Papers may be obtained from the Prefect of Hospitality, Angaredhel, at the Gateway Inn for 25 gold. I have purchased Hospitality Papers from the Prefect of Hospitality, Angaredhel, at the Gateway Inn in Sadrith Mora. These papers permit me to travel in town and speak to and conduct business with citizens, tradesmen, and publicans in Sadrith Mora.

Entry 46: A High Elf named Sinyaramen said he saw a High Elf in the market with a local Telvanni woman. He didn't recall her name, but he suggested I ask the ladies of the town about a Dark Elven woman with a High Elven friend.

Entry 47: Someone said a High Elf has been seen in the company of a local woman, Volmyni Dral. She has a pod over near Wolverine Hall. I found Mossanon in Sadrith Mora and confronted him about the embezzled funds. He admitted his crime, and offered to return 2500 gold -- he had spent the rest -- and pay back the rest as soon as he could, if I'd promise to keep his whereabouts secret from Canctunian Poniuss. I demanded the gold, and refused to keep his secret. I made it clear he was in no position to dictate terms, and he yielded the 2500 gold to me without a fight.

Entry 48: Upon returning to Gadayn's shop, it appears he took my advice and courted the homely Glathel. The trader seems truly happy with the woman, and expressed his deepest gratitude. He also rewarded me with a Flamemirror Robe.

Entry 49: I told Canctunian Poniuss that I found Mossanon in Sadrith Mora with a Telvanni woman. I gave Canctunian Poniuss 2500 gold and told him it was all I could recover from Mossanon. He accepted the gold, and said it would enable him to redeem his 1000-drake pledge to the Imperial cult. Canctunian Poniuss thanked me for recovering his embezzled funds and gave me the 1000 gold he had pledged to support an Imperial cult mission to the Ashlanders. I gave Iulus Truptor the 1000 gold Canctunian Poniuss pledged to sponsor a mission to the Ashlanders. He was quite pleased, but he said he had no more tasks for me. He suggested I consider becoming a lay healer or lay sergeant. He also suggested that the Oracle, Lalatia Varian, might have tasks for me. Then he gave me a farewell gift, and wished me good luck.

Entry 50: While a High Elf named Caryarel was being treated for swamp fever at the Imperial Chapels, a rare limeware bowl disappeared. Kaye asked me to find Caryarel and retrieve the missing chapel limeware bowl. Kaye says the High Elves are a small, tight-knit community on Vvardenfell, so he suggests I ask other High Elves if they know Caryarel and where he lives. A High Elf told me that Caryarel lived in Gnaar Mok, a fishing village on the Bitter Coast. I can get passage to Hla Oad, and then Gnaar Mok, from the shipmaster Nevosi Hlan, on the boat called "Chun-Ook" at the Ebonheart docks. Someone in Gnaar Mok told me that Caryarel lived in a shack by the docks.

Entry 51: I spoke to Caryarel. He said he didn't know anything about a Chapel Limeware Bowl, and told me to go away and leave him alone. I have found the stolen Chapel Limeware Bowl in Caryarel's house. I returned the Chapel Limeware Bowl to Kaye. He was pleased enough to give me 200 gold to cover my expenses. He also gave me some divine intervention scrolls.

Entry 52: A Bosmer named Nedhelas in Caldera says his house is haunted by a ghost. Kaye said ghosts aren't affected by normal weapons, so he gave me 200 gold to buy an enchanted weapon or spell, and for other expenses. I'm to talk to Nedhelas first, and I should report back to Kaye if I rid the haunted house of its ghost.

Entry 53: When I asked in Caldera for Nedhelas, I was told his house is just to the right of the south gate, and that I should look for him there. I spoke to Nedhelas. He said the ghost in his haunted house has something to do with a trap door. His landlord told him not to fool with the trap door, but didn't explain why. Nedhelas gave me a key to the trap door, and asked me to let him know when the ghost was gone. I told Nedhelas that I had taken care of the ghost beneath his house. He thanked me, and the Imperial cult. I reported taking care of the haunted house for Nedhelas. Kaye seemed pleased. He gave me some magic scrolls and told me to speak to him again when I was ready for another shrine sergeant mission.

Entry 54: Kaye has asked me to go to Asha-Ahhe Egg Mine and hunt for a witch named Thelsa Dral. When I am sure she is dead, I should return and report to Kaye. When I asked in the village of Khuul about the Ashe-Ahhe Egg Mine, I was told the miners there think the mine is cursed. I spoke to a miner in Ashe-Ahhe Egg Mine. He says there's something evil in the mine. There are voices, but there's nobody there. There are things moving in the dark, but when you shine the light, there's nothing there. The miner mentioned a lake in particular, and said he won't go down there any more.

Entry 55: I told Kaye that I found the witch Thelsa Dral in Asha-Ahhe Egg Mine, and made sure she was dead. Kaye seemed glad to see me back safe. He gave me a firestone ring and told me to speak to him again when I am ready for another mission.

Entry 56: An acolyte named Linus Iulus disappeared some years ago. Our oracle, Lalatia Varian, has had a vision of a Silver Staff of Shaming, and Linus Iulus had one of these staves. She says it lies in the land of burning rock, under the shadow of the Mountain of Fear. The oracle believes the staff will be found either east or west of the mountain, in the shadow of the rising or setting sun. Kaye says that an old name for Mount Kand is Mountain of Fear. He gave me a Detect Enchantment ring, and told me to go to Mount Kand. I'm to find a Silver Staff of Shaming there that belonged to Linus Iulus. I should bring it to Kaye, along with any other personal effects I find that belonged to Linus Iulus.

Entry 57: I gave Kaye the Silver Staff of Shaming and the Maran Amulet and Stendarran Belt that belonged to Linus Iulus. As a reward, Kaye gave me the Silver Staff of Shaming and a Restoration shirt. He thanked me for my exertions on the cult's behalf, and told me to speak to him again when I'm ready for another mission.

Entry 58: An Argonian named Okur in Hla Oad has asked for our aid. This devout follower of the Nine is sensitive to spirits of the otherworld, and she says she is being visited by the ghost of a murder victim. The guards can't do anything in such cases, so Kaye has asked me to speak with Okur to see how justice can be done and the spirit laid to rest.

Entry 59: I spoke with Okur. She says she has been visited by the spirit of Julielle Aumine. She says Julielle Aumine chanced upon a band of smugglers, and was murdered to seal her lips. She says that Julielle's spirit will not rest until her amulet is recovered and returned to her husband, and until the four smugglers who murdered her are slain. If I kill the four smugglers who murdered Julielle and return her amulet to Okur, Okur will see that Julielle's spirit is laid to rest. Okur says that Julielle Aumine's murderers' names are Dudley, Larisus Dergius, Ralos Othrenim, and Thervam Drelas. Okur believes they are strong and well-armed. She says that their smugglers cave is called 'Yasamsi', and it lies south along the road from town, before the bridge across the Odai River. I killed the four smugglers who murdered Julielle Aumine and returned Julielle's amulet to Okur. Okur assures me that she will now be able to lay the spirit of Julielle Aumine to rest.

Entry 60: I reported to Kaye about killing the murderers of Julielle Aumine and recovering her lost amulet, and told him that Okur was sure she could lay the ghost of Julielle Aumine to rest. Kaye gave me some potent magic scrolls as a reward for my work. He thanked me, but he has no more work for me. He said there might be work for lay healers or almoners, or I might talk to Lalatia Varian about Oracle's Quests.

Entry 61: To Lalatia Varian, an Oracle of the Imperial cult, I swore a solemn oath to serve her faithfully, and to do as she asks, without question, without fail. Now I have sworn before the Nine to aid Lalatia Varian in the Oracle's Quests.

Entry 62: Oracle Lalatia Varian had a vision of the Ring in Darkness. She saw the Ring of the Wind, a legendary treasure of Elsweyr. "I have seen the wind upon a dark elf's hand. I have seen fire gleam upon a Dwarf's face. I have seen darkness on a ring of water. I have heard no name whispered in the mouth of stone." The Oracle bid me retrieve the Ring in Darkness. I must ask Dark Elven savants and scouts about the meaning of the Oracle's vision.

Entry 63: A Dunmer scout told me that Nammu, or 'no-name,' is a cavern in the wildlands of Sunna Guradan, somewhat west of the tower of Tel Aruhn. In the cavern is a great high chamber, flooded, with a central spire rising from the water. The water around the bottom of the spire might be the ring of water in darkness from the Oracle's vision.

Entry 64: I found a Redguard trader in Nammu named Jon Hawker. He had been taken prisoner by a battlemage named Galmis Dren, to be sold as a slave. He had prayed to the Nine for aid, and thought I was the answer to his prayers. I gave him a Divine Intervention scroll and he disappeared, but he gave me two gifts. It is strange -- such valuable gifts. How did he hide them from Galmis Dren?

Entry 65: I retrieved the Ring of the Wind from Galmis Dren and brought it to Lalatia Varian. She praised me, and said that I was meant to keep the ring myself, and that I should use it in the service of the Nine.

Entry 66: Lalatia Varian has been given a prophecy of the Boots of the Apostle, a legendary treasure of Cyrodiil, relics of Tiber Septim who was also called Talos. "Through the doors of Berandas, within the silent caverns, beneath the wings of twilight, dust sleeps in the shoes that Talos wore." The Oracle bid me retrieve the Boots of the Apostle. A Dunmer savant or Dunmer scout may have clues to the meaning of the Oracle's prophetic words.

Entry 67: A Dunmer scout said an ancient Dunmer stronghold called Berandas lies south of the village of Gnisiss in the West Gash region. Berandas is also distinctive among Dunmer strongholds, in that extensive caverns lie beneath the centuries-old architectural ruins. A Dunmer savant guessed that the "wings of twilight" might hint at guardians -- the winged twilights who are Daedric servants of Azura.

Entry 68: I found a Breton healer in Berandas named Ama Nin. She had been snatched from the Gnisiss-Ald'ruhn road by winged twilights, who bore her deep within Berandas and stranded her on a pillar of rock. She had prayed to the Nine for aid, and thought I was the answer to her prayers. She asked me for a Divine Intervention scroll, so she could escape. I gave her a Divine Intervention scroll and she disappeared, but before she disappeared, she gave me two gifts.

Entry 69: I brought the Boots of the Apostle to Lalatia Varian. I may keep the boots for myself, and should dedicate them to the service of the Nine. And the Oracle thinks I may have spoken with the goddess Mara herself, disguised in mortal form to test me, and that such chance meetings are a sign of the Nine's favor. The Oracle said to speak to her again when I am ready to undertake another of the Oracle's Quests.

Entry 70: The Oracle has asked me to rescue Adusamsi Assurnarairan from the Dunmer stronghold of Rotheran. She went there to recover the Ice Blade of the Monarch. If possible, I'm to recover the Ice Blade of the Monarch, and bring that to back to the Oracle.

Entry 71: Adusamsi Assurnarairan asked me to recover her ring from Llaren Terano, the sorcerer who captured her. She doesn't sound quite right in the head. She thinks the sorcerer may have poisoned her mind with spells. She says she can use the enchantments to escape. She asked me also to free the slaves here. Llaren Terano has their slave key. I recovered Adusamsi's Ring and returned it to her. I suppose she will use its Divine Intervention enchantment to escape. Now I can return to the Oracle and report having completed my task. And I should also bring her the Ice Blade of the Monarch.

Entry 72: The Oracle had already heard from Adusamsi Assurnarairan about her rescue. Adusamsi sent me her enchanted ring as a token of her gratitude. The Oracle suggested I should keep the Ice Blade of the Monarch and dedicate it to the service of the Imperial cult. She thanked me, and told me to speak to her when I am ready for another of the Oracle's Quests.

Entry 73: The Oracle has sent me to the Daedric shrine of Ashalmimilkala to recover a powerful artifact called the Scroll of Fiercely Roasting and to return it to her. If I choose a

greater challenge and risk, I may try to use the scroll instead to slay Carecalmo, the shrine's ancient High Elf priest, and his powerful High Elf bodyguard Meryaran.

Entry 74: The Oracle thanked me for giving her the Scroll of Fiercely Roasting. She says that by killing Carecalmo and Meryaran I have avenged the deaths of the healer Urjorad and his master Dro'farahn Stiff-Neck, and rid the world of a great evil. As a reward she gave me the Gauntlets of Glory. She told me to speak to her again when I am ready to undertake another of the Oracle's Quests.

Entry 75: The Oracle believes that I am fated to recover the ancient warhammer Skull-Crusher. I must discover a sealed Daedric ruin that may be accessed only through the Halls of the Dead. To help me solve the puzzle of this prophecy, the Oracle told me to consult a Dunmer scout and a Dunmer savant. Her vision suggests I must face restless spirits and powerful Daedra to recover the warhammer. If I find Skull-Crusher, I must return it to the Oracle so she may free it of its creators' curse.

Entry 76: A Dunmer scout told me that the sealed Daedric ruin I seek may well be Anudnabia, a ruin near Sadrith Mora. The lower halls of Anudnabia have been inaccessible since the First Era. And several other Daedric ruins are known to have within their chambers glowing pools of molten stone. Such pools might have fueled the forge of a master weaponmaker and his enchanter. A Dunmer savant told me that 'Halls of the Dead' might refer to any Dunmer ancestral tomb. The ancient Dunmer word for ancestral tomb is 'cardruhn'. 'Ruhn' translates as 'home' or 'hearth-hall'. 'Card' means 'undeparted kin-wardens'. Then to find access to Skull-Crusher in its sealed Daedric ruin, I must search for ancestral tombs near the ruin. Perhaps there is an underground passage between a tomb and the sealed Daedric ruin?

Entry 77: The Oracle says she can detect no evil curse upon Skull-Crusher. She assured me it is safe, and gave me a special blessing so I might dedicate myself further to the service of the Nine. She has no more quests for me, but she will send word for me through others of high rank in the cult if she needs my help again.

[19] Journal of an Imperial Legionnaire

Journal of an Imperial Legionnaire

[Vvardenfell, c 3E 428]

Entry 1: These are the rules of the Imperial Legion. Uphold the law of the Empire. Praise the glory of the Emperor. Follow the orders of my superiors. Never assault a member of the Legion, or steal from another member.

Entry 2: General Darius of the Imperial Legion has asked me to get the deed to the Widow Vabdas' land.

Entry 3: The Widow Vabdas accused the Imperial Legion of murdering her husband. She refused to give me the deed to her land. The Widow Vabdas told me that her husband was last seen in the Gnosis Eggmine. The ghost of Mansilamat Vabdas told me that he was murdered by Lugrub gro-Ogdum, a Legionnaire. Mansilamat Vabdas' corpse and the Axe that was used to murder him lie nearby underwater. I brought the Axe to Darius. He believed my testimony and ordered me to bring justice to the Widow Vabdas by slaying Lugrub gro-Ogdum.

Entry 4: Darius thanked me for slaying Lugrub gro-Ogdum, the murderer of Mansilamat Vabdas.

Entry 5: Darius asked me to cure the Kwama Queen in the Gnosis Eggmine. The Kwama Queen is blighted and the villagers suffer.

Entry 6: I cured the blighted kwama queen in the Gnosis Eggmine. Darius thanked me for curing the Kwama Queen in the Gnosis Eggmine.

Entry 7: Darius asked me to rescue a pilgrim from an outcast Ashlander camp outside of Ald Velothi. The pilgrim's name is Madura Seran.

Entry 8: Asha-Ammu told me that Madura Seran is being held hostage at a camp north of Gnosis, just south of Ald Velothi. Asha-Ammu said that I might avoid a fight if I pay a ransom for Madura Seran. The ashlanders agreed to let Madura Seran go after I paid them a ransom.

Entry 9: I agreed to escort Madura Seran to the Ald Velothi Outpost. We arrived safely at the Ald Velothi Outpost. Darius thanked me for rescuing Madura Seran.

Entry 10: Darius asked me to find out what happened to Ragash gra-Shuzgub, who tried to collect taxes from Baladas Demnevanni. Baladas lives in Arvs Drelen, the tower here in Gnosis.

Entry 11: Baladas Demnevanni agreed to let Ragash gra-Shuzgub go free. Ragash agreed to follow me out of Arvs Drelen. I escorted Ragash out of Arvs Drelen.

Entry 12: Darius thanked me for rescuing Ragash gra-Shuzgub.

Entry 13: Darius suspects that some of his troops involved with the Talos Cult are involved in some sort of conspiracy. Darius asked me to find proof of this conspiracy.

Entry 14: I've spoken with Oritius Maro, and it appears he is a member of the Talos Cult. He has given me a key to a shrine in the basement, and told me to speak to Arius Rulician. Arius Rulician has welcomed me into the shrine, and allowed me to look around. He says the cult has "plans," and that they are always looking for those who have similar beliefs. Darius thanked me for bringing him proof that some of his troops are conspiring against the Emperor. He authorized me to bring the Emperor's justice to the traitors Oritius Maro and Arius Rulician.

Entry 15: Darius thanked me for bringing him proof of his troops' treasonous plans and for enacting justice upon them.

Entry 16: Darius told me that the Emperor himself wants the plans to the Anumidium. These plans may be somewhere under Red Mountain.

Entry 17: Darius thanked me for finding the blueprints to Anumidium. They will be sent immediately to the Emperor himself.

Entry 18: Drinar Varyon in Ald'ruhn is a suspected smuggler. Imsin the Dreamer wants me to find any Dwemer artifacts in his place return them to her. I returned Drinar Varyon's Dwemer Tube to Imsin the Dreamer.

Entry 19: Joncis Dalomax, a Knight Errant, has been captured. He is being held in Ashurnibibi, a Daedric Ruin on an island northwest of Hla Oad.

Entry 20: Joncis Dalomax thanked me for rescuing him. He will find his own way back to Hla Oad. Imsin the Dreamer thanked me for rescuing Joncis Dalomax.

Entry 21: Varona Nelas is blackmailing a Buoyant Armiger. She 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. Imsin the Dreamer asked me to recover this glove from Varona Nelas and bring it to her. Varona Nelas can be found in Assumanu, which is southeast of Ald Redaynia.

Entry 22: Varona Nelas agreed to give me the glove, which was given by Ilmeni Dren to a Buoyant Armiger. Ilmeni Dren can be found in Vivec. I brought the embroidered glove to Imsin the Dreamer. She will make sure it is returned to the Buoyant Armiger it belongs to. Imsin the Dreamer thanked me for giving the glove back to Ilmeni Dren.

Entry 23: Imsin the Dreamer asked me to find and kill Tonasi Belas, who was once a member of our Order. She is now a worshipper of Mehrunes Dagon in Assarnatamat east of Caldera.

Entry 24: Imsin the Dreamer thanked me for killing the traitor Tonasi Belas.

Entry 25: The Buoyant Armigers have challenged the Imperial Legion to a hunt. They claim they will bring in the skin of a corprus beast. Radd Hard-Heart wants me to bring in the scrap

metal from a Dwemer Centurion. I brought Radd Hard-Heart the scrap metal from a Dwemer Centurion. With this the Imperial Legion is sure to win the hunt with the Buoyant Armigers.

Entry 26: Radd Hard-Heart asked me to rescue Jocien Ancois, who is trying to teach the Ashlanders of Imperial culture and virtue. He was taken from the Erabenimsun camp by outcast Ashlanders, I should start there. Jocien is being held by some kind of witch-women, a Mabrigash, called Zennammu. She would free Jocien if I brought the Erabinimsun hunter Assaba-Bentus to them. To prove his bravery, Assaba-Bentus agreed to go to the Mabrigash.

Entry 27: Assaba-Bentus arrived at the Mabrigash camp. The Mabrigash agreed to let Jocien Ancois go. Jocien Ancois told me that he would find his own way back to the Erabinimsun camp.

Entry 28: Radd Hard-Heart thanked me for rescuing Jocien Ancois.

Entry 29: Radd Heart-Hart asked me to rescue Dandsa, an Imperial citizen, who was captured by raiders. They are holding her in Abernanit on the coast near Gnaar Mok.

Entry 30: I found Dandsa and she agreed to follow me back to the entrance. Dandsa was safely escorted back outside of Abernanit. Radd Hard-Heart thanked me for rescuing Dandsa.

Entry 31: Radd Hard-Heart told me that Giant Netch are threatening the village of Gnaar Mok. I must go there and kill the pair of breeding netch.

Entry 32: Radd Hard-Heart thanked me for killing the breeding netch near Gnaar Mok.

Entry 33: Sorkvild the Raven is a Necromancer who lives in the Dwemer ruins near Dagon Fel. The Dunmer despise Necromancy, and all who practice it. Radd Hard-Heart wants the Necromancer dead before he ruins the reputation of other Imperial citizens.

Entry 34: Radd Hard-Heart thanked me for killing Sorkvild the Raven.

Entry 35: The Buoyant Armiger Salyn Sarethi in Ghostgate claims that we have no courtesy. Frald the White asked me to challenge Salyn Sarethi to a contest of wit, poetry, and honor. I lost the duel of wit and poetry against Salyn Sarethi. Frald the White was disappointed to hear that I lost the challenge against Salyn Sarethi, but he thanked me for having the courage to meet the challenge.

Entry 36: Frald the White told me that Honthjolf, a former Knight Errant of the Order of Ebonheart, has made a pact with the Daedra worshippers of Aharnabi, which is on the far southeastern shores of Azura's coast, near the Shrine of Azura. Honthjolf is a traitor to the Order and must be killed.

Entry 37: Frald the White thanked me for killing Honthjolf, the traitor to our Order.

Entry 38: Suryn Athones, an Ordinator at the Justice Offices in Vivec has slandered the dignity of our Order. Frald the White asked me to silence his lying mouth with blood. Frald the White thanked me for silencing Suryn Athones.

Entry 39: Frald the White told me that a fellow knight, Saprius Entius committed murder. He is hiding somewhere in Vivec City. I must find Saprius Entius and protect him from the authorities. Frald the White will find a way to secret him away where he will stand trial with Imperial justice.

Entry 40: I found Saprius Entius. Saprius Entius agreed to follow me back to Frald the White in Ebonheart.

Entry 41: Saprius Entius arrived safely in Ebonheart. Frald the White thanked me for finding Saprius Entius. He will be brought to justice in the Empire.

Entry 42: Varus Vatinius has told me that in order to become a Knight of the Garland, I must prove my worth by returning two legendary artifacts to the Order. First, he would like me to return the Lord's Mail, which recently disappeared from the Shrine in the Imperial Commission in Ebonheart. He has given me the key and permission to inspect the Shrine.

Entry 43: I've found the Lord's Mail being held by Furius Acilius in a cave complex below Ebonheart. He apparently used a secret entrance to sneak into the Shrine and steal the mail. I returned the Lord's Mail to Varus Vatinius.

Entry 44: The second artifact Varus wants me to bring him is the Paladin's Blade, Chrysamere. It is rumored to be in the possession of Draramu Hloran, a powerful sorcerer near Sadrith Mora. I was told Draramu Hloran is in the Abanabi Caves, southwest of Sadrith Mora. I have returned Chrysamere to Varus Vatinius, who was glad to have the powerful weapon returned to the Legion.

Entry 45: Varus Vatinius challenged me to a duel. I must meet him in combat with weapons of my choosing in the Vivec Arena.

Entry 46: I won the duel against Varus Vatinius. I am now the Knight of the Imperial Dragon of the Order of Ebonheart.

[20] Journal of my Adventures on the Island of Solstheim

Journal of my Adventures on the Island of Solstheim

[Solstheim, c 3E 428]

Entry 1: I have heard rumors of an island to the north of Vvardenfell named Solstheim. There is apparently an Imperial fort named Fort Frostmoth. I have been told there is now a boat in Khuul that offers transport to the island of Solstheim.

Entry 2: I have arrived on the island of Solstheim. Captain Falx Carius is the commander at Fort Frostmoth, and I should speak with him. Captain Carius is likely in his chambers at Fort Frostmoth, which can be reached through the General Quarters, at the top of the south staircase. For matters dealing with the new colony, I should speak with Carnius Magius at the Imperial Cult Shrine.

Entry 3: I spoke with Jeleen at the Imperial Cult shrine in Fort Frostmoth, and he is deeply troubled. A missionary named Mirisa set out from the shrine over a month ago, and hasn't returned. If I can find Mirisa and return her safely to Jeleen, he will grant a generous reward. Jeleen suggests I look in the Lake Fjalding region, to the north of Fort Frostmoth. It seems Mirisa the missionary was preaching more about the evils of alcohol consumption than the benefits of the Imperial Cult. She was last seen heading for a mead hall called Thirsk, in the hopes of swaying the resident Nords from their love of drink.

Entry 4: The missionary Mirisa is being held captive by a Nord barbarian named Erich the Unworthy, in his room in the Thirsk mead hall. I have killed the Nord barbarian Erich the Unworthy. Thankfully it was an even fight, since none of Eric's fellow clan members came to his assistance.

Entry 5: I have located Mirisa the missionary, locked in the quarters of Erich the Unworthy at the Thirsk mead hall. She's been imprisoned for over three weeks. I have agreed to escort Mirisa back to the Imperial Cult Shrine at Fort Frostmoth. I have escorted the missionary Mirisa safely to the Imperial Cult shrine in Fort Frostmoth. Jeleen was overjoyed at my rescue of Mirisa, and rewarded me with 300 gold pieces.

Entry 6: Upon returning to Fort Frostmoth, I learned that the fort had been attacked by strange, wolflike creatures, and that Captain Carius has been abducted. Saenus Lusius believes that I should seek out the Nords who live on the northern coast of Solstheim. Lusius tells me that these Nords are nature worshippers, and would know what these animals were that attacked the fort. He would like me to remain with these people, work my way into their confidence, though it may take a long time. He's given me a skull found in a Skaal tomb, in the hopes they will accept it as a sign of good faith.

Entry 7: The widow Kolfinna wants my help in extracting wergild, the traditional retribution of the Nords, for the murder of her husband. I am to obtain Sigvatr the Strong's family heirloom, the gem Pinetear, and return it to Kolfinna at her dwelling on the western bank of

the Iggnir River. All Kolfinna wants is Pinetear; I don't necessary have to kill Sigvatr the Strong. I have agreed to assist the widow Kolfinna in extracting wergild from Sigvatr the Strong. The barbarian was last seen hunting near the Altar of Thronð, a stone formation to the northwest of Kolfinna's dwelling, just west of the Harstrad River. I am to obtain Sigvatr's gem Pinetear and return it to Kolfinna. It matters not whether the barbarian lives or dies, so long as Kolfinna gets the gem.

Entry 8: Sigvatr the Strong has been overcome with guilt for the death of Gustav Two-Teeth, and agrees to make amends. He has given me his ancestral gem Pinetear, which I am to present to Kolfinna as payment of wergild.

Entry 9: Pinetear has been delivered to the widow Kolfinna, thereby fulfilling the extraction of wergild. Kolfinna was deeply touched by my efforts, and now considers me a member of her family. I can sleep in Kolfinna's bed at any time, and she has given me a key to her husband's old chest. I can have whatever it contains.

Entry 10: I came upon a young Skaal warrior named Ingmar, just outside the Valbrandr Barrow. In order to rise to manhood within the Skaal, Ingmar must single-handedly defeat the Valbrandr draugr. Unfortunately, Ingmar has already tried to kill the draugr once and almost got himself killed. I've agreed to help Ingmar in his quest to kill the Valbrandr draugr. When we enter the Valbrandr barrow, I'm to act as a shield or distraction, but am not to attack the draugr in any way. At least this way, it will be easier for Ingmar to lie to himself, and the rest of the Skaal....

Entry 11: The Valbrandr draugr is dead. I acted as a distraction while Ingmar landed the blows. Ingmar thanked me for my help. Now he can return to the Skaal and tell them he single-handedly killed the draugr. As a show of thanks, Ingmar said he's going to leave all the barrow's treasure alone, so I'm free to take as much as I want. He also invited me to visit him at his house in the Skaal Village, if ever I get the chance.

Entry 12: The mead hall of Thirsk has been attacked by a monster called the Udyrfrykte. The creature struck without warning and killed everyone he could. Svenja Snow-Song was finally able to drive the beast away with her arrows, but she fears the Udyrfrykte will return. Svenja Snow-Song asked me to slay the Udyrfrykte, and I agreed. I can probably find the beast in his lair. The entrance is on the eastern shore of Lake Fjalding, just to the west of Thirsk. If I can slay the Udyrfrykte, I should claim some kind of trophy from the body. If I bring this trophy back to Svenja Snow-Song, I may be named chieftain of Thirsk.

Entry 13: I have slain the Udyrfrykte. I should claim a part of the beast as a battle trophy and bring it to Svenja Snow-Song at Thirsk. I gave the Heart of the Udyrfrykte to Svenja Snow-Song. She says there is one more task I must complete before being named chieftain of Thirsk. I must journey west to the Moesring Mountains and find the hidden barrow of Hrothmund, the first chieftain of the mead hall. Once there, I must lay my hands on Hrothmund's great axe and utter my intention to rule over Thirsk and its people. If Hrothmund's spirit approves, he will grant his blessing. While I'm away, Svenja will see to the repairs of the mead hall.

Entry 14: I met Ulfgar the Unending and he told me his sad tale. He and his four companions came to Solstheim on some sort of quest. One of the five, a sorcerer named Grimkell, betrayed Ulfgar and the others. Ulfgar killed Grimkell, but the other three companions were

turned to stone. They are the standing stones of Brodir Grove. For five hundred years Ulfgar has been unsuccessfully searching for the entrance to Sovngarde, the mythical fortress where valiant Nords may live forever. He feels he has failed in his quest, and will be forever in my debt if I can find the entrance myself.

Entry 15: The book *Sovngarde, a Reexamination* contains new theories on the god Shor's mythical Hall of Valor. Of particular interest is the suggestion that the entrance to Sovngarde doesn't actually exist in the physical world. All a Nord has to do to enter Sovngarde is die in honorable combat. I should get this book to Ulfgar the Unending. He'll be very interested in what it has to say.

Entry 16: Ulfgar was both shocked and excited by the new theories contained in the book *Sovngarde, a Reexamination*. He now believes the entrance to Sovngarde has been right before him all along. All he has to do is die an honorable death -- and he's chosen me as his opponent. Ulfgar asked me to engage him in mortal combat in the hopes that I could win, and send his soul to Sovngarde. I agreed, and killed Ulfgar. With his dying breath, he thanked me for granting him entrance to Sovngarde. Ulfgar also said he'd try to reach out to me from the afterlife and leave some kind of reward at Brodir Grove. I went to Brodir Grove and was met by the spirit of Ulfgar. He met his friends in Sovngarde and told them of the help I granted him. As a reward, the companions will imbue me with their greatest attributes every time I visit Brodir Grove. I need only visit their standing stones to receive the blessings.

Entry 17: I met one of Raven Rock colony's new arrivals, an Altmer noble named Athellor. It seems Athellor came to Solstheim to investigate the Falmer, or Snow Elves. The local belief is that the Riekings are actually the Falmer of legend, but Athellor finds that suggestion absurd. Athellor is convinced the Falmer were actual Elves, much like himself. He believes they intermingled with the other Elven races and ceased to exist as an identifiable culture. Athellor must really be itching to share his story with someone -- the more I listen, the more drinks he buys me.... Athellor told me he's on a journey of self-discovery, and believes he has some Falmer blood in his veins. He's hoping to hire an adventurer to help with some of the more physically demanding work. As I expected, Athellor asked me to help him. He wanted me to find some evidence of the Falmer's existence on Solstheim. I've agreed to help Athellor in his quest to find some evidence of the Falmer's existence here on Solstheim. He suggests I investigate the island's ancient burial barrows and standing stones. He's given me 200 gold for equipment and traveling expenses.

Entry 18: A woman named Kjolver wants me to kill her husband's mistress, Erna the Quiet. Apparently, Kjolver has had enough of her husband's infidelity and is willing to take drastic measures. I refused Kjolver's request that I murder her husband's mistress, Erna the Quiet. I don't want a stranger's blood on my hands.

Entry 19: I made an interesting find in the Jolgeirr Barrow - an ancient tome titled *Fall of the Snow Prince*. It chronicles the death of a skilled warrior in the Battle of the Moesring. Of particular interest is the description of the Snow Prince. He was no Nord, and definitely no Rieking. I presented Athellor with the book *Fall of the Snow Prince*, and he's convinced it gives an account of an actual Falmer warrior. Athellor is satisfied I've investigated the matter fully, and has given me 800 gold for my troubles.

Entry 20: While exploring an abandoned tomb, I found a sword named Bloodskal.

I am not alone.

Entry 21: I met a sad warlock and seer named Geilir the Mumbling. His family was recently lost at sea, and now his only companion has been kidnapped by a draugr. I have agreed to help Geilir the Mumbling by rescuing Oddfrid White-Lip from Kolbjorn Barrow. As a reward, he will talk to Oddfrid and reveal my future. Kolbjorn Barrow is southeast of Geilir's dwelling, near the Solstheim coast.

Entry 22: I found Oddfrid White-Lip, but Geilir failed to mention that she was just a skull. No matter. If I return the skull to Geilir, he should grant my reward.

Entry 23: I returned Oddfrid White-Lip to Geilir the Mumbling. Geilir admitted that Oddfrid was just a skull, but insists "she" talks to him. Geilir the Mumbling couldn't tell my future, but Oddfrid did tell him about something else. He said that when the dragon dies, the Empire dies. He also said something about the lost dragon's blood and the Empire's sire, and the stemming of a blood tide. Geilir said it was all very cloudy, and does not refer to me directly.

Entry 24: While walking along the western coast of Solstheim I met a man named Thormoor Gray-Wave, staring out to sea. Thormoor was once a ship captain, but fell asleep at the rudder while ferrying settlers from Skyrim to Solstheim. The ship drifted into a gale and was sunk. The only survivors were Thormoor and a man whose entire family was killed in the shipwreck. The only other survivor of the shipwreck, a warlock and seer named Geilir the Mumbling, has cursed Thormoor with eternal wakefulness. Thormoor hasn't slept since the ship was lost, and that was over six months ago. If I can find some way to convince Geilir to lift the curse, Thormoor will finally be able to get some rest. If I do this for Thormoor, he'll share with me a valuable secret he learned when he was a ship captain.

Entry 25: I convinced Geilir the Mumbling to remove Thormoor's curse of eternal wakefulness. Thormoor Gray-Wave was very grateful I was able to remove the curse of eternal wakefulness. Now he can barely keep his eyes open, and is going to his room at the Thirsk mead hall to sleep. I am to meet him there to collect my reward.

Entry 26: I laid my hands on Hrothmund's great axe and uttered my intention to serve as Thirsk's chieftain. Hrothmund's spirit answered by granting his blessing. I should now return to the mead hall and talk to Svenja Snow-Song so that I may be named chieftain.

Entry 27: I met Thormoor at Thirsk, and he granted my reward. He told me of Gyldenhul Barrow, located on an island off the northeast coast of Solstheim. The barrow is filled with riches, and I can have it all. The door is heavily locked, but Thormoor has given me the key. He also marked the entrance of the dungeon on my map.

Entry 28: Svenja Snow-Song has named me chieftain of Thirsk. The position is permanent, and I must serve it until I die. Svenja has offered to serve as my advisor and second-in-command, and will take care of all mead hall matters in my absence.

Entry 29: Brynjolfr will make custom snow wolf and snow bear fur armor to order. It's light armor, and can offer some protection against frost. Brynjolfr has given me a list of requirements and prices. If I have the animal pelts and gold, he'll begin work on a custom piece of armor, and have it ready in a day. Svenja Snow-Song has sent out hunters to kill snow bears and snow wolves, and return with their pelts.

Entry 30: The hunters have returned, and Svenja has given me the snow bear and snow wolf pelts they managed to secure.

Entry 31: Bereditte Jastal has given me a gift, a revised edition of his history of Thirsk that chronicles my battle with the Udyrfrykte, and adds my name to the list of chieftains.

Entry 32: I have ordered mead from Skyrim. It should arrive in a week.

Entry 33: I have found the Nord village. The people here have told me to speak to Tharsten Heart-Fang, their leader. He is in the Greathall. Tharsten Heart-Fang says he knows nothing about the attack on Fort Frostmoth, and that the creatures that attacked the fort were not normal wolves. Tharsten Heart-Fang seemed pleased with my gift of the Skaal skull, and was willing to allow me to remain with the Skaal for a time.

Entry 34: I met Ingmar in his house in the Skaal Village, and he presented me with a Belt of Orc's Strength. It was given to him by the Skaal in honor of the Valbrandr draugr's defeat, and he thought I should have it.

Entry 35: Heart-Fang is clearly angry with the Imperials' presence on the island. He believes that they have no respect for the land or the creatures on it. He also believes that they are responsible for the dwindling power of the Skaal's powerful nature magic. He spoke of how the Imperials have disrupted the Oneness of the land, the balance that lies in all living things. Heart-Fang tells me that I will need to atone for the mistakes of the Imperials. He wishes for me to perform a ceremony to restore the Skaal's original power. I should speak with Korst Wind-Eye to learn more about this. Wind-Eye is in the Shaman's Hut.

Entry 36: Wind-Eye tells me that there are six Standing Stones on the island of Solstheim, each representing one of the six gifts of the All-Maker. In order for me to perform the ceremony that Heart-Fang wishes, I will need to visit each of these stones and perform a ritual. Wind-Eye has given me a scroll that shows the location of each of the Standing Stones, as well as a book that gives the history of the Skaal's beliefs. I should investigate these Stones if I am to restore the power of the Skaal.

Entry 37: As I looked at the the Water Stone, I saw words appear on it. It said, "Travel west to a small island off the coast, and follow the Swimmer to seek the Water of Life."

Entry 38: I have found the Swimmer, a black horker. I believe I should follow it.

Entry 39: The Swimmer has led me to the entrance of an underwater cave. After a long, dangerous swim, I have retrieved the Waters of Life. I should return with them to the Water Stone.

Entry 40: When I returned to the Water Stone with the Waters of Life, the stone glowed with a magical fire. I have completed the Gift of Water ritual.

Entry 41: I approached the Earth Stone, and words magically appeared on its surface. They said: "Travel northeast to the Cave of the Hidden Music and learn the Song of the Earth." Then the words disappeared. In the Cave of the Hidden Music, I have found a large structure made of stalagmites and stalactites. An odd music seems to be coming from them. I have found that when one of the hollowed stalagmites is struck, it produces a musical note like the

ones I can hear in this cave. By striking the stalagmites in succession, I was able to recreate the sounds I can hear in this cave. When I did, the pattern changed. After repeating the new pattern, the sounds swelled, and then grew silent. I should return to the Earth Stone.

Entry 42: When I returned to the Earth Stone, it began to glow with a mystical light. I have completed the Gift of Earth ritual.

Entry 43: As I approached the Beast Stone, magical writing appeared on its surface. It said: "Travel south. Find the Good Beast and ease its suffering."

Entry 44: I have come across a bear being attacked by Rieklings. I have defeated the Rieklings attacking the bear. This bear, however, was still wounded. It looked as though it had been pierced by a Riekling arrow that will need to be removed. I have removed the Riekling arrow from the bear, but it is still injured. I should attempt to heal it, or stay with it until it is well.

Entry 45: The bear is fully healed from its wounds. I should return to the Beast Stone. It seems the Good Beast would like to return there with me.

Entry 46: As I approached the Beast Stone, it began to glow with a magical light. I have completed the Gift of Beasts ritual.

Entry 47: As I approached the Tree Stone, I saw magical writing appear on its surface. They read: "The First Trees are gone. Travel east and find the one who has stolen the Seeds. Beware -- he who has the seeds, controls the trees. Plant the First anew." Then, the writing disappeared.

Entry 48: I've entered a clearing where there are a group of Spriggans surrounding a Riekling minion. The Spriggans seem to be in the Riekling's thrall, and look aggressive.

Entry 49: I have recovered the Seeds from the Riekling. There was a clearing northwest of the Tree Stone where they might be planted. After planting the Seeds, I approached the Tree Stone. It began to glow with a magical light. I have completed the Gift of Trees ritual.

Entry 50: As I approached the Sun Shrine, magical writing appeared on its surface. It said: "Go to the west and free the warm Sun from the Halls of Penumbra."

Entry 51: I have entered the Halls of Penumbra, which is seemingly devoid of light. I have found a bright glowing object behind a wall of ice. This must be what I was sent to recover. I have shattered the wall and freed the Warmth of the Sun. I should return to the Sun Stone.

Entry 52: As I approached the Sun Stone, it began to glow with a mystical light. I have completed the Gift of the Sun ritual.

Entry 53: As I approached the Wind Stone, I saw magical writing appear on its surface. It read: "Travel south and east of the lake of ice to Glenschul's Tomb and free the Winds from the Greedy Man's bag."

Entry 54: I have opened the Greedy Man's bags and freed the Winds. I should return to the Wind Stone.

Entry 55: As I approached the Wind Stone, it began to glow with a mystical light. I have completed the Gift of Winds ritual. I have completed all the six rituals necessary, and should return to Heart-Fang.

Entry 56: Tharsten Heart-Fang was pleased with the reactivation of standing stones, and tells me that I have passed the Test of Loyalty among the Skaal. He has rewarded me with the Mace of Aevan Stonesinger, a prized Skaal weapon. Heart-Fang was reluctant to give me the weapon, as I am still an outsider to him. Still, tradition dictates that I be given the magnificent mace. Now I must pass the Test of Wisdom. Engar Ice-Mane has been accused of theft by Rigmor Halfhand. Apparently, theft is a grievous offense among the Skaal, as each is given according to his need. It is an offense punishable by death, or worse, exile from Skaal lands. Engar Ice-Mane has chosen death over exile. Heart-Fang would like me to investigate the accusation of theft, bring him proof of the crime, and make a decision based on my findings. I should speak with the people of the Skaal Village and find out what I can about the crime.

Entry 57: I have been told that many people doubt that Engar would resort to any sort of thievery. He was a respected warrior, and was known to be an honorable man. Korst Wind-Eye believes that Engar Ice-Mane could not possibly be a thief. He says that the warrior is a much-honored and respected member of the tribe, and that it seems unbelievable that he would steal from another. He suggests I speak with Ice-Mane's wife, Risi.

Entry 58: Risi has told me that she does not believe that her husband could possibly have done what he is accused of. She claims that Halfhand is merely jealous of her husband, and has trumped up these charges to disgrace him.

Entry 59: I have found a note that suggests that Rigmor Halfhand and Risi Ice-Mane had recently had an affair. I should show this note to Risi Ice-Mane, and speak with her about this issue.

Entry 60: Risi tells me it is true that she and Halfhand did have a brief affair. Although Risi ended their relationship, Halfhand has continued to pursue her affections. I should speak with Rigmor Halfhand about this situation.

Entry 61: Confronted with the evidence I have gathered, Halfhand admitted to his prior relationship with Risi Ice-Mane, and also admitted that he accused Engar with the crime to force him out of the Skaal camp. I have reported my findings to Tharsten Heart-Fang. He was convinced by my evidence, and has declared that all charges against Ice-Mane are to be dropped. Additionally, he has told me that presenting a false accusation of a serious crime is in itself as serious a crime, and Halfhand must now be sentenced. Because Heart-Fang now trusts my judgment, I must decide what the punishment for Halfhand will be. I must choose between Halfhand being exiled from the Skaal community or being fed to the Skaal's ceremonial wolves. Apparently, being fed to the wolves is considered a more honorable way to die. I have chosen being fed to the ceremonial wolves as Halfhand's punishment. Heart-Fang was satisfied with my decision, and has rewarded me with the Helm of the Wolf's Heart. I am to lead Halfhand outside so he may accept his sentence.

Entry 62: Having completed a test of wisdom for Tharsten Heart-Fang of the Skaal, I am now to complete a third test -- a test of strength. Heart-Fang would like me to travel to Lake Fjalding and speak with Korst Wind-Eye. Wind-Eye will tell me more about what I am required to do. I should be able to find him on the northern shore of the lake.

Entry 63: I have found Wind-Eye by the shores of Lake Fjalding. Coming from the center of the lake is a gout of fire, rising through the ice high into the sky. Wind-Eye tells me that Heart-Fang believes that this flame is being created by the Draugr Lord Aesliip, a powerful creature who lives in the caves beneath the ice. Wind-Eye is not certain that this is the case, but would not speak more about it. I am to enter Lake Fjalding and search out the ice caves below. Once there, I should find Aesliip, a powerful Draugr Lord, and kill him.

Entry 64: I have found the Draugr Lord Aesliip, and spoken to him. He tells me that he was once a powerful mage of the Skaal people, exiled for his research into the necromantic arts. Aesliip tells me that through his necromancy he learned of a powerful group of Frost Daedra that were planning to take the island of Solstheim for their own. The Skaal would not listen to his warnings, as he was dead to them. Through his magic, Aesliip was able to keep the Frost Daedra at bay. Knowing that eventually his life would end, and the Daedra would escape, Aesliip performed the rituals necessary to make himself one of the undead, and continue to keep the Frost Daedra imprisoned. Aesliip believes that together we might defeat the Daedra. He has asked for my help. I have agreed to fight with Aesliip.

Entry 65: Aesliip and I have defeated the last of the Frost Daedra. When the last of the Daedra fell, Aesliip realized that his task was finally complete, and he was relieved of his undead state. Before he died, he gave me a magical ring. I have returned to Wind-Eye and told him what transpired in the ice caves below Lake Fjalding. He suggests I return to the Skaal village, and he will meet me there later.

Entry 66: Creatures are attacking the Skaal village. I should go outside and help to defend these people.

Entry 67: The werewolves attacking the Skaal Village have been defeated. I have been told that at least one werewolf was seen going into the Greathall. I should go make sure that those inside are safe.

Entry 68: The werewolves inside the Greathall are defeated. The Skaal Guard that was inside is dead. Heart-Fang, however, is nowhere to be found. Residents of the Skaal Village have suggested I speak with Korst Wind-Eye, who has returned.

Entry 69: Wind-Eye tells me that during the battle with the werewolves, he believes I was infected by one of them. A Cure Disease spell will rid me of the affliction, but if I do not do this within three days, I may become a werewolf myself. Until I have been cured, Wind-Eye cannot allow me to be a part of the Skaal community. I have cured myself of Lycanthropy, and have been welcomed back by the Skaal. I have been named Blodskaal, a blood friend to the village. They will allow me to use Rigmor Half-Hand's former house as my own.

Entry 70: Korst Wind-Eye has told me that he would like me to take part in a Skaal ceremony called Ristaag, in order to cleanse and bless the Skaal people. First, though, he would like me to retrieve the Totem of Claw and Fang. The Totem of Claw and Fang is located in the Tombs of Skaalara, located east and a bit south of the Skaal Village.

Entry 71: I have retrieved the Totem of Claw and Fang. Having returned the Totem of Claw and Fang to Korst Wind-Eye, he explained to me that soon the Skaal will perform the Ristaag, a ritual hunt that is meant to bring favor from the All-Maker on the Skaal. Because of my service to the Skaal, Wind-Eye believes it would be good for me to take part in the Ristaag. I

am to meet with Rolf Long-Tooth, one of the Skaal hunters, by the western shores of Lake Fjalding after nightfall. He will then explain how the hunt will take place, and what my part in it will be.

Entry 72: Long-Tooth tells me that during the Ristaag, we will seek out the Spirit Bear that Wind-Eye has conjured using the Totem of Claw and Fang. We are to slay it and bring its heart back to the shaman. If the hunt fails, or is not completed by daybreak, it is said that bad fortunes will fall on the Skaal people. I am to stay with Long-Tooth during the hunt, and to follow his instructions exactly. As I followed Long-Tooth, we heard screams and unearthly howls off to our right. Long-Tooth has told me to investigate them and return to him. I have found the corpse of Sattir the Bold, one of the other hunters involved with the Ristaag. I should return to Long-Tooth and let him know what has happened.

Entry 73: Long-Tooth fears that there are werewolves in the woods, and that they will try to disrupt the Ristaag. I should continue following him.

Entry 74: Again we heard screams, this time from our left side. Long-Tooth again would like me to investigate the disturbance, and return to him with my findings.

Entry 75: Grerid Axe-Wife is dead as well. I must report this to Long-Tooth.

Entry 76: Long-Tooth has decided we must continue the Ristaag. It will be up to us to find the Spirit Bear and return with its heart.

Entry 77: Long-Tooth and I were attacked by werewolves, but were able to kill them. We must now find the Spirit Bear and return its heart to Wind-Eye.

Entry 78: The Spirit Bear has been killed, and I have retrieved the heart of the Spirit Bear. It must be returned to Wind-Eye.

Entry 79: Wind-Eye was pleased that the Ristaag was successful. He has taught me more of the Skaal magic in return for my efforts. I am now able to call a bear to aid me in times of need.

Entry 80: The Ristaag is completed, but Wind-Eye has been getting reports from his sentries of ominous signs. He tells me that the shores are filled with dead horkers, and he knows of no reason why this would happen. Wind-Eye has told me more about the Bloodmoon Prophecy, an ancient Skall legend that tells of the signs that appear before a demon god begins to stalk the land. He fears now that these signs have begun to appear, but he would like me to investigate further. At the northwest end of the island stands an enormous castle of ice, home of the frost giant Karstaag. Wind-Eye tells me that he and the Skaal have lived in peace, but that this slaughter of the horkers could be the work of the Rieklings under his control. I should investigate Castle Karstaag and see what I can find out. Though I cannot go in the front door, there is an entrance under the water north of the castle that has recently been discovered.

Entry 81: I have entered the Caverns of Karstaag, a network of caves that run below the castle. Inside the caverns I was greeted by a Riekling named Krish. He tells me that he knows nothing of the dead horkers, but he may know how I can find out more information. The master of the castle, Karstaag has been missing for days. While he has been gone, Krish and his band have attempted to wrest control of the castle from Dulk, another Riekling loyal to the

giant Karstaag. Krish had entered into a pact with a band of grahl to help him secure the castle. The grahl however, have turned on the Rieklings, slaughtered his troops, and now block the entrance to the castle above. The magic surrounding the castle allows none to enter without Karstaag's blessing. Krish will allow me to enter with him, if I am willing to help him fight his way past these trolls. Once inside, I will be able to question Dulk about the dead horkers.

Entry 82: The ice-trolls are defeated. I should now be able to enter the castle with Krish.

Entry 83: Dulk knows nothing about the dead horkers. He tells me that his master Karstaag disappeared days ago, after werewolves appeared at his door. The rest of the giant's minions have been involved in the rebellion at the castle, and could not have caused the deaths of the horkers. I've reported my findings to Wind-Eye, who did not seem surprised that the slaughter wasn't performed by the Rieklings. He fears that there are terrible times ahead for Solstheim, and gave me a sword that casts magical fire as a means to protect myself against the coming storm. Korst Wind-Eye then told me more about the Bloodmoon Prophecy, and the signs that are foretold within. The fire from the lake of ice, the tide of dead horkers. Now the moon itself has turned blood red. He tells me that all that remains is the Hunter's Game. According to legend, the Hunter chooses his Prey from the ranks of Man. Who and how many he chooses varies by the era. Wind-Eye does not know what will happen in the coming days, but he fears the worst.

Entry 84: I received a dream from Hircine calling me to join him for his Hunt. When I awoke, I was in the Mortrag Glacier. Hircine spoke to me, telling me that I was to be a part of his hunt. He has gathered the champions of Solstheim -- Falx Carius from Fort Frostmoth, Tharsten Heart-Fang from the Skaal, and the frost giant Karstaag -- to participate. All of us are to find our way through this glacier, though the others have gone ahead already. Only one of us will survive to face the Hunter in battle. I should continue ahead and see what awaits me.

Entry 85: I've encountered Captain Falx Carius, who was brought here after the attack on Fort Frostmoth. He suggests we work together to escape Hircine's prison. I have chosen to work with Carius to escape this place.

Entry 86: I have found the key that will allow me to proceed through the gate in the center of this maze. As we approached the gate, Carius told me that he can go no further. If I am to finish this fight, I will have to do so alone. He warned me to beware the giant Karstaag, as well as Heart-Fang, whom he does not trust. If I succeed, perhaps Carius will be able to find a way out of this place himself.

Entry 87: In the next ring of the glacier, I was greeted by Tharsten Heart-Fang, who has also been brought here by the Daedra Lord Hircine. He believes we should work together to fight Hircine. I have chosen to work with Heart-Fang to defeat Hircine. After finding the chest empty, Heart-Fang spoke to me. He told me that he has the key to continue on in the Hunt, and he will do so alone. He also claims to have the Ring of Hircine, and to have had it for many generations. Heart-Fang seems ready to kill me, and claims I must now fight him in his "true form."

Entry 88: Heart-Fang is dead. As he died, the Ring of Hircine disappeared from his finger and appeared in my inventory. On the corpse of Heart-Fang, I have found the second key to allow me to proceed through this maze.

Entry 89: I have entered what appears to be the center of the Mortrag Glacier. In it is the frost giant Karstaag, the final participant in Hircine's Hunt.

Entry 90: The frost giant Karstaag is dead. I am now the only one that has made it to the final stage of Hircine's Hunt.

Entry 91: Hircine has appeared and spoken to me. He says I have proven myself to be a worthy hunter, and that I now will receive the greatest honor he can bestow -- to be his Prey. Hircine has also questioned me as to what the greatest strength of a hunter is: strength, speed, or guile. He says that I must choose one of these three. I have chosen Speed as a hunter's greatest asset. Hircine has accepted my choice, and tells me that for me to face the Daedra Lord himself in battle would not be sporting. Instead, I am to face one of Hircine's Aspects.

Entry 92: I have defeated Hircine's Aspect of Speed. As I left the glacier, I heard a loud rumbling sound, as if the entire structure were coming down around me. I found myself outside the fallen ice mountain, with Hircine's message echoing in my thoughts. The Hunter has been defeated, but he will return one day to hunt again.

Entry 93: While in the Skaal Village I met a sad old man named Lassnr, whose son Tymvaul fell into the well while getting water. The bottom of the well leads to an ancient series of ice caves known as Rimhull, and Lassnr is convinced that Tymvaul is still alive down there and waiting for rescue. Lassnr pleaded with me to try and locate his son, Tymvaul, who he believes is trapped in the Rimhull Ice Caves at the bottom of the well. After listening to Lassnr's heart-breaking tale, I have agreed to venture into the Rimhull ice caves in search of his son, Tymvaul. Lassnr has given me the key to his well, which is the quickest way into Rimhull. But he also believes there must be another, more direct entrance somewhere outside the village. When I find Tymvaul, alive or dead, I'm to return to Lassnr and report my findings.

Entry 94: I've located Tymvaul, and he's very much alive. He's also quite mad, thanks to the ancient magical robes he discovered in Rimhull. It seems Tymvaul JUMPED into the well in search of the robes' dark power. I convinced Tymvaul to give me the Mantle of Woe. He will leave Solstheim and study magic somewhere, and return some day to make his father proud. I should return to the Skaal Village and give Lassnr this good news.

Entry 95: I returned to the Skaal Village and told Lassnr what happened to his son, Tymvaul.

Entry 96: The shipment of mead has arrived from Skyrim. I can now collect the weekly profits from the sale of mead.

[21] Journal of the Nerevarine

Journal of the Nerevarine

[Vvardenfell, c 3E 427]

Entry 1: My orders are to go to the town of Balmora in Vvardenfell District and report to a man named Caius Cosades. To find out where he lives, I should ask in Balmora at the cornerclub called South Wall. When I find Caius Cosades, I must give him a package of documents, and wait for further orders. Elone at Arrille's Tradehouse gave me detailed directions to Balmora.

Entry 2: A patron of the South Wall cornerclub called Caius Cosades "an old sugar tooth," and says to ask the owner, Bacola Closcius, about Caius Cosades. Bacola Closcius says Caius Cosades rents a little bed-and-basket up the hill from the South Wall. Go right up the stairs from the front door, then left at the top of the stairs and down to the end of the street.

Entry 3: I reported to Caius Cosades and gave him the package of documents. Caius Cosades says the Emperor wants me inducted into the Blades, the Imperial Intelligence service, with the rank of Novice. Caius Cosades would be my Spymaster, and I would follow his orders. Should I do as the Emperor commands? I'm not sure... I want to think about it.

Entry 4: By the Emperor's command, Caius Cosades has inducted me into the Blades, the Imperial Intelligence service, with the rank of Novice. Caius Cosades will be my Spymaster, and I'll follow his orders. The rules for the Blades are simple. I must follow orders. I must not steal from the Blades. I must not attack anyone from the Blades. I must follow these rules, or I'll be expelled. And once I'm expelled, I'm out forever. Spymaster Caius Cosades gave me 200 gold to spend as I please. And he also told me to establish a cover identity as a freelance adventurer. He suggested I join the Fighters Guild, or Mages Guild, or Imperial cult, advance in the ranks, gain skill and experience, or go out on my own, get freelance work. Then, when I'm ready, I come back to Caius for orders. When I asked about Morrowind history, Caius Cosades gave me a copy of *A Short History of Morrowind*, and suggested I look for a copy of *On Morrowind, the Imperial Province*, by Erramanwe of Sunhold.

Entry 5: The Spymaster has sent me to talk to Hasphat Antabolis at the Balmora Fighters Guild. I'm to ask him what he knows about the Nerevarine secret cult and the Sixth House secret cult, and return to report to the Spymaster. First I'll have to do some favor for Antabolis, then he'll give me the information that the Spymaster wants.

Entry 6: I need to do a favor for Hasphat Antabolis before he'll tell me what I need to know. I'm to go to a Dwemer ruin nearby called Arkngthand. I'm supposed to find a little cube with a circular design and some symbols on one side. He called it a "Dwemer puzzle box". When I bring the cube back to Antabolis, he'll tell me what I need to know.

Entry 7: I spoke with one who called himself a "Sleeper." He called me by name, and said, "You cannot deny your Lord, Dagoth Ur. The Sixth House is risen, and Dagoth is its glory." He made no sense at all. I think he must have been mad.

Entry 8: I found the Dwemer puzzle box Hasphat Antabolis told me to find. Now I'll take it to him, and in return, he'll tell me what I need to know about the Nerevarine secret cult and the Sixth House secret cult.

Entry 9: I gave Hasphat Antabolis the Dwemer puzzle box, and now he says he'll tell me what I need to know about the Nerevarine secret cult and the Sixth House secret cult. He also said the inscriptions on the box seem to be the directions for setting a Dwemer key to open a specific lock. When I've delivered my report to Caius, he said come back, and maybe he'll have a key I can take back to Arkngthand. Hasphat Antabolis gave me notes on the Sixth House to deliver to Caius Cosades.

Entry 10: I gave Caius Cosades the notes from Hasphat Antabolis, and Caius seemed well-enough pleased with them. However, now he has something else for me to do. The Spymaster told me to get Sharn gra-Muzgob at the Balmora Mages Guild to tell me about the Nerevarine, and then report back to him. I'll have to do a little "errand" for her first, he says. I'm beginning to see a pattern here. Rather than pay informants with hard cash, Caius Cosades trades favors for information. And as the new recruit in the organization, I provide the favors. Ah, well. A lesson in humility.

Entry 11: Hasphat Antabolis gave me a Dwemer key that may be useful in the Arkngthand ruins. When I asked Hasphat Antabolis about Morrowind history, he gave me a copy of *On Morrowind, the Imperial Province*, by Erramanwe of Sunhold.

Entry 12: Sharn gra-Muzgob will provide the information on the Nerevarine that the Spymaster wants after I've done a little errand for her. She wants me to retrieve the skull of Llevule Andrano from Andrano Ancestral Tomb. She mentioned Dunmer prejudices against necromancy, and warned me not to upset the natives. Andrano Ancestral Tomb is south of Pelagiad, just off the road, just before the fork where the road goes southwest towards Seyda Neen and southeast to Vivec. She gave me an enchanted blade and some scrolls, because she says some spirits are immune to normal weapons. I delivered the skull Sharn gra-Muzgob asked for, and she's agreed to tell me about the Nerevarine as the Spymaster requested. Sharn gra-Muzgob told me about the Nerevarine cult, and gave me some notes to give the Spymaster. Now I should return and report, and give him these notes.

Entry 13: The Spymaster seemed happy with the notes I gave him on the Nerevarine from Sharn gra-Muzgob. Caius says he'd like to see me at a higher level of conditioning before he sends me out again. So I should take some time to polish my skills and enhance my cover story with a little freelance adventuring. Then, when I'm ready, I'll return, and Caius will have new orders for me. The Spymaster promoted me to Apprentice Rank in the Blades. He seems pleased with me, because he also gave me a little present.

Entry 14: I had a disturbing dream. I can only recall one part. A tall figure with a golden mask led me among the dead as through a wedding celebration. I heard many voices, but no lips moved. I strained to breathe, but my 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. I tried to cry out, but without breath, my tongue fluttered in vain.

Entry 15: Caius sent me to Vivec with three tasks: speak with Addhiranirr, a Khajiit Thieves Guild operative in St. Olms; speak with Huleeya, an Argonian in the Foreign Quarter, at the Black Shalk Cornerclub; and speak with Mehra Milo, a Temple priestess at the Hall of Wisdom in the Temple Compound. When I have information about the Nerevarine cult and the Sixth House cult from these three, I report back to Caius. Caius gave me instructions in writing.

Entry 16: In my dream, a tall figure with a golden mask greeted me, saying, "There are many rooms in the house of the Master. Be easy, for from the hands of your enemies I have delivered you." It seemed I had died and could see myself laid upon a table lit by candles. But with my own hands I touched the figure, and the figure drew breath, opened eyes, and rose from the table. Then the room was gone, and the world filled with light, and I awoke.

Entry 17: I found Huleeya, but we can't talk at the Black Shalk Cornerclub because some troublesome fools are bothering him. He says he'll answer my questions if I'll travel together with him to Jobasha's Rare Books. Racist thugs are bothering Huleeya. He wants to avoid trouble. Perhaps I can persuade them with words or coin to leave Huleeya alone. Otherwise, Huleeya thinks that there must be bloodshed.

Entry 18: I spoke with the troublesome fools bothering Huleeya, and they agreed to leave him alone. Huleeya will follow me to Jobasha's Rare Books. There he will answer my questions.

Entry 19: Huleeya has followed me to Jobasha's Rare Books. He says he'll answer my questions here where we can talk in peace.

Entry 20: Huleeya hadn't heard of a Sixth House cult, but he knew a lot about the Nerevarine cult. He gave me notes to give to Caius. The main thing I gathered is that the Temple's conflict with the Nerevarine cult is tied up with ancient grievances between the Ashlanders and the Great Houses.

Entry 21: I'm told that Addhiranirr is hiding because a Census and Excise agent is in the area. She's probably down in the underworks.

Entry 22: Addhiranirr will be hiding in the underworks while the Census and Excise agent is in the area. Addhiranirr was too concerned about the Census and Excise agent to answer questions for the Spymaster. Maybe I can do something to get rid of him.

Entry 23: When I told the Census and Excise agent that Addhiranirr took a gondola to the mainland, he said he was heading back to the mainland anyway, and would look for her there. Addhiranirr was pleased that I'd taken care of the Census and Excise agent she'd been worrying about, and now she's ready to answer my questions on the Nerevarine cult and the Sixth House cult.

Entry 24: Addhiranirr says that some smugglers are now working for the Sixth House, but Addhiranirr couldn't find out what they are smuggling. Addhiranirr thought it was strange that smugglers who usually brag about their smuggling are suddenly being very quiet about what they smuggle for the Sixth House. I wonder what is being smuggled, and why it is such a big secret. I think this is the sort of thing Caius Cosades is looking for.

Entry 25: I found Mehra Milo at the Hall of Wisdom, but she says she cannot talk with me. She must feel she is being watched. She says to meet with me in the back of the library.

Entry 26: I found Mehra Milo in the back of the library. She says she knows nothing about the Sixth House, but she is willing to answer my questions about the Nerevarine cult.

Entry 27: Mehra Milo says the Temple persecutes the Nerevarine cult because they claim the Tribunal are false gods. A group called the Dissident priests disputes Temple doctrine on the Nerevarine prophecies. A book *Progress of Truth* describes the beliefs of the Dissident priests. Mehra Milo says I must get a copy of *Progress of Truth* to give to the Spymaster. Copies can be found in the secret libraries of the Hall of Wisdom, but that they are guarded. She says it will be safer to search booksellers for a copy. She says some booksellers will sell outlawed books. Mehra Milo says to tell Caius Cosades that she is worried that she is being watched by Ordinators, and that if something goes wrong, she will leave a message under the agreed code word "amaya".

Entry 28: I dreamed that a tall figure with a golden mask spoke to me, but I understood not a word. He smiled, and seemed pleasant, but when he reached to touch me, it terrified me, and I tried to escape, but I couldn't move. I tried to cry out, but I couldn't make a sound. The figure kept smiling and talking, but I felt sure he was trying to cast some sort of spell on me. When I woke, I couldn't recall how the dream ended.

Entry 29: The Spymaster took my report, and the notes from Huleeya and the *Progress of Truth*. He needs time to read and digest my report, but in the meantime, he gave me 200 gold to spend and told me to go out and get some guild or freelance jobs, or get some training. When I'm ready, he says to come back, and he'll have new orders for me.

Entry 30: Caius says that to reach Hunter Nine-Toes, one of the Blades under Caius' command, leave Caius' door facing south. Go right, down the steps, then turn left and head south, looking for Nine-Toes' door on the left. Warrior Rithleen lives two houses south of Caius' house, upstairs. Healer Tyermaillin lives two houses south from Caius' house, downstairs. Mage Surane Leorane is in Caldera, the next town north. Her half-timber-and-stone house north sits between the twin towers of the North Gate and the Governor's Hall. Master-at-Arms Sjorvar Horse-Mouth lives in a guar herder's hut in the middle of nowhere west of Caldera. Caius couldn't give me good directions. Nightblade Gildan lives in Ald'ruhn, the Redoran district seat north of Balmora, beyond Caldera. Gildan lives in the southeast corner of town, in a house to the right of the steps up to the temple. Elone the Scout can usually be found at Arrille's Tradehouse in Seyda Neen, the sea port where I arrived by boat.

Entry 31: The Spymaster promoted me to Journeyman Rank in the Blades. He seems pleased with me, because he also gave me a little present.

Entry 32: The Spymaster has sent me to see a fellow named Hassour Zainsubani, an Ashlander who left the Wastes to become a wealthy trader in Ald'ruhn. He gave me 100 gold and told me to find out what Zainsubani likes, and get him a gift. Then I'm to give him the gift, and ask him to tell me about the Ashlanders and the Nerevarine cult. When I have the information, I'm to report back to the Spymaster.

Entry 33: Boderi Farano, the publican of the Ald Skar Inn, says that Hassour Zainsubani has many books in his room, and perhaps that would be a suitable gift.

Entry 34: As a gift, I gave Hassour Zainsubani a copy of *Ashland Hymns*. He seemed surprised and pleased. He thanked me and offered in return to answer my questions about the Ashlanders and the Nerevarine cult. Hassour Zainsubani gave me some notes where he has written what he thinks I need to know about the Ashlanders and the Nerevarine cult. These notes will satisfy the Spymaster. But Hassour Zainsubani invited me to ask any questions I wish, and perhaps I can learn some other useful information from speaking with him.

Entry 35: Hassour Zainsubani says that he is too old now to travel, but that his son, Hannat Zainsubani, seeks out sources of fine ebony. The son has proposed to chart the rarely visited ancient underground complex at Mamaea, west of Red Mountain, and if I should meet him in my travels, Hassour Zainsubani asks me to tell his son that his father longs for news of his son-and-heir.

Entry 36: In my dreams, a tall figure in a golden mask spoke to me. "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!"

Entry 37: Caius promoted me to Apprentice rank in the Blades, and gave me the Emperor's secret orders and told me to read them. The Emperor thinks the Nerevarine prophecies are genuine, and that I may be the Nerevarine. I'm being sent to the Urshilaku Camp to speak with the heads of the Nerevarine cult, Sul-Matuul and Nibani Maesa. I'll tell them my story, and tell them to test me against the Nerevarine prophecies, then report back to Caius.

Entry 38: Nuleno Tedas gave me directions to Urshilaku camp. The camp is due north from Maar Gan, but high ridges lie in the way. Follow Foyada Bani-Dad, a deep ravine just north of Maar Gan, northwest to the sea. A shipwreck at the seamount of the ravine is a landmark. Swim east around the headland. Pass east through the ruins of Assurnabitchpi Shrine. Urshilaku Camp lies east of the ruins, inland in a low hollow.

Entry 39: I have been told to go speak with Zabamund, a gulakhan, Sul-Matuul's champion, in his Zabamund's yurt. If Zabamund gives me permission, then I may enter the ashkhan's yurt and speak with Sul-Matuul.

Entry 40: I have persuaded Zabamund that I must speak to Sul-Matuul. Now I must go to the ashkhan's yurt and tell Sul-Matuul that Zabamund has sent me.

Entry 41: Sul-Matuul has sent me to the Urshilaku Burial Caverns to fetch Sul-Senipul's Bonebiter Bow. Sul-Senipul was Sul-Matuul's father, and his spirit guards this bonemold long bow deep in the burial caverns. If I return to Sul-Matuul with this bow, he will adopt me into the Urshilaku tribe as a Clanfriend. And then Sul-Matuul will send me to the wise woman, Nibani Maesa, to be tested against the Nerevarine prophecies. I must go to Urshilaku Burial Caverns to retrieve Bonebiter, the bonemold long bow of Sul-Matuul's ancestor, Sul-Senipul. Sul-Matuul says that the Urshilaku Burial Caverns lie to the south-southeast of Urshilaku camp, halfway between the camp and the slopes of Red Mountain. He warns me that Ashlander ancestral spirits guard these burial chambers.

Entry 42: I completed the initiation rite by bringing Sul-Senipul's Bonebiter Bow to Sul-Matuul. He has named me a Clanfriend of the Ashlanders. He has also given me permission to

go to the wise woman's yurt and speak with Nibani Maesa, who will examine me and test me against the Nerevarine prophecies.

Entry 43: Nibani Maesa agrees that my aspect -- my birthsign -- and my uncertain parentage fit with the Nerevarine prophecies. But that is not sufficient proof that I am the Nerevarine. The Nerevarine should bear the mark of the moon-and-star -- the mark of Indoril Nerevar's family standard. Nibani Maesa believes there is some connection between the recent attacks by mad cultists called 'sleepers' and the Nerevarine prophecies. She recited the version of the Nerevarine prophecies she knows as 'the Stranger' and a version of the Nerevarine prophecies she calls 'Seven Visions of Seven Trials of the Incarnate'. The wise women know that some Nerevarine prophecies have been lost. But the Dissident Priests of the Temple study the Ashlander Nerevarine prophecies, and record them in books. Perhaps the lost prophecies can be found there. Nibani Maesa has asked me to go to the Dissident Priests, get them to show me the books, and to tell her what I find there. This sounds like something to mention to Caius. Maybe he'll know how to contact the Dissident Priests.

Entry 44: Nibani Maesa says I am not the Nerevarine, but I may become the Nerevarine. It seems she is willing to help me unravel the Nerevarine prophecies and my part in them. Now it's time to report back to Caius.

Entry 45: The Spymaster says a patrol found a Sixth House base in a cave the locals call Ilunibi. However, the one trooper who escaped to report died of corpus disease. Before he died, the trooper encountered monsters, cultists, and a powerful Sixth House priest called Dagoth Gares. The Spymaster says to go talk to Raesa Pullia, Champion of Fort Buckmoth. She'll give me the details.

Entry 46: I spoke with Raesa Pullia. The trooper who escaped died mad and disfigured with corpus. The cavern with the Sixth House base -- Ilunibi -- is not on the maps. I'll ask in Gnaar Mok about Ilunibi. The patrol fought cultists, disfigured man-beasts, and a half-man creature named Dagoth Gares. Dagoth Gares killed all the patrol, but sent one survivor out with messages about awakened sleepers and Lord Dagoth Ur.

Entry 47: A scout in Gnaar Mok told me about an old sea cave, called Ilunibi Caverns, up on the north end of the Gnaar Mok island, right on the coast. He said there was nothing but rats and slaughterfish, though smugglers and outlaws might use it for a hide-out.

Entry 48: Dagoth Gares says the Sixth House was only sleeping. Now Dagoth Ur and the Sixth House will 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'. So the Sixth House means to drive out the Empire, overthrow the Temple, and restore the pre-Imperial Dunmer nation of Morrowind. He describes the Sleepers and Dreamers as new and weak worshippers. But the Children of His Flesh -- I think he means the corpus beasts -- are 'deep in the heart of his mysteries'. He also says that he and the servants of Ilunibi we are the least of Dagoth Ur's servants, and that servants called 'Ash Poets', 'Ascended Sleepers', and 'Ash Vampires' are more powerful and more blessed by Lord Dagoth. Lord Dagoth would far rather have me as a friend than as an enemy. But until I submit to Lord Dagoth, Sixth House servants will treat me as an enemy. If I want to be a friend of the Sixth House, first I must go to Lord Dagoth in his citadel on Red Mountain, and make my submission. Ilunibi shrine is only a small, quiet retreat where Sixth House servants share the sacraments of flesh and blood, and dream the dreams of their Lord.

He says other lesser shrines are hidden 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. The priest of Ilunibi Shrine tells me that Dagoth Ur bids me come to Red Mountain, where he would grant me counsel and power, if only I would pledge that friendship anew. He says the path to Red Mountain is long, and filled with danger, but there I will find wisdom, a firm friend, and all the power I need to set the world aright. Dagoth Gares addressed me as if I were Lord Nerevar, giving me Dagoth Ur's words. Dagoth Ur says Nerevar and he were friends and brothers, but that Nerevar struck Dagoth Ur down beneath Red Mountain while Dagoth Ur protected a treasure Nerevar had sworn Dagoth Ur to protect. Yet Dagoth Ur offers to forgive me and raise me high in his service. So Dagoth Ur thinks I'm Lord Nerevar and hopes to attract me to his service with promises of friendship and power.. I wonder about their history together.

Entry 49: I have killed Dagoth Gares, as the Spymaster ordered. But with his dying breath, Dagoth Gares pronounced a curse on me, and now I have the corpus disease. He said I would come to Dagoth Ur 'in his flesh, and of his flesh'. I don't feel any different, but the marks of the disease are plain on my face. I'll have to return and report to the Spymaster on the Sixth House base, and hope he knows of some way to cure this disease.

Entry 50: The Spymaster promoted me to Traveler rank, but is very worried about my Corpus disease. My best chance of a cure is Divayth Fyr, an ancient Telvanni wizard who runs a Corprusarium for victims of the disease. With the Dwemer artifact and 1000 gold Caius gave me, I'll go to Tel Fyr and persuade Divayth Fyr to cure my corpus disease. I must hurry back to the Spymaster when I'm cured, because Caius knows how to get the lost prophecies Nibani Maesa asked for. Tel Fyr, Divayth Fyr's tower, is southwest of Sadrith Mora, on an island on the southwestern edge of Zafirbel Bay. There's no boat service, so I must water-walk or swim from Sadrith Mora. Use the guild guide at the Mages Guild to reach Sadrith Mora. Then, at Wolverine Hall, Fighters Guild, ask the scout Sondryn Irathi for detailed directions to Tel Fyr. Caius gave me levitation potions, since Telvanni wizards don't use stairs.

Entry 51: I was attacked by someone called a "Sleeper," for no apparent reason.

Entry 52: I gave Divayth Fyr the Dwemer artifact the Spymaster gave me. It seems to have made a good impression on him. Divayth Fyr says that the corpus disease makes you immune to other diseases, and that the Nerevarine prophecies say the Nerevarine will be immune to disease. Can it just be a coincidence? Divayth Fyr has offered to give me a potion that may cure me of corpus disease. It might also kill me, but, as he says, I haven't a better choice. All I have to do is go down into the Corprusarium, find a corpus victim named Yagrurn Bagarn, collect a pair of boots from him, then return to Divayth Fyr, and he'll give me the potion.

Entry 53: I have been warned by Vistha-Kai, Warden of the Corprusarium, not to harm the inmates of the Corprusarium.

Entry 54: Uupse Fyr said that if I would find a guarskin drum and bring it to her, she could play the drum to calm the corpus victims. She says the victims wander away with the drum sometimes, so I'll have to search for it. I brought Uupse Fyr the guarskin drum so she could play some rhythms to soothe the corpus victims.

Entry 55: Yagrurn Bagarn gave me the Dwemer boots Divayth Fyr asked for. Now, when I deliver these boots to Divayth Fyr, he will give me the potion that I hope will cure my corpus disease.

Entry 56: I gave Divayth Fyr the Dwemer boots from Yagrurn Bagarn, and he offered to give me the potion, but only if I'd take it right there, before his eyes, so he could closely observe its effects. Those are his conditions. Divayth Fyr gave me the potion. It didn't cure me. But it did remove all apparent signs of the disease. Divayth Fyr said he didn't actually WANT to cure me. He just wanted to remove the harmful features of the disease while preserving its virtues. It worked. And now Divayth Fyr is eager to test the potion on subjects in the Corprusarium. But I must hurry back to report to the Spymaster, and search for the lost prophecies.

Entry 57: Sixth House cultists attacked me as I slept in my bed.

Entry 58: Caius Cosades was recalled to the Imperial City. He says he believes I am really the Nerevarine. He wants me to find the lost prophecies and deliver them to Nibani Maesa. His parting orders are to go to the Hall of Wisdom and Justice, where Mehra Milo will tell me how to get the lost prophecies. He says she's being watched, and if something has gone wrong, she will leave me a message under the code word 'amaya.' I told the Spymaster how Sixth House cultists attacked me as I slept in bed. The Spymaster said it may not be safe to sleep in town. Perhaps I should search for a nearby base, and attack them before they attack me. Caius gave me some gold and a few things that 'might come in handy.' And I can use his house while he's gone.

Entry 59: I found a note addressed to 'Amaya' in Mehra Milo's room. I think it means she's in trouble, probably imprisoned in the Ministry of Truth. I'm to tell the guard at the entrance, Alvela Saram, that I'm looking for Mehra Milo, and she'll let me in. Milo wants me to bring her two Divine Intervention scrolls. For an escape plan? She also left me two Levitation potions.

Entry 60: Alvela Saram gave me a key to the entrance to the Ministry of Truth. I'll need keys for other doors inside; look for them in desks. She said there's sympathy for the Dissident priests among the Ordinators, but if anyone gets killed getting her out, we'll lose that sympathy. I spoke to the officer in charge in the Ministry of Truth Prison Keep, and I believe he is going to let me proceed without interference.

Entry 61: I gave Mehra Milo a Divine Intervention scroll. She'll meet me at Holamayan, a Dissident priest monastery, and we'll get the lost prophecies. I'll go to the East Docks in Ebonheart, find Blatta Hateria, tell her that Mehra Milo sent me, and that I want to 'go fishing.' She'll bring me to Holamayan by boat. I must speak to Vevrana Aryon, a monk at the dock at Holamayan, about Holamayan's magically hidden entrance.

Entry 62: Blatta Hateria is ready to take me to Holamayan any time I'm ready to travel. And she'll offer that service any time I need it.

Entry 63: Vevrana Aryon, a monk of Holamayan, says I will find Mehra Milo in the monastery here, on this island. A stone pathway north from the docks leads uphill to the entrance to Holamayan, but the portal opens only at dusk and dawn, the magical twilight hours sacred to Azura. I will find Mehra Milo in the library with Master Barelo. Later, Vevrana Aryon can arrange for my return to Vivec whenever I am ready.

Entry 64: Here's Gilvas Barelo's short interpretation of 'The Lost Prophecy'. '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.' Maybe the prophecy was lost because Ashlanders didn't like the idea of an outlander Nerevarine. - Here's Gilvas Barelo's short interpretation of 'The Seven Curses'. '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.' Gilvas Barelo says that Dagoth Ur grows stronger while the Tribunal grows weaker. He sees the return of Saint Nerevar, even if it is only the 'spirit' of Saint Nerevar, as the best hope for salvation from Dagoth Ur's menace. The Temple might not be so intolerant of differences in opinion, but the Ordinator under Berel Sala claim that the threat from Red Mountain and Dagoth Ur can only be resisted with a unified, resolute faith. If the Dissident priests could show they can confront Dagoth Ur more effectively than the Ordinator, the Temple and people might support the Dissident priests. Faith in the Temple's protective power was strong as long as the Ordinator, Buoyant Armigers, and Tribunal could contain the blight and Dagoth Ur's creatures within the Ghostfence. But now travelers and settlements suffer from blight storms and marauding monsters, and the people fear the Temple is losing its ages-old battle with the Devil Dagoth Ur. The appearance of the Sixth House is clearly a sign of a coming crisis. In such troubled times, the Dunmer may turn to the ancient pillars of faith, the ancestors and the Daedra, and the prophetic visions granted by Lord Azura. Then they may look to the Nerevarine, Saint Nerevar Reborn, to lead them against the grim armies of Dagoth Ur.

Entry 65: The Heirographa 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. The Dissident priests have gathered much of the Apographa in Holamayan. One of the chief disputes between the Temple and the Dissident priests is that the Temple hides the truth from its followers. From the Apographa, Gilvas Barelo gave me a document based on the Apographa called *Kagrenac's Tools*. This document describes the terrible secret that the Temple conceals about the true history of the Tribunal and the corrupt nature of their divine powers. To hide this secret, the Temple persecutes the Nerevarine and the Dissident Priests. Barelo says the persecution must stop, and we must unite against the true enemy, Dagoth Ur. He also gave me *The Lost Prophecy* and *The Seven Curses*. *The Lost Prophecy* says the Nerevarine is an outlander. That may surprise the Ashlanders, but it suggest that I might really be the Nerevarine. I must bring these lost prophecies to Nibani Maesa as soon as I can.

Entry 66: I told Nibani Maesa of the lost prophecies, and what Gilvas Barelo said about them. She has told me to leave her while she consults the ancestors in her dreams. I'm to come back when the moons have come and gone to hear her judgement.

Entry 67: The moons have come and gone, and it is time to return to Nibani Maesa and hear her judgement.

Entry 68: Nibani Maesa says she has been chosen as my guide on the path of the Nerevarine. She says I must pass the Seven Trials of the Seven Visions. The first two trials, my particular birth and my cured corpus disease, are already passed. For the third trial, I must go to Sul-Matuul, the guardian of the Nerevarine cult, and he will tell me what to do. When I have fulfilled the third trial, I must return to Nibani Maesa for guidance with further trials.

Entry 69: Sul-Matuul has given me the following quest. Go to Kogoruhn, the ancient halls of House Dagoth. Get three tokens: 1. corpus weepings from a corpus beast, 2. a cup with the mark of House Dagoth, and 3. the Shadow Shield, which lies on the Tomb of Dagoth Morin, in the lava tunnels deep beneath ruined Kogoruhn. If I bring him these three tokens, he will reveal to me the secret of the Third Trial of the Nerevarine.

Entry 70: I have passed Sul-Matuul's Warrior's Test. Now I must find the Cavern of the Incarnate, a secret place sacred to Azura, and look for the moon and star of the prophecies. To find the Cavern of the Incarnate, I must solve 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. Sul-Matuul called this riddle 'Wisdom's Test,' and says take counsel of the wisdom of the tribes to find the way.

Entry 71: An Ashlander says the 'eye of the needle' in the riddle may be a tall rock column in the Valley of the Wind. 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. 'Airan's Teeth' bear the name of the seer, Airan, who is blessed by Azura. These might be the 'teeth of the wind'. I was asking about the skin of the pearl when I mentioned the Needle, in the Valley of the Wind. The Ashlander said there was whitish rock at the top of the Needle. That might be the 'skin of the pearl' I'm looking for. Nibani Maesa thinks that 'the star is the key' refers to Azura's Star that appears in the sky only in the magical hour between day and night, at dawn and twilight. Nibani Maesa says that, if the star is the key -- Azura's Star -- then the door may be seen only at dawn and dusk, when Azura's Star is in the sky. Then the star would be the 'key' that opens the door. If the door is only seen at dawn and dusk, then it may be that the mouth of the cave is hidden or magical, and cannot be seen except when it is 'opened' by the 'key' -- Azura's Star.

Entry 72: I saw Azura in the Cavern of the Incarnate. I received the Moon-and-Star, an enchanted ring, and I am the Nerevarine. I have passed the first three trials. Now I must show Moon-and-Star to the ashkhans of the tribes and the councilors of the houses. Each tribe must call me Nerevarine. Each House must call me Hortator. These are the next two trials. Nibani Maesa shall be my guide. I must return to her and seek her counsel.

Entry 73: The spirit of Peakstar warned that now that I bear the Moon-and-Star, and will be recognized as the Nerevarine, I must be ready for hatred and fear from the Temple, from Ordinators, and from Tribunal Faithful of the Great Houses. I must be chosen as 'Nerevarine' by the Ashlanders and 'Hortator' by the Great Houses. These are titles of war leaders chosen to unite the Dunmer in times of need. I must prove a war leader is needed, and be chosen as that war leader. I must tell how the Tribunal used profane tools of the Dwarves, and betrayed and misled the people. I must tell about the threat of Dagoth Ur and the Sixth House, and how the Tribunal can no longer contain them. The ghost of Peakstar gave me a belt and pants, the ghost of Hort-Ledd gave me a book and a robe, the ghost of Erur-Dan gave me a spear and cuirass, the ghost of Idrenie Nerothan gave me a probe and lockpick, the ghost of Ane Teria gave me a book and a mace, and the ghost of Conoon Chodala gave me an axe and a pair of boots.

Entry 74: Nibani Maesa reminded me of the Fourth Trial of the Seven Visions: 'A stranger's voice unites the Houses./Three Halls call him 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. Nibani

Maesa says I must go to Redoran Council, Hlaalu Council, and Telvanni Council, prove to each that the threat of Dagoth Ur warrants uniting under a Hortator, and persuade each to name me 'Hortator'. This is how I must pass the Fourth Trial. When I have been named 'Hortator' by each of the three Great Houses of Vvardenfell, I will have passed the Fourth Trial, and should return to Nibani Maesa for further guidance.

Entry 75: Athyn Sarethi has agreed to name me Hortator of House Redoran. He says he will use his influence to persuade the other councilors to support me, but that Bolvyn Venim will never support an outlander as Hortator of House Redoran. If I have the support of the rest of the Redoran Council, perhaps Venim will agree to an honorable duel. Ramoran was impressed by my story and my ring. But I'm an outsider, and he doesn't trust me. He said he'd think about my request and talk to the other counselors. Thanks to Sarethi's influence, Hlaren Ramoran has agreed to name me Hortator. Garisa Llethri is making me his choice for Hortator of House Redoran. He was persuaded by Athyn Sarethi's testimony. Morvayn was troubled by my story, but seemed to believe it. But she doesn't know me or trust me. She said she would consider my request and share her concerns with the other councilors. After speaking with Athyn Sarethi, Councilor Morvayn has agreed to name me Hortator of House Redoran. I asked Miner Arobar to name me Hortator. My story interested him, but he was concerned about rumors he heard about me from the Temple. He has agreed to consider the matter further, and to consult with his other colleagues on the council. Sarethi's influence has persuaded Miner Arobar. He has agreed to confirm me as Hortator of House Redoran. I asked Bolvyn Venim to name me Hortator. He was indignant, and refused to hear my story or consider my proof. He was quite clear... he will never consent to my being chosen as Hortator of House Redoran. Bolvyn Venim has challenged me to a duel at the Arena in Vivec.

Entry 76: I killed Bolvyn Venim in a duel. It is unfortunate, but there was no alternative. I should speak with Athyn Sarethi again to be named Hortator.

Entry 77: I have been named Hortator of House Redoran by Redoran's councilors. When I have been declared Hortator of all three Houses, Redoran, Hlaalu, and Telvanni, I will have fulfilled the Fourth Trial of the Seven Visions of Seven Trials of the Incarnate. When Athyn Sarethi named me Redoran Hortator, he gave me an enchanted ring, a token of my office called the "Ring of the Hortator." By this ring others shall know me as House Redoran's chosen champion. And he gave me a sealed package containing a message sent on behalf of Archcanon Saryoni, High Archcanon of Vivec. In the event that I become both Hortator of the three Great Houses and Nerevarine of the four Ashlander tribes, Saryoni invites me to a private meeting to consider my claims. Once I am Hortator and Nerevarine, I should speak with the healer of the High Fane of Vivec, Danso Indules, to arrange the meeting.

Entry 78: Nilenor Dorvayn told me that I should speak with Crassius Curio at his manor in Vivec City. He is the most likely to consider my requests, whatever they may be.

Entry 79: Orvas Dren agreed to use his influence with Nevena Ules and Velandra Omani to have me named Hlaalu Hortator. Nevena Ules seemed very nervous when I asked her to confirm me as Hortator of House Hlaalu. She agreed immediately, and seemed very anxious to please me. Now I have her vote for Hlaalu Hortator. When I asked that Velandra Omani name me Hortator of House Hlaalu, she agreed immediately. She seemed very anxious to please me. Now I have her vote for Hlaalu Hortator. Dram Bero was impressed that I had found his home. He agreed to name me Hortator, and gave me some advice. Yngling Half-Troll can be bribed or killed, and Crassius Curio might be manipulated. But Velandra Omani

and Nevena Ules will not support me as Hortator without Orvas Dren's approval. After a hefty bribe, Yngling Half-Troll gave me his vote for Hortator of House Hlaalu. Upon receiving 1000 gold to cover expenses, Curio gave me his vote for Hortator of House Hlaalu and the Belt of the Hortator, a token that shows I have been named Hortator of House Hlaalu by Hlaalu's councilors. When I have been declared Hortator of all three Houses, Redoran, Hlaalu, and Telvanni, I will have fulfilled the Fourth Trial of the Seven Visions of Seven Trials of the Incarnate.

Entry 80: I asked the Mouths of the Telvanni councilors if their masters would vote for me as Hortator of House Telvanni. They said I would have to speak directly to them on a matter of such importance.

Entry 81: I asked Master Neloth if he would vote for me as Hortator of House Telvanni. Neloth is a cranky, ill-tempered old wizard, impatient and quick to anger. He shouted at me for interrupting him with such nonsense. When I finally got Master Neloth to listen to me, he casually gave his vote for me as Hortator. It was clear that he didn't care one way or the other.

Entry 82: I asked Archmagister Gothren if he would vote for me as Hortator of House Telvanni. He listened to my story carefully, and said he found my proofs persuasive. He said, however, that it was a very grave responsibility to make such a decision, and that he would need some time to reflect and consider, and to confer with other councilors. It was very difficult, but I managed to get Archmagister to admit that he had no intention of naming me Hortator of House Telvanni. He said I clearly was attempting to use the office of Hortator as a means of advancing my own interests. He refuses to discuss the subject further, and threatened to kill me if I continued to annoy him.

Entry 83: I asked Mistress Dratha if she would vote for me as Hortator of House Telvanni. She wouldn't even listen to my story. Once I found a way to improve her disposition, I got Mistress Dratha to listen to my story. She was more than willing to name me Hortator of House Telvanni.

Entry 84: After hearing my story, Master Aryon agreed to make me the Telvanni Hortator. He said the other councilors might need some persuading. Master Neloth is ill-tempered, Mistress Therana is losing her mind, and Mistress Dratha has a problem with men. Master Aryon told me that Archmagister Gothren would delay my request indefinitely. He advised me to kill Archmagister Gothren.

Entry 85: I asked Master Baladas if he would vote for me as Hortator of House Telvanni. He said he had found me, on the whole, an agreeable colleague, and thought I was a suitable candidate for Hortator.

Entry 86: I tried to ask Mistress Therana if she would vote for me as Hortator of House Telvanni, but it was impossible to get her attention. She's easily distracted. Maybe if I concentrate on being charming and entertaining, I'll be able to focus her attention on me. When I managed to catch Mistress Therana's attention, it was easy to get her to agree to vote for me. I'm not sure she knew what she was voting for, or why. But when I asked, "Will you vote for me as Hortator," she said, quite clearly, "You want to be a Hortator? Certainly. Go right ahead."

Entry 87: I have been named Hortator of House Telvanni by the surviving councilors of that house. Master Aryon gave me the Robe of the Hortator, an heirloom token of my status as Telvanni Hortator. I have been named Hortator of all three Great Houses, Redoran, Hlaalu, and Telvanni. Of the Seven Visions of Seven Trials of the Incarnate, I have now fulfilled the Fourth Trial.

Entry 88: Nibani Maesa reminded me of the Fifth Trial of the Seven Visions: '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. In times of great danger, the Ashlander tribes unite under a single war leader. If I can prove to the Urshilaku, Ahemmusa, Zainab, and Erabenimsun tribes that I am the Nerevarine, and that the tribes must unite against the threat of the Sixth House, then each ashkhan will declare me 'Nerevarine' and war leader of all tribes. This is how I must pass the Fifth Trial. I must go to all the tribal ashkhans, but my friend Sul-Matuul should be the first and easiest to persuade. When I have been named 'Nerevarine' by each of the four Ashlander tribes of Vvardenfell, I will have passed the Fifth Trial, and should return to Nibani Maesa for further guidance.

Entry 89: Sul-Matuul has warned me that people of the Great Houses and the Temple may be hostile when I am known as the Nerevarine. He also suggests that I take counsel with Nibani Maesa about the ways of the Ashlander tribes and their ashkhans, for I am an outsider, and unfamiliar with Ashlander ways.

Entry 90: Before Sul-Matuul will name me 'Nerevarine,' he first wishes to recite the needs and duties of the Nerevarine, so I may tell others. Sul-Matuul recites the need for the Nerevarine in three parts as follows. First, the curse of Dagoth Ur and the Sixth House threatens our land. Second, the False Gods lie, and offer false hope of protection. Third, I bear the Moon-and-Star of Nerevar. The first need and proof of the Nerevarine is the curse of Dagoth Ur and the Sixth House. Because I have fought the Sixth House, because I have suffered corpus, because I have harrowed Kogoruhn, I can tell others, and my story shall serve as proof of the need for the Nerevarine. The lies of the Tribunal and the false hope they offer of protection from Dagoth Ur are the second proof of the need for the Nerevarine. The False Gods have broken their promises, and have taken up the tools used by the enemies Kagrenac and Dagoth Ur. Since the Tribunal can no longer protect Morrowind from Dagoth Ur, the Nerevarine must shoulder that burden. The third proof of the need for the Nerevarine is Azura's sign: I bear the Moon-and-Star of Nerevar. The legend of Moon-and-Star is known to all loremasters. No man but Nerevar may wear that ring and live. These are the duties of the Nerevarine, as described to me by Sul-Matuul. I shall be Nerevarine of all the tribes, and Hortator of all the Great Houses. I shall eat the sin of the unmourned house, and free the false gods. I must defeat the Sixth House, and Dagoth Ur -- that is clear enough. I must free the Tribunal from their curse... I think that means free them from their use of Kagrenac's profane tools. Then Sul-Matuul has named me Nerevarine, War Leader of the Urshilaku, and Protector of the People. He has given me the Teeth, an enchanted heirloom of the tribe, which shall be a sign to all Dunmer that the Urshilaku have named me Nerevarine.

Entry 91: The gulakhan Yenammu of the Ahemmusa told me to speak to the wise woman, Sinnammu Mirpal. She is the Ahemmusa leader. The wise woman of the Ahemmusa Ashlanders, Sinnammu Mirpal, has said that she will name me Ahemmusa Nerevarine, but first I must go to the Daedric shrine at Ald Daedroth and make it safe for the Ahemmusa. When I have made Ald Daedroth safe, I must then return to Sinnammu Mirpal, and then she will accompany me to Ald Daedroth. Then, when she has seen whether Ald Daedroth is safe

or not, she will name me Ahemmusa Nerevarine. She will not tell me exactly what she means by 'safe.' She is not a warrior or ashkhan, and she leaves this judgement to me. Perhaps there are many ways to make Ald Daedroth safe. But first I must go there and see for myself what must be done. Sinnammu Mirpal is an old woman, weak and vulnerable. If she must accompany me there, it must be very safe, or she'll be killed. When I am sure that Ald Daedroth is safe, I must return to her. Then she will accompany me to Ald Daedroth. If she can pass safely into the old sanctuary and see the great statue there, she will agree that I have made Ald Daedroth safe, and then she will name me Ahemmusa Nerevarine. And she assures me that she can water-walk. Otherwise, it would be hard for her to accompany me to Ald Daedroth. But I will have to be careful to protect her from sea creatures while we journey over water.

Entry 92: I spoke with an Ordinator at Ald Daedroth. The Ordinators are only worried about the Daedra worshippers here, and they say that if I leave them alone, they'll leave me alone.

Entry 93: I told Hlireni Indavel the sad plight of the Ahemmusa Ashlanders, and how they would die if they didn't have a safe refuge from the blight. It is a sad tale, but without my gift for words, I doubt it would have moved her. Fortunately, she was so moved she invited me to bring the Ahemmusa to Ald Daedroth, and promised that neither she nor her followers would harm them while they were here.

Entry 94: I have done as wise woman Sinnammu Mirpal has asked. I have brought her to the great statue beneath the ruins, and this is the test she has set to determine whether Ald Daedroth is safe for the Ahemmusa. Now I must speak to her and get her to name me Ahemmusa Nerevarine as she has promised. Sinnammu Mirpal agrees that I have fulfilled my part of the bargain. Ald Daedroth is safe enough to be a refuge for the Ahemmusa. Therefore she has named me Ahemmusa Nerevarine, War Leader of the Ahemmusa, and Protector of the People. She has also given me the Madstone of the Ahemmusa, an enchanted heirloom of the tribe, which shall be a sign to all Dunmer that the Ahemmusa have named me Nerevarine.

Entry 95: Ashkhan Kaushad scoffed when I asked him to name me Zainab Nerevarine. He seemed to doubt that an outlander could ever become the Nerevarine. Maybe if I could improve his disposition towards me, he might take me more seriously.

Entry 96: The Zainab wise woman, Sonummu Zabamat, says that Ashkhan secretly admires expensive outlander clothing. She says that if I bring him a pair of exquisite shoes, he might be better disposed towards me. I gave Ashkhan Kaushad the gift of a pair of exquisite shoes. He seemed pleased. I asked Kaushad, Ashkhan of the Zainab, to set me a task to prove that I am worthy to be named Nerevarine of the Zainab. A vampire named Calvario has taken refuge in nearby Nerano Ancestral Tomb. If I can kill this vampire, then I will be judged worthy to be named Nerevarine of the Zainab.

Entry 97: Since Calvario is dead, Ashkhan Kaushad says he will call me Nerevarine, but not until all the traditional rites and customs have been observed. It is customary to offer the Ashkhan a generous gift as a mark of respect. Ashkhan Kaushad has done me the great favor of naming the gift he wishes to receive -- a high-born Telvanni bride -- 'a pretty one, plump, with big hips to bring me many sons.' I asked Ashkhan Kaushad where I might find him a high-born Telvanni bride. He said I should visit high-born Telvanni lords and inform each that Ashkhan Kaushad of the Lordly Zainab will do them the honor of making one of their daughters his bride. He trusts me to choose the finest among those offered. The Ashkhan told

me to take counsel with his wise woman, Sonummu Zabamat, who knows his mind well in such matters.

Entry 98: Sonummu Zabamat says no high-born Telvanni would consider wedding an Ashlander. But she has a cunning plan. I must go to Savile Imayn, slavemistress of the Festival Slave Market in Tel Aruhn, and tell her I need a pretty Dunmer slave. Savile Imayn will tell me how to dress the slave like a high-born Telvanni lady. Then I must escort the pretty slave to Zainab camp and present her to Ashkhan Kaushad as a high-born Telvanni bride.

Entry 99: I have told Savile Imayn, slavemistress of the Festival Slave Market, of my plan to pose a slave as a high-born Telvanni bride to marry the Zainab Ashkhan. She says she has a perfect slave for the part, named Falura Llervu, but first Savile Imayn wants me to bring her an exquisite shirt, an exquisite skirt, and exquisite shoes to dress the slave in. I can see this is going to be very expensive.

Entry 100: I have obtained an exquisite shirt, an exquisite skirt, and exquisite shoes to dress the slave Falura Llervu in. Savile Imayn needs time to coach Falura Llervu to play her part, and in the meantime she told me to go get some Telvanni Bug Musk perfume to make Falura Llervu completely irresistible.

Entry 101: I have brought the Telvanni Bug Musk perfume to Savile Imayn, and I have purchased Falura Llervu. Savile Imayn gave me the key to Falura Llervu's cage. When I'm ready, I should speak to Falura Llervu, give her the exquisite shirt, exquisite skirt, exquisite shoes, and Telvanni Bug Musk, and tell her to follow me to Zainab camp to meet her future husband, Ashkhan Kaushad. I spoke to Falura Llervu and gave her the perfume and exquisite clothes. She says she is very pleased with her clothes and her perfume, and is happy to escape slavery. She says she is a little anxious about marrying an Ashlander, even an Ashlander chief, but anything is better than being a slave, and she is tough, clever woman determined to make the best of her situation.

Entry 102: Falura Llervu and I have arrived in Ashkhan Kaushad's yurt. First I must speak once more to Falura Llervu, then I must present her to Ashkhan Kaushad as his new high-born Telvanni bride.

Entry 103: Ashkhan Kaushad says he is very pleased with Falura Llervu, though she is not so generous in the hips as he would like. He promises to make her a happy bride, and to do her honor as a high-born Telvanni lady. And he has named me Zainab Nerevarine, War Leader of the Zainab, and Protector of the People. He has also given me the Zainab Thong, an enchanted heirloom of the tribe, which shall be a sign to all Dunmer that the Zainab have named me Nerevarine.

Entry 104: Falura Llervu says she is very pleased with Ashkhan Kaushad. He is good-looking, clever, and rich, although a bit full of himself, like all men. She thanks me for having been her matchmaker and benefactor, and hopes I will return to visit when she has brought many fine sons and daughters to Ashkhan Kaushad. Ashkhan Kaushad told me secretly that he is not such a fool, that he realizes I have tricked him, but he thinks me very clever for having hoodwinked him, and he is much happier than he would be if he had truly been given a stuck-up Telvanni lady.

Entry 105: I asked Ashkhan Ulath-Pal of the Erabenimsun to name me Nerevarine. He mocked me as a hound and a foreign fool, and he said he would kill me with his own hand if I ever troubled him again. I told the Erabenimsun wise woman Manirai that I wish to be named Nerevarine by her tribe. She said this will never happen, not while Ashkhan Ulath-Pal and his supporters live. She says that if I want to be Nerevarine of the Erabenimsun, I must kill Ulath-Pal and his supporters, the gulakhans Ahaz, Ranabi, and Ashu-Ahhe. Then I must raise Gulakhan Han-Ammu to Ashkhan. Ashkhan Han-Ammu would then name me Nerevarine Erabenimsun.

Entry 106: Manirai says that now, with Ulath-Pal and his supporters out of the way, it is a simple matter to be named Nerevarine of the Erabenimsun. All I need to do is persuade Gulakhan Han-Ammu to become the ashkhan of the Erabenimsun. I'll find him in his gulakyurt. She warned me, however, that he may be difficult to persuade. I spoke to Han-Ammu and made a little speech about having the courage to accept responsibilities of ashkhan, because the fate of the tribe is in his hands. He has taken the lesson to heart, and has accepted his responsibilities as ashkhan. He also said that he will name me Nerevarine of the Erabenimsun. I must ask him to do this immediately.

Entry 107: Han-Ammu, now Ashkhan of the Erabenimsun, has named me Erabenimsun Nerevarine, Champion of the Erabenimsun, and Protector of the People. Wise Woman Manirai has given me the Seizing of the Erabenimsun, an enchanted token that identifies me as Nerevarine and Champion of the Erabenimsun. I have been named Nerevarine by all four tribes of the Vvardenfell Ashlanders -- Urshilaku, Ahemmusa, Zainab, and Erabenimsun. Of the Seven Visions of Seven Trials of the Incarnate, I have now fulfilled the Fifth Trial.

Entry 108: Nibani Maesa says I must go to Vivec's high priest, Saryoni, and demand to speak with the false god Vivec. She says Kagrenac's tools are the keys to the riddle of the Sixth and Seventh Trials, and that I must get them from Vivec.

Entry 109: The archcanon is in his private quarters, and he wants to speak with me, but I must avoid confrontations with the Ordinators at all costs, because spilling the blood of faithful servants of the Temple will make a reconciliation more difficult. The archcanon has spoken with the High Fane Ordinators, but if I am a wanted criminal, they may try to arrest me. The Ordinators guarding the High Fane know that I have come to meet with Saryoni. They warned me not to break the law, or they will take swift action.

Entry 110: Archcanon Saryoni has suggested that the Temple's policy concerning the Nerevarine might change, and has arranged a private meeting with Lord Vivec. He gave me two keys: one to the private back entrance to his quarters, the other to a locked entrance to Lord Vivec's palace. He says the Ordinators are not under his control, and asks that I avoid them. Lord Vivec is expecting me, and perhaps I shouldn't keep him waiting.

Entry 111: Lord Vivec asked me if I would accept Wraithguard, and he would not accept my answer of 'maybe.' I accepted Wraithguard from Lord Vivec, and I swore my oath, before all gods and men, before all spirits visible and invisible, before my honor and Vivec's honor, to dedicate myself and Wraithguard to the defeat and destruction of Dagoth Ur, and the preservation of Morrowind and its people. Vivec somehow taught me how to use Wraithguard. He then offered to give some explanations, or to let me go immediately, as I wished.

Entry 112: To defeat Dagoth Ur, Vivec says I must go to Red Mountain to recover the artifact hammer Sunder from Gate Citadel Vemynal, then the artifact blade Keening from Gate Citadel Odrosal. Then, with these artifacts and Wraithguard, if I destroy the enchantments on the Heart of Lorkhan in Dagoth Ur's citadel, Dagoth Ur will be destroyed, and the Blight ended. Vivec gave me *The Plan to Defeat Dagoth Ur* to explain the details.

Entry 113: At Ghostgate I met an old Imperial veteran. He asked me to take an old lucky coin with me when I go to Dagoth Ur, and I agreed. He gave me the coin, an old worn Imperial drake, and hoped it would bring me luck. It is strange - but I have a feeling - I know this encounter has marked my fate and fortune. - Buoyant Armigers told me that all their intelligence is old. No one has ventured far inside the fence for years. They gave me a map showing 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. There are no safe refuges or services inside the fence; I must return to Ghostgate to rest and heal.

Entry 114: In Citadel Vemynal, I have slain Dagoth Vemyn the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur. I discovered the artifact hammer Sunder, one of the enchanted tools created by the Dwemer Craftlord Kagrenac. In the ruins of Kogoruhn, I have slain Dagoth Uthol the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur. In Citadel Endusal, Dagoth Endus gave me a bottle of ancient Dagoth brandy. I have slain Dagoth Endus the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur. In Citadel Odrosal, I have slain Dagoth Odros the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur. I discovered the artifact blade Keening, one of the enchanted tools created by the Dwemer Craftlord Kagrenac. In Citadel Tureynulal, I have slain Dagoth Tureynul the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur. In Citadel Dagoth, I have slain Dagoth Gilvoth the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur. In Citadel Dagoth, I have slain Dagoth Araynys the Ash Vampire, chief lieutenant of the Sixth House and kin to Dagoth Ur.

Entry 115: I found Dagoth Ur, and spoke with him. He asked me questions, and let me answer questions in return. And when all the questions had been asked and answered, there was nothing left to say. The time for words is past. Now only deeds can resolve this matter between Dagoth Ur and I. I fought with him, and defeated him, but I did not destroy him. He seems to have escaped in a spirit form, perhaps to return and restore from the Heart's power. I found the Heart of Lorkhan within the giant artifact Akulakhan. I struck the Heart with Sunder, then struck it again and again with Keening until the enchantment was destroyed. Severed from the sustaining power of the Heart, Dagoth Ur was destroyed. But the disturbance triggered an earthquake, and I had to flee for my life. 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.

Entry 116: I told the Imperial Cult's Oracle about my encounter with the old Imperial veteran, the lucky coin he gave me, and the mark of good fortune -- the luck of the Emperor -- I have felt ever since. The Oracle thinks I have been visited by an aspect of Tiber Septim. She takes this as a sign of a great doom laid upon me by the gods.

Entry 117: Almalexia believes me to be the Nerevarine, the reincarnation of her former lover, Nerevar. She believes that together the two of us might be able to free Morrowind from Imperial rule. She has told me of Trueflame and Hopesfire, the blades of Nerevar and Almalexia. Trueflame was apparently lost at the Battle of Red Mountain. According to Almalexia, the pieces of the blade are all in Mournhold. She has given me the first, and when I find the other two, I am to find the craftsman who will best be able to forge the blade.

Entry 118: Barenziah has suggested that Karrod, Helseth's champion, may have one of the pieces of the blade. I will need to duel him in order to have access to him, though, and I will first need to convince King Helseth to allow the duel to take place.

Entry 119: King Hlaalu Helseth would like me to fight his champion, Karrod. I am to return to the throne room tomorrow and face the mighty Redguard, Karrod, in personal combat. If I can defeat him, Helseth will take me into his confidence.

Entry 120: Barenziah has mentioned that Karrod can often be found drinking in the Winged Guar. I have spoken with Ra'Tesh, the bartender at the Winged Guar. He has great admiration for Karrod, and does not wish to see him get hurt. He will help me defeat Karrod, if I promise not to mar the warrior's fine features. I have agreed not to hurt Karrod too badly in our fight. In exchange, Ra'Tesh will have one of his barmaids keep the Redguard occupied all night, and leave him unrested when it is time for our battle.

Entry 121: I have come to the throne room to face Karrod. Helseth tells me that it is to be a fair fight, and none are to interfere. I may use any spells or weapons at my disposal.

Entry 122: I have defeated Karrod, and the duel has been stopped by King Helseth. He has given me the ceremonial blade of his father, the Dagger of Symmachus, as a token of his esteem. Now that I have gained the king's confidence, he would like me to gather what information I can about the Lady Almalexia. Helseth suspects the attack on Mournhold may have been orchestrated by one of the Tribunal. I should report to him only when I have learned all that I can. The King was explicit that, in order to keep Almalexia from suspecting we are working together, I should not be seen with him until this matter is resolved.

Entry 123: Because I was able to defeat him, Karrod has given me the piece of the Blade of Nerevar he had. It is a weapon in its own right, a deadly shortblade. Torasa Aram does not believe she has any of the pieces of the blade, but she does have a unique shield from the same era. She will allow me the use of the item, but only if I make some donations to her museum. Because I have made substantial contributions to her museum, Torasa Aram has allowed me the use of the Dwemer Battle Shield. She also tells me that the spike attached to the front of the shield seems to be a bit loose, and I might have a competent smith fix it.

Entry 124: After taking the shield to a smith, I've been told that the spike on the shield was not part of the original design, and that it looks like it belonged to a weapon. I believe it to be one of the missing pieces of the blade. I've been told that the best weaponsmith in town is Yagak gro-Gluk, who is located in the Craftmen's Hall. Yagak gro-Gluk has told me that he can remake the blade, but it will take him two days to complete it.

Entry 125: I have received the blade from gro-Gluk. It is a beautiful weapon, but it is not a flaming blade, as Almalexia had suggested it would be. Yagak gro-Gluk says he cannot enchant the blade, but he suggests I visit the ruins of Bamz-Amschend and seek the writings

of the Dwemer mystic, Radac Stungnthumz. If I can return with some of the writings, gro-Gluk believes he may be able to enchant the blade for me.

Entry 126: I have spoken with the ghost of Radac Stungnthumz. He tells me that he is not a mystic, nor was he in life. However, if I wish to create a flaming blade, he can help. I am to retrieve the Pyroil Tar from the caves of Myn Dhrur, far beneath the ruins of Bamz-Amschend. I can get into Norenen-dur, and the Citadel of Myn Dhrur, through a cave-in at the Passage of the Walker.

Entry 127: I have returned the Pyroil Tar to Radac Stungnthumz, and he has applied it to the blade successfully. I returned to Almalexia with the newly forged Trueflame. She was excited and began to speak of greater things to come. Almalexia has one final mission for me -- to stop Sotha Sil. She tells me that the god has gone mad, and that he is the creator of the Fabricants that attacked Mournhold. The goddess will transport me to Sotha Sil's Clockwork City. There, I should try to reason with Sotha Sil, though Almalexia believes he is beyond reason. If he will not be swayed, I am to use Trueflame to end his life.

Entry 128: I have been transported to Sotha Sil's Clockwork City and found the corpse of Sotha Sil. The god's body has been ravaged by powerful forces.

Entry 129: Almalexia has appeared in the Clockwork City, and revealed all. Using the dimension traveling powers of the Mazed Band, Almalexia traveled to the Clockwork City to slay Sotha Sil and to portal the Fabricants to Mournhold. She believes the time of the Tribunal is ended, and she alone may usher Morrowind into a new era as the one savior of her people. I fear it is Almalexia who has gone mad, and not Sotha Sil.

Entry 130: Almalexia is dead at my hand. The goddess hoped to leave me here dead, and make me a martyr to her new cause. Now, she and Sotha Sil both lie dead in what is left of the Clockwork City.

Entry 131: I have returned to Mournhold and been visited by the spirit of the Daedra Azura. She has told me that the death of Almalexia was just, and that it was she, not Sotha Sil, who was mad. The time of the Tribunal, says Azura, is gone. As a sign of her love for the Dunmer, she has ended the ashstorms in Mournhold, and promised they will never return.

Entry 132: I have returned to King Helseth and reported the details of my encounter with Almalexia in the Clockwork City of Sotha Sil. The King did not seem displeased that the gods are dead, though he realizes it may take some time for the people of Morrowind to accept what has happened. Helseth believes that a new era has come to Morrowind, and that the Dunmer will thrive under his guidance. King Helseth has rewarded me with a full set of the armor of his Royal Guards.

[22] Notes of a Treasure Hunter

Notes of a Treasure Hunter

[Vvardenfell, c 3E 427]

Entry 1: I have been recruited to get ten pieces of scrap metal for Ignatius Flaccus to repair his Dwemer warbots.

Entry 2: I have delivered Ignatius' scrap metal. He now says he requires three Dwemer cogs to complete his repairs.

Entry 3: Ignatius Flaccus was happy to receive the Dwemer cogs I brought him. He says if I come back in a while, I can watch a warbot battle.

Entry 4: Ignatius Flaccus wanted me to bet on one of his warbots, but I didn't have enough money to cover it.

Entry 5: I have spoken with Torasa Aram, Curator of the Museum of Artifacts. I can bring her artifacts I wish to sell, and the museum will pay for them.

Entry 6: I've heard rumor that there is a wondrous helm to be found in the ruins of Onnissiralis. It is a large Daedric shrine far to the north of Vvardenfell, west of a place called Vas. It's been suggested I seek out the brothers Norvayne, who have left recently to investigate the ruins.

Entry 7: I have met the Norvayne brothers, Dalin and Daris. They seem undecided on how they wish to proceed with the exploration of the ruin. Dalin feels that the more people involved, the better the chances of survival. Daris believes that it is a matter of family pride that they explore it alone. The brothers have decided to work out their differences in their own way: a fistfight. Whoever is left standing will be the one to decide how they will proceed.

Entry 8: The brothers will now follow me into the ruins, as Dalin has won the "argument" with his brother.

Entry 9: I have recovered the Adamantium Helm of Tohan.

Entry 10: I have found some papers by a Buoyant Armiger, Galur Rithari. In them, he gives hints as to how vampirism may be cured. It suggests that the cure may be obtained with the help of a Daedra Prince, perhaps Molag Bal.

Entry 11: In Molag Bal's shrine in Bal Ur, I spoke with Derar Hlervu. She has told me that she knows of no cure for vampirism, and that only the Daedra Lord himself will be able to help me.

Entry 12: I have spoken to Molag Bal through his statue in the shrine at Bal Ur. He tells me that he does not have the cure for my vampirism, but he will get it for me if I do him a favor. His daughter, Molag Grunda, has been consorting with a Frost Atronach named Nomeg Gwai. If I can kill the two of them, returning their souls to a realm where Molag Bal may punish them, Molag Bal will give me the cure. They live now in the cave Dubdilla, south of Vos.

Entry 13: I have succeeded in killing Molag Grunda and her paramour, Nomeg Gwai. I've returned to the Shrine of Molag Bal and spoken with the Daedra Lord. He was pleased with my efforts, and has retrieved the cure from the Daedra Vaermina.

Entry 14: Nevena Ules promised me great riches for telling her the location of the Vassir-Didanat mine.

Entry 15: Crazy-Legs Arantamo told me about a 'propylon index' -- a key needed to use transportation devices called 'propylons' in Dunmer strongholds. He also told me that someone who had one of these index things went to a Daedric shrine called Maelkashishi and never came back.

Entry 16: A Nord named Ennbjof gave me a key and a tale about a ship burial of Olmgerd the Outlaw, son of Harald Hand-Free, a First Age king of Skyrim. Ennbjof thinks an enchanted battle-axe called Stormkiss was buried with Oldgerd. Ennbjof thinks the burial is somewhere on the stretch between the Daedric ruins at Zaintiraris and Tel Branora, on the western side of the peninsula.

Entry 17: Dram Bero rewarded me for telling him the location of Vassir-Didanat.

Entry 18: Velandia Omani gave me 2000 gold for telling her the location of Vassir-Didanat.

Journals from the Imperial Province

[1] Journal of a Champion of Cyrodiil

Journal of a Champion of Cyrodiil

[Cyrodiil, c 3E 433]

Entry 1: I witnessed Emperor Uriel Septim's assassination. Before he died, the emperor gave me the Amulet of Kings. He told me to take it to someone named Jauffre, and that Jauffre would know how to find his last surviving son. He warned that the assassins were in the service of the Lord of Destruction. Baurus, one of the Emperor's bodyguards, told me that Jauffre was the head of the Blades, an order of knights sworn to protect the Emperors. I should take the Amulet of Kings to Jauffre, at Weynon Priory near the city of Chorrol.

Entry 2: I've arrived in Chorrol. Now to find Jauffre at Weynon Priory.

Entry 3: I've arrived at Weynon Priory. Now I must take the Amulet of Kings to Jauffre.

Entry 4: I found Jauffre and gave him the Amulet of Kings. The Emperor's words to me filled him with foreboding, especially in light of the destruction of the city of Kvatch. Mehrunes Dagon, the Lord of Destruction, is one of the princes of Oblivion, the demonic world. It seems that with no Emperor on the throne, the daedra from Oblivion are able to invade our world. Jauffre told me that the Emperor has an illegitimate son named Martin who is currently serving as a priest in the Chapel of Akatosh in the city of Kvatch. Jauffre fears that the attack on Kvatch was part of the enemy's plan to eliminate all the Septim heirs. I must proceed to Kvatch at once, find Martin, and bring him safely back to Weynon Priory.

Entry 5: I arrived at Kvatch to find the city in ruins and the survivors camped outside the walls. I need to find out if anyone here knows what happened to Martin. I should talk to Savlian Matius, the acting captain of the surviving Kvatch guard. He may know if Martin survived the fall of the city.

Entry 6: Savlian Matius told me that he believes Martin is with a group that barricaded themselves within the Chapel of Akatosh inside the city. I have agreed to help Savlian Matius of the Kvatch Town Guard and his men as they attempt to reach the survivors trapped in the Chapel of Akatosh inside the city. He is willing to lead his guardsmen back into the city to attempt a rescue, but the enemy have opened an Oblivion Gate across the entry to the city. Savlian Matius asked me to help close the Oblivion Gate outside the ruins of Kvatch. He sent some of his men into it, but they never came back. I need to go into the Oblivion Gate and figure out how to close it.

Entry 7: Ilend Vonius, one of the Kvatch Guardsmen who entered the Oblivion Gate to try to close it, told me that at least one other survivor of the assault on the Gate has been taken to the large tower within Oblivion. I should search for him there.

Entry 8: I found the prisoner in Oblivion. He told me I need to reach the top of the largest tower and look for the Sigil Stone. But I will need the Sigil Keeper's key to gain entry into the Sigil Keep.

Entry 9: I have the key to the Sigil Keep. Now I must reach the Sigil Stone and remove it from the Sigil Keep to close the Oblivion Gate that it anchors.

Entry 10: I have closed the Gate by taking the Sigil Stone that anchors it within Oblivion. I should tell Savlian Matius that the way into Kvatch is now open.

Entry 11: Savlian Matius of the Kvatch Town Guard has asked me to aid him as he and his men attempt to re-take the city of Kvatch. They're pushing in now; I'll need to follow closely and make sure Savlian survives.

Entry 12: I have entered the ruined city of Kvatch with Savlian Matius and his men. We must clear the southern plaza before the survivors in the Chapel can be rescued.

Entry 13: I have helped Savlian Matius and his men retake the southern plaza. It is now safe for the survivors of the attack on Kvatch to leave the Chapel for safety in the camp south of the city.

Entry 14: I have found Martin among the survivors inside the Chapel of Akatosh. He was surprised to learn that Emperor Uriel Septim was his father, but has agreed to return to Weynon Priory with me to speak to Jauffre. I need to return to Weynon Priory with Martin and discuss our next move with Jauffre.

Entry 15: Weynon Priory is under attack! I must find and protect Jauffre, but make sure that Martin remains safe from the enemy as well.

Entry 16: I found Jauffre. He believes the attackers may have taken the Amulet of Kings from its hiding place in Weynon House. I should go and see if it is still safe.

Entry 17: The enemy has stolen the Amulet of Kings from its hiding place in Weynon Priory. I should let Jauffre know at once.

Entry 18: We agreed that we must find someplace safe to take Martin. Jauffre suggested Cloud Ruler Temple, the hidden Blades fortress near Bruma. I should escort Martin and Jauffre there immediately.

Entry 19: I brought Martin and Jauffre safely to Cloud Ruler Temple. I should speak to Jauffre about how to recover the Amulet from the enemy.

Entry 20: Jauffre wants me to contact Baurus at Luther Broad's Boarding House in the Imperial City. The enemy has the Amulet of Kings, and Baurus may have the leads we need to get it back.

Entry 21: I must follow the man who is watching Baurus and me.

Entry 22: The enemy agent who attacked Baurus is dead. I should find out what Baurus has learned about our enemies.

Entry 23: Baurus wants me to search the dead agent's body.

Entry 24: I have found a strange book about the Mythic Dawn cult. I should show this to Baurus.

Entry 25: Baurus has learned that the enemy is a secret cult of Mehrunes Dagon worshippers known as the Mythic Dawn. He will continue to track down agents in the Imperial City. I should talk to Tar-Meena at the Arcane University, an expert in daedric cults. She may be able to tell me more about how to find the Mythic Dawn.

Entry 26: Tar-Meena told me that Mankar Camoran is the leader of the Mythic Dawn. Tar-Meena believes that the location of their secret shrine is hidden within Mankar Camoran's books about the *Mysterium Xarxes*. If I want to locate the Mythic Dawn, I must find and decipher the clues in all four volumes. Tar-Meena gave me the second of Mankar Camoran's books about the *Mysterium Xarxes*, but said that she has never seen Mankar Camoran's third and fourth books on the *Mysterium Xarxes*. She suggested that I speak to Phintias, the proprietor of the First Edition bookstore in the Market District.

Entry 27: Phintias, the bookseller at First Edition, has told me that he has a copy of Volume 3 of Mankar Camoran's *Commentaries on the Mysterium Xarxes* locked away. He is holding it for a client named Gwinas who has already paid for it. I should wait for Gwinas to come to the store, and see why he wanted it.

Entry 28: Gwinas told me that Volume 4, the last book I need, can only be given to you by a member of the Mythic Dawn. He had set up a meeting with one, whom he called 'The Sponsor'. He was to go alone and sit at the table in the Sunken Sewer beneath the Imperial City. I will go and take that meeting instead, but should find Baurus first.

Entry 29: I must follow Baurus to the Sunken Sewer beneath the Elven Gardens District and obtain Volume 4 of Mankar Camoran's *Commentaries on the Mysterium Xarxes*. One of us will need to meet The Sponsor alone to get the book. I've decided to be the one to take the book from The Sponsor and Baurus will provide backup. No matter what happens, I must get that book.

Entry 30: The Sponsor has realized that I did not come alone. I must get the fourth book from him!

Entry 31: The Sponsor wants me dead! I need to get the fourth book of Mankar Camoran's *Commentaries* from him no matter what.

Entry 32: I have the fourth and last volume of Mankar Camoran's writings on the *Mysterium Xarxes*. I can now piece together the clues within them to find the Mythic Dawn's secret shrine. Maybe Tar-Meena can help.

Entry 33: Tar-Meena says that Mankar Camoran hid a message within his writings, so only the 'enlightened ones' could join him and the Mythic Dawn. I should study these books some more. Tar-Meena thinks using the first word of each paragraph in the books may reveal a message. I need to keep looking and see where this leads.

Entry 34: Tar-Meena has discovered the message in the books: 'Green Emperor Way Where Tower Touches Midday Sun'. I should go to Green Emperor Way by the Imperial Tower and see what can be found.

Entry 35: I have followed the clues hidden in the four volumes written by Mankar Camoran to a gravestone in Green Emperor Way. At noon, a map of Cyrodiil appeared on the gravestone, with the location of the Mythic Dawn's shrine marked on it. I need to find my way into the shrine and locate the Amulet of Kings.

Entry 36: I have arrived at Lake Arrius Caverns. The secret Mythic Dawn shrine must be somewhere inside.

Entry 37: Harrow, the Warden of the Shrine, accepted me as an initiate into the Mythic Dawn cult. I was required to give him all my possessions and dress in an initiate's robe. He said that the Master, Mankar Camoran himself, is here at the shrine, and might perform my initiation himself. I should follow Harrow and see if he leads me to Mankar Camoran and the Amulet of Kings.

Entry 38: My cover is blown. The Mythic Dawn know I am an enemy. Mankar Camoran escaped to his realm of Paradise with the Amulet of Kings, and closed his magical portal behind him. But the *Mysterium Xarxes* itself is here in the shrine. I must get the *Mysterium Xarxes*. It is my only hope of finding a way to recover the Amulet now.

Entry 39: I have the *Mysterium Xarxes*, the Mythic Dawn's book of secrets. Now to deliver it to Martin at Cloud Ruler Temple.

Entry 40: I delivered the *Mysterium Xarxes* to Martin, and told him that Mankar Camoran had escaped to Paradise with the Amulet of Kings. Martin believes the key to opening a portal to Camoran's Paradise lies within the pages of the *Mysterium Xarxes*, but he will need some time to study it, and ward himself against its evil power. Martin asked me to speak to Jauffre about Mythic Dawn agents spying on Cloud Ruler Temple.

Entry 41: Jauffre told me that strangers have been sighted near Cloud Ruler Temple. He suspects they are Mythic Dawn spies based out of Bruma. He suggested that Captain Burd of the Bruma Guard might know of any strangers in town. Steffan of the Blades can tell me where he has seen the suspected spies.

Entry 42: Steffan told me that the suspicious strangers have been seen on the road to Cloud Ruler Temple, usually near the runestone at dusk.

Entry 43: The Mythic Dawn agent named Jearl is dead. I should continue to search for the other Mythic Dawn spy in Bruma.

Entry 44: The Mythic Dawn agent named Saveri Faram is dead. I should continue to search for other spies and locate their base in Bruma. Perhaps I should speak to Captain Burd, as Jauffre suggested.

Entry 45: Captain Burd told me that no strangers were in town, although he said that Jearl had recently returned from a trip. When I told Burd that Jearl was a Mythic Dawn agent, he

authorized me to enter her house and search it. I should search Jearl's house for anything that might reveal more about the activities of Mythic Dawn agents in Bruma.

Entry 46: I found a key marked 'Basement Key'. Perhaps this clue can help me locate a Mythic Dawn agent's base in Bruma.

Entry 47: I found a document in Jearl's basement that reveals the enemy's plans. I should show this document to Jauffre immediately.

Entry 48: Jauffre told me to make sure that all the Mythic Dawn agents were dead. The document I found spoke of two agents. Jauffre was pleased that I eliminated the spies in Bruma, but is worried that the Mythic Dawn have already learned that Martin is at Cloud Ruler Temple. He promised to warn the Countess that Bruma is in grave danger. I should speak to Martin about his progress in deciphering the *Mysterium Xarxes*.

Entry 49: Martin has found a section of the *Mysterium Xarxes* which describes a ritual which will allow him to open a portal to Camoran's Paradise, where Mankar Camoran has taken the Amulet of Kings. He has learned that four items are required for this ritual, but has only identified one so far: 'the blood of a Daedra Lord', which he says refers to a Daedric Artifact. I need to locate a Daedric Artifact and bring it back to Martin at Cloud Ruler Temple. The book *Modern Heretics* describes the location of the Shrine of Azura. Perhaps if I visit this Shrine I can learn how to obtain a Daedric Artifact.

Entry 50: I have a Daedric Artifact, which Martin needs for the ritual to open a portal to Camoran's Paradise. I gave Martin the Daedric Artifact he needed for the *Mysterium Xarxes* ritual. I should speak to Martin about the second item he needs for the ritual to open a portal to Mankar Camoran's realm of Paradise.

Entry 51: Martin has deciphered a second item needed for the ritual: the 'blood of a Divine'. He could not imagine a way to obtain such a thing, until Jauffre suggested a solution: the blood of Tiber Septim, who was once mortal but became a god. Jauffre told me that the Armor of Tiber Septim, a holy relic of the Blades, is contained in a shrine in the catacombs of Sancre Tor. It is said to be splashed with Tiber Septim's blood. Jauffre warned me that the catacombs have become very dangerous, but neither he nor Martin can think of any other way to obtain the blood of a divine. I need to go to Sancre Tor, find the Shrine of Tiber Septim and bring his ancient armor back to Martin.

Entry 52: I have found the entrance to the catacombs of Sancre Tor. I should search them for the Shrine of Tiber Septim.

Entry 53: I have found the Shrine of Tiber Septim. Its entrance is blocked by some kind of enchantment. I will have to find some way to dispel the enchantment in order to reach the Armor inside the shrine.

Entry 54: I have destroyed an undead Blade in the catacombs of Sancre Tor. His released spirit told me that he had been bound here long ago with three companions by the Underking to guard the desecrated Shrine of Tiber Septim. He promised to attempt to dispel the curse that the Underking placed on the Shrine. I should free the spirits of the other cursed Blades of Sancre Tor, so that they can help to dispel the Underking's evil enchantment from the Shrine of Tiber Septim.

Entry 55: I have destroyed the second of the cursed Blades guarding Sancre Tor, freeing his spirit to help his companions lift the Underking's enchantment from the Shrine of Tiber Septim. I should continue to search for the other two undead Blades.

Entry 56: I have destroyed the third of the cursed Blades guarding Sancre Tor. I need to find and destroy the last of the cursed Blades, so that his freed spirit can help the ghosts of his companions dispel the evil enchantment blocking the way to the Shrine of Tiber Septim.

Entry 57: All of the cursed Blades of Sancre Tor have been destroyed. Their freed spirits have gone to the Shrine of Tiber Septim to try to dispel the enchantment laid upon it by the Underking long ago. I should go to the Shrine at once to see if they succeed in their final quest.

Entry 58: The ghosts of the four cursed Blades have dispelled the evil enchantment on the Shrine of Tiber Septim. The way to the Armor is now open.

Entry 59: I have the Armor of Tiber Septim. Now to take it to Martin at Cloud Ruler Temple.

Entry 60: I gave Martin the Armor of Tiber Septim. He was able to recover Tiber Septim's blood from it, which he needed for the *Mysterium Xarxes* ritual. Martin told me that Jauffre needs to speak to me.

Entry 61: Jauffre told me that an Oblivion Gate has opened near Bruma, and the Countess has asked for the Blades to help her guardsmen close it. I should find Captain Burd outside the city walls and help him close the Gate.

Entry 62: Captain Burd and his men are ready to help me close the Oblivion Gate. Captain Burd and I have entered the Oblivion Gate. I need to accompany Burd to the Sigil Stone chamber of the Oblivion Gate and show him how to close it.

Entry 63: Burd and I have reached the Sigil Stone chamber. I closed the Gate with Captain Burd. I should ask him if he needs any more help from me. Captain Burd thanked me for my help, and said that he and his guardsmen will do their best to close any new Oblivion Gates that open near Bruma. I should report my success to Jauffre.

Entry 64: Jauffre was pleased to hear of my success helping the Bruma Guard close the Oblivion Gate. But Jauffre is worried that the Bruma Guard will not be able to defend Bruma from a full-scale attack by the Mythic Dawn and their daedric allies. He suggested that I try to obtain support from the other cities of Cyrodiil. Perhaps I can persuade the Elder Council in the Imperial City or the guilds to help as well.

Entry 65: I spoke to Chancellor Ocato, the head of the Elder Council. He was unable to promise any soldiers from the Imperial Legions, since they are all tied down in the provinces fighting the daedric invasion. He suggested I ask the Counts and Countesses of Cyrodiil for help.

Entry 66: I spoke to the Count of Cheydinhal. He said he would be glad to send help, if only his own city wasn't threatened by an Oblivion Gate. I should close the gate outside Cheydinhal and then talk to the Count again.

Entry 67: I closed the Oblivion Gate outside of Cheydinhal. I should speak to the Count about sending aid to Bruma now that Cheydinhal is no longer directly threatened.

Entry 68: I spoke to the Count of Cheydinhal. He promised to send some of his best soldiers to help defend Bruma.

Entry 69: I spoke to the Count of Bravil. He said he would be glad to send help, if only his own city wasn't threatened by an Oblivion Gate. I should close the gate outside Bravil and then talk to the Count again.

Entry 70: I closed the Oblivion Gate outside of Bravil. I should speak to the Count about sending aid to Bruma now that Bravil is no longer directly threatened.

Entry 71: I spoke to the Count of Bravil. He promised to send some of his best soldiers to help defend Bruma.

Entry 72: I spoke to the Count of Leyawiin. He said cannot send aid to Bruma with an Oblivion Gate threatening his own city. I should close the gate outside Leyawiin and then talk to the Count again.

Entry 73: I closed the Oblivion Gate outside of Leyawiin. I should speak to the Count about sending aid to Bruma now that Leyawiin is no longer directly threatened.

Entry 74: I spoke to the Count of Leyawiin. He promised to send soldiers to help defend Bruma.

Entry 75: I spoke to the Count of Skingrad. He said he would be glad to send help, if only his own city wasn't threatened by an Oblivion Gate. I should close the gate outside Skingrad and then talk to the Count again.

Entry 76: I closed the Oblivion Gate outside of Skingrad. I should speak to the Count about sending aid to Bruma now that Skingrad is no longer directly threatened.

Entry 77: I spoke to the Count of Skingrad. He promised to send some of his best soldiers to help defend Bruma.

Entry 78: I spoke to Savlian Matius of the Kvatch guard. He would like to send help to Bruma, but he cannot spare the troops until the city is completely retaken from the daedra. He asked me to help with the next phase of the battle for Kvatch. I need to accompany Savlian Matius to the gates of Castle Kvatch.

Entry 79: I need to look for Berich Inian in Kvatch's Chapel, and ask him for a key to the Guard House.

Entry 80: Berich Inian has agreed to lead me through Kvatch. I need to follow him through the city to reach the guard house, and gain access to the Castle Gatehouse.

Entry 81: I've found the tunnel entrance in Kvatch. I need to follow it to the gatehouse, so I can raise the gates and let the guards into the castle courtyard.

Entry 82: I've raised the gates into Castle Kvatch. I must now help Savlian and his men defeat the monsters within.

Entry 83: I need to follow Savlian Matius into Castle Kvatch, and help find the Count of Kvatch, Ormellius Goldwine.

Entry 84: I've found the body of Count Goldwine. I should deliver his signet ring to Savlian Matius.

Entry 85: Castle Kvatch is now safely under Savlian Matius' control. Savlian Matius thanked me again for my help in retaking Kvatch, and promised to send whatever troops he could spare to help defend Bruma.

Entry 86: I spoke to the Countess of Anvil. She said she would be glad to send help, if only her own city wasn't threatened by an Oblivion Gate. I should close the gate outside Anvil and then talk to the Countess again.

Entry 87: I closed the Oblivion Gate outside of Anvil. I should speak to the Countess about sending aid to Bruma now that Anvil is no longer directly threatened.

Entry 88: I spoke to the Countess of Anvil. She promised to send some of her best soldiers to help defend Bruma.

Entry 89: I spoke to the Countess of Chorrol. She said she would be glad to send help, if only her own city wasn't threatened by an Oblivion Gate. I should close the gate outside Chorrol and then talk to the Countess again.

Entry 90: I closed the Oblivion Gate outside of Chorrol. I should speak to the Countess about sending aid to Bruma now that Chorrol is no longer directly threatened.

Entry 91: I spoke to the Countess of Chorrol. She promised to send some of her best soldiers to help defend Bruma. I have obtained allies from everyone that might help. Bruma is as well-defended as possible.

Entry 92: Martin has deciphered the third item needed for the ritual: a rare Ayleid artifact known as a Great Welkynd Stone. He knows of only one place that still might contain one, the Ayleid ruins of Miscarcand. I must find the Great Welkynd Stone of Miscarcand and bring it to Martin at Cloud Ruler Temple.

Entry 93: I have entered the ruins of Miscarcand and found the Great Welkynd Stone. Now to bring it to Martin at Cloud Ruler Temple.

Entry 94: I gave Martin the Great Welkynd Stone that he needs for the *Mysterium Xarxes* ritual. Jauffre said that Martin has completely deciphered the ritual in the *Mysterium Xarxes*. I should speak to Martin immediately.

Entry 95: Martin has deciphered the fourth item needed for the ritual: a Great Sigil Stone. Unfortunately, it is the anchor for a Great Gate -- the kind of Oblivion Gate the Mythic Dawn opened at Kvatch. While it is very dangerous to allow the Mythic Dawn to proceed with their plan to attack Bruma, it is our only hope to obtain a Great Sigil Stone. Martin will lead the

defense of Bruma, while I enter the Great Gate to obtain its Sigil Stone. I should tell the Countess of Bruma that Martin will meet her in the Chapel of Talos for a war council.

Entry 96: I told the Countess of Martin's plans. She reluctantly agreed, and is going to meet Martin at the Chapel of Talos. When I am ready for battle, I should inform the Countess.

Entry 97: The Countess has ordered her men to let the Mythic Dawn open the three Gates, and to deploy for battle outside the city gates. Martin has gone to lead the defense of the city. I should proceed to the battleground at once, and protect Martin at all costs.

Entry 98: Martin and I have arrived on the battlefield to find one open Oblivion Gate. Once all three are open, the Mythic Dawn will open a Great Gate, which I must enter and retrieve its Great Sigil Stone. I must protect Martin until the Great Gate opens.

Entry 99: The Great Gate has opened! I must enter it at once and get its Great Sigil Stone, before the Bruma defenders are overwhelmed.

Entry 100: I have entered the Great Gate. The Daedric Siege Engine is crawling towards the portal! If it exits the Gate before I reach the Sigil Stone, all is lost.

Entry 101: The Daedric Siege Engine has almost exited the Gate! I must reach the Sigil Stone! The Daedric Siege Engine has exited the Great Gate!

Entry 102: I reached the Great Sigil Stone and closed the Gate. The Battle of Bruma is won! Now to give the sigil stone to Martin.

Entry 103: Martin was pleased to see me return alive from the Great Gate. I gave him the Great Sigil Stone, and he has gone to Cloud Ruler Temple to prepare for the portal-opening ritual. I should prepare myself to travel to Camoran's Paradise and take back the Amulet of Kings from Mankar Camoran. When I am ready, I should meet Martin in the Great Hall at Cloud Ruler Temple.

Entry 104: Martin performed the ritual and opened the portal to Camoran's Paradise. He warned me that the portal would close behind me. Martin believes that since Mankar Camoran bound himself to the *Mysterium Xarxes* in the creation of Paradise, I can only return to Tamriel by killing him. I must enter the portal, kill Mankar Camoran, recover the Amulet of Kings.

Entry 105: I have arrived in Camoran's Paradise. The portal closed behind me. I must find Mankar Camoran, kill him and recover the Amulet of Kings.

Entry 106: I met a dremora named Kathutet who offered to help me get into the Forbidden Grottos if I helped him by freeing a Xivilai that the Mythic Dawn immortals have trapped in a cave. He claimed that the only way to leave the Savage Garden was by wearing the Bands of the Chosen, which he would give me if I help him. I freed the Xivilai Anaxes from the cave where he was trapped. The dremora Kathutet gave me the Bands of the Chosen, which he says will let me escape the Savage Garden into the Forbidden Grotto. I should find the door to the Forbidden Grotto and see if he was telling the truth.

Entry 107: I have entered the Forbidden Grotto. Now to find my way through to the Terrace of the Dawn where I hope to find Mankar Camoran and the Amulet of Kings.

Entry 108: I met a High Elf named Eldamil. He served Mankar Camoran and the Mythic Dawn on Tamriel, but since coming to Gaiar Alata and seeing the true nature of Mankar Camoran's 'paradise', he claims to have regretted his deeds. He warned me that it was impossible to leave these caves while wearing the Bands of the Chosen, and offered to help me by removing them. I accepted Eldamil's offer to help me escape the Forbidden Grottos. Eldamil wants me to pretend to be a prisoner until his Dremora overseer finishes his inspection. I wonder if I can trust him. Eldamil told me he would meet me further into the caves where he would be able to remove the Bands of the Chosen from my wrists. I should continue searching for a way through these caves to Mankar Camoran's palace.

Entry 109: Eldamil removed the Bands of the Chosen. I should now be able to leave the Forbidden Grotto and continue on my way towards Mankar Camoran's palace at the top of the mountain.

Entry 110: I found Mankar Camoran in his palace of Carac Agaialor and killed him. Upon his death, the Paradise he had created dissolved around me, and I found myself back in Cloud Ruler Temple with the Amulet of Kings in my hand. Martin took the Amulet of Kings from me, and placed it around his neck -- he is indeed of the Septim blood. But he reminded me that Mankar Camoran's death will not halt the Oblivion crisis. Mehrunes Dagon's invasion will continue until Martin lights the Dragonfires in the Temple of the One. I must escort Martin to the Elder Council Chambers in the Imperial Palace, to formally present his claim to the Septim Throne.

Entry 111: We have arrived in the Elder Council Chamber. I must formally present Martin's claim to Chancellor Ocato, the head of the Elder Council.

Entry 112: On behalf of the Elder Council, Chancellor Ocato has recognized Martin as Uriel Septim's heir. Now all that remains is for Martin to light the Dragonfires in the Temple of the One.

Entry 113: The Imperial City is under attack! Oblivion Gates have opened all over the city and daedra are pouring out! I must escort Martin safely to the Temple of the One where he can light the Dragonfires, close the Oblivion Gates, and save the city!

Entry 114: Mehrunes Dagon is here! The barriers between Oblivion and Tamriel have been destroyed! Our only hope now is to somehow defeat Mehrunes Dagon and cast him back into Oblivion. Martin said that while mortal weapons may hurt Mehrunes Dagon, they cannot destroy him. He said that if he can only reach the Temple of the One, there is still a chance to turn defeat into victory.

Entry 115: Martin and I are inside the Temple of the One. I must get Martin to the Dragonfires, or all hope is lost.

Entry 116: Martin shattered the Amulet of Kings and transformed himself into an avatar of Akatosh, the Dragon God of Time. In dragon form he banished Mehrunes Dagon to Oblivion and ended the Oblivion Crisis, and then vanished. Whether he is dead, or has ascended to join his ancestor Tiber Septim, no one knows.

Entry 117: Chancellor Ocato has proclaimed me Champion of Cyrodiil and ordered a suit of Imperial Dragon armor forged for me in gratitude for the services I rendered to the Empire during the Oblivion Crisis. It will be waiting for me at the armory in the Imperial Legion Compound in two weeks.

Entry 118: The Imperial Dragon armor ordered for me by Chancellor Ocato should be ready. I can pick it up from the armory in the Imperial Legion Compound.

Entry 119: I received the Imperial Dragon armor that Chancellor Ocato had forged for me.

[2] Journal of a Daedra Worshipper

Journal of a Daedra Worshipper

[Cyrodiil, c 3E 433]

Entry 1: I have found a Shrine of Azura! I have been told by Azura's followers that an offering of glow dust, obtained from a will-o-the-wisp, is needed to summon the Daedra. The statue should be approached at dawn or dusk.

Entry 2: When Azura was summoned, she told me the tale of her followers who trapped themselves in the Guttred Mine. She wishes me to find them and kill them, releasing them from their vampiric existence. Azura will unseal the mine so I may enter.

Entry 3: I have killed all of the vampires in the Guttred Mine. I should return to the shrine.

Entry 4: Azura thanked me for allowing her followers the peace of death. She rewarded me with Azura's Star.

Entry 5: Today I have found a Shrine of Sheogorath. His followers have told me to speak with Ferul Ravel if I wish to have the Daedra summoned.

Entry 6: Ferul Ravel has told me I'll need a lesser soul gem, a head of lettuce, and some yarn as an offering at the statue of Sheogorath. After I left the requested items at the Shrine, Sheogorath spoke to me. He told me of the settlement of Border Watch. I am to simulate a prophecy by committing two acts. I should speak to the shaman in the settlement to learn about the K'Sharra prophecy.

Entry 7: The shaman Ri'bassa has told me of the K'Sharra Prophecy. The first sign is vermin infestation. The second sign is plague, and all the livestock are supposed to die. I will need to find a way first to create an infestation of vermin. Ri'bassa has suggested I stay at the Border Watch Inn, which apparently has a large collection of cheeses.

Entry 8: I've placed the Olroy Cheese into the cooking pot. The smell coming from it is astounding.

Entry 9: I have used cheese to lure many rats into Border Watch. I should speak with Ri'bassa to see if he believes this to be part of the prophecy.

Entry 10: I have poisoned the grain supply in the town of Border Watch. This has killed all the livestock. Sheogorath has congratulated me for simulating the first two signs of the K'Sharra Prophecy. I am to go to the center of town to await the final sign.

Entry 11: I have witnessed Sheogorath create the Plague of Fear. I should return to the Shrine.

Entry 12: Sheogorath has rewarded me for my efforts by giving me Wabbajack.

Entry 13: I have located a Shrine of Vaermina at the northeastern shore of Lake Poppad. Vaermina's followers have told me that an offering of a black soul gem is needed in order to summon the Daedra. After I left an offering of a black soul gem, Vaermina's followers summoned the Daedra, who spoke to me. Vaermina told me of an Orb that had been stolen by the wizard Arkved. I am to travel to his tower, retrieve the Orb, and bring it back to Vaermina.

Entry 18: I have retrieved the Orb of Vaermina. Vaermina was pleased that I returned the Orb of Vaermina. I have been rewarded with the Skull of Corruption.

Entry 19: North of the Ayleid ruin Anga in the Great Forest I have found a Shrine of Namira. From her followers I have learned, that they will only summon the Daedra for someone repulsive. If I am to get their help, I will need to make my self less attractive to others.

Entry 20: The followers of Namira have decided that I am repulsive enough to summon the Daedra. When summoned, Namira spoke to me about the Forgotten, a group of fanatical worshippers that lives in the darkness of Anga. Some priests of Arkay are planning to bring light to Anga and "save" the Forgotten Ones. I am to use the spell that Namira has given me on the priests, and let the Forgotten Ones finish them off.

Entry 21: All of the priests of Arkay are dead. Namira appreciated my efforts. I have been rewarded with the Ring of Namira.

Entry 22: In the far west of the Colovian Highlands I have found a Shrine of Sanguine. Sanguine's followers have told me that, in order to summon the Daedra, I will need to leave an offering of Cyrodilic Brandy at the statue. After I provided the offering to Sanguine, the Daedra Prince spoke to me. Sanguine believes that the Countess of Leyawiin is too stuffy, and wants me to do something about it. She will be hosting a dinner party tomorrow, and I am to sneak into the castle undetected and cast the spell of Stark Reality on her.

Entry 23: I have convinced the guard to let me into the Countess Caro's dinner party and succeeded in casting the Stark Reality spell on the Countess of Leyawiin and her company. I should return to the Shrine of Sanguine.

Entry 24: Sanguine was pleased with my efforts. He has given me the Sanguine Rose as a reward. I may retrieve my belongings in the nearby chest.

Entry 25: At the Shrine of Meridia west of Skingrad one of her followers has told me that the Daedra can be summoned if something from the corpse of an undead creature is left as an offering at the statue. After I made the correct offering, Meridia appeared and spoke to me. The Daedra told me of a cult of necromancers in the Howling Cave who have been stealing from graves in order to raise an undead army. Meridia wants the necromancers killed. I can reach them from a secret door in the back of the cave.

Entry 26: I have killed the necromancers in Howling Cave. Meridia was gratified that I had performed the task assigned to me. As a reward, I have been given the Ring of Khajiiti.

Entry 27: One of Malacath's worshippers has told me that, in order to have the Daedra summoned, I must leave an offering of Troll Fat at his statue. When I left the offering,

Malacath was summoned and spoke to me. He tasked me with traveling to the estate of Lord Drad and freeing his ogre slaves.

Entry 28: I have spoken with Lord Drad. He believes the ogres to be suitable slaves, as it does not violate Imperial Law. I fear I've angered him, though, and he will no longer speak with me. Perhaps his wife will be more forthcoming.

Entry 29: Lady Drad has told me that the ogres are located in Bleak Mine, not far from here. I will have to go free them to appease Malacath.

Entry 30: I have entered Bleak Mine and freed one group of ogres. I must check to see if there are more to be freed.

Entry 31: I have freed all the ogres in the Bleak Mine. I should return to the Shrine of Malacath.

Entry 32: Malacath was satisfied with my efforts to free the ogres. He has rewarded me with Volendrung.

Entry 33: In Blackwood, I have found the Shrine to Nocturnal north of the small settlement Blankenmarch and spoken with her followers. They have agreed to allow me to speak to the Daedra. When summoned, Nocturnal spoke to me of the Eye of Nocturnal, which has been stolen. The Daedra believes the thieves to be in Leyawiin. I am to go there, find the thieves, and return the Eye to the shrine.

Entry 34: I have been told that Weebam-Na and Bejeen were recently heard talking about a valuable jewel they had found, and how it would make them wealthy. Weebam-Na denies knowing anything about the Eye of Nocturnal, and tells me Bejeen knows nothing, either. Bejeen also denies knowing anything about the Eye of Nocturnal, and tells me Weebam-Na knows nothing, either. Perhaps I should try to listen in on their conversations, and see if they offer any clues.

Entry 35: I overheard Bejeen and Weebam-Na speaking of Tidewater Cave, and the treasure they've hidden there. I must get to Tidewater Cave and look for the Eye of Nocturnal.

Entry 36: I've found the Eye of Nocturnal. I should return to the Shrine.

Entry 37: Nocturnal was pleased that I have returned the Eye of Nocturnal. I have been rewarded with the Skeleton Key.

Entry 38: I have found the Shrine to Peryite, but something is wrong with his worshippers. They seem frozen in time, mindless. None move or speak. Peryite has told me that five of his followers, in an attempt to get closer to Him, have transported their souls to a plane of Oblivion. The Daedra would like me to travel there and carry their souls back to this world. I should approach the statue again when I am prepared to go.

Entry 39: I have captured the souls of Kewan, Maren the Seal, Ilvel Romayn, Mirie, and Er-Teeus. I have found all of the souls of Peryite's followers lost in Oblivion. Peryite was to open a gate for me when they were found. I should head back to where I entered this realm.

Entry 40: I have returned to the mortal realm, and the souls of Peryite's followers have gone back to their bodies. Peryite was grateful for my help. He has given me Spell Breaker as a reward.

Entry 41: In the Great Forest Mephala's followers have told me that, in order to summon the Daedra, I must first leave an offering of nightshade at her statue between midnight and dawn.

Entry 42: Mephala has told me about the settlement of Bleaker's Way. She would like me to kill the leaders of the two families, and leave evidence that the murders were done by the other family. I am to allow no one to see me commit the crimes.

Entry 43: I have learned Nivan Dalvilu is the head of the Dalvilu family, and Hrol Ulfgar the leader of the Nordic clan.

Entry 44: I have found a Dalvilu ceremonial dagger. This might be useful to leave as evidence.

Entry 45: I have found the Ulfgar family ring. This might be useful to leave as evidence.

Entry 46: I have killed Nivan Dalvilu. I have left the Ulfgar family ring in the corpse of Nivan Dalvilu.

Entry 47: I have killed Hrol Ulfgar. I have left the Dalvilu dagger in the corpse of Hrol Ulfgar. I've placed evidence on both bodies of the family leaders. Now I must tell someone I saw them attack each other.

Entry 48: I reported the 'attacks' on the family leaders. Soon the families will be at each other's throats. Now I must return to the shrine of Mephala.

Entry 49: Mephala was pleased with the strife I have caused. She has rewarded me with the Ebony Blade.

Entry 50: I have found Hircine's Shrine in the Great Forest. His followers have told me that, in order to summon the Daedra, I must leave an offering of a wolf or bear pelt at the statue. After I made the required offering, Hircine was summoned, and spoke to me. He told me that he desires the horn of a unicorn. I may be able to find a unicorn in the Harcane Grove.

Entry 51: I have killed the unicorn and retrieved its horn. Hircine was impressed with my skill in hunting the unicorn. He has rewarded me with the Savior's Hide.

Entry 52: At Molag Bal's Shrine west of Fort Wooden Hand one of his followers has told me that, in order to summon the Daedra, I must present an offering of a lion pelt to the statue.

Entry 53: Molag Bal has spoken to me, and wishes me to help him corrupt Melus Petilius, by forcing him to kill me with the Cursed Mace. I should travel to Brindle Home and see what I can find.

Entry 54: I have spoken to a resident of Brindle Home, who tells me that Petilius has lived in a small house outside of town since the death of his wife. I have learned that Petilius visits the grave of his wife every day.

Entry 55: Although I tried to goad Petilius into fighting me, he would not. Perhaps I will have to try when he is in a different state of mind.

Entry 56: I have goaded Melus Petilius into attacking me with the Cursed Mace. I have been transported back to the Shrine of Molag Bal. Molag Bal was pleased that I was able to corrupt the paladin. He has rewarded me with the Mace of Molag Bal.

Entry 57: Northeast of the Ayleid ruin Ceyatatar I have found a Shrine of Clavicus Vile. One of his worshippers has told me that in order to summon the Daedra, an offering of 500 gold must be given to the statue. When I gave my offering at the Shrine, the Daedra Lord told me about Umbra, and how he wishes me to return to him the Umbra Sword. I should start my search in Pell's Gate.

Entry 58: Barbas, the Hound of Clavicus Vile, has spoken to me through the figurine that appeared in my pack. He tells me that returning the Umbra Sword to Clavicus Vile is a mistake, likely to cause great ruin to Vile's domain.

Entry 59: I've been told that Umbra was once a resident of Pell's Gate, but now has left. Some claim to have seen her recently near the Vindasel Ruins.

Entry 60: I have met the one called Umbra and been offered a choice: stay and fight, or leave in peace.

Entry 61: I have retrieved the Umbra Sword. Clavicus Vile appreciated my efforts. He has taken the Umbra Sword and rewarded me with the Masque of Clavicus Vile.

Entry 62: High in the Valus Mountains I have been told by one of Boethia's followers that in order to summon the Daedra, I must give a daedra heart as an offering to the statue.

Entry 63: Boethia has told me that I am to participate in the Tournament of Ten Bloods. When I am ready, I should enter the nearby portal to Oblivion, and I will be sent to one of his realms for the battle.

Entry 64: I have defeated all of Boethia's followers in the Tournament of Ten Bloods. Boethia was pleased with my performance in the Tournament of Ten Bloods. He has rewarded me with the enchanted sword, Goldbrand.

Entry 65: A man has told me that Hermaeus Mora wishes for me to visit his shrine. Hermaeus Mora wishes for me to gather for him ten souls, one of each of the races. I have gathered a soul from each of the ten races for Hermaeus Mora. Hermaeus Mora was pleased with the souls I brought him. He has rewarded me with the Oghma Infinium.

[3] Journal of a Dark Brother

Journal of a Dark Brother

[Cyrodiil, c 3E 433]

Entry 1: While sleeping, I was visited by Lucien Lachance, a representative for the assassins guild known as the Dark Brotherhood. He said that if I wish to join his 'family,' I must go to the Inn of Ill Omen, find a man named Rufio, and kill him. If I simply leave Rufio alone, Lachance will never visit me again.

Entry 2: The man named Rufio is dead. The next time I sleep in a location he deems secure, Lucien Lachance will visit me once more, and complete my entrance into the Dark Brotherhood.

Entry 3: I must now go to the abandoned house in the city of Cheydinhal, and attempt to open the door in the basement. When questioned, I must answer with 'Sanguine, my Brother' to gain access to the secret Dark Brotherhood Sanctuary. Once inside, I should speak with Ocheeva.

Entry 4: I have gained entrance into the Dark Brotherhood Sanctuary. I must now speak with Ocheeva.

Entry 5: I have spoken with Ocheeva. I must accept a contract from Vicente Valtieri.

Entry 6: I have accepted a contract from Vicente Valtieri. I must go to the Waterfront District in the Imperial City and gain access to the pirate ship Marie Elena, so I can kill Captain Gaston Tussaud. I may be able to smuggle myself onboard with the cargo, in one of the packing crates.

Entry 7: Just as expected, the crate I hid in has been transported to the ship's hold. I must now find and kill the Captain, Gaston Tussaud. He's probably in his cabin, at the rear of the ship, on a higher deck.

Entry 8: I have gained access to the Captain's cabin of the ship Marie Elena. I must now kill Gaston Tussaud.

Entry 9: Gaston Tussaud is dead. I must now return to the Sanctuary and speak with Vicente Valtieri to receive my reward.

Entry 10: I have spoken with Vicente Valtieri.

Entry 11: I have been exiled from the Dark Brotherhood for breaking one of the Tenets. The next time I sleep, I will be visited by a spirit of vengeance known as the Wrath of Sithis. Only by defeating this spirit may I be allowed to rejoin the Dark Brotherhood.

Entry 12: I have slain the Wrath of Sithis, and am no longer exiled from the Dark Brotherhood. I may resume my duties as normal.

Entry 13: I have accepted a quest from Vicente Valtieri. I must go to the city of Bruma, find Baenlin's house, and gain entrance. Once inside, I should stage a tragic accident.

Entry 14: I have entered Baenlin's house. If I can access the second floor crawlspace and loosen the fastenings on the mounted head, between 8:00 PM and 11:00 PM, it will fall on Baenlin as he rests in his chair. If Baenlin dies any other way, or if Gromm is killed, I will lose my bonus.

Entry 15: The mounted head has fallen on Baenlin, killing him as expected. I must return to the Sanctuary and speak with Vicente Valtieri to receive my reward.

Entry 16: According to a mysterious message that's been delivered to me, I've inherited an underground lair called Deepscorn Hollow from a long-lost relative. It's situated at the southernmost point of Cyrodiil, south of Leyawiin. I've marked its location on my map. At the next opportunity, I should make my way out there and inspect my new acquisition.

Entry 17: I have spoken with Vicente Valtieri.

Entry 18: I have accepted a contract from Vicente Valtieri. I must break into the Imperial Prison and kill a Dark Elf prisoner named Valen Dreth. I will receive a special bonus if I manage not to kill any guards. I can enter the Imperial Prison through the connecting sewers, which can be accessed through a locked manhole just outside the prison walls. Vicente has provided me with a key.

Entry 19: I have entered the sewers beneath the Imperial Prison. I must now proceed through the sewers and into the prison itself, and kill Valen Dreth.

Entry 20: Valen Dreth is dead, and no guards have been killed. I must return to the Sanctuary and speak with Vicente Valtieri to receive my reward, as well as a bonus.

Entry 21: I have spoken with Vicente Valtieri and received my reward.

Entry 22: I have accepted a contract from Vicente Valtieri. I must go to Chorrol, break into Francois Motierre's house, and then speak with him. Motierre requested we meet this way, so he is expecting me.

Entry 23: I must wait in Francois Motierre's house for the enforcer Hides-His-Heart to arrive. After this 'confrontation,' I am to slice Motierre once with the specially poisoned Languorwine Blade to stage his death. I must do this before Hides-His-Heart attacks Motierre!

Entry 24: Motierre has been slashed with the Languorwine Blade and appears to have died from the wound, as expected. I must now flee from Chorrol, and leave Hides-His-Heart alive.

Entry 25: I have fled Chorrol, and Hides-His-Heart has not been killed. I must now wait a day, so Motierre can be discovered and placed in the Chorrol Chapel Undercroft. There, I must find Motierre and administer the antidote that will revive him.

Entry 26: I have administered the Languorwine antidote, and Francois Motierre has awakened from his poison-induced sleep. I should now speak with him and make sure he's well enough to travel to the Grey Mare.

Entry 27: Motierre has been revived, but his ancestors have risen from the dead, angry at the desecration of their tomb! I must keep Motierre alive and escort him out of the Undercroft and to the Grey Mare, where he can arrange passage out of Cyrodiiil.

Entry 28: Motierre has escaped. I must now return to the Dark Brotherhood Sanctuary and speak with Vicente Valtieri to receive my reward.

Entry 29: I have spoken with Vicente Valtieri and received my reward.

Entry 30: As a reward for my loyal service to the Dark Brotherhood, Vicente Valtieri is willing to turn me into a vampire. If this is my wish, I should speak to Valtieri about the Dark Gift.

Entry 31: I have accepted Vicente Valtieri's offer to turn me into a vampire. The next time I sleep in the Sanctuary, Valtieri will visit me and pass along his Dark Gift.

Entry 32: Upon awakening, I discovered two bleeding pinpricks on my neck. It would appear Vicente Valtieri did indeed visit me last night, and pass along his Dark Gift! If what Valtieri told me is true, my vampirism will begin to manifest itself in three days, after I sleep once more.

Entry 33: I have been exiled from the Dark Brotherhood for breaking one of the Tenets. The next time I sleep, I will be visited by a spirit of vengeance known as the Wrath of Sithis. Only by defeating this spirit may I be allowed to rejoin the Dark Brotherhood.

Entry 34: I have slain the Wrath of Sithis, and am no longer exiled from the Dark Brotherhood. I may resume my duties as normal. I should be wary, however, for this was my last chance at redemption. If I invoke the Wrath of Sithis again, I will be forever exiled, even if the spirit is slain.

Entry 35: Vicente Valtieri believes there is a cure for vampirism. If I wish to investigate further, I should speak with Raminus Polus, a mage who has done some research into the subject. I can find him in the Imperial City, at the Arcane University. I should travel to the Arcane University in the Imperial City and speak with Raminus Polus about the possibility of a cure for Vampirism.

Entry 36: I need to speak with Count Hassildor of Skingrad. I should find his Steward at Castle Skingrad.

Entry 37: Count Hassildor of Skingrad has asked me to find the cure for vampirism. I should look for a woman in the wilderness along the Corbolo River, east of the Imperial City and south of Cheydinhal.

Entry 38: I have found Melisande, who has offered to help me with a cure for vampirism. Once I have brought her five empty Grand Soul Gems, she will give me further instructions.

Entry 39: I have delivered the Soul Gems to Melisande. Now I must collect a series of ingredients for her, so that she can brew the potion to cure vampirism. She needs six cloves of garlic, five nightshade leaves, and two shoots of bloodgrass.

Entry 40: Melisande has given me a special dagger, with which I am to collect the blood of an Argonian. I should find an Argonian, stab him with the dagger, and return it to Melisande.

Entry 41: Melisande requires the ashes of a powerful vampire to complete her cure. I should search the area near the North Panther River for Hindaril, a vampire who was imprisoned in an underground cavern many years ago.

Entry 42: I have collected the ashes of Hindaril for Melisande. I should bring them to her at once.

Entry 43: Melisande's dagger is covered in Argonian blood. I should deliver it to her so that she can brew the potion.

Entry 44: Melisande has created a potion to cure vampirism. I have been given two doses; one for myself and one that I need to take to Castle Skingrad.

Entry 45: Count Hassildor thanked me for finding a cure for his wife.

Entry 46: Vicente Valtieri has no more contracts for me. Instead, I must speak with Ocheeva here in the Sanctuary. She will provide my new assignments.

Entry 47: Ocheeva has given me a new contract. I must go to the Imperial City, find a High Elf named Faelian, and kill him. If there are any witnesses to the killing, or if I eliminate him in any non-secure location, my reward will be greatly reduced. I should start my search by asking any Elves in the Imperial City if they've ever heard of Faelian.

Entry 48: Faelian lives at the Tiber Septim Hotel, in the Talos Plaza District of the Imperial City. I should ask around for him there. I can feel myself getting closer. But I must remember, I will forfeit my bonus if Faelian is killed in an unsecure location. The hotel simply will not do.

Entry 49: Faelian was once a wealthy nobleman, but has squandered his fortune away on skooma. Faelian spends most of his time wandering the city looking for the drug, leaving his sweetheart Atraena at the Tiber Septim Hotel.

Entry 50: I met Faelian, and he wants me to supply him with skooma. If I do that, he may consider me a friend, making his elimination that much easier. Faelian mentioned that a man named Nordinor in Bravil sells skooma, late at night...

Entry 51: I have supplied Lorkmir with skooma, and gained some valuable information in return. Every day, from 11:00 in the morning until 5:00 at night, Faelian goes to Lorkmir's House, in the Elven Gardens District of the Imperial City. The house is deserted, so Faelian goes there to use his skooma. I could kill him there to avoid any witnesses. And, conveniently enough, he's even given me a key.

Entry 52: Faelian is dead. I killed him in Lorkmir's House, a secure location with no witnesses. I must now return to the Sanctuary and speak with Ocheeva and receive my reward and bonus.

Entry 53: I have returned to the Sanctuary and spoken with Ocheeva.

Entry 54: I have accepted a contract from Ocheeva. I must sneak into Fort Sutch, find the medicine of the debilitated warlord Roderick, and replace it with the poisoned bottle Ocheeva has given me. If I am detected by any of the mercenaries, or if Roderick is killed in any other manner, my bonus is forfeit. Fortunately, I've learned of an alternate way inside that should be unguarded. Not far from the ruins of Fort Sutch lie the ruins of the Fort Sutch Abbey. If I enter there, I can get to Fort Sutch underground through some flooded tunnels.

Entry 55: I have successfully entered Fort Sutch. I must now locate Roderick's medicine and replace it with the bottle of poisoned medicine.

Entry 56: I have taken Roderick's medicine. I must now put the bottle of poisoned medicine in its place.

Entry 57: The bottle of poisoned medicine has been placed in the cabinet, and the real medicine removed. The next time Roderick is given treatment, he will die. I must now return to the Sanctuary and speak with Ocheeva to receive my reward.

Entry 58: I have spoken with Ocheeva and received my reward.

Entry 59: I have accepted a contract from Ocheeva. I must go to Summitmist Manor in Skingrad, meet with the other guests, and pretend I too have been invited by a mysterious, unknown host. I must then kill all the other guests. I should start my mission by speaking with the doorman, just outside the manor.

Entry 60: I have spoken with Fafnir, the doorman, who appears to be a fellow member of the Dark Brotherhood. He has provided me with the key to Summitmist Manor, which I am to use only after all the guests lie dead. I should now proceed inside and meet the other guests.

Entry 61: I have arrived at Summitmist Manor. I must now kill the unlucky guests -- Matilde, Dovesi, Primo, Neville and Nels. If I can eliminate each guest secretly, without any witnesses, I will receive my reward and a very valuable reward. If I am discovered, the contract will be complete, but any bonus will be forfeit.

Entry 62: All of the guests are dead, and no one knew I was the killer. I must now return to the Sanctuary and speak with Ocheeva to receive my reward and bonus.

Entry 63: I have spoken with Ocheeva and received a special reward, the Night Mother's Blessing. I now have permanent increases to my Sneak, Blade, Security, Acrobatics and Marksman skills.

Entry 64: I have accepted a contract from Ocheeva. I must kill Adamus Phillida, a recently retired Imperial Legion officer, who has taken up residence in the City Watch barracks in Leyawiin. For this task, I have been given an enchanted arrow called the Rose of Sithis. If I can hit Phillida with the arrow when he is not wearing his armor, the strike will be fatal. I

should head to Leyawiin, stalk Adamus Phillida, and attack when the moment is right. The contract will be complete when Phillida lies dead, whether I use the Rose of Sithis or not.

Entry 65: My fellow Dark Brother Teinaava asked me for a favor. I must journey to the southeastern tip of Cyrodiil, to a swamp known as Bogwater. There I will find a renegade Shadowscale known as Scar-Tail. I must kill Scar-Tail, and return his heart to Teinaava.

Entry 66: Adamus Phillida is dead. I may return now to the Sanctuary for my reward. If I want to receive a bonus, however, there is one more task I must complete. Phillida wears an Imperial Legion ring. I should take his finger, with the ring still attached, and put it in the desk of Phillida's Imperial Legion successor, in his office in the Imperial City.

Entry 67: I have acquired the severed finger of Adamus Phillida, with the ring still attached. I should now go to the Imperial City, and place the finger in the desk of Phillida's Imperial Legion successor, in his office in the Prison Barracks. If I do this, I will receive a bonus. Or, I may forfeit the bonus and simply return to Ocheeva at the Sanctuary.

Entry 68: I've arrived at Deepscorn Hollow. I should make my way inside this hidden lair.

Entry 69: I've discovered a long forgotten journal within Deepscorn Lair. I should read it to learn more about this unusual structure.

Entry 70: After reading the journal, I've learned that I can acquire everything I need to restore this place to its original state from Rowley Eardwulf at the Wawnet Inn just outside the Imperial City.

Entry 71: I have agreed to spare Scar-Tail's life. I must take the heart of the dead Argonian assassin, and present that to Teinaava instead. To thank me, Teinaava has shared the secret hiding place of his treasure -- in the hollowed-out rock near Bogwater campfire.

Entry 72: I have obtained the Argonian's heart. I must now return to the Dark Brotherhood Sanctuary in Cheydinhal and present it to Teinaava.

Entry 73: I have placed the finger of Adamus Phillida in the desk of his successor, in his office in the Imperial City. I should now return to Ocheeva and claim my reward, and bonus.

Entry 74: I've now purchased everything Rowley Eardwulf had available for Deepscorn Hollow.

Entry 75: I have returned to Ocheeva at the Sanctuary.

Entry 76: I have spoken with Ocheeva, and she has given me sealed orders from Lucien Lachance himself. Apparently it is an urgent matter, and I must read the orders as soon as possible.

Entry 77: I have read the sealed orders from Lucien Lachance. I am to meet him at Fort Farragut, which is in the wilderness northeast of the Dark Brotherhood Sanctuary. Apparently, he has a special assignment for me.

Entry 78: I have presented Teinaava with the Argonian's heart.

Entry 79: I have reported to Lucien Lachance at Fort Farragut, and received my special assignment. I must kill every Dark Brotherhood member in the Cheydinhal Sanctuary -- Ocheeva, Vicente Valtieri, Antoinetta Marie, Gogron gro-Bolmog, Telaendril, M'raaj-Dar and Teinaava. Because I am now working for the Black Hand, I am no longer bound by the Five Tenets, and should employ any means necessary to Purify the Sanctuary.

Entry 80: The Purification is now complete. Every Dark Brotherhood member based out of the Cheydinhal Sanctuary has been killed. I must now report back to Lucien Lachance at Fort Farragut.

Entry 81: I have reported back to Lucien Lachance at Fort Farragut. He has advanced me to rank of Silencer and given me his own horse, a magical steed named Shadowmere.

Entry 82: According to Lucien Lachance, I will now receive my contracts, as well as any rewards I may be owed, by visiting secret dead drop locations scattered around Cyrodiil. My next contract can be found in a hidden hollow inside the moss-covered rock on the top of Hero Hill, which is to the southeast of Fort Farragut.

Entry 83: I have visited my first dead drop location and received my next contract. I must go to Leafrot Cave and kill a Necromancer who has begun the process of transforming himself into a lich. This Necromancer, Celedaen, has not yet completed his metamorphosis but is still incredibly powerful -- possibly too powerful to kill if faced directly. I should search the cave for Celedaen's writings, and try to discover his weakness.

Entry 84: I have discovered the journal of the Necromancer Celedaen. It appears he has used a magic hourglass called the Sands of Resolve to turn himself into a lich and extend his life indefinitely. The process is not yet complete, however, and the hourglass must remain on Celedaen's person for some time, as it contains his life force. If I could remove the Sands of Resolve from Celedaen's possession, perhaps through pickpocketing, he would surely die.

Entry 85: Celedaen is dead. I must pick up my reward and next contract at the dead drop located in an old sack hidden in the bushes beneath the Great Oak, in the city of Chorrol.

Entry 86: I have picked up my reward and received my next contract. I must kill every member of the Draconis family -- Perennia Draconis, Matthias Draconis, Andreas Draconis, Sibylla Draconis and Caelia Draconis. I know the location of only the family matron, Perennia Draconis, who can be found on the farm known as Applewatch. I should head to Applewatch, find out as much information as I can on the locations of the other family members, and then systematically kill them all.

Entry 87: Perennia Draconis has given me a document that lists the locations of all the members of her family. She thought I was the delivery person she hired to buy gifts for her children. I will instead use the list to find and slay each family member. I should start with Perennia herself. Then I must kill Matthias Draconis in the Talos Plaza District of the Imperial City, Andreas Draconis in the Drunken Dragon Inn, Sibylla Draconis in Muck Valley Cavern and Caelia Draconis in Castle Leyawiin.

Entry 88: Every member of the Draconis family has been killed. I must pick up my reward and next contract at the dead drop located in the stone well in the Castle Skingrad Courtyard.

Entry 89: I have picked up my reward and received my next contract from the dead drop in the Castle Skingrad well. I have been ordered to kill the Khajiit J'Ghasta, who can be found at his house in Bruma. J'Ghasta is a master of unarmed combat, and will prove a challenging opponent. I should also be aware that J'Ghasta is expecting trouble, and has paid off the guards to look the other way if our fight spills out into the city streets.

Entry 90: J'Ghasta is dead. I must pick up my reward and next contract at the dead drop located in the rotten box under the Old Bridge, just south of the Imperial City.

Entry 91: I have picked up my reward and next contract from the dead drop beneath the Old Bridge. I have been ordered to kill an Argonian hunter named Shaleez, who is holed up in the Flooded Mine. She is a wanted psychopath, so I should be cautious.

Entry 92: Shaleez is dead. I must pick up my reward and next contract at the dead drop located in the coffin just outside the ruins of Fort Redman.

Entry 93: I have picked up my reward and next contract from the dead drop in the coffin outside Fort Redman. I have been ordered to kill Alval Uvani, a Dark Elf merchant who spends his time traveling around Cyrodiil. I should consult the schedule that has been left for me to determine where and when I should strike. Uvani is a master in the Destruction school of magicka, and has killed before, but he does have a weakness: if Alval Uvani drinks Mead, he will be rendered immobile, due to a rare allergy to honey.

Entry 94: I have killed Alval Uvani. I must pick up my reward and next contract at the dead drop located in the Market District of the Imperial City, in a hollowed-out tree stump behind Stonewall Shields.

Entry 95: I have picked up my reward and next contract from the dead drop in the hollowed-out tree stump. I have been ordered to go to the campsite on Gnoll Mountain and kill Havilstein Hoar-Blood, a savage Nord Barbarian skilled in the use of the axe.

Entry 96: Havilstein Hoar-Blood is dead. I must now pick up my reward and next contract at the dead drop located in an old chest that is sunk into the pool at the Ayleid ruin of Nornal.

Entry 97: I have picked up my reward and received my next contract. I must go to the city of Bravil, and lie in wait near the ancient statue known as the Lucky Old Lady. A Wood Elf named Ungolim visits the statue every night between around 6:00 PM and 1:00 AM to make a wish, as is the local custom. When I see Ungolim, I must kill him. I should be warned, however, that Ungolim has been alerted to danger, and if he senses an assassin will probably attack on sight. He has also bribed the guards to look the other way if there is a fight. Perhaps a stealth approach would be best...

Entry 98: Ungolim is dead. I must now journey to the city of Anvil, and pick up my reward and next contract at the dead drop there. It is located in the barrel just behind the pond, in the city of Anvil.

Entry 99: I was intercepted by Lucien Lachance shortly after Ungolim was killed. I have been confronted by Lucien Lachance, who told me I have inadvertently been killing off the members of the Black Hand! I must now travel to the city of Anvil. Once there, I should wait

near the barrel behind the statue in the pond, and see who comes to set up this fake dead drop. I must then confront this person and find out why they've been tampering with my contracts.

Entry 100: I spoke with Enilroth, a Wood Elf boy who was paid by a 'robed man' to put the dead drop items in the barrel by the pond. Enilroth told me the man had been living in the cellar of the Anvil Lighthouse, but recently left. This robed man must be the traitor! I must speak with Ulfgar Fog-Eye, the Lighthouse keeper, and see if he can be persuaded to part with a key to the cellar...

Entry 101: I have obtained a key to the Anvil Lighthouse cellar, where the traitor has been living. I must unlock the cellar door and proceed down, so I may continue my investigation.

Entry 102: I have gained entry to the Anvil Lighthouse cellar. I must now search the cellar for some clue to the Dark Brotherhood traitor's identity, or motives.

Entry 103: I have discovered the traitor's diary. He has been in the Dark Brotherhood for years, and is now a member of the Black Hand! His goal is revenge against Lucien Lachance and all of the Brotherhood for the murder of his mother when he was a child, and he actually plans on killing the Night Mother! I must return to Lucien Lachance at once, at the farm called Applewatch, and give him this information!

Entry 104: Lucien Lachance is dead, killed by the surviving members of the Black Hand, who don't even realize the real traitor is still among them! They have advanced me to Speaker, in Lachance's place. Between the hours of midnight and 3:00 AM, I must speak with Arquen about the Night Mother, and all of the Black Hand -- including me -- will be teleported to the Night Mother's resting place, for some ancient ritual. I must do as Arquen says, so that I might expose the traitor...

Entry 105: I have spoken to Arquen, and the Black Hand has been teleported to the site of the ritual. I should play along for now, until I figure out who the traitor is. I'm sure Arquen will give me further instruction.

Entry 106: Arquen has informed me that she will recite an incantation that will allow the Black Hand an audience with the Night Mother. Arquen also realizes this is all very new to me, and told me I'd be fine as long as I just followed along. The incantation has revealed the hidden door to the Night Mother's crypt! I must follow the other members of the Black Hand down into the crypt. Once we're down there, the traitor will surely try to destroy the Night Mother. I must stop the traitor at all costs!

Entry 107: The traitor, Mathieu Bellamont, is dead, and the crisis that has plagued the Dark Brotherhood is now over. The Night Mother still needs to name a new Listener. I should wait and hear what she has to say...

Entry 108: The Night Mother has named me Listener of the Black Hand! It would appear my days of killing for the Dark Brotherhood have come to an end. When I'm ready, I should speak to the Night Mother again and she will use her power to teleport me to the Cheydinhal Sanctuary.

Entry 109: Arquen and I have been teleported to the Cheydinhal Sanctuary. I should speak now with Arquen, who will serve as my servant and guide in the days to come.

Entry 110: I have spoken with Arquen and she has offered her guidance.

Entry 111: Once a week, I must speak with the statue of the Night Mother in Bravil. The Night Mother will give me a list of names and locations of people who require a visit from a Dark Brotherhood Speaker, to arrange an assassination. If I take this information to Arquen in the Cheydinhal Sanctuary, she will give me my weekly earnings. I can do this every week for as long as I want, and there is no penalty if I choose not to.

Entry 112: I have been exiled from the Dark Brotherhood for breaking one of the Tenets. The next time I sleep, I will be visited by a spirit of vengeance known as the Wrath of Sithis. But even if I defeat this spirit, I will never be allowed to complete my duties in the Dark Brotherhood. I have gone too far, and Sithis is most displeased...

Entry 113: I have defeated the final incarnation of the Wrath of Sithis, but my relationship with the Dark Brotherhood can never be repaired...

[4] Journal of a Fighters Guild Member

Journal of a Fighters Guild Member

[Cyrodiil, c 3E 433]

Entry 1: I have been told that the Fighters Guild is looking for new members. I should speak to Vilena Donton in Chorrol, Azzan in Anvil, or Burz gro-Khash in Cheydinhal, if I wish to join.

Entry 2: I have spoken with Vilena Donton in Chorrol. She has told me that I must not be a wanted criminal or have a long history of lawlessness in order to join the Fighters Guild.

Entry 3: I have joined the Fighters Guild. I am to speak with Azzan in Anvil or Burz gro-Khash in Cheydinhal to receive contracts.

Entry 4: Azzan has told me of a contract in Anvil with Arvena Thelas. I should speak to her about a problem with rats in her basement.

Entry 5: Arvena Thelas has rats in her basement, but they're not the problem. She loves the rats, but she's been finding them dead. She would like me to go down and investigate what's been happening.

Entry 6: I've killed a mountain lion in Arvena Thelas' basement. They must be sneaking in through a hole in the wall somewhere. I should tell Arvena what has happened.

Entry 7: Arvena Thelas was glad to know what was killing her rats, but she still doesn't feel safe. She'd like me to speak with Pinarus Inventius about hunting down mountain lions in the area.

Entry 8: Pinarus has agreed to look for mountain lions with me. If we find them, we'll kill them, and make Arvena feel safer.

Entry 9: We've killed all the mountain lions Pinarus believes are in the area. I should return to Arvena Thelas.

Entry 10: I need to find Alawen, so that I may master my use of a bow.

Entry 11: I've told Arvena about the mountain lions, but she doesn't believe her problem is solved, as there's a mountain lion in her basement now. I'll have to kill it.

Entry 12: I've killed the second mountain lion in Arvena Thelas' basement. I should tell Arvena.

Entry 13: Arvena now believes that her neighbor, Quill-Weave, might be responsible. Arvena has seen her sneaking around outside the house at night. I should watch Quill-Weave and see what she's doing. I should not let Quill-Weave see me, though, lest she get suspicious.

Entry 14: I've seen Quill-Weave leaving meat outside Arvena Thelas' house. This must be what is attracting the mountain lions into town and into Arvena's basement. I should confront Quill-Weave.

Entry 15: I've confronted Quill-Weave, and she has admitted to trying to kill off Arvena's rats. She has promised to stop, and has asked me not to tell Arvena what she's done.

Entry 16: I've told Arvena Thelas what Quill-Weave has been doing. She thanked me for my help, and has paid me for the contract. She's also taught me a bit about Speechcraft.

Entry 17: If I want to learn more about Athletics, I should find Rusia Bradus in Anvil.

Entry 18: Rusia Bradus says I need to see more of the world for myself. I need to explore Cyrodiil and discover more places on my own before she will train me.

Entry 19: Azzan has told me about a contract in Anvil, at Norbert Lelles store, Lelles' Quality Merchandise.

Entry 20: I've spoken to Norbert Lelles, who says he has had break-ins at his store almost nightly. He would like someone to stay in the store tonight and catch the crooks in the act.

Entry 21: I have taken care of the crooks breaking into Norbert Lelles' store. I should speak with the shopkeeper himself.

Entry 22: Norbert Lelles was surprised to learn that the men breaking in were all former employees, though none had been with him long. He was glad that the problem was taken care of, though.

Entry 23: Newheim has mentioned that he had a family heirloom, a pewter flagon, stolen by the thieves. If I return it to him, he'll reward me.

Entry 24: I have found Newheim the Portly's flagon. I should return it to him.

Entry 25: I've returned Newheim's Flagon to the Nord, who was pleased to have the heirloom returned. He rewarded me with three bottles of his own special brew.

Entry 26: If I want more training to improve my Block skill, I need to find Andragil, who lives in Bravil.

Entry 27: Azzan has given me a contract to find the lair of some thieves near Anvil. I am to travel with another fairly new recruit, Maglir. I should go to Anvil first and see what information I can learn about the thieves.

Entry 28: People in Anvil have suggested I speak with Newheim the Portly. He apparently had some goods stolen by the thieves.

Entry 29: To train further in my Armorer study, I must speak with Gin-Wulm in the Imperial City's Market District.

Entry 30: I need to find Irene Metric in the Imperial City if I want her help in Blunt weapon training.

Entry 31: Newheim has told me that the thieves are all Bosmer and may be located in Hrota Cave, north of the city of Anvil. Maglir and I should travel there and take care of them.

Entry 32: Maglir and I have succeeded in clearing Hrota Cave of all of the thieves living there. I should return to Azzan for payment of the contract.

Entry 33: Azzan was pleased with our efforts, and has paid the contract.

Entry 34: I've been told that if I want additional training in the use of Heavy Armor, I need to find a man named Pranal, who was last seen at the Roxey Inn.

Entry 35: Azzan has given me a contract to escort Elante of Alinor, a scholar doing research on Daedra. I am to meet her at the entrance to Brittlrock Cave, northeast of Sutch, and protect her while she explores inside.

Entry 36: I've found Elante of Alinor in Brittlrock Cave. She tells me that she would like to travel to the bottom of this cave complex, as she has heard there is a Daedric Shrine there. She will lead the way, and I will protect her.

Entry 37: Elante of Alinor has reached the Daedric shrine, and wishes to remain in Brittlrock and continue studying the shrine. I should return to Azzan for my payment.

Entry 38: Azzan was pleased with my efforts escorting Elante of Alinor. He has paid out the contract to me.

Entry 39: I need to speak with Helvius Cecia in Bruma about training hand to hand combat.

Entry 40: Azzan has told me to report to the Chapel of Talos in Bruma and speak with the priest Cirroc about a contract.

Entry 41: I've been told that if I want more Light Armor training, I need to talk to J'bari in Leyawiin.

Entry 42: Alawen has agreed to teach me, but only if I acquire a normal Elven bow and bring it to her.

Entry 43: I must find the answer to Gin-Wulm's question: 'What does the name Hazadir mean to you?' He hinted that a book in the shop First Edition may have the answer.

Entry 44: I have answered Gin-Wulm's question, and he has agreed to train me.

Entry 45: Irene Metrick has told me I need to kill more people before she'll consider helping me train.

Entry 46: Pranal has asked me to buy a gift for Malene, the owner of the Roxey Inn. I need to find a silver pitcher and four silver glasses and bring them to him.

Entry 47: I need to give Malene the silver pitcher and four silver glasses as a gift.

Entry 48: I must prove my worthiness to Helvius Cecia before he will consider training me. He's asked that I hit him as hard as I can.

Entry 49: Helvius Cecia has agreed to train me.

Entry 50: I've spoken to the priest Cirroc in Bruma. He would like me to retrieve a holy relic of the Church, the Stone of St. Alessia. He believes it was stolen by bandits recently, and he's heard that they were headed east out of town.

Entry 51: I've found the lone survivor of the group of bandits that stole the Stone of St. Alessia. He and his men were attacked by ogres and left for dead. He tells me that the creatures took the Stone and all their other precious stones with them. He believes that the creatures live in the Ayeleid ruin of Sedor.

Entry 52: I have found the Stone of St. Alessia in Sedor. I should return it to Cirroc at the Temple of Talos in Bruma.

Entry 53: I have returned the Stone of St. Alessia to Cirroc. As a show of his gratitude, he's given me some Strong Healing Potions. I should return to Azzan to collect my reward.

Entry 54: I need to find Alix Lencolia if I want more training in the use of Blades. It's been suggested that he's at Faregyl Inn; I should look for him there.

Entry 55: I should tell Pranal that I've given Malene the gift he wanted her to have.

Entry 56: I've done all that Pranal has asked of me, and he has agreed to teach me what he knows about Heavy Armor.

Entry 57: Azzan has paid me the balance of the contract. He tells me that he has no further contracts to offer, but I should speak with Burz gro-Khash in Cheydinhal.

Entry 58: Rusia Bradus has agreed to train me in Athletics.

Entry 59: Burz gro-Khash has given me a contract to deliver a weapons shipment to Fighters Guild members in the Desolate Mine northwest of Cheydinhal.

Entry 60: I've spoken with Rienna, one of the fighters in the Desolate Mine. She tells me that the cave has been infested with goblins, and we should clear the place out before leaving. I will have to give them each weapons, though.

Entry 61: I have given weapons to the three Fighters Guild members. We should now clear the Mine of goblins.

Entry 62: The Desolate Mine is now clear of the goblins infesting it. I should return to Burz gro-Khash for payment.

Entry 63: Burz gro-Khash was pleased with my efforts, and has paid me for completing the contract.

Entry 64: Burz gro-Khash has given me a contract to retrieve an heirloom for Biene Amelion, who lives in Water's Edge, a small settlement near Leyawiin. I should report to her for further details.

Entry 65: Biene Amelion has told me that she wishes for me to retrieve her grandfather's ceremonial sword and cuirass from their family tomb. She is in debt to a local merchant, and she wishes to sell the sword and cuirass to pay off the debt.

Entry 66: I have learned where to retrieve the sword and armor for Biene Amelion and decided to give Biene Amelion the money to pay off her debt. She has told me that I may keep the sword and armor, if I wish to retrieve them from the Amelion Family Tomb. I should return to Burz gro-Khash for payment of the contract.

Entry 67: I need to bring J'bari an Elven Cuirass if I want him to train me in Light Armor use.

Entry 68: J'bari has agreed to help with my Light Armor training.

Entry 69: I have returned to Burz gro-Khash, who was pleased with my efforts. He has paid me what was owed on the contract.

Entry 70: Burz gro-Khash has given me a contract to find and kill some fugitives from a prison break that have been menacing Bravil. I should go there and see what I can learn.

Entry 71: The residents of Bravil are reluctant to speak about the fugitives, for fear of retribution. Perhaps I have persuaded one of Bravil's citizens to tell me more about the fugitives. There are four of them: Enrion, Hlofgar, Ashanta, and Dreet-Lai. They are thought to be hiding in Bloodmayne Cave.

Entry 72: I need to demonstrate to Andragil that I can block her attacks. I'll need to prepare as well as I can.

Entry 73: Andragil has agreed to help me train.

Entry 74: I have found and killed Enrion, Hlofgar, Ashanta, and Dreet-Lai. Now that I have killed all of the fugitives, I should return to Burz gro-Khash for my reward.

Entry 75: Burz gro-Khash was impressed with my efforts in tracking down and killing the fugitives. He has paid me the balance of the contract.

Entry 76: Burz gro-Khash has given me a contract to help Lord Rugdumph gro-Shurgak find his daughter, Lady Rogbut gra-Shurgak. I can find Lord Rugdumph at his estate near Lake Arrius.

Entry 77: Lord Rugdumph tells me that his daughter was out picking rocks, and he fears she may have been taken away by a band of ogres that are known to live east of the estate. I am to find and return her.

Entry 78: I have killed the ogres who kidnapped Lady Rogbut and escorted Lady Rogbut back to her father's estate, much to Lord Rugdumph's relief. He has rewarded me with Rugdumph's Sword. I should now return to Burz gro-Khash for payment of the contract.

Entry 79: Burz gro-Khash was pleased with my efforts in retrieving Lady Rogbut gra-Shurgak, and he paid me what was owed on the contract.

Entry 80: Burz gro-Khash has given me a contract to go to Harlun's Watch, near Cheydinhal, and investigate the disappearances of some of the local populace. I should speak to Drarana Thelis.

Entry 81: I have spoken to Drarana Thelis in Harlun's Watch. She tells me that folks have been seeing strange lights in the swamps, and when they've gone to investigate, none have returned. It seems that the strange lights people were seeing over the swamp are will-o-the-wisps. But, there don't seem to be any signs of the townsfolk who disappeared. The Will-o-the-wisps were surrounding a cave, though. I should investigate.

Entry 82: I've killed all of the trolls in Swampy Cave. I should look for evidence that these were the creatures responsible for the disappearances at Harlun's Watch.

Entry 83: Inside the Swampy Cave, I've found the corpses of the townsfolk that are missing. It looks like trolls have been feeding on the people weakened by the will-o-the-wisps. I should report this to Drarana Thelis.

Entry 84: Drarana Thelis was saddened at the fates of the townsfolk, but has rewarded me for my efforts. I should report to Burz gro-Khash for payment of the contract.

Entry 85: Burz gro-Khash has paid me the balance of the contract. He tells me that he has no further contracts to offer.

Entry 86: I have been told to report to Vilena Donton in Chorrol for assigned duties.

Entry 87: Vilena Donton has told me that, as a member of the Fighters Guild, there are a number of duties I'll be expected to perform. She would like me to speak with Modryn Oreyn about these.

Entry 88: Modryn Oreyn has told me that as my first duty, I am to find out why Maglir has defaulted on a contract he was given near Skingrad. I have been told that I can find Maglir at the West Weald Inn in Skingrad.

Entry 89: Maglir tells me his contract was to find the scholar Brenus Astis' journal within Fallen Rock Cave. He doesn't believe he's being paid well enough for the dangerous assignment, so he has chosen not to complete it. He has told me I should complete the contract instead.

Entry 90: I have found Brenus Astis' journal. I should either speak with Maglir or tell Modryn Oreyn that the contract is now completed.

Entry 91: Maglir has told me that he doesn't care whether or not Modryn Oreyn knows that he did not complete the contract.

Entry 92: Alix Lencolia has refused to train me, saying that he's never heard of me. I'll need to make a name for myself, one way or the other, before he'll offer his services.

Entry 93: I have met Alawen's requirements, and she has agreed to teach me what she knows.

Entry 94: I told Modryn Oreyn that I completed Maglir's contract. He doesn't believe it's good to let Maglir slide on these things, but he applauded my sense of duty. He has assigned me another of my duties. I am to travel to Leyawiin and find out why three members of the Fighters Guild -- Dubok gro-Shagk, Rellian, and Vantus Prelius -- have been causing trouble.

Entry 95: I have been told that I can find the three Fighters Guild members in the Five Claws Lodge, likely causing trouble. They warn me that it will be difficult to subdue the three men.

Entry 96: I've found the three Fighters Guild members, arguing loudly in the Five Claws Lodge. I've managed to subdue the three Fighters Guild members. The men tell me that the reason they've been spending time in the tavern is sheer boredom. The Blackwood Company has been stealing all the Fighters Guild work in the area. I've agreed to find work for my three guildmates here in Leyawiin. Perhaps some of the locals know of some.

Entry 97: I've heard a rumor that Margarte, who lives in Leyawiin, may have jobs for the Fighters Guild.

Entry 98: Margarte has told me that she would pay well for minotaur horns or ogre teeth. However, she doesn't trust the Guild yet. I'll need to bring her five portions of ectoplasm, and she'll give us her business.

Entry 99: I've brought Margarte the ectoplasm she requested. She'll now pay Fighters Guild members for minotaur horns and ogre teeth. I've told Dubok, Rellian, and Vantus about Margarte's need for ingredients. They've agreed to accept the long-term contract. As this should keep them out of trouble, I should report back to Oreyn.

Entry 100: Oreyn was pleased with my efforts, though troubled that the Blackwood Company is stealing Fighters Guild contracts.

Entry 101: I've been told I should report to Modryn Oreyn in Chorrol for assigned duties.

Entry 102: Modryn Oreyn would like me to complete a mission with Viranus Donton, the Guild Master's son. In order to boost the young Donton's confidence, I'm to help Viranus discover what became of Galtus Previa in Nonwyll Cavern, northwest of Chorrol.

Entry 103: I've spoken with Viranus Donton, and he is prepared accompany me to Nonwyll Cavern.

Entry 104: Viranus Donton and I have arrived at Nonwyll Cavern. We'll have to find out what happened to Galtus Previa, and I should make sure no harm comes to the young Donton.

Entry 105: We have found the corpse of Galtus Previa. We should now return to Modryn Oreyn.

Entry 106: We have returned with news of Galtus Previa to Modryn Oreyn. He was pleased with our efforts, and has paid the contract to Donton. For my efforts, he has given me a magic blade.

Entry 107: Modryn Oreyn has told me to go to Bravil and find out why Maglir has defaulted on another contract.

Entry 108: Irene Metrick has agreed to help train me in the use of Blunt weapons.

Entry 109: I've been told that Maglir can be found in the tavern at the Lonely Suitor Lodge.

Entry 110: Maglir tells me that he is no longer a member of the Fighters Guild. He is tired of trying to scrounge up work, so he has joined the Blackwood Company. If I want to finish the Guild contract I should speak with Aryarie at the Mage's Guild.

Entry 111: Aryarie at the Mage's Guild has told me she is glad someone from the Fighters Guild is going to fulfill her contract. She was unwilling to hire the Blackwood Company, as she disliked their reputation. She would like me to find 10 portions of imp gall, and suggests Robber's Glen Cave might be a good spot to hunt for it.

Entry 112: I have found 10 portions of Imp Gall. Aryarie was pleased with the Imp Gall I brought her. As an extra reward, she's given me a Ring of Aegis. I should return to Oreyn.

Entry 113: Modryn Oreyn was disturbed by the news about Maglir, but was glad that I was able to complete the contract. Oreyn would like to speak more about duties, once I am promoted to the next rank.

Entry 114: I went to Modryn Oreyn to ask about duties, but he told me he had no 'official' duties. However, he asked me to meet him at his house later tonight.

Entry 115: I met Modryn Oreyn at his house, as he requested. He told me a story about Azani Blackheart, Vitellus Donton's death, and the Blackwood Company's current involvement. He would like me to go with him now to find out what really happened. I am to meet Oreyn at the Fighters Guild in Leyawiin. From there, we will travel to Arpenia to look for Azani Blackheart.

Entry 116: We've searched the ruins of Arpenia, and the place is deserted. There are no corpses, no signs of battle. Oreyn believes that the entire story was made up by the Blackwood Company, that perhaps they paid off Azani Blackheart to move his base of operations. Oreyn suggests we search nearby Ayeleid ruins, and knows of one to the northeast.

Entry 117: Oreyn and I have found and defeated Azani Blackheart. Oreyn wishes to make sure people know who truly defeated the great warrior, and recognize the lies of the Blackwood Company. Oreyn would like me to give him Azani Blackheart's Ring as proof of our accomplishments here today. I have given the ring to Oreyn. This will allow him to prove that it was the Fighters Guild who finally defeated Azani Blackheart.

Entry 118: I have been told to report to Modryn Oreyn for assigned duties.

Entry 119: Modryn Oreyn has given me another duty to perform. A band of fighters was contracted to clear the Forsaken Mine of trolls, but none of them have been heard from, including Viranus Donton. I am to go to investigate.

Entry 120: I found Viranus Donton dead. I should look for clues as to what happened here.

Entry 121: I've told Oreyn that Viranus Donton is dead. He wants me to go back to Forsaken Mine and find proof of what happened.

Entry 122: I've found a journal that Viranus Donton kept during his final days. In it, he describes how the mission went well until the Blackwood Company arrived. They battled, and he survived, gravely wounded. It appears he finally succumbed to his wounds. Oreyn was both angered and saddened by what I told him. He has asked that I allow him to tell Vilena Donton the news about her son. Until then, he suggests I find contract work to do.

Entry 123: I have been promoted to the rank of Champion of the Fighters Guild. I'm told that Modryn Oreyn is looking for me, and I should speak with him as soon as possible.

Entry 124: I have spoken to Modryn Oreyn, who tells me that, although he has been expelled from the Fighters Guild, he will still work to restore its honor. To that end, he wants me to go to the Glademist Cave and capture a Blackwood Company leader, Ajum-Kajin.

Entry 125: I have found Ajum-Kajin, cowering in his Blackwood Company hideout. I must convince him to return with me.

Entry 126: Ajum-Kajin will now return with me to Modryn Oreyn's house.

Entry 127: Oreyn would like me to learn some things from Ajum-Kajin: how large the Blackwood Company is; who leads the Company; and what is the source of their power. Oreyn has told me I am to use whatever means necessary to get this information.

Entry 128: I've learned that the Blackwood Company is over 100 strong, and growing every day. Their leader is Ri'Zakar. I must now learn the source of their power, what gives them such courage in battle.

Entry 129: Ajum-Kajin seems unwilling to answer me as to the source of the Blackwood Company's power. I will have to persuade him further.

Entry 130: Rather than divulge the Blackwood Company's secret, Ajum-Kajin has killed himself. Though we did not get all of the answers we had hoped for, Oreyn is pleased with the information we gained. Modryn Oreyn would like me to join the Blackwood Company. I am to go to their headquarters in Leyawiin, infiltrate their ranks, and follow them on a mission to find out the secret of their effectiveness.

Entry 131: I was able to join the Blackwood Company. I am to report to the training room to prepare for an upcoming mission.

Entry 132: The Blackwood Company has been hired by the Water's Edge Settlement to take care of some goblins that have been raiding their town. First, though, we are all to drink a

potion made from the sap of a Hist Tree. I have ingested the Hist Sap potion. I feel a strange feeling coming over me.

Entry 133: We've arrived at Water's Edge, which it seems has been overrun by goblins. I have been given the order to attack.

Entry 134: While leaving Water's Edge, the Hist Sap again began to have a strange effect on me.

Entry 135: The goblins invading Water's Edge have been defeated.

Entry 136: I've awakened from my Hist Sap stupor at Modryn Oreyn's house. He worries that the company will have taken the settlement and moved the residents out.

Entry 137: I've returned to Water's Edge to a gruesome sight. Biene Amelion's father stands over the corpses of his daughter and the rest of the settlement. There are corpses all around -- not goblin corpses as it had appeared in my Hist Sap-clouded mind, but human corpses. The Blackwood Company and I slaughtered the entire population of Water's Edge. Oreyn was deeply troubled by what I told him, but realizes that there was little I could have done to prevent it. He believes it is time to end the Blackwood Company forever. He has decided that the threat of the Blackwood Company must be ended. He wants me to travel to their headquarters and destroy the Hist Tree. It will be behind a locked door, and it is likely that only Ri'Zakar himself has a key.

Entry 138: I have killed Ri'Zakar. I've gotten the key to get into the basement, where the Hist Tree is located.

Entry 139: The tree has become a perversion of nature. It is surrounded by alien machinery. If I am to destroy this monstrosity, I will need to find a way to destroy the machinery that surrounds it.

Entry 140: I have destroyed the machinery surrounding the Hist Tree, and the tree was destroyed in the process. Oreyn believes our work is now finished. He has given me the Helm of Oreyn Bearclaw as a symbol of our friendship. He suggests I speak with Vilena Donton and tell her all that has transpired.

Entry 141: Vilena Donton was astounded by the events I recounted, and she now realizes that her unwillingness to act could have caused the demise of the Fighters Guild. She has promoted me to Master of the Guild. She suggests that one of my first actions should be to reinstate Modryn Oreyn as my second-in-command, if he will accept the post.

Entry 142: I have asked Modryn Oreyn to act as my second-in-command. He accepted, and will run day-to-day activities of the Fighters Guild in my absence.

Entry 143: Alix Lencolia has said he's heard of me, and so has offered to train me in the use of Blades.

[5] Journal of a Mages Guild Member

Journal of a Mages Guild Member

[Cyrodiil, c 3E 433]

Entry 2: I have joined the Mages Guild. I must acquire recommendations from all of the local Guild Hall leaders in order to gain access to the Arcane University.

Entry 3: I have spoken with Teekeus in Chorrol. I need to speak to a High Elf named Earana, and find out why she is in Chorrol.

Entry 4: Earana has asked me to bring her a book titled *Fingers of the Mountain* so that she may translate it. I need to tell Teekeus about this immediately.

Entry 5: Teekeus has asked that I find the *Fingers of the Mountain* text, and bring it to him immediately. I need to search Cloud Top for the book.

Entry 6: I've found the book titled *Fingers of the Mountain*; I need to deliver it to either Earana at the Grey Mare tavern in Chorrol, or to Teekeus at the Chorrol Mages' Guild.

Entry 7: I've delivered the *Fingers of the Mountain* book to Earana. I need to return to her in a days' time to receive my reward for helping her.

Entry 8: Earana has given me a translation of a portion of the book I delivered to her. I need to read her notes, and then travel back to Cloud Top.

Entry 9: I was struck by lightning, and have been granted a powerful new spell.

Entry 10: Teekeus has asked that I re-acquire the book *Fingers of the Mountain* from Earana. I need to get the book and return it to him.

Entry 11: I've stolen the *Fingers of the Mountain* book from Earana's room in the Grey Mare and delivered the book *Fingers of the Mountain* to Teekeus at the Chorrol Mages Guild. In exchange, Teekeus has agreed to send a recommendation to the Arcane University for me.

Entry 12: In order to train further in Conjunction, I must find Olyn Seran, a Daedra Worshipper somewhere in the Great Forest.

Entry 13: Olyn Seran wants me to prove my worth before he will train me. I need to summon a Faded Wraith in his presence. I have summoned a Faded Wraith for Olyn Seran, and he has agreed to train me.

Entry 14: Jeanne Frasoric has tasked me with finding J'skar. I should speak with the guild mages in Bruma.

Entry 15: I need to unlock Jeanne's desk in her room upstairs in the Bruma Mages Guild, and find her *Manual of Spellcraft*. If I bring it to Volanaro, he's agreed to help me find J'skar.

Entry 16: I have Jeanne's *Manual of Spellcraft*. I need to deliver it to Volanaro.

Entry 17: I need to meet Volanaro in the living quarters of the Bruma Mages Guild hall after 10 PM.

Entry 18: I need to tell Jeanne Frasoric that J'skar is visible again.

Entry 19: I have stolen from the Mages' Guild, and have been suspended from the guild for it. In order to regain favor with the Mages Guild, I must bring 20 Nightshade and 20 Mandrake Root to Raminus Polus at the Arcane University.

Entry 20: I have been reinstated into the Mages Guild.

Entry 21: Jeanne Frasoric has agreed to send a recommendation to Raminus Polus.

Entry 22: I have spoken with Falcar in Cheydinhal. I need to enter the well behind the Mages Guild in Cheydinhal to retrieve a Ring of Burden for Falcar. The last person given this task has disappeared; should I learn anything about him, I should speak with Deetsan.

Entry 23: I need to get the key to the Cheydinhal Mages' Guild well from Deetsan.

Entry 24: I have found the Ring of Burden, and should return it to Falcar.

Entry 25: I need to search Falcar's quarters in the Cheydinhal Mages' Guild for any sign of his recommendation letter. If found, it should be given to Deetsan, along with anything unusual.

Entry 26: There's no evidence of a recommendation in Falcar's room, but I've found Black Soul Gems. I should take them to Deetsan immediately.

Entry 27: Deetsan has agreed to send a letter of recommendation to the Arcane University in Falcar's stead.

Entry 28: To learn more about Alteration, I must find Tooth-in-the-Sea, who lives north of Bravil, near Niben Bay.

Entry 29: I have spoken with Dagail in Leyawiin. I need to find an amulet so that Dagail will send a recommendation to the Arcane University for me. Agata may know more.

Entry 30: I need to speak with the mages in the Leyawiin guild hall, in case any of them have seen Dagail's amulet.

Entry 31: Kalthar seemed to know a great deal about the missing amulet. I should tell Agata what he has told me.

Entry 32: Agata has asked that I attempt to question Dagail about her father, to find out what his connection to the amulet may be.

Entry 33: I need to find the fort at which Dagail's father was stationed. It should be somewhere near Leyawiin.

Entry 34: I've arrived at Fort Blueblood. Dagail's father should be buried inside.

Entry 35: I have found the amulet Dagail needed. I should return it to her immediately.

Entry 36: I've defeated Kalthar, who was attempting to manipulate Dagail. I need to give her this information immediately.

Entry 37: I have delivered the amulet to Dagail.

Entry 38: S'drassa of the Mage's Guild in Leyawiin has tasked me to find Garridan's Tears. S'drassa enjoys collecting crystals of a magical nature, and is willing to pay a handsome amount gold for each Tear I recover. S'drassa described a bit about Garridan's Tears to me. Apparently, they're literally tears of a knight who was somehow frozen long ago. To find where they may be located, he suggested I speak to a colleague of his at the Arcane University in the Imperial City, Julienne Fanis.

Entry 39: I have spoken with Kud-Ei in Bravil. I've been given a charm scroll, and need to use it to help persuade Varon Varmori in Bravil to return Ardaline's staff.

Entry 40: Varon Vamori admitted to taking Ardaline's staff, but has sold it to a friend in the Imperial City. I need to deliver this news to Kud-Ei.

Entry 41: Kud-Ei has given me several more scrolls, and asked me to get the staff back. I need to find Soris Arenim in the Imperial City.

Entry 42: I've spoken with Erissare Arenim. She told me that Soris has the staff in the basement of their house.

Entry 43: I've spoken with Soris Arenim. He will not give back the staff, but will sell it for 200 gold. If I choose to buy it back, I need to pay him the money. I've paid Soris Arenim, and he has given me Ardaline's staff. I need to deliver the staff to Kud-Ei in Bravil.

Entry 44: I have delivered Ardaline's staff to Kud-Ei, and have earned a recommendation for it.

Entry 45: Tooth-in-the-Sea has told me I must prove myself; I need to meet him out in Niben Bay during the day.

Entry 46: I must remain with Tooth-in-the-Sea for three consecutive hours if I am to prove myself worthy of his training.

Entry 47: Tooth-in-the-Sea has agreed to teach me what he knows about Alteration magic.

Entry 48: I've heard that Kud-Ei is searching for assistance in locating a missing friend. I've spoken to Kud-Ei. It seems that her friend, Henantier isn't missing after all, but trapped somewhere and Kud-Ei needs my help liberating him. Kud-Ei said to return to her when I'm ready and she'll take me to him.

Entry 49: Kud-Ei has explained that Henantier has become the victim of his own creation, the Dreamworld Amulet. He's trapped inside his own dreams, and I'll need to put on the amulet and go to sleep to enter Henantier's dreams and hopefully retrieve him. Kud-Ei has given me Henantier's Dreamworld Amulet. I need to enter his dream by going to sleep while wearing the amulet. Kud-Ei also warned me that if Henantier is slain in the Dreamworld while I'm there, I'd be killed as well, so I must be careful.

Entry 50: I've entered Henantier's Dreamworld. To my surprise, I've arrived naked except for the Dreamworld amulet! Not only am I unarmed, but also I've discovered that the amulet is preventing me from using any magic. I'll have to explore this strange place in hopes of finding something to defend myself with.

Entry 51: I've located Henantier. He seems awfully confused and doesn't understand where he is or how he got here. He did mention that he lost some things. Perhaps they're keys or clues explaining how to exit this bizarre place. I have no choice but to explore the recesses of his Dreamworld and find these objects.

Entry 52: I've located the Element of Resolve. This must be one of the things that Henantier misplaced. Losing this attribute of his mind must be what's making him so confused. If I can find all of the elements, and bring them back to him, it should restore Henantier's sanity and help him awaken. I should continue searching for other elements if I ever intend to leave this waking nightmare.

Entry 53: I've located the Element of Patience, the second Element to be found in Henantier's Dreamword. I should continue searching for more elements.

Entry 54: I've located the Element of Courage, the third Element to be found in Henantier's Dreamword. I should continue searching for more elements.

Entry 55: I've located the Element of Perception, the final element in this bizarre amalgam of Henantier's dreams. I should bring all four elements to Henantier and try to restore his sanity.

Entry 56: After giving him the four Dreamworld Elements, I've succeeded in convincing Henantier he was in a dream, and we've returned to the real world. Henantier has thanked me for saving him. As a reward, he's provided me with some of his magic scrolls.

Entry 57: I need to speak with Martina Floria if I want further Illusion training. She can be found at the Arcane University in the Imperial City.

Entry 58: I have spoken with Adrienne Berene in Skingrad. In order to get a recommendation from Adrienne Berene, I need to find Erthor and return him to the Skingrad Mages Guild. I should speak with the other guild mages to learn his whereabouts.

Entry 59: Sulinus Vassinus has offered to complete my task at Bleak Flats Cave for me, at a price. If I'm going to take him up on the offer, I need to bring him 300 gold. Otherwise, I should speak with the other guild mages to find where Erthor is.

Entry 60: I have been told Erthor was last seen at Bleak Flats Cave, west of Skingrad. I should remind Adrienne of this. I need to go to Bleak Flats Cave and find Erthor.

Entry 61: I've found Erthor in Bleak Flats Cave, and have agreed to escort him back to Adrienne Berene in Skingrad.

Entry 62: Adrienne Berene has agreed to send a recommendation to the Arcane University on my behalf.

Entry 63: I must seek out Bralsa Andaren if I wish to learn more about Destruction magic.

Entry 64: I must bring 20 bear pelts to Bralsa Andaren so that she will agree to teach me what she knows about Destruction magic. I have met Bralsa Andaren's demands, and she has agreed to teach me what she knows.

Entry 65: I have spoken with Carahil in Anvil. I need to speak with Arielle Jurard at the Brina Cross Inn, north of Anvil.

Entry 66: I need to rent a bed for the night at the Brina Cross Inn, while posing as a traveling merchant.

Entry 67: I have rented a bed at the Brina Cross Inn. I need to wait in my room for Arielle Jurard, and then spend the night sleeping in the Inn.

Entry 68: Arielle Jurard has instructed me to sleep at the Brina Cross Inn, then travel along the Gold Road towards Kvatch.

Entry 69: I've spent the night at the Brina Cross Inn. I need to follow the Gold Road towards Kvatch, and be wary of anyone along the road.

Entry 70: I have completed my task for Carahil. I need to talk to Carahil in Anvil and inform her that Caminalda has been defeated.

Entry 71: If I wish to train further in Restoration, I must find Oleta at the Chapel of Akatosh in Kvatch.

Entry 72: I have been given a recommendation from each ranking member in the local guild halls, and have been given access to the Arcane University. I must now travel to the Arcane University, and speak with Raminus Polus.

Entry 73: I need to find the grove near Wellspring Cave, northeast of the Imperial City, to acquire wood for my Mage's Staff.

Entry 74: I need to bring ten Welkynd Stones to Martina Floria if I want her help in Illusion training.

Entry 75: I have arrived at Wellspring Cave. I should speak with Elette or Zahrasha.

Entry 76: I have found Zahrasha and Eletta, who are dead. I should investigate what happened to them.

Entry 77: The necromancers that ambushed me have been defeated. I need to get wood for a staff, and get back to Raminus Polus to tell him what's happened.

Entry 78: According to a deed that's been delivered to me, I've inherited a property called Frostcrag Spire from a long-lost relative. I've marked its location on my map. At the next opportunity, I should make my way out there and inspect my new acquisition.

Entry 79: I have checked in with Raminus Polus. I now need to find Delmar in the Arcane University.

Entry 80: I've chosen a staff, and need to speak to Delmar when it's complete.

Entry 81: My Mage's Staff is complete.

Entry 82: Raminus Polus has asked me to retrieve a book from Janus Hassildor, Count of Skingrad.

Entry 83: Mercator Hosidius, a liason to the Count of Skingrad, has told me the Count is not accepting visitors. I need to return tomorrow.

Entry 84: Mercator Hosidius told me the Count will meet with me North of the Cursed Mine west of town at 2 AM.

Entry 85: Count Hassildor saved me from the ambush set by Mercator Hosidius. I need to deliver his message to Raminus Polus.

Entry 86: I've delivered Hassildor's message to Raminus Polus.

Entry 87: Raminus Polus has asked that I speak with Irlav Jarol about assisting with his research.

Entry 88: I need to find the Ayelid ruins of Vahtacen and speak with Skaleel.

Entry 89: A room in Vahtacen contains a pillar that reacts to magic. I need to figure out how it works, but I must be careful so that I am not harmed. It's been suggested that I should stay away from anything but simple, single-effect spells.

Entry 90: Skaleel may have some reference material for deciphering the Ayleid symbols in Vahtacen. I should ask her for it.

Entry 91: Denel has offered to find translations of the inscriptions on the walls of Vahtacen. I should read all the inscriptions, and then tell him what they say.

Entry 92: I've solved the puzzle of the pillar, opening up more of the ruins of Vahtacen.

Entry 93: I've found an object deep within Vahtacen. I should take it to Skaleel.

Entry 94: I need to deliver the Ayelid artifact to Irlav Jarol.

Entry 95: I have delivered the artifact to Irlav Jarol.

Entry 96: I need to go to the Mystic Archives and speak with Tar-Meena.

Entry 97: Tar-Meena told me to find a book entitled *Necromancer's Moon*. I need to look for it in the Mystic Archives of the Arcane University.

Entry 98: I've found the book *Necromancer's Moon*, and should take it to Raminus Polus after consulting with Tar-Meena.

Entry 99: If I want further Mysticism training, I need to visit Dagail at the Mages Guild in Leyawiin.

Entry 100: I need to find Bothiel in the Arcane University and speak with her about this 'Shade of the Revenant'.

Entry 101: Bothiel gave me a piece of paper Falcar dropped when he visited her about the Revenant mentioned in the *Necromancer's* book. I should show the note to Raminus Polus.

Entry 102: I need to find the Dark Fissure, south of Cheydinhal, before the next time 'the Shade of the Revenant' occurs. I should be on the lookout for the 'heavenly lights' mentioned in the *Necromancer's* book.

Entry 103: I have found evidence of Necromancers creating Black Soul Gems at the Dark Fissure Cave, as well as other altars throughout Cyrodiil. I've told Raminus Polus everything about Necromancers and black soul gems that I have seen

Entry 104: I need to speak with Hannibal Traven, who has a special assignment for me.

Entry 105: I need to travel to Nenyond Twyll, south of the Imperial City, and make sure Mucianus Alias is safely rescued from the Necromancers there. I am to escort him back to the Arcane University.

Entry 106: Fithragaer is the only survivor from the group of Battlemages sent to find Mucianus Alias. I need to help him reach the Necromancers within Nenyond Twyll.

Entry 107: Fithragaer, the only surviving Battlemage, is dead. I'll need to continue on my own into the ruins to find Mucianus Alias.

Entry 108: I have killed a member of the Mages Guild, and have been suspended from the guild for it. In order to regain favor with the guild, I must gather 20 Vampire Dust and 20 Daedra Hearts and deliver them to Raminus Polus at the Arcane University.

Entry 109: I've found Mucianus Alias. He's been transformed into some kind of walking dead; there's nothing I can do for him. I should report his fate to Hannibal Traven at the Arcane University.

Entry 110: I have been reinstated into the Mages Guild.

Entry 111: Arch-Mage Traven has been informed of Mucianus Alias' fate.

Entry 112: Martina Floria has agreed to train me.

Entry 113: Count Hassildor wishes to see me; I should travel to Skingrad immediately and speak with Hal-Liurz.

Entry 114: Count Hassildor has information that he will provide only if I remove the Vampire Hunters lurking around Skingrad, as well as a nest of vampires in Bloodcrust Cavern outside of town.

Entry 115: The Vampire Hunters in Skingrad and the Vampires in Bloodcrust Cavern have been disposed of. I should return to Count Hassildor and let him know my task is complete.

Entry 116: Count Hassildor's news about Mannimarco must be delivered to Hannibal Traven right away.

Entry 117: I have told Arch-Mage Traven about Mannimarco's presence in Cyrodiil. Hannibal Traven wants me to check in with Jeanne Frasoric at the Bruma Mages Guild. I should go there immediately.

Entry 118: I've arrived at Frostcrag Spire. I should make my way inside this curious but extraordinary tower.

Entry 119: I've discovered a dusty tome within Frostcrag Spire. After reading the dusty tome, I've learned that I can purchase everything I need to restore this place to its former glory from Aurelinwae at the Mystic Emporium in the Market District of the Imperial City.

Entry 120: I have arrived at the Bruma Mages Guild. It appears to have been attacked; I should look for survivors.

Entry 121: Selenia Orania, Volanaro, and Jeanne Frasoric are dead. J'skar is the only survivor of the slaughter at the Mages Guild Hall in Bruma. He's given me information about the King of Worms. Hannibal Traven should be told immediately; I should return to the Imperial City.

Entry 122: I've told Hannibal Traven what J'skar saw at the Bruma Mages Guild hall.

Entry 123: I need to travel to Fort Teleman and retrieve the Bloodworm Helm, so that it may be kept safe at the Arcane University.

Entry 124: Julienne Fanis referred me to a book, *Knightfall*, available at the First Edition bookshop in the Market District if I wanted to learn more about the possible location of Garridan's Tears. I've purchased *Knightfall* from Phinitas at the First Edition Bookshop in the Market District. *Knightfall* tells the tale of Garridan and the quest for the Everflow Ewer at a place known as Frostfire Glade. It is supposedly located in the mountains near Bruma. Using some of the references from the story, I was able to pinpoint it on my map. The book also mentions needing special refined frost salts to get into the Glade. I should speak to Julienne Fanis about this.

Entry 125: I've now purchased everything Aurelinwae had available for Frostcrag Spire.

Entry 126: I have arrived at Fort Teleman. I need to find Irlav Jarol, who should have the Bloodworm Helm.

Entry 127: I've recovered the Bloodworm Helm. I need to deliver it to Arch-Mage Traven immediately.

Entry 128: Dagail refuses to train me until I have done more to seal the barriers between Tamriel and Oblivion. I need to find gates to Oblivion, and close them.

Entry 129: I have delivered the Bloodworm Helm to Hannibal Traven.

Entry 130: I need to travel to Fort Ontus to retrieve the Necromancer's Amulet, and return it to the Imperial City.

Entry 131: Before Oleta will train me, I must finish saving Kvatch from the Daedra that have attacked it.

Entry 132: Oleta thanked me for helping to save Kvatch, and offered to train me in Restoration.

Entry 133: I've arrived at Fort Ontus. I need to find Caranya, and get the Necromancer's Amulet from her.

Entry 134: Caranya was a traitor to the Mages Guild, and intended to deliver the Amulet to the King of Worms. I need to get out of Fort Ontus and take the Amulet back to the Arcane University.

Entry 135: I've delivered the Necromancer's Amulet to Hannibal Traven. Now I need to travel to the south of Cyrodiil and meet a group of Battlemages preparing to storm the ruins of Silorn.

Entry 136: I have arrived at Silorn, and spoken with Thalfin. We cannot enter the ruins, so I must help prepare an ambush for the Necromancers when they attempt to leave.

Entry 137: I have been discovered by the Necromancers at Silorn. They will surely have alerted Falcar; I'll need to enter the ruins and find him.

Entry 138: Falcar has fled back into the ruins of Silorn. I must find him.

Entry 139: I have attacked a member of the Mages Guild, and have been suspended from the guild. In order to regain favor with the guild, I must bring 20 Dragon's Tongue and 20 Redwort Flower to Raminus Polus at the Arcane University.

Entry 140: I've recovered the Black Soul Gem. It needs to be taken back to Hannibal Traven at the Arcane University.

Entry 141: I have been reinstated into the Mages Guild, with the warning that any further infractions will result in permanent removal from the guild.

Entry 142: The Black Soul Gem has been delivered to Hannibal Traven.

Entry 143: Hannibal Traven has promoted me to Arch-Mage, and has tasked me with stopping the King of Worms. I need to take the Black Soul Gem to Echo Cave and confront him.

Entry 144: I've arrived at Echo Cave, and have gained access to Mannimarco's lair. I need to find him inside, and put an end to him.

Entry 145: I have killed the King of Worms. I should return to the Arcane University to announce his defeat.

Entry 146: Raminus Polus thanked me for putting an end to the King of Worms, and has recognized me as Arch-Mage of the Mages' Guild.

Entry 147: I need to speak with Julienne Fanis about collecting Alchemical ingredients for the Arch-Mage.

Entry 148: Julienne Fanis has told me there is a special chest in the Arch Mage's quarters. Once a week, I may place an ingredient inside, and return a day later to find that ingredient replicated for my use. If I take too long in returning to the chest, however, I will lose whatever was placed inside.

Entry 149: I need to seek out Sinderion in Skingrad if I wish to learn more about Alchemy.

Entry 150: I've acquired refined frost salts from Julienne. I should now make my way to Frostfire Glade.

Entry 151: I've entered Frostfire Glade. The entire area seems filled with a swirling, freezing mist. The extreme cold in this place is unbearable without magical protection. The glade is true to its namesake; the frost burns as if it was fire. In the center of Frostfire Glade, I've discovered an astonishing sight. Garridan himself locked in an eternal frozen struggle with a huge Frost Atronach. It appears that Garridan had dropped his weapon and was using the Ewer to protect himself. The Atronach smashed the Ewer, which must have reacted with the magical waters and froze everything solid. A sad end for such a noble knight.

Entry 152: I've found five of Garridan's Tears. I can now return to S'drassa in Leyawiin for my hard-earned reward, and perhaps a warm fire.

Entry 153: Sinderion has asked that I bring him a bottle of Tamika's Vintage 399 wine, and a bottle of Surilie Brother's Vintage 399 wine. I should acquire them so that he will agree to train me.

Entry 154: I have completed Sinderion's task, and he has agreed to train me in Alchemy.

Entry 155: I've given Garridan's Tears to S'drassa. He rewarded me with a fair amount of gold for each of them, plus a bonus for finding more than he had expected.

Entry 156: Dagail has agreed to train me in the school of Mysticism magic.

[6] Journal of a Mercenary

Journal of a Mercenary

[Cyrodiil, c 3E 433]

Entry 1: I've met a Legion Guard named Lerexus Callidus outside the walls of Leyawiin. He tells me there is a Skooma dealer named Kylius Lonavo in the Greyland settlement just up the road. He's offered me a reward to go into the house, put a stop to the drug traders and bring him Lonavo's ring as proof.

Entry 2: I've recovered Kylius Lonavo's ring. I should bring it to Lerexus as soon as possible to obtain my reward.

Entry 3: Lerexus Callidus has rewarded me for putting a stop to the drug traffickers in Greyland Settlement.

Entry 4: I've heard a rumor that the defenders of Battlehorn Castle are besieged by marauders and are appealing for aid. Apparently their commander has been killed, and they're offering the castle itself to anyone who will help lift the siege.

Entry 5: The marauders who were attacking Battlehorn Castle have been defeated, and the grateful survivors have granted me the deed to the castle. I've learned that I can purchase everything I need to restore Battlehorn Castle to its former glory from Nilphas Omellian at the Merchants Inn in the Market District of the Imperial City.

Entry 6: Guilbert and Reynald Jemane have asked for my help in reclaiming their ancestral home. I need to look for Weatherleah, somewhere to the south of Chorrol. Perhaps I could ask around town and see if anyone can help.

Entry 7: One of the townspeople in Chorrol mentioned that Sabine Laul at the Fighters Guild may know Weatherleah's location, as she has explored much of the surrounding area. I should speak to her next.

Entry 8: Sabine Laul at the Fighters Guild in Chorrol told me that Weatherleah should be due south of Chorrol and she's kindly marked it on my map. I should head out there now.

Entry 9: I've found Weatherleah south of Chorrol, but it's overrun with ogres. Guilbert was glad that I'd found Weatherleah's location, but I'll need to kill the ogres so that it's safe to travel there.

Entry 10: The ogres have been defeated. I should make my way back to Chorrol and bring this information to Guilbert.

Entry 11: A Dunmer named Fathis Ules has told me that Albert Jemane, Reynald and Guilbert's father, stole a valuable item from the Thieves Guild many years ago. He's offered to

pay me well to return this item to him in Chorrol. Fathis believes it's now hidden inside of Redguard Valley Cave, which he's marked on my map.

Entry 12: Guilbert was very happy to hear that I'd killed the band of ogres at Weatherleah, and is anxious to return. I'm taking the Jemane brothers back to Weatherleah to reclaim their inheritance.

Entry 13: The Jemane brothers have returned safely to Weatherleah.

Entry 14: I've arrived at the entrance to Redguard Valley Cave. I should proceed inside.

Entry 15: I've retrieved the Honorblade of Chorrol from the Ogre Chieftan. This has to be the item Fathis was seeking. However, due to the nature of the item, I think someone at Castle Chorrol would be anxious to have this back. I need to decide whether to sell the weapon to Fathis, or return it to the Castle.

Entry 16: I've returned the sword to Laythe Wavrick, Herald to the Countess of Chorrol. In gratitude, he's rewarded me with the Escutcheon of Chorrol, an item only bestowed to the most honored of heroes. I should go speak to the Jemane brothers about what's happened.

Entry 17: Jirolin Doran of Chorrol believes that ogres are somehow distantly related to his family line. As such, he's asked me to take an offering of gems and gold to Spy Rock in an effort to establish communications with the ogres.

Entry 18: I've shown the reward given to me by Laythe Wavrick to Guilbert Jemane. He was saddened to hear that his father was actually a master thief, but was happy that the Honorblade was returned to Castle Chorrol where it belongs. He rewarded me with a personal keepsake as thanks for righting one of his family's past wrongs.

Entry 19: I've placed Jirolin's gems at Spy Rock. I should return and let him know I've completed the task.

Entry 20: I should return to Chorrol in one week's time to see if Jirolin has made any progress with the ogres.

Entry 21: Malene at the Roxey Inn in the wilderness north of the Imperial City has asked me to help her rid the area of a Necromancer who calls herself Raelynn the Gravefinder. Raelynn can be found in Moss Rock Cavern to the north. I've slain Raelynn the Gravefinder. Malene was delighted with the news of Raelynn the Gravefinder's death, and rewarded me with some coin.

Entry 22: I've found a jade amulet with the inscription 'For Kayleen' in the possession of a Goblin boss. This must have been stolen from someone. I should hold onto it until I locate the owner.

Entry 23: I've come upon a sad Breton named Corrick Northwode at Harm's Folly settlement. It seems a goblin war party attacked his home, killed his wife and retreated back to their lair, Exhausted Mine. I've recovered Kayleen's Jade Amulet. Corrick Northwode was overjoyed to get back his wife's Jade Amulet. He thanked me by rewarding me with gold he had recovered from Exhausted Mine long ago.

Entry 24: I've discovered a notice from Snak gra-Bura of the Chestnut Handy stables. She is offering to outfit a horse with armor at no charge to anyone who presents her with a note like the one that I've found. I should bring my horse to her and take advantage of this offer.

Entry 25: Snak gra-Bura armored my horse for free. From now on, she will outfit any legally owned horse that I bring to her with Steel or Elven armor for 500 gold.

Entry 26: Jirolin Doran took it upon himself to check back at Spy Rock; I should head there and find him.

Entry 27: Jirolin is not at Spy Rock. He left a note stating the ogres were escorting him to their home at Rock Bottom Caverns. I should go there and find him.

Entry 28: I've found Jirloin Doran trapped in Rock Bottom Caverns. I've freed Jirolin from his confines. I need to make sure he returns safely to Chorrol, which means getting him out of Rock Bottom Caverns.

Entry 29: Jirolin thanked me for saving him from the ogres, and gave me some of his offering to the ogres as a reward. Jirolin will head back to Chorrol on his own. I can either head there myself, or go back into Rock Bottom Caverns to raid the stores of treasure the ogres have collected.

Entry 30: I've discovered a note from Bothiel at the Arcane University. If I can recover the Dwarven artifacts that have gone missing, there may be a reward. I should travel to Camp Ales and see if I can track down these bandits.

Entry 31: I've found a list of locations at which the Dwarven Artifacts for the Orrery are being held. I should visit Dagny's Camp, Brothch Camp, Bodean Camp and Varus Camp to track down the remaining bandits.

Entry 32: I have recovered all of the missing Dwarven artifacts. I should take them to Bothiel at the Arcane University at once, so she can repair the Orrery.

Entry 33: I've discovered the research notes of a Lithnilian. The notes mention him being at the Imperial Bridge Inn. Perhaps if I return this book to him, he'll offer me a reward.

Entry 34: I've met Lithnilian, an Altmer Sorcerer, at the Imperial Bridge Inn in the wilderness southeast of the Imperial City. He's asked me to locate his research notes on Welkynd Stones which he lost in the depths of Bramblepoint Cave.

Entry 35: Aelwin Merowald at the Weye Settlement southwest of the Imperial City is looking to acquire 12 Rumare Slaughterfish Scales to sell to a customer. He's asked me to do the legwork, as he's getting quite old and can't handle the difficult task. The Rumare slaughterfish is a special breed of slaughterfish that can only be found in Lake Rumare, directly north of Weye. I've acquired 12 Rumare Slaughterfish Scales and given them to Aelwin Merowald. He's rewarded me with a magical ring.

Entry 36: Bothiel has been given the Dwarven Artifacts necessary for the Orrery. I should give her a day to make the necessary repairs, and then visit the Orrery again at the Arcane University.

Entry 37: I received a note from Nilphas Omellian, offering to install an ancient Dwemer Forge in Battlehorn Castle for 3000 gold.

Entry 38: I've now purchased everything Nilphas Omellian had available for Battlehorn Castle.

Entry 39: I have activated the Imperial Orrery. The Orrery at the Arcane University should be functional once more. I can visit it as often as I like, and also receive powers based on the phases of the moons.

Entry 40: I've awakened to find that the Bloated Float has somehow put to sea with myself on board. I need to find the owner and discover what's happened.

Entry 41: I've killed a thief named Lynch. Apparently, he's a member of some group calling themselves the 'Blackwater Brigands'. They must have hijacked the Bloated Float and put her out to sea! It appears that Lynch has locked the Bloated Float's bouncer in the Storage Room. I should search his body and see if there's a key to free him.

Entry 42: I've found the Bloated Float's bouncer, Graman gro-Marad, locked in a supply room. he confirmed that the ship has been hijacked and that the owner, Ormil, was also taken. Graman told me that if I can get him to the ship's wheel on the top deck, he could take the Bloated Float back to the Imperial City. I should now make my way up to the Tavern Deck.

Entry 43: I've killed a second thief, this one a Dark Elf named Minx. Seems like these thieves are using strange code names. The only useful bit of advice I discovered is that their leader seems to be named Selene. I should search her belongings for anything of use, then make my way to the top deck and secure the ship's wheel for Graman.

Entry 44: I've slain yet another thief, this one a large Nord named Wrath. He was guarding the ship's wheel. He mentioned that they hijacked the Bloated Float to recover something called the 'Golden Galleon'. I should now get Graman and tell him that the path to the ship's wheel is safe.

Entry 45: Graman said he wouldn't sail the ship while the Bloated Float's owner, Ormil, is still in danger. I need to rescue Ormil in the captain's cabin to get the ship underway.

Entry 46: After discussing the futility of her plan, Selene has agreed to hand back the control of the Bloated Float to Ormil. I should speak to Ormil to find out what he wishes me to do with her.

Entry 47: Ormil has instructed me to escort Selene to the room next to mine on the inn deck where she'll be locked in until we arrive at port. I should do so before the Bloated Float can get underway.

Entry 48: Selene is now safely locked inside a room on the inn deck. I should return to Ormil and let him know, so we can finally get this ship home.

Entry 49: Ormil has explained that the treasure the thieves were looking for was just a publicity stunt he created to drum up more business for the tavern. He never expected to have

the Bloated Float hijacked as a result of that stunt. He then suggested I get some sleep again for the voyage back to the Imperial City. I should do so to stay out of their way.

Entry 50: The Bloated Float has arrived back at the Imperial City. Ormil presented me with a bag of gold, and explained to me that the Imperial City guard had been looking for Selene, and there was a reward for her capture.

Entry 51: I met Barthel Gernand on the road southeast of the Imperial City. He and his family wish to build a settlement at Cropsford, but have been unable to do so thanks to marauding goblins. I should talk to Mirisa about how to clear the goblins from the settlement site.

Entry 52: Mirisa says that the goblins at Cropsford are war parties from Cracked Wood Cave, on their way to attack a rival tribe at Timberscar Cave. She's not sure, but usually goblin wars are caused by one tribe stealing the Totem Head from another. Mirisa suggested two ways to deal with the goblins at Cropsford. One is to recover the Totem Head from the goblins in Timberscar Cave, which would stop the war between the two tribes and leave Cropsford in peace. The other way to keep the goblins away from Cropsford is to kill the shaman of the Cracked Wood Cave tribe, which should effectively destroy the tribe and stop their war parties from attacking Cropsford.

Entry 53: I have taken the Totem Head from the goblins at Timberscar Cave. Mirisa said that I ended the war just by taking the head from Timberscar Cave. I should tell Barthel Gernand that it's safe for him and his family to return to Cropsford.

Entry 54: Barthel Gernand thanked me profusely for ending the goblin threat to Cropsford. He promised me a hero's welcome in Cropsford once they have had a chance to establish the settlement.

Entry 55: I've recovered Lithnilian's research notes from Bramblepoint Cave and returned them to Lithnilian at the Imperial Bridge Inn. He generously rewarded me for my efforts.

Entry 56: I've met a strange Khajiit named S'jirra at the Faregyl Inn. She insists someone is stealing her supply of Jumbo Potatoes. Apparently, she uses them to make what she calls her 'Famous Potato Bread'. She's offered a reward for the potatoes safe return. Whoever they are, S'jirra said they were 'huge' and headed west.

Entry 57: I've encountered an Ogre out in the wilderness. This seems to be S'jirra's thief, as it was carrying her Jumbo Potatoes. I've returned the Jumbo Potatoes to S'jirra. She was overjoyed and rewarded me with her first batch of Famous Potato Bread.

Entry 58: Thorley Aethelred, a shepherd who lives at the Shardrock Farm, has tasked me to slay six West Weald Bears and bring back their fangs as proof. They've been threatening his sheep, and he has nowhere else to turn.

Entry 59: I've obtained the first West Weald Bear Fang from a bear that has been threatening Thorley Aethelred's sheep.

Entry 60: I've obtained four more West Weald Bear Fangs.

Entry 61: I've obtained the sixth and final West Weald Bear Fang. I've given all six of the West Weald Bear fangs to Thorley Aethelred, who in turn rewarded me with an enchanted tome.

Entry 62: I've been asked by Maeva the Buxom at Whitmond Farm outside Anvil to help her recover a family heirloom her husband stole when he left her. The mace is named Rockshatter and has a worn inscription on the haft reading 'To Maeva and Bjalfi in honor of your union.' Her husband, Bjalfi the Contemptible, was last seen heading for the ruins of Fort Strand to join the Marauder Gang there. I've found Bjalfi the Contemptible inside Fort Strand, with Rockshatter still in his possession. I've returned Rockshatter to Maeva. She was pleased and rewarded me with a small parcel of gold.

Entry 63: A High Elf Sorceress named Varulae has asked me to retrieve her crystal ball, located in the hold of the ship the Serpent's Wake, which is moored up in Anvil Bay. The crystal ball is in a chest in the ship's hold. I should be careful, however -- the crew have all been slain, and now roam the ship's decks as creatures of undeath. I have retrieved and given Varulae her crystal ball. She gave me the captain's enchanted cutlass as a reward.

[7] Journal of a Private Investigator

Journal of a Private Investigator

[Cyrodiil, c 3E 433]

Entry 1: I've heard an all female gang of thieves is preying on the men folk of Anvil. While I didn't get all the details, I was pointed in the direction of Gogan and Maelona, two local Anvil residents. Somehow, Gogan is 'intimately' involved whatever that means.

Entry 2: I've spoken to Maelona, a Reguard commoner who lives in Anvil. It seems that a gang of female thieves has taken up residence somewhere nearby. They're luring men out to their farmhouse by seducing them, and then in actuality, robbing them of all their goods when they arrive. The men are so embarrassed about this that they won't report it to the authorities. Maelona's husband is one of the 'victims'. Upon further questioning, I've discovered that Maelona's husband, Gogan, was carrying a family heirloom when the all-female gang robbed him. She's desperate to get the ring back, and is offering 100 gold for its return. Maelona told me that the men are usually approached at the local watering hole, The Flowing Bowl. That's where I should make contact with the gang. I should speak to Gogan, as he may be able to add some more useful information.

Entry 3: After speaking to Gogan, I've learned that there are at least two gang members, an Imperial and a Nord. They lure men to a remote location, trick them into removing their clothes and equipment, and then ambush them while they are defenseless. I think at this point I have enough information to pay a visit to The Flowing Bowl.

Entry 4: Signy Home-Wrecker has met me at The Flowing Bowl, accompanied by Faustina Cartia. She enticed me to meet them at their farmhouse around 11 this evening, 'for a night of fun I won't soon forget'. I have decided to take them up on their temping offer, as this will point me in the direction of their hideout. The farmhouse seems to be just outside of Anvil in the settlement named Gweden.

Entry 5: I've arrived at Gweden. I'll need to wait until around 11 in the evening to go inside and find out what Faustina and Signy have in store for me.

Entry 6: After entering the farmhouse, I encountered Faustina who tried to entice me to remove my weapons, armor and clothing and place them aside. Knowing this was a ruse, I refused. She yelled out and the rest of the gang entered the room fully armed and ready for battle. I had no choice but to kill them.

Entry 7: Maelona and Gogan entered the farmhouse in Anvil City Guard armor. It turns out that they have been undercover as a married couple for some time trying to put a stop to the gang. She says I was spotted heading to Gweden so she went back for reinforcements and headed here. She said she would take care of the bodies, and paid me my gold as promised.

Entry 8: I've entered what appears to be a recently abandoned farmhouse. Perhaps if I search around, I may find a clue as to the owner's whereabouts.

Entry 9: I've come across a discarded page from a journal of a Slythe Seringi in an abandoned farmhouse near the ruins of Kvatch. It mentions some sort of pilgrimage to bring an offering of great value to something called 'The Sunken One'. All signs point to Sandstone Cavern nearby. I should proceed there, as I fear for Slythe's safety.

Entry 10: I've come across a second discarded page from Slythe Seringi's journal. This one details his descent into Sandstone Cavern and how he met dangerous resistance and began to doubt his journey. I should press on and see if I can locate him.

Entry 11: I've located Slythe Seringi's corpse. On Slythe's corpse, I've located his last journal entry. It seems he fell here believing he was truly going to meet his god and give an offering to him to help all of Tamriel. His death is a sad end to such a well-intended sojourn.

Entry 12: I met a mysterious Wood Elf named Glarthir in Skingrad who asked me to meet him behind the Great Chapel at midnight tonight. He wouldn't tell me what it was about, but promised to make it worth my while.

Entry 13: Dion, Captain of the Skingrad guard, warned me to not get involved with Glarthir, saying that he was crazy and possibly dangerous. He also asked me to contact him if Glarthir ever asked me to do anything strange.

Entry 14: I met Glarthir behind the Great Chapel as he had asked. He wanted me to help uncover evidence of a conspiracy against him. Glarthir claims that there is a conspiracy against him among the people of Skingrad. He wouldn't say why, but implied that he knows secrets which powerful people want to keep quiet. I have agreed to help him determine whether he is being followed or watched, and he has promised to pay me 150 gold for my services. Glarthir believes that Bernadette Peneles is following him. I need to be outside his house at 6am and see what she does. He will then meet me behind the Great Chapel at midnight to get my report.

Entry 15: I told Glarthir that Bernadette Peneles was not watching or following him. He was surprised but seemed to accept it as true. Glarthir now wants me to observe the behavior of Toutius Sextius, another suspected member of the conspiracy against him. Glarthir said that if I waited outside Toutius Sextius's house this morning, I would see Toutius following him, and then could find out who Toutius was reporting to. At midnight I am to meet Glarthir in our usual spot behind the Great Chapel and tell him what I learned.

Entry 16: I told Glarthir that Toutius Sextius was not watching or following him. He was surprised but seemed to accept it as true. Glarthir has one final person for me to investigate. He believes that Davide Surilie is spying on his house. I should observe him for a day and then report back to Glarthir at midnight at our usual spot behind the Great Chapel.

Entry 17: I told Glarthir that Davide Surilie was not spying on him. Glarthir now believes that I am part of the conspiracy against him, and is trying to kill me! I have no choice but to defend myself.

Entry 18: Glarthir is dead. My attempts to convince him that there was no conspiracy against him have ended in tragedy.

Entry 19: One of the shopkeepers in the Market District of the Imperial City has informed me of another shop that opened recently. Apparently, this shop's prices are so low it's undercutting all of their sales. They're collectively looking for someone to hire to investigate, as they suspect foul play. I was told to go speak with Jensine at her 'Good as New' Merchandise store for more information.

Entry 20: A group calling themselves the Society of Concerned Merchants has hired me to investigate a new store that's just opened up in the Market District with ridiculously low prices. They suspect the owner must be doing something illegal. I should pay a visit to Thoronir at The Copious Coinpurse.

Entry 21: Speaking to Thoronir hasn't revealed any information. Since he's obviously hiding something, I should keep an eye on him, and watch what he does after his shop closes.

Entry 22: I've observed a meeting between Thoronir and a mysterious man named Agarmir. Looks like my new target is Agarmir. I should follow him and see where he goes.

Entry 23: I've discovered that Agarmir has a house in Talos Plaza. I should go inside when he's not around and investigate.

Entry 24: I've found my way into Agarmir's basement. The place consists of an odd assortment of clothing and trinkets. Most disturbing is the dirty shovel and mud-encrusted boots tucked into the corner and the bits of ground bonemeal strewn about. I suspect Agarmir's stock he sells to Thoronir is taken from the recently dead. I should continue to search carefully for more solid evidence into this grisly accusation.

Entry 25: I've found a manifest that seems to detail names of the recently deceased, what they were buried with and their locations in Cyrodiil. After showing the macabre manifest to Thoronir, he agreed to stop meeting Agarmir. He also told me that Agarmir said he had 'something important' to do this very day. I think I need to check out the local graveyard, as the last name on the list was here in the Imperial City. I should return with one more piece of evidence of Agarmir's crime to confirm the manifest's contents.

Entry 26: I've noticed that the door to the Trentius Family Mausoleum has been unsealed and located Agarmir inside the Trentius Family Mausoleum. It appears as though he's attempting to desecrate another grave along with someone else I don't recognize. I need to convince him to stop this heinous act.

Entry 27: Agarmir has been slain. Since the penalty for grave robbing is death, it somehow seems as though justice has been done. I've acquired Agarmir's shovel still damp with the fresh earth of the open grave. This is the final bit of proof I need of Agarmir's crimes. I should bring it back to Thoronir.

Entry 28: Thoronir has agreed to donate all his ill-gotten merchandise to the local temple and begin selling legitimate merchandise. He also rewarded me with a small ring as a token of his esteem. I should now bring the macabre manifest and Agarmir's shovel to Jensine for my reward.

Entry 29: Jensine awarded me a bounty of gold on behalf of the Society of Concerned Merchants for restoring the economy of the Market District to its rightful place.

Entry 30: Apparently there is a corrupt Imperial Watchman in the city. Luronk gro-Glurzog in the Temple district was complaining about him. Luronk ran afoul of him at Jensine's Merchandise in the market district. Luronk didn't have a name, but maybe Jensine does.

Entry 31: I spoke to Jensine in the Imperial market district about the corrupt watchman. She told me the same story as Ruslan and Luronk. The Imperial Watch Captain Audens Avidius is extorting money from the shopkeepers. They are all too afraid of him to do anything about it. I need to find someone with the authority to stop him. She says only another watch captain would be able to arrest him.

Entry 32: The guards are no help. Any complaints about guard activities are to be taken to the guard captain. Of course Audens Avidius is one of the guard captains, so that won't work. I could try talking to one of the other Watch Captains.

Entry 33: I tried reporting Audens Avidius to Hieronymus Lex, who is one of the other guard captains. He is busy chasing after the Gray Fox. I tried reporting Audens Avidius to Servatius Quintilius, who is one of the other guard captains. He is new to the job and won't act against one of the other guard captains. He said I should try the third guard captain, Itius Hayn.

Entry 34: Watch Captain Itius Hayn is willing to arrest Audens Avidius if I can produce two witnesses that will publically accuse him. The only victims I know are Ruslan, Luronk gro-Grurzog, and Jensine. Jensine refuses to testify against Audens Avidius. I don't think I can persuade her. Luronk and Ruslan have agreed to testify against Audens Avidius in the morning. I hope Itius Hayn is true to his word and arrests his fellow Watch Captain. Otherwise those two are going to be in a lot of trouble. I could keep an eye on those two and make sure they go to see Itius first thing in the morning.

Entry 35: Audens Avidius has been arrested. That should make Jensine, Ruslan, and Luronk happy. Hopefully it will serve as a lesson for any other guard that is thinking about shaking down innocent citizens.

Entry 36: Audens Avidius attacked me. He was that crooked guard in the Imperial City that had threatened Luronk and Ruslan. He must have escaped from prison. Sadly, I was forced to kill him. He kept raving about how he would get me for putting him in jail.

Entry 37: Countess Valga of Castle Chorrol has tasked me with the recovery of a portrait that was stolen from her throne room. It's very dear to her as it reminds her of her husband who was lost years ago. She mentioned clues, perhaps I should find out more. To recover the stolen painting, I should begin by questioning the castle residents, and then search the Castle for physical clues that could help solve the mystery. My best bet would be to start with the Countess herself.

Entry 38: Countess Valga has told me that the only people who were unaccounted for and had access to her bedchamber were the resident mage, Chanel, and the castle porter, Orgnolf. She suggested I question them and some of the other castle residents: the Captain of the Guard, Bittneid, her herald, Laythe Wavrick, and her Steward, Orok gro-Ghoth.

Entry 39: When I asked about the night in question, Orgnolf told me that he spent a bit of time arguing with a delivery boy in the Great Hall who had a bit of an accident with a wine shipment in the rain, then spent the rest of the night in his room. I should continue questioning the suspects the Countess recommended.

Entry 40: Orok gro-Ghoth mentioned he was in the castle that entire night because it had been raining, but didn't see Orgnolf or Chanel. Also, he mentioned he had caught Orgnolf drinking in the West Tower once. When he had threatened to tell the Countess about it, Orgnolf apparently stopped. I should continue questioning the suspects the Countess recommended.

Entry 41: When I asked about the night in question, Chanel told me that she spent some time in the courtyard of the castle taking star readings. Then she made her way to the dining area off of the Great Hall. Finally, she went to her quarters to sleep. I should continue questioning the suspects the Countess recommended.

Entry 42: Bittneled, the Captain of the Guard, said he had been out on patrol in the streets of Chorrol that night. In addition, he mentioned seeing Chanel spend a good deal of time in the castle's West Tower. But when he had confronted her about it, she said that was where she had been performing some of her magic research. I should continue questioning the suspects the Countess recommended.

Entry 43: Laythe Wavrick, the castle herald, told me that he's observed Orgnolf having a drinking problem and often asking for money to fund his new habit. I've spoken to all of the possible suspects and witnesses. Now, I should concentrate on gathering the clues if I'm to solve the crime.

Entry 44: I've found an interesting painting in a concealed area of the West Tower. It seems someone in the castle is a painter. I think I should continue looking for more clues.

Entry 45: I've found paint stains and a paint footprint on the carpet in the dining area off the Great Hall. I think I should continue looking for more clues.

Entry 46: Chanel seems to have painting supplies concealed in a lectern in her room. The fact they're concealed seems suspicious. I am certain that Chanel is the culprit. After all, the evidence clearly points to her. But without a full confession, Countess Valga won't be satisfied. I've confronted Chanel with the clues, and she admitted taking the painting. She pointed out where it was hidden, and now I must decide whether or not to tell the Countess about her crime.

Entry 47: I've told the Countess that neither suspect is the criminal, and that the painting must be in the possession of someone outside the Castle walls. She seemed disappointed, but I've kept Chanel's honor intact. Chanel was pleased that I didn't turn her in to the Countess. She told me that as a reward, she'd paint a portrait for me, but it'll take three weeks. I should return to Castle Chorrol at that time.

Entry 48: I've heard rumors in Chorrol that Reynald Jemane has been seen in Cheydinhal, and that he's acting strange. Whenever approached by someone from Chorrol, he seems to have no memory of them whatsoever, even if he's met them before. This seems strange enough to follow up on. I should go find Reynald Jemane around town.

Entry 49: Reynald denies that he's ever been to Cheydinhal recently. In fact, in his drunken condition, it's doubtful he could make it anywhere without falling down. Reynald's paid me fifty gold to travel to Cheydinhal and find the man who's impersonating him.

Entry 50: I was told by a resident of Cheydinhal that there is in fact a Guilbert Jemane in town. I should go find this Guilbert and uncover his relation to Reynald.

Entry 51: I've met Guilbert Jemane, who is Reynald's twin brother. Guilbert did not know that his brother was still alive, and is anxious to meet him. He asked me to meet him in Chorrol, so that they can thank me together for my help in reuniting them.

Entry 52: I've heard that a famous painter named Rythe Lythandas has gone missing. Apparently, his wife Tivela has been frantically searching for him. Perhaps I should visit their home here in Cheydinhal to see if I can assist with the search.

Entry 53: Tivela told me that Rythe had been locked in his studio to work on his latest painting. He usually comes out to eat and sleep, but hadn't done so for more than a day. When she went in to investigate, he was gone. The odd thing was that the study door was still locked. Tivela gave me the key to Rythe's study. If I intend to find him, that's where I should start. After touching the painting Rythe had been working on, I suddenly found myself standing in a strange forest. It looks familiar, like the Great Forest in the heart of Cyrodiil, but something is different about it.

Entry 54: I've located Rythe Lythandas. He was standing in this strange forest, seemingly waiting for someone to rescue him. He blames his predicament on a thief. I've learned that a thief broke into Rythe's studio and stole his Brush of Truepaint. Using the artifact, he escaped into the painting. He then painted trolls to protect himself, but they turned on their creator and killed him. Now the Brush is on the thief's body, and we can't leave without it. I should take my leave of Rythe for now and begin exploring this surreal forest.

Entry 55: I've located the thief's corpse and retrieved the Brush of Truepaint. I should go back and return it to Rythe, so together we can leave this strange landscape.

Entry 56: I've given the Brush of Truepaint to Rythe. He said he could paint an exit and beckoned me to follow him. Rythe used the Brush of Truepaint to paint a door back to his studio. We've arrived back in Rythe's home. The painting is now sealed, and Rythe is safe. As a reward for getting him home safely with the Brush of Truepaint, Rythe presented me with a fitting reward; his Apron of Adroitness.

Entry 57: I was told by one of the townspeople in Cheydinhal that the guards have been imposing heavy and unfair fines lately. This seemed to begin ever since the new Captain of the Guard, Ulrich Leland, took office. I was referred to Llevana Nedaren, who lives in the south end of town, as she is the most vocal about her dislike of the new commander.

Entry 58: Llevana Nedaren told me about the plight of a good friend of hers, Aldos Othran. She explained how he was evicted from his home for non-payment of fines and expressed her hatred of Ulrich. She mentioned that Ulrich's second in command, Garrus Darelliun, seemed sympathetic to the people's plight. I should speak to Garrus next about this matter.

Entry 59: Garrus Darelliun let me know his dislike of his commanding officer and took it a step further by letting me know he thinks Ulrich is pocketing much of the money from the inflated fines. He said I should speak to Aldos, as Garrus needs a witness to bring Ulrich to justice. I found Aldos, drunk as usual. He begged me to follow him back to his old house where wanted me to witness something. I should follow.

Entry 60: Aldos Othran has been slain by a Cheydinhal guard. He had led me to his old house, where he exchanged heated words with the guards. During the argument, Aldos pulled a knife and the guard put him down. Llevana was furious after I told her of Aldos's fate. She wants me to go speak to Ulrich and somehow convince him to follow me back to her house, where she would 'take care of him.' This doesn't sound like the best method to deal with Ulrich. I think I should speak to Garrus first then decide how to handle this situation.

Entry 61: Garrus was saddened by the news of Aldos's death. He vowed to bring Ulrich to justice by any means. He suggested the only way to incriminate the Captain would be by searching his quarters. He is suggesting that I sneak in there and look for such evidence. In Ulrich's quarters, I've discovered a letter he wrote to some relatives outside of Cyrodiil. In it, he talks about sending them a great deal of money and goods he purchased using the illicit funds. I have given the evidence to Garrus he needs to remove Ulrich from office. He said he would take it directly to the Count of Cheydinhal. He told me to meet him at the Cheydinhal Bridge Inn in two hours.

Entry 62: It's been about two hours, and Garrus Darelliun should be meeting me at the Cheydinhal Bridge Inn.

Entry 63: Garrus has informed me that he was made Captain of the Guard of Cheydinhal to replace Ulrich, and has rewarded me for helping him.

Entry 64: I've heard a rumor that Bradon Lirrian, a resident in Bruma, was actually a vampire. He was slain by a vampire hunter who has appeared in town named Raynil Dralas. However, the circumstances of this incident sound sketchy at best. I've spoken to Carius Runellius, an investigator for the Bruma city watch, at the crime scene. He says that Raynil slipped into the house undetected and killed the vampire in its sleep around noon. The wife wasn't home, as she works during the day. Also, the body of an unidentified beggar has been found stashed in Bradon's house. Bradon's wife, Erline, told me her husband is innocent. She says that he simply works at night, and sleeps during the day. She also suspects that someone must have planted the body. She seemed to cast a suspicious light on Raynil, whom she says she recognizes. I think I should locate Raynil and ask him some questions as well. I should start with some of the merchants and innkeepers in town.

Entry 65: After asking around Bruma, I've discovered that Raynil has been staying at Olav's Tap and Tack while he's been in town. The inn is located next to the city gates. I've spoken to Olav at Olav's Tap and Tack. I was able to convince him to give me the key to Raynil's room. He told me that it was up the stairs and at the end of the hall. I've entered Raynil's room and discovered a small journal. It seems he was part of a group of adventurers who uncovered an artifact of some sort from some Ayleid ruins. They all agreed to stash the artifact in a cave until more research could be done about it. Each of them took a key to the chest it was secured in. The two other members of the group were Bradon and someone named Gelebourne. I need to find out more about Gelebourne to confirm my suspicions about Raynil. Olav may be able to help.

Entry 66: The innkeeper, Olav, told me that Gelebourne was slain in Skingrad by none other than Raynil. As with Bradon, Raynil claimed Gelebourne was a vampire. I think Raynil is using the vampire as a cover story to get the keys to the chest where they stashed the artifact. I've given Gelebourne's journal to Carius. He was shocked at the story contained within, and vowed to bring Raynil to justice. He's gone to inform the guards. He said to meet him back at Olav's Tap and Tack in an hour.

Entry 67: Carius told me that Raynil was seen leaving Bruma and heading west. According to the journal, the cave where the artifact is stashed is in that direction. Carius mentioned that the only cave in that direction that matches the journal's description is Boreal Stone Cave. Carius also feels I have only a day before Raynil can make good his escape, so I must get there quickly.

Entry 68: I've arrived at Boreal Stone Cave and located Raynil. He refused to surrender, choosing instead to attack me. I was forced to kill him to defend myself. Opening the waterlogged chest mentioned in Gelebourne's journal with all three keys, I discovered the artifact to be an amulet. It seems fairly unremarkable, and I am unsure of its function. I think I should bring it back to Erline Lirrian and see what she wants me to do with it.

Entry 69: Erline was pleased that I stopped Raynil. She told me that as an extra precaution, Bradon had a command word protection put on the amulet so no one could steal it and use it without his knowledge. Fortunately, Erline was given the command word. After giving it to her, she said the word, and the true nature of the item was revealed: The Phylactery of Litheness. She then said I could keep the item, as a token of her thanks.

Entry 70: I've heard that Arnora Auria of Bruma is looking for some help recovering some money that was stolen from her. Arnora told me about a particular crime that she was forced to help her lover, Jorundr, commit. They stole some gold and buried it, but Jorundr was arrested. When she returned to the hiding place, the gold was gone. Jorundr must have moved it. Now she wants to recover the money. I should go to Bruma Castle Dungeons and speak to him.

Entry 71: Jorundr refused to speak to me. He said that he doesn't talk to 'outsiders'. I think he's referring to the fact that I'm not a prisoner. Sounds like the only way to get him to talk is by getting arrested.

Entry 72: I've committed a crime and been sent to jail. I convinced Jorundr to tell me about the stolen gold. Jorundr had a completely different take on what happened with Arnora. He says she turned him in, hoping to get the gold for herself, but he had moved it. He's furious and wants revenge. Jorundr then offered to give me all of the gold if I kill her. All I have to do is show him her amulet.

Entry 73: I've convinced Arnora to give me her amulet. However, I've agreed to split the gold with her. She gave me the key to unlock the chest next to her bed. Inside is the amulet Jorundr is looking for. I've shown Arnora's Amulet to Jorundr. He revealed the location of the treasure as being buried outside the town wall.

Entry 74: I've found the treasure that Jorundr concealed outside the walls of Bruma.

Entry 75: I've killed a corrupt guard named Tyrellius Logellus near the stashed loot. Apparently, he had overheard my conversation with Jorundr in the Bruma Castle Dungeons and wanted the gold for himself. I think he's also killed Arnora. I can now recover the gold unhindered.

Entry 76: I've found the treasure that Jorundr concealed. I should go check to see if Tyrellius was telling the truth about Arnora.

Entry 77: I've found Arnora's body in her house. Tyrellius has indeed killed her. I should probably leave before the town guard thinks I had something to do with it. On the bright side, all of Jorundr's gold is now mine.

Entry 78: I've heard rumors of strange happenings in the settlement of Aleswell, north of the Imperial City. I've spoken with Diram Serethi of Aleswell, though I haven't actually seen him. He's explained that all of the residents are invisible; he suspects a wizard named Ancotar is to blame. I should look for Ancotar in the ruins of Fort Caractus.

Entry 79: I've talked to Ancotar, who was unaware of the effect his magic had on the people of Aleswell. He's given me a scroll that should reverse the effects; I need to return to Aleswell to restore its residents. Ancotar gave me a ring and suggested I wear it while casting the Reverse Invisibility scroll, to protect me from any side effects. He didn't mention what those side effects might be.

Entry 80: I've used the scroll Ancotar gave me, and the people of Aleswell are once again visible. Diram Serethi thanked me for helping him, and offered me free lodging in Aleswell whenever I'm in the area.

Entry 81: It's been three weeks. I should return to Castle Chorrol and pick up my painting from Chanel.

Entry 82: The Jemane brothers have been reunited. After they speak, I should speak to Guilbert, who seems the more levelheaded of the two brothers.

Entry 83: Guilbert thanked me again for all I did to reunite his family.

Entry 84: I've heard a rumor about the ghost of an old man who walks the shores of Niben Bay at night. It's said that he walks slowly along the coast, and then looks mournfully out into the Bay until the sun rises. The people of Bravil have taken to calling him 'the Forlorn Watchman'. I was referred to Gilgondorin at Silverhome-on-the-Water to learn more. Gilgondorin told me that the Forlorn Watchman appears at Bawnwatch Camp every night at 8 on the shore of Niben Bay. He was very helpful, and even marked the camp's location on my map. Perhaps I should make my way out there and see what this local legend is all about.

Entry 85: The ghostly figure of the Forlorn Watchman has appeared on the shore of Niben Bay. Perhaps I should watch him for a bit and see what he does.

Entry 86: The ghost stopped its somber walk at a rocky outcropping jutting into Niben Bay. He identified himself as Grantham Blakeley, and simply said 'Look for me in the mouth of the panther. Please, release me.' Then it turned back out to the Bay and looked out over the water. I think it was looking that way specifically. Gilgondorin said that the 'mouth of the panther' is

a reference to the old nautical term for the Panther River and the delta where it meets Niben Bay. The name was given to it by sailors because of the pointed rock formations jutting from the water that vaguely resemble teeth. He added its location to my map. I should make my way over there to unravel Grantham's cryptic message.

Entry 87: I've arrived at the Mouth of the Panther. Beyond the tooth-like rocks is the remains of a small cargo ship named the Emma May that looks like it sank a long time ago. In the wreck of the Emma May, a spirit attacked me. The vessel seems completely infested with them. I suspect them to be the remains of the Emma May's crew. Why this happened to them puzzles me. I investigated further and discovered the logbook of the Emma May. It appears that at some point, there was a mutiny and the ship was diverted from its course. Two men tried to stop the mutiny, but were imprisoned below decks. Seeking shelter from a bad storm, the ship pulled into what looked like a safe cove. That was the last entry. I fear that they didn't see the rocks of the Mouth of the Panther and ran aground. I should continue investigating.

Entry 88: I've found a key in the remains of Gable, the traitor named in the Emma May's log. I should search the Emma May for a lock to match.

Entry 89: I've found a skeleton chained to the wall in the lowest deck of the Emma May. I believe these to be the remains of Grantham Blakeley. I used the key I found to unlock his shackles. The ghost of Grantham Blakeley appeared after I unlocked the shackles. He thanked me for freeing him and said to take the map concealed somewhere in this room. I think the map leads to the old man's treasure. I should take the map and leave this place. With it, I should be able to find the location of his treasure. My work here is done.

Entry 90: Grantham's map has led me to a treasure chest concealed among some rocks. This must be where Grantham hid his belongings while he was at sea. He has passed this on to me now, as a reward for helping free his spirit.

Entry 91: I'm hearing a strange report of odd noises and smells coming from around Rosentia Gallenus's house in Leyawiin. Perhaps I should go and investigate.

Entry 92: Rosentia Gallenus has told me she acquired a strange Daedric staff, and after trying to examine it, she inadvertently summoned some scamps. Now the things follow her wherever she goes. Worse still, the staff seems cursed and she cannot drop it, sell it or get rid of it. She implored me to help her figure a way to rid her of the curse. She suggested I speak to a friend of hers at the Mages Guild, Alves Uvenim. Alves Uvenim identified the cursed staff as the Staff of the Everscamp. The only way to rid one's self of the staff is if someone else willingly accepts it. Finally, she pointed out that the only way to fully break the curse would be to return it to where it came from; Darkfathom Cave. I've willingly accepted the staff from Rosentia. The scamps are now under my escort. I should hasten to Darkfathom Cave and be rid of these annoying creatures.

Entry 93: I've arrived at Darkfathom Cave. I should proceed inside.

Entry 94: I've arrived at the shrine to Sheogorath. I've placed the staff near the altar at the shrine to Sheogorath. The scamps seem pleased with their new home, and best of all have stopped following me. I should return to Rosentia with the news.

Entry 95: Rosentia Gallenus was gratified that I rid her of the scamps, and rewarded me with a daedric ring she identified as the Ring of Eidolon's Edge.

Entry 96: I have heard a rumor that a strange doorway has appeared on a small island in the Niben Bay. I should investigate.

Entry 97: A guard, Gaius Prentus, has approached me. He tells me that the people here have all returned from inside this strange gate, and all are now mad.

Entry 98: I have entered the gate and been greeted by a man named Haskill. He tells me that he is the Chamberlain of Sheogorath. Haskill has told me that his Lord Sheogorath is searching for a mortal to become his champion. I should speak again with Haskill when I have made my decision.

[8] Journal of a Questing Knight

Journal of a Questing Knight

[Cyrodiil, c 3E 433]

Entry 1: It seems that Count Marius Caro is concerned about an Orc named Mazoga at Castle Leyawiin. This Orc claims she is a knight. Perhaps Marius Caro would welcome my aid in finding out more about her.

Entry 2: Mazoga sent me to find Weebam-Na and tell him to meet her in the County Hall of Castle Leyawiin.

Entry 3: I delivered Mazoga's message, and Weebam-Na agreed to go talk to Mazoga. Maybe I should tag along and find out what this is all about.

Entry 4: Weebam-Na spoke with Mazoga. Perhaps now Mazoga will tell me what's going on.

Entry 5: I agreed to lead Mazoga to Fisherman's Rock. Fisherman's Rock is north of Leyawiin, about six hours walk, on a point of land on the eastern shore of the Niben. At Fisherman's Rock, Mazoga wants to talk to someone named Mogens Wind-shifter. She made it clear I was not to interfere before she talked to him.

Entry 6: Mazoga spoke to Mogens Wind-Shiftter, and then they started to fight. Mogens has his gang with him so Mazoga needs some help.

Entry 7: All four bandits are dead.

Entry 8: Mazoga told me she attacked the bandits to avenge the murder of her friend, Ra'vindra. She invited me to take what I wish from the dead... her vengeance is her reward. Now I must report to Marius Caro.

Entry 9: Count Marius Caro of Leyawiin thanked me for my services to County Leyawiin, and suggested that he might make Mazoga and I knights-errant as reward for our noble deeds. He has offered to make Mazoga and myself Knights-Errant of the White Stallion if we find and kill the Orc named Black Brugo, chieftain of the Black Bow Bandits. To locate Black Brugo, the Count suggested I should ask Mazoga, who might have contacts among outlaws.

Entry 10: Mazoga knows Black Brugo, and has a plan to ambush him. Black Brugo visits his gang's hideout to collect his share of the loot every night between midnight and six in the morning. The hideout is an Ayleid ruin west of Leyawiin called Telepe. Mazoga offered to help me find and kill Black Brugo. She will wait in the Castle Hall until I ask her to follow me.

Entry 11: Black Brugo is dead. I must report to Marius Caro and become a Knight-Errant of the White Stallion.

Entry 12: The Count praised us for killing Black Brugo. He has made Mazoga and me Knights-Errant of the Order of the White Stallion, and has given us guard's shields bearing the heraldry of Count Leyawiin, and keys to White Stallion Lodge on the western shores of the Niben River. The Count also asked us to find and kill any remaining members of the Black Bow Bandits, and promised a bounty of 100 gold for every Black Bow we deliver to him.

Entry 13: I've heard rumors of an attack on the Chapel of Dibella in Anvil. No one seems to know what happened, but all the priests and priestesses were killed and the altars desecrated. It might be worth going to Anvil to see for myself.

Entry 14: I've heard of a mysterious Prophet who preaches outside the desecrated Chapel of Dibella in Anvil. I've spoken to the Prophet outside Anvil Chapel. He claims that an ancient Ayleid sorcerer-king has returned from beyond the grave to destroy the church, and that only a true knight wearing the legendary Crusader's Relics can possibly defeat him. He told me that in order to seek the Relics of the Crusader, I must first do a pilgrimage to the Wayshrines of the Divines. He gave me a map of the Pilgrim's Way to help me locate the shrines. Once I have visited a wayshrine for each of the Nine Divines, I may receive a vision if I am judged a worthy knight.

Entry 15: I have prayed at the Wayshrines of Arkay, Mara, and Dibella.

Entry 16: Valus Odiil is concerned about his sons, who are going to fight creatures that have been appearing in the woods outside of Chorrol. After speaking with Valus, I've agreed to join them. I need to follow Antus and Rallus Odiil to their farm.

Entry 17: We've arrived at Odiil Farm. I need to help Antus and Rallus Odiil defeat the creatures that have been plaguing their home.

Entry 18: The Goblins have been defeated; I should return to Chorrol and tell Valus Odiil his sons are safe.

Entry 19: Valus Odiil thanked me for helping his sons, and gave me a fine weapon named Chillrend as a reward.

Entry 20: I've agreed to look for Dar-Ma, the daughter of Seed-Neeus of Chorrol. I should go to Hackdirt and speak to Etira Moslin, the owner of the village store. Seed-Neeus also suggested I look for Dar-Ma's favorite horse, Blossom -- if I find the horse, Dar-Ma is likely nearby.

Entry 21: Vlandhonder Moslin denies knowing anything about Dar-Ma. He says no young Argonian has stayed in his inn recently. His evasive manner leads me to suspect he is lying. Etira Moslin says that Dar-Ma never arrived with the scheduled delivery. She seemed to be hiding something, however, and I should investigate the town further.

Entry 22: I have found Dar-Ma's horse behind Moslin's Dry Goods in Hackdirt and her diary in the inn in Hackdirt. Now that I know Dar-Ma arrived here safely, I should confront the innkeeper with this evidence and see if he changes his story.

Entry 23: Etira Moslin still denies that Dar-Ma ever came to Hackdirt, although it is obvious that Dar-Ma did ... and that she likely never left. Vlandhonder Moslin admits that Dar-Ma

arrived in Hackdirt, but still denies knowing anything about her disappearance. I am now sure that foul play was involved, and will continue my search of the town for any sign of her.

Entry 24: Jiv Hiriël, one of the Hackdirt villagers, seems to know something about Dar-Ma. He was afraid to talk openly, but asked me to meet him in his house tonight after dark. Jiv Hiriël told me that Dar-Ma is being held in caverns beneath the town, apparently for some kind of ritual sacrifice. He gave me a key that will open the trapdoors in any of the houses. The villagers gather for worship in the caverns every night, so that will be the best time to slip into the caverns unnoticed and rescue Dar-Ma. He suggested that the trapdoor in Moslin's Inn offers the best way into the caverns, as it is nearest where Dar-Ma is being held prisoner. I should sneak into the caverns and try to find her.

Entry 25: I've found a trap door that seems to lead to caverns beneath Hackdirt. I should enter these caverns and search for Dar-Ma.

Entry 26: I have found Dar-Ma held captive in caves beneath Hackdirt and freed her from the clutches of the foul creatures that infest Hackdirt. Now to escape and deliver her safely back to Seed-Neeus in Chorrol.

Entry 27: Seed-Neeus was overjoyed to see her daughter again. They both thanked me profusely and swore their eternal gratitude, and Seed-Neeus gave me free Mercantile training.

Entry 28: I have prayed at the Wayshrine of Akatosh.

Entry 29: A Dunmer named Ralsa Norvalo has approached me, and said that her husband needs assistance in a matter of what she calls 'the utmost importance to the safety of the citizens of the Imperial City'. She told me to meet Gilen at the house of someone named Seridur. Apparently, all will be explained when I get there.

Entry 30: Seridur has revealed to me that he's a member of a group of individuals dedicated to the destruction of vampires called The Order of the Virtuous Blood. Their goal is to keep the Imperial City safe from these creatures of the night. I've been told that Roland Jenserik here in the Temple District of the Imperial City is a vampire. The Order would like me to kill him. To locate Roland Jenserik, Seridur suggested I search his home, which is also here in the Temple District.

Entry 31: I've arrived at Roland Jenserik's house. After searching Roland's home, I've found a letter written to Roland from his girlfriend. It mentions a cabin where the two would meet. It's located east of the Imperial City in the Great Forest. I think this may be where Roland could be hiding. I should head out there immediately before he has a chance to escape.

Entry 32: I've arrived at Roland's cabin. I should proceed inside to see if he's here. I should be cautious, as Seridur warned me that vampires could be very dangerous.

Entry 33: Roland Jenserik insists that he's not a vampire. In fact, he's accusing Seridur of being one instead! I should listen to what he has to say about Seridur and see if I can determine who's telling the truth.

Entry 34: Roland tells me that he thought his lover was having an affair, so he followed her one night on a walk. He came across Seridur draining the blood from her neck. Roland says

he attacked Seridur, and in the chaos, Roland's lover was killed. Seridur got away. Knowing Seridur was a respected member of the Imperial City, he panicked and ran to the cabin here to collect his thoughts and decide what to do next. I've decided to give Roland a chance, and will investigate his story. Roland told me that Seridur makes the occasional trip to the First Edition bookshop in the Market District of the Imperial City. He told me I should speak to the owner, Phintias.

Entry 35: I've discovered that Seridur makes the occasional visit to a place called Memorial Cave. It's a burial site for many heroes that died in past wars. Seridur supposedly has a relative interred there. Perhaps I should go investigate.

Entry 36: I've entered Memorial Cave. It's now being used as a vampire den. I need to see if I can find Seridur in here and put a stop to his charade.

Entry 37: I've slain Seridur. I've returned to Roland's cabin and told him what had transpired. He thanked me for clearing his name, and vowed to take Seridur's place to continue the Order of the Virtuous Blood. He said I should meet him there for a reward.

Entry 38: I've returned to Seridur's home, which the Order still uses to meet. Roland was there, and he told me I was now an honorary member of their group. He also bestowed an enchanted ring on me to help me in my future encounters with vampires.

Entry 39: I've come upon an Oblivion Gate dominating the landscape outside the walls of Cheydinhal. A few Cheydinhal guards seem to be patrolling its perimeter. Amminus Gregori said that a group of Knights led by the Count of Cheydinhal's son, Farwil Indarys, went inside to close the Gate. That was almost two days ago. The Count has posted a generous reward for the closing of the Oblivion Gate and information on Farwil's whereabouts. Farwil heads up a group of soldiers calling themselves 'The Knights of the Thorn'. This group seems to be a splinter faction of the town guard that maintains a lodge just outside the city. From the Amminus's snide comments, it doesn't sound like they're appreciated. Amminus told me that the only way to close the Oblivion Gate is to locate the Sigil Stone that resides within. Once the stone is in hand, the Gate will cease to exist. I'll have to keep this in mind when I venture through.

Entry 40: I've stepped through the Oblivion Gate outside of Cheydinhal and now find myself in the dreaded plane of Oblivion itself. My only chance to destroy the gate and return home would be obtaining the Sigil Stone in this plane's citadel. I should make my way there now.

Entry 41: I've located a Dunmer and a Breton in the Oblivion plane. They looked wounded and shaken. The Dunmer has identified himself as Farwil Indarys, son of the Count of Cheydinhal and a 'Knight of the Thorn'. He told me that all his companions have been killed except himself and Bremman Senyan. They died trying to get inside the citadel to obtain the Sigil Stone. He's now ordered me to go into the Citadel and recover the Sigil Stone, and says he'll not leave this place until that task is done.

Entry 42: After I touched the Sigil Stone, I found myself outside of Oblivion and back on Tamriel. The gate is now nowhere to be found. Farwil thanked me in his odd way, and told me to go speak to his father, the Count of Cheydinhal. Also, he's bestowed upon me the 'honor' of being a Knight of the Thorn. To humor him, I courteously accepted. Amminus

Gregori has told me that the Count of Cheydinhal wishes to speak to me personally. I should head to Castle Cheydinhal now.

Entry 43: I've spoken to Count Indarys of Cheydinhal. He was pleased that the Oblivion Gate outside his city was closed, and ecstatic that his son was still alive. To reward my actions, he presented me with a fine sword named Thornblade.

Entry 44: I have prayed at the Wayshrines of Julianos, Kynareth, and Stendarr.

Entry 45: While in Bravil, I've heard that Ursanne Loche's husband, Aleron, is missing. If I wish to help, I should attempt to locate Ursanne and see if I can find out more information.

Entry 46: I've met Ursanne Loche in Bravil. She's told me that her husband, Aleron Loche is missing and she needs my help to locate him. Aleron owed a great deal of money to an Orc usurer named Kurdan gro-Dragol. He went there a day ago to beg for more time, and hasn't returned since. Kurdan gro-Dragol usually frequents The Lonely Suitor Lodge, which is close by. Perhaps I should pay him a visit.

Entry 47: Kurdan gro-Dragol has told me that he knows the location of Aleron Loche, and if I want him to reveal it to me, I'll have to retrieve an axe that belonged to his father and was lost on Fort Grief Island some time ago. If I don't bring the axe back, he says that Aleron will die. When I'm ready, I need to speak to Kurdan who will provide a boat for me.

Entry 48: Kurdan gro-Dragol told me that the boat is waiting for me at the dock next to the magic shop here in Bravil. I should get underway soon, as I wish to find out what's happened to Aleron.

Entry 49: I've arrived at Fort Grief. I should proceed inside the ruined keep and begin my search for the axe.

Entry 50: To my surprise, I've come across Aleron Loche inside the ruined keep of Fort Grief! He told me that the search for the axe is a ruse that Kurdan gro-Dragol uses to lure people into the ruins. Apparently, Aleron and I are now the prey in a bizarre hunting sport that Kurdan created. If Aleron and I are to survive, I need to proceed down into the Hunter's Run and defeat the hunters being sent after us. According to the 'rules', one of them will have the key to unlock the door Kurdan sealed behind us. Since Aleron is in no condition to fight, I'll have to seek these hunters out myself.

Entry 51: I've defeated all of the hunters. I should search the body of the Orc Hunter for the key to the keep door of Fort Grief.

Entry 52: I've found the key to the door of the keep at Fort Grief. I've returned to Aleron to find Kurdan himself standing over the corpse of Aleron, whom he'd murdered. I had no choice but to attack and slay him. I should search Kurdan's corpse for anything that may help me get out of these ruins.

Entry 53: The key I discovered on the Orc Hunter was indeed a fake and the real key was on Kurdan's body. He'd never intended to let us leave whether we won his demented hunt or not. The real key should allow me to unlock the gateroom inside the Hunter's Run and then leave Fort Grief. I will then have to bring Ursanne the sad news.

Entry 54: I've told Ursanne about her husband's death. I said that he fought bravely and that his thoughts were with her before he died. She thanked me for my kind words and bestowed a book upon me that belonged to Aleron. I know that I did the best I could, but at least Aleron's death was avenged.

Entry 55: I have prayed at the Wayshrines of Zenithar and Talos. I have completed my pilgrimage to the Wayshrines of the Divines. I should pray and wait for a vision to guide me on my quest for the Crusader's Relics.

Entry 56: Upon completing my pilgrimage to the wayshrines, I received a vision from the Divine Crusader, Pelinal Whitestrake. He revealed the location of his lost shrine, which is where I should begin my quest for the Relics of the Crusader.

Entry 57: I've found the body of Sir Amiel, who appears to have perished centuries ago while questing for the Shrine of the Crusader. Sir Amiel was a member of the Knights of the Nine, a holy order devoted to recovering the Relics of the Crusader. Through reading his journal, I've learned the location of their former headquarters, the Priory of the Nine in the West Weald. I should proceed to the old Priory and see if it still holds the Cuirass of the Crusader, as Sir Amiel's journal suggests, but first I should make sure I have his ring, which I may need to access the Priory vaults. According to Sir Amiel's journal, the Helm of the Crusader is located in Pelinal's shrine. Once I've recovered the Helm from the Shrine of the Crusader, I should proceed to the old Priory.

Entry 58: I've recovered the Helm of the Crusader, the first piece of the Crusader's Relics. Now that I've recovered the Helm, I should proceed to the Priory of the Nine to see if it still holds the Cuirass of the Crusader.

Entry 59: The ghosts of the former Knights of the Nine have appeared and blocked my path to the Cuirass of the Crusader. They will not let me pass until I best each of them in single combat.

Entry 60: I've defeated the ghostly guardians of the Cuirass of the Crusader. I can now claim it for my own.

Entry 61: I've recovered the Cuirass of the Crusader. I should talk to the ghosts of the former Knights of the Nine to see if they can aid me in my quest for the remaining Crusader's Relics.

Entry 62: I've spoken with the ghosts of the Knights of the Nine and learned where several parts of the Armor of the Crusader are hidden. I should return when I have collected them all.

Entry 63: I have been instructed to find the Shrine to Kynareth in Cyrodiil's Great Forest, and speak with the Priests there about the Boots of the Crusader. In order to be granted the Boots of the Crusader, I must travel to a sacred grove in the Great Forest and be tested by Kynareth. Sir Casimir has told me the Gauntlets of the Crusader are located in the Chapel of Stendarr in Chorrol. I must travel there and figure out how to retrieve them. I need to find Fort Bulwark, and locate the Shield of the Crusader inside. Sir Ralvas has told me where to find the the Mace of Zenithar. In order to recover the mace, I must travel to the Chapel of Zenithar in Leyawiin. In the undercroft of the chapel, I must kneel at the shrine there. According to Sir Ralvas, I will be tested and 'my faith will be my guide'.

Entry 64: Lathon, the young squire of Sir Roderic, arrived at the Priory with a tragic tale. It seems that his master perished while attempting to defeat the dreadful undead guardian of the Sword of the Crusader. Lathon was able to escape with the Greaves of the Crusader, which he surrendered to me. I need to go to Underpall Cave where Sir Roderic fell, and reclaim the Sword of the Crusader for the Nine.

Entry 65: I've reached the Grove of Trials. I shall have to wait and see what Kynareth has in store for me.

Entry 66: A bear attacked me in the sacred grove, but I made no attempts to fight back. A cave has been revealed, and it would seem the Boots of the Crusader are waiting inside.

Entry 67: I have acquired the Boots of the Crusader. I've completed Sir Juncan's quest by recovering the Boots of the Crusader. I should continue to search for the Relics that the other ghost Knights were questing for.

Entry 68: Areldur, a priest of Stendarr, has told me that the Gauntlets of the Crusader cannot be moved. Kellen, a descendant of Sir Casimir, told me that his family has been cursed for generations, and that he has come to the Chapel of Stendarr to be freed of this curse. The priest has told me that the only way to lift the curse from Kellen is to take it on myself. I need to pray at the altar in the Chapel if I wish to lift the curse.

Entry 69: I have prayed at the altar in the Chapel of Stendarr, and have been granted the ability to Lay Hands on Kellen. I have lifted the curse from Kellen, which means taking it on myself. As a result, I am weary and my fatigue has been affected. With the curse lifted, I can now retrieve the Gauntlets of the Crusader.

Entry 70: I have recovered the Gauntlets of the Crusader. I've completed Sir Casimir's quest by recovering the Gauntlets of the Crusader. I should continue to search for the Relics that the other ghost Knights were questing for.

Entry 71: I've found Fort Bulwark and rescued Sir Thedret, a knight imprisoned within the Fort. I need to watch out for traps in the lower levels, and remember the phrase 'When the eyes of the Guardians are upon you, Julianos will show you favor.'

Entry 72: I've found some sort of puzzle or trap deep inside Fort Bulwark. I'll need to figure out what it means in order to acquire the Shield of the Crusader.

Entry 73: I have recovered the Shield of the Crusader. I've completed Sir Henrik's quest by recovering the Shield of the Crusader. I should continue to search for the Relics that the other ghost Knights were questing for.

Entry 74: I've knelt before the shrine of Saint Kaladas in Leyawiin and found myself transported to some sort of dark void. I can see the Mace of Zenithar off in the distance. There is a glowing walkway leading towards them. The boots of Kynareth are vibrating softly and they seem to have some connection to the mystical path.

Entry 75: I've recovered the Mace of the Crusader. I've completed Sir Ralvas's quest by recovering the Mace of the Crusader. I should continue to search for the Relics that the other ghost Knights were questing for.

Entry 76: After recovering the Mace of the Crusader, I found the minions of Umaril attacking the Chapel of Zenithar. They were all defeated and the Leyawiin's Chapel escaped desecration.

Entry 77: I have arrived at Underpall Cave, the location of Lord Vlindrel's grave. Sir Roderic died somewhere inside, battling the foul wraith that now wields the Sword of the Crusader.

Entry 78: The wraith of Lord Vlindrel is destroyed. I have recovered the Sword of the Crusader, but it has been desecrated by the foul wraith that wielded it. I should take it to the Chapel of Arkay in Cheydinhal to reconsecrate it to its holy purpose.

Entry 79: The Sword of the Crusader has been reconsecrated to Arkay on the high altar. I now possess all eight of the Crusader's Relics. I should return to the Priory to consult with my knights about how to attack and destroy Umaril.

Entry 80: The Prophet has arrived at the Priory to see me. My knights have gathered in the Chapel to listen to him preach. I should speak to him immediately.

Entry 81: I've been granted the Blessing of Talos by the Prophet. I am now ready to destroy Umaril. My knights are on their way to Garlas Malatar to prepare for our final assault on his fortress.

Entry 82: I have arrived at Garlas Malatar. My sworn foe Umaril the Unfeathered awaits me inside. The final duty in my holy quest is to find him, and destroy him. I've ordered my Knights to attack Umaril and his Aurorans at Garlas Malatar. We must destroy Umaril once and for all.

Entry 83: I have destroyed Umaril's physical form. If the Prophet told me true, I must cast the Blessing of Talos on myself and I will follow Umaril's spirit to a place where he can be destroyed.

Entry 84: Umaril is utterly destroyed. I have completed my holy quest.

[9] Journal of a Thief

Journal of a Thief

[Cyrodiil, c 3E 433]

Entry 1: I was given a mysterious note by a mysterious Dark Elf. It offers greater wealth and less jail time. Maybe I should check it out. I have to wait until midnight, and then go to the Garden of Dareloth.

Entry 2: I spoke with Armand Christophe, who is a member of the Thieves Guild. He offered me a chance to join the guild, but I have to compete against two other thieves, Methredhel and Amusei. Which ever one of us steals Amantius Allectus' Diary first will be inducted into the Thieves Guild. It's somewhere in the Imperial City. He told me that the beggars might be able to tell me where to find him.

Entry 3: A beggar told me that Amantius Allectus lives in the Temple district, on the far east side.

Entry 4: Methredhel has beaten me to Amantius Allectus' diary. If I can't get it from her somehow, she will get into the guild and I'll be left out in the cold. It's too bad the competition rules won't let me kill her. However, Armand didn't say anything about stealing from her!

Entry 5: Methredhel has escaped. If I want that diary, I going to have to track her down. I wonder if the beggars can help me?

Entry 6: The word on the street is that Methredhel delivered Amantius Allectus diary to Armand. I hope Armand has something else I can do to get into the Thieves Guild. I should go see him at midnight in the Garden of Dareloth.

Entry 7: Methredhel delivered the diary to Armand before me. She has been accepted into the Thieves Guild.

Entry 8: Armand is giving Amusei and I one more chance we have to steal Rohssan's sword from somewhere in the Imperial City and bring it back to him. The first one of us to do that will also be admitted into the Thieves Guild.

Entry 9: I have Rohssan's Cutlass. Now to get back to Armand in the garden of Dareloth. I'll have to wait until midnight when he is there.

Entry 10: Armand Christophe has granted me a membership in the Thieves Guild. Amusei is threatening to become a freelance thief. Armand has given me the rules of the guild:

1. I can't kill anyone while I'm on the job. Animals and monsters are fair game though.
2. Never steal from anyone in the Thieves Guild.

3. Never steal from beggars and peasants, especially in the Waterfront. The Gray Fox protects them.

Entry 11: Armand told me that he won't have any commission jobs for me until I sell more stolen property to Ongar the fence. I'll need about 50 gold worth of stolen goods before he will trust me sufficiently.

Entry 12: Ongar is the fence in Bruma. The beggar told me he lives behind the temple. I should go to him if I have any stolen property to sell.

Entry 13: I've reached my goal. I have fenced over 50 gold worth of goods. I should go see Armand sometime. He might have something for me.

Entry 14: Armand told me that he won't have another commission job for me until I sell more stolen property to Ongar the fence. I'll need about 100 gold worth of stolen goods before he will trust me sufficiently.

Entry 15: For further training in Acrobatics, I need to search the mountains in the northeast of Cyrodiil for Aerin's Camp.

Entry 16: I've reached my goal. I have fenced over 100 gold worth of goods. I should go see Armand sometime. He might have something for me.

Entry 17: Armand of the Thieves Guild has asked me to recover the tax records and taxes collected by the Imperial Watch. They are being held by an over-zealous Captain named Hieronymus Lex in the South Watchtower.

Entry 18: I learned that Hieronymus Lex has an office in the South Watchtower. That's probably where he keeps the taxes and tax records. I should check it out.

Entry 19: I found the tax records. Now to get them back to Armand in the Waterfront district.

Entry 20: I returned the tax records and taxes to Armand. He let me keep the gold. The Gray Fox will redistribute them to the peasants in the Waterfront district using money from the guild treasury. Armand has promoted me to Footpad in the Thieves Guild.

Entry 21: Armand of the Thieves Guild has asked me to steal the bust of Llathasa Indarys from Cheyhindal. They will pay 100 gold coins.

Entry 22: I learned that the bust of Llathasa Indarys is in her tomb. She is buried in the chapel undercroft of the Temple of Arkay in Cheydinhal.

Entry 23: I have the bust. Now to get back to Armand.

Entry 24: Torbern has agreed to train me in Acrobatics in Aerin's absence.

Entry 25: The Waterfront is crawling with Imperial Watch. They are all looking for Armand Christophe. I'm sure he won't show at midnight. Dareloth's Garden is too hot. I'll need to find out where he is hiding. Maybe one of the other Thieves Guild members knows. I'll have to start asking around for them.

Entry 26: I overheard the pompous Hieronymus Lex say that there is an informant in the Thieves Guild.

Entry 27: Methredhel contacted me. She says that this whole job was just a setup to flush out the informant, a Dark Elf named Myvryna Arano. They didn't see fit to let me in on the plan though. She has specific instructions from Armand to plant the bust in Myvryna's cupboard. Then I have to find Hieronymus Lex and snitch on her.

Entry 28: The bust is in Myvryna's cupboard. Now to tell that windbag Lex where to find it.

Entry 29: I told Hieronymus Lex that Myvryna was the thief. He didn't believe me, probably because she is his informant. Fortunately his overblown sense of duty will make him check it out anyway. He is insisting I follow him.

Entry 30: Hieronymus Lex found the bust I planted. Now all I have to do is report to Armand. Unfortunately I'll have to wait until the next midnight for him to return to the Garden of Darelloth.

Entry 31: Armand thanked me for my help in exposing Myvryna Arano as the informant. He promoted me to Bandit in the Thieves Guild.

Entry 32: Armand is no longer my primary Thieves Guild contact. My new contact is S'krivva, in the city of Bravil. I can find her either at home or at the Lonely Suitor Lodge. I should ask her if there are any commission jobs for me.

Entry 33: A beggar reminded me that I can find S'krivva in the Lonely Suitor Lodge, or at home.

Entry 34: S'krivva told me that she won't have another commission job for me until I sell more stolen property to Ongar or Dar Jee. I'll need about 200 gold worth of stolen goods before she will trust me sufficiently.

Entry 35: Dar Jee is the fence in Leyawiin. The beggar told me she lives east of the temple. I should go to her if I have any stolen property to sell.

Entry 36: I've reached my goal. I have fenced over 200 gold worth of goods. I should go see S'krivva sometime. She might have something for me.

Entry 37: S'krivva has asked me to retrieve a ring that belongs to Ahdarji. She is a Khajiit living in Leyawiin. I need to go to Leyawiin and see if I can find her.

Entry 38: Ahdarji is offering 100 gold coins for her ring. The ring was stolen by Amusei. I wonder if that is the same Argonian that I competed against to get into the guild? I'll have to look around for him.

Entry 39: Amusei is in jail here in Leyawiin. The only way I'm going to find that ring is to talk to him there.

Entry 40: Amusei knows where the ring is, but he won't tell me unless I get him a lockpick.

Entry 41: Amusei told me that the ring was inscribed on the inside with the name Alessia Caro, a.k.a. the Countess of Leyawiin. Apparently he tried to sell it back to her. When he went to deliver the ring, he was arrested and thrown into jail. She kept the ring. It must be somewhere in the castle, assuming she isn't wearing it. I'll need to find someone who can tell exactly where. This might be a good time to revisit Ahdarji, or to see what the beggars know.

Entry 42: Apparently Ahdarji can use the ring to read missives and other castle documents written by the Count. She sells the information to other Counts of Cyrodiil. Now that the cat is out of the bag, so to speak, she has upped the reward to 200 gold coins.

Entry 43: A beggar told me that Hlidara Mothril, Alessia Caro's chambermaid, might be able to tell me where she keeps her ring. I'll have to sweet talk her though.

Entry 44: It seems that Alessia Caro wears the ring all the time, which is going to make it really difficult to steal it from her. However, I learned that she always takes it off at night. I'll have to sneak into her bedroom at night and rifle through that jewelry box.

Entry 45: It seems there is a secret passage that leads from the basement to the Countess' private chambers. If I can find it, that passage might be a safer way to sneak into her room.

Entry 46: I've got the ring. Now to find Ahdarji and collect my reward.

Entry 47: Ahdarji was very grateful and rewarded me nicely for the ring. I get the feeling she hates Argonians though. No wonder Amusei had trouble with her. Now all I have to do is report back to S'krivva in Bravil.

Entry 48: S'krivva thanked me for my devotion to duty within the Thieves Guild. I guess that mean Ahdarji told her I returned the ring. I've been promoted within the guild as well.

Entry 49: S'krivva told me that she won't have any commission jobs for me until I sell more stolen property to Ongar or Dar Jee. I'll need about 300 gold worth of stolen goods before she will trust me sufficiently.

Entry 50: I've reached my goal. I have fenced over 300 gold worth of goods. I should go see S'krivva sometime. She might have something for me.

Entry 51: S'krivva tells me that Hieronymus Lex, Captain of the Imperial Watch, has pulled guards from all over the Imperial City to lockdown the Waterfront. He has vowed to remain there until someone rats out the Gray Fox. If I want to help I have to find Methredhel. She is hiding somewhere in the Imperial City.

Entry 52: Methredhel has a plan to force Hieronymus Lex to lift his seige of the Waterfront. Myself and four other Thieves Guild operatives will go on a crime spree. Each of us is assigned a high profile item to steal. I am to steal Hroormir's staff from the Archmage's room at the Arcane University. I have a note I am supposed to leave in his nightstand.

Entry 53: I have Hroormir's Icestaff. All I need to do is leave the note in the nightstand.

Entry 54: I slid the note into the Archmage's night stand. Now to get the staff back to Methredhel.

Entry 55: I gave the Icestaff to Methredhel. She says we need to wait for the nobles and wizards to act. She wants me to watch Lex until he is ordered to leave the Waterfront. I have to make sure I get close enough to him to overhear any conversations. When he does, I report back to Methredhel.

Entry 56: While spying on Hieronymus Lex, I saw a Dremora delivered a note to him. Lex has begun moving his watchmen out of the Waterfront. I think this is the signal for me to report back to Methredhel. Lex dropped that note. I wonder if I can find it?

Entry 57: I read the note that Hieronymus Lex dropped. Apparently he used guards from the Arcane University in his lockdown of the Waterfront. The wizards are blaming him for the theft of the Icestaff.

Entry 58: Methredhel has one last task for me. It's too dangerous to return Hroormir's Icestaff directly to the Arcane University. Instead, I have to put the Icestaff into a chest in Ontus Vanin's home. He is a researcher for the Arcane University and will certainly find it there.

Entry 59: I've planted the Icestaff in the chest in Ontus' bedroom. I should go see S'krivva and collect my reward.

Entry 60: S'krivva was very pleased. The Arcane University has forced Hieronymus Lex to break his siege of the Waterfront. She paid me the 300 gold coins she promised. I have been promoted to Cat Burglar within the Thieves Guild.

Entry 61: S'krivva told me that she won't have any commission jobs for me until I sell more stolen property to a fence. I'll need about 400 gold worth of stolen goods before she will trust me sufficiently. I should check out the new fence, Luciana Galena.

Entry 62: Luciana Galena is the fence in Bravil. The beggar told me she lives by the arena. I should go to her if I have any stolen property to sell.

Entry 63: I've reached my goal. I have fenced over 400 gold worth of goods. I should go see S'krivva sometime. She might have something for me.

Entry 64: A beggar reminded me that S'krivva can be found at the Lonely Suitors Lodge and at the Arena. I'll need to speak with her to see if there are any special Thieves Guild assignments available.

Entry 65: S'krivva of the Thieves Guild has asked me to find out what happened to the thief named Theranis. He was sent to steal a book entitled *Lost Histories of Tamriel* from the wizard in Castle Skingrad. My job is to recover the book. S'krivva doesn't care if Theranis delivers it to her or I do. I'm getting 400 gold coins either way.

Entry 66: I discovered that Theranis was arrested. It seems he was found in a tavern, drunk and bragging about stealing something from Castle Skingrad. The Captain of the Skingrad Guard overheard him and arrested him. I'm going to have to break into the dungeon if I want to speak to Theranis.

Entry 67: I tried to bribe my way into the jail to see Theranis, but the jailor is too honest. Either that or he is terrified of Count Hassildor. It's too bad I can't get a job in the castle. What does a guy have to do in this town to see the inside of the jail? Get arrested?

Entry 68: It seems that the butler, Shum gro-Yarug, is hiring up at Castle Skingrad. Penetrating the castle would be much easier if I had that job.

Entry 69: I got myself hired as a servant in Castle Skingrad. I only have access to the Great Keep, but that should help. Shum gro-Yarug says that the jailors will open the prison door for me. Now I just have to find Theranis.

Entry 70: The only prisoner in Castle Skingrad's jail is Larthjar. He told me that the Pale Lady, whoever she is, took Theranis days ago. I don't like the sound of that. There was an Argonian prisoner in the same cell as Theranis. Apparently he was also taken by the Pale Lady just a couple of hours ago. The Argonian put up quite a struggle and was bleeding. It's the only clue I've got right now. I'd better follow it.

Entry 71: Theranis is dead. I found his body in the secret chamber with Amusei and the Pale Lady.

Entry 72: The Argonian in the cell with Theranis turned out to be Amusei! Before he died, Theranis told Amusei where he hid a special treasure, which I assume is the book. If I can get him out of here, Amusei will tell me where the book is hidden. Of course being seen helping a known prisoner to escape is a crime. I'll have to avoid the guards in the castle.

Entry 73: Amusei and I escaped from Castle Skingrad. Let's see if he will keep his word and tell me about the book.

Entry 74: Amusei was grateful for being saved from the Pale Lady and told me where to find the book. It is under a bush, behind Nerastarel's house, near a well.

Entry 75: I have the *Lost Histories of Tamriel*. Now all I have to do is return it to S'krivva in Bravil.

Entry 76: S'krivva has rewarded me for recovering *Lost Histories of Tamriel*.

Entry 77: I wish to learn more about Security, I need to find J'baana in the Legion Headquarters of the Imperial City.

Entry 78: S'krivva told me that she won't have another commission job for me until I sell more stolen property to the guild fences, like Luciana Galena. I'll need about 500 gold worth of stolen goods before she will trust me sufficiently.

Entry 79: I've reached my goal. I have fenced over 500 gold worth of goods. I should go see S'krivva sometime. She might have something for me.

Entry 80: A beggar told me I could find S'krivva at the Lonely Suitor Lodge.

Entry 81: S'krivva tells me that the Gray Fox is tired of Hieronymus Lex causing problems. He wants Lex removed once and for all. Countess Umbranox of Anvil is in need of a Captain

of the Guard. She sent away for a list of recommendations from the Imperial Watch guard. I must create a forgery that recommends Lex and deliver it to her personally. The Gray Fox has a special interest in Countess Umbranox and has chosen Lex to be her protector. Very curious.

Entry 82: First, I steal the letter from steward Dairihill's desk in Castle Anvil. Then get a forgery made. I have to find and pay for my own forger. Then seal it with the Imperial Watch seal from the legion commander's desk in the Imperial City. Dairihill cannot be trusted to deliver the letter. I must personally deliver the forged letter to Countess Umbranox of Anvil. I will be paid 500 gold, plus the cost of the forgery.

Entry 83: I have learned that Dairihill's office is in the castle's private quarters, which is off limits. I should look for an indirect way to get in there.

Entry 84: A beggar told me that there may be secret ways in the castle. I am supposed to find the blacksmith. I'm not really sure why.

Entry 85: Orrin has shown me a secret passage within the walls of Castle Anvil. It should let me get closer to Dairihill's office without being seen by the castle guards.

Entry 86: I have the letter. Now I need to find a forger.

Entry 87: My sources tell me that there is a master forger in Anvil. He is known only as The Stranger. He lives in a house by the Mages Guild.

Entry 88: I delivered the letter to The Stranger. He said to return in a day and he would have the new letter ready. It's going to cost 500 gold coins.

Entry 89: The Stranger has forged a new letter for me. Now I have to go to the Imperial Legion compound in the Imperial City. I have to seal the letter using the official seal of the Legion Commander.

Entry 90: If I want J'baana to train me, I need to travel to Bravil and fetch a message from S'krivva.

Entry 91: I've sealed the letter with the Legion Commander's seal. Now I must deliver it to Countess Umbranox personally. I will take on the role of courier.

Entry 92: Countess Umbranox has given me her response. Now I need to deliver it to Hieronymus Lex. The look on his face should be priceless.

Entry 93: Hieronymus Lex was shocked to learn he had been reassigned. Now the Thieves Guild will be safe from his persecution. All I have to do is get back to S'krivva to collect my reward.

Entry 94: S'krivva thanked me for my help in this delicate matter. Hieronymus Lex will no longer be a threat to the Thieves Guild or the Gray Fox.

Entry 95: S'krivva told me that she has no more commission jobs for me. However, the Gray Fox may be contacting me soon. Until then I sell more stolen property to the guild fences. I'll

need at least 600 gold worth of stolen goods to get his attention.. I should see what kinds of prices I can get from the new fence, Orrin.

Entry 96: Orrin is the fence in Anvil. The beggar told me he lives in the far western corner of the city. I should go to him if I have any stolen property to sell.

Entry 97: S'krivva has given me a message for J'baana. I should deliver it to him at once.

Entry 98: For more training in Sneaking, I need to find Marana Rian in the Imperial City.

Entry 99: I've reached my goal. I have fenced over 600 gold worth of goods. When I'm in the cities, I'll have to keep an eye out for messengers from the Gray Fox. He could call for me at any time. I should wait in the Imperial City if I want them to find me quickly.

Entry 100: J'baana has agreed to help with my Security training.

Entry 101: In order to get Marana Rian to train me, I must steal a coin from her pocket without her noticing, and return it to her.

Entry 102: Marana Rian has agreed to train me in Sneaking.

Entry 103: The Gray Fox may be contacting me soon. Until then I sell more stolen property to the guild fences, like Orrin. I'll need at least 700 gold worth of stolen goods to get his attention..

Entry 104: I've reached my goal. I have fenced over 700 gold worth of goods. When I'm in the cities, I'll have to keep an eye out for another messenger from the Gray Fox. He could call for me at any time. I should wait in the Imperial City if I want them to find me quickly.

Entry 105: The Gray Fox may be contacting me soon. Until then I sell more stolen property to the guild fences. I'll need at least 800 gold worth of stolen goods to get his attention.. Now I can use the best fence the guild has, Fathis Ules.

Entry 106: Fathis Ules is the fence in the Imperial City. The beggar told me he lives behind the temple. I should go to him if I have any stolen property to sell.

Entry 107: I've reached my goal. I have fenced over 800 gold worth of goods. When I'm in the cities, I'll have to keep an eye out for another messenger from the Gray Fox. He could call for me at any time. I should wait in the Imperial City if I want them to find me quickly.

Entry 108: The Gray Fox may be contacting me soon. Until then I sell more stolen property to the guild fences, such as Fathis Ules. I'll need at least 1000 gold worth of stolen goods to get his attention..

Entry 109: If I want to learn more about Speechcraft, I need to seek out Tandilwe at the Temple of the One in the Imperial City.

Entry 110: I need to speak with every beggar in Cyrodiil before Tandilwe will agree to train me.

Entry 111: I've reached my goal. I have fenced over 1000 gold worth of goods. When I'm in the cities, I'll have to keep an eye out for another messenger from the Gray Fox. He could call for me at any time. I should wait in the Imperial City if I want them to find me quickly.

Entry 112: Methredhel sought me out and delivered a message from the Gray Fox. I am to meet him at the home of Helvius Cecia in Bruma. He has an important task for me. Finally, I am going to get to meet the head of the Thieves Guild in person.

Entry 113: The Gray Fox has given me the task of recovering Savilla's Stone from a monastery known as the Temple of the Ancestor Moths. It is in the mountains, somewhere north of Cheydinhal, in the farthest corner of Cyrodiil. Killing the human guardians of the stone will not put a bloodprice on my head, but killing innocent people will. The Gray Fox has promised me 500 gold coins.

Entry 114: The Monks of the Ancestor Moths read the Elder Scrolls. Apparently this makes them blind. When they retire, they are sent to live in an underground temple. They are all masters of fighting in the dark.

Entry 115: I found the Temple of the Ancestor Moths. Now I just have to locate Savilla's Stone. Maybe I can persuade one of the monks to help me.

Entry 116: Brother Holger has agreed to show me the entrance to the catacombs. I should follow him.

Entry 117: I've entered the Catacombs of the blind monks. The Gray Fox hinted that the true guardians of Savilla's Stone would not be subject to Blood Price. I'm betting that also means they won't be too happy to see me. I'd better be careful from here on.

Entry 118: I have Savilla's Stone. Now to get back to Helvius Cecia's house in Bruma.

Entry 119: The Gray Fox has rewarded me for my efforts. He was fairly mysterious about why he needed the stone. He asked me to be available for when he next calls for me.

Entry 120: Amusei sought me out and delivered a message from the Gray Fox. I am to meet him at the home of Malintus Ancrus in Chorrol. He has another task for me. It seems Amusei has finally straightened up and joined the Thieves Guild. He is even trusted enough to deliver messages for the Gray Fox.

Entry 121: The Gray Fox will pay me 500 gold coins to steal the Arrow of Extrication. It was recently recovered by Bravil's court wizard, Fathis Aren. There will be no bloodprice for killing Fathis, so long as he doesn't die in the castle. I should start my search in Bravil.

Entry 122: I found Fathis Aren's rooms in Castle Bravil. Now to locate the Arrow of Extrication.

Entry 123: I've searched both chests in Fathis Aren's room. Neither had the Arrow of Extrication. I'm beginning to think it isn't here. This room doesn't seem to have enough wizardly stuff for a wizard of Fathis stature. I wonder if there is a secret chamber where he keeps his more valuable treasures?

Entry 124: A beggar in Bravil told me that Fathis Aren has claimed the ruined tower southeast of the city for himself. The door to the tower is impenetrable, but rumor has it that Fathis uses a secret passage from inside the castle to get to it.

Entry 125: I didn't find the Arrow of Extrication in his room. I should explore this secret passage though. It would be very much like a wizard to hide his valuables in some dark hole filled with monsters.

Entry 126: I found a key shaped arrow head, but not the whole arrow. This must be what the Gray Fox is looking for, or at least as close as I am going to get. I should take it to him.

Entry 127: The Gray Fox accepted the key shaped arrow head. Apparently it is all that remains of the Arrow of Extrication. He is going to try and get it reforged. He thanked me for my efforts and promoted me to Master Thief in the Thieves Guild.

Entry 128: Amusei has given me another message from the Gray Fox. I am to meet him at Ganrendel's house in Cheydinhal.

Entry 129: The Gray Fox has asked me to find out where Springheel Jak is buried. This famous thief died 300 years ago. He is rumored to have owned a pair of magical boots. The story also says he was buried in those boots. A relative of his, Jakben, Earl of Imbel, lives somewhere in the Imperial City.

Entry 130: There is a descendent of Springheel Jak living in the Imperial City named Jakben, Earl of Imbel. The Gray Fox has suggested I look there for clues as to where he is buried. Once I know where to look, I am to get the boots and bring them back to the Gray Fox in Ganredhel's house in Cheydinhal.

Entry 131: I found a book of Imbel family geneology. No mention of Springheel Jak's burial location. Maybe the Earl himself can tell me, with a little friendly persuasion.

Entry 132: What luck! The family mausoleum for the Imbels is in the basement of the Jakben's house. The poor Earl was so terrified he told me everything I needed to know. He even gave me the key! Now to find those boots.

Entry 133: The boots were not in the tomb of Springheel Jak. I did find a diary though. Maybe it can provide a clue.

Entry 134: I have read Jakben Imbel's diary, or should I say Springheel Jak's diary. Now I understand why the boots were not in the tomb. Why bury such a valuable item when you can wear it? Even more shocking, it seems that Springheel Jak may have know the Gray Fox himself! They may have been partners in crime several centuries ago.

Entry 135: I have the boots. Now to get back to the Gray Fox in Ganredhel's house in Cheydinhal.

Entry 136: The Gray Fox thanked me for getting him the boots. He paid me 500 gold coins for my efforts.

Entry 137: I learned that the Gray Fox is not immortal. The Gray Cowl of Nocturnal has been passed from master thief to master thief for close to 300 years now. The original thief that stole it from Nocturnal is long dead. So who is the current Gray Fox?

Entry 138: Amusei has given me another message from the Gray Fox. I am to meet him at Othrelo's house in the Elven Gardens district in the Imperial City.

Entry 139: The Gray Fox intends to steal one of the Elder Scrolls from the Imperial Palace. The audacity of such a theft is astounding! The Gray Fox has laid out the plan for me. It's not simple, but he has given me a written copy for my reference. He has even set aside the guild rule of blood price for this heist. Now I just have to execute the plan. The first step is to infiltrate the Imperial Palace and activate the Glass of Time, whatever that is.

Entry 140: I have activated the Glass of Time. According to the Gray Fox, the door to the Old Way in the Imperials Sewers should now be open. Now I just have to find it.

Entry 141: I have found the sewer entrance that the Gray Fox told me to look for. Now I need to find the Old Way.

Entry 142: I have found the Old Way. This is clearly a long abandoned sub-basement of the Imperial City. It looks like it's going to be a long journey to get into the Imperial Palace this way. I need to find the door that connects to the palace interior. If I remember correctly, I will need the the Arrow of Extrication to unlock time in order to open that door.

Entry 143: There must be some secret way to open this door. I'll bet this is where I have to use the Arrow of Extrication. Most likely I have to be standing in a special place for the keyhole to open up. It will be somewhere with a clear view of this pillar.

Entry 144: These walls look like they are meant to move. Maybe the place I need to stand to fire the arrow is behind them. I'd better look for a way to get through them.

Entry 145: This must be the spot. Standing on this pressure plate opens the pedestal at the far end of the room. I should practice with normal arrows a few times before trying the Arrow of Extrication. I will only get one try.

Entry 146: I've used the Arrow of Extrication to activate the door and open the secret way into the palace. There is no telling where I might end up. I should take care to extinguish my lights, muffle my footsteps, and be stealthy as I enter the door.

Entry 147: I've seated myself in the reading chair. Now I just have to wait for them to bring me the scroll. So long as I don't speak to any of them, the priests seem to be assuming I am Celia Camoran.

Entry 148: I have the Elder Scroll! This is the treasure of the century. My name shall be known across Tamriel for this theft! Now to get it back to the Gray Fox. The way back is blocked. I'll have to go upstairs to find a way out. Even through they are blind, these monks will not be easy to sneak past.

Entry 149: The Moth Priests are onto me! I have to get out of here. The way back is closed. My only hope is to go forward and hope I can find another exit.

Entry 150: I have escaped from the Imperial Palace by jumping down a chimney chute in Ocato's bedroom. I hope the royal battlemage won't mind my misusing his ash flue. I can only hope my fall doesn't end too abruptly. I wonder if this is what the Gray Fox said I would need the Boots of Springheel Jak for?

Entry 151: The Gray Fox has yet to pay me for stealing the Elder Scroll from the Imperial Palace. To get my reward, I have to present a ring to Millona Umbranox, the Countess of Anvil, and gauge her reaction to it. I don't understand what this has to do with the Elder Scroll, but for now I'll trust him.

Entry 152: The Gray Fox, who is no longer the Gray Fox, but is now Corvus Umbranox, has given me the Gray Cowl of Nocturnal. I am now the new Gray Fox and the new guildmaster of the Thieves Guild. Due to the magic of the cowl, the Thieves of the guild will not notice the change. However, since the curse is lifted, I can remove the cowl and be recognized as myself again. Interestingly, the cowl's magic makes it so that anyone seeing me remove the cowl does not associate me with the Gray Fox.

Entry 153: History has been rewritten. I should go see the new Thieves Guild Hall in the Imperial City Waterfront. The Gray Fox, or Count Corvus as he is now known, told me that I get to run the place.

Entry 154: Tandilwe has agreed to train me in Speechcraft.

Entry 155: Centuries ago, a great battle took place in Anvil Bay. In the battle, the legendary pirate Torradan ap Dugal, the captain of the infamous Black Flag, was defeated by the first Count of Anvil. Rumors have been circulating of a hidden underground cavern beneath Castle Anvil. If the rumors are to be believed, then the final resting place of Captain Dugal and his ship have been uncovered. I should investigate these rumors as soon as possible.

Entry 156: It would appear that there is a cave that leads under Castle Anvil. The rumors indicate that Dunbarrow Cove may be located under the castle itself. I should head into the cave.

Entry 157: I've followed the rumors and found Dunbarrow Cove and the remains of the Black Flag. However, the caverns are overrun by the skeletons of the pirates who perished here. I'll have to put them all to rest before I can begin to refit the cove.

Entry 158: I've destroyed the last of the undead pirates and claimed Dunbarrow Cove as my own. The cavern and the hulk of the Black Flag are in terrible condition after hundreds of years underground. I should speak with Dahlia Rackham of the *Clarabella*. She will be able to assist me in hiring a crew to turn Dunbarrow Cove into a suitable base of operations.

Entry 159: I've hired a smuggler named Khafiz to my crew. He will help me move any stolen goods that I may pick up on my travels. If he is to work on my crew, Khafiz insists on bringing his pet warthog, Bacon. I can find Khafiz and Bacon in the caverns of Dunbarrow Cove.

Entry 160: Dahlia has put me in contact with the famous black market fletcher Melliwin the Mongrel. Melliwin will be able to provide me with marksman supplies and training that I

won't be able to find elsewhere. Melliwin has asked for a place to practice her craft. I will find her in the main cavern of Dunbarrow Cove, near the back wall.

Entry 161: I've hired the famous housebreaker Tahm Blackwell to train my crew and I in the fine art of security. Tahm can provide me with specialty training and items that will make it possible for me to slip in and out of any place that I want to go. Tahm will wait near my personal cabin until I need him.

Entry 162: I've hired Kovan Kren onto my crew. Kovan is a former spymaster for one of the great houses of Morrowind. Although he will not say which house he worked for, his expertise in stealth will be invaluable. Kovan will be in the main cavern of Dunbarrow Cove, should I wish to speak with him.

Entry 163: Dahlia has helped me convince Jak Silver to join my crew. Jak Silver can get all manner of items that are difficult to find in Cyrodiil. All he asks is that I never question him about his sources. I can find Jak in the lower decks of the Black Flag.

Entry 164: I've purchased an upgrade to my personal quarters on the Black Flag. I should be able to sleep more comfortably now.

Entry 165: I've completely upgraded Dunbarrow Cove and hired on a full crew. Once a week, the pirates who follow me will provide me with my share of their plunder. In order to send them out, I must speak with one of them to send them on a mission. They will return to Dunbarrow Cove in one week with my share of the loot.

[10] Journal of a Treasure Hunter

Journal of a Treasure Hunter

[Cyrodiil, c 3E 433]

Entry 1: I've received a note from a man called Umbacano; he's interested in the Ayleid statue I found and sold. I should find him in the Imperial City and see what he wants.

Entry 2: I've spoken to the collector of Ayleid artifacts named Umbacano. He has offered to pay me handsomely for any more statues I find. I should look for more of them in Ayleid ruins, and bring them to him. If I can find all ten of the statues, he will pay me a large bonus. Umbacano's research has uncovered evidence that some of the Ayleid statues he is looking for may be hidden in these ruins: Moranda, Mackamentain, Wenyandawik, Ninendava, Fanacas.

Entry 3: I've come across a bottle of wine with markings I've never seen before. I can barely make out 'Shadowbanish Wine' on the label. It must be quite valuable. I should hold onto it until I find out more.

Entry 4: I've spoken to Nerussa, the publican at the Wawnet Inn just outside the Imperial City. She's searching for a rare wine named Shadowbanish Wine that she says is most commonly found in fort ruins. She tells me if I retrieve six bottles, I'll be well compensated. Looks like I'll need to keep a careful eye out.

Entry 5: I have brought Umbacano nine Ayleid statues. If I bring him one more he will pay be a bonus of 5,000 gold.

Entry 6: I've recovered six bottles of Shadowbanish Wine. I should bring them back to Nerussa at the Wawnet Inn for my final reward.

Entry 7: I have brought Umbacano all ten of the Ayleid statues. He was very pleased and rewarded me well.

Entry 8: I've given six bottles of Shadowbanish Wine to Nerussa. In return, she paid me a large finder's fee of 1000 gold. She also told me if I find any more bottles of the wine, she'd gladly pay me 100 gold each for them.

Entry 9: Umbacano has asked me to retrieve a carved panel from an Ayleid site known only as the High Fane in his sources. He has given me a sketch which will help me identify this ruin, as well as one of the carving which he wants. He also gave me a carved stone key which will allow me to enter the central chamber of the High Fane when I find it. Umbacano promised to pay me 2500 gold if I retrieved the carved panel from the High Fane for him.

Entry 10: I need to locate the Ayleid ruin known as the High Fane. Most likely, it is now known by a different name. Fortunately, I remembered a book I had read about the High Fane. In *The Cleansing of the High Fane*, the High Fane is identified as Malada, an Ayleid

ruin in the Valus Mountains. I should go to Malada and look for the carved panel that Umbacano wants.

Entry 11: I've met a man named Claude Maric, who claims to be another treasure hunter hired by Umbacano. He promised to tell me more over drinks at the Tiber Septim Hotel across the street from Umbacano's house. Claude Maric seems to know where the High Fane is located. He says that Umbacano has also hired him to retrieve the carving from the High Fane.

Entry 12: I met a Khajiit named S'razirr in the wilderness near Malada. He admitted that he is working for Claude Maric. He agreed to help me against Maric in return for one quarter of my reward.

Entry 13: I have located the ruins of the High Fane, now known as Malada. I need to explore Malada and recover the carved panel that Umbacano wants.

Entry 14: I have found the carving that Umbacano wants. I need to get out of the ruins and return to the Imperial City to deliver it.

Entry 15: I was ambushed by Claude Maric outside of Malada, but I refused to hand over the Ayleid carving. I escaped and returned the carving to Umbacano in the Imperial City. Umbacano thanked me for delivering the carving, and paid me the promised reward for it in gold.

Entry 16: I promised to pay S'razirr one quarter of my reward for his help. I should meet him at the Tiber Septim Hotel ... if I intend to keep my side of our bargain.

Entry 17: I met S'razirr at the Tiber Septim Hotel and paid him for his help at Malada.

Entry 18: I've learned that the Countess of Bruma, Narina Carvain is the collector of Akaviri artifacts. Apparently, she's seeking a particular piece to add her relics. The townspeople I spoke to recommended I seek out Tolgan, her steward, if I was interested in retrieving the piece.

Entry 19: I've met Tolgan. Apparently, the herald of Countess Narina Carvain from here in Bruma. He presented me with a stipend of gold, and a request from Lady Carvain to meet her at the castle.

Entry 20: Countess Narina Carvain has told me that she's seeking a particular relic of Akaviri origin: The Draconian Madstone, an amulet that supposedly grants the wearer immunity to poison. It's recently come to her attention that it may be located in the ruins at Pale Pass. She's offering a substantial reward for the talisman's return. I've accepted the task. Countess Carvain revealed that she has the diary of a messenger from the original Akiviri army that marched on Cyrodiil at the end of the First Era. The messenger's diary supposedly gives clues to the location of the ruins at Pale Pass. The Countess has provided me with a map, a translation of the diary to use as a guide and a key that may unlock a door at the site. Her scouts have already located the first landmark mentioned in the diary, Dragonclaw Rock. It's been marked on my map, so I should begin the journey from there.

Entry 21: I've arrived at Dragonclaw Rock. I should consult the messenger's diary to learn the way to the next landmark.

Entry 22: I've reached the second landmark, The Sentinel. I should consult the messenger's diary once again to discern the way to the third landmark.

Entry 23: I've found the third landmark, The Serpent's Trail, which seems to be an underground passage. I'll need to traverse this passage if I'm to find the ruins.

Entry 24: I've recovered a sprig of Nirnroot. A plant ingredient this unusual must have value. Perhaps I should bring it to an alchemist and find out a little more about it. An alchemist can be found in almost every city in Cyrodiil.

Entry 25: I've discovered the body of the messenger who penned the diary I've been carrying. Even though he died over a thousand years ago, the bones have been well preserved by the frost in the caves. He seems to be clutching something in his bony hand. I should investigate.

Entry 26: Near the body of the messenger, I've discovered a slate tablet with what appears to be Akaviri writing on its surface. These must be the orders the messenger spoke about in the diary.

Entry 27: I've emerged from The Serpent's Trail and find myself face to face with the legendary Pale Pass. A path winds down into the snowy valley. If I follow it, it should lead me directly to the ruins.

Entry 28: I've discovered the crumbled walls of the once mighty Fort Pale Pass. It appears to have been destroyed by a landslide long ago. I should proceed into the ruins and search for the Madstone.

Entry 29: The ruins appear to be infested with undead Akaviri. I don't know how long they've been trapped here, but I should proceed with caution. I need to locate the Akaviri commander of the fort who is said to possess the Draconian Madstone.

Entry 30: After seeing the orders, the Akaviri Commander vanished. The ruins are now silent and at peace. After so many years, the Akaviri's final mission has been completed. I should proceed ahead and search for the Madstone.

Entry 31: I've obtained the Draconian Madstone. I should now make the long journey back to Countess Carvain in Bruma.

Entry 32: I've given Countess Carvain the Draconian Madstone. She was extremely pleased, and rewarded me with an Akaviri artifact from her personal collection called the Ring of the Vipereye.

Entry 33: The alchemist I've spoken to has referred me to Sinderion in Skingrad. Apparently he specializes in the more botanical aspects of alchemy. I should bring the Nirnroot to him.

Entry 34: Umbacano has hired me to obtain an Ayleid Crown he wants from Herminia Cinna, a rival collector. He paid me in advance; whatever I do not use to purchase the crown I can keep as my fee.

Entry 35: Herminia Cinna refused to sell me the Crown of Nenalata that Umbacano wants. She hinted that it can be used to access potent magical powers that would be dangerous in the

wrong hands. She gave me the key to the royal burial vault of Lindai, which she believes holds a similar Ayleid Crown. She suggested that Umbacano would not know the difference between the Crown of Lindai and the Crown of Nenalata, since he has never seen either one. I need to bring Umbacano one of the Ayleid Crowns, either by stealing the Crown of Nenalata from Herminia Cinna, or by recovering the Crown of Lindai as Herminia Cinna suggested.

Entry 36: I have found the Ayleid Crown of Lindai, just as Herminia Cinna said. I gave Umbacano the Ayleid Crown of Lindai, as Herminia Cinna suggested. He did not appear to be aware that it was not the Ayleid Crown that he had asked me to retrieve. Umbacano has asked me to meet him at the Ayleid ruin of Nenalata. He wants me to help him reach the throne room so that he can complete his research on the last king of the Ayleids.

Entry 37: I met Umbacano outside the ruins of Nenalata. I need to guide him safely to the throne room.

Entry 38: Umbacano was horribly destroyed in Nenalata when he declared himself King of the Ayleids using the crown of the rival city of Lindai. Now to escape the wrath of the undead denizens of Nenalata!

Entry 39: Sinderion, an alchemist in Skingrad is looking for a rare root known as Nirnroot. According to his research, this rare root can be a powerful ingredient in the creation of a special potion known as the Elixir of Exploration. Because of this, Sinderion has tasked me to find 10 samples of this mystical plant. He indicated a part of the Great Forest to the northeast called Shadeleaf Copse as a good starting point.

Entry 40: I have reached The Shadeleaf Copse. I can now begin my search for the Nirnroot.

Entry 41: I've now found a total of 10 Nirnroot. I should return to Sinderion in Skingrad so he can begin creating an Elixir of Exploration from them.

Entry 42: I've given Sinderion the first 10 samples of Nirnroot. He told me if I wish to have a moderate version of the Elixir of Exploration made, he'd need 20 more samples.

Entry 43: I've found 20 more of the Nirnroot. I should return to Sinderion in Skingrad so he can begin creating a moderate version of the Elixir of Exploration from them.

Entry 44: I've given Sinderion 20 samples of Nirnroot. He told me if I wish to have a strong version of the Elixir of Exploration made, he'd need 30 more samples.

Entry 45: I've found 30 more of the Nirnroot. I should return to Sinderion in Skingrad so he can begin creating a strong version of the Elixir of Exploration from them.

Entry 46: I've given Sinderion 30 samples of Nirnroot. He told me if I wish to have a grand version of the Elixir of Exploration made, he'd need 40 more samples.

Entry 47: I've found 40 more samples of Nirnroot. I should return to Sinderion in Skingrad so he can begin creating a grand version of the Elixir of Exploration from them.

Entry 48: Sinderion informed me that he's exhausted his research regarding the Elixir of Exploration. However, he mentioned that he'd be glad to pay for any more samples of

Nirnroot that I can find so he can keep himself supplied with the ingredient. Hopefully, I will come across more in my travels to bring to him.

Entry 49: I've heard talk of a lost Ayleid City called Varsa Baalim where Mehrunes Razor is hidden. If I search the ruins of Sundercliff Watch in the Eastern Niben, I may be able to find the lost city and recover this powerful daedric artifact.

Entry 50: I've entered Sundercliff Watch, and can begin my search for Mehrunes Razor.

Entry 51: A diary I've found contains a password to explore further, and seems to indicate that some kind of army is amassing here, led by somebody named Drothan. If I can find the journal in his cabin, I may be able to learn more.

Entry 52: I've read Drothan's Journal. He's gone into Varsa Baalim in search of something called the 'Nefarivigum', which he believes protects Mehrunes Razor. He has left enchanted bezoars in the care of his Commander and Forgemaster. With these bezoars, I'll be able to dispel his enchantment and follow him into Varsa Baalim.

Entry 53: I've found one of the bezoars mentioned in Drothan's Journal. When I find the other I can dispel the enchantment and enter Varsa Baalim.

Entry 54: I've found a second bezoar and suspect that I can now dispel the enchanted barrier on Varsa Baalim's door.

Entry 55: I've found the door to Varsa Baalim. The two pedestals nearby must be where the bezoars need to be placed to dispel Drothan's enchantment.

Entry 56: I've dispelled Drothan's barrier and can now follow him into Varsa Baalim.

Entry 57: I've entered the lost Ayleid city of Varsa Baalim. There's no telling what I may encounter here; I must be on my guard.

Entry 58: I've entered the Nefarivigum and read Drothan's notes. They seem to indicate that by eating the heart of Dagon's champion, I'll be allowed to retrieve the Razor. Drothan seemed to suspect some other means of claiming the dagger, though he seemed unsure how.

Entry 59: I've recovered Mehrunes Razor, a potent daedric dagger which has a chance to instantly destroy an opponent.

Entry 60: Frathen Drothan is dead, and with him dies any threat the Drothmeri Army may have posed to the Empire.

[11] Journal of an Arena Combatant

Journal of an Arena Combatant

[Cyrodiil, c 3E 433]

Entry 1: If I wish to join the Arena faction as a combatant, I must speak with Owyn the Blademaster in the Arena Bloodworks.

Entry 2: I am now a combatant in the Arena faction. To arrange for a match, I must speak with Owyn in the Arena Bloodworks, in the Imperial City. After every match, I must speak to Owyn again to close out the match and receive any rewards earned. While I'm involved in any active matches, I will be unable to bet on any fights.

Entry 3: Agronak gro-Malog, the Imperial Arena Grand Champion, has sent me on a quest to find proof of his noble birthright. I must journey now to the west, to a place called Crowhaven, and begin my search. Gro-Malog has provided me with a key I will surely need, but even he is unsure what it opens.

Entry 4: I have entered Crowhaven. Somewhere inside I will unlock the truth that Agronak gro-Malog is searching for. I should be cautious, however. The fort has long since lost its noble trappings, and the presence of evil is unmistakable...

Entry 5: I have discovered the Journal of the Lord Lovidicus. It does indeed contain information about Agronak gro-Malog's birth, but proves he was the spawn of a vampire! Agronak won't be happy to hear this, but it is the proof he wanted. I must take the journal to him at the Imperial City Arena Bloodworks.

Entry 6: I have given the Journal of the Lord Lovidicus to Agronak gro-Malog. In return for my assistance, he has shared some of his combat knowledge.

Entry 7: I am now an Arena Champion. There are no more standard matches left to fight. Instead, I must challenge the Grand Champion, Agronak gro-Malog, for his title.

Entry 8: I have defeated the Gray Prince and have been named the new Arena Grand Champion! Ysabel Andronicus told me to return to her after I've gotten some rest, so we can discuss my future.

Entry 9: As Arena Grand Champion, I can fight in weekly matches against various creatures. All I need do is see Ysabel Andronicus in the Arena Bloodworks and tell her I'm ready for a match.

[12] Journal of my Excursion into the Shivering Isles

Journal of my Excursion into the Shivering Isles

[Cyrodiil, c 3E 433]

Entry 1: I have decided to attempt to become Sheogorath's champion and entered the Shivering Isles. In order to find the lord of this Realm, I must first pass through the Gates of Madness.

Entry 2: The Gates of Madness are locked. Haskill mentioned that the Gates were guarded by the Gatekeeper. He must have the keys.

Entry 3: The formidable Gatekeeper has destroyed a party of adventurers. I should talk to the residents of Passwall before trying to deal with this creature.

Entry 4: Jayred thinks he can make arrows that will harm the Gatekeeper from bones found in the Gardens of Flesh and Bone courtyard. I should follow Jayred to the 'Gardens of Flesh and Bone.'

Entry 5: Jayred has collected bone fragments from a skeleton of what appears to be another Gatekeeper. I should see Jayred in a few hours retrieve the arrows made from these fragments. I can also find Relmya at midnight, and spy on her visit with the Gatekeeper.

Entry 6: The sorceress has dropped a handkerchief full of her tears, which apparently can hurt the Gatekeeper. I should get that handkerchief.

Entry 7: I've squeezed the handkerchief full of the Sorceress' tears into a bottle. This may act as a poison to the Gatekeeper. I have a limited number of doses, so I will need to be careful using them. I can also find Jayred to get the arrows made from dead Gatekeeper bones, once he is done making them.

Entry 8: Jayred has finished the arrows and is willing to come fight the Gatekeeper with me.

Entry 9: The Gatekeeper is dead. I should retrieve the keys to the Gates of Madness from the Gatekeeper's corpse.

Entry 10: I have both the Key to Mania and the Key to Dementia. I can go through either door of the Gates of Madness.

Entry 11: I've entered the Shivering Isles. I should seek out Sheogorath and see if he has any further need of me.

Entry 12: I've found a Ring of Disrobing, which forces anyone wearing it to remove all their clothes.

Entry 13: I've found a Dagger of Friendship, which seems to heal anyone it strikes.

Entry 14: I've found an unusual item called a matrix. It looks like a mold of some kind, and seems magical. I should ask around. Someone in the Shivering Isles must know what this is used for.

Entry 15: I've been given the *Manual of Xedilian* and a strange device called an Attenuator of Judgment by Sheogorath. I've been directed to proceed to Xedilian, and to return the place to working order. I should either read the Manual or speak to Sheogorath's Chamberlain, Haskill, to familiarize myself with the strange dungeon.

Entry 16: I've learned that in order to restore Xedilian, I must activate the Resonator of Judgment. To do so, I will need to find three Focus Crystals and place them each in a Judgment Nexus, which will prepare the Resonator for attunement. I should proceed to Xedilian now and begin my search.

Entry 17: Hirus Clutumnus told me to meet him after dark at the sewer grate northeast of the statue of Sheogorath sitting on his throne.

Entry 18: I've met Cutter of New Sheoth. She can forge items from Madness Ore. Cutter told me about magical weapon and armor 'Matrices' she can use to create magical weapons and armor. If I find a matrix she'll be able to make a magical item. She also told me Madness Ore can be found in old ruins and is often carried by Grummites.

Entry 19: I've spoken to Sickly Bernice in New Sheoth. It seems she believes she is dying of some horrible malady, and only I can locate the cure. Strangely, she looks well to me, but she promises a reward for the cure's return. Sickly Bernice has told me the cure for her mysterious malady is a sample of water from a pool at the bottom of Knotty Bramble that she calls aquanostrum. She's marked the location on my map.

Entry 20: Ahjazda believes the world is ending soon, so she's gathering supplies. She would like me to find three items she's still missing: the Amulet of Disintegration, the Ring of Desiccation, and the Calming Pants.

Entry 21: Una Armina, the proprietor of the Museum of Oddities in Crucible, told me that she is always looking for new exhibits for her museum. Una Armina was happy to add my Dagger of Friendship and the Ring of Disrobing as exhibits in her Museum of Oddities. I should bring her any new Oddities that I find.

Entry 22: Hirus Clutumnus has asked that I kill him.

Entry 23: I've entered Knotty Bramble. I should make my way carefully to the pool Sickly Bernice spoke of and recover a sample of aquanostrum.

Entry 24: I found a Blind Watcher's Eye. This might be something Una Armina would want for the Museum of Oddities.

Entry 25: I've arrived at the pool Sickly Bernice described. I should get as close as possible to the statue in its center to gather a sample of the aquanostrum.

Entry 26: I've recovered a sample of aquanostrum from the pool Sickly Bernice described. I should return to New Sheoth and present it to her for my well-deserved reward.

Entry 27: Ranaar-Jo of Fellmoor is in desperate need of help, except he won't trust me until I've earned Kishashi's trust. I need to get Kishashi to trust me. She mentioned needing five Pod Pits.

Entry 28: I've given Kishashi five Pod Pits. That made her happy. I've acquired a spoon from Kishashi that supposedly will get Ranarr-Jo to trust me. I should talk to him.

Entry 29: I've given Ranarr-Jo a spoon from Kishashi. It apparently is a sign he should trust me. Ranarr-Jo has asked me to wreck Cindanwe's house, and steal her notebook.

Entry 30: I've put Cindanwe's house in disarray and acquired Cindanwe's notebook. I should speak with Ranarr-Jo to tell him the mission is accomplished.

Entry 31: Ranarr-Jo is grateful that I've taken care of Cindanwe. Now he and his neighbors can live in peace.

Entry 32: I've entered Xedilian. I should now begin locating the Focus Crystals that link the Resonator of Judgment with the rest of the dungeon.

Entry 33: I've discovered the first of the three Focus Crystals. It was affixed to the top of a Grummite Shaman's Crystal Staff. I think they are using the crystals as a power source for their weapons. I've removed it from the staff and placed the first Focus Crystal into its Nexus. I can now continue searching for Focus Crystals.

Entry 34: I've discovered the second Focus Crystal and placed it into its Nexus. I can now continue searching for the final Focus Crystal.

Entry 35: I've discovered and placed the third and final Focus Crystal into its Judgment Nexus. The path to the Resonator of Judgment itself is now clear. My next task should be to attune the Resonator by using the Attenuator of Judgment that Sheogorath provided me.

Entry 36: The Resonator of Judgment has been attuned. I should now make my way back to New Sheoth and report my success to Sheogorath.

Entry 37: I've met Kiliban Nyrandil inside one of the many observation rooms of Xedilian. It also appears that Xedilian has its first visitors, a group of adventurers. It's up to me to decide whether to allow Xedilian to kill them or drive them insane.

Entry 38: I've unleashed the Giant Gnarl on the adventurers in Xedilian. With the threat of what he perceived as certain death knocking at his door, Lewin the Rogue has gone insane. I should make my way to the next observation room and choose how the adventurers will encounter their next obstacle.

Entry 39: I've caused Syndelius the Mage to go insane by pouring hundreds of keys on the ground which convinced him that one of them opened the gate to the huge treasure pile. All that remains now is the leader of the group, Grommok. I should make my way to the last observation room and choose how the stubborn Orc will encounter his final obstacle.

Entry 40: By making Grommok think that he actually died and became a ghost, I've driven him insane. Now that all of the adventurers have been dealt with, I should speak to Kiliban.

Entry 41: Kiliban Nyrandil has told me to meet him in Xedilian's reception chamber where I can recover the defeated adventurer's gear. I should use the final transport pad and make my way there now.

Entry 42: I've received some items and gold from Kiliban Nyrandil that had belonged to the adventurers. I can now safely report back to Sheogorath that Xedilian is in full operation.

Entry 43: Before exiting Xedilian, I was attacked by three unusual beings in equally strange armor. Kiliban explained the identity of the strange beings, calling them Knights of Order. He seemed very dismayed and wishes me to hasten to Sheogorath and report their presence. I need to report to Sheogorath that Xedilian is working, and that Knights of Order have appeared in the Shivering Isles.

Entry 44: I need to speak to the Duke of Mania and the Duchess of Dementia, as Sheogorath wishes for me to better understand the inner workings of his Realm. I need to speak with Thadon in order to learn more about the realm of Mania.

Entry 45: Thadon has asked that I retrieve for him the Chalice of Reversal. I need to find someone in his court, or in Syl's, who knows where it might be.

Entry 46: Sickly Bernice has rewarded me for recovering the cure to her ailment.

Entry 47: Wide-Eye has told me that the Chalice of Reversal is locked away in Dunroot Burrow. I'll need to ingest Felldew to enter the Burrow, and pass through to reach the Chalice.

Entry 48: I've taken Felldew in order to enter Dunroot Burrow. I shall have to be careful as I proceed through the Burrow.

Entry 49: The effects of Felldew have worn off, and withdrawal is setting in. I need to either reach the Chalice of Reversal quickly, or find more Felldew as I make my way through the Burrow.

Entry 50: I have survived Dunroot Burrow. Now I need to search the tower above for the Chalice of Reversal.

Entry 51: I have the Chalice of Reversal. It should be delivered to Thadon as soon as possible.

Entry 52: Mirili Ulven of Highcross is willing to pay 10 gold coins for samples of various rare items. She'll only pay for one sample of each though. She gave me a list of the items she is interested in.

Entry 53: Mirili Ulven has asked that I capture a Baliwog, an Elytra, a Gnarl, and a Scalon for her. All I need to do is get them close to her and she'll subdue them. She has promised to reward me handsomely.

Entry 54: Mirili has all of her plants and animals now. Her bestiary is complete and her taxonomy of plantlife is complete. She has rewarded me handsomely.

Entry 55: I found the ashes of someone named Din in an urn deep in the ruins of Ebrocca. This might be something Una Armina would want for the Museum of Oddities.

Entry 56: I've met Dumag gro-Bonk who lives in New Sheoth. He can forge things from Amber. According to Dumag, Amber can be found in root tunnel systems and on Gnarl. Besides he told me about magical weapon and armor 'Matrices' he can use to create magical weapons and armor. If I find a matrix he'll be able to make a magical item.

Entry 57: Amiable Fanriene has asked me to find him some place to sleep outside. I should find someone who sleeps outside and ask for their help in finding a good place to sleep outside. I've been directed to Uungor as a likely candidate to give up his sleeping spot for Amiable.

Entry 58: Uungor doesn't trust me enough to agree to switch sleeping accommodations with Amiable Fanriene. I need to make him more disposed to the idea. Maybe one of the others knows something that will work.

Entry 59: Fimmion gave me Uungor's lucky grapes. I should bring them to him.

Entry 60: I've found the Calming Pants.

Entry 61: Uungor has agreed to switch beds with Amiable Fanriene. Amiable Fanriene is grateful that I have found him a safe place to sleep outside. He should be able to get some sleep now.

Entry 62: Tove the Unrestful is looking for calipers and tongs. He says he'll pay five gold each for them. I don't remember agreeing to help him, but somehow I am.

Entry 63: Una Armina was pleased with the 'blind' Watcher's Eye and Din's Ashes as exhibits in her Museum of Oddities. I should bring her any new Oddities that I find.

Entry 64: I have delivered the Chalice of Reversal to Thadon, and he has granted me a place in his court. I have finished Thadon's task. I should now seek an audience with Syl.

Entry 65: I've brought Ahjazda the Calming Pants.

Entry 66: Kithlan has told me that Lady Syl is especially reclusive lately. I may be able to catch her in the garden late around midnight.

Entry 67: I have been tasked with finding the people conspiring against Lady Syl. I need to find and speak to Herdir. He can always be found at the torture chamber in the House of Dementia.

Entry 68: Herdir has agreed to accompany me. I need to speak with people in Crucible for information about this supposed conspiracy. Perhaps starting with those close to Syl would be useful.

Entry 69: I have been told that Anya Herrick may know something about a conspiracy. I should find and interrogate her.

Entry 70: Anya Herrick refuses to speak with me. I need Herdir with me to help convince her to talk.

Entry 71: Anya Herrick has named Ma'zaddha as being involved in some sort of plot against Lady Syl. I should find and speak to him.

Entry 72: Ma'zaddha refuses to give me any information. I need evidence that he's involved; I should speak to the citizens of Crucible to learn more.

Entry 73: Ushnar gro-Shadborgob has asked me to make Bhisha the Khajiit 'disappear.' He seems to have a unhealthy fear of cats. Ushnar said he would pay me to do it, but he was somewhat vague about the nature of the payment.

Entry 74: I have convinced Bhisha to leave Crucible. Ushnar won't ever have to worry about him again. Ushnar was very grateful. He gave me one of his former dogs as a pet. There was something strange about how he phrased it though.

Entry 75: I've heard that Earil has a problem with Brithaur, and wants something done about it. I should go and speak to him about it.

Entry 76: Earil has offered me a reward if I can 'get rid' of Brithaur. I'll need to find a way to get Brithaur to stop stealing from the shops in New Sheoth. Before I make any hasty decisions, perhaps I should speak with Brithaur.

Entry 77: Brithaur has refused to stop his crime spree because his 'collection' isn't complete. I may be able to use this to my advantage. I need to bring five Flawless Pearls to him. Otherwise, I may have to seek more creative or violent means to obtain Earil's reward.

Entry 78: I've given Brithaur five flawless pearls. He's now agreed to leave the shopkeepers of Crucible alone. I should go tell Earil the good news.

Entry 79: Earil thanked me for taking care of Brithaur, and has given me a reward.

Entry 80: I've been told that Ma'zaddha has been meeting Nelrene late at night in Crucible. I'll need to find them and listen in on their conversation.

Entry 81: I've overheard Ma'zaddha and Nelrene speaking. I need to confront Ma'zaddha with this information.

Entry 82: Ma'zaddha admitted to being involved in a plot to kill Lady Syl. He's asked for time to learn more about who's behind it. I should meet him at his house in one day's time. In the meantime, I should investigate Nelrene's role in this.

Entry 83: Nelrene has denied involvement in any sort of conspiracy. I'll need to be more persuasive with her, or find direct evidence she's involved.

Entry 84: Hirrus Clutumnus is dead, just as he wanted. I can now get my reward from his house. The key should be on his corpse. I should go claim my reward from his jewelry box.

Entry 85: I've found Ma'zaddha dead in his home. I should see if he was holding any evidence of this conspiracy.

Entry 86: I found a key on Ma'zaddha's body; he has hidden evidence somewhere that may help my investigation. I'll need to find it.

Entry 87: I have found the items Ma'zaddha hid in his house. The evidence points to Nelrene, and I should confront her about it.

Entry 88: Nelrene admits to being involved in a conspiracy, and has named Muurine as the architect of the plot. I'll need more evidence before confronting Muurine.

Entry 89: I have confronted Muurine, who has confessed to trying to kill Lady Syl. I should report this news to Lady Syl at once.

Entry 90: Lady Syl has asked me to meet her in the torture chamber. I should travel there immediately.

Entry 91: The conspiracy has been stamped out. Lady Syl has executed Muurine, and thanked me for my help. I have finished Syl's task. Now that I've become a member of the courts of both of the Dukes of Madness, I should return to Sheogorath and report my progress.

Entry 92: Sheogorath has given me the ability to summon Haskill. He's very insistent and won't tell me what he wants of me until I do it.

Entry 93: Sheogorath wants me to relight the Great Torch of New Sheoth. I need to go to the ruins of Cylarne, kindle the Flame of Agnon there, and return with its holy fire. Sheogorath warned me that the Golden Saints and Dark Seducers who guard the shrine often fight each other, so I should proceed cautiously.

Entry 94: I found a Deformed Swamp Tentacle and a lump of Amber that looks vaguely like Sheogorath. This might be something Una Armina would want for the Museum of Oddities.

Entry 95: I've found the Ring of Desiccation.

Entry 96: A resident of Split has told me I should speak to Horkvir Bear-Arm to help solve the problem of all the doubles in this town. There are two Horkvir Bear-Arms in town, so I can speak to either one.

Entry 97: The Demented Horkvir Bear-Arm has suggested I kill all the Manics in town. He'll reward me if I do.

Entry 97: The Manic Horkvir Bear-Arm has suggested I kill all the Demented in town. He'll reward me if I do. I've agreed to kill all of the Demented in Split.

Entry 98: All of the Demented residents of Split are dead. Since all the Demented duplicates in Split are dead, Horkvir Bear-Arm gave me my reward.

Entry 99: I've recovered an unusual amulet with the markings of a group calling itself The Knights of the Thorn. On the back, there is an inscription that reads 'To Pyke, from Farwil.' I can only assume that Pyke is here in the Shivering Isles. If I can find him, I'm sure he will be happy to get his medallion back.

Entry 100: I've found the Amulet of Disintegration. I've found the last of the items that Ahjazda requires. I should return them to her.

Entry 101: I've met the man named Pyke in the Hale Settlement. He claims to be something called a 'Knight of the Thorn'; an elite group of knights from Cyrodiil. In a recent clash with some Grummites, he lost his Knights of the Thorn medallion and wants me to recover it from Fetid Grove, which he marked on my map. Pyke was overjoyed at the return of his Medallion, and has rewarded me with a gift.

Entry 102: I have arrived at the ruins of Cylarne. I will need to speak to the commanders of the Golden Saints and Dark Seducers to find out how to light the Flame of Agnon.

Entry 103: I spoke with Kaneh, the commander of the Golden Saints in Cylarne. She is preparing to assault the altar controlled by the Dark Seducers, and believes that with my help, they could finally drive the Seducers out of Cylarne. Once she controls both altars, she will be glad to light the Flame of Agnon for me. I told Kaneh I wasn't ready to help her attack the Dark Seducers. I should probably speak to the Dark Seducers' commander before deciding which side I want to help.

Entry 104: I spoke to a Dark Seducer guarding the ruins of Cylarne. She told me that the Flame of Agnon can only be lit by the Dark Seducers or Golden Saints at the two altars that feed the Flame, the Altars of Rapture and Depair. I need to help one side or the other take control of both altars so that they will light the Flame for me. I should speak to Ulfri, the Dark Seducer commander, about kindling the Flame of Agnon.

Entry 105: I spoke with Ulfri, the commander of the Dark Seducers in Cylarne. She is preparing to defend her position against a Golden Saint attack, and promised that if I help her destroy the Golden Saints, she will light the Flame of Agnon for me. I told Ulfri that I would try to find out the Golden Saints' attack plans, and then report back to her. She suggested that I speak to Kaneh, the Saints' commander, who should be at their main encampment at the Altar of Rapture.

Entry 106: I overheard two Golden Saint officers arguing about the best way to attack the Dark Seducers. The lieutenant, Mirel, mentioned something about the Underdeep, a secret side passage leading to the Dark Seducer altar. Mirel, the Golden Saint lieutenant, told me that his scouts have recently discovered a side passage leading to the Altar of Despair through the Underdeep. He believes an attack down this route will take the Dark Seducers by surprise, but has not been able to convince his commander, Kaneh.

Entry 107: I told Ulfri that I could lead the Golden Saints into an ambush if she redeployed her troops into the Underdeep. She agreed to my plan. Now I must return to Kaneh and decide who I want to betray.

Entry 108: I convinced Kaneh to attack through the Underdeep. Ulfri will be pleased when I lead the Golden Saints into her trap. I should help destroy the Golden Saints once the Dark Seducers spring their ambush.

Entry 109: The Golden Saint commander is dead. I should finish off the remaining Golden Saints in Cylarne to complete the Dark Seducers' victory.

Entry 110: The Golden Saints in Cylarne have been utterly destroyed. Ulfri thanked me for my help in securing Cylarne for the Dark Seducers. She is now heading for the Altar of Despair, where she says she will 'sacrifice herself' to kindle the Flame of Agnon. I should accompany her and see what happens.

Entry 111: Ulfri sacrificed herself on the Altar of Despair in order to light the Flame of Agnon. I stepped into the Flame of Agnon and am now ablaze with the holy fire. I should return to New Sheoth and light the Great Torch in the Sacellum Arden-Sul.

Entry 112: I should report to Sheogorath that I have lit the Great Torch as he requested.

Entry 113: Big-Head has asked me to find the Fork of Horriliation. It's obviously important to him, and he has offered me a reward for its return. Big-Head has given me a charm that should allow me to speak with the beggar Bolwing.

Entry 114: I've spoken to the beggar Bolwing. He tells me that the Fork of Horriliation is being fought over by groups of Heretics and Zealots. I'll have to get it from them.

Entry 115: Una Armina paid me for the deformed Swamp Tentacle and the Sheogorath-shaped lump of amber that I brought for her museum. I should bring her any new Oddities that I find.

Entry 116: I've been directed by Sheogorath become the sovereign of Mania or Dementia. He's suggested I speak to Arctus, High Priest of Dementia or Dervenin, High Priest of Mania at the Sacellum Arden-Sul here in New Sheoth to learn more.

Entry 117: I've spoken to Arctus, High Priest of Dementia. The Ritual of Accession for Dementia is simple; Syl would have to be slain by the proposed successor, and her heart brought to the Altar of Arden-Sul at the Sacellum. I should now speak to Dervenin to learn of Mania's ritual.

Entry 118: I've spoken to Dervenin, High Priest of Mania. The Ritual of Accession for Mania requires the current ruler to commit suicide by taking three doses of Greenmote, which is lethal. Then his drug-tainted blood must be brought to the Altar of Arden-Sul at the Sacellum. After I decide which ritual to undertake, I should return to Sheogorath and inform him of my choice.

Entry 119: I've spoken to Sheogorath and chosen the Ritual of Accession for Mania. I should begin asking around New Sheoth about Thadon's court and learn the best way to get him to overdose on Greenmote without his knowledge. It was suggested that I speak to Thadon's steward, Wide-Eye. I was told I could find her in the House of Mania or elsewhere in New Sheoth.

Entry 120: Wide-Eye has described to me a bit of her routine. I'll need to find where she gets Greenmote from and obtain some without being discovered. Wide-Eye mentions she does a 'special errand' at noon every day, I should follow her and see where she goes.

Entry 121: I've followed Wide-Eye to a unremarkable alcove in the Palace courtyard. I've observed Wide-Eye activating the secret entrance to the Greenmote Silo. I need to get inside and procure two extra doses of the potent drug without getting caught.

Entry 122: I've obtained two doses of Greenmote. I now need to sneak into Thadon's kitchen sometime before eight o'clock and attempt to slip an extra dose into his evening meal and into his wine without being seen, otherwise try again tomorrow night. Gundlar prepare the meal in the morning, so I'll have to wait until the afternoon to poison his food.

Entry 123: I've slipped an extra dose of Greenmote into Thadon's meal and Thadon's wine. I should proceed to the dining area at eight o'clock for the evening feast and watch the effect the Greenmote overdose has on Thadon.

Entry 124: I've entered the main hall in the House of Mania, and the evening feast is underway. I should watch the effect the Greenmote overdose has on Thadon.

Entry 125: After Thadon rose to deliver an odd soliloquy, he clutched his heart and fell to the ground dead. I should now collect as much of his tainted blood as possible.

Entry 126: I've obtained Thadon's drug-tainted blood. I now need to make my way back to the Altar of Arden-Sul at the Sacellum.

Entry 127: After touching the Altar of Arden-Sul, there was a brief flash of light. Dervenin, the High Priest of Mania, has now proclaimed me Duke of Mania. I should speak with Sheogorath about the next step in his plan.

Entry 128: After informing Sheogorath of my victory, Syl, the Duchess of Dementia became furious. Before she stormed out of the Sacellum, she threatened that we hadn't heard the last of her. Sheogorath has awarded me the Ring of Lordship. I am now officially Duke of Mania of the Shivering Isles.

Entry 129: Angry over Thadon's replacement as the Duke of Mania, Syl has betrayed Sheogorath and joined with the forces of Order. According to Syl, Order has already taken the Fringe. I should travel to the Fringe and investigate her claims.

Entry 130: Ahjazda has rewarded me for bringing her all the items she requested.

Entry 131: I've found a tomato which seems to act as a soul gem. This might be something Una Armina would want for the Museum of Oddities.

Entry 132: I've arrived in the Fringe to find that it has been completely conquered by the forces of Order. Passwall may have been attacked. I've talked to Grakendo Udico about what has happened in Passwall. Order has been attacking the town non-stop. She's asked for my help in protecting the Passwall. I should provide what aid I can and speak to her when I'm ready.

Entry 133: The forces of Order are advancing on Passwall. We must defeat them all.

Entry 134: The force of Knights attacking Passwall have been eliminated. The Dark Seducer commander Grakendo Udico has a plan to retake Passwall. I need to slip through the gate into the ruins of Xeddefen while her Dark Seducers distract the knights. They will continue to hold the line at Passwall. I have to use this opportunity to slip into Xeddefen and find Order's source of power.

Entry 135: The counterattack on Xeddefen has begun. Kiskella Udico and her Dark Seducers will distract the knights. While the Dark Seducers fight, I need to slip past the gates of Xeddefen and locate the source of the Spire's power.

Entry 136: I've made my way into the ruins of Xeddefen and discovered the source of Order's power -- an obelisk is having its power amplified by the spire that leads to the center of Passwall. I've overloaded the obelisk and collapsed the spire. The caverns are now coming down around me and I must escape before I'm trapped.

Entry 137: I've survived the collapsing ruins of Xeddefen. Passwall has been liberated and the forces of Order have been defeated. I should speak with Sheogorath.

Entry 138: Sheogorath has tasked me with rebuilding the Gatekeeper. He has given me instructions to visit the powerful sorceress named Relmyna Verenim in Xaselm to petition her assistance.

Entry 139: Relmyna has asked me to enter the depths of the Gardens of Flesh and Bone, and retrieve some mystical components needed for the ceremony to create the new Gatekeeper. I am to return with Blood Liqueur, Osseous Marrow, Dermis Membrane, and the Essence of Breath. She has given me a key that I can use to get into the Gardens and directly to her Sanctum when I return.

Entry 140: I have collected a vial of Blood Liqueur, Osseous Marrow, Dermis Membrane, and the Essence of Breath. I now have all of the items required by Relmyna Verenim. I should return to her.

Entry 141: Relmyna has instructed me to choose the body parts with which we will create the new Gatekeeper. I am to pick out a head, a torso, a heart, a right arm, a left arm, and legs. I should speak with her when I am finished.

Entry 142: I have finished selecting the body parts for the Gatekeeper. I should return to Relmyna Verenim now.

Entry 143: I am to meet Relmyna Verenim at the statue of Lord Sheogorath in the Fringe where we will perform the ceremony to build the Gatekeeper.

Entry 144: I have found the Fork of Horripilation.

Entry 145: I have arrived at the statue of Sheogorath. Relmyna will perform the ceremonial magic, and I am to follow her instructions during the ceremony.

Entry 146: The Gatekeeper has been rebuilt. I should return to Sheogorath with news of my success.

Entry 147: Una Armina was pleased with the 'soul tomato' I brought for her Museum of Oddities. I should bring her any new Oddities that I find.

Entry 148: Sheogorath is pleased with my progress.

Entry 149: A messenger has arrived for me in Sheogorath's throne room. I need to travel to Pinnacle Rock, and help the Dark Seducers retake their stronghold from the forces of Order.

Entry 150: I've found a Mute Screaming Maw, which seems like something Una Armina might want to display at her Museum of Oddities.

Entry 151: I have arrived at Pinnacle Rock. I need to locate the Dark Seducer Captain and rescue her.

Entry 152: I need to reach the Wellspring of the Mazken within Pinnacle Rock. Something has happened to the Wellspring of the Mazken in Pinnacle Rock. I need to proceed on my own to restore it.

Entry 153: I've located the Wellspring of the Mazken. It's been covered in Order crystals; I'll need to destroy them to restore the Wellspring.

Entry 154: The Wellspring of the Mazken has been restored. I need to help Dylora defeat the remnants of the forces of Order.

Entry 155: The remaining forces of Order have been defeated. Dylora thanked me for helping the Dark Seducers secure their stronghold, and has given me the ability to summon her kind. She has also given me a set of matching armor. Now that I have secured the stronghold of the Dark Seducers, I should speak to Sheogorath about our next step.

Entry 156: There are ghostly warriors fighting in this place. Their battle cries lead me to believe this place is named Vitharn. Something strange is going on here. I can see the fortress keep, but there is no obvious entrance. I'll have to search around for a hidden way in. Even then, I'm not sure what I'll find.

Entry 157: I met a ghost named Count Cirion in the haunted keep of Vitharn. The ghost has told me a tale of tragedy. The people of Vitharn were overrun by invaders centuries ago. Four defenders in the bailey failed in their duties. Now cursed to relive the last moments of the invasion over and over. Count Cirion has begged me to put the shades of his people to rest. I have no idea how to do this. Maybe the ghosts themselves can tell me.

Entry 158: The ghost of Desideratus Annius told me he must get back home to protect his betrothed. Tragically, by leaving his post, they both perished. There must be something I can do to get him to stand fast.

Entry 159: This ghostly doll is very odd. I have a feeling I should keep it with me for a while.

Entry 160: It seems that Desideratus 'betrothed' is actually a child's doll. Desideratus took his 'beloved' and ran off. Obviously that isn't going to work. Hopefully he just put the doll back where I found it. I should go check. There must be some other way to use that doll to get him to stay and fight.

Entry 161: I have Desideratus doll, his 'betrothed.' There must be a way to use it to convince Desideratus to stay at his post.

Entry 162: I placed the 'betrothed' doll on one of the invaders. Desideratus will have to fight them to rescue his 'betrothed' now. Desideratus did not take it well when I told him what I did to his betrothed. However, he is now motivated to stay at his post and fight the invading Fanatics.

Entry 163: Althel the archer on the parapet has no arrows. She won't accept normal arrows. I'll have to find her arrows somewhere. She is perfectly positioned to fire into the Fanatic raiders.

Entry 164: Bat gro-Orkul is the warden of the armory. He refuses to give anything out. No wonder this place couldn't defend itself! I need to find a way to get those arrows for Althel.

Entry 165: I've found an unusual two-headed septim coin. This might be something Una Armina would want for the Museum of Oddities.

Entry 166: I've got the arrows. Althel was grateful for the arrows. She is sure to bring down some of the invaders with them.

Entry 167: The priest, Hloval Dreth, doesn't have nearly enough magicka to support the soldiers defending the gates. I need to find something that will boost his magicka. He won't take my earthly items, so it will have to be something in his spirit realm.

Entry 168: I found some ghostly welkynd stones and a ghostly Dagger of Depletion in Hloval Dreth's rooms. It should let him recharge his magicka. Hloval Dreth was grateful for the help. He is able to attack the Fanatic raiders now.

Entry 169: I have changed the actions of three of the defenders. Yet one of the Fanatics still gets past the defenders. There is nothing more I can do here. Maybe Count Cirion can help me.

Entry 170: Count Cirion has given me his helm. With it, I can take his place and do battle with Devoted Fanatic. Only then will the curse be lifted.

Entry 171: I have defeated the Devoted Fanatic. The curse of Vitharn has been lifted, the ghosts of Vitharn have been laid to rest.

Entry 172: I brought Una Armina the Two-Headed Septim and the Mute Screaming Maw I found, and she was happy to add them to her museum. I should bring her any new Oddities that I find.

Entry 173: Sheogorath has vanished before we could complete the plan to stop the forces of Order. Perhaps Haskill will know what steps we should take.

Entry 174: Before I can claim the Throne of Madness and stop the forces of Order, I must remake the Staff of Sheogorath. Haskill has advised me to seek out a remnant of the great library of Jyggalag in Knifepoint Hollow.

Entry 175: I've found an unusual key made out of a Hound's Tooth.

Entry 176: I've spoken with Dyus about the staff of Sheogorath. He is the remnant of the library that Haskill spoke of. In order to remake the Staff of Sheogorath, Dyus requires two items. I must seek out the Eye of Ciirta and a Branch of the Tree of Shades. The first is an eye that has seen something that no other has. I can acquire this item from a woman named Ciirta in the Howling Halls. The second item is a branch of the Tree of Shades, an ancient tree that grows in the Grove of Reflection in the ruins of Milchar.

Entry 177: I've spoken with one of Ciirta's followers outside of the Howling Halls. She said that I should be safe inside so long as I wear the robes of the Apostles and do not take any suspicious action. If I can avoid confrontation, I might be able to make it to Ciirta without alerting all of them.

Entry 178: I've been approached by a Khajiit named Ra'kheran. He has offered to kill Ciirta for me if I assist him in his plan to take over the Apostles of the Song. As he cannot be seen gathering weapons, he's asked me to bring him three Apostle Daggers. If he carries this plan out, I should be able to take Ciirta's eye after she is dead. I've accepted Ra'kheran's offer. He wants me to bring him three Apostle Daggers. He will then carry out his revolt against Ciirta and I should be able to retrieve her eye.

Entry 179: I've found an ancient pelvic bone with a small inscription that reads 'Pelagius III, 3rd Sun's Dawn.' This might be something Una Armina would want for the Museum of Oddities.

Entry 180: I have collected the three daggers that Ra'kheran has asked for. I've given Ra'kheran the daggers that he needs to begin his revolt against Ciirta. I should follow him and retrieve Ciirta's eye once she is dead.

Entry 181: Ra'kheran's betrayal of Ciirta has been successful. Now that she is dead, taking her eye should be a simple matter.

Entry 182: I've found an unusual alchemical Mixing Bowl. This might be something Una Armina would want for the Museum of Oddities.

Entry 183: I've have Ciirta's left eye. I should now seek out the second item that I need to create the Staff of Sheogorath.

Entry 184: I've arrived in the Grove of Reflection. According to Dyus, I must locate the Tree of Shades and find a way to reveal my true self before I will be allowed to take one of its branches. After I approached the Grove Of Reflection, a shadowy image of myself appeared from the waters of the grove and attacked me. I defeated it, and now the Tree of Shades is beckoning to me... As Dyus requested, I've taken a branch of the Tree of Shades. I have both items that Dyus needs to recreate the Staff of Sheogorath. I should return to Knifepoint Hollow and speak with him.

Entry 185: With the Staff of Sheogorath now in my possession, I should make my way to the Tree of Madness in Sheogorath's throne room. There I can tap into the tree's power and begin my transformation.

Entry 186: Tove seems to have run out of uses for calipers and tongs. However, I earned a tidy little sum off of him in the mean time.

Entry 187: Una Armina was very happy with the Pelvis of Pelagius, the unusual Mixing Bowl, and the Hound's Tooth Key. I've found all the interesting items for which Una Armina was searching.

Entry 188: Something is wrong with the Font of Madness. It won't accept the Staff of Sheogorath and imbue it with power as Dyus described. Perhaps Haskill will know what's wrong with it.

Entry 189: The Font of Madness has been poisoned by Order! If it becomes fully Ordered, the realm is lost and Jyggalag has won. Haskill suspects that Order has somehow gained access to the Pools of Madness that nourish the Font. I need to enter the Fountainhead beneath the Tree and find the source of the poison before it is too late.

Entry 190: I've witnessed a gnarl removing the Order crystals that were poisoning a door here in the Fountainhead. It seems that the tame gnarls here can halt the spread of Order throughout the dungeon. I may be able to use their help as I work my way to the Pools of Mania and Dementia.

Entry 191: Just as Haskill suspected, Jyggalag's priests are poisoning the roots of the Tree of Madness. I have cleansed one of the minor pools, but I must find the Pools of Mania and Dementia in order to save the Tree.

Entry 192: I've discovered a chrysalis that generates a tame Gnarl Cultivator. Perhaps these gnarls can help me halt the spread of Order throughout the Fountainhead.

Entry 193: I've killed the Priests of Order who had cursed the Pools of Mania and of Dementia. The traitor, Syl, was among them. Now that I've cleansed both Pools that feed the Font of Madness, I should be able to imbue the Staff of Sheogorath with power.

Entry 194: I have immersed my Staff in the Font of Madness. I have gained the power of Sheogorath.

Entry 195: The Captain of my Palace Guard needs my assistance at once. The messenger didn't know any details, but it sounds urgent.

Entry 196: The Captain of my Palace Guard has informed me that an Obelisk has activated in the Palace courtyard! It seems that Order is launching its final attempt to take control of the Shivering Isles. I need to defeat Jyggalag and his minions once and for all.

Entry 197: A second Obelisk has activated. I need to shut it down to stop the Knights from overwhelming the defenders.

Entry 198: A third Obelisk has activated. I need to shut it down.

Entry 199: Another Obelisk has activated. Jyggylag appeared to grow stronger when it activated. Perhaps shutting down the Obelisks will weaken him.

Entry 200: Shutting down the Obelisks appears to weaken Jyggalag of some of his powers. I should deactivate as many Obelisks as I can to weaken Jyggalag.

Entry 201: Jyggalag has spoken to me and told me the Greymarch is ended and the forces of Order have retreated. Haskill will likely know how I should proceed.

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