

THE (IN)FAMOUS
BEGINNER'S GUIDE TO



BY
MARK STINSON

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WELCOME TO TAMRIEL!!

This is my attempt at an eBook/printable version of the (in)famous "Beginners Guide to Daggerfall". The original web version was first published in July 1997, with an almost complete rewrite in August 1999 and a few odd updates in between. All things considered, you're looking at the result of several thousand hours of game play and word processing.

As usual there is some new information (not a lot, I'll confess), rearrangement of some of the old information and a some corrections that I never quite got around to earlier (no one ever accused me of being the world's greatest typist).

My thanks to George IV, Georgina Allen, Jackie Eason, and uncounted others for their help, comments, suggestions and willingness to help me through the first major rewrite. Special thanks to Tom Stabler for some really good catches on a couple of major boo-boos that somehow made it past everyone else. And thanks to the hundreds of players who have written over the three years with their comments and suggestions for making this material better for everyone.

Most especially I thank my wife for not divorcing me over having my face buried in a monitor for so long. Although she is not a gamer by any long stretch of the imagination, she has endured my long hours at the computer and has done so with more good humor than any guy deserves.

LEGAL STUFF TO KEEP THE SUITS HAPPY

"Daggerfall", "The Elder Scrolls", "Tamriel" and all the rest of that stuff are either registered trademarks of, or copyrighted by Bethesda Softworks, Inc. (ask them which one -- I'm not a lawyer so I have only a vague idea of which is which). The author (that's me) makes no claims to any part, piece or pixel of the game, the music, the images or any of the rest of that (except for my very own registered copy of the game, subject to the license agreement contained therein - - starting to sound like a lawyer, ain't I?). This is a hint book. Nothing more, nothing less.

The maps showing the locations of most of the Witches Covens were made available to the public by Bethesda about the time of Daggerfall's release. Your guess is as good as mine as to whether they are freely distributable or not, but they are not my work and I make no claim to them. Other images were produced or substantially modified by me and you can roll them up on a cardboard tube, put them next to your toilet and use them for toilet paper for all that I care (except that I'd appreciate a credit if you're going to use them in a published work).

Except for materials attributed to someone else, the rest of this stuff (that means the writing) is pretty much mine, mine, all mine. And, subject to my own dubious copyright, you can bend, fold, spindle and mutilate it to your heart's content (but if you're going to copy it, at least do me the courtesy of giving me credit for it).

INTRODUCTION

Welcome to Tamriel, the second installment of "The Elder Scrolls" and the Daggerfall province of the Iliac Bay. Your mission, should you choose to accept it (and you don't have to), is to involve yourself in the political affairs of the region, make a few friends, make a few enemies, kill a few people, recover a purloined letter, lay a ghost to rest, and decide who shall receive the Magical Dingus of Ultimate Power (sometimes called "The Totem of Tiber Septim"). Along the way you have to figure out how to keep yourself alive and kicking long enough to get the job done. Your character will probably get filthy rich, but that's not the object of the game (who says this game is like real life?).

"Daggerfall" is not a traditional Computer Role-Playing Game in that there is no true linear quest line for you to follow. You are free to develop your character along whatever lines you would like. Feel like devoting yourself to a life of crime, slaughtering innocent people, robbing cities blind and generally becoming one of the Bay's "Most Wanted"? Go for it. Want to be the Knight In Shining Armor, rescue damsels in distress, slay monsters and make the world safe for Truth, Justice and the Tamrielian Way? Go for it. Both paths (and everything in between) are open to you. The main quest does not have to be followed, though you'll miss out on a good story and a lot of interesting characters if you don't. When and if you start the main quest and in what order you complete it is almost entirely up to you.

In preparing this guide, I made a few assumptions about you. First, that you own or have access to a copy of Daggerfall (you're certainly not going to wade through all of this for my brilliant writing style), have installed it (with the v.213 patch) and want to know more about how the game works. I'm also assuming that you have MS Word 97 or MS Word 2000, or you wouldn't be able to read this in the first place. Beyond that, I am trying not to make any assumptions.

I do not assume that you know anything about the game, other than how to launch it and use the game interface. Consequently, there will be a lot of fairly basic information here (like how to use fast travel to get from one place to another). I apologize to the more experienced players who have to wade through the basics to get to the stuff they want, but it's not called "The Beginner's Guide" for nothing.

Almost all of the information here has been up on the web for several years (with occasional additions/changes), but there are a few new tidbits here and there. I hope they are worth the time and effort to download and read all of this.

CHARACTER GENERATION

When you first enter the game you must create a character. Character generation in "Daggerfall" is as free form as the rest of the game. Your first step will be to choose a race for your character.

According to the opening dialog, races have unique attributes that can enhance or detract from your character's abilities. Mostly these are modifications to the range allowed for the initial roll-up of the character attributes. The manual gives a good description of racial benefits, but the High Elf immunity to paralysis is probably the handiest for the new player.

You must also choose your character's gender. There is a slight difference between male and female attributes, at least for the standard classes, but there does not appear to be any difference in custom class generation.

Your class does not have an effect on the treasure you will find, but gender will affect the styles of clothing and Cuirasses you find. All else is equal between genders and classes.

Unlike traditional CRPG's, "Daggerfall" does not award levels based on how many critters you kill or how much treasure you accumulate. Instead, your level is determined by skill development. In other words, a mage doesn't gain levels for beating something to death with a weapon. He gains levels by using magic. A Thief gains levels for being sneaky and other thief-like things, and so forth. How well your character is able to perform certain actions is a function of his/her skill level in various areas.

Your skills are broken down into 4 categories: Primary (3 skills), Major (3 skills), Minor (6 skills) and Miscellaneous (everything else). Not counting race and gender bonuses/penalties, Primary skills tend to start in the high 20's to mid 30's. Major skills start in the high teens to mid 20's. Minor skills start in the mid teens. Miscellaneous skills usually start around 5%.

PRE-MADE CLASSES

There are 18 "canned" character classes. These classes have set skills, benefits and restrictions. The classes basically break down into three categories: spell slingers, skull crushers, and sneaks (or "mages", "warriors" and "thieves"). Most combine skills of two or more of these categories, except the Monk, which is pretty much in a class by itself. You will frequently encounter all but two of these classes as opponents over the course of the game. The two classes you will probably not encounter very frequently are the Acrobat and Healer. This is either Bethesda's way of telling you that these two classes lack serious offensive capabilities or a malfunction of the random critter generating subroutine.

Race affects pre-made classes more than Custom Classes. I've included the information on race provided by Bethesda, in a separate chart but do not vouch for its accuracy.

Mage

Mages are moderately wimpy characters at the start of the game. Their low combat skills and armor restrictions pretty much ensure that they will die frequently (advice: save often). Having all six schools of magic as Primary and Major skills makes it possible to gain levels quickly and puts the highest levels within easy reach. Dumping all 6 bonus skill points into Short Blade, selecting the Ebony Dagger in the background questions, and building END for more health points per level, followed by AGI and SPD early in the game make combat a bit more survivable at lower levels.

MAGE		
PRIMARY SKILLS: Mysticism, Alteration, Thaumaturgy		ADVANTAGES: 2x Intelligence in Spell Points <u>DISADVANTATES</u> : No long-blade, axe or missile, No Chain or Plate, Buckler only
MAJOR SKILLS: Illusion, Destruction, Restoration		
MINOR SKILLS: Medical, Short Blade, Blunt Weapon, Dragonish, Daedric, Dodging		
HP/LEVEL: 6	Increased: INT & WILL <u>Decreased</u> : STR, END, SPD, AGI	STARTING SPELLS: Lock, Shock, Heal, Water Walking, Slowfall

Spellsword

The Spellsword is a very playable class at the beginning of the game. High weapon skills provide survivability in combat, but will hamper character development to the highest possible levels. Having all six schools of magic as Major and Minor skills will make for quick advancement if time is taken to develop the skills. The plate armor restriction will tend to make the Spellsword rely on magical protections, but the 1.5x for spell points means the character will either need to find/make items or rest frequently until skills are developed to the point of relatively cheap casting costs.

SPELLSWORD		
PRIMARY SKILLS: Axe, Long Blade, Blunt Weapon		ADVANTAGES: 1.5x Intelligence in Spell Points DISADVANTATES: No Plate, No Tower Shield
MAJOR SKILLS: Destruction, Illusion, Alteration		
MINOR SKILLS: Restoration, Thaumaturgy, Mysticism, Short Blade, Hand-to-Hand, Archery		
HP/LEVEL: 12	Increased: STR, WIL, AGI Decreased: SPD, PER	STARTING SPELLS: Shock, Slowfall, Chameleon

Battlemage

The starting weapons skills and higher hit points give the Battlemage more survivability than the Mage in early combat situations. Having two weapons as primary skills will slow development to highest levels because the character will have to switch weapons often in order to develop both skills. But if the character runs around without a shield switching weapons is a simple matter. The high Hand-to-Hand skill is handy, but counterbalanced by the armor restrictions. The wise player will build END quickly in order to gain more hit points and will train some of the more useful magic skills.

BATTLEMAGE		
PRIMARY SKILLS: Destruction, Long Blade, Axe		ADVANTAGES: 1.75 x Intelligence in Spell Points DISADVANTAGES: Leather only, No Tower or Kite Shield
MAJOR SKILLS: Thaumaturgy, Alteration, Hand-to-Hand		
MINOR SKILLS: Illusion, Mysticism, Restoration, Archery, Short Blade, Blunt Weapon		STARTING SPELLS: Shock, Slowfall, Buoyancy
HP/LEVEL: 10	Increased: INT, WIL Decreased: END, PER	

Sorcerer

The 3x spell points makes the sorcerer a formidable spell caster, but the inability to regenerate spell points means the character must rely on other methods of replenishing magica.

After joining the Mages Guild, speaking to anyone in the guildhall will automatically replenish the PC's magica reserves. "Restore Power" potions, hostile magic, and aborted Destruction-based spells from items will all provide more ammunition.

Since the ability to absorb spells is a percentage chance based on the average of INT and WIL, absorption of hostile magic is by no means certain. In the beginning dungeon there are only three spell-using creatures (unless you can generate an Orc Shaman as a random monster). Out of three times through that dungeon I was unable to absorb even one of their spells (even with completely empty magica reserves) and got crispy-crittered twice.

The sorcerer demands a very cautious playing style.

SORCERER		
PRIMARY SKILLS: Mysticism, Alteration, Thaumaturgy		ADVANTAGES: 3x Intelligence in Spell Points, Spell Absorption DISADVANTAGES: Cannot regenerate Spell Points, No Plate, No shields
MAJOR SKILLS: Destruction, Restoration, Illusion		
MINOR SKILLS: Medical, Short Blade, Blunt Weapon, Dragonish, Daedric, Dodging		
HP/LEVEL: 6	Increased: INT, WIL Decreased: STR, AGI, END, SPD	STARTING SPELLS: Lock, Shock, Heal, Buoyancy, Slowfall

Nightblade

Having only one viable weapon skill at the start and serious armor restrictions can be crippling. Unless the Ebony Dagger can be obtained in the generation process, the Nightblade will die or at least be severely injured in early combat situations. This lack of ability is not offset by the increased defense given by the higher Dodging skill. A high Stealth and Backstabbing is nice at later stages of the game, but it's almost impossible to sneak up on anything in the early stages. It is quite possible to win the game with a Nightblade, but be prepared for a high frustration factor as the character will die frequently until better weapons can be obtained, higher skills developed and the odd magic item found or bought. With the high Illusion skill, the Nightblade would be well advised to invest in either "Chameleon True" or "Invisibility True" as soon as access to a spell maker is obtained. A heavy investment in training at low levels (especially in Dodging and Critical Strike) will pay serious dividends later.

NIGHTBLADE		
PRIMARY SKILLS: Illusion, Stealth, Dodging		ADVANTAGES: 1.5x Intelligence in Spell Points DISADVANTAGES: Leather only, Buckler only
MAJOR SKILLS: Thaumaturgy, Short Blade, Lockpicking		
MINOR SKILLS: Alteration, Critical Strike, Mercantile, Destruction, Restoration, Backstabbing		
HP/LEVEL: 8	Increased: INT, WIL Decreased: STR, END, PER	STARTING SPELLS: Chameleon, Buoyancy

Bard

The Bard is an interesting class, but not enough opportunity was provided within the game to seriously role-play this class.

The Bard is a hybrid of all three class categories, but is not especially good at anything. The Bard can fight, but not as well as a Warrior. He can sneak, but not as well as a Thief. He can cast spells, but not as well as a Mage. Three of the Bard's Primary and Major skills are difficult to develop; so reaching the highest levels will be a challenge. Having both Etiquette and Streetwise as Primary skills and an increased PER will make dealing with people much easier, but the Bard will have to talk to a LOT of people to significantly increase these skills. Hand-to-Hand is nice to have, but with the decreased STR and the lack of training facilities, it is a difficult skill to develop to effective levels. The Bard will be able to join the Mages Guild eventually. Either add all six bonus skill points to one of the Minor magic skills and engage in some serious spell casting or join a temple and train the skills to a high enough level to join.

BARD		
PRIMARY SKILLS: Streetwise, Etiquette, Pickpocket		ADVANTAGES: 1x Intelligence in Spell Points
MAJOR SKILLS: Stealth, Short Blade, Hand-to-Hand		
MINOR SKILLS: Lockpicking, Alteration, Illusion, Destruction, Archery, Restoration		DISADVANTAGES: No Plate, No Tower Shield
HP/LEVEL: 8	Increased: INT, WIL, AGI, PER Decreased: STR, END, LUC	STARTING SPELLS: Slowfall

Burglar

The Burglar can be a fun class to play. The single weapon skill and armor restrictions are very limiting at the early stages of the game and wearing Plate armor will interfere with the high stealth skills required at higher levels. Since there is little combat outside of the dungeons, especially with Thieves Guild quests, this proves to be more of an inconvenience than an obstacle. With no starting spells and only 0.5xINT in spell points, the Burglar will be forced to rely mainly on potions and items. Purchasing a "Buoyancy" spell and practicing with it early in the game (in order to be able to join the Mages Guild and get access to a spell-maker) can at least get the Burglar a "Levitate" and a "Water Breathing" spell for dungeon movement, but magic will always be a tertiary skill at best. The inclusion of Lockpicking as a primary skill will present problems, but fortunately (or unfortunately, depending) the game tends to throw more locked doors your way at higher levels. The best advice is to spend time in walled towns and pick the locks on the doors around the walls. Once around the walls in every town should provide ample opportunity to develop this skill.

On the positive side, since there are no class advantages, but a couple of serious class disadvantages, training a Burglar's skills should be relatively easy.

BURGLAR		
PRIMARY SKILLS: Lockpicking, Stealth, Climbing		ADVANTAGES: none DISADVANTAGES: Plate only, no shields
MAJOR SKILLS: Mercantile, Dodging, Short Blade		
MINOR SKILLS: Jumping, Running, Critical Strike, Pickpocket, Streetwise, Backstabbing		
HP/LEVEL: 8	Increased: AGI, SPD Decreased: STR, INT, END	STARTING SPELLS: none

Rogue

The Rogue probably has the best survivability of any of the Thief classes. The armor restriction is a slight obstacle, but a little work on the Lockpicking skill will qualify the Rogue to join the Julianos temples and create any items that he needs. The extra hit points are handy and lessen the need to build END as quickly as some of the other classes. The Rogue gains levels quickly and should easily reach 3rd level by the time he gets out of Privateers Hold provided he pickpockets everything in sight and rests frequently. The decreased INT looks bad, but since the class wasn't designed to be a spellcaster it is more than offset by the increased STR and AGI. The unfortunate trade-off is the decreased LUC, which influences almost everything the Rogue does. The only skill that will be difficult to develop is Dodging. Best advice on Dodging is to find a crypt somewhere with a bat or rat in it and let them munch on you for a while (make sure you're near a temple so you can get your diseases cured). Because of the high Stealth and armor restrictions, the Backstabbing comes much easier as the game progresses.

The Rogue will be offered the Ebony Dagger as a choice in background development, but with his Short Blade skill somewhere around 3% - 5%, it will probably be a wasted choice, at least initially. Because of this, the Rogue will need to hustle to get suitable weapons or resort to Hand-to-Hand in Privateers Hood (remember, Imps require Steel or better to hit them).

ROGUE		
PRIMARY SKILLS: Long Blade, Stealth, Dodging		ADVANTAGES: None DISADVANTATES: No Plate, No Tower Shield
MAJOR SKILLS: Pickpocket, Backstabbing, Streetwise		
MINOR SKILLS: Critical Strike, Blunt Weapon, Lockpicking, Hand-to-Hand, Running, Swimming		
HP/LEVEL: 12	Increased: STR, AGI Decreased: INT, PER, LUC	STARTING SPELLS: None

Thief

It is often claimed that the Thief is the hardest class to play. Certainly the armor restrictions will hamper combat ability, but no more so than any other of the thief-type classes. The Lockpicking and Backstabbing in the Major skills will make it difficult to reach the highest levels, but are not an overwhelming obstacle. The high Short Blade skill, coupled with the Ebony Dagger and a reasonably good Critical Strike skill make combat more survivable. At higher skill levels the Thief is capable of inflicting serious damage through Backstabbing and the high SPD and Running skill means he can “hit and git” with good chances of surviving to do it again. The Thief should join a temple early in the game in order to gain access to potions and/or items.

THIEF		
PRIMARY SKILLS: Pickpocket, Stealth, Short Blade		ADVANTAGES: None DISADVANTAGES: No Blunt weapons, Leather only, Buckler only
MAJOR SKILLS: Backstabbing, Climbing, Lockpicking		
MINOR SKILLS: Critical Strike, Jumping, Running, Dodging, Streetwise, Mercantile		
HP/LEVEL: 10	Increased: AGI, SPD Decreased: STR, INT, WIL, PER	STARTING SPELLS: None

Assassin

The Assassin is essentially a souped-up Thief. The bonus to hit humanoid advantage is nice, but only when you have to fight humanoid critters. However, the Assassin does have good weapon skills. With Dodging showing up as only a Minor skill and severe armor restrictions, the would-be Assassin would be well advised to dump level bonuses into END and work on being VERY sneaky. The limited magic ability of the Assassin almost forces reliance on potions, but if access to the Mages Guild can be had (hint: buy a "Bouyancy" spell and practice it until you're sick of it), development of Illusion skill can make the Assassin almost equal to a Nightblade in short order.

Best advice: Kill a few townies in an out-of-the-way province at the start of the game to get access to the Dark Brotherhood and its potion maker, burgle alchemist shops for ingredients and have fun.

ASSASSIN		
PRIMARY SKILLS: Critical Strike, Backstabbing, Stealth		ADVANTAGES: Bonus to hit Humanoid DISADVANTATES: Leather only, No Shield
MAJOR SKILLS: Sort Blade, Long Blade, Blunt Weapon		
MINOR SKILLS: Axe, Archery, Lockpicking, Pickpocket, Climbing, Dodging		
HP/LEVEL: 10	Increased: Decreased:	STARTING SPELLS: None

Monk

“When you can snatch the pebble from my hand you will be ready to go forth and open a big ol’ can of whup-ass on someone.”

The nice thing about a Monk is that he can hit anything. The sad thing about a monk is that he can usually be hit BY anything. The Resistance to Magic is very handy because of an unfixed bug in the game. Most ill effects (paralyzation, poison, diseases, etc.) are checked against Magic Resistance first, giving the Monk a better than average chance of avoiding such nastiness. Add the Resistance to Shock and the Monk has a reasonable chance of not being killed by the first Wraith or Vampire that he comes across. The Monk starts with enhanced AGI and SPD, but lacks the better staying power of higher Health Points. Pump END up to 70 as quickly as possible and then pump up STR so that you're doing more damage with each hit.

On the downside, the Monk is another one of those classes that demands a very cautious style of play. He can be quite a lot of fun, though.

MONK		
PRIMARY SKILLS: Hand-to-Hand, Critical Strike, Dodging		ADVANTAGES: Resistance to Magic, Resistance to Shock DISADVANTATES: No armor, No shields
MAJOR SKILLS: Swimming, Medical, Blunt Weapon		
MINOR SKILLS: Axe, Long Blade, Archery, Short Blade, Jumping, Climbing		
HP/LEVEL: 8	Increased: Decreased:	STARTING SPELLS: None

Archer

The Archer is a variation on the Warrior, but with more restrictions. It's a playable class, especially with the extra health points. But Archery as a Primary will help only if you can see your target before your target sees you and Hand-to-Hand is a difficult skill to develop to high skill levels. If you decide to invest the effort in developing it, dump as many points as you can into STR (so you do more damage with each hit) or SPD (so you hit more often). The Archer's increased speed, agility and health points made Privateer's Hold pretty much a cake walk, but the armor restrictions were a minor hindrance. Best advice is to invest in lots of Healing potions/items, develop those Minor weapon skills as quickly as possible, rest frequently and take the Short Blade/Ebony Dagger options when answering the background questions.

ARCHER		
PRIMARY SKILLS: Archery, Hand-to-Hand, Dodging		ADVANTAGES: Expertise with Missile Weapons DISADVANTAGES: No Plate, No Shield
MAJOR SKILLS: Axe, Blunt Weapon, Critical Strike		
MINOR SKILLS: Long Blade, Short Blade, Climbing, Jumping, Running, Swimming		
HP/LEVEL: 13	Increased: STR, AGI, SPD Decreased: INT, WIL, PER	STARTING SPELLS: None

Ranger

Have you hugged your tree or kissed a Spriggan today? I rather like the Ranger as a class. The lack of a Tower Shield is not much of a disadvantage and he starts out with excellent combat skills. Don't know that I've ever had much use for Spriggan, though. The Health Points of 18 per level are not fully offset by the shield restriction, so it is more difficult than average for the Ranger to gain levels. But on the other hand, the extra points are very handy and the Ranger has a few good weapons to choose from. As long as he pursues combat-intensive quests, the Critical Strike and Dodging skills will develop quite nicely. Keep Healing potions handy and join a temple (Julianos would be my preference) to compensate for the lack of magica.

RANGER		
PRIMARY SKILLS: Long Blade, Axe, Climbing		ADVANTAGES: None DISADVANTATES: No Tower Shield
MAJOR SKILLS: Swimming, Archery, Critical Strike		
MINOR SKILLS: Blunt Weapon, Hand-to-Hand, Short Blade, Running, Dodging, Spriggan		
HP/LEVEL: 18	Increased: STR, AGI Decreased: INT, WIL, PER	STARTING SPELLS: None

Barbarian

Conan, he ain't, but the Barbarian is a beefy character and the Immunity to Poison is nice. The extra health points are very handy, but I'm not too fond of the materials restrictions. Rather than play an actual Barbarian, I'd use it as a template, swapping the combat skills in Minor to Major, dropping the materials restrictions and changing the Immunity to Immunity to Magic. Yes, it would take a bit longer to gain levels, but it's got potential.

BARBARIAN		
<u>PRIMARY SKILLS</u> : Blunt Weapon, Long Blade, Axe		<u>ADVANTAGES</u> : Immunity to Poison
<u>MAJOR SKILLS</u> : Jumping, Running, Swimming		
<u>MINOR SKILLS</u> : Medical, Climbing, Dodging, Critical Strike, Archery, Giantish		<u>DISADVANTAGES</u> : No Plate, No Orcish, No Daedric
<u>HP/LEVEL</u> : 25	Increased: STR, END Decreased: INT, WIL, PER	<u>STARTING SPELLS</u> : None

Knight

Play this character like a Warrior, but be polite about it.

KNIGHT		
PRIMARY SKILLS: Long Blade, Etiquette, Blunt Weapon		ADVANTAGES: Immunity to Paralysis DISADVANTAGES: No Leather, No Daedric STARTING SPELLS: None
MAJOR SKILLS: Axe, Archery, Short Blade		
MINOR SKILLS: Medical, Dodging, Hand-to-Hand, Jumping, Swimming, Climbing		
HP/LEVEL: 17	Increased: STR, PER Decreased: INT, WIL, SPD	

Warrior

Warriors are the standard to which all other classes are compared in terms of abilities. Their HP per level are at the top end and they have the standard 0.5x INT in magica. Their strong suit is, of course, combat. Potions and magic items are the normal recourse for warriors since their magic skills will start at less than 10%, but purchasing the "Buoyancy" spell (casting cost is usually 10 points or less at the beginning of the game) and practicing it to 22% in Thaumaturgy will allow entrance to the Mages Guild and access to the spell-maker for cheap practice spells. Additional magical skill development will eventually allow access to the item-maker for some of the niftier items. Because of their combat-heavy skills, gaining levels can be a fairly slow process, but the high HP's per level will make combat very survivable. The shrewd Warrior will maintain a good selection of special-material weapons in personal inventory and give good armor a high priority.

WARRIOR		
PRIMARY SKILLS: Axe, Blunt Weapon, Long Blade		ADVANTAGES: None DISADVANTATES: None
MAJOR SKILLS: Hand-to-Hand, Archery, Short Blade		
MINOR SKILLS: Climbing, Jumping, Dodging, Running, Swimming, Medical		
HP/LEVEL: 12	Increased: STR, AGI, SPD, END Decreased: INT, WIL, PER, LUC	STARTING SPELLS: None

Acrobat

The Acrobat is one of two character classes you will seldom encounter as an opponent in the game. Because of the armor and shield limitation, players of this class should develop a very careful style of play. The Acrobat is one class that should run everywhere, jump at every opportunity and climb everything in sight. With the character's default magical points at .5x INT (which is already lower than normal), getting early access to potions and items should be a high priority. Developing the character to the highest possible levels will be a chore since no Guild offers training in Hand-to-Hand, but the prohibition against shields of any type means Hand-to-Hand is available at a single keystroke. Answering the background questions in favor of the short-blade skill and selecting the Ebony Dagger will get the character off to a good start and building END for extra hit points or STR for extra hitting power would be a wise move. Beyond that, play the Acrobat in much the same way you would play a Thief.

ACROBAT		
PRIMARY SKILLS: Jumping, Dodging, Running		ADVANTAGES: Athleticism, Adrenaline Rush
MAJOR SKILLS: Climbing, Hand-to-Hand, Stealth		
MINOR SKILLS: Pickpocket, Critical Strike, Backstabbing, Short Blade, Archery, Swimming		DISADVANTAGES: Leather only, No Axe, No Shield
HP/LEVEL: 8	Increased: AGI, SPD, LUC Decreased: STR, INT, WIL, END	STARTING SPELLS: None

Healer

The Healer has been described as one of the best of the premade classes. I disagree with this assessment, but concede that this is probably due to a difference in playing style. The Healer does not lend itself to a very aggressive style of play, at least in the early stages of the game. Having Thaumaturgy, Mysticism, Alteration and Restoration in the Primary and Major slots allows for fairly rapid advancement. If the early stat bonuses are applied to END, you can offset the 8 HP per level. I do not find the shield restrictions to be a serious handicap because cheap "Heal" spells and "Rapid Healing" can partially offset this.

HEALER		
PRIMARY SKILLS: Restoration, Medical, Dodging		ADVANTAGES: 1.75 x Intelligence in Spell Points, Rapid Healing DISADVANTATES: No Long Blade, No Axe, No Kite, No Tower
MAJOR SKILLS: Thaumaturgy, Mysticism, Alteration		
MINOR SKILLS: Illusion, Streetwise, Etiquette, Short Blade, Hand-to-Hand, Blunt Weapon		
HP/LEVEL: 8	Increased: INT, WIL Decreased: STR, AGI, SPD, END	STARTING SPELLS: Heal, Slowfall, Lock, Buoyancy

CHARACTER RACES

According to Bethesda's hint book, increased attributes have a starting range of 50 to 70 while decreased attributes have a starting range of 30 to 50. A normal range is 40 to 60. Remember that you can roll the dice as many times as you like and you get bonus points to add to your attributes (translation: don't take these too seriously).

ARGONIANS

MALE: Increased AGI, SPD; Decreased END

FEMALE: Increased STR, Decreased END

BRETONS

MALE: Increased INT, WIL; Decreased STR, END

FEMALE: Increased INT, WIL; Decreased STR, END

DARK ELVES

MALE: Increased STR, INT; Decreased WIL, PER

FEMALE: Increased INT; Decreased WIL

HIGH ELVES

MALE: Increased INT, WIL; Decreased STR, END

FEMALE: Increased INT, PER; Decreased STR, END

KHAJIT

MALE: Increased END; Decreased WIL, AGI

FEMALE: Increased LUC

NORDS

MALE: Increased STR, END; Decreased INT, WIL, AGI

FEMALE: Increased LUC; Decreased INT

REDGUARDS

MALE: Increased AGI, LUC; Decreased INT, WIL, END

FEMALE: Increased SPD, LUC; Decreased STR, INT, WIL, END

WOOD ELVES

MALE: Increased AGI, SPD; Decreased END, LUC

FEMALE: no pluses or minuses

CUSTOM CHARACTER GENERATION

You can forego one of the pre-made classes and create a unique class (most players do – custom characters is one of Daggerfall's greatest assets). What you put into your class depends upon your own desires and ideas, but there are a few tricks you can use to help your character.

Attributes

The basic class you are creating starts with all attributes set at 50 (maybe or maybe not modified by race). You may add as many points to any attribute as you would like, however, you must also subtract an equal number of points from other attributes. These stats are the minimum requirements for the class. When you roll up your character, your stats will be equal to or higher than these, plus you'll have a few bonus points to distribute as you like. The two attributes that are most often sacrificed are Personality and Luck.

Two areas where your attributes directly affect your game play, regardless of your class, are your Encumbrance and your Fatigue. The amount of weight that you can carry (your Encumbrance) is 1.5 times your Strength. The amount of time you can keep on trucking without having to rest (your fatigue) is equal to your Strength plus your Endurance.

Skills

You must choose your skills for your new class. While the choices depend upon your character concept, there are a few items that will make life easier:

1) You should always take a melee weapon (even Hand-to-Hand) as either a Primary or Major skill. Be careful that you don't take a weapon skill you will later regret when you start adding disadvantages (it's kind of silly to take Blunt Weapon as a Primary Skill and then restrict your class from using it).

2) Some skills (Medical, Stealth, Dodging, Critical Strike, etc.) will develop on their own. Placing one as a Primary or Major skill will give it a head start. This is especially true of Medical. Once it hits 50, the only way to develop the skill is to rest frequently and for short periods of time.

3) Taking even a single School of Magic as a Primary, Major or Minor skill will give you starting spells (typically Shock, Chameleon and Slowfall).

4) Once you reach skill 51% in any skill you will no longer be able to get training in that skill. From that point, you must develop it on your own for the rest of the game.

There are a couple of schools of thought on which skills to place as Primaries and Majors. One argument says to place the skills you will be using most frequently in these slots. This will help you gain levels quickly, but will also mean tougher critters at an earlier point in the game. The opposite argument says to put less-used skills in these slots so you can have some measure of control over

when you go up in levels. The drawback to this is developing those skills past 50 since you have to do it without the help of a trainer.

Hit Points Per Level

The default is 8 points per level. I originally believed that someone at Bethesda had a really sick sense of humor on this issue, but have since revised my opinion. It has been well over a year since any of my characters have had more than 12 points per level (usually 10) and they survive quite nicely. There is a mistake in the documentation regarding the number of health points you gain with each level. You actually get somewhere between 50% and 100% of your points plus any bonus for your Endurance with each level gain. If your points are set at 8, then you'll get somewhere between 4 and 8 points of health with each level gain. If they're set at 30, you'll get between 15 and 30. The more hit points you add, the higher the difficulty dagger will go.

Special Advantages

A word about light and darkness as they pertain to "Special Advantages". "Darkness", as the game interprets the term, means "out of the sun". So, if you're indoors, you're in darkness. Obviously, if you're outside at night you're in darkness, too. "Light" means "outside during the day". For game purposes, you would do well to ignore any light-powered advantages since you will make advancement more difficult and have few chances to benefit from it.

Resistance

You may choose to make your character resistant to certain harmful agents. For example, if you have an assassin-type character, you might choose to make him resistant to poison to reflect his experience and knowledge of poisons. A magic-using character might be more resistant to magic as a reflection of his knowledge of the arcane arts. You may choose to have this increased resistance operate only in darkness or in daylight or have it operate all the time. Obviously, if it is always operating, it will be more difficult to gain levels than if it operates only part of the time.

Immunity

You may choose to make your character immune to certain harmful agents such as paralyzation, poison, disease, frost, electricity, etc. Again, immunity that is always working will make it more difficult to gain levels.

Spell Absorption

You have a chance based on the average of your Intelligence and Willpower $((I+W)/2)$ to absorb any spell tossed at you (including your own spells) and adding those spell points to your own magicka reserves. The amount of magicka absorbed is equal to the casting cost for the last spell you cast. If you do not have

that much room available, you die from the overload. If the ability is always operational, you will have more difficulty developing your skills than if it is operational only in light or darkness. Taking Spell Absorption is a costly advantage in terms of the Difficulty Dagger. Either be prepared to advance slowly or be willing to saddle yourself with some serious disadvantages.

CAUTION: Spell Absorption does not work as consistently as it did in "Arena" except for the standard "Sorcerer" class.

Rapid Healing

You regain lost health points more quickly while you're sleeping. "General" makes it more difficult to develop your skills than if you choose to have this ability operate only in daylight or in darkness.

Regenerate Health

You will regain lost health points without the need to sleep. This does not affect your fatigue or magicka reserves. "General" makes skill development more difficult than light, darkness, or while in water (I've never quite figured the logic behind this one). This ability helps in the early stages of the game, but is generally not very helpful at later stages when you have a lot more health points to play with. Rate of regeneration is approximately 1 health point every 3 or 4 minutes of game time.

Bonus to Hit

Your chances of hitting these classes of creatures are better. Undead includes skeletal warriors, wraiths, ghosts, vampires and liches. Daedra includes Seducers, Frost, Fire, Daedroths and Daedra Lords. Humanoids include Humans, Orcs, Giants, Nymphs, etc. Animals are Rats, Bats, Spiders, Scorpions, etc.

Athleticism

You don't tire as quickly while performing strenuous activities such as running, jumping, climbing, etc.

Increased Magery

You have more spell points to play with. The default is 0.5 times your Intelligence in spell points. If your intelligence is 60, you will have 30 spell points without this bonus. Not taking this advantage makes your magic skills more difficult to develop since you will exhaust your magicka more quickly and need to rest more frequently to replenish it. On the other hand, resting frequently will cause your Medical skill to develop more quickly.

Adrenaline Rush

A temporary increase in combat-related skills in order to save yourself when you're about ready to die. Not a terribly effective advantage from my experience.

Expertise In

More and better chances to hit with a particular type of weapon.

Climate Survival

Less chance of getting lost, missing your destination, running into wandering critters in the type of terrain. Also, you move more easily through the particular terrain type. Not a particularly helpful advantage since it was apparently never implemented.

Acute Hearing

An undocumented special advantage that lets you hear what's up ahead sooner than you normally would. This advantage is particularly helpful when your quest object is a particular critter (imp, atronach, giant, orc -- whatever) since you'll be able to tell whether you're in the right part of the dungeon.

Special Disadvantages

A reminder about light and darkness as regards Special Disadvantages. "Darkness", as the game interprets the term, means "out of the sun". So, if you're indoors, you're in darkness. Obviously, if you're outside at night you're in darkness, too. "Light" means "outside during the day". For game purposes, you would do well to ignore any light-powered advantages since you will make advancement more difficult and have few chances to benefit from it.

Inability to Regenerate Spell Points

Everyone regenerates their magicka reserves when they sleep. If you take this disadvantage you will not be able to. This is a good disadvantage to take if you have chosen Spell Absorption as an advantage or if you have no intention of being a spell-caster.

Damage

A very restrictive disadvantage. If you are outside during the day or enter a holy place (depending on which version you take), you take damage. If you take the "Takes Damage from Sunlight" disadvantage and use the "Cautious" travel mode, you will always arrive at your destination when the sun is down. This can be good since you'll never have to worry about taking damage while looking for an inn. This can be bad since the people you need to talk to for directions (except innkeepers and merchants) are only out during the daylight hours. Exercise caution in desert areas. Fighters Guilds in these areas tend to count as Holy Places.

Phobia

You're scared to death of whatever you choose and have decreased chances to hit, less damage inflicted and a harder time defending yourself against the type you choose. Take this one with extreme caution.

Light-Powered Magery

You have problems casting indoors or after dark. If you take decreased ability, then you'll have fewer spell points under those conditions and your spells will have a greater chance of failure. Otherwise you'll be unable to cast at all in those conditions. A good choice if you're planning on being a non-spell caster.

Darkness-Powered Magery

You have problems casting in sunlight. If you choose to be unable to cast in sunlight, you will lose all your magical reserves when you step outside during the day. Decreased ability means you will lose part of your reserves and have a greater chance of spell failure. This is a good choice for a non-spell-casting character.

Taking Increased Magery 3.0x and Reduced Ability in both Darkness and Light will result in your having more spell points than the default (you'll get about 2x Intelligence, not 1.5x as you'd expect), but will seriously drop the difficulty dagger.

Forbidden Weaponry

You can't use weapons of the type you select. You can own them, carry them in your inventory and sell them, but you can't equip them.

Low Tolerance

You will be particularly susceptible to the agent you choose. This will usually mean you'll take maximum damage.

Critical Weakness

Coming into contact with the agent you choose could kill you as you will take serious damage from it. Racial benefits take precedence over class penalties, so High Elves should choose a critical weakness to paralysis if they are going to use class disadvantages. There is a loophole in the program that can be exploited to your benefit. All harmful effects are checked against your magic resistance before they are checked against other things. For example, if you are bitten by a Spider (which has a chance of paralyzing you), the check is made against your magic resistance before it is checked against your resistance to paralysis or poison. If you have taken "Immunity to Magic" as a class advantage, you can give yourself a critical weakness to Poison, Paralysis and Disease with a fair amount of safety. The catch is that if you fail your magic immunity check, you

will usually take full effect because of the critical weakness. The combination will bury your difficulty dagger in the red, though.

Forbidden Armor

Choose your poison: Leather, Chain or Plate. You can't wear it. You can own it and sell it, but you can't equip it. Taking the disadvantage of being unable to wear Leather or Chain can be a severe handicap very early in the game, but will be unnoticeable once you hit 2nd or 3rd level. By the same token, being unable to use Plate is not much of a disadvantage early in the game, but can be a major obstacle at later stages.

Forbidden Shield

You can't equip shields of the particular type. Bucklers provide +1 to your armor class on the shield side; Round Shields give +2, Kite Shields +3 and Tower Shields +4. As a recommendation, if you have to take this, skip the Buckler since it only provides +1 and skip the Tower for weight considerations. A bit more on this under forbidden materials.

Forbidden Materials

You cannot equip any weapon, shield or armor made from the selected material. You can almost always afford to lose Orcish since there's so little of it running around in the game you'll never even notice its loss. Depriving yourself of Iron, Silver or Steel might hamper you early on, but will be almost unnoticeable once you're past 5th level.

Ranked from lowest to highest for weapons: Iron, Steel, Silver, Elvish, Dwarven, Mithril, Adamantium, Ebony, Orcish, Daedric. The higher on the list, the more damage the material inflicts and the more it weighs (Orcish being the exception -- it's the heaviest material in the game).

For armor purposes Iron is +3, Steel +4, Elvish +5, Dwarven +6, Mithril/Adamantium +7, Ebony +8, Orcish +9, Daedric +10. You will almost never find any armor (besides helmets and shields) made of silver, but if you do, it's +4.

For Enchantment purposes (making magic items): Iron, Steel, Elvish/Mithril, Dwarven, Silver/Adamantium, Ebony, Orcish, Daedric. Silver and Adamantium weapons have the same capacity for holding an enchantment. Elvish and Mithril have the same capacity. Silver armor (pauldrons, gauntlets, etc.) apparently has a higher enchantment potential than Daedric, but it is equivalent to steel for protection.

As a general rule you'll gain more benefit from losing the better materials than you will for restricting yourself from Iron. Iron is a safe choice, but you won't gain much benefit from it.

The difference is sometimes hard to see (especially with Silver/Elvish and Adamantium/Ebony), but shields are also made from these materials. So you can

allow yourself to have a Round Shield, but if you restrict yourself from Iron you can't use an Iron Round Shield.

You can distinguish the materials through the color of the item. Iron tends to be dull dark gray, Steel tends to be shiny gray, Silver and Elvish are both silvery and difficult to distinguish, especially with shields. Dwarven is gold, Mithril is dark blue or blue-black, Adamantium and Ebony are both black, but Ebony tends to have obvious gray highlights. Orcish is greenish-black, and Daedric is red. If you have access to an item maker you can tell the difference between some of these materials by the number of enchantment points the item has. An Ebony Kite Shield has more enchantment points than an Adamantium Kite Shield, but there is no difference in the protection they provide. A Kite Shield is +3 regardless of whether it's Iron or Daedric.

Be careful in selecting any forbidden materials, weapons or armor. Some creatures require special materials to be able to hit them. If you lock yourself out more than one or two of the high-end materials, you may have to resort to hand-to-hand combat in order to hit your target (not necessarily a bad thing if you're using the Monk as a template). Also, you may very well prevent yourself from using the armor and weapons you start with.

A couple of final words on Advantages and Disadvantages. You cannot cancel them out. For example, you cannot saddle yourself with a critical weakness to poison and take immunity to poison. Also, you should not duplicate any racial advantages. For example, don't take immunity to paralysis if you're a High Elf. It won't do anything except make it more difficult to develop your skills. And remember, you're limited to 7 of each, so choose wisely.

SKILL PLACEMENT

Assuming that you have a little luck at the beginning of the game as far as picking up treasure, your character could easily be high-level within a few weeks of stepping out of Privateer's Hold and not have to fight anything. On the other hand, your character could spend years of game time gaining just a few levels. Skill placement is the key. The cold hard facts of life in Tamriel dictate that you will live or die by which skills you place in which slots.

For ease of skill development, nothing beats the schools of magic. You can sit in a nice, comfortable tavern room and sling spells for a few weeks, resting to replenish your magicka, and become an instant machine of death. A High Elf with Critical Weakness to Paralysis, restrictions from a couple of materials and 3x Magicka is ideal for this. The 3x Magicka and Critical Weakness essentially cancel each other out by leaving the difficulty dagger at about 1.0x (normal skill advancement). The material restrictions will drop the dagger to about 0.5x (more or less). Make some cheapie practice spells in a spell-maker and you're set. Spend a few days doing the easy quests for the Mages Guild to get access to the item maker and everything else will take care of itself.

If you'd like to make life really hard for yourself, create a Linguist character. Stick those language skills in your Primary and Major slots and leave all of your weapon skills in Miscellaneous. Got any idea how few Daedra are running around when you are 2nd level? The nifty thing about this type of character is that you don't qualify to join any guilds, so getting training in those Miscellaneous skills is out of the question until you increase some of them by 15 or 20 points or pay the exorbitant fees of the temple trainers. If you'd like to make it even harder, give your character some really nifty, but useless advantages and no disadvantages. Try it when you're feeling suicidal.

Critical Strike is a must-have skill. It allows you to do more damage with your weapons. Though it will develop on its own, starting it off in the 20's or 30's gives you an edge at the beginning of the game.

Most of the "canned" warrior-type classes include several weapons in the Primary and Major slots. I've found this to be more of a hindrance than help. Yes, it allows you to immediately use any nifty weapon that you come across. But on the other hand, you have to continually swap weapons in order to develop these skills. Pick your favorite weapons type and put it in as a Primary or Major skill and your second and/or third favorites as Minors.

Putting one school of magic as either a Primary or Major skill will allow you to immediately join the Mages Guild and get access to the spell-maker. Even if you do not have Increased Magery as an advantage, it's a good idea. Mysticism (for the "Recall" spell - you'll need to practice a lot with a cheap "open" spell to get the casting cost down to reasonable levels, though), Thaumaturgy (for

"Levitate), Alteration (for "Water Breathing") or Restoration (for healing-type spells) are all good choices.

Some skills should not be included unless you have a specific purpose in mind: Medical (which will develop on its own), Mercantile (which you can develop by selling off your goodies), Running/Jumping (which you can develop on your own) and languages (can be trained at the Mages and Fighters Guilds if you need them) are wasted in skill slots except for role-playing purposes.

You might consider taking Archery as a minor skill. Humans will certainly be trying to make a pincushion out of you at every opportunity. It's nice to be able to return the favor, but not critical.

Swimming and Climbing are recommended as Minor skills, at best. You will need them, but won't be using them often enough to justify their inclusion in a Primary or Major slot.

Unfortunately there are just too few opportunities to make effective use of the Pickpocket skill in a role-playing sense. It might be worth it if you stood a chance of grabbing something worthwhile. But at a maximum of 5 gold per attempt, it's just not worth the effort. Yeah, you can wander around town and pick the pockets of the townies. But if you're that hard up for cash, go pillage a graveyard. The best use of the Pickpocket skill is to get you into the Thieves Guild.

Developing your Lockpicking skill might be an early priority, even if you don't include it as a skill pick. At higher levels you encounter locked doors with greater frequency. Unless you're willing to wear out your knuckles, break weapons or burn off your magicka, you'll have to pick the lock. There is some evidence, however, that increasing your Lockpicking skill also increases the chances that you'll encounter a locked door. You pays your money, you takes your chances.

Streetwise and Etiquette are "nice-to-have-but-hardly-essential" skills. They'll help you a little in your dealings with townies or nobles by modifying the reaction roll.

DEALING WITH THE DAGGER

In the middle of the first character generation screen is a scale with a dagger for the pointer. This scale shows the relative difficulty of improving your skills in order to gain levels, hence the name "Difficulty Dagger".

Each time you attempt to use a skill, whether it be picking a lock, swinging a sword, selling an item or whatever, a check is made against the appropriate skill to see whether you are successful or not. The game keeps track of how many times it checks each skill. When the required numbers of checks are made, you have a decent chance of seeing an increase in that skill.

But just like real life, the less you know about something, the easier it is to learn something new. The number of checks required to increase a skill goes up in skill increments of 15%. When your skills are below 15%, it only takes a few uses of a skill to increase the skill level (I've seen skill increases off of 2 skill uses, but the dagger was at 0.3x and the skill was less than 10% at the time). From 15% to 30%, it takes about 10 to 15 checks against a skill before you'll see an increase in it. From 30% to 45% it takes 30 checks. It takes more uses when you reach 45%, even more after 60%, a bunch after 75% and a ton after 90%. You modify the number of checks required to increase a skill by raising or lowering the difficulty dagger. When the dagger is at 0.3x, it takes about 1/3 as many checks to see a skill increase. When the dagger is at 3.0x it takes about 3 times as many checks.

For example, let's suppose you're unloading your goodies with a local merchant. If your dagger is set in the middle and your Mercantile skill is at about 30%, you will have to make about 20 sales to see an increase in the skill. If your dagger is set at .03x, you might only have to make six sales, but if it's at 3.0x you might have to make 60 sales before your Mercantile skill will increase. And remember, the higher your skill level, the more times it will have to be checked before it will increase. So the name of the game is to get that dagger as low as possible.

With everything left at the default values, the dagger is at 1.0x. If you added health points to your character, then the dagger rose (a little or a lot, depending on how many you added). This means it will be more difficult for your character to gain levels. In other words, you'll have to use your skills more times before you'll see an increase in the skill level. If you want to gain levels quickly, then you need to move the dagger down toward the other end of the scale. In order to do this, you must saddle your character with disadvantages or penalties to offset any benefits you may have taken. You may have no more than 7 advantages and 7 disadvantages.

One item that will raise or lower the dagger, but you can't see the result is choosing reflexes on the next-to-last character generation screen. "Reflexes" is how quickly the critters react. If you choose "Very High", the critters will move and attack faster, giving you less time in which to react. Since this makes the

game more difficult, your difficulty dagger is lowered, albeit only slightly. On the other hand, taking slower game reactions will give you more time to react and think about what's happening, but it will also raise the dagger. Most gamers are very comfortable with "Very High" reflexes. Newer players will probably want to play the game for a bit at slower speed in order to get used to the interface. Once you choose the game's reaction time, you may not change it. Or at least if you can I haven't come across the method yet (and don't think I haven't tried - as memories of being pounced on by five Ancient Liches come to mind).

SKILL DEVELOPMENT

What follows is some helpful hints on developing your skills. Keep in mind that you can train in each of these skills for 100gp/level at a guild that requires them (except Knights Guilds). For example, a 3rd level character will pay 300 GP for each training session while a 15th level character will pay 1500 GP for a training session. Most temples offer training to non-members, but their fees are exorbitant.

Remember: you must let more than 6 hours elapse before you will see a skill increase when you rest/loiter.

Schools of Magic

Let's dispose of all six schools of magic right off the bat since developing them is pretty much the same for all of them. Join the Mages Guild. At Apprentice rank (rank 0) you get access to the spell maker. What you need to make are five cheap spells; one from each school except Destruction (if you took any school of magic as a Primary, Major or Minor you usually get "Shock" as a starting spell). The other five schools and my recommendation for a practice spell are:

Alteration: Water Breathing

Illusion: Light

Mysticism: Open

Thaumaturgy: Levitate or Water Walking

Restoration: Heal Fatigue

For Water Breathing, Light and Levitate/Water Walking you can only fiddle with the duration of the spell.

Lowering the duration reduces the cost to buy the spell and the casting cost, too. There is no major benefit to be gained from lowering the duration to less than 1 round per 2 or 3 levels (1 round per 20 levels costs the same in money and spell points) unless you all you need is a spell effect with a really short duration. Find the cheapest combination you can get and buy it. Name the spell something easy to distinguish from your regular spells. Train A, Train I, Train M, Train T and Train R work for me, but all you want to do is make the spell easy to find in your spell book.

For Open you can fiddle with the chance of success. The lower your chance to succeed, the cheaper the spell. 1% + 1% per 2 levels seems the cheapest way to go. For Destruction, buy the regular "Shock" or some other Destruction spell. You're not going to actually be casting it. As long as you have the spell points to be able to cast it one time you'll be OK.

Once you have the spells in your spell book, start casting them. For your Destruction spell you will cast it, but when you see the message to "press button to fire the spell", hit the "E" key instead. This aborts the spell and returns your spell points to normal, but you still get credited with having cast it. "Q" will recast

the spell; "E" will abort it. So a few Q-E keystrokes will credit you with having cast the spell a few times. After doing the Destruction spell, cast the others. The first time you cast the spell you'll have to double-click it from the spell book, but "Q" will fire the spell off again (at the original casting cost, so check your spell book and double-click when the casting cost goes down).

When you run out of spell points, rest until you have them back and repeat the process. It's boring, boring, boring, but it gets the job done. 15 or 20 minutes at the keyboard can raise your skill levels 30 to 40 points. You'll find that the more skill you have in a school, the cheaper the spell is to cast. Sorry, but you can't get lower than 5 points except for a couple of spells that come with the Vampirism or Lycanthropy diseases.

Some players have reported being able to set the range on practice spells (Alteration being a notable exception) and thus been able to use the "cast-abort" system to increase their skills. I have not been able to get this to work on my system, but it might work on yours. When you create the spell, set the range to "single target at range" or "area at range" (whichever works for you). When casting it, hit "E" when you see the "push button to cast spell" message.

Some players have also reported being able to combine effects into a single spell and, thus, raise two or three skills at the same time. I have not been successful at this, either, but you're welcome to try.

Archery

You have to shoot the bow. But it doesn't work to shoot the bow at the wall. You have to shoot the bow at something that can shoot back or hit back. If you come across a critter in a cage while dungeon crawling, don't waste the opportunity - make a pincushion out of it. What's even better is a critter that requires special metal to damage it. Suppose you find a lycanthrope in a cage. You have to have a silver weapon or better to damage him. But you can still shoot at him with an iron or steel bow and get archery experience. You don't necessarily have to hit/damage your target - you just have to shoot. Each arrow counts for skill level purposes. So in the lycanthrope example, stick 20 to 30 arrows in him and then finish him off with a weapon that can actually hurt him. Be sure to retrieve your arrows. If he's fairly close to the entrance of the dungeon, you might want to step outside, rest, let the dungeon reset and then go after him again.

Axe, Blunt Weapon, Long Blade, Short Blade, Hand-to-Hand

Sorry, outside of a trainer, the only way you get experience is to fight something that can fight back. Shadow boxing won't do you any good. For Hand-to-Hand, the graveyards are good training grounds. Find one with rats and bats in it and then go beat 'em up. Leave the mausoleum and then go back. If you're worried about taking a lot of damage because your skill level is

low, use a second weapon instead of a shield. Swipe at the critter a couple of times with your weak weapon, then hit the “S” key to switch weapons and nail it with your best weapon.

Backstabbing

This skill is difficult to develop because you need to be able to sneak up behind your victim to get the element of surprise. A high Stealth skill is almost a requirement before you can begin serious work on backstabbing. An Invisibility spell will help, but it’s an expensive way to go. You can also backstab with a bow if you can see your target before you’re right on top of it. Be careful in sneaking up behind with a melee weapon. If you get too close you’ll bump into your victim and lose the chance at the backstab.

Climbing

You develop your climbing skill by climbing and it doesn’t matter what you’re climbing. Climb up on thrones, climb hedges, climb one-story houses, climb the walls of your room at the inn. If you fall you won’t take damage and you get experience for doing it. Each time you see the words “Climbing Mode” at the top of your screen you’ve made the attempt and it’s the number of attempts that develops the skill. This was fixed with one of the later patches (212/213, I believe). If you’re running an earlier version, climbing will not get you climbing experience and you’ll have to go to a trainer or upgrade your software. There will be times (especially with hedges) when you’ll fall INTO the thing you’re climbing. If you’re running at least the v.212 patch you can hit <alt>+f11 to pull yourself out.

Dodging

It will develop on its own, but it develops fastest when you have multiple opponents swinging at you because there are multiple chances for your opponent to hit you so the game makes multiple checks of the skill. Normally (with SPD of 60-69) you’ll get in two or three swings for every one your opponent gets. Backing away and letting the critter engage you again can help, but this is one tough skill to work on without a trainer. At medium skill levels and wearing decent armor, go find yourself a rat or a bat and let him chomp at you for a while.

Etiquette/Streetwise

Develop this by talking to people. Use “Polite” to develop Etiquette and “Blunt” to develop Streetwise. You’ll get a lot of snide comments from the people you talk to, but it’s the only way that doesn’t involve a trainer. Thieves and Assassins who are members of their respective guilds can practice this with the Spymaster (select “Talk” rather than “Spymaster”).

Jumping

Jump. Don't waste your money on a trainer for this skill. Just jump in place a few times every now and then or jump while you're walking or running.

Languages (Orcish, Giantish, Daedric, Imp, Harpy, etc.)

Outside of a trainer, you develop this skill when you run into these critters. Clicking on the critter while your weapon is sheathed makes a check against the skill. A successful check means you are able to convince the creature to leave you alone. At low skill levels simply being around them will give you a skill increase (probably all of the curse words they use while you're beating on them).

Lockpicking

Pick locks. You only get one attempt at a lock. A second attempt doesn't do any good and will bring the guards down on you if you are in a town. Be careful with that mouse button. The best practice opportunity comes when you enter a walled town. There are doors every few steps on the inside of the city walls. Just walk around the town making one click on every door you come to. Every once in a while you'll get lucky, but be careful to only try once at each door to avoid the wrath of the guards. You can do this multiple times if you leave town and come back again.

Medical

This develops automatically. Each time you rest you treat your injuries. Taking shorter rest periods will exercise the skill more often. If your difficulty dagger is down around .03x, you'll probably find that your medical skill develops very quickly (every 5 or so rest periods). In this instance, you might want to consider placing it in with your Miscellaneous skills to avoid gaining unexpected levels and leaving room for the development of the skills you really want.

Mercantile

Buy and sell stuff (preferably sell). When you unload your goodies don't do it in one huge batch. Buy and sell one item at a time. This also works with innkeepers: rent your room one day at a time. This doesn't mean go back to the innkeeper every 24 hours. After you rent the room for a day, purchase additional days one at a time (note: this does not work if you are getting the room for free (Knights Guild members and on Heart's Day)). Identifying magical items at the Mages Guild also checks the mercantile skill. If you have a lot of items to identify, do it one at a time. If you're feeling really sneaky, have him identify nothing. It costs 0 gp and checks your Mercantile skill. Curing diseases at temples and purchasing spells/magic items at the Mages Guild also makes a check against your mercantile skill.

On this same topic, you'll pay top dollar and get low dollar at stores where the description says "you can't detect the slightest defect". On the other hand,

you'll spend less and get more money for your stuff in the stores that have rusty equipment and mice running around. One last tid-bit: when you're unloading a whole lot of stuff at a store, save the best pieces for last. After you've sold enough of the cheaper items, loiter for more than 6 hours and let your Mercantile skill increase. The next time you sell, you'll get more money for the better items since their sale will be based on the higher Mercantile skill.

Pickpocketing

The best victims are rats and bats, but you can pick the pocket of any critter. When you're facing them, pick their pockets. So what if they get in a few free swings at you? They don't do much damage and you can get in 20 to 40 attempts in the time they take to get in a couple of swings. In the dungeons and cemeteries (inside the mausoleum - in the cemetery itself, the guards will get you) you can pickpocket with impunity. In town a failed attempt will bring the guards down on you.

Running

Run. You can run while Levitating and Swimming if you want to develop two skills at once. Given a clear path, a 3% skill rating and mediocre Speed, you're still faster than almost everything in the game.

Stealth

Each time you come within detection distance of a critter, the game checks to see whether you are detected. Because of this, the skill will pretty much develop all by itself and pretty quickly if you do a lot of dungeon crawling. According to the documentation, holding down the <ALT> key while you're moving puts you into sneak mode (you move at 40% of your base speed), but this does not work if you are going around in full-screen mode. If you are in regular mode (with the toolbar at the bottom of the screen), it does slow you down a little.

Swimming

Swim. There are lots of puddles you can fall into without having to worry about drowning. Unfortunately, these puddles don't do anything for your swimming skill. You develop the skill when you're underwater. If you should happen to fall into a puddle while being chased by the guards or some other critter bent on rearranging your face, use the "J" key to jump rather than let your low swimming skill allow you to get caught. Interestingly enough, critters don't seem to be slowed at all when they pass through water.

Trainers

A trainer is equivalent to about 20 uses of a skill. At the higher difficulty levels (meaning your difficulty dagger is above the mid-point of the scale), it will take

2 or 3 sessions with a trainer to get one increase in a skill. Also, trainers can only go up to 51% skill level. Once you hit 51% in a skill you're on your own.

Except at the Fighters Guild (where you can sleep), you'll probably want to leave the premises to rest and get your fatigue back up (unless you have Stamina potions or spells or you have a spell to Heal Fatigue - which is a cheap Restoration spell, by the way). But you can do multiple training sessions by loitering. Training takes 3 hours, but you have to let 9 or more hours elapse before you can train again. Train, loiter for 9 hours (3 3-hour sessions), and train again. If you're at the Fighters Guild, you can train, sleep for 9 hours, and then go back downstairs and train again. You'll usually see the skill increase after the first stint at loitering, but you can't train again until a total of 12 hours has passed (including the 3 hours spent with the trainer).

A good practice is to seek out a trainer before you have to travel anywhere. Do the 3 hours of training and then travel. The skill increase will show up when you reach your destination.

If you're in a location where you don't have to worry about being attacked, you can let your fatigue drop off the scale. You'll collapse in exhaustion for an hour, but you can keep right on training as long as you have at least one point of health and fatigue to your name. That hour's nap that you get when you're exhausted will also slightly replenish your magicka, so you can engage in a little spell practice as well.

SKILL ENHANCEMENT

You can temporarily increase your skills and attributes through magic. Spells, potions and items can increase your attributes and items can increase your skills. So even if you've reached your max level or just need a little extra "oomph", you can increase the remaining attributes and skills through the judicious use of magic.

A word of caution: if you equip an attribute-enhancing item and keep it equipped too long, the attribute will not return to normal when you unequip the item. Instead, it will drop anywhere up to half of its normal value. In order to repair this damage you will need to get healed at a temple or heal the damaged attribute yourself. In order to do it yourself you will need a spell to repair the attribute and each attribute requires a separate spell effect. In other words, you'll need 8 spells if you want to be able to heal each attribute. It's good Restoration practice, though.

Magic items can also enhance your skills. Typically, an item adds 15 points to the skill. When it breaks or you unequip it, the skill returns to normal. Multiple enchantments of a single skill will not work in a single item. If you want to enhance a skill more than 15 points, you will need to enchant multiple items. Since higher skill levels mean more difficulty in developing that skill, it's best not to keep the item equipped while you are resting since this is when the game checks to see if your skills increase. With skill enhancing magic items it is possible to exceed 100% of a skill level. For magic skills, reaching 105% in the skill reduces the casting cost of all spells in that school to 5 points. This does not apply to spells that draw from more than one school of magic.

Interestingly enough, the guilds don't seem to care where you got your skill. As long as the skill meets their minimum expectations, they'll award you new rank based on your enhanced skill. So, you want to be an Archmage, but your highest magic skill is only 80? Equip an item which enhances the skill and they'll award you the new rank (assuming you have the required rep). And they won't take it away if you unequip the item. On the flip side, trainers gauge your ability based on the enhanced skill, too. So if you want to train, unequip any skill-enhancing items or the trainer may very well tell you that he can't help you. As an aside, the game had originally provided for the possibility of your being demoted by your guild(s). This feature was not implemented in the released version of the game because it caused too many problems. Beware, though, it may resurface in TES3.

Diseases such as Vampirism and Lycanthropy also enhance certain skills and these skills can go above 100%. The game determines your level based on the UNENHANCED skill level. So a Warrior going looking for a Werewolf in order to gain a few levels by contracting Lycanthropy will only get you a hairy Warrior. You will not get a hairy high-level Warrior. More about that in another section.

BUG ALERT: In one recent game I managed to contract Lycanthropy. The next time that I rested, I gained two levels. The game is supposed to determine your level based on your unenhanced skills, but (at least on my system) there appears to be an intermittent bug that counts your Lycanthrope skill level as your real skill level. If this happens to you, you have two choices: reload a game before you contracted the disease or live with it.

CHARACTER CREATION CHEAT

Caveats: I have only checked this under the v.213 patch, so I do not know whether it works in the unpatched version and it is only available for custom classes (pre-made classes bypass the screen).

When you are setting up your starting attributes, you can add up to 25 points to any attribute, provided that you subtract an equal number of points from others. For example, you can boost your STR and SPD to a max of 75 each if you reduce other attributes by a total of 50 points. The idea is to have your starting attributes average out to 50. But each attribute can have as many as 10 points added to it when you actually roll up the character. As was pointed out to me, the point distribution is pretty much a standard bell curve with the center at an average of 55 points per attribute, plus 6 to 14 "gimme" points. This means that your character could have as low as 406 total attribute points, or as high as 494 attribute points, but will probably wind up somewhere in the middle at around 450 points. This is pretty much what the designers consider a "workable" starting character.

Now for the cheat. You can add up to 25 points to any attribute (or all, if that's what takes your fancy) and hit the "U" key to take the undistributed total to 0. In effect you can change your starting range from the normal 50-60 points to a super-charged 75-85 points (plus the 6 to 14 "gimme" points).

This also means that you can easily beef your character to 100-point attributes by the time you hit the final quest. On a cautionary note, however, having a super-charged character takes a lot of fun out of the game (critters keeling over every time you sneeze gets really old really quick). The recommendation (and I concur) is to limit yourself to the high end (494) starting attribute points. If the game gets too boring too quickly, don't say you weren't warned.

GAINING LEVELS

Your level is based on a formula that uses six skills: your three primaries, your two highest majors and your highest minor.

The official formula is: $(\text{INT}((\text{current total} - \text{starting total}) + 28)/15) = \text{your level}$

This means the game adds your current highest skills (primaries + 2 majors + 1 minor) and subtracts your starting highest skills (primaries + 2 majors + 1 minor). It adds 28 to the result and then divides the whole thing by 15, dropping any remainder. The +28 is the reason that most characters will find themselves gaining a level while in Privateer's Hold -- you're only 2 skill increases away from 2nd level.

Let me make it easier: after 2nd level, get a total of 15 gains in primaries, majors and/or 1 minor skill and you'll gain a level.

OK, you've managed to get 15 gains in your highest skills and you're ready to go up a level. You'll see the increase when you finish resting. This is why it's a good idea to save the game before you rest. When you go up a level you get two things: you get an increase in your health points (somewhere between 50% and 100% of whatever you decided on plus any bonus points for high Endurance) and you get 4 to 6 attribute points to distribute. If you saved the game and you get the bare minimum, you can reload, rest again and see if you can get more. If your Endurance is magically enhanced at the time you gain a level, the game will include the bonus for the enhanced END (in case you ever wondered what an item "of Fortitude" was good for).

The health points will be added on automatically, but you can see how many you got by looking at the difference between your current and maximum health on your character sheet. The attribute points will be off to the side of your strength. Just click on the attribute you want to increase and then click on the up arrow to add points. If you change your mind, you can use the down arrow to take them back and put them elsewhere. By reloading and resting you can make sure you get the maximum benefit from each level gain. You'll probably have to reload several times to get it, but that's how you max out each level.

A note on maxing each level gain (and a quick lesson in probability): The more hit points you gave yourself in character creation, the harder it becomes to get the maximum. The hit point gain and attribute bonus are random numbers. For example, if you gave yourself 20 hit points per level, you have a 1 in 11 chance of getting the full 20 points. Remember, you get between 50% and 100% of your hit points with each level, so this means you'll get between 10 and 20 points (inclusive). You automatically have a 1 in 3 chance of getting the maximum attribute bonus. This means that you have a 1 in 33 (11 x 3) chance of hitting the right combination to get the max hit point AND max attribute bonus. Alternatively, if you left your hit points at 8 per level you have a 1 in 4 chance of getting the max which comes to a 1 in 15 (5 x 3) chance of maxing both. The

moral of the story is "Don't get greedy." The more hit points you give yourself, the more times you'll have to reload in order to hit the maximum gain. So not only does it make developing your skills more difficult, it makes it more of a pain to max out.

The tough point comes at extremely high levels. Your attributes can only go up to 100. When all of your stats are at 100 you can't increase your attributes. A major bug used to freeze the game since you couldn't exit the character sheet with any undistributed points, but it has been patched. In earlier versions of the game you stopped gaining levels once any skill reached 100. This bug has also been fixed.

By normal means it will be impossible to get all of your stats to 100. There are a couple of ways to get close, though. One involves the artifact, "Oghma Infinium", which gives you 30 points to distribute among your attributes (more about that in the Artifacts section). The other is to contract Vampirism or Lycanthropy. Vampirism adds 20 points to all of your stats (except Intelligence) while Lycanthropy adds 40 points to Strength, Agility, Endurance and Speed. Neither the Artifact nor the diseases will allow you to take any stat over 100.

BACKGROUND QUESTIONS

As part of the character generation process, you can choose to answer 12 questions that will develop your character more fully. The questions were designed to flesh out your character concept by increasing certain skills, changing your rep with certain factions and placing (hopefully) useful items in your inventory. Each of the pre-made classes has its own questionnaire. If you have chosen to create a custom class, the questionnaire will come from the class that your class comes closest to in terms of skills.

Be careful in answering the questions about equipment. It is possible to start the game with a lot of equipment that you cannot use (for example, a Barbarian with a lot of plate armor), so keep your class restrictions in mind when you answer these questions.

For the sake of brevity, I have not included each questionnaire. 18 classes times 12 questions plus all the possible answers and effects equals a lot of typing. So your questionnaire will not look exactly like what follows. Your questions will be phrased a little differently or you might not have all of the listed responses as choices. But this will give you a good idea of what happens when you answer the questions.

1. Which school of magic have you been studying the longest?

+6 to the appropriate skill and adds an appropriate spell to your spell book (the spell may duplicate one that's already in there, but I have never seen a spell added for Mysticism)

2. What motivates you into a life of adventure?

Riches - you get 500 GP

Fame - +10 to your rep with scholars and the underworld

Knowledge - adds a book to your inventory

Fun - +3 points to etiquette and streetwise

Helping others - +10 points to your rep with commoners

3. In between formal study, you spent your time ____

socializing with aristocrats: +6 to Etiquette, +5 to rep with nobility, -5 to rep with commoners

learning street-smarts: +6 to Streetwise, +2 to rep with commoners, +3 to rep with underworld, -5 to rep with nobility

practicing acrobatics: +2 to jumping, dodging and running

learning economics: +6 to mercantile

swimming: +6 to swimming

sparring: +6 to hand-to-hand (sometimes critical strike)

trespassing: +6 to lockpicking

4. Since childhood you have saved ____

adds the appropriate item to your inventory (archers will get item plus bow and arrows)

5. In gratitude for services rendered, the Emperor gave you ____

adds the appropriate item(s) to your inventory

6. As you grew older you received additional training in ____

+6 to the appropriate school

7. As a child, your nickname was ____

rabbit: +6 to jumping
guppy: +6 to swimming
quicksilver: +6 to running(?)
scrapper: +6 to hand-to-hand
monkey: +6 to climbing

8. You are friendlier than most with ____

+6 to the appropriate language skill

9. Of all disagreeable types, you have the most personal hatred for ____

Builds character background by adding appropriate information to your "History"

10. You are intimate friends with ____

Builds character background by adding appropriate information to your "History"

11. What god, if any, do you worship?

+5 to your rep with that god, +2 to rep with scholars if none

12. You have the most trouble ____

resisting poison: -10 to poison saving throws (-5 for thief classes)

staying awake and alert: -5 to fatigue

getting along with others: -5 to all reaction rolls (may be disabled for some classes)

avoiding diseases: -5 to disease saving throws

resisting magic: -5 to spell saving throws

fighting without magic: -5 to hit

fighting and parrying: -5 to hit

13. You spend any free time you have training with ____

+6 to appropriate weapon skill and adds appropriate item to your inventory - archery response will put a pauldron in your inventory in some cases, axe response will put gauntlets in your inventory in some cases

14. (Healer) After the school of Restoration what magic have you been studying the longest?

+6 to appropriate school, +12 to Restoration, spell added to spell book

15. What thieving skill have you been studying the longest?

+6 to appropriate skill

16. Where is your expertise in combat?

+6 to appropriate skill and adds appropriate item to inventory

17. Before you set out for the Imperial City, your mother gave you ____

adds appropriate item to inventory

18. Given your choice of reward, you would choose ____

adds appropriate item to inventory

19. At an early age, your family considered it important that you learn how to ____

mend simple wounds: +6 to medical

ingratiate yourself: +6 to Etiquette

boss people around: +6 to streetwise

haggle with merchants: +6 to mercantile

fight with a knife: +6 to short blade

20. You were an active child, ____ than anyone else your age.

+6 to appropriate skill

21. You can get most of the things you want by stealing from ____.

Rich nobles: adds jewelry item to your inventory

Mages and sages: adds book to your inventory

Established temples: adds Holy Water to your inventory

Diversified merchants: adds jewelry item to your inventory

22. The one skill you could not work without must be ____

+6 to appropriate skill

23. Though certainly not due to hard work, you happen to legitimately own

adds appropriate item to inventory

24. Your preferred criminal method is ____.

Builds character background by adding information to your "History"

25. (Archer) Besides the bow and arrow, you are best at ____.

+9 to Archery, +6 to appropriate skill, appropriate item added to inventory

26. You feel most comfortable ____.

On stable ground: +6 to running

In the water: +6 to swimming

On a ledge or tree: +6 to climbing

Anywhere dark: +6 to stealth

With other people: +2 to etiquette and streetwise

27. You are most fond of using ____.

+12 to appropriate skill, appropriate item added to inventory

HACKING THE QUESTIONNAIRE

It is possible to hack the appropriate file to change the effects of your answers.

The questionnaires are in the \Arena2 subdirectory in the format "Biog#t0.txt"

where # is the class number of the questionnaire. Each class has its own

questionnaire. What follows is a list of the codes that are used in these files.

Questionnaire Codes: (BiogXXt0.txt - where XX is one of the following)

- 00 - Mage
- 01 - Spellsword
- 02 - Battlemage
- 03 - Sorcerer
- 04 - Healer
- 05 - Nightblade
- 06 - Bard
- 07 - Burglar
- 08 - Rogue
- 09 - Acrobat
- 10 - Thief
- 11 - Assassin
- 12 - Monk
- 13 - Archer
- 14 - Ranger
- 15 - Barbarian
- 16 - Warrior
- 17 - Knight

Reputation codes:

- r0 - commoners
- r1 - merchants
- r2 - scholars
- r3 - nobility
- r4 - underworld

Skill codes: (Caution!!! Your level [and consequently your hit points] is determined by a formula that records your starting skills levels. If you increase your starting skills, you will permanently handicap your character. If you're going to mess with skills, mess with your Miscellaneous Skills since they aren't used in determining your level)

- 0 - Medical
- 1 - Etiquette
- 2 - Streetwise
- 3 - jumping
- 4 - orcish???
- 5 - harpy
- 6 - giantish
- 7 - dragonish
- 8 - nymph
- 9 - daedra
- 10- spriggan
- 11- centaur
- 12- impish
- 13- lockpicking
- 14- mercantile
- 15- pickpocketing
- 16- stealth
- 17- swimming
- 18- climbing
- 19- backstabbing
- 20- dodging
- 21- running
- 22- destruction
- 23- restoration (running? one response makes no sense with restoration)
- 24- illusion
- 25- alteration
- 26- thaumaturgy
- 27- mysticism
- 28- short blade
- 29- long blade
- 30- hand-to-hand
- 31- axe
- 32- blunt
- 33- archery
- 34- critical strike

Item codes:

Each item that can be placed in your inventory has a code to identify it. The code is in the format "IT (#a) (#b) (#c)" where "#a" designates the category of the item, "#b" designates the item within the category and "#c" designates the material. By replacing the existing codes in the appropriate questionnaire it is possible to equip yourself with whatever you want in the way of weapons and armor from the start. If you are going to add multiple items, use "copy" and "paste" so that you get the spacing right, otherwise it won't work. Except for helmets and shields, it does not appear to be possible to equip yourself with silver armor through this process. Everything else seems to work OK, though.

Categories: 2=armor, 3=weapons, 7=book, 10=religious item, 25=jewelry, and it's anybody's guess as to what falls in the middle.

Materials: 0=iron, 1=steel, 2=silver, 3=elven, 4=dwarven, 5=mithril, 6=adamantium, 7=ebony, 8=orcish, 9=daedric

The following are the items that various answers to the standard questionnaires will place in your inventory.

- IT 2 0 0 = cuirass (iron)
- IT 2 1 0 = gauntlets (iron)
- IT 2 2 0 = greaves (iron)
- IT 2 3 0 = pauldron (L/R?)
- IT 2 4 0 = pauldron (L/R?)
- (IT 2 5 0 = helmet - educated guess)
- (IT 2 6 0 = boots - educated guess)
- IT 2 7 1 = buckler (steel)
- IT 2 8 1 = round shield (steel)
- (IT 2 9 0 = kite shield (iron) - educated guess)
- (IT 2 10 0 = tower shield (iron) - educated guess)

- IT 3 0 7 = dagger (ebony)
- IT 3 1 3 = tanto (silver)
- IT 3 2 2 = staff (silver)
- IT 3 3 0 = short sword (?) (iron)
- IT 3 4 1 = wakazashi (?) (steel)
- (IT 3 5 1 = sabre (steel) - educated guess)
- (IT 3 6 1 = broadsword (steel) - educated guess)
- IT 3 7 1 = long sword(steel)
- IT 3 8 0 = katana (iron)
- IT 3 9 0 = claymore (?) (iron)
- IT 3 10 0 = dai-katana (iron)
- IT 3 11 0 = mace (iron)
- IT 3 12 0 = flail (iron)
- IT 3 13 0 = hammer (iron)
- IT 3 14 0 = battleaxe (iron)
- IT 3 15 0 = waraxe (iron)
- IT 3 16 0 = short bow (iron)
- IT 3 17 0 = long bow (iron)

- IT 3 18 0 = 1 arrow (iron)
Note: there are codes in the files for steel and silver arrows, so it's theoretically possible to have daedric arrows. Since the material of the bow determines the damage range, perhaps special arrows have increased chances to hit? Your guess is as good as mine.
- IT 7 0 0 = random book
- IT 10 4 0 = Holy Water (other religious items would be holy tomes, holy daggers, holy relics, etc. - no guesses as to the codes)
- IT 14 0 0 = ruby
- IT 22 1 0 = pearl
- IT 25 0 0 = amulet
- IT 25 2 0 = ring
- IT 25 3 0 = jewelry (type?)
- IT 25 5 0 = jewelry (type?)

GUILDS

Guilds are your home away from home, your buddies, your employment agency, and a general all-around pain in the behind. But they are a necessary pain if you want to enjoy their benefits. Which guild you join depends on you and your skills. The Thieves Guild and Dark Brotherhood are by invitation only, but you ask to join the others. If your skills meet the minimum requirements, you're in. Each Guild has certain benefits, but they all work pretty much the same way.

Each Guild requires minimum levels in 2 skills in order to join. If you have not selected the skills required by the guild you want to join as Primary, Major, or Minor skills, you can develop it to the minimum level and then join. As a general rule of thumb, if one of the required skills is a Primary or Major skill, you're pretty much a shoe-in for membership. If you have none of the skills as Primary or Major, but some are Minor, membership will depend on how you distribute your bonus points and develop your skills early in the game. If none of the required skills are in your Primary, Major or Minor slots, you need to plan on developing the skills before you can join.

For non-spell-casters who want to be able to join the Mages Guild, the easiest way to develop the necessary skills is to buy a "Buoyancy" spell. It's a very cheap spell to cast, even for those with very few spell points and very low skill levels. Cast it, rest, cast it, rest, cast it, rest, Eventually your Thaumaturgy skill will reach the point where you qualify for membership.

For non-thieves, the quickest Thieving skill to develop is pickpocketing. Travel the dungeons in "Steal" mode and pickpocket everything you come across.

Advancement within the guilds requires development of your skills and increasing your reputation. You increase your reputation with the guilds by performing quests for them. More about quests at a later point, but each successful quest will increase your reputation with the faction that gave the quest by 5 points. On the other hand, each failed quest drops your reputation by 2 points. It is possible to be kicked out of a guild should your reputation drop far enough.

There are quests that set you at odds with your guild(s). Successful completion of these quests can drop your rep with the guild (and all of its affiliated factions) anywhere from a couple of points to 20 or more points. This is especially true of the Thieves and Dark Brotherhood. Watch your rep closely with these two guilds or you may find yourself out in the cold. If you are expelled from a guild, you can rejoin as soon as your rep zeroes out. This may take a few months or the completion of a few non-member quests.

Progression within the guild is not linear. You can skip ranks. Let's suppose you have performed 15 successful quests for the Thieves Guild (this gives you a 75 reputation), but your skills are only sufficient to warrant your being awarded

rank 4. If you subsequently develop your skills to the point where you qualify for rank 7 (71 in one and 32 in another skill), the next time you talk to someone at the Thieves Guild you will be promoted to rank 7 without having to go through ranks 5 and 6. You can only receive one promotion every 28 days, no matter how high your skills and reputation. Should your rep or skills drop below the minimum required for your rank, you will not lose your rank. There are no guild demotions in "Daggerfall".

It is a VERY good idea to build up a cushion of rep with the guilds that you belong to. This is especially true of the Thieves Guild and the Dark Brotherhood since it's very difficult to rejoin if you're kicked out. Occasionally you will take a quest that will involve stepping on the toes of another guild. For example, the quest from the Fighters Guild that involves protecting the client from assassins will require you to kill several assassins. Also, some of the nobles who will give you quests will be involved in smuggling and you will run afoul of the Thieves Guild. If you complete the quests to rescue the kidnapped child, your rep with the Dark Brotherhood or Thieves Guild will drop 15 points. When your rep drops into negative numbers you can be kicked out of the Guild. To avoid this, make sure you've always got 30 to 40 points of positive rep with these two guilds.

Each guild has certain advantages that go with particular ranks and promotions. In theory you should not be able to make use of these privileges until you are officially awarded the rank. But in some cases, this is not the case. For example, you should not be able to make use of the Spymaster in the Thieves Guild until you are rank 4. However, if your rep with "The Shadow Spies" is high enough, the Spymaster will talk to you (you have to use the "Talk" rather than "Spymaster" button) without having the appropriate rank. Don't just assume that you can't do something simply because you don't have the right rank. Go ahead and try it. The worst that can happen is that you'll be told you don't have the right rank.

A final word about guilds: Should you become a vampire, you will lose all of your guild affiliations. Except for the Thieves Guild and Dark Brotherhood you can rejoin all of the guilds. You start over as rank 0, but after 28 days (4 game weeks) you return to your former rank. If you have not joined the Thieves Guild or Dark Brotherhood before becoming a vampire, you can join afterwards. Just go nibble on a few townspeople or pick a few pockets and the invitations will show up eventually. If or when you decide to effect a cure for your disease, your guild memberships will be restored (including Thieves and DB). Since rank is related to skill and rep, you may either retain your former rank or perhaps even gain rank. And remember, your reputation moves one point closer to zero every month or two, so keep in touch with your guilds by performing an occasional quest for them.

Each guild provides some basic services to its members. With the exception of the Knightly Orders, each guild offers training in the skills it requires, plus a few extras. The following pages will give you information on each Guild.

GUILD RANKS AND RANK NAMES

Rank	Min High \$kill	Min 2nd \$kill	Min Rep	Fighters	Mages	Knights	Temples	Thieves	Assassins
0	22	4	0	Apprentice	Apprentice	Aspirant	Novice	Apprentice	Apprentice
1	23	8	10	Journeyman	Journeyman	Squire	Initiate	Journeyman	Journeyman
2	31	12	20	Swordsman	Evoker	Gallant	Acolyte	Filcher	Operator
3	39	16	30	Protector	Conjuror	Chevalier	Adept	Crook	Slayer
4	47	20	40	Defender	Magician	Keeper	Curate	Robber	Executioner
5	55	24	50	Warder	Enchanter	Brother	Disciple	Bandit	Punisher
6	63	28	60	Guardian	Warlock	Commander	Brother	Thief	Terminator
7	71	32	70	Champion	Wizard	Marshall	Diviner	Ringleader	Assassin
8	79	36	80	Warrior	Master	Seneschal	Master	Mastermind	Dark Brother
9	87	40	90	Master	Archmage	Paladin	Patriarch	Master	Master

Fighters Guild

Required Skills: Archery, Axe, Blunt Weapon, Giantish, Long Blade, Orcish, Short Blade

Training Offered: Guild skills, plus Critical Strike, Jumping, Running and Swimming

Benefits of Membership:

- Weapon and armor repairs at reduced cost (10x rank as a percentage of base cost - in other words 4th rank gets you a 40% discount, 8th rank gets you an 80% discount)
- More money for completing quests (about 10% more per rank), sometimes a freebie dungeon map
- Rest in any guild hall for free (watch out vampires, some count as holy places)
- Guildhalls become 24/7 operations at rank 8

All Fighter Guildhalls look the same (though in the desert areas to the south they are frequently called "Fighter Trainers"). They are square three-story towers and all offer the same services (training, weapon repairs, quests and a place to sleep). The Fighter Trainers guildhalls count as holy places, so vampires and PC's with certain items should be careful about resting in them.

Fighters Guild quests come in a few basic varieties: kill some critter that got into someone's house, kill beasts that are plaguing the area (harpies, giants, orcs, etc.), kill a werecritter (werewolf or wereboar) that is causing problems. The Fighters Guild also provides a couple of unique quests involving finding assassins and the infamous Lord K'avar quest. Some Fighters Guild quests will also help increase your rep with Merchants and Commoners.

Thieves Guild

Membership in the Thieves Guild is by invitation only. The invitation to join will be issued when you pickpocket 10 or more times in a 3-day period or successfully break into a store without using an "Open" spell on the door. They'll contact you about a week later with instructions on what to do. Complete the quest to join the guild. Although the Guild makes veiled threats about the consequences of failing to complete their initiation quest, I've run several months past their deadline and not seen any form of retaliation other than negative reputation. But if you blow the quest, you'll never get to join the Guild. Only one invitation will be issued.

Required Skills: Backstabbing, Climbing, Lockpicking, Pickpocket, Short Blade, Stealth, Streetwise

Training Offered: Guild Skills plus Blunt Weapon, Dodging, Jumping, and Swimming

Benefits of Membership:

- Chance of bribing the judge when you're accused of theft crimes (chance increases with your rank in the guild)
- Dungeon locations at rank 0, 6 and 8

- Fencing stolen goods for 50% of base price at rank 2 (finding the fence is another matter, but you can unload magic items if you want. Personally, I get better money selling to merchants.)
- Access to the Spymaster at rank 4 (always good for rumors and doesn't clam up if you ask about more than one thing)
- (most important benefit) Thieves Guilds are automatically marked on your town map when you enter a town

Thieves Guild quests tend to run along the lines of moving stolen property from place to place, occasionally you get one to break into a building and steal an object. Very little dungeon crawling involved in this Guild. Another great benefit is that the Thieves Guild is a 24/7 operation. They're always there when you need them.

Mages Guild

The Mages Guild is perhaps the handiest guild in the whole game. Some of their services (identifying magic items and selling pre-made spells) are available to non-members. Every player who can join the Mages Guild should do so, if for no other reason than gaining access to the spell-maker.

Required Skills: Alteration, Destruction, Illusion, Mysticism, Restoration, Thaumaturgy

Training Offered: Guild skills plus Daedric, Dragonish, Harpy, Impish, Orcish, Spriggan

Benefits of Membership:

- Access to spellmaker at rank 0
- Access to library at rank 2 (not implemented)
- Buy magic items at rank 3
- Buy Soul Gems at rank 4
- Access to item maker at rank 5
- Access to Daedra summoning at rank 6 (caution -- summonings only performed on specific days) and Guildhalls become 24/7 operations
- Access to teleporter at rank 8

Mages Guild quests tend to fall into a few general varieties: stand guard for 3 hours (you get to fight thieves and assassins), fetch research papers, kill imps, kill runaway lab experiments, fetch spell components, kill rogue wizards. The last ones involve dungeon crawling, but the rest are pretty straightforward.

Dark Brotherhood

Membership in the Dark Brotherhood is by invitation only. The invitation to join will be issued when you kill three townspeople (or a lot of guards) within a 3-day period. Complete their quest to gain membership. The guild makes not-so-veiled threats about what will happen to you if you don't join, but nothing has ever materialized for me aside from a severely negative rep (-25 points) with the DB. The quest can be a bit buggy with the letter containing your instructions appearing and then suddenly disappearing. When you get the letter, save the game immediately so you'll have something to go back to.

Required Skills: Archery, Backstabbing, Climbing, Critical Strike, Daedric, Destruction, Short Blade, Stealth, Streetwise

Training Offered: Guild skills plus Dodging, Running, Swimming

Benefits of Membership:

- Guild operations are 24/7 (they don't even close for Christmas)
- Chance of bribing the judge when you're charged with murder (chance increases with your rank in the guild)
- A new graveyard revealed on your map at each rank
- Access to the Potion-maker at rank 3 (lower than any other guild)
- Buy Soul Gems at rank 5 (have to join Julianos and/or Mages Guild to use them, though)
- Access to the Spymaster at rank 7

Dark Brotherhood quests all seem to involve finding some bozo at the bottom of a dungeon and offing him. The pay is so-so (non-existent in some cases) and the access to the potion maker at rank 3 and Spymaster at rank 7 are about the only real benefits to joining unless you get your jollies out of dungeon-crawling (which can be a very profitable enterprise) and bopping townspeople (who die if you sneeze at them).

A final comment: at the time of your promotion to rank 5, it is stated that you can sell soul gems. This is not true. I have not been able to find any place in the game where you can sell a soul gem.

Knightly Orders

The Knights Guilds are the protectors of each province. Their influence seldom extends beyond the borders of their provinces. Membership is not *de rigueur*, but it can be handy at times.

Required Skills: Archery, Critical Strike, Dragonish, Etiquette, Giantish, Long Blade, Medical

Training Offered: None (not even in their required skills)

Benefits of Membership:

- No charge for staying at inns in regions where the order is present
- Free (random) non-magical armor piece at each promotion*
- No charge for staying at inns anywhere starting at rank 4
- No charge for traveling by ship at rank 6
- Free house in that order's region at rank 9 (finding it is another matter)**

*There seems to be a lot of confusion about the free armor. The type of armor you receive (mithril, elven, dwarven, etc.) is not dependent upon your rank, but upon how many times you have been promoted. You go one step up with each promotion. So, if you want to get that free daedric armor, you'd better be sure that you get promoted at each opportunity and don't skip any ranks.

**Your house will be located in the town where you received the promotion to rank 9. Since there is a bug that makes it almost impossible to locate your house, the easiest solution is to get the promotion in a town where you don't want a house, sell it, then go to the town where you do want a house and buy one.

Knightly Orders that you cannot join:

- Knights of the Moon (Sentinel)
- Host of the True Horn (Lord Kain)
- Knights of the Cup (Lord Plessington)
- Knights of the Lamp (Mages Guild)

Knightly Orders that you can join:

- Knights of the Dragon (Daggerfall)
- Knights of the Candle (Sentinel)
- Knights of the White Rose (Wayrest)
- Knights of the Flame (Anticlere)
- Knights of the Horn (Lainlyn)
- Knights of the Owl (Glenpoint)
- Knights of the Raven (Dwynnen)
- Knights of the Wheel (Abibon-Gora)
- Knights of the Scarab (Totambu)
- Knights of the Hawk (Santaki)

Temple Knights (you may join them, but they count as temples, not knights):

- Order of the Hour (Akatosh)
- Knights of the Circle (Arkay)
- Order of the Lily (Dibella)
- Knights Mentor (Julianos)
- Kynaran Order (Kynareth)
- Maran Knights (Mara)
- The Crusaders (Stendarr)
- Knights of Iron (Zenithar)

Like temples, you may only join one Knightly Order.

Knightly Order quests tend to involve a bit of dungeon crawling and you don't get paid for it. You're a goody-goody knight, remember? Knights do good deeds and don't expect anything for them. The Knightly Orders are also your only source (besides Daedra summoning) for quests to artifacts and the quest to slay a Dragonling is the only time you can soul trap a Dragonling that will work in the item-maker. Some of the Knights Guild quests will increase your rep with the general populace and/or nobility. Handy if you're looking to do a little sucking-up.

Temples

There are a variety of temples in the world and each functions pretty much like all the rest, though they are slightly different and often members of one order won't even speak to members of another (and who says this game isn't like real life). In the original version of the game it was possible to join all of the temples (which led to some interesting reputation problems). One of the earlier patches removed this ability. You are now restricted to one temple (though you can get kicked out and join another if you want to go through the hassle).

On the topic of blessings, I have not found much help. Each temple supposedly offers blessings, but I have not been able to find anyone at any temple who dispenses these blessings. They will all take your money, but if I've received a blessing, there is no indication that it has been done.

All temples will heal the wounds of their members for free once you reach a certain rank in the temple. All you have to do is talk to one of the people in the temple and it will be done automatically. This healing will also take care of any damaged attributes or diseases.

All temples will cure diseases -- it's 250 GP per disease, but subject to your mercantile skill and reputation with the temple, so you might pay a little more or a little less. The cure is always effective. There is supposed to be a chance of failure for lycanthropy and vampirism, but they've always cured me as long as I got there within the three-day limit.

All temples accept donations. Donations can increase your reputation with that temple, but generally do not take the place of completing quests. In other words, they'll take your money, but you can't buy rank in the temples. There is an exception to this. Donations to Zenithar increase your rep with the temple, so it may be possible to "buy" rank with the Resolution of Zen.

All temples will offer training to non-members, but their prices are exorbitant. If you don't mind paying the price, you can train. A word of caution, though: if you take damage in Holy Places, be prepared for a serious owie if you train at a temple.

Temple quests are pretty standard. You're usually sent out to kill the heretic, retrieve the drunken priest, exorcise the demon, check out the story of a vision or something along those lines. Temple quests typically involve dungeon crawling, but there are a several quests that don't. Successful completion of certain Temple quests can increase your rep with the general populace.

Your rank in the temple affects your reputation in the regions where that temple is a major religion. Check the overland map and look at the temples in the region to see which god(ess) the province follows. There are a couple of the smaller provinces (Orsinium is a wonderful example) where it's not quite clear what the dominant religion is.

Required Skills:

Arkay: Axe, Backstabbing, Daedric, Destruction, Medical, Restoration, Short Blade

Akatosh: Alteration, Daedric, Destruction, Dragonish, Long Blade, Running, Stealth

Dibella: Daedric, Etiquette, Illusion, Lock Picking, Long Blade, Nymph, Orcish, Restoration

Julianos: Alteration, Daedric, Impish, Lock Picking, Mysticism, Short Blade, Thaumaturgy

Kynareth: Archery, Climbing, Daedric, Destruction, Dodging, Dragonish, Harpy, Illusion, Jumping, Stealth, Running

Mara: Archery, Critical Strike, Daedric, Etiquette, Harpy, Illusion, Medical, Nymph, Restoration, Streetwise

Stendarr: Axe, Blunt Weapon, Critical Strike, Daedric, Dodging, Medical, Restoration

Zenithar: Blunt Weapon, Centaurian, Daedric, Giantish, Harpy, Mercantile, Orcish, Pickpocket, Spriggan, Streetwise, Thaumaturgy

Training Offered:

Arkay: Guild skills plus Critical Strike and Climbing

Akatosh: Guild skills plus Archery and Swimming

Dibella: Guild Skills plus Streetwise and Harpy

Julianos: Guild skills plus Critical Strike and Mercantile

Kynareth: Guild skills only

Mara: Guild skills only

Stendarr: Guild skills plus Orcish and Spriggan

Zenithar: Guild skills plus Etiquette

Benefits of Membership:

Arkay:

Cures cost less with each rank

Wounds healed for free when you talk to any member

Buy potions at rank 1

Access to library at rank 3

Access to potion maker at rank 4

Buy soul gems at rank 5

Daedra summoning at rank 7

Akatosh:

Fast travel time improves (but not by much)

Wounds healed free when you talk to any member at rank 1

Access to library at rank 2

Buy potions at rank 4

Access to potion maker at rank 5

Daedra summoning at rank 7

Dibella:

Add your guild rank to the chance a critter will not attack you

Buy potions at rank 1

Wounds healed for free when you talk to a member at rank 2

Access to library at rank 4

Access to potion maker at rank 5

Daedra summoning at rank 7

Julianos:

Access to library at rank 0

Wounds healed for free when you talk to any member at rank 2

Buy magic items at rank 3

Access to item maker at rank 5 (the only temple with an item-maker)

Daedra summoning at rank 6

Kynareth:

Can hold breath longer when under water (no appreciable difference that I can detect)

Wounds healed for free when you talk to any member at rank 1

Buy spells at rank 3

Access to library at rank 4

Access to spell maker at rank 6

Daedra summoning at rank 7

Mara:

Add your guild rank to the roll to determine reaction from opposite sex (no difference that I can detect)

Wounds healed for free when you talk to any member at rank 1

Buy potions at rank 2

Access to library at rank 4

Access to potion maker at rank 5

Daedra summoning at rank 7

Stendarr:

Wounds healed for free when you talk to any member

Buy potions at rank 2

Access to library at rank 4

Access to potion maker at rank 5

Daedra summoning at rank 7

Zenithar:

Better chance of donations increasing your rep

Buy potions at rank 1

Wounds healed for free when you talk to any member at rank 2

Access to library at rank 4

Access to potion maker at rank 6

Daedra summoning at rank 8

MONEY, TREASURE AND EQUIPMENT

The only unit of currency is the gold piece. 400 GP weighs about a kilogram. That means that each GP weighs about as much as a penny. Considering that copper and gold do not weigh the same, my guess would be that a GP is a little smaller than a dime.

You start the game with almost nothing in the way of equipment and little or no money. You will have one or two weapons and (maybe) one or two pieces of armor. Your starting equipment is partially determined by the character generation process. It is entirely possible (depending on what restrictions your class has) that you cannot use any of your equipment. In order to arm and equip yourself, you'll have to find it, buy it or take it away from someone else. This is why it's a good idea to thoroughly explore Privateer's Hold (the starting dungeon). There are three Thieves, three Archers, an Orc, and three Skeletal Warriors (not including the random critters that the game will generate if you rest too long). These are the only critters that will have equipment you can take. The rest carry either no treasure (like rats, bats and bears) or no equipment (like imps). Hopefully you will find something you can use. There are also eight treasure piles in the dungeon. If not, you need to go grave robbing, buy it, or go through Privateer's Hold again (all dungeons reset after you leave).

Let's talk about the time-honored tradition of grave robbing. If it was good enough for the ancient Egyptians, it's good enough for you. Graveyards are nifty places. They're the red dots on the overland map. They have two to four rooms (so you can't get lost) and only a couple of critters to mess with you. At the beginning of the game, you'll most likely encounter rats and bats, though you may meet the occasional Thief, Orc or Skeletal Warrior.

The treasures won't be anything to dance about, but because they reset as soon as you leave, you can raid the same graveyard over and over again. The beasties you encounter will stay the same and be in the same places every time you go in. The only problem you might encounter will be catching a disease from the rats and bats. If this happens, save the game and fast travel to the closest blue dot (they're temples) to get cured. Then go back to grave robbing. By the time you get Lady Brisienna's letter, you should have a sizable stash to work with.

EQUIPMENT

Equipment is the stuff you buy or find as treasure. There is quite a lot of it out there and each item has a purpose. Most of it is only good for selling off, but you'll need to know what each thing is and what it does if you want to be successful.

Armor

Armor is what keeps you alive and healthy. It comes in several types, in several styles, and of several different materials. The pieces are the Cuirass, Left Pauldron, Right Pauldron, Gauntlets, Greaves, Boots, Helmet and Shield.

Leather is the lowest protection available. It's cheap and plentiful. It provides +1 protection to whatever part of your body it's covering.

Chain is the next highest protection. It's not quite as cheap as leather, nor quite as abundant, but it's still easy to come by. It provides +3 protection.

Plate is the most diverse form of armor and where you can really get into style. In increasing order of protection, the materials are:

- Iron (dull gray, +3)
- Steel (shiny gray, +4)
- Silver (silver, +4) - very rare, except for helmets and shields
- Elven (silver, +5)
- Dwarven (gold, +6)
- Mithril (blue, +7)
- Adamantium (flat black, +7)
- Ebony (shiny black, +8)
- Orcish (green, +9)
- Daedric (red, +10)

Your level and your Luck determine what the top-end material is for you. Orcish anything is extremely rare. Logically it would be Daedric since that's the top end, but at higher levels (15 to 17 and above) you find Daedric all over the place. If you can manage to put together an entire suit of Orcish plate (forget style - just find all 8 pieces), you're either very persistent or very lucky. Silver armor is available, but extremely rare. In over 2000 hours of playing time I have come across one set of boots, a left pauldron, a right pauldron, gauntlets and a cuirass (that's one of each item).

- Cuirasses come in four styles: breastplate, quilted, skirted and plain.
- Right and left pauldrons come in two styles: gold embossed and plain (except Dwarven because it's all gold)
- Gauntlets and boots come in one style
- Greaves come in four styles: gold embossed, plain, embossed skirted and plain skirted (except Dwarven)

- Helmets come in a wide variety of styles, but the upper end materials seem to only have three or four.
- Shields come in four different types (Buckler, Round, Kite and Tower) and the material has no effect on its protection.

Weapons

Weapons fall into the following skill categories: Long Blade, Short Blade, Blunt, Axe and Bow. The better the material, the more damage it does.

Long Blade (one handed): Sabre, Broadsword, Longsword, Katana

Long Blade (two-handed): Dai-katana, Claymore

Short Blade: Tanto, Dagger, Short Sword, Wakazashi

Blunt (one handed): Mace

Blunt (two-handed): Staff, Flail, Warhammer

Axe (one handed): Battleaxe

Axe (two-handed): War Axe

Bow: Short Bow, Long Bow

Clothing

In some respects, your character is a bit like a Barbie doll. You can play “dress up” if you want. Since most clothing is hidden by your armor, whether you choose to do so is up to you. I haven’t noticed any difference in people’s reactions whether I’m a walking tank, dressed to the nines, or buck-naked. Most likely this was something that was supposed to go into the game, but it either didn’t make it or it was so buggy that it had to be taken out.

Miscellaneous

Miscellaneous items are exactly that - miscellaneous. Except for books and letters (which you can read), potion recipes (which you can use in a potion maker), and dungeon maps (which put a new location on your overland map) these items are usually only good to be sold off (unless you want to enchant them in an item maker).

One odd item that I run across frequently is parchment. It’s a useless item – you can’t read it, you can’t write on it and you can’t sell it. Surprisingly, you can buy it in some stores. My best guess is that these parchments were supposed to be clues to some quests or artifact locations or possibly something you could use to make notes, but it was never implemented in the game. Don’t bother to pick it up when you find it.

Other miscellaneous items include prayer beads, amulets, holy daggers, holy tomes (the design team probably had some arcane purpose for these, but never implemented it), books (contain useful and/or entertaining reading), jewelry (sell

it or enchant it – anything else just takes up inventory space), oil, candles, lamps, torches (were supposed to provide light, but it hasn't worked in any version of the game that I've seen), and bandages (healing of some sort, I guess – this was actually implemented in "Redguard," though you could only get two).

Books

Speaking as an historian (my degree is in History), the perpetual question is "How did this condition develop?" Unlike any other CRPG, "Daggerfall" provides a society with a rich background. This background is supplied in the form of books and treatises on various aspects of history and society, including many humorous pieces. As you will discover, Tamriel did not just spring into existence from nothing. It is replete with histories, legends, myths and all of the things you would expect to find in any society.

There are 90 books available in the game (not including the German version of "Arkay, The God"). You can find them as treasure, read them in Libraries or Guildhalls, or buy them from Bookstores, Pawnshops or General Stores. Some have useful information, but most are simply to provide background and atmosphere to the game. You can sell them at Bookstores, General Stores and Pawnshops.

Ingredients

Ingredients are things that are used to make potions. There are a wide variety of them and most critters carry at least a couple. You can buy ingredients at Herbalist/Alchemy shops. Some ingredients (metals, for example) must be purchased. Most of the rest can be found as treasure.

Magic Items

I saved this for last because almost anything that can go in your inventory except gold pieces, horses, wagons, ships and potion ingredients, can show up as a magic item. Magic items could be weapons, armor, clothing, miscellaneous items or gems/semiprecious stones. The game will have some things show up as enchanted items that you cannot enchant (holy daggers and holy tomes, for example). You can find out what these items do by either casting an "Identify" spell yourself or by having the item identified at any Mages Guild. This service is available even if you are not a member of the Mages Guild.

Wagon

One of your first purchases should be a wagon. You can buy (or steal) one at any General Store. If you buy it, it will cost a few hundred GP, but it will pay for itself several times over. In the original (unpatched) version of the game, wagons

had a carrying capacity of 1000 kg. One of the earlier patches reduced that capacity to 500 kg and it was later bumped up to 750 kg, where it remains to this day. 750 kg is about 10 times what you could carry on your own, so it's nothing to sneer at.

If you have the money, go ahead and buy a horse. It makes fast-travel a lot faster and you can move fairly quickly around town without having to fatigue yourself. You can live without a horse, though, because your wagon comes with one. Your wagon remains outside when you enter a dungeon (including one of the three major castles: Daggerfall, Wayrest and Sentinel), but is otherwise always accessible. You may not change transportation mode (to horse, wagon or ship) while you are inside a building or dungeon.

There is a "hole" in the program (I don't call it a bug because Bethesda has been aware of it for some time and hasn't fixed it) that will allow you to bring your wagon into the dungeon. Not physically, of course, but you can have access to its carrying capacity. To take advantage of it, visit any merchant, click on "sell", click on the "Wagon" button, and exit. When you open your inventory again, the contents of your wagon are showing in the left column instead of the right column. It will remain this way until you click on one of your personal inventory buttons (Weapons, Magic Items, Miscellaneous, or Ingredients) or load a saved game. The same trick works if you try to cast an "Identify" spell and look in your wagon (thanks to Jackie Eason for pointing this out to me).

The next time you kill something and take the stuff off the body, the stuff you take will go into your wagon rather than your personal inventory (except arrows and gold). As long as you don't try to access your personal inventory or load a saved game, your wagon will remain available to you without having to return to the entrance.

Ship

In my opinion, a ship is the best investment a player can make after a wagon. It gives you a place to rest, a place to store things, a place to go to when you need to get out of town, a place to experiment with spells and whatnot where you don't have to worry about killing innocent civilians (not that I've ever been able to blast a townie with a spell) and it eliminates the extra cost when you need to travel by ship. Fast travel will now take the shortest time and you only pay for inns along the way. As soon as you have the money, buy one.

You may only buy ships in seaports (and in capital cities). If you try to buy one in an inland town, you will be politely told to go to a seaport.

There are two kinds of ships:

- A large one: two upper decks, a lot of rooms in the lower deck and a large open hold - cost is 200,000 GP

- A small one: one upper deck, one lower deck with 5 compartments and a large open hold - cost is 100,000

Both work the same. It's all a matter of your personal taste, needs and finances.

It is very easy to fall into the void from inside the cargo hold of your ship, so exercise caution when moving around in that area.

Items dropped on your ship will remain after you leave. In the original version of the game you could not rest on your ship, this has since been fixed. When engaged in combat on your ship, follow the same rules you would in town - no kicking doors or walls and no picking pockets. Both actions will bring guards down on you (I guess they patrol in invisible rowboats).

When you are on your ship you are not on the game map (actually, you are, but you're in the far northwest corner and it won't show on the Bay map). If you start swimming you will hit land eventually, but be prepared to be really bored. On the upper deck(s) you are considered to be in the wilderness, though not generally subject to random monster encounters if you rest. Below decks you are considered to be in your house or a room at an inn and can rest safely.

You may only own one ship at a time. Sorry, no shipping magnates allowed in the game. If you wish, you may sell your ship back to the bank, but you will lose all items stored on it. If you have items you want to keep, transfer them to your wagon, your house or your room at the inn (make sure the room's paid up or you'll lose everything the next time you leave town).

Houses

Like your ship, you may only own one house at a time. They come in a variety of styles and price ranges. You buy a house from the bank or you can get one from a Knights Guild upon reaching rank 9. If you acquire it from the bank, the house will be in the same town you're in when you buy it. If you reach the rank of "Paladin" in one of the knightly orders you will be given a house somewhere in that province. Most commonly the house will be in whichever town you were in when you are awarded the rank of "Paladin". There is a guy in the back of the guild that has "Receive House" on his menu. He will mark it on your map for you. Save the game before buying a house. Reload and buy a different one if you don't like the location.

You may sell your house back to the bank and this includes your Paladin House. Like your ship, any items stored inside are lost. You may also rest safely in your house and store items in it. An early patch fixed the bug that would not let you rest in your house.

In your house you may find boxes and other pieces of furniture that appear to function as shelves in a store. **DO NOT STORE ITEMS IN THESE BOXES OR SHELVES!!!!** The next time you leave town, they will disappear. One of the later patches has supposedly made these boxes and shelves inaccessible, but don't believe it. The major drawback to a house is that it stays in one place while you do not.

Thievery

Oft neglected, but very profitable, is the fine art of thievery. It involves picking pockets, burglary, breaking and entering and shoplifting. In Daggerfall, crime pays and pays well. It's a means of increasing your wealth, a source of equipment and a method of increasing certain skills.

Picking pockets: you pick the pockets of people in the street or critters in the dungeon. It involves a check against your pickpocket skill to see whether you succeed. If successful, what you get ranges from nothing or junk to 5 GP per attempt. Failure brings the guards running.

Burglary: going through someone's house or store and stealing whatever you can find. Some of the stuff will just be laying around in heaps that look like a pile of clothing. This stuff is free for the taking. Other loot can be found in boxes, cabinets, dressers, etc. When you click on it you'll get a message saying it looks like personal property. If you continue, you're burglarizing and the guards will come after you if you fail your skill check. The stuff you steal in this manner is mostly worthless. But doing it increases your skills. If you want to steal valuable stuff, go raid the palaces. They usually have several paintings stashed in crates in the back room.

Breaking and entering: breaking into a residence or store through a locked door. You're attempting to pick the lock and it involves a check of your lockpicking skills. You get one free attempt. A second attempt will usually bring the guards running. You may also attempt to bash the door, again probably rousing the guards. Interestingly enough, bashing on interior doors doesn't seem to bother the guards at all. So if you run into the occasional pesky door inside a building, feel free to vent your frustration on it.

Shoplifting: In a store, click on the shelves and select an item. Then, instead of clicking "buy", you click "steal". A check against your pickpocket skill is made and, if successful, the item is yours. Unfortunately, the check is modified by the storeowner's skills and the weight of the item you're trying to steal. More often than not, shoplifting is not successful and it's almost never successful at weaponsmiths or armorers.

Midnight Adventurer's Supply

Similar to thievery, but without the legal consequences, is the practice of lifting stuff from stores in the middle of the night. This system takes advantage of a "hole" in the game (it's not a bug because Bethesda has known about it since the game's release and hasn't fixed it). The key is the game's inability to "close" a store for the night.

The easiest way to make use of this system is to loiter in the store until after it closes. The merchant will still be there, but the shelves now function like your wagon does. You "remove" items rather than "select" them. Take the stuff off the shelves and put it on your wagon or in your inventory. If you're feeling particularly diabolical, you can sell it back to the hapless merchant (who is still functional even though the store is closed).

For a more profitable jaunt, note the closing times of the various stores, loiter in the one that closes the earliest, pillage it and sell it back to the merchant, then

move on to another store, loiter, pillage and sell. Repeat until you run out of open stores.

To make even more money at it, you can run around town and break into all of the stores. The outer door will be locked, but this is no problem. There are three ways of getting into the store. You can pick the lock (which will bring you to the attention of the Thieves Guild [if you are not already a member] or the guards, depending on your success at lockpicking), you can bash the door (which brings the guards running), or you can cast "Open" on it (which does neither - it simply opens the door for you).

Interestingly enough, the "Open" spell is close to 100% effective on exterior doors, no matter what your level or chance of success. To get the spell, you need to get access to a spell-maker. Set your chance of success to 1% + 1% per 2 levels (that's the cheapest version of the spell in terms of both money and spell points). Now go from store to store and rob them blind. When they open in the morning, sell everything back to them.

The problem with this method is that you have to leave town in order to get the stores to restock. The exception to this rule is the General Store. Although you may remove everything from the shelves, the next time you click on the shelf you will find a horse and cart there. There is apparently a major herd of horses in the store as well as a very productive staff of wagon-building fairies. The way around the restocking problem is to buy a ship. After cleaning out the stores, change your transportation mode to "ship". You will be transported to the deck of your ship. If you change transportation mode again (click on "ship") you'll be transported back to town in the same spot you were standing and the stores will have restocked. Please note that the last store you visited will have empty shelves (even if you didn't take a thing) until you click on the shelves in another store. I don't know what the purpose of this particular feature is aside from keeping you from pillaging one-store towns. Anchoring a "Recall" spell somewhere in town and teleporting OUT of a building will also cause the town to reset and stores to restock. Once you have a ship or a "Recall" and your "Open" spell, you can be a millionaire in a matter of a few hours.

Exercise caution in your depredations, though. Cleaning out a town several times and storing everything on your ship until you can get to a place to sell it can cause problems. The game does not like to track a lot of items in your inventory. The moral of the story? Don't get greedy.

Letters of Credit

Many players have written to say "I don't know what the problem is, but I just can't seem to carry anything. I've put everything on my wagon and there isn't anything in my inventory except the sword I'm carrying and I still "can't carry any more stuff". HELP!!!!" It usually turns out that when they click the "Gold" button in

their inventory, they find that they are carrying several thousand gold pieces. The solution to the problem is to exchange the gold pieces for a Letter of Credit.

A letter of credit is just like gold except it doesn't weigh anything (OK, it weighs 0.25kg and carrying a lot of them in your inventory can overburden you, but it's as close to nothing as you can get). You get it from a bank that will charge you 1% of the face value of the letter as a processing fee. In other words, a letter of credit in the amount of 100,000 will cost you 1,000. You must have the amount of the letter plus the processing fee on deposit before the letter will be issued. Taverns and ships are the only places that will not accept a letter of credit as payment. You must have cash to deal with these guys.

When you are selling items and you cannot carry the gold, the merchant will issue you a letter of credit instead. If you are making a lot of sales these will pile up in inventory and a lot of letters of credit weigh quite a bit. If this happens, take your letters of credit to the bank and deposit them and the bank will accept them as money, crediting your account accordingly.

A word of caution on selling items in batches: the value of the batch cannot exceed 2,999,999 GP. Once you hit the 3,000,000 mark, the shopkeeper will offer you 1 GP for all of it. There is no apparently limit to the number of items you can sell in one batch, only the value of the items.

Stores









There are several different varieties of stores in the game and you can recognize them by the signs in front. Herbalists and booksellers sometimes do not have signs and occasionally the Thieves Guild will masquerade as a pawnbroker or inn. It will show on your map as orange or green, but it does not function like a store or an inn. If it shows as a store on your map and there's no sign, you'll have to click on it in "info" mode or enter to find out.

The stores (except banks and taverns) vary according to the variety of goods they sell. This difference reflects the mercantile skill of the shopkeeper and shows in the message you get when you enter the store.

At the top end of the scale, "you can't find the slightest defect" in the goods. In these stores you will have the best chance of finding the high-end items of that type. You will pay top-dollar for whatever you buy and you will receive low-dollar for anything you sell. This merchant has the highest Mercantile skill and, consequently offers the lowest chance of successfully shoplifting anything.

At the other end of the scale you will find stores with "rusty relics" laying around and mice running over you feet. At these stores you will have the lowest chance of finding high-end items. You will also pay low-dollar for anything you buy, but get top-dollar for anything you sell. This merchant has the lowest Mercantile skill and consequently offers the best chance of successfully shoplifting.

The other levels of stores ("skillfully made", "adequate construction" and "cobbled together") fall in between these two extremes.

	<p><u>Armorer</u>s: sell armor and a few weapons. They will buy any armor or weapons and will repair non-magical items.</p>
	<p><u>Weaponsmith</u>s: sell weapons and a few pieces of armor. They will buy any armor or weapons and will repair non-magical items.</p>
	<p><u>Jeweler</u>s: buy and sell jewelry and a few precious and semi-precious stones. Jewelry is mainly the items you can enchant (rings, bracelets, wands, bracers, etc.).</p>
	<p><u>Herbalist</u>s/<u>Alchemist</u>s: buy and sell potion ingredients (which includes precious and semi-precious stones). They will not buy potions, but may occasionally have one to sell.</p>
	<p><u>Bookstore</u>s/<u>Library</u>s: buy and sell books. Some bookstores are libraries. You can read the books, but may not buy them.</p>
	<p><u>Clothier</u>s: buy and sell clothing, including enchanted clothing.</p>
	<p><u>General Stores</u>: buy and sell a little bit of everything. They are your sole source for wagons and horses. They will buy weapons, books, clothing and jewelry. They will also repair items.</p>
	<p><u>Pawnshop</u>s: sell a little bit of everything (mostly armor, weapons and books). They will generally pay higher prices and will buy everything except ingredients and clothing. Some also repair items.</p>



Banks: deposit and withdraw funds, make loans, issue letters of credit, buy and sell houses and ships. Any money you have on deposit with a bank is available at any bank within that province. Money on deposit in another province is not available. For example, you cannot deposit money in Daggerfall and withdraw it in Sentinel. Banks are apparently not subject to the quality modifier. A gold piece is a gold piece.

Contrary to popular belief, you cannot rob banks. The closest you can come to free money is to take out a loan from a bank and then skip out on paying it back. Your rep will suffer in the province where you borrowed it, but if you're never planning on going back there again or if you're already considered "pond scum"...

On the subject of store utility, I'm of the opinion that there are only three kinds of stores that are consistently useful: weaponsmiths, armorers and pawnshops. Jewelers are occasionally handy, but you can buy and sell anything they carry in a pawnshop if you're willing to exercise a little patience. Bookstores/Libraries are useful only if you don't belong to the Mages Guild or a good temple, but pawnshops/general stores will buy and sell books, too. Herbalists/Alchemists are necessary for potion creation and they're the only place where you can sell most ingredients (pawnshops will buy precious and semiprecious stones and the occasional Holy Relic), but I've always preferred items to potions since items can be used more than once. Consequently, the only ingredients I pick up are Daedra Hearts, Lich Dust and gems. Clothiers are about the most useless store in the game. Except for selling the occasional enchanted clothing item that can't be sold to a pawnshop or general store, I never use them.

Most towns are randomly generated at the start of the game (at the same time all of the dungeon locations and names are generated). This means that the vast majority of stores you encounter will be the same from game to game (you're planning on playing Daggerfall more than once, aren't you?). The City of Daggerfall always has one high-end weaponsmith with seven (count 'em: seven) shelves of goodies, two high end armorers with two to three sets of shelves in each store and one each of a "skillfully made" armorer and a "cobbled together" armorer. Together they form a rude circle, so it's quite easy to run from one to the next, break in, clean out the shelves, and move on to the next. If you work between 5 a.m. and 9 a.m. you won't even have to dodge the wraiths and ghosts. Then you can sell everything at the "cobbled together" armorer

(economics 101: you don't need to worry about a "rusty relics" pawn shop when you're dealing in bulk). The City of Sentinel also has three or four high-end shops, but they're not so neatly arranged.

A few places to help you get started (most reported by other players): The towns of Newtower and Holmarket in the Daggerfall province have a rusty pawnshop pretty consistently. There is usually a high-end weaponsmith in Holleigh, Anticlere and a rusty pawnshop in Bubyrydata in the Alik'r Desert. Blackfort in Daggerfall (SE of Gothway Garden) has a rusty pawnshop and there is a rusty General Store in Gothway Garden. There is a rusty store in Whiteville, Wrothgarian Mountains. There are other rusty stores in Wrothgarian Mountains at Kirkwich and Singworth. The Mages Guild at Phrygias, Phrygias usually has soul traps with working dragonlings and the Guild at Myrkwas, Myrkwas usually has a trap with a Daedra Lord in it, as well as Aldingwall, Daggerfall. Penfort Derry in Daggerfall province has a high-end armorer with several sets of shelves to go through.

Repairing Items

Unenchanted items can be repaired in a variety of places, but the Fighters Guild will do it cheaper than almost anyone if you are a member. To repair a damaged or broken item, click on the smith, click on "Repair Item" select the item to be repaired from your inventory, and click on "Repair". The smith will quote you a price and tell you how long it will take. An early bug would not let you retrieve the item from the smith or else it would disappear if you left town. These bugs have been patched.

Frankly, the only items I've ever needed to repair were weapons. No matter how battered I get in a fight, my armor is always "new", my clothing is always "new" and so forth. Weapons and enchanted items are the only things needing repair. If you do a lot of Hand-to-Hand combat, you will probably find that your Gauntlets need occasional repair.

Repairing a magic item can be a complicated process. First, you must have the latest patch (v.212 or v.213 [you don't need both]). Second, you must add the line "magicrepair 1" (no quotes and note that it is a space, not an equal sign) to your z.cfg file in the main Daggerfall directory. The z.cfg is a plain text file and can be edited with any word processor or text editor. Now that the techie stuff is out of the way, let's repair magic items.

Go to an item-maker and enchant an item, giving it the repair ability. Equip the item. Rest, rest, rest. The condition of an item appears to improve one category for each 8 hours of rest (that's an observation, not the formula). When the game selects an item to be repaired, it appears to start at the top of the inventory and work its way to the bottom. The only hitch to this is that in loading

a saved game the order of the items in your inventory gets reversed so top items go to the bottom and vice versa.

If you would like to avoid this little problem, there is an alternative method. Remove all magic items you DO NOT want repaired from your inventory. Don't put them on your wagon. Drop them or store them in your ship or house. They won't go anywhere. Now start resting. By dropping the stuff you don't want repaired, you force it to fix the stuff you do want fixed and you don't really have to worry about order. Keep resting until the item(s) have been repaired. Equipping multiple items with the repair function will speed up the repair process.

BEASTIES AND THEIR GOODIES

According to the "Daggerfall" manual, "There are more than fifty varieties of adversaries you may face in the course of your adventures." By my last count, I've got 57 listed here (kind of like Heinz' "57 varieties"), so if I'm missing anything, it's not for lack of trying. I have included combat info from Bethesda's hint book regarding armor class and health. As far as I can tell, it's still accurate, except for the Health statistic, which tends to be toward the high end. My best guess would be that critter health works like level health points -- somewhere between 50% and 100% of the maximum.

A few things to keep in mind about critters and their treasures:

First, there is absolutely no relation between the type/class of critter you kill and the goodies they have when you search the body. Lamia and Dreugh (who have no legs) can be found with greaves. Thieves can be found with plate armor. Ghosts can be found with coins (I'd really like to know where they keep it). Archers almost never have arrows or bows. In other words, don't look for logic regarding what the critter can do and what it carries.

Second, what you find on the body has a great deal to do with your Luck attribute and your level. The higher your Luck and your level, the more gold you'll find and the better your chances of finding stuff made of better materials.

Third, you've got to kill the critter to get its goodies. You can try to talk it out of fighting (if it has a language), but you can't talk it out of its treasure. This would have been a great place for Bethesda to have effectively used the Pickpocket skill. Pickpocketing the critter could have actually taken items out of its inventory rather than a random 1 to 5 gold pieces.

Animals

Animals all carry the same treasure: none. So pickpocket them before killing them if you want to get anything. If you kill them with arrows, you can still retrieve your arrows as long as it took more than one to kill it. On single-shot kills, you will find an empty inventory screen.

Rats, Bats:

Rat

(Armor 6, Health 9 to 16, Damage 1-4 + Disease)

Bat

(Armor 6, Health 12 to 36, Damage 2-12 + Disease)

What can you say about flying rodents and crawling rodents? They don't do much damage and don't have many hit points, but they do carry diseases (about 0.5% chance per successful hit).

Tigers, Bears:

Tiger

(Armor 6, Health 13 to 34, Damage 1-10/1-10/3-15)

Bear

(Armor 6, Health 13 to 34, Damage 1-10/1-10/3-15)

Pretty easy to kill. They hit slowly, though, so you can probably finish them off before they get in more than one or two swings. Once you've got a few hit points under your belt, they're excellent for practicing Hand-to-Hand.

Spiders, Scorpions:

Spider

(Armor 5, Health 13 to 34, Damage 5-15 + Spell [Spider Touch -- surprised?])

Scorpion

(Armor 0, Health 18 to 74, Damage 15-25 + Spell [paralyze])

They're slow hitters, but their poison paralyzes if you fail your save. Surprisingly enough, the poison counts as a spell, so it can be reflected or absorbed. If paralyzation isn't a worry, practice your Hand-to-Hand on them.

Slaughterfish:

Slaughterfish

(Armor 6, Health 15 to 50, Damage 2-12)

Underwater only. They bite fairly frequently. If you have soul-bound one of these into an item, they can and do appear above ground when the item breaks -- makes for humorous encounters.

Humans

Humans make up about a third to half of the critters you'll run into. Except for some of the tougher critters (liches, vampires and daedra), humans are about as nasty as you can get. The reason is that they have pretty much the same abilities as you do (except they're all "canned" classes) and aren't afraid to use them (even if it means blowing themselves up with an area-effect spell). Their abilities function at about your level when you enter the dungeon (hint: level while you're inside the dungeon and you'll usually be 1 level higher than the critters you're fighting).

Spell-Casters are a special case. Generally, they don't start tossing dangerous spells at you until you're somewhere between 5th and 7th level. Up to that point they prefer to beat on you rather than fry you and if they do cast a spell, it's

usually a defensive one like "Shield" or a minor offensive spell like "Silence". Just about all humans carry bows and prefer to shoot at you before engaging in melee.

Thieves, Rogues, Burglars, Bards, Acrobats:

Thief-class humans. Their hit points will be about your level times 9 (average) and they have the same armor restrictions as the standard class. No spells, but they do use missiles. These guys prefer short-bladed weapons, which means less damage. On the other hand, these bozos are FAST, especially when they take those three swipes in a row, so they get in more shots and you'll run into the occasional poisoned weapon. On the good side, though, they don't have all that many hit points and aren't terribly difficult to hit, so they're easier to kill than fighter-types. With a few exceptions, their goodies consist of minor armor pieces, ingredients and money.

Assassins:

Nasty. They're pretty much the same as thief-types, but they like to use poison at higher levels. Be prepared to cure it when you run into them. There is apparently a random bug in the game that will sometimes turn poison effects into Witches Pox and other diseases after you cast "Cure Poison". It's kind of an iffy thing, so be prepared to cure the disease after you cure the poison. If you have the health points to spare, you might just want to ignore the poison and deal with the damage rather than deal with the disease. The best tactic for dealing with assassins is to stand off and make pincushions out of them or fry them with magic. Their goodies are about the same as thieves.

Warriors, Barbarians, Knights, Monks, Rangers, Archers:

Warriors:

average health points is your level times 10, no armor restrictions and decent weapon skills (axe, long blade and blunt weapons are primary skills). They are middling proficient at archery and will use it if you encounter them at range.

Barbarians:

average health points is your level times 18, but no plate armor makes them easier to hit. Not so hot at archery, but they'll try.

Knights:

average health points is your level times 14 or 15, and they'll be harder to hit since they can't wear Leather. Middling proficient at archery, but more often than not, they'll just close for melee.

Monk:

average health points is your level times 9 or 10. They can't wear armor, but with Critical Strike as a Primary, they'll hit you pretty well. Poor archers, but they'll try.

Rangers:

average health points is your level times 14. They have few armor restrictions, so they'll be more difficult to hit at higher levels when Plate is more readily available. They're good archers and can put a severe hurt on you at range.

Archers:

average health points is your level times 10 and they can't wear Plate, so they won't stand up for very long. But with Archery as a Primary skill, they can and will put a real hurt on you if you encounter them at range.

Treasure for all of these warrior-types is a few gold pieces (more from the Knights), weapons, armor and the occasional ingredient (more likely from Rangers).

Spell-Casters:

Spell casters are some of the toughest and some of the wimpiest critters in the game. More often than not, they try to hit you with an area-effect spell and wind up blowing themselves to smithereens. But in spite of the stupidity of the AI routine, they can and will put a severe hurt on you. Their hit points will be about your level times 8 (average for a standard spell-slinging class) and they have the same armor restrictions as the standard classes, so they aren't too difficult to hit. Their magica reserves are sufficient to get off one or two spells, sometimes more.

Spellswords, Nightblades, Battlemages, Healers:

Spells can often get you at range and they're pretty handy in melee. At lower levels (up to about 4th) they simply try to melee with you. At mid-levels (4th to 7th or thereabouts), their spells tend to be non-lethal ones like "Silence". At higher levels they'll try to nuke you or paralyze you and then close for melee. Battlemages and Healers prefer ranged spells and can get off a couple before they close. Spellswords and Nightblades like to leech your magica, shock you and paralyze you and prefer spells with a range of "Touch". "Spell Reflection" can take care of a lot of this. Missiles are a good defense since you're probably a better archer than they are. Treasure usually consists of a couple of armor pieces, a weapon or two, money and potion ingredients.

Sorcerers:

Sorcerers are pussycats as long as you don't throw spells at them. Since they can't regenerate magica, they have to absorb it. As long as they don't have any they'll engage in missile fire or melee and they don't have many hit points. Bethesda could have made these guys tougher by giving them some magica to start with.

Mages:

Surprisingly enough, Mages like to get off a spell or two and close for melee. Maybe they think they're Warriors. Anyway, they can't stand toe-to-toe with anyone for very long, but their spells can put a severe hurt on you. Treasure is usually money, a weapon, and lots of potion ingredients.

Orcs

Orcs come in four types:

Orc

(Armor 7, Health 13 to 34, Damage 1-6):

A straight slugger, but the stated damage range is way on the low side (it's closer to 15 points at the top end – probably due to extra damage from high Strength). Treasure is usually less than 100 GP's, a few cheesy weapons and armor pieces.

Orc Sergeant

(Armor 5, Health 15 to 50, Damage 5-15):

Another straight slugger. Damage is a bit more severe than a regular Orc, but the chances of getting a decent weapon or armor piece are slightly better.

Orc Warlord

(Armor 0, Health 18 to 90, Damage 5-50):

The heavy hitter of the Orc family. He doesn't hit quickly, but he does hit hard. You usually won't encounter him at lower levels (except for a few pre-placed ones). There's a good chance of getting a decent weapon or armor piece off of him and he's usually toting a couple of hundred GP's.

Orc Shaman

(Armor 7, Health 18 to 74, Damage 2-20 + Spell [commonly Wizard's Fire and/or Invisibility]):

The Orc Shaman's favorite tactic is to blast you with a fire-based spell (at mid- to high levels), then turn invisible and try to beat you to death. It isn't unusual for them to be blown up by their own spells. If he turns invisible, just start swinging in that general direction and he'll walk right into it (no one ever claimed that Orcs were terribly bright). Treasure is commonly a few GP's, a couple of weapons and/or armor pieces and a few ingredients.

Centaur

Centaur

(Armor 6, Health 14 to 42, Damage 5-15)

Their "Ho-ho!" is almost as annoying as "Halt! Halt! Halt!". Melee is their strong suit and they have enough hit points to stand for a few rounds. Treasure is usually money and weapons with an armor piece or two thrown in for spice.

Spriggans

Spriggan

(Armor -4, Health 12 to 26, Damage 1-8/1-8/1-10)

Walking trees. Tough hides (bark?) and lots of hit points. No missiles from these guys. They like to slug it out and aren't very good at it. Treasure is potion ingredients and sometimes a few gold pieces. Supposedly they regenerate two or three times and come back at you, but I've never seen it.

Giants and Harpies

Giant

(Armor 3, Health 18 to 74, Damage 10-30)

Slow, big, ugly. But they hit **HARD**. Engage them with missiles or ranged spells if you don't have many health points. Treasure is money and weapons with an occasional armor piece and/or ingredient.

Harpy

(Armor 2, Health 16 to 58, Damage 2-12/2-12/5-15 + Disease)

Flying uglies. They can inflict serious damage if you're not prepared and they also carry diseases (standard 0.5% chance of catching one). You need Dwarven or better weapons to hit. Treasure is usually a few GP and a couple of ingredients (like the Imp), but occasionally you'll come across a weapon or armor piece.

Nymphs

Nymph

(Armor 0, Health 15 to 50, Damage 1-5)

Naked girls. They don't damage your health; they drain your fatigue points. They don't have many hit points and aren't very good at melee. They can be encountered underwater. Treasure is usually a little money and a couple of ingredients.

Lamia and Dreugh:

Lamia

(Armor 6, Health 16 to 58, Damage 5-15 + damage fatigue)

Dreugh

(Armor 6, Health 13 to 34, Damage 5-15)

Always encountered underwater. Dreugh can sometimes be tough to hit because they're usually above you. No missiles or magic from these two; straight sluggers. Like the Nymph, the Lamia drains your fatigue points with each hit.

Treasure for both is money and ingredients and an occasional weapon or armor piece.

Undead

Undead come in a variety of types. From the essentially annoying (Skeletal Warriors) to the truly deadly (Vampire Ancients and Ancient Liches). They can be encountered above ground, below ground and under water.

Skeletal Warrior

(Armor 2, Health 17 to 66, Damage 5-15)

They hit slowly and do not have a missile or magic attack. They're also very light. If you can position yourself just right you can hit them from the front and inflict damage when they slam the wall. In theory, edged weapons only do half damage. Once you've got a few levels they're strictly an annoyance. Treasure is a few coins, weapons and armor.

Zombie

(Armor 0, Health 52 to 66, Damage 15-50 + Disease)

They hit very slowly, but they hit hard. They've also got a lot of hit points. Don't try to stand toe-to-toe with them at lower levels. Either I've been very lucky or the disease part is wrong, but don't be surprised if it happens. Treasure is money and a couple of armor/weapons.

Wraith

(Armor 0, Health 20 to 90, Damage 20-45 + Spell [lightning, usually])

A spell attack followed by melee. Wraiths like to throw little fuzz-balls at you if you're far enough away. I haven't noticed any effect from them hitting and they never seem to reflect or absorb. In theory these are lightning balls, but if so, they don't work very well.

Ghost

(Armor 0, Health 17 to 66, Damage 10-35 + Spell [Wizard Rend])

A spell attack followed by melee. Ghosts like "Wizard Rend", but they will only hit you with it once. If there is a "Wizard Rend" effect already active on you, they will not throw others, but will close for melee instead. Since "Wizard Rend" has a range of "Touch", hitting Ghosts with missiles is a good defense. "Spell Reflection" also works very well.

You'll get to know Wraiths and Ghosts very well if you spend much time in Daggerfall between 7 pm and 5 am. You need Silver or better weapons to hit them. They move quickly, but hit slowly. They have a real problem with corners. If you can get them where they need to go around a corner to get to you, it's best to use missiles or run up and hit them a couple of times and then back off a few steps and do it again. Both are very difficult to see in dim conditions or after

dark. Wraiths have dancing spots in them, but ghosts just have the red eyes. At night they'll turn kind of purple if you can get a light behind them. Treasure is an iffy proposition (most of the time they don't have any). When they do, it's usually one item: money, armor, weapon or ingredient. I have picked up the occasional magic item from them, though. You can pick their pockets (go figure).

Mummy

(Armor 2, Health 17 to 66, Damage 5-15 + Disease)

Hits pretty decently (I think the damage range given by Bethesda is a little on the low side) and the possibility of disease can be a major pain. Decent treasure if you like money and the occasional ingredient.

Vampire

(Armor -2, Health 28 to 154, Damage 20-50 + Spell + Disease + Vampirism)

Likes to sling fuzz-balls at you (Sleep, I think) and then close for melee. They're all female, they hit slowly and don't hit very well, but a real owie when they do connect. Their biggest weapon is their chance of infecting you with vampirism AND other diseases. Fortunately you shouldn't run into them until you've got the levels to handle yourself. Treasure is money and lots of ingredients. Occasionally they'll have miscellaneous items like a holy dagger or holy tomes (don't ask me why - this is one of those illogical logic things) or a weapon.

Vampire Ancient

(Armor -5, Health 30 to 170, Damage 20-60 + Spell + Vampirism)

A very nasty character. Unless he's pre-placed, you probably won't run into him until you're well over 10th level. He likes spells that can put a severe hurt on you (Paralysis and Shock are his favorites). He hits VERY HARD and closes very fast. Spell Reflection is a must with this guy and you must have Mithril or better weapons to hit him. Treasure is LOTS of money and ingredients with an occasional weapon or miscellaneous item.

Lich

(Armor -10, Health 30 to 170, Damage 70-100 + Spell)

I very seldom have encountered a lich underwater unless I knocked him there first or he was a quest object, but all things are possible. Essentially he's an undead version of the Spellsword or Nightblade. He hits very hard, though. Spell Reflection is helpful (he likes Shock, Fireball and Wizard Rend), but healing and good weapons are more helpful. He's not too picky about where he slings his spells, so it's not unusual that he will blow himself up while trying to get at you.

Ancient Lich

(Armor -12, Health 30 to 170, Damage 70-100 + Spell):

One tough customer. Heavy-duty spell attack (Shock, Fireball, Toxic Cloud, Lightning, Wizard Rend) and very good melee skills. Not for the faint of heart or

low of level. Mithril or better weapons to hit him and he's usually got decent goodies.

Daedra

Daedra come in five varieties (aside from the Daedra Princes you can summon, but can't touch): Daedroth (sometimes called a Lesser Daedra), Daedra Seducer, Frost Daedra, Fire Daedra and Daedra Lord. You must have Mithril or better weapons to hit any of these guys.

Daedroth

(Armor 1, Health 27 to 146, Damage 15-50 + Spell)

Spell attack (usually Silence) plus very good melee skills. Mithril or better to hit them. The Fighters Guild isn't kidding when they say be prepared for a tough fight. Treasure is usually money, but there's another item occasionally.

Daedra Seducer

(Armor 1, Health 28 to 154, Attack 15-50 + Spell)

Likes to get in close, zap you with a spell, change into a female with dragon wings and then beat up on you. She's not quite as tough of a fighter as the Daedroth, but still a rough opponent. If you have Spell Reflection up her spells (usually "Energy Leech") will recharge your fatigue if she fails her save. Treasure is money and an occasional ingredient, but I've picked up a couple of armor pieces and weapons off of them, too.

Frost Daedra

(Armor -5, Health 25 to 130, Damage 50-100 + Spell [Ice Bolt/IceStorm])

Fire Daedra

(Armor 1, Health 26 to 138, Damage 15-50 + Spell [Fireball, Fire Storm])

Ranged spell attack (frost or fire, depending) followed by melee. These guys are hard hitters and have lots of hit points. Treasure is almost always money, though the Fire Daedra will occasionally carry something else.

Daedra Lord

(Armor -10, Health 30 to 170, Damage 70-100 + Spell [Shock, Fireball, Wizard Rend])

Easily as tough as the Ancient Lich. Likes to zap you then close for melee. Treasure is almost always money and ingredients.

Atronachs

(Armor 6, Health 25 to 140, Damage 5-15)

Four major varieties: Flesh, Iron, Ice and Fire, but their stats are the same. The original intent of the atronach seems to have been to mirror the four elements of medieval science: earth, air, fire and water. I don't know why this was

abandoned, but the remnant of this idea shows up when you try to soul-trap an atronach. When soul trapped, the atronach changes to its appropriate element:

Iron Atronach becomes an Earth Atronach

Ice Atronach becomes a Water Atronach

Flesh Atronach becomes an Air Atronach

Fire Atronach becomes a Fire Atronach (just to keep you from getting cocky)

Atronachs are medium to light hitters, lots of hits points, and no treasure. From a combat perspective, they're about on a par with the Mummy, but no treasure. They are supposed to generate an aura that damages you according to their type, but this is not an active feature (at least not on my system). Their defense is their resistance to certain types of spells.

Fire-based spells will heal a Fire Atronach

Electricity-based spells will heal an Iron Atronach

Poison/Acid-based spells will heal a Flesh Atronach

Frost-based spells will heal an Ice Atronach.

They aren't immune from a good weapon strike, though. If you want money off these guys, pick their pockets before you kill them.

Gargoyles

(Armor 0, Health 19 to 82; Damage 10-15)

Gargoyles don't carry any treasure and have no special attacks. You usually don't start running into them until you're about 7th level. You need Mithril weapons or better to hit them.

Imp

(Armor 3, Health 11 to 18, Damage 2-15 + Spell)

They like "Shock" and area effect spells (like "Sphere of Negation"). The exception is the "Rogue Imp" you get from the Mages Guild. These sometimes have a couple of other spells up their sleeves, but their tactics are the same as regular imps. After they get off their one or two spells, they're easy to take out as long as you have Steel or better to swing at them. Treasure is usually less than 10 GP and a couple of cheapo ingredients.

Dragonling

(Armor 6, Health 14 to 42, Damage 5-15 + Spell [Fire-based]):

They can supposedly heal themselves, but I haven't seen it. Not bad for a baby, though, if true. They swing pretty frequently. Only the Dragonlings encountered on Knights Guild Quests can be soul-trapped and used in the item maker. All others can be soul-trapped, but they won't work in the item-maker. No treasure, so pickpocket them a few times before you off them.

Lycanthropes

Werewolf/Wereboar

(Armor 5, Health 14 to 42, Damage 1-10/1-10/2-12)

Lycanthropes come in two varieties: werewolf and wereboar, but their stats are the same. You must have Silver or better weapons to hit them. They carry no treasure (bummer). Their attacks can put a hurt on low-level characters, but at mid- to high-levels, they are strictly nuisances. There is a slight chance that any hit will infect you with Lycanthropy, so rest before exiting any dungeon where one has hit you. If you get a spooky dream, head for a temple.

DUNGEON CRAWLING

Throughout the next section on "Questing", you will encounter the phrase "standard dungeon crawl." This section will define the term and provide a few techniques to help your character navigate the dungeons successfully.

The term "standard dungeon crawl" derives from the most common kinds of quests you undertake. When you accept a quest, you accept a mission to accomplish something. This commonly involves venturing into the depths of some dungeon to kill or rescue an NPC or to retrieve some object. In this context, a "standard dungeon crawl" means, "go to the designated dungeon, enter, find the quest object (an item or an NPC), do to the object whatever is required, exit the dungeon, and report back to the NPC who assigned you the quest." I find it a lot easier to just say "standard dungeon crawl" than to repeat all of those instructions for every quest.

So let's take those steps, one at a time, and see how to accomplish them.
Finding the Dungeon

When you are assigned a quest, your first step is usually going to be to find the location you must go to. Most commonly this will be a dungeon and with very few exceptions, it will always be in the province where you accepted the quest. In order to find the location, you have to understand the overland map.

You bring up the overland map by either right clicking on the map icon on your toolbar or by using the "W" hotkey. The map that comes up is a map of the Iliac Bay area with the provinces outlined in yellow/gold. The first time that you do this in any gaming session (a gaming session starts when you launch the game and ends when you exit to your operating system), the province you are currently in will flash red two or three times. After that you can locate your province by clicking the "I'm At..." button. Left clicking on a province will bring up the overland map for that province. A set of red crosshairs will mark your location on that map (assuming you are in that province). If you forget where you are, click "I'm At.." and the crosshairs will flash again. On the overland map are lots of little dots. The color of the dot tells you what it is.

Most of the dots will be varying shades of gray with a few white ones thrown in for good measure (on some systems and in the zoomed view they show up as pink/purple). These are cities, towns, villages, inns, and a few individual farmsteads. The closer to white the dot is, the larger the settlement. White dots are always walled towns (gates open at 6am [6:00] and close at 6pm [18:00]). Dark gray dots are farmsteads. If you move your cursor (the light blue arrow) next to one of these dots, the name of that location will appear at the top of the screen. Clicking the "Towns" button on your map toolbar will toggle these on and off. By the same token, clicking "Homes" on your map toolbar will toggle the inns and farmsteads on and off.

Blue dots are temples. All of them belong to the same god or goddess (depending on the province) and most of them are nothing more than a temple building with a half-dozen or so houses around it. Clicking the "Temples" button on your map toolbar will toggle these on and off (I usually toggle them off unless I pick up a disease while dungeon crawling and there is no town nearby).

Orange dots are dungeons. When you first start the game, the only orange dot will be Privateer's Hold (the dungeon you start in). Reddish-orange dots are dungeons that you have not visited (this part doesn't work consistently, but it's a good rule of thumb). Clicking the "Dungeons" button on your map toolbar will toggle these on and off.

Red dots are graveyards. For more about them, read the section on "Crypt"-ology. Clicking the "Dungeons" button on your map toolbar will toggle these on and off.

Black dots (there are none at the beginning of the game -- you must either find a map or cheat to get these locations) are Witch Covens. You might want to visit one of these if you need to summon a Daedra or get cured of Vampirism or Lycanthropy.

To find the location of your quest, use the "Find" button on the map toolbar. A box will appear asking for the name of the location. Type it in (watch your spelling - many locations have similar names) and hit "enter". The crosshairs will mark that location and the fast-travel menu will pop up. If you get a message saying "There is no such place on your map", you have probably misspelled the name (did you know that "misspelled" is the most commonly misspelled word in the English language?) or you have run into an old bug that hasn't been properly fixed (sometimes quest locations do not appear on the overland map). If you are sure of your spelling ("Ruins of the Ashham Farmstead" is not the same as "The Ruins of Ashham Farmstead"), you need to exit the map and hit <ctrl>+f1. If you are running the v.212 or v.213 patch and have "cheat mode" enabled, this will make ALL dungeons and covens appear on your overland map. Bring up the map and try again. The crosshairs should mark the location for you now. Once you have traveled to your destination, hitting <ctrl>+f1 again will toggle the unvisited locations off again, but yours will remain because you have visited it. This cheat will also put you into "steal" mode, which means you're going to try to pickpocket the next person you talk to unless you change it. Be cautious.

After you find your destination, you need to choose your travel mode. "Cautious" will have you arrive at your destination with full health, fatigue, and spell points and while the gates are open. "Reckless" will not restore points, but will get you there in the shortest time (which might mean arriving in the middle of the night). "Foot/Horse" is the default, but you can speed up trips across the Bay by choosing "Ship" (\$\$). If you own a horse and a ship, you will always take the quickest route. "Inns" means you stop at an inn every night and eat there (at

5 GP per night), while "Camp Out" means you will sleep under the stars and hunt for your food (costs nothing, but slows you down a little).

Tom Stabler pointed out something that I had not included (all I can plead for not including it is encroaching senility). If you choose "Reckless" mode to get to your destination quickly and then use "Cautious" to travel to your current location, you can have the best of both worlds: quick travel time and full points when you get there. The same applies when traveling to towns: "Reckless" will get you there quickly, but follow it up with "Cautious" to restore your points and make sure the gates are open.

Getting Into the Dungeon

Getting into the dungeon actually isn't that difficult unless it's foggy, raining, dark, or you're standing in front of a bunch of ruins.

Most dungeon entrances are a small hill (about head-high) with a door in it. Clicking on the door will get you into the dungeon. Some are small mounds of stones with a dark hole in them. Clicking on the hole will get you in. Moving up really close to the hole will make your video go funny. A few others are actual buildings (like castles or towers) that have an exterior door. Clicking on it will get you in.

For the rest, you could be looking for something that looks like a cellar door or a regular door mounted on a rock or broken section of wall. It can be a little time consuming to find these entrances, but once you do, just click on them.

If it's bad weather and you have limited visibility, you can either stumble along blindly and hope to bump into it or rest until midnight and wait for the weather to change. Resting runs the chance of random encounters, but it's a lot easier than working blind.

Most of the time, the entrance is going to be more or less directly in front of you. For those few times that it isn't, look to the left and right before moving. A few dungeons (like Lysandus' Tomb) will be very close, but off to one side or the other.

Before you enter, equip everything that you will need. Most of the time the area right inside the entrance is fairly safe territory, but not always. The last thing you need is to get the snot kicked out of you as soon as you enter.

Finding the Quest Object

Without a doubt, this is the most difficult part of the game. In each dungeon there are anywhere from 5 to 12 (usually 5 or 6) possible locations for your quest object. If you were lucky in the random number department, your object will be fairly close to the entrance. If not, you have a loooong trek ahead of you. One of the major complaints about the game was the size and extent of the dungeons ("mating octopi" was how one gamer described it). Daggerfall dungeons are HUGE and they are in 3 dimensions, so exploring and navigating in them can be quite time-consuming. Don't start one if you need to be somewhere in the next few minutes. Bethesda promises that the dungeons of "Morrowind" will not be

this big ('course they've been promising the game for a while and it's not here, so take that for what it's worth).

Most of the time, there will not be any critters right next to the entrance, but finding company right off the bat is common enough that you'll want to have your weapons drawn and ready. Save the game as soon as you enter and each time that you pass the entrance. This is one way to avoid having to repeat a lot of traveling and mapping.

OK, you're in and ready to rumble. What now?

If you're new at the game (and I'm assuming you are or you probably wouldn't be reading this), explore the area immediately around the entrance and kill anything that gets in your way. This provides you with a relatively safe area to rest. If you are capable of casting a "Recall" spell, right inside the entrance is a good place to anchor one. Daggerfall dungeons reset completely when you exit them, so teleporting out of the dungeon in an emergency will make your map disappear and you'll have to go back over territory you've already covered if you have not completed your quest. Once all of that is accomplished, save the game again and let's go exploring.

Two methods seem to dominate players of "Daggerfall" when it comes to exploration. One involves following the wall from the entrance, either right or left (the wall-followers seem to be about evenly split on this issue from what I can tell). Go through all doors, use all elevators and teleporters, but keep following that wall until you either find the quest object or get back to the entrance. If you get back to the entrance, save the game, and then follow the other wall (the one across from the entrance). If you get back to the entrance again, save the game and start following passages that you didn't take the first two times. The method works (I use it). It's not very thorough, but it will get you to the quest object eventually.

The second method involves working with the dungeon by section. If you look at your map, you will see that your arrow is on a particular type of flooring. The section method requires that you explore **ONLY** the areas with that kind of flooring until you have cleared out all of that section. Then you move on to another section and clear it. And so forth until you reach the quest object. It is a very thorough method of exploration (I use this one, too), but time-consuming. This is not a bad thing if you have a lot of time on your hands, but it is not designed to get you to your destination quickly.

After you have played the game for a while, you will start to notice patterns to the dungeons. This is a by-product of the dungeon creation process. Daggerfall dungeons are modular. The Main Quest dungeons were painstakingly constructed by hand, but the random dungeons take pieces of the Main Quest dungeons and sling them together in various forms. This is why players get a strange sense of "deja vu" in the random dungeons. They really have been here before. Once you reach this point, finding quest objects becomes much easier

because each module only has one or two object locations. For example, when I find myself with a series of teleporters, I know that there is a quest object location under the trapdoor and that a lever in one of the teleporter locations opens the trapdoor. So I go through the teleporters until I get to the lever, pull it, and then keep going through teleporters until I appear over the trapdoor (hopefully with an active "Levitate" so I don't break a leg falling down the hole when I appear). Remember where you find quest objects and the next time you wind up in the same module, you'll have a good idea of where to look.

Navigating dungeons requires a bit of ingenuity and/or a few good spells/items/potions. One of the earliest problems you will need to overcome is water. All characters can swim, some better than others (that's why there is a "Swimming" skill). Your swimming skill determines how fast you move underwater and how long you can hold your breath. If you have a low skill in this area (in other words, you are slower than molasses in January), you can compensate with a potion, item or spell that has "Water Walking" as its effect. Contrary to the description in the manual, "Water Walking" does not let you walk *on* water. It just lets you move *through* it at a reasonably good clip (about the same as your normal overland rate). "Buoyancy" is a cheap water-walking spell that any character should be able to cast, even with single-digit skills in magic.

Water also requires that you be able to breathe. When you submerge, you will see a yellow bar on the right of your view screen. This is your breath meter and it tells you how long you have before you drown (once it runs out, you're dead, no saving throw). Allegedly, members of the Kynareth temples get the benefit of being able to hold their breath longer than other characters. If that isn't the case for you, you need "Water Breathing" in some form (spell, potion, or item). "Water Breathing" removes the breath meter for as long as the effect is active. Once the effect wears off, the breath meter comes back at its previous level (if you were 2 seconds from drowning when you cast the spell, you'll be 2 seconds from drowning when it wears off). Putting your head above the surface of the water (sometimes difficult when weighted down with heavy armor and lots of goodies, and well nigh impossible if the whole passageway is submerged) will move your breath meter all the way back up when you submerge again.

The next obstacle is how to reach openings and platforms that are not at the same level you are. This is where "Climbing" and "Levitate" come in very handy. With few exceptions (the final dungeon of the Main Quest being the most obvious one), you can usually climb wherever you need to go. It may require some additional exploring to get to a place where you can climb up, but it's usually possible. The game will make a check against your climbing skill about every 10 feet, so those with low skills should be wary of trying to climb great distances. "Levitate" takes the guesswork out of that. Getting back down again

can also present problems, so you would be wise to invest in something that will let you levitate or cast "Slowfall" on you.

Teleporters are devices you will encounter in some dungeons and they instantly move you to another part of the dungeon. They usually look like bricked-up doorways or floating skulls. To activate them, just walk into the doorways or click on the skulls. There are a few freestanding doorways that you must click on to activate. At other times, you'll see these bricked-up doorways that don't do anything at all. Remember that dungeons are modular? The bricked-up doorways that do nothing are the places in the module where the entrance would normally be or where another module would hook in. When you run into one of these doorways, save the game before trying anything. Most of the time you'll either be teleported to another location or they won't do anything. Occasionally, these will be traps that can put a serious hurt on you (especially if you are relatively low-level and don't have many hit points).

There are about four occasions where walking on the floor can kill you and a couple of others where it will suck out all of your magicka. If your view starts swaying when you step on something and you don't have a "Levitate" effect available, don't go any farther. Take a step back (or turn around and jump) and assess the situation before going on.

Characters can jump pits in the floor with minimal jumping skill. Longer jumps may require a running start. If you fall down into a pit, you should be able to climb back out again without too much trouble (unless you are playing on my laptop where Climbing doesn't work). Just be sure not to turn your back on whatever might be in the pit with you unless it's dead.

It's always good practice to look at your map before walking across a large room. There are a few that have hidden trapdoors that spring as soon as you step on them. These will show as holes in the floor on your map.

You will find many secret doors and passages in the game. Some are fairly easy to spot and others are very difficult. All will appear on your map and look like regular doorways. If you see a door on your map, but not in your view screen, just move to that location, face it and click on that section of wall to open the door. Sometimes the doors are locked, so you may need to pick it, bash it, or "Open" it to get through.

This brings up the subject of "Lockpicking". There is a school of thought among long-time players of the game that says the higher your lockpicking skill, the more frequently you will encounter locked doors. I don't know whether the programmers intended this or not, but there is at least a germ of truth to it. Assuming that you're not up against a magically locked door, you can always bash these doors open (I've heard players maintain that "Fireball" is a good way to open a locked door, but have not tried it). Bashing puts wear and tear on your weapons, so if you're going to bash, the recommended method is to use your fists/feet. They don't wear out. The cheesy little "Open" spell that I

recommend for Mysticism practice also works. You just have to cast it a lot of times before you get through (nice idea if you need to develop that skill). "Open" will also work against magically locked doors, but the chances of success are much lower than a regular locked door (the artifact "Skeleton Key" will open anything once per day and casts "Open" the rest of the time).

OK, you've run, climbed, swum, levitated, bashed and fought your way through the dungeon and you still can't find your quest object. Now what?

There are only two possibilities: you have either overlooked something (there is someplace you haven't been) or you've got a bug. Both are problems that have (relatively) simple solutions.

I'll start with the easier one first: you've overlooked something. 99% of the time, this is going to be the problem you're facing. Remember that the dungeons are modular and that there are only a few places where the quest object can be? If you have installed the v.212 or v.213 patch, you can teleport to each of the possible quest object locations using the bracket keys. You must have "cheat mode" enabled if you're going to use the teleport feature. Just hit one of the bracket keys ("[" or "]") and you will be teleported to a possible quest object location. If it's not there, hit the same key again to move to the next location. Keep doing that until you have cycled through all of the possible locations. If you still haven't found your object (be sure to move after you teleport because you're going to appear on top of [or inside] your quest object and you can't see it unless you move away from it), you have hit a bug (the exception is a Merchant quest to locate a missing cousin - more about this under "Questing").

There is an intermittent bug that crops up and causes the game to not place the quest object inside the dungeon. Bethesda created a program called "fixsave" to repair this problem (you must have "fixsave.exe" in your \dagger directory to use it). To use it, exit the dungeon, save the game (remember the name of the saved game) and exit "Daggerfall". Go to the DOS prompt, to the \dagger directory and type "fixsave". This will launch the program and you'll be shown the name of all of your saved game slots and asked which one you want to fix. Give it the number of the saved game file and it will fix the problem (as well as a few other bugs that might be hanging around). Now relaunch "Daggerfall", load your saved game and reenter the dungeon. If you don't want to go through the entire dungeon crawl that you did the first time through, use the teleport cheat to hit ONLY the quest object locations until you get to where you need to be.

Tips and Tricks of the Dungeoneering Trade

Tip number 1: save early and save often. Your saved game is your friend. It is your personal time machine that lets you alter reality whenever you want (you didn't really want your 3rd level character to slap the Ancient Lich in Scourg Barrow, did you?). While in the dungeon, you should save the game at the entrance, after picking up a nifty piece of treasure and after finding your quest object. As a general rule, you should save the game before and after resting and

before any situation that you think might result in a tough combat. If you are going to try something that might kill you, save the game before doing it. If it kills you, you can restore and try again.

Tip 2: unequip attribute- and skill-enhancing items before you rest. The higher your skill is, the more difficult it is to raise it. If you lower your skills, then you have a better chance of seeing a skill increase when you finish resting. Also, keeping attribute-enhancing items equipped can actually reduce the attribute. If you unequip it before resting, it will not deteriorate until you equip it again. This can save headaches, especially if you have "repair" objects equipped while you're resting.

Tip 3: save frequently.

Tip 4: contrary to the manual and hint book, clearing out a section of the dungeon does not mean that you won't be awakened by a critter that doesn't want to share its quarters. The game can (and does) generate random critters while you are in the dungeon. If you have saved the game before resting and it generates a random critter, you do not have to fight it. You can simply restore the saved game and rest again. Most of the time, you will not get the random critter showing up to disturb your beauty rest.

Tip 5: did I mention saving the game?

Tip 6: if you are going to rest, try to rest for at least 6 hours. This is the minimum amount of time necessary to see a skill increase. This increases your chances of gaining a level (you did remember to save the game before resting, didn't you?). Since the critters (and their level) are determined when you enter, gaining a level while you are IN the dungeon can give you an edge over the competition, especially the human ones. This will also activate diseases you may have picked up. Both Lycanthropy and Vampirism are marked by a dream sequence and you must rest in order for this dream to activate. A little advance warning can save a lot of headaches later.

Tip 7: (in case I forgot to say anything about it earlier) save the game.
Doing Your Thing and Getting Out Again

Once you have located your quest object, you can do one of just three things: kill it, pick it up, or talk to it.

Killing it is just basic combat. To pick it up or talk to it, you must click on it. This will usually launch a message box. Picking it up can sometimes be a little difficult. If nothing happens, squat ("D"), center the object in your view screen and try from various angles. Sometimes you just have to find the right pixel. Do whatever you need to do, depending on the message, and leave.

Getting out can be easy or difficult. If you anchored a "Recall" somewhere, your job will be easiest. Just cast it again and you'll be teleported to wherever you set your anchor. Option 2 is to walk out. Just follow your map back to the entrance.

Option 3 is to (wait for it...) CHEAT! One of the features that Bethesda installed with the v.212 and v.213 patches was the <alt>+f11 hotkey. This was designed to pull you back out of the "void" when you fell into it. What the game basically does is to "remember" where you were for the last dozen or so times that your feet were on the floor. When you hit <alt>+f11, you are taken back one "step". But there was an unintended cheat that came with this. What happens when the game doesn't know where your last "step" was (as in when you reload a saved game)? The answer? It thinks that the entrance was your last position. So, if you save the game, reload it, and hit <alt>+f11, you'll be teleported back to the entrance. Just click on it and you're out.

Now you travel back to the NPC who gave you the quest to report and collect your reward.

QUESTING

Quests are the way that you move up in Daggerfall. Quests can take a variety of forms; everything from being a delivery person to rescuing princesses to foiling (or executing) kidnapping plots. Including the CompUSA "addquest" files, the Main Quest and two special quests for lycanthropes and vampries, there are 244 quests plus variations on many of them. In theory this means that you would seldom see a quest repeated, but in practice there are about 50 or so quests that pop up frequently (assuming that you are a member of every guild) and it takes a lot of digging to turn up the rest of them. There are also a few quests that were deactivated by the various game patches, so they should be non-functional (emphasize the "should be"). The quest descriptions here include the "addquest" files. All quest descriptions start with a fragment of the dialogue that offers the quest.

The very first quest that you will be offered is the Tutorial (yes, it's a quest). The tutorial has about 10 lessons to help you get acquainted with the game and the interface. The lessons range from how to use your weapons to showing you how to sell items.

The rest of the quests will either activate automatically when you reach a certain level (this is the case with the Main Quest series) or when you talk to people (these are the Guild, Merchant, Innkeeper, Noble, and Witch Coven quests). There are a couple of special quests (cures for vampirism and lycanthropy and some follow-ups connected with the CompUSA quests) that will activate automatically (usually after a certain amount of game time has passed). But generally speaking, you have to ask for a quest to get one.

While most quests are active, you can pick up helpful (or not-so-helpful) rumors by talking to the "townies" (the people who kind of wander around town) and selecting the "tell me about..." option. If you are member of the Thieves Guild or Dark Brotherhood, you can hit up the Spymaster to get only the correct rumors and miss out on all of the "red herrings". There are quests that will lead you to several artifacts, but since they are only available through the Knights Guild, I am counting them as Guild quests.

Most quests will require you to do some dungeon crawling. Aside from cheating, this is how you acquire equipment and treasure and build up your skills so you can gain levels. Successfully completing quests raises your reputation with the faction that offered you the quest and their friends, too. By the same token, failing to complete a quest will lower your rep with those factions. Successful quests generally raise your rep by 5 points with the faction that gave it to you and by 2 points with their allies.

Just to make life interesting, there are some quests that, if completed, will lower your rep with other factions in the game. For example, if you choose to complete the ransom/kidnapping quests by rescuing the victim, you will get an

increase in your rep with the faction that gave you the quest, but you will also suffer a rep loss with the faction that was holding the victim in the first place. Keep this in mind when accepting quests, especially where the Thieves and Dark Brotherhood are concerned. Success can get you kicked out of these Guilds.

The quests that are available to you depend on your reputation or guild rank. Because of this, I have included the minimum reputation/rank necessary to put each quest into the pool of available quests. "(any rep)" means the quest is always in the pool; "(any positive rep)" means that the quest is in the pool if you do not have a negative rep with that faction; "(rep # or more)" means you must have a rep of at least that number or be at least the (rep/10) rank to put it into the pool; "(rep between # and #)" means that the quest is in the pool only while your rep is between those two numbers or while you are at the (rep/10) rank.

Guild Quests

Guild quests are the bread and butter of the game. Although you can improve your rep with the Guilds indirectly by completing quests for other factions, the gain is slow and very random (alliances shift at midnight each day).

Each guildhall has a quest giver to test your mettle. A problem reported by some players revolves around being unable to report back after completing a quest (the dialogue launches a new quest rather than closing the old one). The solution is almost always to use the "Get Quest" button rather than the "Talk" button. When you "Talk" to the quest giver, you are dipping into the Merchant/Innkeeper pool of quests. When you use the "Get Quest" button, you are dipping into the pool of Guild quests.

There is no penalty for refusing a quest, so you can keep asking for a quest until you get one that you want. As with other factions in the game, successful completion of a quest will usually raise your reputation with that faction by 5 points (there are a few quests that will raise it by 10) and failure will reduce it by 2 points. Beware of quests that reduce your rep with factions you need.

Fighters Guild Quests

Fighters Guild ("Fighter Trainers" in most desert areas) quests are usually straightforward affairs. In the original version of the game, you should have been able to pick up a couple of artifact quests from them, but the quests were moved to the Knights Guilds with one of the very early patches. Fighters Guild quests can and do improve your rep with the commoners, so if the people aren't talking to you, try completing a few of these to fix the problem. Most of these quests should net you a new dungeon on your map, but it doesn't always work.

Non-Member Quests:

"I got a request to dispose of a giant scorpion..." (any rep): the quest must be completed within the game day, so don't take it unless you can find the house before midnight. Disposing of the critter shouldn't be too much of a problem, but remember that Scorpions cast "Paralyze" each time they hit.

"Seems some poor soul brought home a giant spider's egg that hatched..." (any rep): same as with the giant scorpion. It must be completed before midnight and be prepared for paralyzation.

"...chase off some barbarians..." (any rep): a local house and you have 24 hours to complete it. The Barbarian will be the same level as you, but they have more hit points than any of the other canned classes.

"...too menial for fighters of the guild to accept..." (any rep): a local house is infested with giant rats. There will be about 6 or 7 of them. Don't burn time loitering. Just wait and they will appear for you.

Member Quests:

"Seems there's a loup -- whatcha call your basic werewolf..." (any rep): there are two versions of this quest. Both involve a standard dungeon crawl, but your object could be either a lycanthrope or merely a bear. While infected with vampirism, this quest only turned up a bear for me, but this may just be my system.

"We have a request from a local citizen. Seems a wild animal has gotten into his place..." (any rep): the house is in town and it's either a bear, tiger, spider or harpy. A real quick quest that can be completed in a couple of minutes.

"Some fool left his back door open and a wild animal got in..." (any rep): this one requires traveling to another town. The critter is either a bear or a tiger and you should also get a new dungeon marked on your map.

"I have a relatively menial job..." (any rep): clear the bats/rats out of a local house. This one is a little buggy. You are supposed to get a message when you have killed all of them, but it doesn't pop up on my system. Also, when talking to the guild to close the quest, I get the right dialogue, but no money.

"...a job just came in for some giant-killing..." (any rep): you not only get to fight the giant you were sent to kill, but also a few of his buddies (about 6 or 7 of them) that start appearing when you hit the original target. Teleporting out of the dungeon doesn't do any good except to limit the number of buddies to four or five who appear with you (careful with civilian casualties -- "collateral damage" for the politically correct) and all at the same time. Occasionally you can rescue a merchant who asks to be taken to a store in another town.

"We have a rather interesting job requiring a bit of brains rather than brawn..." (any rep): you need to retrieve a noble's pet tiger from a dungeon. You will be given a bell. When you find the tiger, "use" the bell and then hit the

tiger. The tiger will not respond until you have inflicted some damage on it. Be careful that you don't kill it. I find that unequipping a weapon and using my fist on it (or using an Iron Tanto) is the best way to inflict minimal damage. Somewhere in the vicinity of the tiger you should find a dead body with a letter. The body is "too heavy to lift", but turning to the side will usually bring the letter to the top. Report to the noble to collect your gold and find the person mentioned in the letter to collect a magic item.

"I have an important mission that will require the utmost discretion..." (rep 11 or more): this is the infamous Lord K'avar Quest. **SAVE THE GAME AFTER ACCEPTING THIS QUEST!!!** You should only be able to complete this quest once, but it's a little buggy in this respect. Report to the correct house at the correct time to meet your client. As soon as you leave the house, your client will be killed and you will be given a letter to deliver to Queen Akorithi in Sentinel. You will also get to fight two mages and three or four archers.

There is no way to avoid having your client killed. I have even gone so far as to anchor a "Recall" right in front of Akorithi and then accept the quest and the client still dies as soon as I leave the house (and the Mages now use spells because I'm in a dungeon).

If you take the quest early enough in the day, you should get a letter telling you to meet someone at a local tavern. If you go to this meeting you will be given an amulet that will supposedly protect you from the Necromancers. In reality, if the amulet is in your possession at the time you leave the house, you will be teleported into a random dungeon. The letter is a little buggy, so if you want to get it before meeting the client, activate "fast travel" and it will generate.

OK, your client is dead and you have the letter. You now have a decision to make. You can deliver the letter to Sentinel where you will be rewarded with some gold. You can deliver the letter to Lord K'avar at the palace mentioned in the letter and he will give you a reward (usually a diamond). You can talk to Lord K'avar at the palace, but not give him the letter. This will cause him to disappear and reappear in the dungeon mentioned in the letter. Or you can ignore the whole thing.

In any event, three archers will attack you once or twice per day until the quest is completed or expires. This can be a very good thing because each archer carries goodies, plus the same goodies as all of the other archers before him. By the time two or three weeks have passed, they are literally carrying a ton of goodies. Most of it is junk (leather, chain, iron weapons, etc.), but at high levels, they will be carrying a few really good items. If you are going to try to collect all of it, be aware that the game does not like to keep track of that much stuff and becomes very unstable. I have found that the best way to deal with it is to either

sell it all as soon as possible or just pick out the good stuff and let the rest disappear when the body does.

Now for dealing with the quest options.

If you take the letter to Sentinel, Lord K'avar will be arrested, you will get your gold and be sent on your way. A few game weeks later, you will get a message from the queen telling you that K'avar has escaped and she wants you to go track him down and bring him back to justice (you should be able to capture him in this scenario). You get a second reward for doing this.

If you talk to K'avar but do not give him the letter, the queen will ask you to go track him down in the dungeon mentioned in the letter (Castle Necromoghan, if you accept the quest in Daggerfall province). You will not be able to capture him, but it is possible for him to escape if you don't kill him quickly. You will have about 30 days to do this, and you will get the archers every day until the time expires or K'avar is dead. If he escapes, you are supposed to get a message a few weeks later that he is in the dungeon at Wayrest, but this doesn't always work.

If you choose to give the letter to K'avar, you will get a reward and the nightly archers will stop. A few weeks later you will get a message to help him escape from Castle Sentinel before he is executed. He's going to be very difficult to find (Sentinel is a BIG dungeon) and you'll get to fight Spellswords all of the way to the exit. Once out of the dungeon, you need to take him to a contact in another town. He doesn't tell you this, but the town is going to be in the province where you first accepted the quest and the name of the residence is always wrong. You will probably have to run fixsave after getting out of the dungeon in order to deliver him. But on the other hand, because he's still alive, you should be able to complete the quest again.

If you choose to ignore the whole thing, you will get to fight the archers for about a month, but they will quit eventually.

Successfully completing the quest in favor of Queen Akorithi will give you about a 20 point rep boost in Sentinel. By the same token, helping Lord K'avar will give you a 20 point hit to your rep in Sentinel. Since completion of the Oracle quest for the Mages Guild boosts your rep by several points in Sentinel, you can easily repair your damaged rep.

Now for the really fun part. What happens if you accept the quest after completing it the first time (I'm assuming that you killed K'avar)? The answer is "a major headache". K'avar has already been killed, so he will not be at the Palace and will not appear in the dungeon. The only thing you can do in this instance is to immediately deliver the letter to the queen and weather the onslaught of archers. Interestingly enough, Lord K'avar is an NPC in Castle Sentinel. Even after completing the quest, he is still there (a really good trick for a dead guy) and you can still talk to him (he'll even offer you the occasional quest if you let your rep with him zero out again).

"Seems there's this flock of flying carnivores -- harpies..." (rep between 10 and 20): there are five of them. Fortunately there is a fairly easy way to deal with it. Since they appear randomly, a good trick is to clear the area around the entrance and then loiter or rest for a couple of hours. This will usually cause them to start appearing somewhere in your vicinity where you can dispatch them and then wait for the next one. This doesn't always work, so save the game as soon as you enter the dungeon (good advice regardless of the quest).

"There's this pack of giants that want killing..." (rep 20 or more): six giants. The first one is usually in one of the usual quest object locations and the rest appear randomly. Sometimes resting or loitering will cause them to generate, so you can try the same strategy as with the harpies.

"Standard protection job." (rep 21 or more): not so standard. Don't take this quest in your usual hangout because the quest giver won't talk to you for about a month. The client is already dead when you get there and you usually get to fight a few assassins. There is a note with the body directing you to the guy who ordered the assassination. You must go take him out (and his assassin buddies) in order to activate the last part of the quest. This will damage your rep with the Dark Brotherhood. Now you have to wait for a month or so (in the interim, the quest giver won't talk to you because the quest is still active). At the end of that time you will receive a letter from the daughter of the client asking you to meet her in another town. It's a trap and you get to fight a few more assassins. Deliver her to her destination and you will be rewarded with a magic item.

"There's this bad critter in <dungeon>, a Daedroth..." (rep 30 or more): standard dungeon crawl, but remember that you need Mithril weapons or better to hit a Daedroth.

"...it's offing a lich in <dungeon> and it only pays ## gold..." (rep 30 or more): standard dungeon crawl, but remember that you need Mithril weapons or better to hit a lich.

"Bit of a rummy domestic squabble..." (rep 30 or more): the husband is a zombie that comes out at night, so you'll need to loiter until he appears, usually about midnight.

"Some woodsmen have hired the guild to kill a Spriggan..." (rep 40 or more): there are two ways to complete this: kill the Spriggan and report back for your reward or try to make peace between the Spriggan and woodsmen. The Spriggan will offer to deal as soon as you inflict damage on it. At higher skill levels and special material weapons, you will probably kill the Spriggan before you have a chance to work a deal.

"A certain merchant needs to have a monster, a gargoyle to be precise, dispatched..." (rep 50 or more): standard dungeon crawl.

"We have a new client who wants someone to hunt down an atronach..." (rep 60 or more): standard dungeon crawl.

Mages Guild Quests

Mages Guild quests are generally pretty straightforward affairs with a couple of notable exceptions. A few require you to be able to cast specific spells. You must use the standard (circinate) form of the spell rather than one created in the spell-maker.

Retrieving ingredients (a common quest for the Mages) can be tricky because the ingredient (especially blood) looks like regular dungeon dressing. You have to be very sharp-eyed to find it.

Non-Member Quests:

"One of our books is missing..." (any rep): ask around town to get the name and location of an informant (usually at an inn) who will give you the name and location of the thief, who will have the book on his body.

"I do have a small task that needs to be done..." or *"I do have a small job that nobody else is willing to do..."* (any rep): find and retrieve the ingredient from the dungeon. You should get a dungeon marked on your map as a reward.

"...if you would be willing to chase down an escaped experiment..." (any rep): hunt down and kill the imp (steel weapons or better to hit it).

"...I have something that I need done that I don't really want anyone else in the guild to find out about..." (any rep): find the book/scroll in the dungeon. Don't read it ("use" it) unless you want a surprise.

Member Quests:

"We need you to get a rare ingredient that is hidden away in a nearby dungeon..." or *"One of our more brilliant students is absolutely mad for something called <ingredient>..."* (any rep): find the ingredient in the dungeon.

"...is there anything more exasperating than the discovery that the mummy wrappings you were planning on using in a potion have gone all sort-of green?" or *"...I'm working on a formula that calls for a 'goodly piece of <name of mummy>..."* (any rep): find and kill the mummy in the dungeon. It will have mummy wrappings on a green background as part of its treasure.

"Noble <name> has sponsored the Guild in many of our enterprises..." or *"If you are capable of casting the standard circinate spell Sleep..."* (any rep): the only tough parts of this quest are (1) having enough magica to cast the Sleep spell and (2) having enough magica to cast the Sleep spell AND the Open spell you will need to get through the locked doors. Do not use anything other than the

standard "Sleep" spell purchased from the guild or you will have to fight the client.

"As the premier research institution in the Empire of Tamriel..." or *"The Mages Guild of <town> has an exciting opportunity to benefit from the work of..."* (any rep): the Dark Brotherhood also wants the research. They will usually send you a letter telling you to bring it to them, but this part is very buggy and the letter doesn't always arrive before you have delivered the papers (so your rep with the DB takes a nosedive). If you take it to them, they will sometimes (depends on the random numbers) give you a dummy document to deliver instead, but not always.

"...I need someone who can cast the Open spell..." (any rep): the box is in town. Casting "Open" while it is in your inventory can generate one of several events:

you find some confetti,

you get an imp,

you find a wand ("use" the wand to generate a critter),

or you might get bats or rats.

"...I am perplexed. Perhaps you can help me with some research..." or *"...if the internal azimuthal vectors really do cross at the anterior pole..."* (any rep): this is a very confusing quest. You are given two places to look. One has an NPC and the other has a fragment of a catalogue. Sometimes the catalogue will help, sometimes not. Sometimes the NPC can help, sometimes not. The NPC will always want you to fetch some ingredients from a town. The most consistently successful strategy is to head for the NPC and run the errand. If the NPC does not know where the item is, she will offer to teleport you to the room where the catalogue fragment is. If she does know where the item is, she will tell you (and give you something for your trouble in running the errand). The most difficult part of this quest is doing it before time runs out.

"...one of our experiments has prematurely evacuated our laboratory..." or *"Actually, we have had a bit of excitement in this dull old place lately..."* (rep 10 or more): go to the dungeon and kill the atronach.

"The Mages Guild is in need of someone to guard the <magic item> tonight..." or *"The Guildhall -- how should one put this..."* (rep 10 or more): stand guard in the guildhall from 12 to 3. Four Thieves will show up. Your reward will usually be a cheesy gemstone. If you have a good cushion of rep with the guild, save the game right after accepting the quest and take care of the Thieves. Then go pick up the item (blows the quest) and identify it. If it's a good item, take your 2-point rep loss and keep the item. If it's not so hot, restore the game and play out the quest the way you're supposed to. The Thieves will show up sometime between 12 and 1.

"You are loyal member of the Mages Guild, are you not..." (rep 11 or more): this is the start of a series of quests that will automatically activate if you do not kill

the rebel mage. If you kill him, you will get a magic item for your reward. If you spare him, he will send you a message a few weeks later.

meet his messenger at a tavern: the messenger is an atronach with a "Hit me" sign on him. The message is to meet in Direnni Tower (one of the Main Quest dungeons) to retrieve an item.

meet him in a tavern. You must retrieve a map from the Mages Guild in order to retrieve a key from one dungeon that will let you into a second dungeon where you need to help him find an item. This quest is fairly buggy.

"I am <name>, servant to the mighty <mage>..." or *"It is a very great honor, my dear <PC Name>..."* (rep 20 or more): your guard duty starts as soon as you accept the quest. Three Nightblades show up after an hour and you get a magic item for your troubles. Easy quest since the Nightblades don't use magic on you.

"Doubtless, you have heard of the crazed wizard <name>..." or *"The people of <province> have been demanding that the Mages Guild take a stand against the mad wizard..."* (rep 20 or more): standard dungeon crawl with a magic item as your reward. It also nets you a 10-point gain with the ruler in the province where you accept the quest. Very handy if you've been beating up on Gothryd's guards or if Eadwyre is ticked at you (like he's ever NOT ticked at you).

"Are you <PC Name>? The <Guild Rank>?" (rep 21 or more): there are a couple of ways to play this one out. The first thing you must do is go talk to the Acolyte at the temple and then talk to the noble. From there you can either fetch the Oracle from the temple the Acolyte told you about or you can fetch the noble's lover from the dungeon the noble told you about (or you can do both if you're feeling extra frisky). You get a boost to your rep with Akorithi in Sentinel for delivering the Oracle and some gold for delivering the lover. Like I said, if you're feeling extra frisky, do both to collect both rewards (rescue the lover first, then go retrieve the Oracle).

"We need someone to kill a rogue imp..." (rep 30 or more): travel to the town, bop the imp, (steal the paintings from the crates in the back of the Palace), report back for your gold.

"I'm looking for a mage powerful enough to cast the spell Banish Daedra..." or *"Banish Daedra is one of the most difficult..."* or *"...It is a great irony that summoning a daedra is a relatively simple matter..."* (rep 40 or more): a tough quest at high levels when you run into Daedra more frequently. Up until that point there is usually only one Daedra in the dungeon. You must damage the Daedra, read the scroll and then cast the spell. If you use the scroll on the wrong Daedra you will get another Daedra appear in the area, so you will have to fight two. The best strategy I have found is to save the game as soon as you see a Daedra and then follow the banishing procedure. If it works, you're done. If it doesn't work, reload and keep going. Be aware that critters in melee range at the time you save a game often lose their treasure when you load that save.

Thieves Guild Quests

There are no non-member Thieves Guild Quests. Of the 15 quests available to members, there are 4 that are available only while your rep with the guild is 20 to 29. If you want to make them all available, you need to rename the files. They are currently named "\dagger\arena2\OOb2xy*.*". If you change the file name to "\dagger\arena2\OOb20y*.*", they will always be available once your rep is 20 or more.

Thieves Guild quests never involve dungeon crawling. Everything is done on the town maps. This makes the quests quick and dirty, so it's very easy to repair your rep when you do some other quest that crosses the Thieves Guild.

Membership Quest: you activate this quest by stealing things, pickpocketing or breaking into a store without using an "Open" spell. It requires several attempts to steal or pickpocket, but only one success at breaking and entering. The quest will launch about 10 days later and arrive in the form of a letter accusing you of being a thief and telling you to join the guild, or else. You will be required to travel to some town, break into a particular house and steal an item of clothing. The item belongs to a mage (who is usually not very happy about your stealing his stuff) and it's going to look like a pile of clothing on the floor. Pick it up and you'll get the item *and* a slip of paper with a name and town on it. The order is always name/location. Take the item to that person and you'll be admitted to the Guild, receive 1 gold piece for your troubles (this doesn't work) and the location of a dungeon on your overland map.

Member Quests:

"...we got one of our family who's in trouble..." (any rep) and (rep 10 or more): the contact is usually in a tavern, but not always. Simply travel to the town, click on the person and report back to the Guild. About the only ways you can blow this quest are to let the time expire, keep the gem for yourself (whatever happened to "honor among thieves"?) or talk to a town guard while you have the gem in your possession.

"...all you gotta do is bring this <item> over to our agent..." (any rep): go to the town, talk to the contact, bring the gem back to the Guild. Don't talk to the guards while you're carrying the item.

"...a simple game. An item in a house that needs lifting..." (any rep): This is a tough one. The house will be in the town you are in, but there are guards to deal with. The major problem with this is that a guard is usually right inside the front door and you appear INSIDE him when you enter. Fighting the guards blows the quest. If you can get your hands on a potion of Invisibility or have the spell, Invisibility or Invisibility (True), you can get past the guard, get the item and back to the guild with no problems.

"...A little package needs delivering to <town>..." (any rep): there are four possible ways for this one to pan out. When you get to the town, you will either find your contact in the house he's supposed to be in or you will get a message telling you to meet him in another town. In either event, you might or might not run into thugs who try to take the goods away from you. Hang around and fight the thugs if you want (they usually aren't carrying anything worthwhile), but report back to the guild before the time expires.

"...Got a guild job for ya, if yer innerested..." (rep 10 or more): steal an item from a temple and bring it back to the guild. The only problem with this quest is that sometimes there is a guardian in the temple and sometimes not. Also, your rep with that temple order will take a hit.

"...You remember me, <name>? Are up for a guild job today..." (rep 10 or more): travel to the town, break into the house, lift the painting and report back. Sometimes there is a guardian, sometimes not.

"...Jewelry heist in the works..." (rep 10 or more): go to the town, break into the house, steal the jewelry, report back to the Guild. The dialogue says that there is a guard, but it's kind of an iffy thing (at least on my system).

"...We have had our eye on you.... Never mind who "we" are..." (rep 10 or more): a good quest, especially because it boosts your rep with the guild by 10 points rather than the usual 5 points. Go to the town, break into the palace, lift the item (it looks like a piece of dungeon dressing, but shouldn't be too difficult to spot), and report back to the guild. If you're feeling adventurous, there are usually a couple of paintings in the crates in the back room of the palace that you can lift, too. Opening the crates will often bring the guards, but all you have to do is get out of the palace before they hit you (a walk in the park for any competent thief).

"...Keep your voice down. My name is ..." (rep 20 or more): steal the magic item and report back to the guild. Maybe there's a guard, maybe not.

"I have a job. Ordinary guild work..." (rep 20 to 29): steal a book and report back to the guild.

"...I have <gold> for you if you will steal some <drug> for me..." (rep 20 to 29): steal the drugs and report back to the guild. If your conscience gets the better of you, you can ask around and find out that the guy you're stealing from is a drug dealer.

"...I have wind of some <item> that some pig of a merchant just bought..." (rep 20 to 29): steal the item and report back to the guild.

"...I have a line on a <ingredient>. I need someone to lift it for me..." (rep 20 to 29): break into the alchemist shop, steal the ingredient (sometimes it's a potion) and report back to the guild.

Dark Brotherhood Quests

Dark Brotherhood quests mostly involve dungeon crawling. There are no non-member quests.

Membership Quest: generating the invitation to join the DB works on a point system with points being awarded for the number of people you kill within a 24-hour period. 5 points are awarded for each "townie" (the people who wander around the towns) and 1 point is awarded for each town guard you kill. When you accumulate 15 points within 24 hours, the invitation will generate and you will receive it about 10 game days later.

The letter tells you to meet an NPC at an alchemist's shop in a town. When you show up and click on the contact, you will be given a vial of snake venom and instructions to put it in a decanter in a particular house. You must find the house and then find the wine decanter within the house. When you click on the decanter, it will be moved into your inventory and the poison will mix automatically. All you must do from there is "remove" it from your inventory and report to the designated contact in the proper town.

A couple of players have complained that they could not find the decanter, but I have never experienced this problem. Be sure that you do not let the time expire for this quest and that you are in the right house (some houses look like one house on the town map, but are actually two houses in the view window, and vice versa).

If you fail this quest, you get to fight an assassin or two when you report to your contact. If you succeed, you are admitted to the DB and get a gold piece for your troubles (the gold piece part doesn't work consistently).

Member Quests:

"There is a traitor in the Brotherhood..." or *"From time to time, the Brotherhood is forced to do an accounting in our own books..."* (any rep): you are looking for a Nightblade (watch out for spells once you are 4th or 5th level), but it's a standard dungeon crawl. No fee for this one.

"...there is no room for failure in the Dark Brotherhood..." or *"...It is a solemn duty, and not an entirely disagreeable one, to account agents of the Brotherhood who have failed us..."* (any rep): go talk to the snitch to get the location of your target. A standard dungeon crawl. No fee for this one.

"There is another assassination group budding in <province>..." or *"The Dark Brotherhood has been the sole assassin's guild in Tamriel since the Second Era..."* (any rep): you are after a freelance assassin, but the DB would like for you to get the boss, too. Once you kill the freelance, you should find a note on his body with the boss' location (another dungeon). Go there and take out the boss. Both

are standard dungeon crawls, but keep an eye on the calendar. If you are pressed for time, the DB will settle for just the freelance. No fee for this one.

"The Mages Guild has come to us for a bit of messy business..." or *"We have the Mages Guild for a client again..."* (any rep): a standard dungeon crawl. The dialogue tells you that the target has magical stuff that you can keep, but this usually isn't the case. Be prepared for a spellcaster, but you'll get no fee.

"Here's a rather amusing accounting that may appeal to your morbid sense of humor..." (rep 10 or more): the target is a Bard with poor taste in song lyrics. A standard dungeon crawl.

"The Brotherhood prides itself on always knowing where each Brother is at all times..." or *"As you know, no one ever leaves the Dark Brotherhood..."* (rep 10 or more): go talk to the cousin. The cousin's clue should forewarn you that you're dealing with a vampire (if it doesn't, I'm telling you that you're dealing with a vampire). A standard dungeon crawl, otherwise.

"...a caddish knight has besmeared the honor of a fair damsel and refuses to fight any who would defend her..." (rep 20 or more): a standard dungeon crawl with a Knight as your target.

"...You are growing arrogant, egotistical, and vain. It's wonderful to see..." (rep 30 or more): you are to account a Mage (a Sorcerer, usually), but he's not in a dungeon. Instead he's at a Mages Guildhall in another town. Allegedly he has buddies, but all I've ever run into is the target. Of course, I've never taken this one while the Guildhall was actually open, so that may have something to do with it.

"We have an anonymous job for you..." (rep 30 or more): the target is in a town (usually in the Palace). Sometimes he has buddies. Success will usually boost your rep with the nobility in that province.

"This little excursion is not for just anyone..." (rep 40 or more): the target (a Knight) is in a Palace. Success will usually boost your rep with the nobility in that province.

"We have an interesting job available.... A high ranking member of the Thieves Guild..." (rep 50 or more): this one is a little difficult because the target moves around quite a bit. Utilize the Spymaster to get the skinny on where the target is and at what time. If you time it right, you can get the target without any buddies.

"This could be a tough one, even for you..." (rep 60 or more): your target is a warrior with a limp (actually a vampire). Can be a tough fight for low-level characters.

Non-Member Quests:

"The best way to get in good with the temple is to heal someone..." or *"...I might be able to speak favorably of you if you were to find a way to cure someone I know..."* (any rep): you need to find a cure for a sick person. Ask around town and you'll be given the name of an alchemist. You will need 20 gold pieces to purchase the cure. Deliver it to the sick person, but don't "use" it.

"...A house over in <town> is being haunted by some sort of undead..." (any rep): it's usually a Wraith, but could be any minor undead critter (no vampires or liches).

"...A brazen thief stole a <item> from the temple..." (any rep): ask around town to find out where the thief is. Be careful of false location rumors.

"Blessings upon you, <PC>, even though you are a heathen and do not patronize our temple..." (any rep): deliver the religious item. You'll get a thug or two every once in a while on this one.

Member Quests:

"A house over in <town> is being haunted by some sort of undead..." (any rep): a minor undead. No biggie.

"...You may have heard of <prophet>..." or *"It falls upon us to investigate the claims of <prophet>..."* (any rep): a confusing quest, at best, with many possible outcomes. It also tends to hang up a lot on my system. Save the game after accepting the quest and follow the instructions that come up for you. Sometimes it involves dungeon crawling, sometimes not.

"Would you be willing to assist in an exorcism..." or *"...a local knight, has entreated us to help his ward, who has been showing signs of daedric possession..."* (any rep): talk to the guardian AND ward before getting the item. Sometimes it's a legitimate possession (a Daedroth, which means you need Mithril or better weapons); sometimes it's a scam to get the item from you. If it's a scam, you'll need to hunt down the guardian to get the item back.

"...one of our clerics...has disappeared while on an archeological dig..." or *"...I fear that one of our noblest scholars...has disappeared..."* (any rep): a standard dungeon crawl.

"...one of our priests has gone off his nut..." or *"...Could be that he got into <temple> wine cellars again..."* (any rep): standard dungeon crawl except that you'll need to bop the priest in order to retrieve him. Use a cheesy weapon or Hand-to-Hand to get him to stop attacking you.

"...I have a dangerous mission for you. I will tell you up front it involves slaying a rather powerful undead creature..." (any rep): it's usually a minor undead, but high-level characters should be prepared for high-level undead. You'll probably have to do this twice since the quest giver doesn't always tell you that you have

to take the Holy Water to another priest to put the final blessing on it. A standard dungeon crawl, otherwise.

"...The temple has come into the possession of an evil, magical weapon long sought by the orcs..." (rep 10 or more): pretty much a standard dungeon crawl except there is a fairly severe penalty for not delivering the item within the prescribed time limits and having to fight Orcs along the way.

"They tell me that you are quite loyal to the temple. I need you to perform a vital task for us..." (rep 10 or more) and (rep 20 or more) identical quests: standard dungeon crawl -- retrieve the ingredient.

"...<temple> needs you to run an errand for us..." (rep 10 or more): deliver the religious item (same as the non-member quest, above).

"...<temple> needs you for a dangerous mission to retrieve one of the lost <items> of <god>..." (rep 10 or more): standard dungeon crawl, except you're going up against a lich (Mithril or better weapons to hit). You get a magic item as your reward.

"...<god> has prophesied a great evil growing in the heart of a nearby dungeon..." (rep between 30 and 39): standard dungeon crawl, but be prepared to fight a Daedra Seducer (Mithril weapons or better to hit).

Temple-Specific Member Quests:

Julianos: *"We have but one rule at the School of Julianos -- knowledge is to be shared..."* (any rep): standard dungeon crawl with a Nightblade as your target.

Akatosh: *"If you are, by chance, looking for work, an easy <number> gold pieces..."* (any rep): a standard dungeon crawl.

Arkay: *"...There's a desecrated temple nearby called <dungeon>..."* (any rep): your target is a werecritter. Standard dungeon crawl, otherwise.

Dibella: *"One of the more important functions of the House of Dibella is the preservation of great works of art..."* or *"In over four thousand years of high civilization in Tamriel..."* (any rep): retrieve an icon from the contact. Maybe you'll get a couple of bully boys, but usually not.

Kynareth: *"Our order demands retribution on a former member..."* or *"The Goddess has spoken to us in our auguries..."* (any rep): a standard dungeon crawl.

Mara: *"...would you be prepared to destroy an unclean spirit that is haunting one of our sacred shrines?"* (any rep): standard dungeon crawl. You're usually looking for a Ghost.

Stendarr: *"Our healer needs some sort of a special plant..."* (any rep): travel to the alchemist and pick up the ingredient. No gold for this one.

Zenithar: *"...It's a messy little affair, involving punishing a thief..."* (any rep): standard dungeon crawl.

Knights Guild Quests

Non-Member Quests:

"There is a traitor to the order in <dungeon>..." (any rep): off to the dungeon to take care of the bad guy. Not only do you get a boost to your rep with the Order, but you should also get the location of another dungeon marked on your map as a reward.

"I don't trust you. You are not a member of our order..." (any rep): you're looking for a critter with a burn mark on its back. Hunt it down and kill it.

"...bandit band of orcs..." (any rep): Usually you're looking for an Orc Warlord, sometimes an Orc Shaman. It's a standard dungeon crawl (unless the dungeon happens to be full of orcs).

"I own a building that is infested with creatures..." (any rep): very similar to the "Orkin Man" quests from the Fighters Guild. The critters are usually rats or bats and there are 7 to 10 of them. You are supposed to get a message telling you when you have cleaned out the house, but there are usually two or three critters that appear after the message, so stick around just to be on the safe side. I find this quest to be good Hand-to-Hand practice. Watch out for hitting the entrance door or you'll bring the guards down on you.

Member Quests:

"The Princess <name> has been captured..." (any rep): a kidnapped Princess. What more could a budding Knight want? How about a budding Knight that also belongs to one of the shadier organizations in the Bay? Perish the thought of their interfering in this quest. If you're concerned about conflicting loyalties, you should get a note telling you to go ahead and take care of the kidnapper without fear of retribution.

"We have a traitor in the order..." (any rep): exactly the same as the non-member quest, above, except no map (you're a member, so it's expected that you do this for honor, not reward).

"The order has been told of a crazed orc mercenary..." (rep 10 or more): a standard dungeon crawl. If everything goes well, you should get a note that will lead you to a reward for completing the quest.

"...there is a bandit band of orcs holed up around here..." (rep 20 or more): same as the non-member quest, above.

"A powerful band of orcs has been raiding caravans..." (rep 40 or more): standard dungeon crawl.

"I have gotten word of a <critter> raiding farms...." (rep 40 or more): standard dungeon crawl except that you're looking for a particular critter with a bear claw branded on its arm. The critter is supposed to be a Giant.

"...Someone needs to go out and banish the Ghost..." (rep 50 or more): that someone is you. It's a standard dungeon crawl. You'll get a message when you kill the right Ghost.

"It seems <name> just read about an ancient family curse..." (rep 60 or more): there's an undead somewhere in the dungeon (as if it weren't crawling with them already). Standard dungeon crawl. You'll get a message when you kill the right one.

"The Mages Guild has discovered a rift..." (rep 70 or more): the only quest where the guild will actually reward you for completing it because it's a hoax. There is supposed to be one Daedroth for you to kill. If you're high-level you may have to kill several before you find the right one.

"I just got word that a dragon has been spotted..." (rep 70 or more): standard dungeon crawl with a Dragonling as the quest object. This is the only Dragonling that can be successfully soul-trapped and used in an item-maker.

"A rumor has surfaced as to the whereabouts of an ancient artifact of power..." (rep 71 or more): this can lead to Auriel's Shield, Auriel's Bow or the Lord's Mail depending on how the random numbers fall out. You must track down a witch in a dungeon. The witch wants you to kidnap her granddaughter from a palace in another town in return for the information leading to the artifact. The witch has the standard menu, so you can probably get her to summon a random Daedra if you're toting that kind of loot. When you return with the child, the witch will direct you to another dungeon where you will find the artifact. This is difficult because the artifacts look like regular dungeon dressing, so you'll need to click on almost everything in order to pick it up. It will be in a regular quest object location if you want to use the teleport cheat to get to it.

"A lich is raising an army of undead..." (rep 80 or more): standard dungeon crawl, but go prepared for a lich as your object.

"A lich is raising an army of undead..." (rep 81 or more): this is the artifact quest for Chrysamere, Necromancer's Amulet, Warlock's Ring or Staff of Magnus, depending on the random numbers. How do you tell the difference between this quest and the previous one? When you kill the lich, you'll find a parchment on a green background that leads you to a second dungeon. In that second dungeon you'll find an NPC who will direct you to yet a third dungeon where you must put a Ghost to rest. After completing that task, you must go to a particular Mages Guild where you will find the object. Look carefully because these look like regular dungeon dressing and can easily be overlooked.

Merchant/Innkeeper Quests

These quests are some of the most varied in the game. Although they are actually separate categories, there appears to be a lot of overlap and interchangeability.

"...the Old Switcheroo..." (any rep): travel to an inn, pick up one letter and drop another letter. The hitch to this quest is that the letter you need to pick up is always right on top of an item. If you disturb the item, you blow the quest and have to fight your way out. Save the game first, duck/squat, and turn until the letter covers the item. Then click on a CORNER of the letter to get it.

"My master asked me to find a brave adventurer..." (any rep): the "master" is a mage in disguise. If you do not kill him quickly, you will be teleported to a random dungeon and have to fight your way out. This is a buggy quest. You are supposed to be able to hunt down your enemy (who moves to another location after teleporting you), but I have only been able to do this once. The merchant is appropriately apologetic if you go back and talk to him.

"My house is infested with monsters..." (any rep): usually rats or bats and there are 7 to 10 of them that will appear at intervals of a few minutes (real time). Just hang around and bop them as they appear and then go collect your gold.

"...Spill a little blood..." or *"...kill for gold..."* or *"...won't faint at the sight of blood..."* (any rep): a simple assassination, but don't take this one if you want to maintain your rep with the Dark Brotherhood. Successful completion will cause your rep with them to plummet.

Pick a fight (any rep): you pick a fight with someone who says to meet them at a local tavern in six hours. It's usually a Spellsword or somesuch that shows up and is a very easy fight since they almost never sling spells at you.

"I need someone that can heal my cousin..." (any rep): ask around town (or go visit the cousin) and you'll eventually hear of a healer (alchemist) that has a cure. Pick it up (it costs 20 gold) and take it to the cousin. This one has a tight timeframe, so it's easier to ask around town (or hit up the Spymaster if you're a thief or assassin).

"Have you read <book>?" (any rep): seems a book has been stolen and you're to track down the thief. Ask around town (or hit up the spymaster) to find the name and location of the thief (usually in another town). You'll have to fight him to get it back.

"If you could see your way clear to delivering an item..." (any rep): just deliver the item. It usually goes to someone in town and is a quick quest to complete.

"Are you passing by <town> any time soon?" (any rep): another delivery, this time to another town. Once in a while you'll get a thief who tries to take it from you.

"Can you help me find my friend?" (any rep): someone has gone missing and you are tasked to find them. You are given a few names to work with. Just follow them up to find your quarry. It could be that they got arrested, left town

because of a fight with the quest giver, or got killed by a mugger (who tries to kill you, too).

"I am in need of an escort..." (any rep): escort the merchant to his destination.

Several possible outcomes:

- no problems;
- fight with the guards;
- fight the Dark Brotherhood;
- fight the Thieves Guild;
- fight the Mages Guild.

If you turn your client over, you will see a rep increase with that faction (one way to raise your rep "in the eyes of the law"), but loose rep with the Merchants. If you fight, you loose rep with the faction that comes for your client, but gain rep with the Merchants. It's time to decide who you need to suck up to the most.

"...A competitor of mine has usurped a contract of mine and has entered into an illegal, or at least immoral trading relationship..." (any rep): go to the store and get the item. You may or may not have to fight a guard. If you delay in returning to your employer, you should receive a letter from the victim offering to exchange the item for a gem.

"...It would appear that one of my former associates, in an effort to make my life more hellish, has passed some counterfeit gold bricks to me..." (any rep): you are tasked to retrieve up to four pieces of gold from various locations. One will be in a Palace, one in a house, one in a bank (all in different towns) and one in a dungeon. You are supposed to be paid for each gold that you retrieve, but you will only be paid for one, regardless of how many you actually get. You have 30 days to complete this quest.

"You wouldn't have any problem doing a bit of smuggling for me, would you..." or *"Smuggling is a nasty word, isn't it..."* (any rep): Be exceptionally cautious if you accept this quest. As soon as you do, your reputation drops to "hated" and will not rise until you successfully complete the quest. You are to deliver an item to a contact in another town. Sometimes the contact will be there and sometimes there will be a trap waiting for you. If it is a trap, you should receive a letter from someone setting up an alternate meeting place. In this instance you will get your reputation cleared, no pay and the merchant who gave you the quest will never speak to you again. Smuggling does not sit well with the Thieves Guild, either.

"I have been challenged to a duel..." or *"This <person> here in <town> has sent me a challenge..."* (any rep): you get to impersonate your employer in a duel. That's OK, though, because the challenger has hired an imposter, too. You can turn the tables by going to the lover and filling her in. She will pay your fee, but dump both of them. Or you can just show up and slug it out like you're supposed to.

"I've appealed to The Fighters Guild..." or *"Those infernal orcs have stolen my little cousin..."* (any rep): there are two ways this one can play out. The first is that it is a legitimate rescue. The second is that the child is under the protection of the Fighters Guild. In the latter case, you will not find the child in the dungeon, but will receive a letter from a representative of the Guild when you leave the dungeon and try to fast-travel. This is the only instance where it is normal to not find your quest object in a dungeon. If the child is under the protection of the Fighters Guild and you do not interfere, you will see a 10-point boost to your rep with them after about 30 days.

"...you look like that <race>, <PC name>..." or *"You're not by any chance <PC name>, are you?"* or *"Wait a minute. You're not <PC name>, are you?"* (any rep): if you say "Yes", you are accused of stealing a gem and your rep goes down the toilet. This is a tough quest and you have to talk to a lot of people (or spend a lot of time with a Spymaster) to sort it all out. What it boils down to is that you have been framed and you must not only get the evidence against the real thief, but also retrieve the stolen goods (usually in two different dungeons). It is very time-consuming, but it is also one of the two ways to boost your rep "in the eyes of the law".

"My poor darling <name> has been kidnapped by the Thieves Guild..." or *"The Thieves Guild has taken my dearest <name>..."* (any rep): you have two ways to pull this off. The first (and the one that helps your rep with the Guild) is to simply pay the ransom. The second is to try to rescue the victim. In order to do this, you will need to fight the contact (and friends). You will find a note giving the location of the victim (a dungeon) on the body. From there it's a standard dungeon crawl, but your rep with the Thieves Guild will take a serious hit.

"You've heard of <book>?..." or *"I am looking for a very special book..."* (any rep): a standard dungeon crawl with a book as your object.

"I fear for my life..." (any positive rep): show up at the appropriate house around 9 pm and wait. You'll get to fight three or four bully boys.

"I need the services of a hunter of men..." (any positive rep): you must find the answer to a riddle by tracking down the person who asked it. You'll need to talk to two or three people before you get the location of the dungeon where the target is hiding. Clicking on him will put the answer to the riddle in your inventory and you can return to collect your reward.

"My master asked me to find a brave adventurer..." (any positive rep): the "master" is an orc shaman in disguise. If you do not kill him quickly, you will be teleported to a random dungeon and have to fight your way out. This is a buggy quest. You are supposed to be able to hunt down your enemy (who moves to another location after teleporting you), but I have only been able to do this once. The merchant is appropriately apologetic if you go back and talk to him.

"My sister is having a birthday next month..." (any positive rep): pick up an item from across town and bring it back to the quest giver. Two possible outcomes: (1) it's a legitimate present; (2) it's ingredients for a poison to kill the sister. In either event, talk to the sister before delivering the item.

"Somebody has been filling the streets with lies..." (any positive rep): ask around town (or hit up the spymaster) to get the location of a house that has a letter in it. Take it back to the quest giver and you'll be sent to a dungeon to rescue the victim of one of the quest giver's plots. The victim will reward you for rescuing him.

"My former partner...has taken more than his fair share of our profits..." or *"That damnable <name> let me trust him..."* or *"I am looking for a manhunter..."* (any positive rep): a standard dungeon crawl, but you'll get a better reward if you can "bring 'em back alive".

"Imagine the purity of my delight when my sniveling, cheating lover of the past two years..." (any positive rep): you are to foil the ransoming of a kidnap victim by (1) killing the victim (the victim has a heart attack or commits suicide as soon as you click on her); (2) killing the cousin who is going to ransom the victim; or (3) stealing the gem that is going to be used for the ransom. All three options involve a standard dungeon crawl. The Thieves Guild will usually send you a letter telling you where the victim is and giving their sanction to your action (the kidnappers are freelancers).

"You're <PC name>, yes? The one who was shipwrecked?" (any positive rep): This is actually related to the Main Quest because your reward is information about how you came to be shipwrecked in Daggerfall. Don't take this quest without Mithril or better weapons because you have to fight a Daedroth to get to the quest object. If you use the quest object (try to read it), you will destroy the object and summon a Fire Daedra. A standard dungeon crawl, otherwise.

"Whoever brings me <item> will be rewarded with Chrysamere..." (rep between 1 and 10 only): a fake artifact quest. The item has a daedra (usually a Seducer) guarding it. You can fight the Seducer and take the item to the quest giver (an orc shaman in disguise that you'll have to fight) or doublecross the quest giver. If you opt for the double-cross, you'll gain about 10 points of rep with the Mages Guild. If you try to double-cross the Seducer, you'll lose 10 points of rep with the Mages Guild.

"I have a not uncommon situation on my hands. A nest of harpies has moved into an old property of mine..." (rep between 1 and 10): a standard dungeon crawl with a twist. Your object is a harpy with a griffon feather on its body. This will usually be the 5th or 6th harpy that you kill. The twist is that after you take care of the harpies and try to fast travel back to the merchant, you should receive a letter asking you to go back into the dungeon to rescue the mercenary previously hired to do the job. Another standard dungeon crawl, but if you rescue the mercenary, you'll get a boost to your rep with the Fighters Guild.

"The Dark Brotherhood has taken my child..." (rep 10 or more): don't take this one if you want to keep a good rep with the DB. Go to the location (usually a house) and grab the child. You'll have to fight four or five assassins (be prepared for poisoned weapons) and your rep with the DB will drop by about 20 points.

"I am betrothed to <name>..." (rep 10 or more): escort your client to the next town to pick up his beloved, then take them both to the appropriate temple and report to the head priest. This quest is a little buggy because the bad guys sometimes start showing up after you have completed it.

"I loaned a certain sum of money to a noble by the name of <name>, who you may or may not have heard of..." (rep 30 or more): retrieve either the money your employer loaned (some gold), the deed to the house used as collateral for the loan, or kill the con man. It is possible to do all three in the 30 days you are allotted, but it will require a lot of hustling on your part. The gold and the deed will be in one dungeon, while the target will be in a second one. You get the locations to these by following up at the bank where the deed and gold were stolen. Except for the time you must spend chasing down rumors, this is almost a standard dungeon crawl.

"I need someone to deliver something for me, and I'm willing to pay very generously..." (rep 41 or more): the "Mummy's Finger" quest. The questgiver vanishes right after giving you the finger (that's a pun, folks). Ask around to find a sage who knows about it. Talk to the sage to get the location of the Mummy's Tomb. Kill the Mummy before the Mummy kills you. While all of this is going on, the Mummy will visit you every night, about midnight.

Noble Quests

All Noble quests start with a minimum reputation of 10. This means that until you do some sucking up, they probably won't help you very much. Nobles like to smuggle (this puts you in conflict with the Thieves Guild), so be careful with those quests.

"If you are available for hire, I need someone reliable to carry out a certain, covert mission..." (rep 10 or more): take the emerald to the first contact, then take the item to the second contact, then either give the item to the Thieves Guild or fight four or five thugs (and take a hit on your rep with the Guild).

"If you want work, I am looking for someone to take a special item to an acquaintance of mine..." (rep 10 or more): another smuggling operation and (again) you have the choice of turning the item over to the Thieves Guild thugs or delivering it (and taking a hit on your rep). You get a ruby for your efforts.

"I need someone to bring an item to a contact of mine in <town>..." (rep 10 or more): take the gold to the contact and bring the item back to the questgiver. You may or may not run into a thug who wants to relieve you of the gold.

"The whining peasants who work my land near <dungen> have long complained about evil wizardry being practiced in that dungeon..." (rep 10 or

more): a standard dungeon crawl. You should see a slight boost to your rep with the commoners after completing this one, too.

"You may be aware that I am forming an alliance with <name>..." (rep 10 or more): a standard dungeon crawl. The dialogue indicates that a Giant is your target, but it could be anything. The only odd twist is that you must report to a different noble to collect your reward.

"I have an item that's very precious to me. It's been handed down from generation to generation in my family..." (rep 10 or more): the item was stolen by some orcs (good luck finding any orcs) and your job is to retrieve it. A standard dungeon crawl.

"If you could, I am in need of assistance from someone I know isn't a complete buffoon..." (rep 10 or more): you are to steal an item from a temple, get it to a contact in another location, then return to the quest giver for your reward. Your rep with that temple will take a hit if you are successful.

"Yes, I do have something for an able-bodied young <race>. It's nothing special..." (rep 10 or more): a standard dungeon crawl, but you'll get to fight a few thugs after you get the item from your contact.

"If you are interested in earning <number> gold for doing nothing more than delivering a little parcel..." or *"I could use the services of someone of moderate talent..."* (rep 10 or more): a smuggling operation. Deliver the item to the contact for your reward.

"You are not by any chance free to run a little errand for me?..." (rep 10 or more): another smuggling operation (why do kings have to smuggle? Aren't they the ones that make the import/export laws?).

"Yes, this is a potentially awkward situation I'm in..." (rep 10 or more): another smuggling operation.

"I have a mission of some diplomatic importance. A gift of peace that needs be exchanged..." (rep 10 or more): a simple delivery. Watch the time.

"Are you by any chance available for a little assignment that should not take you any time at all..." (rep 10 or more): a simple delivery.

"I have a somewhat complicated mission that needs a fourth man involved..." (rep 10 or more): a two-step delivery. Take the diamond to the first contact and get the second item, then deliver that to the second contact, who will pay you.

"I was wondering if you might do me a small favor..." (rep 10 or more): another 2-step delivery; moving drugs this time.

"Are you free for a few days to do me a little favor? I just need something I borrowed brought back to its owner..." (rep 10 or more): another 2-step smuggling operation (there's a gem hidden inside the first item). The Thieves Guild is supposed to show up to collect the gem (if you don't turn it over to them, your rep will take a hit). Usually there will be four thugs for you to deal with.

"How would you like to have a lovely reward from my treasury..." (rep 10 or more): pick up the ingredient and deliver it to the alchemist.

"My cousin has appealed to me for aid in a rather distasteful situation..." (rep 10 or more): stop the consecration of an orcish temple by killing the shaman. A standard dungeon crawl, but you'll lose some rep in Orsinium for completing it.

"I have an acquaintance, an alchemist of some skill by the name of <name>..." (rep more than 10): deliver the Daedra Heart and fight the Daedra that come to take it from you. Tough for low and mid-level characters.

"If you have a couple days to spare and wouldn't mind being <number> gold pieces richer, I have a mission requiring some speed and delicacy..." (rep more than 10): a two-step delivery. Take the telescope to the first contact and pick up the item, then deliver the item to the second contact.

"I'm in rather a delicate situation... If I could count on your diligence and your silence..." (rep more than 10): retrieve a ring from a pawnbroker. You get to fight a lot of thugs afterwards.

"I was wondering if you might do me a small favor. You see, I have a friend who requires a certain shipment of a certain substance brought by a certain time..." (rep more than 10 -- there are three of these quests that are identical): another 2-step delivery.

"I have a friend, a potential ally, who is in need of discreet assistance. It's a relatively simple salvage operation..." (rep 20 or more): a standard dungeon crawl with a sapphire as your object.

"If you are available for hire, I am looking for someone to purvey a special item to an acquaintance of mine..." (rep 20 or more): sounds like a simple delivery, but you'll be attacked by orcs (a lot of them). One of them will give the name of a contact. If you go talk to the contact, you will find out that the item was stolen from Orsinium. Giving the item to the contact will boost your rep with Gortwog (unless Gortwog gave you this quest in the first place - the game's a little flaky in this respect).

"I need someone to bring a certain item to a contact of mine in <location>. You will receive an item in return..." (rep 30 or more): a two-step delivery that will probably put you afoul of the Thieves Guild. The item will be stolen from you, but you can track it down and retrieve it (you'll find the location on your attacker's body). You will also get a magic item as part of your reward and (if you're lucky) the location of a Witch Coven.

"I am in trouble with a group of daedra and am looking for someone to purvey a rare manuscript to an acquaintance of mine..." (rep between 40 and 49): deliver the book and fight the Daedra on the way. A very tough quest for low and mid-level characters. Turning over the book to the appropriate Daedra Prince will blow the quest, but you'll gain a few brownie points with the powers of Oblivion and that Prince will usually remain in that location for subsequent quests (if you're lucky you'll get Peryite so you can say that you actually got to talk to a dragon). Completing the quest should net you a map to a Witch Coven (unless the location is already on your map).

"...always a pleasure to see you, my dear friend, especially when I need help..." (rep 60 or more): deliver an item that the local vampire tribe wants. You can turn it over to the vampires and gain a few points (plus some gold and a magic item) with them. Delivering the item (and killing the vampires that try to take it from you) should net you a map to a Witch Coven (unless the location is already on your map).

Witch Coven Quests

Once you have found a Witch Coven, you simply walk up to the figure that keeps changing from a young woman into an old hag and click on her. This brings up a menu. Selecting "Summon Daedra" will cost you a couple of hundred thousand gold, but you might get lucky. Selecting "Quest" will (hopefully) generate a quest for you. Your rep with the Coven is very important because it not only reduces the cost for Daedra Summoning, but it also increases the chances that you will be able to get a Quest without having to keep clicking until you get lucky.

The only oddball thing about Coven quests is when you finish, you don't click on "Quest" as you would for the Guilds. Instead you must click "Talk" as you would for the Merchants and Innkeepers.

I think the Coven quests are some of the neatest in the game. About half of them will net you a magic item of some sort as your payoff.

"We would use thee to find a perfidious document circulated by our enemies..." (any rep): travel to the temple and get the item (you'll usually have to fight a couple of guardians) and return it to the Coven. You get a magic item for your reward.

"The <coven> actually could use thy assistance in a most absurd and yet serious matter..." (any rep): take the child to its home and come back for your reward (a gem). You'll get to fight a few fanatics along the way.

"<Coven> have been contacted by the Mages Guild and asked about a special potion, a very sacred formula much desired in <province>..." (any rep): this is the "universal cure", so you'll get to fight vampires and lycanthropes while you are trying to deliver it. "Use" the item to cure your own disease, but you'll still have to fight them (and run the risk of reinfection). This will ruin the item and blow the quest, by the way, so make sure you have a little rep with the Coven under your belt before you blow this one.

"We have a potential problem I fear. A vampire ancient hateful of witches hath moved into an abandoned castle in our territory..." (any rep): a standard dungeon crawl with a Vampire Ancient as your object. Go prepared for a fight.

"Our sister has been imprisoned. We need someone like thee to rescue her..." (any rep): a standard dungeon crawl.

"Yes, as a matter of fact, thou could help us.... We are an isolated coven, viewed with fear and hostility..." (any rep): pick up the book, avoid the guards, get a magic item for your reward.

"Thou wouldst help <coven>? Many come to us for aid, and then turn from us..." (rep between 0 and 9): deliver the bracelet to the contact (who will change into some sort of critter and attack you) and return to the coven for your magical reward.

"If thou wisheth the help of the <coven>, first thou must help us. Will thou bring us the three ingredients we need to complete our brew..." (rep 10 or more): retrieve 3 items from 3 different dungeons. Other than that, it's standard dungeon crawling with a decent reward at the end.

"Thou art friend to <coven>, this we know. But to help thee, a spell must be woven..." (rep 20 or more): retrieving the item will cost you 1000 gold. Pretty standard, otherwise.

"...We require a heart of a daedra for our spellcraft but the heart must be recently plucked and by thou..." (rep between 40 and 49): a standard dungeon crawl with Daedra as your target (any Daedra will apparently do).

Vampire Quests

These quests are only available to vampires. After contracting vampirism, you will eventually be contacted by your tribe and directed to the quest giver. You'd think that would make you pals with all of the other vampires in the province, but that just doesn't pan out.

Like the Thieves and DB, you have an entry quest for your tribe. It's a standard dungeon crawl with a vampire as your object. After killing your target, report to the contact to be officially inducted into the tribe (you get a ring that marks you as a member). All Vampire quests should be launched by a summons at a random time though some players report being able to get quests from the original contact.

"<Tribe> summon you to <location>" (any rep): Deliver the letter as instructed.

"<Tribe> have a potential problem I fear. Come to me in <location>" (any rep): kill the rival vampire. Pretty much a standard dungeon crawl.

"Perhaps you remember a warrior you met once..." (any rep): seems one of your victims didn't stay dead and is now an embarrassment to the tribe. A standard dungeon crawl.

"Those doddering, unenlightened barbarians who call themselves the Mages Guild are involved in yet another rather pointless endeavor..." (any rep): the tribe wants you to retrieve the notes of a mage who is researching vampires in the Bay. If you are a member of the Mages Guild, they will also send you to retrieve the notes (which means you don't have to kill the old man), but you can turn them over to the tribe instead (probably taking a slight hit to your rep with the Guild).

"*We have a small task for you to perform to prove your resolution to be one of us...*" (any positive rep): retrieve the item from the Mages Guild.

"*We are having difficulty with a local warlord who, despite our many, many polite verbal and written threats, continues to wage a war against <tribe>...*" (rep 10 or more): a standard dungeon crawl, but you are not supposed to kill your target -- just rough him up a little.

"*<Tribe> have need of you. Come immediately...*" (rep 10 or more): go to the dungeon and beat up on the Daedra for the honor of your tribe. Standard dungeon crawl.

"*<Tribe> need you. Come immediately...*" (rep 10 or more -- notice the difference in the wording of the summons): escort the vampire to his destination without getting killed by the vampire hunters along the way.

"*<Tribe> need you. Come immediately...*" (rep 20 or more -- you'll just have to talk to the quest giver to find out which one this is): standard dungeon crawl with a wereboar as your object. He'll have a tusk as part of his treasure, which is your proof you accomplished the mission.

Cure Quests

At some point in your gaming career you will probably be infected with either vampirism or Lycanthropy. At some point thereafter (usually within a game year) a letter will show up offering you the choice of seeking a cure or being hunted.

Lycanthropy: the letter launching this quest just kind of appears in your inventory at some point after you contract the disease. It is dated the 1st of Morning Star, but arrives at a random time (kind of like the real postal system, huh?). You will be directed to a contact in a temple who will then direct you to an alchemist who draws a little of your blood. You must then go find another person. This person is always dead, but you are directed to yet a fourth person (a kid) who drinks the blood and changes into a werecritter and attacks you (giving you the opportunity to contract the disease again -- sheesh!). As soon as the kid drinks your blood, you are cured.

My conscience kind of nags me on this one because it's a kid, so I very seldom follow up on this quest. Usually I will either endure the hunters (they show up every couple of nights) or seek out a Coven for the universal cure. The Hircine Ring makes Lycanthropy very easy to live with, and the hunters occasionally have decent goodies.

Vampirism: the letter launching this quest appears randomly, but it isn't dated so I can't make any snide comments about the postal service.

You are directed to a particular vampire to get the name and location of your "bloodfather". If you show the letter, you will not be given the name of your quarry. If you do not show the letter, you will be given two names and two locations. The second name and location is the correct one. You will also be given

the name of another vampire in another location who can tell you the correct name and location and a bracelet to identify you (don't lose the bracelet). If you kill the wrong vampire, the real one will get away and the rest of the tribe will be on the alert for you. Your "bloodfather" is a Vampire Ancient; so don't undertake this quest lightly. Vampire Ancients are tough critters, even for high-level characters.

If you choose to not follow up on this quest, you will get a Knight every couple of nights that tries to kill you (can be a good source of goodies). If the curse of vampirism gets to be too much for you, you can always go seek out a Coven and get the universal cure. I think Bethesda should have let PC's become hunters and tossed in a couple of Knight or Fighter quests to liven things up. Maybe in "Morrowind".

COMBAT TIPS

There are a few things to remember that can make combat more survivable.

MAJOR TIP NUMBER ONE: SAVE OFTEN!!!! At a minimum you should save your game before accepting any quest, at the entrance to the dungeon (you can save over this slot when you get whatever it is that you're after), before a fight and after you finish resting (you can use the same slot for these). You've got six slots for saved games - **USE THEM!!!**

ENEMY MOVEMENT: If you're still at missile range, enemies (especially humans) prefer to use missiles or spells. You can do the same. When an enemy hits you, you'll notice that your head bobs around. This is only your view. If your cursor is still centered, you can still shoot and hit. When you hit an enemy, they are physically moved from where they were standing. This means they will usually have to close with you again before they can start swinging. If you've knocked them around a corner, they'll have problems getting back to you for a few seconds. This can be enough time to get off a spell or two.

There is a middle ground. If you are close enough, the bad guys will try to close for melee. If you are far enough, they'll try spells and/or missiles. But there is a small space that is neither melee nor missile. Once you get into that space, you can missile them, but they won't missile you and they won't try to close with you. Experience will show you where it is. Take advantage of it whenever possible.

Enemies have problems with corners and coming up stairs. If you can catch them at a corner with a bow readied, you can make a pincushion out of them. The same cannot be said for stairs. For some strange reason, they can shoot at you, but you can't shoot at them if you have to elevate or depress your aim. If you're on stairs, use a melee weapon. Run up, get in a couple of swings, and then back off before they can get their shot in.

You can shoot through closed doors and walls. If you can see your target (however slightly) through the cracks on the side of the door, you can get a few shots off at him even if the door is closed or if there's a wall between you. If he's on the other side of a wall and you've got a pretty good idea of where (a "Detect Enemy" spell from the Spell-Maker is good for this), waste a couple of arrow to see if you can get him. You'll be surprised how powerful your bow is.

When engaged in melee with an enemy, back up a step or two. Your enemy will have to engage you again and you can get in a couple or three swings while he's maneuvering to do that.

If you're in an area where you have lots of room to back up and a serious bad guy in front of you, cast "Recall" and start backpedaling. The bad guy will follow you. When you're far enough from where you first engaged him, cast "Recall" again and (ta-da!) you're behind him. You can then run for it and lose him.

Pickpocket freely in dungeons. Sometimes, when you're pickpocketing someone who's trying to beat up on you, they'll freeze and you can get away or cast a "Heal" or two before laying into them again. At worst, you've wasted a few mouse clicks and picked up a couple of gold pieces.

Occasionally, when you jump or levitate down a hole, you'll land on top of something that's trying to eat you. They can hit you with impunity, but you can't see them to hit back. Look down, start swinging wildly and turn around at the same time. When your weapon hits something, stop turning and hit it until it's dead. You'll then drop to the ground (unless your levitate is still active) and can go about your merry way. If worse comes to worst, hit <alt>+f11 to take you back to where you were last standing on the floor (you must have the v.212 or v.213 patch installed for this to work).

If you can afford to run around without a shield, carry two weapons. Weapons have a nasty tendency to break when you least want them to, especially enchanted weapons. If you're carrying a second weapon, hit the "s" key and swap to your other weapon to continue the fight without having to wait to equip another weapon. There is apparently no right- or left-handedness in the game, so there's no penalty for doing this. Please note that two-handed weapons, such as the dai-katana or bow, will not allow you to equip a second weapon. However, you can do Hand-to-Hand.

On the topic of Hand-to-Hand, your hands can hit anything in the game. Some critters require special materials to hit them. This isn't the case with your hands. At the higher skill levels of Hand-to-Hand, you do as much damage as most Daedric weapons. When your Speed is really up there, the frequency of your attacks would make a Japanese chef green with envy.

If it can be avoided, don't try to take on more than one opponent at a time. If at all possible, maneuver to get both critters facing you. Then back up and let one get in the way of the other.

Critters like to pile up on each other. For example, it's not unusual to run into four or five archers all occupying the same space. When you hit one, you hit them all. Unfortunately when one hits you, they all hit you (ouch!). Also, they tend to die on top of each other, which makes treasure retrieval a real pain. To avoid this, dash up and hit, back up and let them maneuver, hit, back up, hit, back up, etc. If you do it right you'll have all of them laid out in a nice, neat little row.

VAMPIRISM

(IT'S GOOD TO BE DEAD)

Vampirism is a disease you get after being smacked a few (or a lot of) times by vampires. Each time a vampire successfully hits, you have a small chance of contracting the disease (6/10ths of 1%, to be exact). You should know when you've caught it because you're supposed to get a spooky dream that marks the onset of the disease. But this isn't always the case. For example, if you catch the disease and then travel before resting, you'll just up and die with no warning, coming back as one of the undead. It's always best to rest for a few hours after having been in combat with a vampire. It's the best way to make sure you get the warning in case you want to get it cured. If you have the dream, you've got 3 days to get to a temple and get cured. If you can't make it in 3 days, you're (un)dead.

When you die, there are a couple of things that can happen. If the journey is long enough (more than a couple of weeks), you'll simply arrive at your destination as a vampire. If it's shorter than that, you'll wake up three weeks later in a random dungeon and have to fight your way out. You'll still have all of your stuff, though. It's only the adventurer types who make a habit of robbing dead bodies, and there's only one of those in the game (dat's you, buck-o).

Being Undead has a lot of really nifty advantages.

- all of your stats (except intelligence - and there's a way around that) increase 20 points to a maximum of 100

- 30 skill points are added to the following skills: Climbing, Critical Strike, Hand-to-Hand, Jumping, Running, and Stealth. Skills can exceed 100.

- Calm Humanoid, Charm Mortal and Levitate (and others, depending on your tribe) appear in your spell book. If your Thaumaturgy skill is high enough, the casting cost for Levitate can drop to 1.

- Vampires are immune to disease and paralysis, but it is possible to catch a fatal disease at the same time you catch Vampirism. It is not possible to get Vampirism and Lycanthropy at the same time.

Being Undead also has some major drawbacks.

- you can't rest (can't even loiter) unless you've killed something within the last 24 hours.

- you take damage while you're out in the sun (I've looked for the SPF 3000 sunblock - it ain't there) or in Holy Places. This makes conducting business in town and talking to people a risky proposition unless you're well-rested and/or have a few hit points to spare. There are some Fighters Guilds and Knights Guilds that

count as Holy Places. Exercise caution and you'll only take minimal damage.
you lose all of your guild affiliations. As far as they're concerned, you're dead.
once or twice a year, you'll have to worry about vampire hunters.
you can't fast-travel during daylight hours. You can go cross-country (and take damage while the sun's up), though.

Here are a few suggestions on how to deal with the drawbacks.

As far as resting goes, you have a couple of options. First, you can watch your schedule closely so that you don't have to wait for things like stores and guilds to open. Second, you should always travel in "Cautious" mode. This will get you to where you're going after the sun goes down. The town gates will be closed, but you've got that cheapo "Levitate" spell and good climbing skills, so getting into town shouldn't present a problem. As an added measure, buy some soul gems and get a soul trap spell. Go soul trap a few rats, bats and whatnot. Soul-bind them into an article of clothing that casts a harmless spell (like "Light"). If you need to loiter and haven't eaten in a while, just "use" the item until it breaks. This will release the critter and you can kill it. Now you can loiter/rest for 24 hours.

Another option (when you need to rest) is to anchor a "Recall" at your destination, travel to a graveyard and munch on whatever is there and then teleport to your destination when you hit the right time of day. If you're in a province where you don't care about your rep with the law, just kill a few guards and hightail it out of there. This is another area where a ship is handy (you can't fast-travel with guards hot on your tail, but you can always change transportation modes).

For dealing with damage from sunlight, you'll either have to avoid it (hard to do when you need to talk to people who are only out in daylight hours), or be able to cure it. Equipping a couple of magic items with the "Regenerate" power can help offset this.

Losing your guild affiliations is more of an annoyance than a problem. You can rejoin all of them, except the Thieves and Assassins. The drawback is that you have to wait 28 days to get your former rank back. If you're not a member of the Thieves or Assassins Guilds, then you can join them by following the regular admissions procedures. If you're a member of a religious order, remember that you'll take damage every time you visit your guild.

By far the biggest headache is the vampire hunter. Once or twice a year you'll get a letter from a vampire hunter. If you follow the instructions outlined in the letter you can get yourself cured of vampirism (see the previous section on Cure Quests). If you don't follow the instructions, you'll get a string of people trying to kill you (usually at the rate of one per night). Of course this is one way around the need to feed each day, but it's still a pain. Eventually they'll get the

message and leave you alone (until the next batch). Fortunately it only happens once or twice a year.

There is one illogical item in being a vampire. You do not have Vampiric Effect. Beating up on a critter does not suck health out of them and transfer it to you. It just makes them very dead. One way to cure this is to create an item that has Vampiric Effect. The ability costs 1000 enchantment points. Any Daedric weapon larger than a dagger has more than enough capacity to hold it. On the other hand, simply being walking death has its advantages. With your speed and agility up close to 100, you'll get in a lot more shots at your opponent, so you'll be taking less damage to start with.

Vampires are loosely organized into tribes. Each tribe has certain additional advantages that go with being a member. For all but one of the tribes, you get additional spells in your spellbook. For that one oddball tribe (the Anthotis tribe), you get 20 points added to your intelligence. So, if you want to boost all of your stats, go hang around the south central side of the Alik'r Desert and get smacked around by vampires until you catch the disease.

As mentioned above, the only way to get vampirism is to get beaten up by vampires and survive. Simple enough, but how do you find the vampires to get beaten up?

If your level is high enough you'll encounter them as monsters in the various dungeons as you go about your Guild and Merchant quests. Another option is to go hang out in graveyards or in the wilderness. Rest and deal with the random encounters until vampires show up.

Two dungeons always have vampires in them, if you're not picky about which tribe you join: Scourg Barrow and Direnni Tower. Get up close and personal with them and then beat feet before you die. Do it enough times and you'll catch vampirism.

Get the quest to deliver the potion from a Witch Coven and the vampires (and werecritters) will come to you if you still have the potion when the sun goes down.

OK, you've got vampirism and you want to get rid of it. As mentioned above you'll get a letter from a vampire hunter once or twice a year. The time for the onset of the cure quest is random. I've had the letter show up within a few days of catching Vampirism and at other times it has been close to a full game year before it starts. If you follow the instructions in the letter (finding and killing a particular vampire), you'll be cured. A second method is to find witches covens (the Glenmorial Witches are your best shot since they can be found in towns as well as on the overland map) and ask for a quest. Eventually you'll get a quest to deliver a component to the Mages Guild. The component is a cure for vampirism AND lycanthropy. Drink it and you're cured.

Once you're cured, you will find all of your guild affiliations restored (including the Thieves and Assassins) unless you rejoined while you were a vampire.

One possible problem with curing vampirism concerns your stats. I don't know what the code actually does, but it appears that the game just subtracts 20 points from each of the stats that it raised when you became a vampire. For most players this will not present much of a problem. But if any of your stats were higher than 80 when you contracted vampirism, they will be dropped to 80 when you cure it. There doesn't appear to be anything you can do about it except live with it.

LYCANTHROPY

("Do you know how hard it is to get your nails done when you're shaggy?")

Many players feel that being shaggy is the only way to go. Far be it from me to disagree with them. You get shaggy by being whapped on by a werebeastie. In the original version of the game, all player lycanthropes were wereboars. One of the later patches fixed this problem. Now you will become whatever it was that gave you lycanthropy. If you get beat on by a werewolf, you will become a werewolf. If you get beat on by a wereboar, you become a wereboar.

Like vampirism, the onset of Lycanthropy is marked by a spooky dream. From the time you have this dream you have three days to get to a temple to get cured or you will become a lycanthrope.

There are some decided advantages to being shaggy.

- you get 40 points added to your STR, AGI, END and SPD, to a maximum of 100.

- you get 30 points added to Climbing, Critical Strike, Hand-to-Hand, Jumping, Stealth, and Swimming (it is possible to go over 100).

- you're immune to Iron and Steel weapons (which is what most bad guys carry until you reach higher levels). In effect, most humanoids can't touch you while you're in wereform, except with spells.

- you get the Lycanthropy spell added to your spellbook. The effect of the spell is to change you into wereform and it's a freebie to cast once per day (not once every 24 hours - once per day).

- unlike vampirism, you don't die, so you won't lose your guild affiliations or ranks

- (this is such sweet revenge), you can kill guards all day long while you're in wereform and it doesn't affect your legal rep in the slightest because they'll never ask you to surrender (yell, "Halt! Halt! Halt!" at me, will ya?). The reason for this is that they have to inflict damage on you before the surrender message will pop up and most guards don't have Silver or better weapons available, so they can't damage you.

- you're immune to vampirism (you can't have both diseases at the same time) and other diseases, but you can be infected with a fatal disease at the same time that you are infected with Lycanthropy.

There are some severe disadvantages to being shaggy, though.

- when you're shaggy (in wereform) you can't use weapons or armor and you can't access your inventory. You do get a couple of furry paws with black nails that show up in place of your weapon on

the screen, though, and the whuffling sound you make while fighting is much less annoying than the vampire's noises. no one likes you. The streets empty while you're shaggy. (It could have something to do with your breath. Have you tried MilkBone?) you will involuntarily change to wereform during the full moon. Not good when you're trying to get something accomplished and you need to access your inventory or deal with people. you've got to feed your appetite for the innocent every month or your hit points will drop to 4, making you fodder for the next rat you run into. That means keeping a careful eye on travel times. there's those pesky lycanthrope-hunters to deal with. Fortunately it's only one or two episodes per year.

Lycanthropy is easier to live with than Vampirism, thanks to an artifact. The Glenmorial Witches can summon Hircine (or any Daedra Summoner at temples or the Mages Guild will do it on the proper day if you are the proper rank), who will send you on a quest to get Hircine's Ring (it's actually a shield, but occupies a ring slot - go figure). The Ring removes most of the disadvantages of Lycanthropy. The possessor of the Ring can change form at will, will not change during the full moon, and does not have to feed every month. However, the Ring will not work for anyone who is not already a Lycanthrope.

Of course, you still can't use weapons or armor while in wereform. And Lycanthrope hunters will still be knocking at your door. And there's the funny reaction people get when you're in town and looking hairy.

OK. You've weighed the pros and cons and have decided that life without hair is no life at all, especially in a society without Rogaine. How do you go about getting shaggy?

The fastest way is to go to the Fighters Guild and keep asking for a quest until you get the quest to go kill a lycanthrope (this does not seem to work if you've been infected with vampirism - the werebeastie is a bear).

The second fastest way is to go take Cyndassa's quest (you've got to find and kill a werewolf).

The third way (and this does not seem to work very well at high levels) is to just hope you meet one in a dungeon.

The fourth way is to hang out in the wilderness until one shows up as a random encounter. I've encountered werecritters in the wilderness all over the Bay area. Just walk outside of any town and rest or loiter in front of any dungeon and you'll get one eventually.

The fifth way is to get the quest to deliver the item from a Witch Coven. The critters will come to you.

Getting rid of Lycanthropy is accomplished in much the same way as getting rid of vampirism. The hunter will offer you a chance to redeem yourself by completing the quest that will cure you. You may also take quests from witch covens until you get the quest to deliver the item to the Mages Guild. Use the item and you'll be cured. Or, if you're feeling persnickety, keep it and kill all of the werecritters that come looking for you to get the cure themselves. Since werebeasties don't carry any treasure, you've got to be feeling awfully persnickety.

On the bright side, the problem with reduced stats does not seem to affect cured lycanthropes as it does vampires. Or if it does, no one has bothered to mention it to me and it has never cropped up in one of my games.

ENCHANTING ITEMS

Members of the Mages Guild and Temple Julianos have access to an item-maker upon reaching the required rank. In order to use the item-maker you need to have a couple of things. First, you've got to have an item in which to embed a spell or spell effect. Second, you've got to have the money to pay for the enchantment. Enchanting isn't cheap. Plan on spending several thousand gold for minor enchantments and a small fortune for major enchantments.

Not all items can be enchanted and some items are more suitable for enchanting than others. What you're trying to do is get the most bang (powers you want) for your bucks (money and harmful side effects). Items have a certain "Enchantment Potential" (or EP). Iron and steel items have the lowest EP while Daedric generally has the highest. You can increase the EP of the item by adding side effects (disadvantages) to the item, but the total cannot be exceeded.

Armor 1 (Table)

	Leather +1	Chain +3	Iron +3	Steel +4	Elven +5	Dwarven 6
Cuirass	400	400	300	400	500	600
Pauldron	40	40	40	40	50	60
Gauntlet	400	400	300	400	500	600
Greaves	50	50	37	50	62	130
Boots	175	175	131	175	218	262
Helmets	900	900	675	900	1125	1350

Armor 2 (Table)

	Mithril +7	Adamantium +7	Ebony +8	Ocrish +9	Daedric +10	Silver +4
Cuirass	500	700	800/1400	1000	1200	1225
Pauldron	50	70	80	100	120	122
Gauntlet	500	700	1000	1000	1200	1225
Greaves	62	87	100	125	150	
Boots	218	306	350	437	525	535
Helmets	1125	1575	1800	2250	2700	1575

NOTE: All non-special material helmets have the same number of enchantment points regardless of design (there are about 5 or 6 different styles) or protection provided (+1, +3, +4). Once you reach +5 or better, the helmets have the same EP's as the helmets that are obviously made of special materials. Some +4 helmets will be made of silver, but unless you have taken silver as a forbidden material, you will not be able to tell the difference. Silver armor is extremely rare. Unless you have extraordinary patience or luck, you will probably not find

a single piece (helmets excepted). Try as I might, I have not been able to acquire a silver Greaves, and so I do not know what the EP of this item is.

There seems to be a discrepancy in the numbers I get for Cuirasses. I first noticed this with an embossed, skirted Ebony Cuirass that came out at 1400 EP's while a simple Ebony breastplate came out at 800. I have not checked to see if this holds true across materials, but I would not be surprised if fancier cuirasses had more EP's than plain ones. On the other hand, I wouldn't be terribly surprised if this was just a hiccup.

The pluses that go with the various materials do not add up to the armor class shown on the inventory screen. As best I can make out, you receive +1 to your armor class for wearing armor plus twice the armor bonus for the material. Thus, a leather cuirass would provide +1 for wearing armor plus +2 for the material of the armor, giving you an armor class of 3 in the area protected by your cuirass. By the same token, a daedric cuirass would provide +1 for wearing armor and +20 for the material, giving you an armor class of 21.

Shields 1 (Table)

	Iron	Steel	Silver	Elven	Dwarven
Buckler	375	500	875	625	750
Round	487	650	1137	812	975
Kite	750	1000	1750	1250	1500
Tower	1125	1500	2625	1875	2250

Shields 2 (Table)

	Mithril	Adamantium	Ebony	Orcish	Daedric
Buckler	605	875	1000	1250	1500
Round	812	1137	1500?	1625	1950
Kite	1250	1750	2000	2500	3000
Tower	1875	2625	3000	3750	4500

Regardless of their material, all shields of the same type provide the same protection. Silver seems to be equivalent to Adamantium as far as shields go. Bucklers provide +1, Round Shields provide +2, Kite Shields provide +3 and Tower Shields provide +4.

Weapons

Steel is the standard by which weapons are rated. I have used it as the base and the pluses indicate how much more damage the weapon will do. Silver is equivalent to steel in terms of damage, but is equivalent to Adamantium in its enchantment potential. Mithril is superior to Elven in terms of damage, but is equivalent in terms of enchantment potential. Mithril and Adamantium are

equivalent in terms of damage, but Adamantium is clearly superior in its enchantment potential.

Long Blades 1 (Table)

	Iron (-2)	Steel (=)	Silver (=)	Elven (+2)	Dwarven (+4)
Broadsword (1-12)	375	500	875	625	750
Longsword (2-16)	450	600	1050	750	900
Sabre (3-12)	393	525	918	656	787
Katana (3-16)	450	600	1050	750	900
Dai-katana (3-21)	525	700	1225	875	1050
Claymore (2-18)	525	700	1225	875	1050

Long Blades 2 (Table)

	Mithril (+6)	Adamantium (+6)	Ebony (+8)	Orcish (+10)	Daedric (+12)
Broadsword (1-12)	625	875	1000	1250	1500
Longsword (2-16)	750	1050	1200	1500	1800
Sabre (3-12)	656	918	1050	1312	1575
Katana (3-16)	750	1050	1200	1500	1800
Dai-katana (3-21)	875	1225	1400	1750	2100
Claymore (2-18)	875	1225	1400	1750	2100

Short Blades 1 (Table)

	Iron (-2)	Steel (=)	Silver (=)	Elven (+2)	Dwarven (+4)
Tanto (1-8)	165	220	385	275	330
Dagger (1-6)	150	200	350	250	300
Shortsword (1-8)	300	400	700	500	600
Wakazashi (1-10)	337	450	787	562	675

Short Blades 2 (Table)

	Mithril (+6)	Adamantium (+6)	Ebony (+8)	Orcish (+10)	Daedric (+12)
Tanto (1-8)	275	385	440	550	660
Dagger (1-6)	250	350	400	500	600
Shortsword (1-8)	500	700	800	1000	1200
Wakazashi (1-10)	562	787	900	1125	1350

Axes and Bows 1 (Table)

	Iron (-2)	Steel (=)	Silver (=)	Elven (+2)	Dwarven (+4)
Battleaxe (2-12)	393	525	918	656	787
War Axe (2-16)	375	500	875	625	750
Long Bow (4-18)	262	350	612	437	525
Short Bow (4-16)	150	200	200	250	300

Axes and Bows 2 (Table)

	Mithril (+6)	Adamantium (+6)	Ebony (+8)	Orcish (+10)	Daedric (+12)
Battleaxe (2-12)	656	918	1050	1312	1575
War Axe (2-16)	625	875	1000	1250	1500
Long Bow (4-18)	437	612	700	875	1050
Short Bow (4-16)	250	350	400	350	600

Blunt 1 (Table)

	Iron (-2)	Steel (=)	Silver (=)	Elven (+2)	Dwarven (+4)
Mace (1-12)	375	500	875	625	750
Flail (2-14)	337	450	875	562	675
Staff (1-8)	525	700	1225	875	1050
Warhammer (3-18)	412	550	962	687	825

Blunt 2 (Table)

	Mithril (+6)	Adamantium (+6)	Ebony (+8)	Orcish (+10)	Daedric (+12)
Mace (1-12)	625	875	1000	1250	1500
Flail (2-14)	562	787	900	1125	1350
Staff (1-8)	875	1225	1400	1750	2100
Warhammer (3-18)	687	962	1100	~1375	1650

Miscellaneous

There are a variety of items which can be enchanted, though only a few are worth the trouble. Clothing can be enchanted, but its potential is so low that major side effects must be added in order for it to hold even the simplest enchantment (Long Robes being the notable exception at 800 EP's). If you need magical clothing items, you'll be better off to buy them or find them. Most potion ingredients cannot be enchanted. For these reasons there are many miscellaneous items and ingredients that are not on this table.

Item	EP's		Item	EP's
Wand	1200		Holy Relic	Can't
Cloth Amulet	600		Scarab	Can't
Mark	800		Holy Tome	Can't
Bracelet	1750		Holy Dagger	Can't
Bracer	1500		Bell	Can't
Amulet	2300		Religious Item	Can't
Torc	2050		Prayer Beads	Can't
Ring	1800		Talisman	Can't
Glass Bottle	30		Holy Water	Can't
Malachite	150		Common Symbol	Can't
Turquoise	100		Rare Symbol	Can't
Jade	200			
Amber	400			
Ruby	1750			
Sapphire	2250			
Emerald	2750			
Diamond	3000			

THOUGHTS ON ENCHANTING ITEMS

Without doubt, magic is the very heart and soul of Daggerfall and, in my not-so-humble opinion, the item-maker is the most powerful feature of the game. In fact, this feature is so powerful that it is quite easy for a player to stack the odds in his favor and thus distort the player's abilities to the point where the game becomes a walk in the park. This is especially true at higher levels with spell effects tied to the caster's level.

To give credit to the game development team, they understood how powerful this feature was and took steps to limit its effects. For example, the player may only equip a limited number of items, those items can only hold a limited number of effects and they can only be had by players with both access to the item-maker AND the requisite amount of money (typically 10 GP per EP). Midnight Adventurer's Supply and the Rusty Ogre Lodge pretty much removed the money restriction. Some judicious spell casting and doing/redoin a couple of easy quests takes care of the access problem, even for a 1st or 2nd level character (yes, I've been a 1st level Archmage). And now your character has the potential to become a veritable demigod at will (and that's not counting "cheat mode"). Beware of making the game too easy!

Magic item effects come in a lot of different flavors, but they boil down to about three general kinds. There are effects that make you better at what you do (like attribute and skill-enhancing effects), there are effects that allow you to do something you wouldn't normally be able to do (like additional magica points, spells that you couldn't normally cast or fixing items that you can't repair), and there are effects that simply make it easier for you to survive (like absorbing spells, regenerating health points, stronger armor, etc.). If you think of enchanted items as tools, then the process of creating tools is determined by how you plan to use the tool. In other words, what problem are you trying to fix?

Dealing with Hostile Magic: in the area of dealing with hostile magic, you have three choices. You can endure it, avoid it, or use it. To endure it, you either need resistance (Resist Fire, Resist Frost, etc.) or lots of health points (Heal). Avoiding it most easily done at the character generation stage with class resistances or immunities, but illusion-type effects (Invisibility, for example) can help you by decreasing the chances that spells will be tossed at you in the first place and successful "Far Silence" effects force hostile magic-users to fall back on melee rather than ranged magic. Using hostile magic means either absorbing it (Spell Absorption) or reflecting it back on the caster (Spell Reflection or Shalidor's Mirror). In the area of using hostile magic to your advantage, Spell Absorption can be dangerous. The effect is iffy at best and absorbing magic when your magica reserves are full can kill you. If you are going to rely on absorbing spells as a defensive measure, couple the effect with "Extra Spell Points Near <critter type>". When you get near the type of critter in question, your magica capacity

will increase to allow room for the absorption to work. When you are out of range or the critter has gone to the happy hunting grounds, your magicka will return to normal levels.

Dealing with Damage: same idea. Endure it or avoid it. If you have Namira's Ring you can use the damage against the critter (sometimes), but it doesn't work against humans or animals and is only half effective against Daedra. To endure damage, effects such as "Shield" are helpful and "Heal" is a must-have. "Vampiric Effect When Strikes" lets you regain points (hopefully) quicker than you lose them and "Regenerate" or "Troll's Blood" lets you speed up the healing process while you're wandering around. Avoiding damage goes back to either avoiding the critters that hit you (illusion-type effects), making it harder for critters to hit ("Strengthens Armor" and "Enhances Skill: Dodging"), or "doing unto others before they can do unto you" (ranged offensive spells or Enhances Skill: Archery).

Dealing with Hostile Critters: avoid them or take them out before they take you out. Avoiding goes back to illusion-type effects and being sneaky. It was intended that the "Wizard Lock" effect would help keep hostile critters safely out of the way, but I haven't found that it works very well. In fact, it usually has the opposite effect: try to wizard lock one door and you wind up locking ALL doors. Great for the lockpicking skill; lousy for anything else. This is the area where players are tempted to load up on attribute-enhancing items. Because of the problems already mentioned with these items, I recommend using them only when you find yourself overmatched.

The key is to remember that the development team did not set up the game conditions for the player to lose (no one wants to buy a game they can't win -- a few really weird people excepted). By the same token, an easy win is OK once in a while, but gamers generally like a challenge. So the game parameters are set up to where the average character will have a somewhat difficult, but not impossible time in achieving his/her objective. That is why human critters generally equal your own level. The fighter that you encounter has a more or less equal probability of hitting you as you do of hitting him and inflicting a more or less equal amount of damage. And since they are about equal to you in level and are canned classes, they are going to be about as tough to kill as you are. The big difference is that their use of magic tends to restrict itself to offensive uses (they're supposed to die, remember?).

Dealing with Hostile Environments: four spell effects take care of just about everything you will ever encounter in this area: water breathing, water walking, levitate and open. Get some and use them with impunity.

ITEM POWERS

The aim of creating a magic item is to have it do something you need done (unless you just like seeing the swirly animation on your inventory screen). There are a variety of powers you can add to an item. Some are handier than others; some are costlier than others. The following tables list the powers that can be added and the cost in Enchantment Points (EP's). The cost in GP is ten times the EP cost. For example, an item with 1750 EP in powers would cost 17,500 GP. You may add no more than 8 powers or side effects and the total number of powers and side effects may not exceed 10. So you may give your item 8 powers and 2 side effects or 8 side effects and 2 powers (if you're truly masochistic) or something in between as long as there are no more than 10 total.

Cast When Held

When an item is created with these powers, the effect is operational as long as the item is equipped. Because the power will be continuously operational, the items tend to wear out a bit faster if they are equipped for long periods of time. Spells will be renewed automatically as the duration expires. Special care should be taken with items that enhance attributes. Extended wear of the item can actually lower the attribute after the item is unequipped. Spell duration and effects are as per the purchased spell. Comments are the spell description from the game manual plus any personal observations from my own experience in using the power.

Chameleon Form (210 EP's): "If caster does not move, he or she is mostly camouflaged, as per an "Invisibility" spell." And the big, bad, scary monster will just wait until you move and dispel the effect. Don't bother.

Free Action (1650 EP's): "High-level chance of curing, and creating an immunity to, paralysis for the duration of the spell." If you're not a High Elf, you really need this spell effect at some point. I've never experienced a spell failure with this one while it was active, but it has failed when cast after being paralyzed.

Invisibility (540 EP's): "Medium-level chance of causing caster to vanish." No chance involved. You actually do vanish until you attack something or the spell expires. But each critter gets a chance to see through the illusion. This effect is more effective in an item as "Cast When Used" unless you use the Invisibility (True) effect. This is one of those effects that doesn't automatically renew itself. If you attack something, you must unequip and reequip the item to renew the spell.

Levitate (330 EP's): "Causes caster to become weightless and able to float in any direction for the duration of the spell." A must-have effect, especially for non-spell-casters.

Resist Cold, Resist Fire, Resist Shock (1560 EP's): "Improves the caster's chance of resisting spells based on the <Frost/Fire/Electricity> element." Character takes half damage or no damage from attacks based on the appropriate element.

Resist Poison (1650 EP's): "Improves the caster's chance of resisting spells based on the poison or acid elements." Again, you take half damage (failed save) or no damage (successful save) from spells based on those elements.

Slowfall (240 EP's): "Slows the descent of the caster when falling, so little damage is taken on impact." Your path of descent is a straight line from the launch point. You cannot maneuver while slowfalling. Best to use when stepping off backwards so enemies can't get free shots at you while your nose is stuck up against the wall.

Shadow Form (150 EP's): "Improves the caster's ability to hide in the shadows, moving invisibly in dark places." My Thief is attempting to "Hide in Shadows" in the hope that the monsters will pass him by without seeing him. Yeah, right. If you have to do this, do it with Invisibility.

Spell Absorption (1720 EP's): "Creates a sphere around caster to disperse targeted spells, replenishing the caster's reserves." Chance of success is based on your level rather than your INT/WIL average. Functions much better with higher level PC's.

Spell Reflection (1720 EP's): "Creates a sphere around caster to reflect targeted spells back toward their source." This is probably the handiest power to have at higher levels. It does not appear to work with traps; only with live casters. Unfortunately, Shalidor's Mirror is not available in a "cast when held" form.

Spell Resistance (1230 EP's): "Creates a sphere to dilute and disperse low level spells targeted at the caster." Increases your saving throw against hostile magic.

Tongues (1590 EP's): Casts "Comprehend Languages" "Caster can read, speak and understand other languages for the duration of the spell." Of limited utility since languages were not fully implemented in the game.

Troll's Blood (920 EP's): "Regenerates caster's health continuously while spell is active." Rate of regeneration is slow.

Water Breathing (170 EP's): "Allows the caster to breathe in an underwater environment for the duration of the spell." A must-have spell effect if you're not a spell-caster. If you are a spell caster, you can probably live with out it since it's a cheapie Alteration spell.

Water Walking (170 EP's): "Allows the caster to walk on the surface of water for the duration of the spell." Allows you to move underwater (not on the surface) at about your normal overland movement rate rather than the swimming rate, which is based on swimming skill.

Orc Strength (1200 EP's): "Temporarily boosts caster's Strength attribute." Boost is about 15 points.

Wisdom (1200 EP's): "Temporarily boosts caster's Intelligence attribute." Boost is about 15 points.

Iron Will (1200 EP's): "Temporarily boosts caster's Willpower attribute." Boost is about 15 points.

Nimbleness (1200 EP's): "Temporarily boosts caster's Agility attribute." Boost is about 15 points.

Feet of Notorgo (1200 EP's): "Temporarily boosts caster's Speed attribute." Boost is about 15 points.

Fortitude (1200 EP's): "Temporarily boosts caster's Endurance attribute." Boost is about 15 points.

Charisma (1200 EP's): "Temporarily boosts caster's Personality attribute." Boost is about 15 points.

Jack of Trades (1200 EP's): "Temporarily boosts caster's Luck attribute." Boost is about 15 points.

Cast When Used

Items will have a limited number of uses (using them wears them out) and can be accessed either through the inventory screen or by using the "U" hot-key. Spell duration and effects are per the purchased versions of the spells. Comments are the spell description from the game manual and any personal observations from my own use of the effects.

Levitate (330 EP's): "Causes caster to become weightless and able to float in any direction for the duration of the spell." A must-have effect, especially for non-spell-casters.

Light (250 EP's): "Creates a sphere of light around the caster, improving visibility for the duration." Actually creates a floating candle in front of the caster, which illuminates the area. Has a bad tendency to go behind objects when you get close to them.

Invisibility (540 EP's): "Medium-level chance of causing caster to vanish." Caster vanishes until he attacks something or the spell expires. The "medium level" part apparently comes from the saving throw nearby critters are allowed. Each critter gets a chance to see you, but it works pretty well if you are not within melee range at the time. I find this version much handier than the "Cast When Held" version (even though the cost the same).

Wizard's Fire (480 EP's): "Fires a ball of flame at a single target, inflicting low-to medium-level damage." A handy, but also common, spell effect. You might want to pass this one up in favor of finding or buying a premade item.

Shock (380 EP's): "Shocks the next creature struck by the caster with lightning-based medium-level damage." This is fairly effective since you must be in melee range to start with. For high-level characters, it can be very useful for taking down an opponent quickly since damage is based on your level.

Strength Leech (480 EP's): "Transfers Strength attribute points from target to caster on a successful strike." The effect does not transfer strength, but rather reduces the target's strength. The Duration part does not seem to be functional and the critter usually makes its save.

Free Action (1650 EP's): "High-level chance of curing, and creating an immunity to, paralysis for the duration of the spell." If you're not a High Elf, you really need this effect. I've never experienced a spell failure with this one while it's active, but I've had it fail a few times while trying to cure paralysis.

Open (900 EP's): "Medium-level chance of unlocking a mundane or magically-locked door." The spell is not too terribly effective against magic locks, especially at lower levels, but persistence will pay off in the long run and it works a lot better than wearing out your weapons or knuckles trying to bash it in.

Resist Cold, Resist Fire, Resist Shock (1560 EP's): "Improves the caster's chance of resisting spells based on the ____ element." Handy if you know what's coming your way.

Wizard Lock (1740 EP's): Holds door securely locked for the duration of the spell." Critters that can't open doors NEVER come through closed doors, and critters that CAN open doors won't let you keep it closed long enough to get the spell off. Some players have reported that using this spell locks all doors in the game. Personally, I'd pass this one up as either useless or buggy.

Fireball (470 EP's): "Fires a ball of flame at a single target, delivering medium- to high-level damage." No good if you're at melee range. If you have to take a fire-based, ranged effect, consider using Wizard's Fire (480 EP's) since it gives you continuous damage.

Cure Poison (1020 EP's): "High-level chance of curing caster of poisons." The spell did not work in earlier versions of the game. This effect was fixed in one of the later patches, but an intermittent bug will sometimes turn the poison into a disease, so be cautious. If you have health points to spare, the poison will usually wear off in a few rounds.

Ice Bolt (990 EP's): "Fires a ball of frost which inflicts medium- to high-level damage to a single target." Same effect as Fireball, except frost-based.

Shield (1040 EP's): Creates a temporary shield around caster, capable of absorbing damage meant for the caster." Very handy at lower levels, but the effect and duration aren't very large at lower levels. One hit can usually dispel it. 'Course it's better than taking the damage yourself.

Spell Shield (1980 EP's): "Creates a sphere to dilute and disperse low- to medium-level spells targeted at the caster." A very good effect for lower level characters that won't get consistent effects from 'Shalidor's Mirror' or 'Spell Reflection'.

Silence (1530 EP's): "Quiets the next creature struck by the caster, making spellcasting impossible for the duration." A favorite spell of Daedroths and spell casters up to about 5th to 7th level. It's nice to be able to return the favor, but

with a range of "touch", you'll never be able to beat the computer in getting the spell off before the other guy. Opt for "Far Silence" if you can.

Troll's Blood (920 EP's): "Regenerates caster's health continuously while spell is active." The rate of regeneration is slow and the spell wears off too quickly. It's a stopgap measure if you don't have 'Heal' and/or aren't in an area where you can safely rest. If you must have this effect, take it as a "Cast When Held" effect.

Ice Storm (1420 EP's): "Fires a ball of frost which explodes on contact, delivering medium-level damage to all within range." Not terribly effective against cold-based critters and very easy to catch yourself within the area of effect. A very nice effect if you can catch your target at range, though.

Fire Storm (840 EP's): "Creates a fiery aura around caster, delivering medium-level damage to all within its boundaries." I've not had too much success with this effect. Maybe you'll be luckier than me.

Resist Poison (1650 EP's): "Improves the caster's chance of resisting spells based on the poison or acid elements." A very nice effect to have when you know you're going to be encountering assassins. It's much nicer as a "Cast When Held" effect, though.

Wildfire (1020 EP's): "Fires a ball of flame at a single target, inflicting medium-level damage and then low-level damage as the fire continues to burn." Not effective against fire-based critters, but the continuous damage part can take down a big critter if you see it early enough.

Spell Drain (1300 EP's): "Drains magica from a target on a successful strike." A beefed-up version of 'Magica Leech' Only effective against spell-casters and they usually make their saving throws. 'Course all critters have 100% resistance to spells you never cast.

Toxic Cloud (1020 EP's): "Fires a ball of acid at a single target, inflicting medium-level damage." Description does not jive with the effect, which is an area-effect spell. In either event, not too many critters have natural acid/poison resistances.

Wizard Rend (1610 EP's): "Medium-level chance of paralyzing and silencing a target successfully struck." This is what Ghosts like to toss at you -- very nasty for spell-casters and at higher levels it can put a severe hurt on one.

Shalidor's Mirror (1930 EP's): "Medium-level chance of reflecting spells fired at caster back to the aggressor mage." The chance is based on your level, but it's higher than for Spell Reflection. A VERY handy effect to have around in areas populated by spell casting critters.

Lightning (760 EP's): "Fires a ball of lightning at a single target, delivering high-level damage." Although the effect more or less mirrors similar spells (Fireball, Acid Bolt, Ice Bolt, etc.) it never seems to do anything to the target. I'm not sure whether this is a bug on my system or whether almost everything is immune to electricity. Not a very effective spell in my experience.

Medusa's Gaze (2140 EP's): "Medium- to high-level chance of paralyzing a target on a successful strike." Very useful when you can see your target before it sees you.

Force Bolt (3030 EP's): "Fires a ball of energy at a single target, delivering high-level damage and a chance of paralysis." Small chance at paralysis from what I've seen, but fairly effective with higher level characters. Lower level characters might want to save their money.

God's Fire (1750 EP's): "Fires a ball of energy at a single target, delivering very high-level damage." It packs a big punch and the continuous damage is great if you can spell the target while it's a goodly distance away from you. Humans will literally keel over while trying to shoot you with arrows.

Stamina (130 EP's): "Replenishes lost stamina, invigorating the caster." A very useful spell and very cheap to include in an item.

Heal (360 EP's): "Heals low-to medium-level wounds of the caster." A must-have for all dungeon crawlers. Fortunately it's a relatively common item effect in treasure items. Don't waste your money on making one yourself unless you absolutely have to.

Balyna's Antidote (930 EP's): "Medium-level chance of curing caster of paralysis, poison and mundane diseases." This is the only power that includes curing diseases. Very useful at lower levels, especially if there isn't a temple handy.

Recall (480 EP's): "The first casting of the spell sets an immovable anchor. The second casting instantly teleports the caster to the location of the anchor" Next to "Heal" this will probably be the most used spell in your inventory. Exercise extreme caution in setting anchors inside buildings. It's very easy to fall into the void when trying to teleport into a building.

Cast When Strikes

The following spells will be cast whenever the item strikes its target. This means it won't work on anything other than weapons (and maybe gauntlets in Hand-to-Hand). Comments are the spell description from the game manual plus any personal observations from using the effects.

Paralysis (1620 EP's): "Medium level chance of immobilizing the target for the duration of the spell." Paralyzed targets are great opportunities to develop pickpocketing and backstabbing skills. Paralyzed targets are moved backwards each time you strike them in melee, so you'll have to move forward to re-engage them after a couple of hits.

Hand of Sleep (780 EP's): "Destroys stamina from a target with a successful strike." Might be a good effect for a missile weapon, but why bother to damage fatigue when you're in melee and the critter is beating on you? You're probably going to kill it before it goes to sleep in front of you.

Vampiric Touch (1380 EP's): "Transfers health from a target to the caster by touch." I haven't had much success with the duration and, as a spell effect, the target gets a saving throw. I find "Vampiric Effect" to be much more workable (and at a cheaper cost, too).

Magica Leech (930 EP's): "Transfers inherent magica energy from a target to the caster on a successful strike." Doesn't work if the target has no magica (animals, some undead, some humanoids) and should read, "Drains magica," rather than "Transfers magica." If you're going to use this effect, use it in a missile weapon since the time to worry about a spell caster is BEFORE he's close enough to zap you.

Hand of Decay (1830 EP's): "Low to medium-level chance of disintegrating a target with a successful strike." Cheaper than "Sphere of Negation" with slightly better chances of success. If you want to put a disintegration spell into a weapon, this is a good one to choose.

Wildfire (1020 EP's): "Fires a ball of flame at a single target, inflicting medium-level damage and then low-level damage as the fire continues to burn." The continuous damage is nice if you can put this into a bow and catch the critter at range.

Ice Storm (1420 EP's): "Fires a ball of frost which explodes on contact, delivering medium-level damage to all within range." Very bad news. This is an area effect spell and you're within the area of effect when it goes off. Much better to put this one into a missile weapon and catch the critter(s) at range.

Fire Storm (840 EP's): "Creates a fiery aura around caster, delivering medium-level damage to all within its boundaries." A handy effect when they're ganging up on you (it's an area spell). The "Continuous Damage" part doesn't work very well on my system.

Ice Bolt (990 EP's): "Fires a ball of frost which inflicts medium- to high-level damage to a single target." Not effective against critters like Frost Daedra or Ice Atronachs. Decent damage at higher levels and Continuous Damage really needs to be in a missile weapon, not a melee weapon.

Wizard's Fire (480 EP's): "Fires a ball of flame at a single target, inflicting low-to medium-level damage." Not effective against fire-based critters. Slightly lower damage than Ice Bolt (might be a mistake in the spell file, though). Again, Continuous Damage effects are more useful in ranged weapons rather than melee weapons.

Sphere of Negation (4230 EP's): "Creates a sphere around the caster which may disintegrate any sentient form trapped in its radius." An expensive enchantment and one that is best NOT used on a weapon since it will be cast each time the weapon strikes and, consequently, wear out the item faster. But if you have the GP's to spare, it's a great effect, even if the chance of success is a little lower than "Hand of Decay".

Energy Leech (1260 EP's): "Transfers stamina from target to caster with a successful strike." Handy when you need to avoid resting. Best if combined with another effect or used in a small weapon that can be equipped and unequipped quickly.

Other Item Powers

There are a variety of other powers that you can embed in an item. Many are very useful; some are not so useful. The following describes these powers with EP cost for each power and a few comments from my own experience.

Power	Condition I	Condition II	EP Cost	Comments
Extra Spell Points	Season	Winter Spring Summer Fall	50 0 per season	Very handy. The prior problems appear to have been fixed and the extra spell points seem to work as they should. If you don't mind taking damage, you can enhance all but one of your magic shools and take extra points during all seasons and add the side effect of taking damage in sunlight. All of that will fit into a torc. Damage is minimal unless you need to loiter (serious owie).
	Moon Phase	Full Half New	20 0 per phase	
	Near	Undead	70 0	A nifty effect when combined with Spell Absorption. If your magica is fully charged, you won't be able to absorb spells. Adding this effect will usually allow you to absorb one or two spells since the power is only operational when you're near the offending critter.
		Daedra	80 0	
		Humanoids	90 0	
		Animals	120 0	
Potent vs.	Undead	while item is equipped	80 0	A VERY handy power to have if you know what you're going up against. For example, in Medora's Tower you know you're going to be dealing with a lot of undead; in the Mantella Crux you'll be dealing with Daedra; etc. Normal damage versus everything else.
	Daedra		90 0	
	Humanoid		100 0	
	Animals		120 0	
Regenerates Health	All the time	while item is equipped	40 00	Health regeneration is slow and does not operate while loitering. It does operate while resting, though. Not a very handy power from my experience.
	in sunlight		30 00	
	in darkness		30 00	
Vampiric Effect	at range	while item is	20 00	If you're going to put a power on a weapon, this is the one to use. Health

	when strikes	equipped	1000	transfer is small, but the target gets no saving throw if you take "when strikes".
Increased Weight Allowance	+25%	while item is equipped	400	A nice thing to have if you're not planning on visiting your wagon for a while. Additional effects and items are not cumulative.
	+50%		600	
Repairs Items	while item is equipped		900	Magic item repair will not work unless "magicrepair 1" has been added to your z.cfg file and you're running the latest patch. Items are repaired based on their location in your inventory (top first). Multiple items with this effect will accelerate repairs and can work on more than one item at a time.
Absorbs Spells	while item is equipped		1500	I've found that this spell absorption is more effective than the "Cast When ..." versions of the spell.
Enhances Skill	pick a skill	while item is equipped	900 per skill	Adds about 15 points to the affected skill. Skills enhanced by items with this power can exceed 100 and the enhanced skill will be used for determining your rank within the guild. Multiple enhancements in a single item are not effective, but enhancements from multiple items are.
Feather Weight	always (even when unequipped)		1000	Reduces weight of the item to .25 kg. Effect is always operational, but item weighs normal amount if you try to put it on your wagon. Think about it: a full suit of daedric armor weighs 1.75 kg if each piece is enchanted with feather weight. I've never had a piece of armor wear out when this was the only enchantment on it. This effect will also negate the additional weight side effect that comes from some soul bindings, but it must be added BEFORE adding the soul bound side effect.
Strengthens Armor	while item is equipped		700	+5 to armor all around. Multiple enchantments will not work, neither will multiple items. Only one enhancement to a customer. And I'd really like to know how the guy on page 52 of the manual got up to 40 armor class.
Enhances Talents	Acute Hearing	while item is	500	I've not found that these enchantments will actually bestow the talent, but it will

	Athleticism	equipped	600	enhance an existing talent. Maybe you'll have better luck with it than I did.
	Adrenaline Rush		600	
Good Reputation with	Commoners	while item is equipped	1000	Tired of sucking up to all of those different factions just so you can get a decent shot at a quest or some information? Here's one way to fix it without performing endless quests. There is no obvious rep increase (it doesn't change the rep with the factions in the faction.txt file), but they appear to be a bit friendlier when you're dealing with them. I'd guess there is a modifier to the reaction roll when you talk to a member of the group.
	Merchants		1000	
	Scholars		1000	
	Nobility		1000	
	Underworld		1000	
	Everybody		5000	

Side Effects

So, you've picked out all of your enchantments and found that the item won't hold them. You can increase the EP potential of your item by adding various side effects to the item. If you're feeling particularly masochistic, you can give your item some side effects with no powers just to make life hard for yourself. Some side effects are an annoyance; some can be pretty deadly. One thing to keep in mind is that you can't give item side effects that cancel out one or more of the powers. For example, you can't give an item a "Feather Weight" power and an "Extra Weight" side effect (but you can add "Feather Weight" and then soul bind an critter which has an "Extra Weight" side effect). In the table that follows you'll find the name of the side effect, the conditions under which it operates, how many extra EP's you get for the effect and my comments from my use of the side effect.

Side Effect	Conditions	EP Bonus	Comments
Soul Bound	When item breaks	varies - see the Soul Bound Table	Creature that is bound is released and comes looking for you. Some souls cost additional money to bind. See Soul Bound Tables for amounts, if any.
Item Deteriorates	all of the time	3000	Deterioration takes place while the item is equipped and you are in the condition that

	in sunlight	1500	accelerates deterioration. Items do not appear to deteriorate while on your wagon and while not equipped.
	in holy places	500	
User takes damage	in sunlight	6000	Want to find out what it's like to be a vampire without messing with vampire hunters? Take both.
	in holy places	1000	
Health Leech	when used	4000	The item bites you when you use it or unless you use it. Pick your favorite form of pain.
	unless used daily	500	
	unless used weekly	200	
Bad Reactions From	humanoid	120	Modifies reaction roll when you try to talk the critter out of killing you.
	animals	80	
	daedra	120	
Extra Weight	While in personal inventory or wagon	100	Item weighs 4x normal (some souls will add this disadvantage - adding "Feather Weight" <u>BEFORE</u> the soul binding disadvantage will negate it - if soul bound first, the "Feather Weight" advantage will not be available)
Weakens Armor	While equipped	700	-5 all around. Very nasty, especially for classes which have serious armor restrictions.
Bad Reputation With	commoners	1000	Apparently modifies the reaction roll from members of the appropriate faction when you try to deal with them outside the dungeon. Does not change your rep in the factions.txt file. Fairly safe if you unequip and drop the item before talking to anyone.
	merchants	1000	
	scholars	1000	
	nobility	1000	
	underworld	1000	
	everybody	5000	
Low Damage versus	undead	800	At higher levels, when your chance of running into rats, bats, spiders, etc. is reduced, or if you are enchanting a higher-level material (such as orcish or daedric), low damage vs. animals is a very safe side effect.
	daedra	900	
	humanoid	1000	
	animals	1200	

Soul Binding

You can increase the EP potential of the items you create by the process of soul binding. In order to soul-bind an item you need to have a soul gem with something inside it. You may buy soul gems from Mages Guilds (rank 4 and above), Assassins Guilds (rank 5 and above) and from some temples. The gems look like diamonds and may be empty or contain some creature (the description box will tell you what the gem contains when you examine it using the "info" button). If you buy empty soul gems, you must buy or make a soul-trap spell in order to fill it.

When you're ready to fill the soul gem, cast the soul-trap spell at the creature you want to collect. The creature gets a saving throw against the spell, so you'll either see "Trap Active" or "Spell effect failed" at the top of your screen. Once you get the "Trap Active" message, you must kill the creature before the spell duration expires. Once this is accomplished, the creature's soul is trapped inside the gem and ready for use. Randomly encountered Dragonlings may be soul trapped, but will not work in the item-maker. The only Dragonlings which will work in the item maker are those which you go after on Knightly Order quests or which you buy from the guild. Please note you may not soul bind humans.

"Danger, Will Robinson": If you have cast a "Soul Trap" spell and do not have an empty receptacle, the creature WILL NOT DIE until the spell duration expires. You can inflict hundreds, nay, thousands of points of damage on it and it will just stand there and sneer at you. On the other hand, when the spell expires, a good sneeze will take care of it.

Once you have a filled gem, you may use it by selecting the "Soul Bound" disadvantage on the item-maker screen. In the unpatched version of the game, it was possible to bind multiple souls into an item. This ability was removed with the v.195 patch.

The major disadvantage of soul binding is that when the item breaks, the creature you bound is released. It will appear somewhere nearby, and will not be a happy camper. In the case of most creatures, this is more of an annoyance than a threat. In some cases (e.g. Daedra Lords, Vampire Ancients, and Ancient Liches), the release of the creature can result in a major confrontation.

In addition to the EP's they provide, some souls will add advantages or disadvantages to the item you create. These advantages/disadvantages take up slots and may reduce the number of powers and side effects available to give the item. Some souls cost additional GP to bind. If there is a number in parentheses below the creature's name, it is the cost in GP to bind the soul into the item, if there is no number, then the soul-bound disadvantage is a freebie.

Creature	EP's added	Additional Advantages	Additional Disadvantages
Rat	0	none	none

Bat	0	none	none
Grizzly Bear	0	none	none
Sabretooth Tiger	0	none	none
Imp	10	none	none
Orc	70	none	none
Orc Sergeant	100	none	none
Orc Shaman	30	none	none
Orc Warlord	240	none	none
Nymph	100	none	none
Spriggan	20	none	none
Harpy	30	none	none
Giant	30	none	none
Centaur	30	none	none
Slaughterfish	0	none	none
Lamia	100	none	none
Dreugh	100	none	none
Spider	0	none	none
Scorpion	0	none	none
Skeletal Warrior	0	none	none
Zombie	0	none	none
Mummy	100	none	none
Wraith (30,000 GP)	300	Regenerate Health in Darkness	Deteriorates in Holy Places Low Damage vs. Undead
Ghost (9,000 GP)	300	Feather Weight	Deteriorates in Holy Places Low Damage vs. Undead
Lich (9,000 GP)	1000	Enhances Skill: Destruction	Deteriorates in Sunlight Low Damage vs. Undead
Ancient Lich	2500	none	none
Vampire	700	none	none
Vampire Ancient	1000	none	none
Dragonling	5000	none	none

Daedroth (15,600 GP)	100	none	Deteriorates in Holy Places Low Damage vs. Daedra Bad Reactions from Daedra
Daedra Seducer (50,000 GP)	1500	Good rep with all	Item Deteriorates in Sunlight Item Deteriorates in Holy Places Health leech unless used weekly Bad reactions from animals
Frost Daedra (24,600 gp)	500	Resist Cold Enhances Skill: Daedric	Item Deteriorates in Holy Places
Fire Daedra (24,600 GP)	500	Resist Fire Enhances Skill: Daedric	Bad Reaction from Animals
Daedra Lord (9000 gp)	8000	Potent vs. Daedra	Extra Weight User Takes Damage in Holy Places
Flesh Atronach	300	Turns into Air Atronach when Soul-Trapped	
Iron Atronach	300	Turns into Earth Atronach when Soul-Trapped	
Water Atronach (52,400 GP)	300	Cast When Used: Resist Fire Cast When Used: Ice Storm Cast When Held: Resist Cold Strengthens Armor	none
Air Atronach	300	Cast When Held: Slowfall Feather Weight	Item Deteriorates in Sunlight
Ice Atronach	300	Turns into a Water Atronach when Soul-Trapped	
Fire Atronach	300	Cast When Used: Resist Fire	none
Earth Atronach (7,000 GP)	300	Strengthens Armor	Extra Weight
Werewolf	90	none	none
Wereboar	140	none	none
Gargoyle	30	none	none

THE CALENDAR

The game designers did not want to mess with strange orbital and rotational periods, so the calendar of Tamriel is simple: 24 hours per day, 30 days per month, 23 months per year. There is a major holiday throughout the Bay at least once per month and individual provinces and regions have their own holidays. Most major holidays have some benefit to your character, but local holidays are for atmosphere only.

Month	Holiday	Comments
Morning Star	1st - New Life	Free ale at taverns
	15th - South Wind's Prayer	Free healing at temples
Sun's Dawn	16th - Hearts Day	Free tavern rooms for as many nights as you want, if rented today
First Seed	7th - First Planting	Free cures at temples
Rain's Hand	28th - Jesters Day	Nothing special
Second Seed	7th - Second Planting	Free cures at temples (full price for healing wounds)
Mid Year	16th - Mid-Year	Temple blessings at 1/2 price
Sun's Height	10th - Merchants Festival	All stores 1/2 price
	20th - Sun's Rest	All stores closed
Last Seed	27th - Harvest's End	Free drinks at taverns
Hearth Fire	3rd - Tales and Tallows	1/2 price goodies at Mages Guildhalls
Frost Fall	13th - Witches Festival	Free identification of magical items and 1/2 price spells at Mages Guildhalls
	30th - Emperor's Birthday	Nothing special
Sun's Dusk	20th - Warriors Festival	1/2 price weapons
Evening Star	15th - North Winds Prayer	All temple services are 1/2 price
	30th - Old Life Festival	Free ale in taverns

DAEDRA SUMMONING

Unless you just like spending a few hundred thou', the only reason to summon a Daedra is to get an artifact.

There are only three ways to summon a Daedra:

each Mages Guild has a Daedra Summoner available to members of rank 6 or higher;

most temples have a Daedra Summoner available to members of the appropriate rank (usually rank 7);

Witches Covens will summon for anyone who has the money

Each Daedra Prince has a particular day of the year when he/she/it can be summoned with a reasonable degree of certainty. Temples and Mages Guilds will only summon on those days. If you try to summon on any other day, you will be politely referred to the library to go do a little research. The base cost to summon is 100,000 gold pieces, plus an additional amount of up to 100,000. This additional amount is modified by your rep with the summoner, so the higher your rep, the less it will cost you.

Witches Covens will summon every day, but the Daedra Prince is randomly determined each day. The Glenmorial Witches will only summon Hircine, however. The odds of a Prince showing up is determined by your rep with that Prince, but there is always a 5% chance that Sheogorath will show up, so save the game before attempting any summoning. The cost to summon at a coven is a base 100,000 plus an additional 100,000 minus your rep with the coven times 1000 (for the non-math-impaired, that's $(100K + (100K - (\text{rep} * 1000)))$). The higher your rep with the coven, the less it costs.

Finding a Witches Coven is the hard part. There are a couple of noble quests you can get that will net you a map showing the location of a coven. Covens appear as black squares on the overland map. The second way requires having the v.212 or v.213 patch installed and using the appropriate cheat code (<ctrl>+f1 in this case) to make everything show up on the overland map.

If you don't want to mess with that, the following are maps and directions to the various covens. Traveling cross-country is slow going, so if you want to make it easier, install the v.212 or v.213 patch and use the super-speed cheat (the "1" key) to get there faster. Except for The Coven of the Peaks and the Tamarilyn Coven maps (which are mine), all other maps and directions are courtesy of Bethesda Softworks.

Daggerfall: Coven on the Bluff is on the western seacoast. To find it, go south from the Burning Martyr of Kynareth.



Ilesan Hills: Glenmorial Coven is located in the eastern central area of the province. Go north-northwest of Old Chrystausa's Place



Shalgora: Daggerfall Coven is on the border with the Daggerfall province. Go south-southwest from Woodham Manor.



Daenia: Beldama Coven is in the north central area of the province. It is south of Greenham Manor and northeast of The Old Masterhouse Shack.



Phrygias: Skeffington Coven is near the border in the south central area. Go west from Old Barbyn's Farm.



Alcaire: Alcaire Coven is in the northwestern area near the border. Go southeast from The Ashsmith Plantation.



Wrothgarian Mts: Wroth Coven is near the southeast edge of the map. Go east from Deerville.



Dragontail Mts: Devilrock Coven is on the northern coast. Go west from the Joyous Altar of Arkay.



Dragontail Mts: Coven of the Peaks is down in the southeastern corner of the map. Go south from the Reliquary of Sai, East from Old Khoctba's Shack, or northwest from the Baircta Farmstead.



Dak'fron: Kycos Coven is in the central/southwest area. Go west from Cerumbator.



Alik'r Desert: Coven in the Marsh is on the northern border, near the middle. Go northwest from the Gentle Star of Stendarr.



Antiphyllos: Coven in the Dust is in the western part of the province. Go northeast from the Perpetual Sunrise of Mara.



Myrkwasa: Coven of the Tide is about in the middle of the province. Go southeast from Rhanotujer or northwest from Thofyl Manor.



Menevia: Tamarilyn Coven is near the end of the small peninsula. Go east from The Dunnyak Excavation or northwest from Tamborne.



ARTIFACTS

Artifacts are super-nifty magical items that usually do more than one thing. They can be obtained by characters who complete certain quests. On the whole, most artifacts can be replicated in an Item-Maker, although some serious side-effects are usually required to balance out the powers. Some artifacts (the Oghma Infinium, for example) cannot be replicated.

There are two general types of artifacts available in the game: aligned and non-aligned. Aligned artifacts are obtained through the process of summoning a Daedra Prince and completing the required quest. Non-aligned artifacts can only be obtained through Knights Guild quests (available only to members of the guild). It has been said that a player can only have one artifact at a time. This is completely false. A player can have as many artifacts as he/she can gather and, for the non-aligned artifacts, as many of the same artifact as he/she can get quests for.

Most artifacts allegedly disappear after a year and a day, but it has been my experience that they simply wear out, the same as any other magical item. However, like any other magical item, an item with the "Repair" power can repair them.

Aligned Artifacts

There are sixteen aligned artifacts in the game. These can only be obtained through summoning the appropriate Daedra Prince. Be aware that there is always a 5% chance of Sheogorath appearing at any summoning and the chance increases if it's raining at the time. Also, it has been my experience that refusing the artifact quest runs a 50-50 chance of crashing the game (error 116), at least when dealing with Sheogorath when he shows up unexpectedly. Helpful hint: save before summoning. Here are the aligned artifacts in order of their summoning dates. The description of the artifact is what you will see when you click on the item in "Info" mode. It is taken from the text.rsc file.

Masque of Clavicus Vile

Daedra Prince: Clavicus Vile

Summoning Date: 1st of Morning Star

Description: Ever the vain one, Clavicus Vile made a masque suited to his own personality. The bearer of the masque is more likely to get a positive response from the people of Tamriel. The higher his personality, the larger the bonus. The best known story of the masque tells the tale of Avalea, a noblewoman of some renown. As a young girl, she was grossly disfigured by a spiteful servant. Avalea made a dark deal with Clavicus Vile and received the masque in return. Though the masque did not change her looks, suddenly she had the respect and admiration of everyone. A year and a day after her marriage to a well connected baron, Clavicus reclaimed his masque. Although pregnant with his

child, Avalea was banished from the baron's household. Twenty one years and one day later, Avalea's daughter claimed her vengeance by slaying the baron.
Comments: For those with a strong need to be loved and appreciated, the Masque is tailor made. Essentially the same as an item with an "increases reputation" effect, which takes one of your ring slots (go figure). Like most artifacts, the quest is to descend to the depths of some dungeon and off someone (a werebeastie in this case) and then go collect your artifact.

Ring of Khajiiti

Daedra Prince: Meridia

Summoning Date: 13th of Morning Star

Description: The Ring of the Khajiiti is an ancient relic, hundreds of years older than Rajhin, the thief who made the Ring famous. It was Rajhin who used the Ring's powers to make himself as invisible, silent, and quick as a breath of wind. Using the Ring he became the most successful burglar in Elsweyr's history. Rajhin's eventual fate is a mystery, but according to legend, the Ring rebelled against such constant use and disappeared, leaving Rajhin helpless before his enemies.

Comments: It casts Invisibility and Feet of Notorgo, which can be replicated in an Item-Maker.

Wabbajack

Daedra Prince: Sheogorath

Summoning Date: 2nd of Sun's Dawn (5% at any Daedric Summoning)

Description: Madness and chaos are the trademarks of Sheogorath. The Wabbajack embodies these same traits. Using the artifact on a creature will transform it into something else. The creature can become any one of the following monsters: rat, imp, spriggan, giant bat, grizzly bear, spider, nymph, harpy, skeletal warrior, giant, zombie, giant scorpion, iron atronach, flesh atronach, ice atronach, fire atronach, lich. The problem is the bearer has no way of controlling the transformation. He could change a giant bat into a lich, or a fire atronach into a rat.

Comments: Wabbajack is a fun artifact. It looks like a staff made of iron, but when you strike your opponent, it is changed into something else. Multiple strikes do not yield multiple transformations. One of the benefits of using Wabbajack is that you usually wind up with two sets of treasure (the original treasure and the treasure that the new critter has). The problem is that you have no control over what you get, so use it cautiously and be prepared for anything.

Sanguine Rose

Daedra Prince: Sanguine

Summoning Date: 16th of Sun's Dawn

Description: The Sanguine Rose is not an artifact most folk would care to have. It summons a lesser daedra to the user. The daedra will attack any other creature in the area except the bearer of the rose. The rose is like any other in that it will wilt. The more of its power that is used, the more wilted it becomes. Eventually all its petals fall off and it loses its powers. Somewhere in Oblivion a new rose blooms and is plucked by Sanguine herself to be given to a new champion.

Comments: I don't know why Sanguine is referred to as "her" because she looks a lot like a he. But if having Daedra do your fighting for you is what you want, then the Rose is what you need.

Oghma Infinium

Daedra Prince: Hermaeus Mora

Summoning Date: 5th of First Seed

Description: The Oghma Infinium is a tome of knowledge written by the Ageless One, the wizard-sage Xarses. All who read the Infinium are filled with the energy of the artifact which can be manipulated to raise one's abilities to near demi-god proportions. Once used, legend has it, the Infinium will disappear from its wielder. It leaves one with 50 bonus points to distribute among the character's attributes as one wants.

Comments: The Oghma is arguably the most useful of the artifacts. How much more useful can you get than 30 attribute points to distribute as you like? Unlike other artifact quests, you are to assassinate someone in a town. The actual assassination is usually not a problem, but the friends of the victim (rangers/barbarians/knights) make getting away again a tad difficult. Afterwards, you'll find your contact in a library in a different town (easy enough since there are rarely more than one or two libraries in a town).

Azura's Star

Daedra Prince: Azura

Summoning Date: 21st of First Seed

Description: Few mortals have the stomach to trade in souls. The Dark Brotherhood does it, as do certain groups within the Mages Guild. For these cruel folk, Azura's Star has a particular fascination. The Star acts as a reusable soul gem. The soul of any creature killed by the bearer of the Star is trapped within it. If the Star already carries a soul, nothing happens. Using Azura's Star empties it, freeing the trapped soul to make its journey to Oblivion. Azura's Star can be used to make magical items over and over and over.

Comments: For those with access to an Item-Maker, but who don't want to blow 5000gp a pop for a soul gem or take the chance of their Soul Trap spell failing, Azura's Star is the solution to their problems. The Star is a reusable soul gem and looks like a big, blue, multi-faceted gem. When equipped (it takes up

an Amulet slot), the next creature killed is automatically placed in the gem, ready for soul binding. Rumor (actually one of the forums on CompuServe) maintained that it was possible to soul-trap humans with Azura's Star. I have tried multiple times and not been able to do this. Using the item will harmlessly release the trapped soul and the Star is ready for another occupant.

Spell Breaker

Daedra Prince: Peryite

Summoning Date: 9th of Rain's Hand

Description: Spell Breaker, superficially a Dwarven tower shield, is one of the most ancient relics of Tamriel. Aside from its historic importance dating from the Battle of Rourken-Shalidor, the Spell Breaker protects its wielder almost completely from any spellcaster, either by dispelling magicks or silencing any mage about to cast a spell. It is said that the Breaker still searches for its original owner, and will not remain the property of any one else for long. For most, possessing Spell Breaker for any time is power enough. Spells: Free action and Spell Reflection

Comments: Superficially, Spell Breaker looks like a rainbow-colored tower shield. Other than that, it pretty much does what it says.

Ring of Namira

Daedra Prince: Namira

Summoning Date: 9th of Second Seed

Description: Namira is aligned with the darker side of nature, as is her ring. While the ring is being worn, any damage the bearer takes is suffered by the attacker as well. Spells and missile attacks are ignored. How much damage the attacker suffers depends upon his nature. Animals and Spriggans take no damage, being creatures of nature. Daedric beings only take half the damage they do, being supernatural creatures. Humanoids and monsters take full damage. Undead take twice the damage they dole out, because they are wholly unnatural creatures.

Comments: Hit me, will ya? A fun artifact for the revenge-oriented, but make sure you have more hit points than your opponent before relying on the Ring to save your bacon. If you have a lot of health, a critter (especially an undead) will literally kill itself.

Hircine Ring

Daedra Prince: Hircine

Summoning Date: 5th of Mid-Year or any date by Glenmorial Coven

Description: The curse of lycanthropy has its advantages. The incredible strength, speed, ferocity of a werebeast make it a fearsome opponent. There are, of course, disadvantages. The bearer of the Hircine Shield can choose when to be

a lycanthrope and when not. Essentially this gives him all the advantages with few of the negatives.

Comments: The Glenmorial Witches will only summon Hircine, but they will do it on any day. So if you're shaggy, in need of help, have a couple of hundred thou' to spare, and stumble across one of their covens, you're set. The Ring (actually a Buckler Shield that occupies a ring slot) allows the wearer to assume wereform at will and it removes the need to feed on the innocent. If you are not a Lycanthrope, the Ring will do nothing for you.

Skull of Corruption

Daedra Prince: Vaernima

Summoning Date: 10th of Sun's Height

Description: Using the Skull of Corruption on an opponent creates a duplicate of the victim. However, this duplicate will attack the original, not the wielder of the Skull. There is a story about the Thieves Guild Master and the skull that is probably fiction, but highly amusing. The Master used the skull on her enemy, creating a clone of him to fight. After defeating the original, the clever duplicate snatched the Skull from the Master and used it on her. Although the cloned enemy could not directly attack the Master, it could use the Skull to create a duplicate Master. The two clones jointly ruled the Thieves Guild for years.

Comments: Like Wabbajack, this can be a fun (sometimes funny) artifact to use. It seems that if the duplicate is killed, its body does not disappear when you leave the area (congratulations! You've just made a permanent addition to the scenery of the Bay). The treasure seems to remain for a day or two, but it will disappear eventually. Might be an interesting way to make a handy storage area if it's someplace you frequent.

Skeleton Key

Daedra Prince: Nocturnal

Summoning Date: 3rd of Hearth Fire

Description: The power of the Skeleton's Key is very simple, indeed. With it, any non-magically locked door or chest is instantly accessible to even the clumsiest of lockpickers. A particularly skillful lockpicker may even open some magically barred doors with the Key. The two limitations placed on the Key by wizards who sought to protect their storehouses were that the Key could only be used once a day and it would never be the property of one thief for too long. Some of those who have possessed the Key have made themselves rich before it disappeared, others have broken into places they never should have entered. Once a day this key allows one to open one non-magical lock, or a good chance at opening a low level magical lock. Spells: Open

Comments: Aside from working on non-magical locks once per day, you can get the same effect from an item of "undeniable access" if you're willing to be patient.

Volendrung

Daedra Prince: Malacath

Summoning Date: 8th of Frostfall

Description: The Hammer of Might, Volendrung is said to have been created by the Dwarves of the now abandoned clan of Rourken, hundreds of years before they disappeared from the world of Tamriel. It has the ability to grant health to its wielder, but it is best known for the paralyzing and strength leeching effects it has when cast at an enemy. Like the Dwarves who created it, Volendrung is prone to disappearing suddenly, resurfacing sometimes in days, sometimes in eons. Spells: Paralysis, and Vampiric Touch

Comments: A Dwarven Warhammer. The paralyzing effect can be handy if you're engaged with multiple opponents. Not a good item for anyone with a low Blunt Weapon skill, though.

Ebony Blade

Daedra Prince: Mephala

Summoning Date: 13th of Frostfall

Description: The Ebony Blade, sometimes called the Vampire or the Leech, resembles an ebony katana, and its power is very dark indeed. Every time the Ebony Blade strikes an opponent, part of the damage inflicted flows into the wielder as raw power. The Blade itself may not be any more evil than those who have used it, but at some point in its history, a charm was cast on it so it would not remain with any one bladesman for long. The wizard who cast this charm sought to save the souls of any too infatuated by the Blade, and perhaps he was right to do so. Spells: Far silence, vampiric touch, and energy leech

Comments: A very nifty artifact for those without access to an Item-Maker. It's great to be healed while taking damage. If you have access to an Item-Maker, forego this one in favor of your own concoction.

Ebony Mail

Daedra Prince: Boethiah

Summoning Date: 2nd of Sun's Disk

Description: The Ebony Mail is an artifact created before recorded history, according to legend, by the Dark Elven goddess Boethiah. It is she who determines who should possess the Mail and for how long a time. If judged worthy, its power grants the wearer invulnerability to all common magical attacks that drain talents and health. It is Boethiah alone who determines when

a person is ineligible to bear the Ebony Mail any longer, and the goddess can be very capricious. Spells: Resist fire, shield, and spell shield

Comments: Although it's called "Mail" it looks like an Ebony Cuirass. That aside, it is a VERY handy item to have around. I don't know if class restrictions apply to this (my PC's seldom have armor restrictions).

Mehrunes Razor

Daedra Prince: Mehrunes Dagon

Summoning Date: 20th of Sun's Dusk

Description: The Dark Brotherhood has coveted this ebony dagger for generations. This mythical artifact is capable of slaying any creature instantly. Victims of the Razor must save vs. magic or be slain. History does not record any bearers of Mehrunes Razor. However, eighty years ago the Dark Brotherhood was decimated by a vicious internal power struggle. It is suspected that the razor was involved.

Comments: Personally, I like a little more certainty than a save vs. magic. But it's great when the critter fails its save. If you're terribly speedy, the critter will fail its save before it takes more than a few swats. But the same can be said for any item with "Sphere of Negation" on it.

Mace of Molag Bal

Daedra Prince: Molag Bal

Summoning Date: 20th of Evening Star

Description: Also known as the Vampire's Mace, the Mace of Molag Bal drains its victims of spell points and gives them to the bearer. If the victim has no spell points, he is drained of strength, which is also transferred to the wielder. Using the Mace of Molag Bal can actually give its bearer more spell points or more strength than he would have fully rested. However, these bonus points are temporary. Molag Bal has been quite free with his artifact. There are many legends about the mace. It seems to be a favorite for vanquishing mad wizards.

Comments: A very nifty item. It is the only thing that will allow an attribute to exceed 100 (I've had my STR temporarily at 130+).

Non-Aligned Artifacts

Non-aligned artifacts can be obtained through quests offered by the Knights Guilds. There are seven artifacts available through two or three quests. Which artifact you get is determined by the luck of the dice at the time the quest is offered. Some of the artifacts (Staff of Magnus, for example) have never been obtained by any players that I am aware of (much to the dismay of the artifact collectors). Two of the artifacts (Warlock's Ring and Necromancer's Amulet) can be obtained merely by giving the Totem of Tiber Septim to Lady Brisienna or to

the Underking's agent, respectively. Of course it's a bit late in the game by that point in time.

Since there is no Daedra to summon, it is possible to own multiple copies of these artifacts. Considering the general instability of the game platform, it might be wise to not press your luck.

Auriel's Bow

Description: Auriel's Bow appears as a modest Elven Longbow, but it is one of the mightiest ever to exist in Tamriel's history. Allegedly created and used, like its sister Auriel's Shield, by the great Elvish demi-god, the Bow can turn any arrow into a missile of death and destruction. Without Auriel's power behind it, however, the bow uses its own store of energy for its power. Once exhausted of this energy, the bow will vanish and reappear wherever chance puts it. Its most recent appearances have been the subject of gossip for hundreds of years.

Powers: Sleep, Lightning and Magica Leech

Comments: I've never been too impressed with Sleep or Lightning and Magica Leech doesn't seem to work on my system. All in all, the effects are just too iffy for the effort expended.

Auriel's Shield

Description: Auriel's Shield, an Ebony shield said to have once belonged to the quasi-mythical Elvish deity Auriel, can make its wielder nigh invulnerable. In its resistance to fire and magic, Auriel's Shield is unsurpassed. Like many artifacts of Tamriel, the Shield has life and personality of its own, and does not feel bound to its user. A popular fable tells the tale of it abandoning one wielder in her greatest hour of need, but this is perhaps apocryphal.

Powers: Resist Fire, Shield, Spell Reflection

Comments: The Shield and Spell Reflection are very handy, especially at higher levels when melee becomes much more difficult. Resist Fire can be handy if you find a Fire Daedra at long range, but that doesn't happen too often. All in all it's a decent artifact if you can latch onto it.

Chrysamere

Description: Chrysamere, the Paladin's Blade and Sword of Heroes, is an ancient claymore with offensive capabilities only surpassed by its defenses. It lends the wielder health, protects him or her from fire, and reflects any deleterious spells cast against the wielder back to the caster. Seldom has Chrysamere been wielded by a bladesman for any length of time, for it chooses not to favor one champion.

Powers: Heal, Resist Fire and Shalidor's Mirror

Comments: Chrysamere is a very handy artifact for warrior-types. Classes that do not have high skills in Long Blade will find it much less useful, though it is very

nice to look at (kind of a cool crystal aquamarine, though it looks like an enchanted steel weapon when you use it). The Heal and Shalidor's Mirror (a high-power Spell Reflection) can be a lifesaver for low and mid-level characters and virtually undefeatable for higher levels.

Lord's Mail

Description: The Lord's Mail, sometimes called the Armor of Morihhaus, the Gift of Kynareth, is an ancient cuirass of unsurpassable quality. It grants the wearer the power to regenerate lost health, resist the effects of spells, and cure oneself of poison when used. It is said that whenever Kynareth deigns the wearer unworthy, the Lord's Mail will be taken away and hidden for the next chosen one.

Powers: +7 Armor, Regenerate, Cure Poison, Spell Shield

Comments: For all of its vaunted powers, the Lord's Mail looks a lot like a rusty set of chain mail. Of all of the artifacts, it most looks like something extremely old. All effects are very nice to have around. The Spell Shield is less useful than Spell Reflection, but if it comes to a choice between taking a ton of damage from a spell and taking a half-ton of damage from a spell....

Necromancer's Amulet

Description: The legendary Necromancer's Amulet, the last surviving relic of the mad sorceror Mannimarco, grants any spellcaster who wears it the ability to regenerate from injury, and absorb magicka. The bearer also becomes wise beyond his years. This artifact is popular amongst mages. It is the one flaw of the Amulet that it is unstable in this world forever doomed to fade in and out of existence, reappearing at locations distant from that of its disappearance.

Powers: Troll's Blood, Enhance Wisdom, Spell Absorption

Comments: Troll's Blood is a watered down version of Regenerate, but still handy if you don't mind standing around waiting for it to do its thing. The Spell Absorption, however, is a little less functional. First, it does not work as consistently as it did in "TES: Arena" (meaning absorption is not a sure thing). Secondly, if your magicka is fully charged, absorbing a spell will only fry you. On the whole, I'd take the Amulet if there were nothing else around, but it's not an artifact that I would go out of my way to get. If you are not a knight, you can get this artifact by delivering the Totem to the Underking's agent.

Staff of Magnus

Description: The Staff of Magnus, one of the elder artifacts of Tamriel, was a metaphysical battery of sorts for its creator, the Arch-Mage Magnus. When used, it regenerates the wielder's health at remarkable rates. In time, the Staff will abandon the bearer who wields it before he becomes too powerful and upsets the mystical balance it is sworn to protect.

Powers: faster healing and Spell Absorption

Comments: Considering that I've never heard of anyone actually getting this artifact, and considering my generally low opinion of Spell Absorption in Daggerfall, I wouldn't waste my time with this one unless you REALLY like dungeon crawling.

Warlock's Ring

Description: The Warlock's Ring of the Arch-Mage Syrabane is one of the most popular relics of myth and fable. In Tamriel's ancient history, Syrabane saved all of the continent by judicious use of his Ring, and ever since, it has helped adventurers with less lofty goals. It is best known for its ability to reflect spells cast at its wearer and to improve his or her speed and health, though it may have additional powers. No adventurer can wear the Warlock's Ring for long, for it is said the Ring is Syrabane's alone to command.

Powers: Shalidor's Mirror, Heal, and Feet of Notorgo

Comments: This one is well worth the effort. Shalidor's Mirror is a hyped Spell Reflection and very workable, especially at higher levels. If you're not a knight, you can get this artifact by giving the Totem to Lady Brisienna (you'll need something like this in the Mantellan Crux, anyway).

POTIONS AND RECIPES

Potions are drinkable items that imbue the user with certain spell effects. Standard potion effects are very similar to the purchased version of the spell of the same name. Since most spell effects are based on level, you'll get greater benefit from potions at higher levels. You can find potions as treasure, occasionally you can buy them in the higher quality stores or you can make them yourself if you have access to a potion maker.

Potion makers are available to all temple members (except Julianos and Kynareth) and members of the Dark Brotherhood once a certain rank in the guild is achieved. For the Dark Brotherhood it's rank 3. For the temples, it varies between ranks 4 and 6.

To create a potion, the player must access the potion-maker. Once you get access, just click on "Create Potions" to open the screen. All items in inventory under "Ingredients" will be displayed on the left hand side of the screen. Please note that items on your wagon will not appear. Select the ingredients you want to mix by clicking on them and then click the "Mix" button. If you can't remember what ingredients go into a potion, clicking on "Recipes" will bring up a list of all recipes you have found. Clicking the recipe will move the ingredients into the mixer or tell you that you don't have all of the ingredients you need.

What follows is a list of known potions and their recipes. There are effects that are not listed here. Since there are many ingredients that can be combined in several different ways, the player can experiment with different ingredients and see what comes out (save the game before making the potion to conserve ingredients and before drinking the potion to conserve your character).

Recipes in **BLACK** are recipes that I have verified by finding and trying the recipe in the game. Recipes marked in *ITALICS* with a question mark (?) are alternative recipes given by other players, but which I have not tested. The change in ingredients may result in a stronger or weaker potion with the same effects as the original. Both "Restore Power" recipes are correct, but your game version determines which one is the right one for you.

In my (not-so) humble opinion, Bethesda goofed (big time) with the potion maker. Because you can mix ingredients in any combination you want, you can come up with some very non-standard potions with some very standard effects. However, you cannot NAME a potion. All non-standard potions are named "Potion of Unknown Powers" or somesuch. This is one of the things that makes the potion maker a major headache (and a major reason why I don't like it). Unless you want to remember each potion's position within your inventory (and it reverses each time you reload a game), you must either stick with one potion or take your chances on grabbing the right potion.

Ingredients

The following is based on the official hint book. It lists the various ingredients and their individual effects.

INGREDIENT	GENERAL EFFECT
Orc Blood	Fortify Strength
Wereboar Tusk	Fortify Strength
Lich Dust	Fortify Intelligence
White Rose	Fortify Intelligence
Daedra Heart	Fortify Willpower
Mercury	Fortify Speed
Yellow Berries	Fortify Personality
Nymph Hair	Fortify Personality
Clover	Fortify Luck
Small Tooth	Resist Poison
Medium Tooth	Resist Poison
Large Tooth	Resist Poison
Snake Venom	Resist Poison
Pearl	Water Breathing
Jade	Water Breathing
Ghoul's Tongue	Resist Fire
Sulphur	Resist Fire
Fig	Resist Fire

Red Berries	Resist Fire
Pine Branch	Resist Fire
Amber	Resist Fire
Diamond	Resist Fire
Ivory	Resist Frost
Turquoise	Resist Frost
Cactus	Resist Magica
Silver	Cure Paralyzation
Basilisk's Eye	Cure Paralyzation
Saint's Hair	Cure Disease
Ginko Leaves	Cure Disease
Werewolf's Blood	Cure Poison
Platinum	Invisibility
Ectoplasm	Invisibility
Yellow Flowers	Chameleon
Emerald	Chameleon
Brass	Jumping
Lodestone	Jumping
Green Leaves	Jumping
Lead	Slowfall
Iron	Slowfall
Twigs	Slowfall
Gryphon's Feather	Slowfall

Palm	Levitate
Aloe	Heal Health
Bamboo	Heal Fatigue
Troll's Blood	Regenerate
Root Bulb	Regenerate
Golden Poppy	Charm
Gold	Charm
Holy Relic	Dispel Magic
Copper	Detect Magic
Red Rose	Detect Magic
Mummy Wrappings	Detect Treasure
Unicorn Horn	Detect Enemy
Ruby	Absorption
Dragon Scales	Absorption
Faity Dragon Scales	Reflection
Small Scorpion Stinger	Damage Health
Large Scorpion Stinger	Damage Health
Green Berries	Damage Health
Wraith Essence	Drain Willpower
Red Poppy	Drain Strength
Black Poppy	Damage Spellpoints
White Poppy	Drain

	Intelligence
Red Flowers	Damage Fatigue
Black Rose	Silence
Malachite	Silence
Spider Venom	Paralyzation
Yellow Rose	Polymorph
Root Tendrils	Diminution
Giant's Blood	Diminution

Potion Recipes

Potion Recipes	
<u>POTION</u>	<u>INGREDIENTS</u>
Chameleon Form	Rain Water, Nectar, Green Leaves, Yellow Flowers, Green Berries <i>(Rain Water, Nectar, Green Leaves, Yellow Flowers, Red Berries)?</i> <i>(Rain Water, Nectar, Green Leaves, Yellow Flowers, Red Berries, Elixir Vitae)?</i>
Cure Disease	Elixir Vitae, Fig, Big Tooth <i>(Elixir Vitae, Fig, Nymph's Hair)?</i>
Cure Poison	Ichor, Large Scorpion Stinger, Small Tooth, Pearl
Free Action	Ichor, Spider's Venom, Twigs, Bamboo
Healing	Elixir Vitae, Red Berries, Mercury, Troll's Blood
Heal True	Elixir Vitae, Yellow Berries, Green Berries, Unicorn Horn <i>(Pine Branch, Red Berries, Unicorn Horn, Pure Water)?</i>
Invisibility	Rain Water, Nectar, Ectoplasm, Diamond <i>(Ectoplasm, Diamond, Elixir Vitae, Fig, Nymph's Hair, Mummy Wrappings)?</i>

Levitation	Pure Water, Nectar, Ectoplasm <i>(Orc's Blood, Pure Water, Nectar, Ectoplasm)?</i>
Orc Strength	Orc's Blood, Iron, Rain Water <i>(Nectar, Iron, Rain Water, Elixir Vitae)?</i>
Purification (duplicates Cure Disease and Heal True)	Elixir Vitae, Nectar, Rain Water, Fig, Big Tooth, Ectoplasm, Diamond, Mummy wrapping
Resist Fire	Ichor, Amber, Red Flowers, Fairy Dragon Scales, Cactus (v.213) Ichor, Amber, Red Flowers, Dragon Scales, Cactus (original) <i>(Ichor, Red Flowers, Fairy Dragon Scales, Cactus)?</i>
Resist Frost	Ichor, Turquoise, Pine Branch, White Rose
Resist Shock	Ichor, Lodestone, Red Berries <i>(Ichor, Lodestone, Yellow Berries)?</i> <i>(Ichor, Spider's Venom, Twigs, Bamboo)?</i>
Resist Poison	Ichor, Snake Venom, Golden Poppy <i>(Nectar, Snake Venom, Golden Poppy)?</i>
Restore Power (no equivalent spell)	Nectar, Silver, Werewolf's Blood, Lodestone (unpatched) Nectar, Silver, Werewolf's Blood, Saint's Hair (v.212 and v.213 patches)
Shadow Form	Rain Water, Nectar, Malachite, Black Rose <i>(Pure Water, Nectar, Malachite, Black Rose)?</i>
Slow Falling	Pure Water, White Poppy, Black Poppy
Stamina	Pure Water, Aloe, Ginkgo Leaves <i>(Ichor, Amber, Aloe, Ginkgo Leaves)?</i>
Water Breathing	Rain Water, Elixir Vitae, Ivory
Water Walking	Pure Water, Yellow Rose, Palm, Sulphur

SPELLS AND EFFECTS

Magic and Spells are the heart and soul of "Daggerfall". I doubt that there is anyone who hasn't fantasized about being able to obliterate a boss/teacher/local bully/lawyer with a blast of supernatural energy or transform themselves into a superhero. The magic system of "Daggerfall" brings those fantasies to (virtual) reality and the spell is the focus through which those energies take form.

All "canned" classes in "Daggerfall" have at least limited magical ability. The standard ability is 0.5 times the character's Intelligence. Class benefits can (and do) increase this ability up to 3 times the character's Intelligence (or more with the addition of enchanted items). There are no spell components in "Daggerfall". All spell effects are generated from the character's innate magica.

Spells have six parts:

Effect: What the spell does and who it does it to;

Duration: How long the effect lasts;

Chance: The odds of a successful effect (usually a percentage);

Magnitude: How well the effect works;

Casting Cost: How much magica is required to generate the effect;

School: Which of the six magical skills are used to generate the effect.

For most characters, the casting cost will be the limiting factor. It is very difficult to cast a powerful spell with only a limited supply of magica. The way around this problem is to develop the skill/school required by the spell. As your skills in these schools increase, the casting cost decreases. Once your skill reaches 105% (achievable only through the use of enchanted items), the casting cost for all spells requiring that skill/school drops to 5 points.

What follows is a description of the spells that you can buy from the Mages Guild. These are the spells that are pre-made, not spells created in a spell-maker. The effects of these spells should be the same as spells which you can embed in an item by using the item-maker and/or make in a potion-maker. The icon for the spell will be different for items and potions, but the effects and duration should be the same. I have taken the liberty of highlighting those spells that I have found most useful in blue and those spells that I consider to be a must-have in red.

Spells and Effects (Table)

As used in the table, "School" is the school(s) of magic the spell uses as per the manual (D=Destruction, M=Mysticism, I=Illusion, R=Restoration, A=Alteration, T=Thaumaturgy), "Range" is the area of effect of the spell (T=Touch; C=Caster; AC=Area Around Caster; TR=Single Target at Range; AR=Area at Range), "Duration" is how long the effect will last (in rounds), "Magnitude" is how well it does what it's supposed to do, and "Chance" is the chance of successfully creating the effect. "Effect" is what the spell does and is more or less equivalent to what you'll select if you use the spell-maker to duplicate the effect of the spell.

Please note that Duration, Magnitude and Chance are functions of the level of the caster. Each spell has a base number plus an additional number per level of the caster. For example, Fenrick's Door Jam has a base duration of 1 round plus 1 round for each 25 levels of the caster and a base chance of success of 6% plus 1% per 10 levels of the caster. These are abbreviated as 1 + 1/25 and 6 + 1/10, respectively. Thus, a 25th level caster would have a duration of 2 rounds and a 8.5% chance of success in casting the spell.

Some spells, especially Destruction spells, give duration for the spell. This duration is probably not accurate unless "Continuous Damage" is one of the effects. Most of these spells are one-shot damage spells and do not inflict continuous damage. For continuous damage, the effect (at least in the spell-maker) is listed as "Continuous Damage", not "Damage" and the effect doesn't seem to work very well, anyway.

NAME	SCH	RNG	DUR.	MAG.	%	EFFECT
Fenrick's Door Jam	M	T	1 + 1/25	one object	6 + 1/10	Lock - locks doors and chests
Tame	T	T	5 + 5/1	one creature	10 + 10/1	Pacify Animal
Quiet Undead	T	T	5 + 5/1	one creature	10 + 10/1	Pacify Undead
Balyna's Balm	R	C	instant	1 + (2-10)/2	n/a	Heal Health
Recall	M	C	instant	n/a	n/a	Teleport
Calm Humanoid	T	T	5 + 5/1	one creature	10 + 10/1	Pacify Humanoid

Charm Mortal	T	T	5 + 5/1	one creature	10 + 10/1	Charm (increases your reaction roll for the target only)
Orc Strength	R	C	5 + 1/1	n/a	(1-10) + 2/1	Fortify Attribute: Strength (adds about 15 points)
Wisdom	R	C	5 + 1/1	n/a	(1-10) + 3/1	Fortify Attribute: Intelligence (adds about 15 points)
Iron Will	R	C	5 + 1/1	n/a	(1-10) + 3/1	Fortify Attribute: Willpower (adds about 15 points)
Nimble ness	R	C	5 + 1/1	n/a	(1-10) + 3/1	Fortify Attribute: Agility (adds about 15 points)
Feet of Notorgo	R	C	5 + 1/1	n/a	(1-10) + 3/1	Fortify Attribute: Speed (adds about 15 points)
Fortitude	R	C	5 + 1/1	n/a	(1-10) + 3/1	Fortify Attribute: Endurance (adds about 15 points)
Charisma	R	C	5 + 1/1	n/a	(1-10) + (3-4)/1	Fortify Attribute: Personality (adds about 15 points)
Jack-of-Trades	R	C	5 + 1/1	n/a	(1-10) + 3/1	Fortify Attribute: Luck (adds about 15 points)
Energy Leech	D/R	T	1 + 1/1	one creature	(1-10) + 5/1	Transfer Fatigue
Buoyancy	A/T	C	1 + 1/1	n/a	n/a	Water Walking (cheap practice spell)
Frostbite	D	T	1 + 1/1	one creature	(1-9) + (1-3)/2	Damage Health
Levitate	T	C	2 + 1/1	n/a	n/a	Levitate
Light	I	C	1 + 4/1	area in front of caster	n/a	Light
Invisibility	I	C	3 + 2/1	n/a	n/a	Invisibility (Normal) - dispelled when you attack

						something
Shock	D	T	1 + 1/1	one creature	(1-20) + (1-4)/1	Damage Health - cheap Destruction spell for practicing
Wizard's Fire	D	TR	1 + 1/1	one creature	(1-15) + (1-4)/1	Damage Health (continuous damage does not work)
Strength Leech	R/D	T	5 + 1/1	one creature	(1-9) + 1/1	Drain Strength
Free Action	A/R	C	(2 + 1/1)??	20 + 5/1	n/a	Cure Paralyzation (spell lists no duration, but it has one - effect is also "Immunity to Paralyzation")
Resist Cold	A	C	2 + 1/1	30 + 5/1	n/a	Elemental Resistance Frost (half damage if unsuccessful)
Resist Fire	A	C	2 + 1/1	30 + 5/1	n/a	Elemental Resistance Fire (half damage if unsuccessful)
Resist Shock	A	C	2 + 1/1	30 + 5/1	n/a	Elemental Resistance Electricity (half damage if unsuccessful)
Fireball	D	AR	1 + 1/1	multiple creatures	1 + (1-7)/1	Damage Health (continuous damage does not work)
Cure Poison	R	C	instant	60 + 2/1	n/a	Cure Poison
Ice Bolt	D	TR	1 + 1/1	one creature	(1-35) + (1-5)/1	Damage Health (continuous damage does not work)
Open	M	C	1 + 1/1	20 + 2/1	n/a	Opens locked doors and chests
Wizard Lock	M	C	1 + 1/1	20 + 4/1	n/a	Locks doors and chests
Ice Storm	D	AR	1 + 1/1	multiple creatures	(1-30) + (1-5)/1	Damage Health (continuous damage does not work)
Shield	A	C	5 + 2/1	n/a	(1-	Shield (absorbs melee damage up to the limit of

					12) + 1/1	the spell)
Spell Shield	R/A/T	C	1 + 1/1	50 + 2/1	n/a	Spell Resistance
Spider Touch	A	T	1 + 1/1	5 + 15/1		Paralyze
Heal	R	C	instant	n/a	(1-10) + 5/1	Heal Health
Soul Trap	M	T	10 + 2/1	10 + 5/1	n/a	Soul Trap (if you don't have an empty soul gem, the critter won't die until the spell wears off - makes for long fights at high levels)
Cure Disease	R	C	instant	15 + 5/1	n/a	Cure Disease - there isn't always a temple handy
Balyna's Antidote	R	C	instant	15 + 5/1	n/a	Cure Poison
Null Magica	M	T	instant	10 + 2/1	n/a	Dispel Magic
Holy Touch	M	T	instant	10 + 2/1	n/a	Dispel Undead
Holy Word	M	AC	instant	10 + 2/1	n/a	Dispel Undead
Banish Daedra	M	T	instant	10 + 5/1	n/a	Dispel Daedra
Hand of Decay	D	T	instant	10 + 3/1	n/a	Disintegrate
Sphere of Negation	D	TR	instant	10 + 2/1	n/a	Disintegrate
Magica Leech	D/R	T	5 + 2/1	one creature	(1-15) + (1-5)/1	Continuous Damage: Spell Points
Vampiric Touch	R/D	T	5 + 2/1	one creature	(1-15) + (1-5)/1	Transfer Health
Sleep	D/A	TR	5 + 2/1	one creature	(1-15) + (1-5)/1	Continuous Damage: Fatigue

Paralysis	A	T	3 + 1/1	25 + 2/1	n/a	Paralyze
Tongues	M	C	1 + 1/1	20 + 2/1	n/a	Comprehend Languages (I have found absolutely no use for this spell)
Spell Absorption	R	C	1 + 1/1	10 + 5/1	n/a	Spell Absorption
Spell Reflection	T/M	C	1 + 1/1	10 + 5/1	n/a	Spell Reflection
Shadow Form	I	C	1 + 1/1	n/a	n/a	Shadow Normal (dispelled when you attack something)
Silence	M	T	1 + 1/1	35 + 2/1	n/a	Silence (only effective against spell-casters)
Troll's Blood	R	C	5 + 5/1	n/a	1 + 1/1	Regenerates Health
Fire Storm	D	AC	1 + 1/1	n/a	(1-20) + (1-5)/1	Damage Health (continuous damage does not work)
Resist Poison	A	C	1 + 1/1	50 + 5/1	n/a	Elemental Resistance: Poison (half damage if unsuccessful)
Spell Drain	A/D	TR	1 + 1/1	n/a	(1-50) + (1-5)/1	Damage Spell Points
Far Silence	M	TR	1 + 1/1	35 + 2/1	n/a	Silence (only works against spell casters)
Toxic Cloud	D	AC	1 + 1/1	n/a	(1-25) + (1-5)/1	Damage Health
Shalidor's Mirror	T	C	1 + 1/1	35 + 1/1	n/a	Spell Reflection
Lightning	D	TR	1 + 1/1	n/a	(1-25) + (1-5)/1	Damage Health
Gods' Fire	D	TR	1 + 1/1	n/a	(1-50) +	Damage Health

					10/1	
Wildfire	D	TR	1 + 3/1	n/a	(1-15) + (1-5)/1	Continuous Damage Health
Wizard Rend	A/M	T	1 + 1/1	10 + 5/1	(1-14) + 1/1	Damage Spell Points and Paralyze
Medusa's Gaze	A	TR	1 + 1/1	1 + 8/1	n/a	Paralyze
Force Bolt	D/A	TR	1 + 1/1	10 + 5/1	(1-30) + (1-10)/1	Damage Health and Paralyze
Slowfalling	A	C	3 + 1/1	n/a	n/a	Slowfall
Spell Resistance	R/A/T	C	1 + 1/1	25 + 2/1	n/a	Spell Resistance
Stamina	R	C	instant	n/a	(1-8) + 2/1	Heal Fatigue
Water Walking	A/T	C	5 + 2/1	n/a	n/a	Water Walking
Water Breathing	A	C	5 + 2/1	n/a	n/a	Water Breathing
Chameleon	I	C	3 + 1/1	n/a	n/a	Chameleon Normal (dispelled if you attack something)
Jumping	A/R	C	3 + 1/1	n/a	n/a	Manual says it boosts your jumping skill, spell description in game says "Diminution" - you become half-size (doesn't do anything in either case, don't waste your money)

"Flare" is a spell listed in the manual, but I've never found it and am told it doesn't work anyway.

The following spells are listed in the manual, but I haven't come across them yet (doesn't mean they're not out there, just means I haven't come across them, but then again I haven't looked real hard). They can be duplicated in a spell-maker:

Acidic Field (Destruction), set area of effect to Area Around Caster, select Poison as the elemental field, and make it medium damage to health.

Ghost Form (Illusion/Thaumaturgy), set area of effect to Caster; choose effects of Invisibility and Levitation

Hand of Sleep (Destruction/Alteration), set area of effect to Touch and duplicate the Sleep spell

Harbour Air (Destruction), set area of effect to Area Around Caster, select damage health as the effect, select Frost as the elemental field, and make the amount of damage equivalent to Fire Storm or Toxic Cloud

Remedy (Restoration), duplicate the Cure Disease spell, but make the chance of success a little lower

Sanctuary (Illusion), duplicate the Invisibility spell, but select Invisibility True as the effect

USING THE SPELL-MAKER

The Spell-Maker is one of Daggerfall's strongest points and it is available to all members of the Mages Guild and members of Temple Kynareth who are rank 6 and above. Using it, you can create your own custom spells. The advantage of doing this is that you can tailor the effects to your needs rather than making do with the standard effects.

For example, there isn't much call for long periods of levitation (except parts of the Mantellan Crux). The standard "Levitate" spell duration is 2 rounds, plus 1 round per level. This means that a 15th level character will be levitating for over half an hour of game time when all he needs to do is get across a large gap. With the spell maker, you can drop that duration to 1 round plus 1 round per 20 levels which easily gets you across the gap, but lets you get down the stairs on the other side because the spell will have worn off by then.

The Spell-Maker's controls are fairly intuitive. You will get help messages in the upper left corner of the screen as you pass the cursor over the various controls. In the lower right portion of the screen is some fairly important information:

Max S.P.: This is the maximum amount of magica that you have available, not including any unequipped items which might give extra spell points.

Money: This is how much money you have available to you at the time (including letters of credit).

Spell Cost: How much the spell costs, in gold pieces, with the effects you have chosen. Note that "Teleport" always costs "0" gold pieces when it is the only effect (may be different with game versions prior to v.212).

Casting Cost: This is the amount of magica it will require to cast the spell as it is currently set up (duration, chance and/or magnitude) and at your CURRENT skill level (including any magical enhancements) in the school(s) of magic required by the spell. If your skill levels go up or down, this figure will change and you can see the new one when you access your spell book.

Name: All spells must have a name. It really doesn't matter what name as long as you know what the spell will do for you. I typically use the name of the effect and the duration or chance of success for the spell, but have also used descriptive names like "Armageddon" and "Get Outta Dodge". It's really whatever floats your boat. Prior to the v.191 patch you could reduce or eliminate the spell cost by starting the spell name with a ! or a ?, but that has since been removed.

In the lower right-center of the spell-maker screen are the controls for the spell-maker itself:

Add Effect: Lets you select the effect(s) that you want. You can have no more than three effects in any given spell.

New: Clears the screen so you can start a new spell

Buy: Purchases the current spell and adds it to your spell book

Exit: Closes the Spell Maker and returns you to the game.

In the lower right are the controls for the individual spells. For most non-destruction spells, the area of effect is going to be the caster (I'm told you can make a ranged invisibility spell) and the sphere is going to be magica. Remember that certain critters are immune to certain spheres of magic, so here's where you tailor-make a spell to deal with that pesky Frost Daedra or whatever.

Icon: Lets you select the icon that shows while the spell is active (for those spells that have a duration). The default is a yellow square. You do not have to change the icon, but it's there if you want. If you later decide that you want a different icon, you can change it by opening your spell book, selecting the spell and adjusting the icon from there. On my system the up-arrow for changing the icon does not work, but the down-arrow does. To scroll through the options in a different direction, click on the icon itself.

Caster: Sets the area of effect to work on only you

Touch: Sets the area of effect to the first creature in melee range that you hit

Single Target: Lets your spell affect only one target that is beyond melee range

Area Around Caster: Sets the area of effect to all creatures in melee range

Area At Range: Sets the area of effect to more than one creature beyond melee range

Fire: Spell's effect is from fire (so you get a blazing graphic when the spell goes off). Has no effect on creatures immune to fire.

Frost: Spell's effect is from frost (so you get a flying ice-ball when the spell goes off). Has no effect on creatures immune to frost.

Poison: Spell's effect is from poison (so you get a fuzzy green ball when it goes off). Has no effect on creatures immune to poison.

Shock: Spell's effect is from electricity (so you get a blue, sparking ball when it goes off). Has no effect on creatures immune to electricity.

Magic: Spell's effect is magica-based (so you get a fuzzy ball when it goes off). Has no effect on creatures immune to Magic.

To get the most efficient use out of your magica, you will need to periodically go back to the spell-maker and make new versions of the spells. Although there is not any hard and fast rule about this, you will find that at lower levels you get the most bang for your buck by adjusting the initial chance or magnitude upward and leaving the "per level" part set at 1 or 2. Somewhere around 5th to 8th level, you will get the most bang for your buck by leaving the initial magnitude or chance set at 1 or 2 and adjusting the "per level" increases.

The following table contains the spell effects available in the spell maker. D = "Duration", C = "Chance of Success, M = "Magnitude".

Chameleon	Normal	D	Allows you to blend in with your background. The effect lasts until the spell expires or until you attack something. The "True" effect lasts until the spell expires.
	True		
Charm	n/a	/C	Makes a creature easier to deal with (I haven't found it terribly effective)
Climbing	n/a	D	Lets you climb at twice your normal rate
Comprehend Languages	n/a	/C	Lets you comprehend any written or spoken language. Considering that there aren't any written or spoken foreign languages in Daggerfall, it's a pretty useless effect.
Continuous Damage	Fatigue	/M	Lowers Fatigue points until the spell expires or the target drops from exhaustion
	Health		Lowers Health points until the spell expires or the target dies
	Spell Points		Lowers Magica points until the spell expires or the target doesn't have any left
Create Item	n/a	D	Creates a random non-magical item in your inventory (you can sell it before the spell expires)
Cure	Disease	C	A percentage chance of curing all diseases affecting your character
	Paralyzation		A percentage chance of curing paralyzation
	Poison		A percentage chance of curing poison (may turn it into a disease)
Damage	Fatigue	M	Lowers target's Fatigue (target gets a saving throw)
	Health		Lowers target's Health (target gets a saving throw)

	Spell Points		Lowers target's Spell Points (target gets a saving throw)
Detect	Enemy	D	Shows direction of nearest enemy (not always nearest)
	Magic		Shows direction of nearest magic item
	Treasure		Shows direction of nearest treasure pile
Disintegrate	n/a	C	Kills the target instantly
Dispel	Daedra	C	Makes Daedra go away (like Disintegrate, but no body)
	Magic		Gets rid of spell effects
	Undead		Makes Undead go away
Drain	attribute	/M	Lowers specified attribute in target creature
Elemental Resistance	element	/C	Makes caster immune to effects from that particular element for duration of spell
Fortify Attribute	attribute	/M	Increases attribute by amount specified in magnitude
Free Action	n/a	D	Makes caster immune to paralyzation effects for the duration of the spell
Heal	attribute	N	Repairs attributes damaged by magic or diseases
	Health		Restores lost health points
	Fatigue		Restores lost fatigue points
Identify	n/a	C	Percentage chance of identifying magical powers of items
Invisibility	Normal	D	Caster is invisible for the duration of the spell or until he/she attacks something
	True		Caster is invisible for the duration of the spell
Levitate	n/a	D	Caster is able to fly for the duration of the spell
Light	n/a	D	Creates a lighted area in front of caster (light goes behind anything it gets too close to)
Lock	n/a	/C	Magically locks items and doors for the duration of the spell (duration does not show in the spell-maker, but can be adjusted)

Open	n/a	C	Magically unlocks items and doors (percentage chance of success)
Pacify	Animal	/C	Causes target to leave the caster alone (duration does not show, but can be adjusted)
	Daedra		
	Human		
	Undead		
Paralyze	n/a	/C	Target is unable to move for the duration of the spell
Regenerate	n/a	/M	Caster regenerates health points at the rate specified for the duration of the spell
Shadow	n/a		Caster blends into shadows for the duration of the spell or until he/she attacks something
Shield	n/a	/M	Physical damage is absorbed by spell up to the amount specified or until the spell expires
Silence	n/a	/C	Target is silenced and unable to cast spells for the duration of the spell
Slowfall	n/a		Caster falls at half-speed in a straight line for the duration of the spell (no damage at landing). Spell is inoperative while standing on something solid.
Soul Trap	n/a	/C	Target's soul is trapped in a soul gem at death for later use in an item maker (if no empty soul gem is available, target will not die until the spell expires)
Spell Absorption	n/a	/C	Caster is able to absorb hostile spells (percentage chance) for the duration of the spell
Spell Reflection	n/a	/C	Hostile spells are reflected back at the caster (percentage chance) for the duration of the spell
Spell Resistance	n/a	/C	Caster is better able to resist hostile magic for the duration of the spell
Teleport	n/a	n/a	Caster is instantly moved to an anchor location determined by the first casting of the spell (note: cost is always "0" with the v.212 and v.213 patches)
Transfer	attribute	N	Points are drained from target and transferred to caster
	Health		
	Fatigue		

Water Walking	n/a	<input type="checkbox"/>	Caster is able to move at normal overland movement rate for duration of the spell
Water Breathing	n/a	<input type="checkbox"/>	Caster is able to breathe underwater for the duration of the spell

STRANGE SPELL EFFECTS

Whether because they were unworkable, buggy, copyrighted or some other reason, these spell effects can be found in the text.rsc file, but didn't make it into the final version of the game in operable form (if you're running the unpatched version of the game, you can find some of these effects, but they don't work and most were removed by one of the early patches):

Morph Self: Causes target to transform into a creature or object selected by the caster.

Morph Other: Causes target to transform into a creature or object selected by the caster. You can see the effect at work with the artifact, "Wabbajack", but the effect is random. I don't know why they couldn't get it to work in spell form.

Morph Item: Causes target to transform into a creature or object selected by the caster.

Diminution: Causes target to shrink to half its normal size.

Astral Travel: Sends caster to the Astral Plane (as if Tamriel weren't bad enough...)

Etherealness: Turns caster ethereal, thus able to walk through walls (I think I can understand why this one was not implemented). Oddly, the effect was implemented in "Battlespire" as a defensive spell. Although the duration was short and you couldn't walk through walls, critters could not hit you while the spell was operational.

Wizard Sight: Allows caster's vision to travel separately from his or her body (don't you know this must have been a headache to code).

Darkness: Darkness created around target.

Telekinesis: Telekinesis allows the caster to move objects at a distance, by mental exertion (so what if there are 6 Ancient Liches guarding the lever? I'll just cast a spell and be done with it.).

Intensify Fire: Caster may intensify the light of a normal fire.

Diminish Fire: Caster may dim the light of a normal fire.

Wall of Stone: Caster creates a wall of stone

Wall of Fire: Caster creates a wall of fire

Wall of Frost: Caster creates a wall of ice

Wall of Poison: Caster creates a wall of poison gas

"CRYPT"-OLOGY

(GETTING THE MOST OUT OF GRAVEYARDS)

One of the most neglected and overlooked aspects of the game is the graveyard. They are all over the place and every province has at least a few. They're short, they don't have many critters, the critters aren't terribly tough and they don't have much loot. Most graveyards only have a couple or three rooms, a couple of critters and one or two treasure piles. Because of this, they don't appeal to the hard-core adventurer. But it's these "drawbacks" that make them such great training grounds. The sequence essentially runs, enter, do what you have to do, get back out and repeat until you've developed whichever skills you're working on. The following skills can be easily developed in graveyards:

Dodging: just find a friendly rat and let him swing at you for a while

Pickpocket: no guards to get upset about it. CAUTION: the guards will come running if you try to pickpocket OUTSIDE in the graveyard itself. They will leave you alone while you're in the crypt.

Stealth: each time you come close to a critter your Stealth skill is checked

Climbing: you think those hedges are just for decoration?

Weapons/Critical Strike: except for the occasional imp, there is nothing in a graveyard that needs a special material to hit. If you can find a graveyard with Thieves, they'll have enough hit points to stand there so you can get in a few swings. Remember, though, that weapons made of special materials have bonuses to hit and damage. If you use cheesy weapons (Iron or Steel), you'll get in more swings, which will cause the skill to develop faster.

Lockpicking: there are a couple of graveyard layouts that have a secret door that is always locked

The greatest part of graveyards is that they're so short. With only a couple of critters, it's a fairly simple matter to keep track of how many times you have done something. When you hit the number of attempts necessary for a skill advancement, exit and rest for 6 hours. The exit is always close at hand and there's usually a temple pretty close (in case you picked up a disease from the rats). The graveyard (like a regular dungeon) resets each time you leave it, so you can spend as much time as you want working on the skills that you want. The only major caution is to be ready for random wilderness encounters if you decide to rest in the graveyard.

Treasure piles in graveyards are nothing to get excited about. You'll always find a few GP's and usually a few ingredients. But you can also find potions, magic items, weapons, armor and miscellaneous stuff. Don't hold your breath

about being able to complete that suit of Daedric armor, but if you go in enough times, you can make a decent haul off of a single graveyard.

DEALING WITH THE LAW

It is the rare adventurer who doesn't run afoul of the law at some point in his/her career. You will know you're in trouble from the subtle "Halt! Halt! Halt! Halt! Halt!..." sound that the guards make as they tenderly bust your chops. When you suffer any damage under these circumstances, you will be offered the opportunity to surrender. It does not matter what the source of the damage is (falling, weapon strike, poison, disease, damage from sunlight -- any damage). As soon as you suffer damage, the surrender message pops up and your reputation "in the eyes of the law" drops. If you want to protect your rep, you have a couple of choices:

- you can run like a rabbit so that the guards never manage to close to melee range and ask for your surrender;
- you can try to kill the guards before the surrender message has a chance to pop up. Of course, killing the guards, while a very satisfying release for the stress caused by the incessant "Halt! Halt! Halt! ...," will bring more guards down on you, giving you another opportunity to decide whether you want to fight or flee. It will also bring you to the attention of the Dark Brotherhood if you manage to kill 15 or more guards.

If you choose to surrender, you will be hauled in front of a judge where you will have the opportunity to plead your case. A "Guilty" plea will result in a lesser sentence being imposed and you will be released outside of town. At the time of your release you will be a bit worse for the wear. It looks like all the guards in melee range at the time of your arrest get a free shot at you and game saves the damage until your release. "Police Brutality" seems to be a way of life for the town guards.

A "Not Guilty" plea will offer you the choice of lying to get out of the charge or debating the merits of the case. A "Lie" response will involve a check against your Streetwise skill. This check will be modified by any help the Thieves or Assassins Guilds may provide, which depends on the charge and your rank in the Guilds. A "Debate" response will involve a check against your Etiquette skill (again modified by the Thieves or Assassins, if applicable).

If you are found not guilty, you will be released outside of town (again, a bit worse for the wear). Interestingly enough, a finding of not guilty will not restore your reputation in the eyes of the law. Your legal reputation is determined by how many times you're arrested and for what charges. This is a reflection of the police philosophy of "So what if he got off on a technicality. He's still a punk." Like your reputation with the other factions in the game, your legal reputation will gradually be repaired as it moves one point closer to zero each month.

You can repair your reputation in the eyes of the law through a couple of merchant quests. One of the easiest is the merchant who needs to be escorted somewhere. He's on the run from either the law or from one of the guilds. When the guards show up (it's a random chance that it will be guards -- it could most easily be representatives from the Mages, Thieves or DB), you can turn him over to them. Your rep with the merchants will drop a little bit (easily fixed by completing another quest), but your rep with the law will increase. You can also complete the quest where you're falsely accused of stealing the gem from the merchant.

If neither of these is too appealing, you can fast-travel to burn time. Your rep with everyone moves 1 point closer to zero each game month. If you really want to burn a lot of time, sell your ship, horse and wagon and travel around the Bay on foot and camping out. It could take up to a year to move from the northeastern corner of High Rock to the southeast of Hammerfell and back. You'll probably want to stop at either end and do a couple of quests for each of your guilds, but it's a fairly painless method of repairing bad rep.

Back to the subject at hand, if the court finds you guilty of the crime charged, you will get to spend some days in prison (putting the screws to you if you're on a timed quest) and lose some gold pieces.

The crimes you can be charged with are:

Breaking and Entering/Attempted Breaking and Entering: This happens when you fail a second lockpicking attempt or try to force a locked exterior door. This includes accidentally hitting a door with your weapon while engaged in indoor combat (caution is advised for those mages who like to stand guard). If you encounter a locked door inside a building you can break and enter by making more than one attempt to open the door while in "grab" or "steal" mode. Basically, if it's a locked interior door, take your one free lockpicking attempt and then either bash or spell it open or ignore it.

Murder: Pretty much self-explanatory. Kill something you're not supposed to kill (like guards or townspeople).

Criminal Conspiracy: This one pops up when your rep with the law is particularly low (like "hated" or "pond scum"). Essentially the guards just up and decide to arrest you because you're in town and they figure you must be planning to break the law at some point during your stay.

Vagrancy: This happens when you try to rest in the area occupied by a town and you're not in a tavern or your house. This includes the area outside of the town, but still within the "square" occupied by the town.

Smuggling: A possibility when engaged in some of the shadier quests given by nobles and merchants.

Pickpocketing: Just that. Clicking on any person or critter while in “steal” mode will make a pickpocket attempt. If the attempt fails, the guards throw a pounding party with you as the guest of honor.

Theft/Larceny: Happens when you try to steal from a shop or go rummaging around in the boxes and such you find in houses and stores.

Crimes that exist in the game, but you can't be charged with (caution! it may be possible to be charged with these crimes, but I haven't managed to key the right sequence of events):

High Treason: one of the crimes on the wish list for many players looking forward to TES3 (tentatively titled “Morrowind”). Essentially you endanger or kill the head honcho. Can't do it in the game, but don't think the idea hasn't crossed the mind of many a player.

Assault: Smacking someone (has to be a guard since townspeople only have 1 hit point), but not actually managing to kill them. I've never managed to be charged with assault since if I'm going to hit someone, I'm going to hit them hard enough to kill them.

There are a few tricks to remember in dealing with the guards.

- If you're inside when the guards come for you and you can manage to make it to the exit before the surrender message pops up, you get away scot-free.
- If there's no way to get away from the guards, pick their pockets before the surrender message pops up. The game records the last crime you committed as the crime you are charged with. Thus, you can kill everyone in town and all but one of the guards, pick that guard's pocket and you'll be charged with one count of pickpocketing instead of premeditated mayhem.

Remember, each time the surrender message pops up, your rep with the law drops according to the crime in memory at the time the message comes up. It's entirely possible to go from “admired” to “pond scum” in a matter of a couple of minutes. Try to preserve your rep in Daggerfall, Wayrest and Sentinel since you'll be questing in those provinces and don't need the hassle of “criminal conspiracy” charges.

For more information you can read “Legal Basics” by Anchivius (one of the books you can find).

CHEATS AND MISCELLANEOUS

Hard-core gamers would probably call this stuff "fluff" because it does not rely on 3rd party editors or rearranging files and you don't even have to know hexadecimal to make it work. Some information may have been mentioned in other pages, some appears only here.

"Free Daedric Weapons": At low levels (1st - 6th), Daedric weapons are unavailable; they are fairly scarce at middle-levels (7th - 11th), but almost as common as dirt at ultra-high levels (17th+). To top it off, Daedric weapons bring the highest prices when you sell them. Wouldn't it be nice to have that extra combat edge or a few extra GP's at lower levels where you need them rather than at higher levels when you don't? Take a trip to the "Rusty Ogre Lodge" in Daggerfall province. In the upstairs room are footlockers that always have stuff in them (weapons and miscellaneous). If you reload a saved game while in the lodge, the weapons miraculously change to Daedric weapons. Since the lockers always have stuff in them, you can plunder them to your heart's content. Just save, reload and plunder until you can't hold any more. Run down to a "rusty" pawnshop (Holmarket is my usual choice) and unload your haul. The game will make a skill check when you open the lockers and, if you fail the check, the guards will come running. But since you're in the upstairs room and the guards don't navigate stairs very well, you're safe until you try to leave. It's best if you have a "Recall" anchored somewhere outside the tavern, but you can make it to the door when you're done with a little planning. Standing in the corner diagonally opposite the door to the upstairs room will eventually draw the guards back into a bottom-floor room (they don't seem to realize that they can't bust your chops if you're not in the same room with them, but they try) and you can then make a mad dash for the front door. DO NOT use archery to deal with the guards or you're in for a serious rep hit with the law. If you absolutely cannot get out, scootch down near the bottom of the stairs and pickpocket one of the guards (the rep loss is lower), let them whack you and send you to jail, and then hightail it for another province for a few months to let your rep zero out again.

"More Health Points": When you gain a level, the game will include bonus Health Points if your END is enhanced at the time. So rather than picking up 14 points with a 60 END, you can pick up 17 points by having a 90 END. When you know that you are ready to gain a level, equip any item "of Fortitude" before you actually level.

"Open up!": There is nothing more aggravating than running into a locked door, especially a magically locked door, and failing your lockpicking attempt or burning up your magicka on a couple of "Open" spells. Believe it or not, the bad guys can help you with this. When a bad guy capable of opening a door (this leaves out things like rats, bats, bears, tigers, etc.) passes in front of a door, the

door will open. This occasionally happens to a locked door. Remember how all of those doors spring open when the bad guys try to ambush you in your tavern room? By some careful maneuvering you can get those humanoid-type critters to do your work for you. The odds of success are by no means certain, but why waste your magica if you don't have to?

On a similar note, nobody likes to blow all of their magica on two or three "Open" spells. That little cheapie spell you made to practice your Mysticism skill has a very practical use. If you set your chance of success at 1% +1% per 2 levels and are around 10th level, you have about a 5% chance of opening any door. By 10th level, your chances of success with a standard "Open" spell are about 40%. Most characters would get 2 to 3 shots at hitting the right number, but burn up their magica on those shots. On the other hand, that little 5-point open spell will let you take 20 shots for the same casting cost. Toss the dice enough times and you're bound to hit it eventually.

Don't bother me! Can't you see I'm busy?: (thanks to Magnus Itland for reminding me of this and pointing out its practical application) Bringing up your map, inventory or character sheet stops the game, but does not stop the clock. Critters will leave you alone while you're thinking, but time marches on. So, you can switch weapons or wait for a spell to wear off by bringing up these screens, but you don't have to worry about being mashed to a bloody pulp while you're waiting.

Which Way?: An odd effect of moving to your ship is that you will always come off your ship facing in the same direction you were facing when you went to it. For example, if you were facing North when you moved onto your ship, you will be facing North when you get off. It doesn't matter which way you are facing when you leave, you will always be turned to face in your original direction. I'm sure there is a practical application for this effect somewhere, but its usefulness escapes me at the moment. In contrast to this effect, teleporting lets you arrive facing in the same direction as you were at your last location.

Restocking Shelves: (Thanks to several people on the alt.games.daggerfall newsgroup for sending this my way) One of the problems for characters who want to make use of "Midnight Adventurer's Supply" is the problem of empty shelves. Once the stores have been cleaned out, you have to find a way of resetting the town to get the shelves to restock. The easiest way to do this is to anchor a "recall" spell somewhere in town and teleporting OUT of a building. Another method is to toggle your transportation mode to "Ship" and back again. But those characters who do not have ships or spells will have problems making the shelves restock without traveling. Instead of traveling to another town, you can travel to the town that you are in. It costs 5 GP, but you come up outside your current town with full health, fatigue and magica and the town has reset

itself. Remember, too, that the carts and horses automatically restock in General Stores. If you are running the latest patch (which allows you to have more than one horse and cart), you can keep taking them off the shelf and selling them back to the storeowner. Also, if you completely empty the shelves (you can dump anything you don't want on the floor), save the game and then reload, the shelves will sometimes restock.

The Magical Reappearing Treasure: This is apparently a "loophole" in the program that I stumbled across while training at the Thieves Guild. Each Thieves Guild has three piles of goodies in the attic where you get training, talk to the spymaster, and unload your magic items. Apparently the game feels that these piles **MUST** be there, even if you've already picked up the stuff. If you save the game after getting the goodies and then reload it, the treasure piles will reappear. If you're gaining a level at the time, you're going to have a tough time getting your full allotment of hit points and attribute bonuses (at least I never managed to do it). I had to settle for 75% of my maximum hit point gain, but on the other hand I completely loaded my wagon with Holy Tomes, Holy Daggers and other assorted stuff, plus five or six magic items. The key to making this work is that you must take **EVERYTHING** from the piles (including the junk). If there is one measly bunch of twigs left in the pile, the pile remains and does not get replaced. But dropping the junk and making your own "junk pile" does not interfere with the process. The game apparently looks to see if its piles are there and doesn't care about any of yours. Since the Dark Brotherhood also has these piles laying around, it seems reasonable to assume that the same trick will work there.

Free "Recall": This may be a bug that exists only on my system, but it appears that creating the "Recall" spell in the spell maker makes the cost of the spell 0 GP. Casting cost remains normal, but you can save yourself a few hundred GP's by doing it yourself (remember, though, if it breaks it's not under warranty).

Inventory bugs: Items in your inventory can get hung up in the system and cause a crash (usually Error 113). The cause of the problem is apparently that you can see the item in one location and the game thinks it's in another. As far as I have been able to determine (and this is just my experience - no solid confirmation from Bethesda on this one), the hang up occurs when you try to equip an item directly from your wagon. You can usually solve the problem by moving the guilty item from where ever it is back to your wagon. Once it's back on the wagon, move it to personal inventory and then you should be able to safely equip it. To identify the item, you need to check through every item in your inventory and look for anything with a weight of 0 kg. You'll know you have a hung item if your wagon is empty, but the weight is not at 0. You can check yourself periodically by emptying your wagon.

Free Magica Points: This is a bug that was supposed to have been fixed in one of the earlier patches (v.195, I think), but is still around, much to the joy of the spell-slingers. When you use a magic item that casts spells that must be targeted (usually Destruction spells), you can hit "E" rather than clicking the mouse to fire it and some or all of the magica will go into your reserves. The amount replaced will be equal to the casting cost of the last spell you cast. So, if your last spell was an 87-point Godstrike, you will get back 87 points. If it was a 5-point Water Breathing spell, you'll get back 5 points. If you don't want to waste your item on a bunch of 5-point increases, toss out the biggest spell you can cast and then suck up the magica at the higher rate. The item will deteriorate as if you had used it, so it will wear out unless you repair it.

Materials Available by Level: In general (I don't have a formula to confirm it - this is just observation), you'll start seeing the better materials each time you go up a level. As a general rule, you'll see weapons first and then armor comes one or two levels later. Elvish will start appearing at 2nd level, Dwarven at 3rd, Mithril at 4th, Adamantium at 5th, Ebony at 6th, Orcish/Daedric at 7th (kind of hard to tell when Orcish starts appearing since it's so rare to start with, but it always seems to be there by 7th level). The higher your level, the more likely you are to find the better quality materials. But items and treasure are always involve Luck, so the higher your Luck attribute, the better your chances of encountering these materials.

Starting Equipment: this may just be a glitch on my system, but the game saves inventory items when I click "Restart" after rolling up a character. The equipment carries over across classes, so if you don't mind going through the background questions a lot of times, you can start with a ton of equipment. Of course it's a little difficult to haul it all around, but it's possible to try for the best stuff for each class and then dump the garbage when you actually start the game.

MAIN QUEST WALKTHRU

(this is what you really came here for, wasn't it?)

The Main Quest is a series of many smaller quests that all lead to putting Lysandus to rest and reactivating the Numidium. These smaller quests do not have to be done at all (you can spend your whole career just wandering around the Bay), but you really should run through it at least once.

The Main Quest starts at Privateer's Hold (the dungeon where you start) and ends at the Mantellan Crux (where you find the Mantella which activates Numidium). Some of the quests will launch automatically when you reach a particular level; others must be activated by talking to particular NPCs.

I have presented them here in (more or less) the sequence of the level you must be in order to activate them. It turns out that these pretty much split up into your two missions. You really can't start working on the Numidium until you are 5th level and you can finish off the mission to find the letter by 5th level.

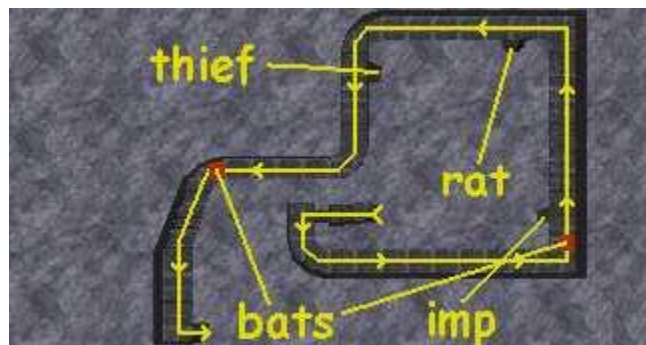
If you turn down any of these quests when talking to an NPC, you can completely block yourself from the Main Quest, so exercise caution when talking to people in the three main castles.

Privateer's Hold

This is the dungeon where you start. What follows is a quickest route out. The dungeon isn't very large, so feel free to explore. The cave where you start is a safe place to rest until you leave it for the first time. After that it is subject to random encounters.



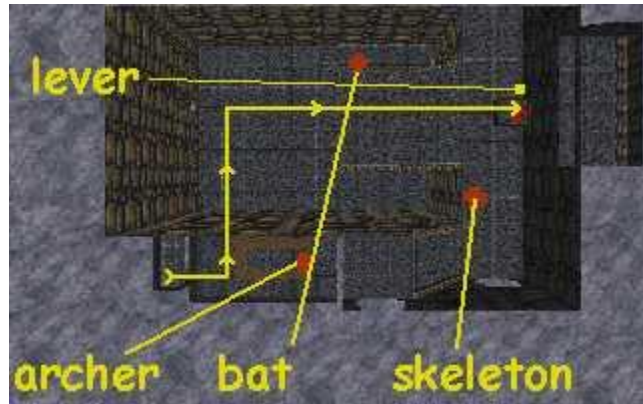
From your cave, go down the corridor and through the secret door at the end. Kill or avoid the rat, (if you want to join the Thieves Guild, this is a very good opportunity to pickpocket in order to gain their attention. If the rat inflicts too much damage on you, you can always go back to the cave and rest. You might have a random encounter, but it's relatively safe. There is a treasure pile on the table in the corner. Collect it. When you are ready, go through the opening and up the stairs to the top.



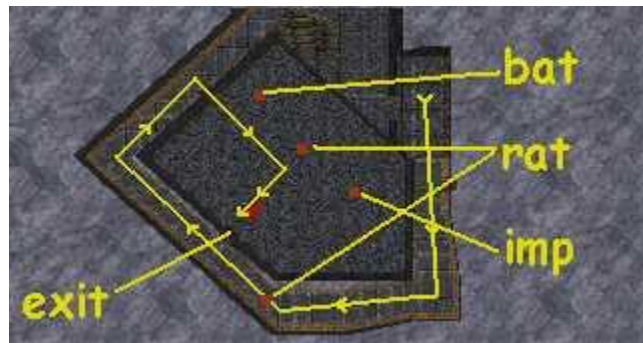
Follow the corridor around (kill the bat). The first door on your left has an imp and some treasure behind it. The imp can sometimes be a very tough customer for a low-level character because of his spell ability.

Because imps have hands, they can also open doors. Save the game before messing with the imp. If you are lucky, you'll take a little damage from his spell and can then go rest. If you aren't so lucky, you'll need that saved game for another shot. The second door on your left has a rat and no treasure behind it.

The next opening on your left leads down to a room with a Thief and some treasure. The Thief isn't too terribly tough, but he is a fast attacker. This is another place where you should save the game. When you get to the stairs going up (and kill the bat), you're ready for the next section.



Climb the stairs and go through the door. Kill the Archer (or run very fast so he doesn't shoot you in the back) and go out the door to your left. There are two rats in the room behind the archer and a steep incline that takes you to the rooms at the top of the big room. In these rooms you will find a bear (no treasure), a thief (treasure), an imp (treasure behind the bookcase), an orc (no treasure) and a room with treasure, but no critter. After going through the door, you'll be in a large chamber with a wide stairway going up in the middle. (Behind the door at the back of this room is a bear.) Kill or avoid the bat and climb the stairs. Kill or avoid the Skeletal Warrior at the top of the stairs. There will be a throne on a dais against the wall. Jump up on it and pull the lever next to it. The dais will go up, giving you access to the opening above. Through the door to the left of the stairs at the bottom, you will find a section with a bat, a rat and two archers. The stairs at the back of that area will take you up to the landing above the throne.



Don't go through the door (it leads down the archers, rat and bat -- see above). Instead, follow the corridor. At the top of the first incline will be a rat. Go up and go through the first door on the right. There will be an imp, a bat and a rat in the room. Kill or avoid them and click on the archway on the right wall to exit. If you feel like exploring the rest of this area, you'll find a rat farther down the hallway, a skeletal warrior in a room off to the side, and a thief and another skeletal warrior in the room at the end.



You have completed your first (of many) dungeons. The image to the right is what all exits look like. There will be many opportunities for you to appear in a dungeon and have to find your way out again, so this is what you are looking for. This is almost always a welcome sight, so enjoy it.

Meeting With Lady Brisienna

A few days to a month after you make your way out of Privateer's Hold, you will get a letter from Lady Brisienna. She is the agent of the Emperor in the region and wants to meet with you. You will have 30 days in which to meet with her. If you do not meet with her you will receive a second letter telling you that she has extended her stay. If you miss the second meeting, you will receive a very nasty third notice (maybe she works for a collection agency in her spare time?), but ignoring the third notice will completely lock you out of the Main Quest. She is easy to find. Just go to the town she tells you to, find the inn she is staying at and talk to her. She is the regal-looking lady in the brown dress and very hard to miss.

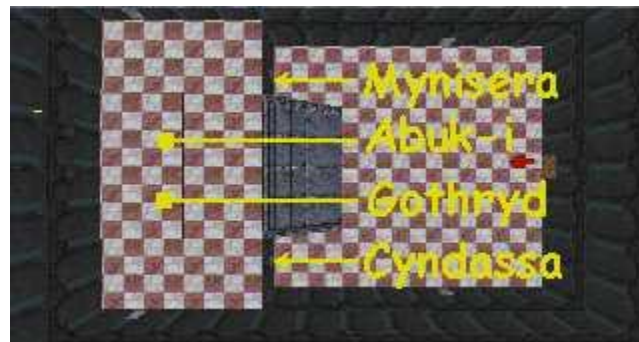
Some players have reported problems in finding her because she frequently stays at inns on the overland map, rather than inns in towns or cities. In this instance, plug both tavern names into the "Find" window. One of them will cause your fast travel crosshairs to pop up.

When you talk to her she will tell you to check out the courts of Daggerfall, Wayrest and Sentinel (a lot of help, huh?). After talking to her, you are free to do whatever you want. You can follow up on the Main Quest, put it off for a while, or ignore it entirely and just do your own thing. But because you have talked to her, you now have options.

Checking Up On Nulfaga

You must be at least 3rd level to activate this quest and you must activate it on your own (you do not get an invite).

You start at Castle Daggerfall.



There are three NPC's that you will have to talk to in this room. For right now, you need to talk to Queen Aubk-i. King Gothryd will behave as any noble NPC (offering you the occasional quest if you click on him) until you have almost completed the Main Quest. So, unless you're interested in doing a random quest for him, just leave him alone for now.

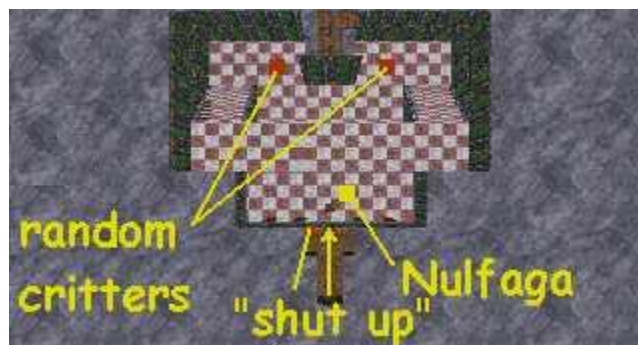


Queen Aubk-i at Daggerfall Palace (that's her, above) will ask you to go check up on the Queen Dowager, Nulfaga. Nulfaga lives in Shendungent, her castle in the Wrothgarian Mountains. It is almost all of the way to the eastern edge of the map and is the only orange dot in the region (assuming you haven't been adventuring in the province), so it is not hard to find. Nulfaga hasn't been quite right in the head since Lysandus died and you are to make sure that she's still alive and kicking.



Nulfaga (the charming lady above) is Lysandus' mother and Gothryd's grandmother. Report back to Queen Aubk-i after talking to her. There is a time limit on the mission, so be careful of your travel time (it's a loooong way to Shendungent and back again). If you are playing the release version of the game, you will be given some ungodly amount of time to complete this quest (a few game years, if memory serves). The time is more realistic at about 150 game days.

When you get to Shendungent you have two choices on how to approach it: the easy way or the hard way. The hard way is to wander around until you make your way into the room right in front of the entrance. If you want to do it this way, head west from the entrance and up. You'll be looking for a lever in a side room behind a secret door that will raise a portcullis, which lets you get into the corridor behind the main room. At lower levels you'll find Shendungent populated by Mages and Battlemages, but at higher levels you'll find liches and their ilk. The Queen Dowager will be up the stairs. Talk to her and that's all you have to do besides get out again.



The easy way is to click on the Daggerfall tapestry beside the door that's right in front of the entrance (the Daggerfall tapestry is the green one with the Dragon on it). Say the magic words ("Shut up") and the door will open, you can kill the two bad guys in the room, go up the stairs, talk to the lady and leave. Queen Aubk-i will give you a few gold pieces for your troubles and you will be on your own again.

Morgiah's Letter


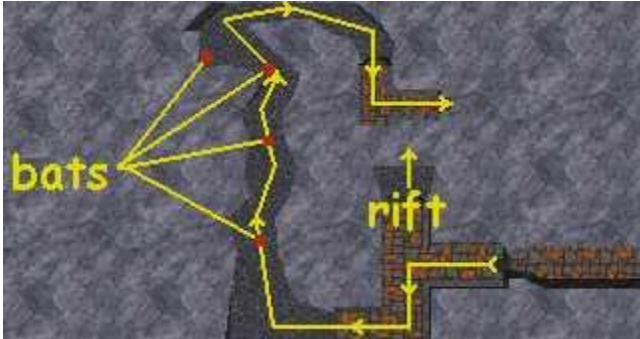
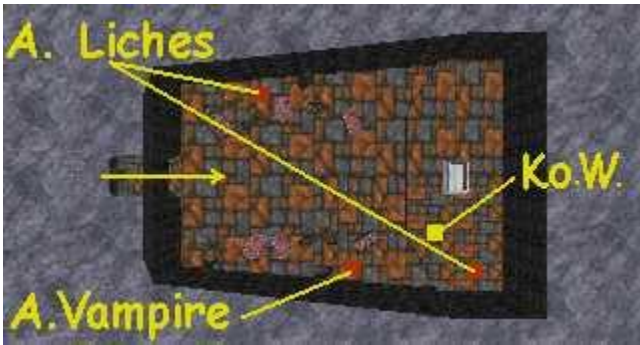
This quest activates automatically when you reach 3rd level and try to fast-travel. A letter from Morgiah just kind of magically appears in your inventory. You must travel to Wayrest and speak to Morgiah to start the quest. She's kind of hard to miss: she's the hot number in the red dress at the top of the stairs.



Like everyone else you're going to talk to, she won't tell you what she knows until you do something for her. Specifically, you need to deliver a message to the King of Worms at Scourg Barrow in the Dragontail Mountains province. Scourg Barrow is in the southeast section of the province so you will need to move the map over and down before you can find it. There is a fairly tight time limit on this quest, so anchor a "Recall" outside of Castle Wayrest before heading off to deliver the message.

A map of Scourg Barrow showing a grid of rooms. A yellow circle highlights the entrance, and a yellow arrow points to it from the word "entrance" written in yellow text.	<p>When you enter Scourg Barrow you will be in a room with 7 sarcophagi. The middle one on the western (left) side is the one you want. Open it and levitate or drop down.</p>
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The sarcophagus in the middle at the north end of the room opens a shaft that leads down to a room with two Mummies. If you are hard up for gold, you might want to take a peek. The only problems I have experienced with this are that the Mummies always want to stand directly underneath me (they can hit me, but I can't hit them) and the only way out of the room is via "Levitate", "Recall" or restoring a saved game. It's a general pain in the patootie, so I usually pass on that one.

	<p>Follow the corridor until it ends in a door. There will be two zombies on the other side. This a pretty tough fight for a low-level character, so you will want to save the game, just in case. Once the zombies are taken care of, go through the southern door on the west wall (that's the one immediately to your left as you enter the room)</p>
	<p>Follow the passage on the other side of the door to a T-intersection and go left. (If you are really into exploration and want to fight a bunch of baddies, you can turn right at the T-intersection. It leads to the rift the Morgiah mentions in her directions.) Go into the cave and down. You will run into four bats. When you kill the fourth bat, look down and to your right. You should see a slope down. Take it. You'll come to a short T-shaped stone corridor. The door to the King of Worms' throne room is on the left in the middle of that corridor.</p>
	<p>The door will be locked. You can pick it, cast Open on it or just bash it in. There is nothing on the other side that will hurt you, but it sounds like it. You can shoot arrows at the Vampire Ancients and Ancient Liches, but do it after talking to the guy in red. If you try to melee they will definitely fight back. It might not help your rep with the Necromancers any, but it sure helps your archery skill. Bring lots of arrows and a really good bow.</p>



Once you talk to the King of Worms, he will give you a letter to deliver to Morgiah and you can beat feet.

You get back out the same way you got in (assuming you didn't anchor a "Recall" spell somewhere). When you get to the hole where you came down and if you don't have a "Levitate" spell, click on the tapestry on the left-hand side of the corridor. It will cast "Levitate" on you so you can get back up (you may have to click a few times to get it to activate for you). You can also climb if you want, but it's a little hairy finding just the right spot to climb up. Good for the climbing skill, though.

This place, by the way, is the headquarters for the Necromancers Guild. It seems to have been the original intent of the game to allow you to join the Necromancers, but it was not operative in the release version of the game. Perhaps in "TES3: Morrowind"? Only the developers know for sure.

When you return to Morgiah, she will tell you that an orc chief named Gortwog has the letter you need to find. She will tell you to talk to Mynisera, but to get to Mynisera through someone else. She doesn't say it, but the someone you need to go through is Mynisera's maid, Cyndassa, and you'll find her back in Daggerfall Palace. Morgiah will also give you a trinket for your troubles.

Mynisera's Letters

You must be at least 3rd level before you will be offered this quest. At some point after checking on Nulfaga, you will receive a letter from Queen Aubk-i asking for your help again. She wants you to retrieve some letters from the Dowager Queen's castle. Confusing, huh? Daggerfall is blessed with two Dowager Queens. Nulfaga, who is Lysandus' mother, and Mynisera, who is Lysandus' widow and King Gothryd's mother. OK, genealogies out of the way, let's get on to the Quest.

The dungeon is supposed to be random, but the system tends to favor Castle Necromoghan in the northeast of Daggerfall province. The location of the letters is random within that dungeon, but the game tends to prefer a couple of standard locations within Necromoghan. Rather than put up pictures of the whole dungeon, I will walk you through the few quest object locations in the dungeon (it will make your life easier when you have to go back there for Guild quests).

From the entrance, with the entrance at your back:

Face right, go down the corridor (bad guy a little farther down), turn at the corner and go up to a room with a hole in the floor (a couple of critters in this room (sometimes) and a treasure pile). Pull the lever and catch the elevator up to the next room (four critters in this room and four or five treasure piles). This is the first quest object location -- if the letters are here they will be in the back corner of the room near the elevator.

Standing on the elevator and facing the lever, go out through the door to your left, turn left and follow the corridor (do not go through any side doors). There will be two critters at the first ramp going up and two critters at the next one (these are what you will find in the room you're headed to). There are none at the third, but there is one critter around the corner from the top of the ramp. At the end of the corridor is a door that opens into a room with seven cells off of it (two on each wall except the one you came through). There is a critter in each of these cells and if the critters are capable of opening doors, they will come out to get you. There will be four or five treasure piles in the middle of the floor and one in a room in the back-left cell. Opening the middle treasure pile will cause the entrance door to close (don't sweat it). Also in the back-left corner is a lever on the wall. I don't know what it does, but I always pull it, just to avoid coming back. The letters may be in one of the cells (this is the second quest object location).

Go back to the entrance. Again, with the entrance to your back:

Go through the door in front of you. When you get to the hole in the floor, pull the lever to get the elevator. Ride it down (there is a critter at the bottom,

so jump off the elevator as soon as your head clears the ceiling of the room). Standing on the elevator and facing the lever, go through the door to your left and down to the end of this short corridor. There will be a door on your right and a secret door on your left. There is a critter behind the door on your right and this is the third quest object location (there are a couple of treasure piles behind the secret door). Go back and take the elevator up, continuing down the corridor as before.

When you pass the four-way intersection, there will be a secret door to your right. There is a critter behind it and, if it's capable of opening doors, it will try to get you. Look at the ceiling of the corridor and you will see an opening right above a pile of bones. Climb the wall or levitate through the opening. There is a treasure pile in front of you and this is the fourth quest object location. Drop back down to the corridor and go through the door at the end.

Ahead of you is an opening to the left with some tree trunks showing. Take that opening and follow it around (the door with the critter behind it is locked, so nothing will come out). There will be an opening in the ceiling and one in the floor, just past it. Levitate up through the opening and keep going in your original direction (there will be a door in front of you). There is a critter in the room behind this door that will try to come out to get you. Go around the corner and you'll see a door to your right. There is a critter behind this door that wants to eat you. Go around the next corner and you will see a pit with a skull on the wall. Don't drop down into the pit unless you want to have all of your magic sucked out of you (there's a critter in the pit, but it can't get you unless you jump into the pit). Click on the skull and it will move. Now go back to the hole and drop back down.

Drop or levitate through the hole in the floor and you will find yourself on top of an altar on a raised platform. There will be a critter off to the side and three doors in front of you. If the critter can fly, it will come get you. If it can shoot arrows, it will. There are a couple of critters at the bottom of the platform. You can go kill them if you want. Levitate (or jump if your skill is high enough) or climb to the wide ledge where the critter was/is and dispose of it. Go through either of the two doors in the back wall and you will be in a room with eight doors (all locked) and a four-armed statue. Clicking on the statue will open the six doors that have critters behind them. The best practice is to use your bow on them before clicking on the statue. In the back-right corner is a cell that has a secret door in the back. This leads to a small room with 2 treasure piles and is the fifth quest object location. Go back up the hole and back to the opening above the pile of bones (the fourth quest object location).

At the back of this short corridor is a shaft leading up. Climb or levitate up this shaft. You will enter a room with a torture device, two doors and a treasure

pile. Behind one of the two doors is a small room. This is the sixth quest object location and it also has a treasure pile.

Open the other door and you will see a corridor with a pit. Jump the pit and go through the door at the corner. There is a critter at the top of the ramp in front of you. Go past the T-intersection to the door at the bottom of the ramp. On my system this door is very flaky and I can't open it. But the critter(s) on the other side usually can. In the closet in this room is the seventh quest object location. Go back to the T-intersection you passed earlier and turn right.

Go through the door at the end of the corridor and turn left. Go around the corner and up the ramp (there will be a critter near the top). Go past the T-intersection to the door at the end. There is a large room with two critters in it. One will be near the door and the other will be near the bottom of the ramp. There is also a door at the bottom of the ramp. Go through it and you will see an open trapdoor (remember that skull you clicked? It opened the trapdoor). Drop or levitate down (use caution here because there are a couple of critters at the bottom and it's very easy to land on top of one or both of them). At the bottom you will see a door that opens into a small room. This is the eighth and last quest object location (and the most probable location of the letters). There are also two or three treasure piles in here.

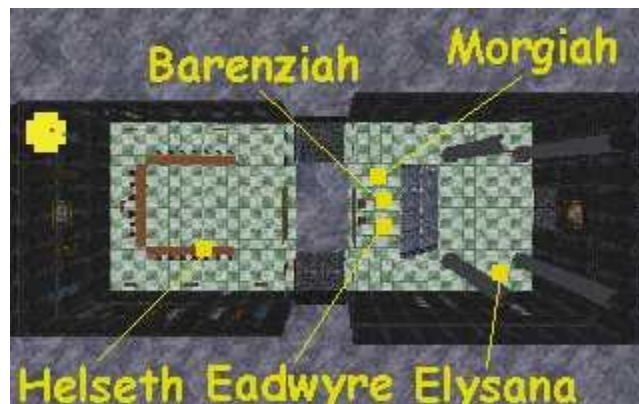
If you have not found the letters, you have a bug and need to follow the directions for dealing with missing quest objects in the Questing section.

To get back out (assuming you did not anchor a "Recall" somewhere), go back to the door at the corner that opened into the corridor with the pit (the one you jumped over). There is a steep ramp going down (and there may or may not be critters at the bottom, depending on whether you disposed of them earlier). At the T-intersection at the bottom of the ramp, turn right, go through the secret door to your right and out the door on the other side of the room (there may or may not be a critter in the room, depending on what you did earlier). Turn left as you go out the door and go straight until you get to the entrance.

Once you return the letters to Aubk-i, she will "tut-tut" about the orcs and tell you that Lysandus had a mistress. She will also give you a pat on the head and something for your troubles. This will probably be the last time she will talk to you because I just can't get her to generate quests other than these two.

Prince Helseth's Blackmail Scam

You must be at least 4th level to be offered this quest. Unless you're psychic, you'll have to go talk to Helseth directly to get this quest. There is supposed to be a letter delivered to you, but it never shows up in your inventory. About the only clue you get is a courier from Wayrest delivering something, but when you look, there is nothing in your inventory. This happens along about 3rd or 4th level and after you have completed Morgiah's quest. There has long been speculation that this was simply an invitation to the betrothal ceremony that you helped arrange, but I suspect that the message is from Helseth, asking you do come do a favor for him.



Prince Helseth (that's him with his feet on the table) wants a letter delivered to Lord Castellian. He'll give you the letter and your instructions the day after he offers you the quest, so be on time. Helseth has found out about some "indiscretions" involving Lord Castellian and a noble lady with a jealous husband. He wants to reach an accommodation with Castellian, who is the most influential of Wayrest's counselors and has the backing to block Helseth's plans (whatever they may be).

If you choose to deliver the letter without reading it you'll be rewarded as promised with a piece of enchanted something or other or a magic item and the

information that Wayrest had sent counselors to meet with Lysandus the night before he was killed. Your rep will increase with the nobility and people of Wayrest, including Lord Castellian (go figure -- you help blackmail him and he likes you even more).

If you choose to deliver the letter, but read it, you'll get to fight a few guards (knights and a couple of battlemages). Helseth will still give you the armor and the information. Your rep in Wayrest, however, will take a nosedive. If you're going to read the letter, you'd better turn it over to someone besides Lord Castellian.

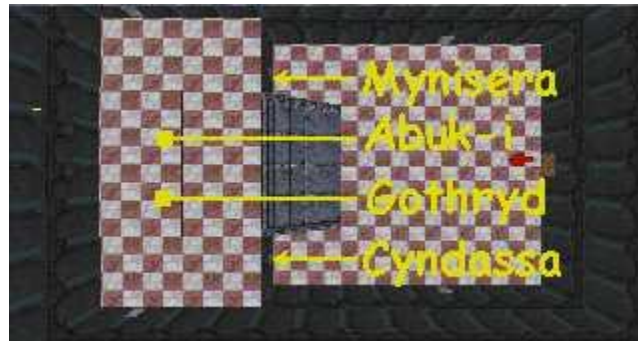
If you read the letter and then turn it over to King Eadwyre, your reputation with the Court and nobility in Wayrest will soar, +15 to +20 points at the upper end, with a commensurate increase for those factions allied with the various nobles in Wayrest. The only apparent negative consequence are that Queen Barenziah will not offer you her quest (which is also an optional quest), your rep with Helseth will drop by a few points and he won't give you the information he promised.

I've tried, without success, to turn the letter over to the various nobles at Wayrest and at Sentinel. Barenziah won't take it and Morgiah won't even speak to me. Elysana tries to offer the quest to deliver the robe to Lord Castellian (which makes for some interesting responses when you're asking around since Lord Castellian appears on your list twice and each one elicits different responses). Fast-traveling to Sentinel or Daggerfall in order to turn the letter over to nobles at those locations (who won't take it, by the way) has a couple of interesting consequences. First, the cost of the trip jumps to over 4 billion GP's if you want to make it before the deadline. Second, when you arrive, you'll find that all of your letters of credit have been converted to cash.

The quest itself is easy enough. Collect the letter from Helseth, take it to Lord Castellian (he's in a house in a town somewhere in Wayrest province), get Castellian's reply and deliver it to Helseth. Easily completed in 2 or 3 minutes (real time).

Cyndassa (The Werewolf)

You must be at least 5th level to be offered this quest.



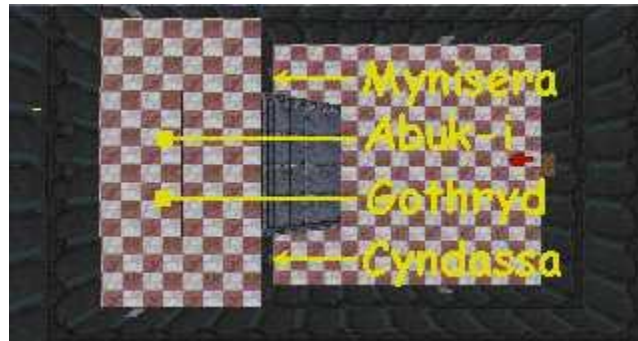
Cyndassa is in Daggerfall Castle (that's her with the load of laundry – never see any clotheslines, though – kinda makes you go, “Hmmm?”). She's in the room below and to the left of the stairs leading up to the thrones. Be careful, though. The guards at Daggerfall take offense at people snooping around where they're not supposed to be and will attack you after you leave the room (if your rep with Gothryd or Aubk-i is high enough, they will leave you alone).

Like everyone else, Cyndassa has some information for you, but she wants something from you before she parts with it. She wants you to kill a werewolf. The dungeon she sends you to is random, but somewhere in there is a werewolf that returns to human form when you kill it (normal werewolves just keel over and die). It is her brother and she wants him put out of his misery.

After taking care of this little item, go back to Cyndassa (be careful of the guards) to find out that a letter from the Emperor arrived and was given to Aubk-i. Aubk-i promised to deliver it to Mynisera when she found out it wasn't for her. She suggests talking to Mynisera and will put in a good word for you with the Dowager Queen, who is behind the door on the other side of the stairway.

Mynisera (The Courier)

You must be at least 5th level to be offered this quest. So now you have to go talk to Mynisera and get her side of the story. She's at Daggerfall Castle, too.



Mynisera's room is below and to the *right* of the stairs leading up to the throne. And the guards probably haven't learned their lessons about messing with you, so they will most likely try to attack you when you open the door.



Mynisera (the lady that looks kinda like Queen Elizabeth II) tells you that she never received the letter (surprise!), but is curious as to how it came to be delivered to Aubk-i in the first place. So she sends you to track down the courier who delivered it. She gives you a ring to prove you are working for her. You have some traveling to do to get to the real courier, but it is not too difficult. Just a matter of timing.

First, you have to speak to the person in charge of the couriers. Mynisera will give you his/her name and location. When you talk to him/her, you must have the Queen's ring. He/She will tell you where to find the courier. From there it is just a matter of being in the right town at the right time. Unfortunately, you will get two different time limits for this one - the date you get in dialogue and the date that appears in your log. Go with the date in your log. As of the v.212/v.213

upgrade, this still had not been fixed. If you go with the time limit from the conversation, the courier will not be there (you will be about a week early).

After talking to the courier (who will give you an item to show to Mynisera), return to Daggerfall and talk to Mynisera again (and beat up on uppity guards again - these guys just never seem to learn). She will give you some interesting comments about Lysandus' burial and about Wayrest. She will also let you keep the item as your reward

Orsinium

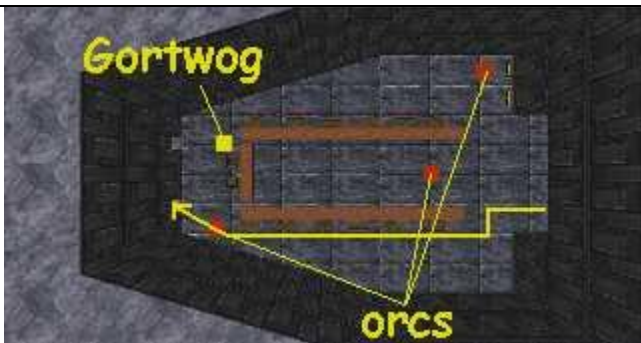
You must be at least 5th level to be offered this quest and must have completed the Courier Quest. Talk to Mynisera again and she will give you a letter to Gortwog.

The opening dialogue for this quest is one of the flakiest in the game. You probably talked to Morgiah and did her quest long before tracking down Mynisera (it was Morgiah who told you to talk to Cyndassa and Mynisera in the first place -- remember?), yet the developers use dialogue that implies that you haven't talked to Morgiah yet. Go figure.

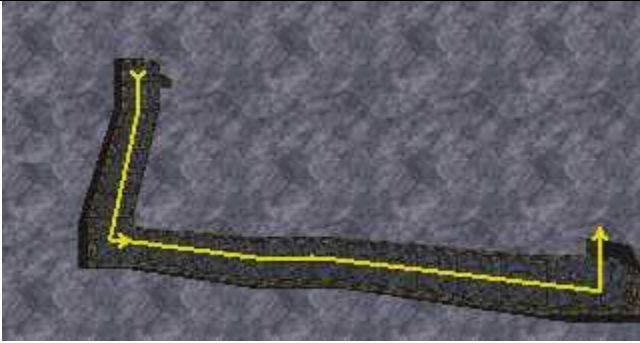
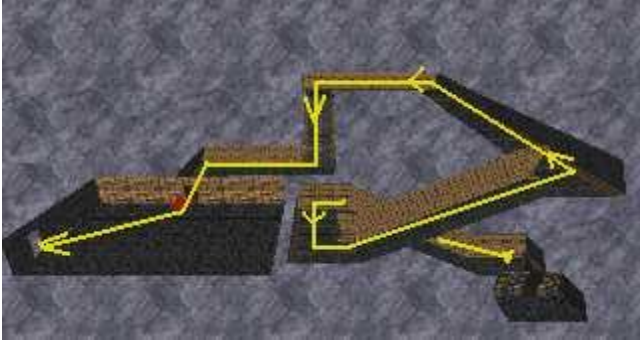
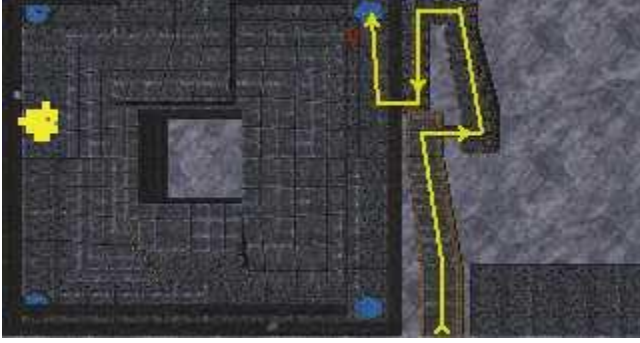
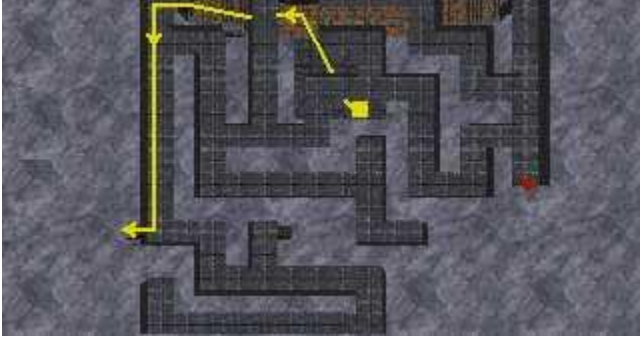
Anyway, Gortwog wants to create a free and neutral orc state. Mynisera's letter tells Gortwog that she will support him in his bid if he will give you the Emperor's letter. Gortwog is willing to let you have the letter, but you have to go get it from where ever it is in the bowels of Orsinium. (What? You thought he'd just hand it over to you? Yeah, right.)

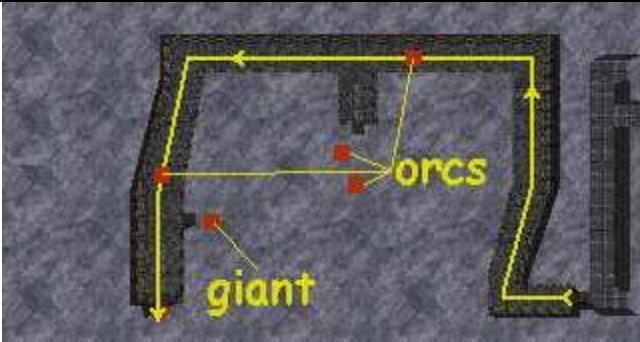
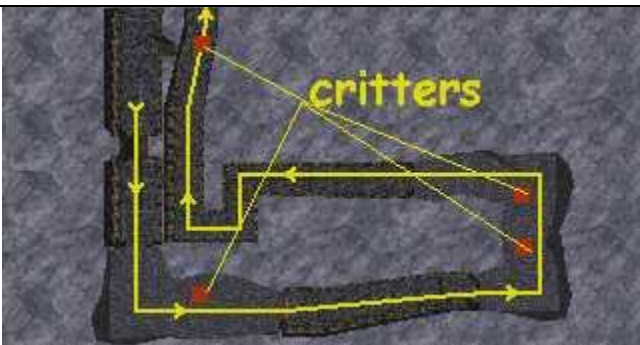
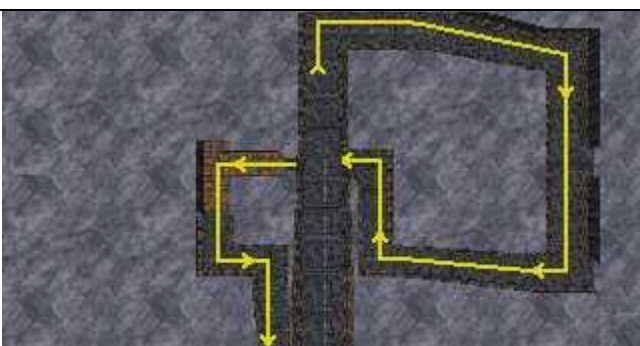
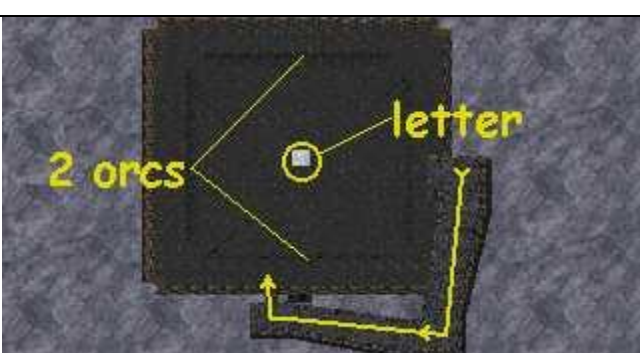


Gortwog is in the first big room when you enter Orsinium. If your Orcish skill and Personality are high enough, the guards will leave you alone (sort of). Otherwise, they'll attack you. There are three guards in the room: an Orc, an Orc Warlord and an Orc Shaman, plus an Orc who may or may not come through the door behind Gortwog. At lower levels the Orc Shaman can be pretty tough. They like to fireball you a couple of times and/or turn invisible and try to backstab you. The tables in the room will prevent the backstabbing (because he can't get to you). The Orc and Warlord should be no great shakes. Gortwog will be personable enough and will give you permission to retrieve the Emperor's letter.



Go through the left door at the back of the room (the one the Shaman is in front of). Opening the door will set off an alarm, alerting the critters that you are on your way. If you can get the Shaman or another Orc to step in front of the door, however, it will open on its own without setting off the alarm and you can backstab almost everything in the dungeon since they won't know

	you're coming.
	<p>Go down the corridor (you'll run into your first Orc just around the corner) and through the door at the end.</p>
	<p>Follow this new corridor, turning left (south) at the first intersection, until you get to a room. Go through the door on the other side.</p>
	<p>Go down to the room with the hollow pyramid and jump into the fountain in the northeast corner. This will teleport you to the landing above the pyramid.</p>
	<p>Go up the left (west stairway) and south. An Orc will probably come out of the first opening on the left. Follow the corridor and open the first door on the right.</p>

	<p>Follow the corridor beyond (some orcs and a giant will want to have a word with you while you're passing through) until you get to the door at the end.</p>
	<p>Go through two small caves (and their inhabitants) and keep following the corridor down.</p>
	<p>Keep going down. Turn right (west) where the corridor T's, then down, through the door and left (south) at the next T-intersection.</p>
	<p>Keep going down until you get to a big room with a white pedestal in the middle of it. The letter will be on the pedestal and there will be 2 orcs in each of the rooms to the north and south. The doors open when you get close to the pedestal.</p>

There is a door to the north that leads to a small room with a couple of treasure piles in it. You'll hear a strange sound when you step close to the pedestal. There is supposed to be an alarm that says, "Stop! Thief!" but it doesn't work very well.

The letter tells you that Lord Woodborne of Wayrest has the Totem of Tiber Septim, and Mynisera is supposed to use her influence to get him to give it to the Emperor (and here you thought he was having a torrid affair with one of his subject queens - well, actually he did, but it wasn't with Mynisera and the girl wasn't a queen at the time - more about this in another quest). So now you know that Lord Woodborne had the Totem, Queen Aubk-i knew he had it and that the Totem is missing. Guess who's got it. When you bring the letter to Mynisera, she'll tell you that Gortwog has probably circulated copies of the letter throughout the Illiac Bay, that the Totem should only be returned to the Emperor, and that the Totem will probably seek you out (you should be so lucky as to have it come to you).

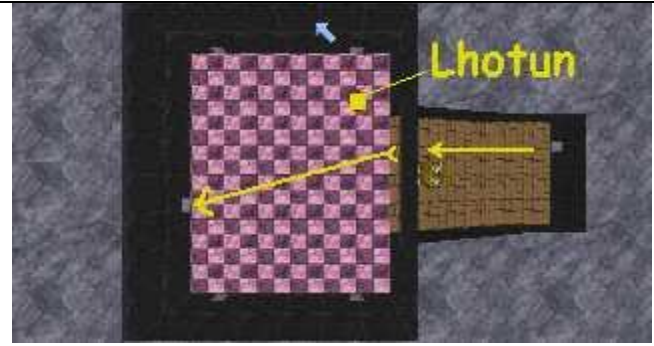

Give yourself a pat on the back. You have finished the one of the Emperor's two quests.

Interlude #1

Returning the letter to Mynisera completes one part of the Emperor's mission. Your prizes for getting to this point? If your reputation is high enough, you'll receive some letters (anonymously, of course) telling you about the Numidium. The number of letters depends on your reputation with the various factions (there are seven of them). The more factions that like you, the more letters you'll get. They all say the same thing. But it's a good indication of how many of the factions really likes you. You'll also receive a threatening letter telling you to lay off Lysandus. And as an added bonus, you get frequent visits from assassins who carry notes telling you to lay off or that you need to be taken care of at any cost. The latter letters are signed "--W". Now who do you know with the initial "W" who might want you out of the way? Three guesses and it ain't Willie Wonka.

Now that you've disposed of one mission, you need to pursue the other -- putting Lysandus' ghost to rest.

Lhotun's Brother

	<p>As soon as you reach 5th level and try to fast travel, you'll get an invitation from Prince Lhotun asking you to come visit him at Sentinel. Once in a great while there is actually a courier, but usually the letter just appears in your inventory.</p>
	<p>Prince Lhotun is the young fellow sitting on the floor to the right as you go up the ramp from the entrance of Castle Sentinel. He's a nice enough guy and has information you probably want ("definitely want" if you're going to complete the Main Quest). But, like every one else you talk to, it's a <i>quid pro quo</i> situation. You've got to do something for him before he'll give you the information</p>

Lhotun wants to know what happened to his older brother. Ask about him around town to find out that he was a scholar, died several years ago, drove the King crazy because he didn't want to play with swords, and that the king was awfully happy when he died. After you ask enough people (good practice on that Streetwise skill) and have waited long enough (usually about a week to 10 days), you'll get a letter from an agent of the Underking. The letter will tell you to investigate a certain dungeon for information about the missing prince.

While you're waiting for the letter, talk to people, sit in your inn and cast spells, steal the armor shops blind (there are four of them - two of them extremely high quality) or whatever. The dungeon is supposed to be random, as is the location of the letter you're looking for, but once you find it (and read it), you'll discover that the Royal Parents in Sentinel aren't as nice as they would have you believe. (Is it just me or are dysfunctional families the rule for royalty?)

After bringing the letter back to Lhotun, he'll tell you what he knows about Lysandus. Specifically, that Lysandus was hot to trot for a certain royal sorceress, Medora Direnni, and wasn't entirely discreet about it. And who says this game isn't like real life? Lhotun will also mark Direnni Tower on your map (it's on the big island in Balfiera) and give you something for your troubles. All in all he's the nicest NPC you'll have to deal with, so enjoy it while it lasts.

Elysana's First Quest



Let's get one little item straight right from the get-go. You're dealing with Tamriel's most dysfunctional family, here. Morgiah is willing to trade her first to be Queen of Firsthold, Helseth is blackmailing one of his father's counselors in order to advance his little agenda, Barenziah is completely oblivious to all of this and Eadwyre is unscrupulous in the extreme. What makes you think Elysana is going to be any different? In spite of her rather innocent appearance, don't turn your back on this babe or you'll get something pointy stuck in it.

If you are at least 6th level and have some positive rep in Wayrest Court, Elysana will send you a letter asking you to come see her. When you click on her, she will ask you to deliver a robe to Lord Castillian (why does everyone have it in for this guy?). On the surface, it's a pretty straightforward quest. Simply deliver the robe. But the robe, as you've no doubt guessed by this point, is booby trapped and you're the booby. As soon as Lord Castillian gets the robe, you'll get to fight some Daedra Seducers. There should be three of them and it can be quite a fight for a 6th level character. In one of the earlier versions of the game you could use the robe a couple of times so you would only have to fight one when you actually delivered the robe. Not so with the v.213 patch – either don't deliver the robe or fight all three (plus a few knights who ride to Castillian's rescue).

An "Invisibility True" spell or potion makes this fight much easier since you only have to deal with one fight at a time while the others just stand around wondering what's going on.

Interestingly enough, when you report back to Elysana to collect your reward (a miscellaneous item of some sort), you get a comment from Helseth that Elysana's actions made his blackmail unnecessary. Oh, well.

From a game perspective, this quest is entirely optional. You do not have to do it. But if you blow the Underking's quest, Elysana is going to be your only legitimate route to Lysandus' Tomb.

Elysana's Second Quest

If you haven't got the picture yet, this babe is trouble with a capital "T". At some point after completing her first quest (usually about the time you hit 7th or 8th level), you'll receive a letter from her inviting you to come to Wayrest to take care of another little matter for her. The second little matter is escorting her "cousin" somewhere.

This is very straightforward. Once you accept the quest, the cousin's face will appear on your screen. Go to the designated town, find the designated person and deliver the cousin. You are supposed to deliver the cousin to a random NPC in a random town.

You might be surprised by who you get to deliver her to. I've delivered the cousin to Gortwog, Brisienna and even Elysana, herself. Some of these had all sorts of interesting quest implications since they jumped the gun and started me off on other quests a little early.

In any event, if you have not completed the Blades quest, you should start running into thugs fairly soon. One of them is supposed to have a piece of paper that will mark Lysandus' Tomb on your overland map. Don't hold your breath waiting for it to happen.

This is probably the buggiest of the Main Quests. Although I cannot confirm this, I suspect the quest originally involved an unimplemented feature of overland travel that would generate random encounters while traveling (perhaps something along the same lines as the "Climate Survival" advantage in the character generation process). I say this because of comments that your passenger is supposed to make at various points as the quest progresses.

If the quest were to play out the way it appears it should, you should have to fight three or four sets of thugs: one set when you first pick up your passenger and leave Wayrest Castle, another set when you arrive at your destination and a third set at or about the time that you deliver your passenger to your contact. At each of these points, your passenger is supposed to make comments that would clue you in to the fact that you have been set up.

In actual fact, these comments pop up when Lord Woodborne's assassins start disturbing your rest after you locate the emperor's letter and return it to Mynisera. If you are lucky, you'll get your reward and a little extra gold for delivering your passenger safely. If you're unlucky, you'll find that the "quest from hell" won't terminate and you'll have minor problems with thugs for the rest of the game.

The only reason to take this quest is if you don't know where Lysandus is actually buried or if you get your jollies out of being hounded by people who

want to kill you. If you're sitting around with nothing to do, you might want to take it just for the occasional excitement of having random assassins pop up. If you don't feel like messing with all of this, either take the Blades quest or cheat to get the location of the tomb.

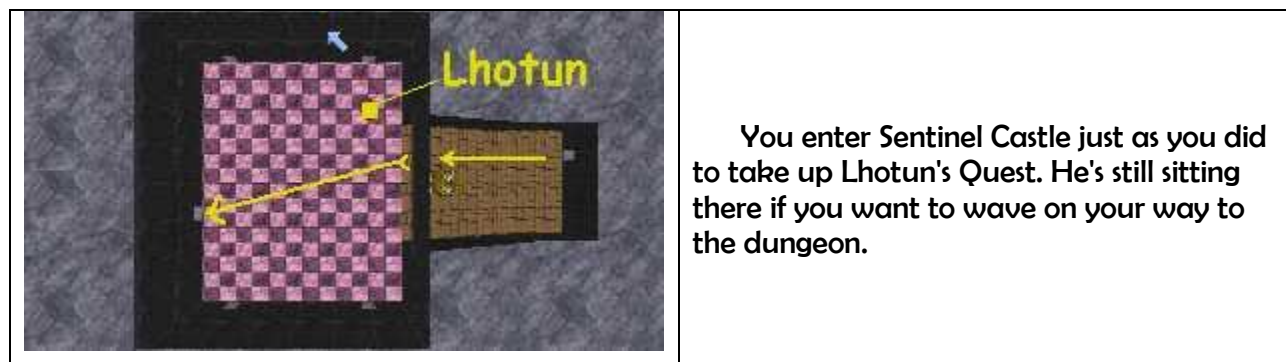
Lich's Soul

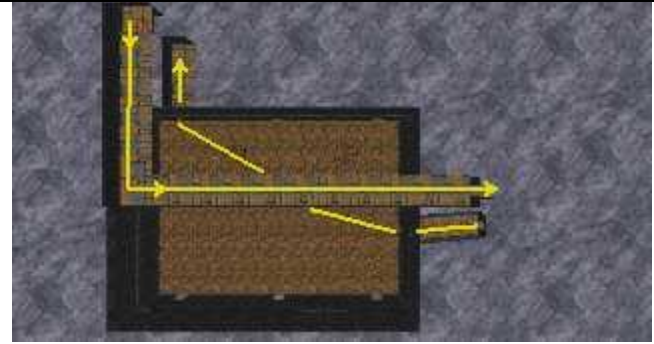
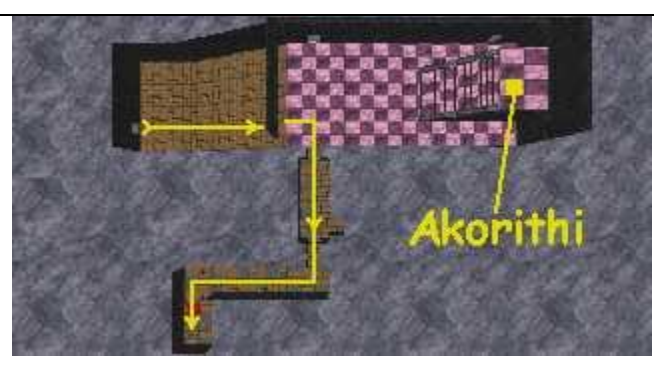
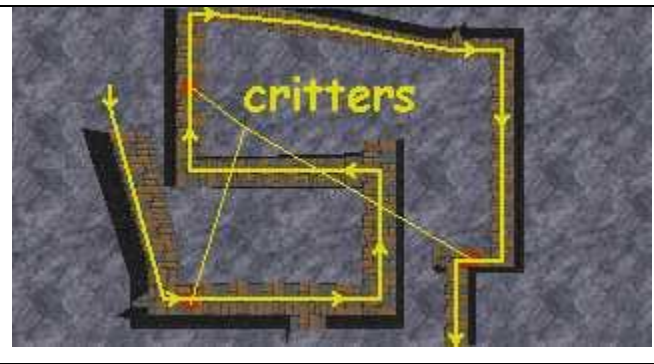
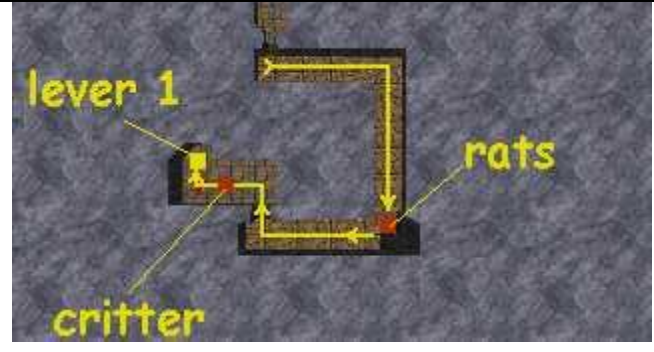
You must be at least 7th level and have completed Morgiah's quest to be offered this quest. The summons will usually arrive as soon as you finish distributing your attribute points upon reaching 7th level. If the messenger arrives before you are 7th level, save the game and rest for about 6 hours and you will level.

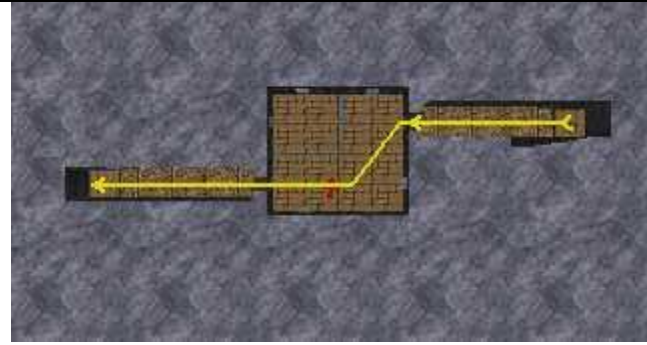


The King of Worms will send you a letter via UPS (Undead Postal Service). After killing the delivery zombie, you'll find the letter stitched into it. The King of Worms wants you to run an errand for him. If you don't come quickly, you can count on his zombie reminder service to keep the matter fresh on your mind (this handy reminder feature was a bug that was fixed by one of the later patches, so if you don't get your daily reminder, don't sweat it)

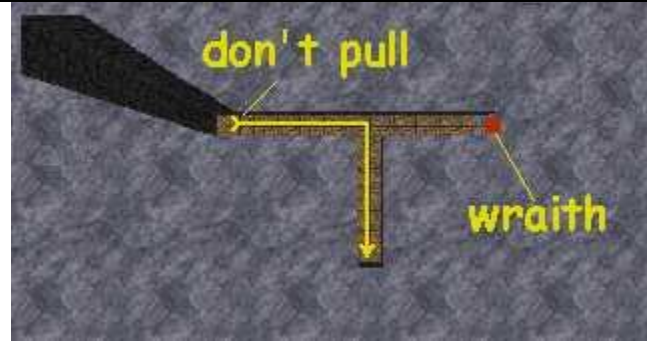
Go to Scourg Barrow and down to the King's office (taking potshots at the liches and vampires if it makes you happy). He'll tell you that there's a lich haunting the Castle Sentinel dungeon and he wants you to soul trap it. Your reward? Information.



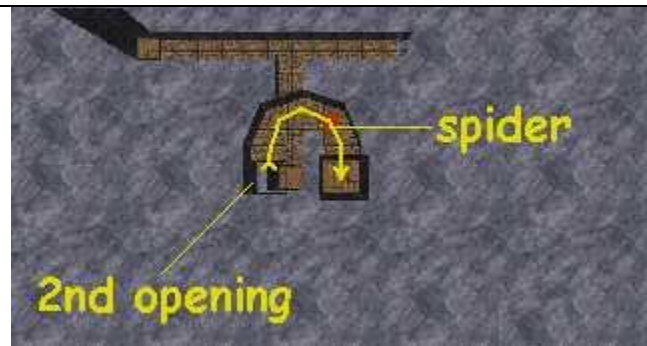
	<p>Go out the back door of the Grand Hall and to the back door on the north wall. You will find an elevator there that will take you up to the throne room.</p>
	<p>Go through the first opening on the right (south) wall and through the door at the end. At the end of this passage is another elevator. Use it.</p>
	<p>After a long walk down a seemingly endless corridor, take the first opening on the left wall and then the first passageway on the right wall (don't go through any doors). You will run into three human critters on your way.</p>
	<p>Go through the door at the end and follow the passage to an elevator. Go up and get off at the first opening. Pull the lever you find in the room at the end, then take the elevator all of the way up to the top.</p>



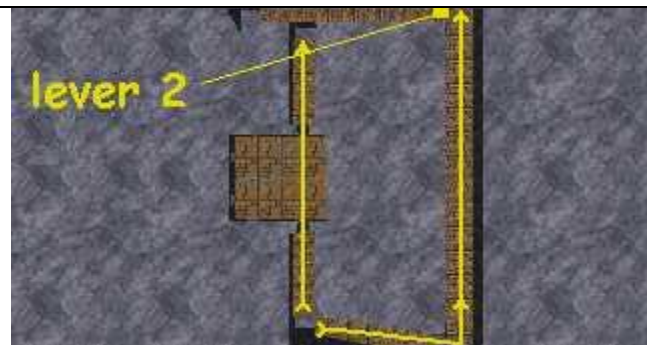
The lever lifted a set of blue bars blocking a doorway. Go across the room and take the elevator on the other side (it's the only unblocked doorway) all the way to the bottom.




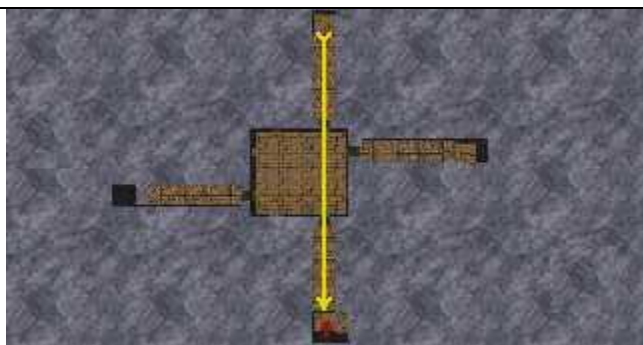
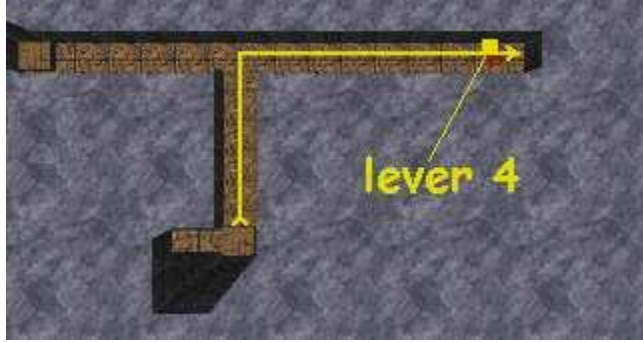

DO NOT pull the lever by the elevator. Instead, go around the corner and take that elevator to the SECOND opening.



Kill the Spider and take the elevator to the top.



Go east from the top until you get to a lever. Pull it. Now go back to the elevator and north, across the room and take the elevator down to the bottom.

	<p>Deal with the Ghost and pull the lever you find in the room at the end of the passageway.</p>
	<p>Take the elevator back up to the top, go across the room and take the elevator back down, past the spider, and down the bottom corridor again.</p>
	<p>The blue bars are gone and you can deal with the Wraith (if you didn't take care of him earlier). Pull the lever and ride the elevator all the way to the top.</p>
	<p>The doorway is now open and you can go deal with the Lich. Remember that you need Mithril or better weapons to hit him. If you wait at the corner, you can shoot him through the wall. The exit will be directly across from you when you come back to the room at the top.</p>

Assuming that your bones aren't keeping the lich company, go back to the King of Worms. He'll tell you about the Battlemage who helped the first emperor conquer Tamriel and was later betrayed by the emperor. The Battlemage eventually became the Underking. The King of Worms cautions you about what could happen if Zurin Arctus (the Underking) ever gets his mortal body back. You'll get a magical something-or-other for your troubles

and you've gained a few brownie points with the King of Worms (now isn't that special?).

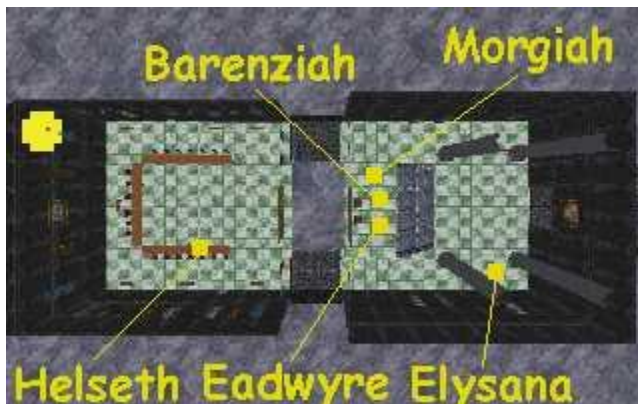
The Painting

At some point after completing Lhotun's quest (usually about the time you reach 7th level) you'll receive a letter from Queen Akorithi "asking" you to come see her. This makes for some interesting story lines because her summons will usually show up at about the same time that you get the summons from the King of Worms. If you time it right, you can do his quest, talk to Akorithi on the way out, deliver the lich's soul to the King of Worms and then move on to Wayrest.

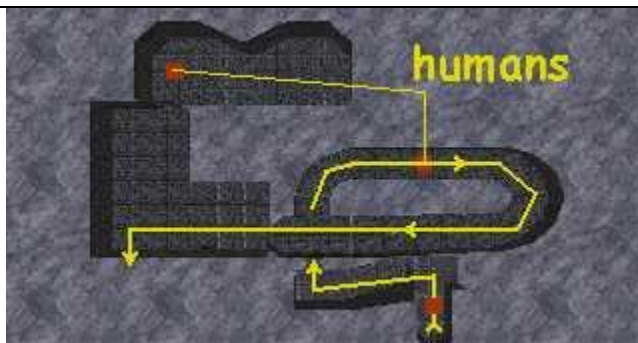


You will find the Queen in the Throne Room of Sentinel Castle. Go through the Door at the back of the Entry Hall, through the Arboretum to the Opening in the back of the Right Wall and take the Elevator up to the Next Floor. The Throne Room will be beyond the Door at the end of the Passage. Notice that everything related to the Queen is capitalized? That's because she's of Royal Blood and isn't about to let anyone forget it. Anyway, she wants you to retrieve an item from Wayrest Castle and is willing to give you a few hundred gold to get the job done.

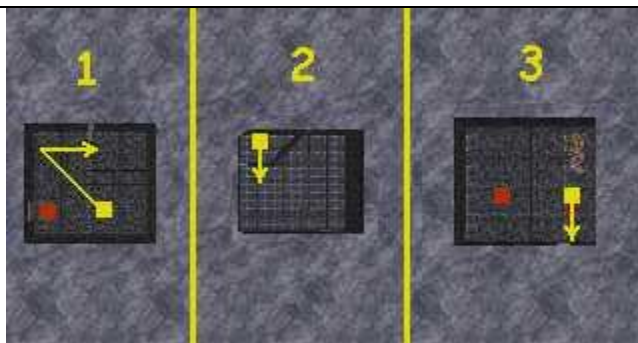
This is a good spot to talk about dungeon preparation. Getting out of this dungeon is a lot tougher than getting in. If you don't have a "Recall" spell, get it. If you can't cast spells, go make an item that will cast the spell for you. If you can't do that, get yourself a new pair of boots, because you're going to be doing a LOT of wandering around before you manage to get out of Wayrest.



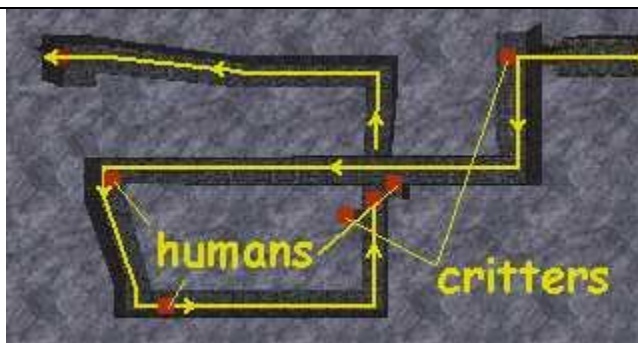
The dungeon is accessed from the hall behind the throne room in Wayrest. Use the door at the back, on the right (north). Unless you're in the mood to redecorate the hallway in blood red and brain-matter gray, an "Invisibility" spell will get you past the guards at the door (you'll probably have to kill one who's blocking the hallway, but it's possible to get by with a little creative maneuvering). There is a knight guarding the doorway and a couple of spell casters guarding the knight, so be prepared for a bit of a tussle.



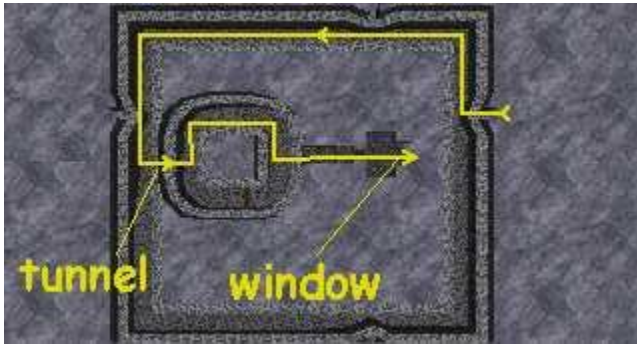
Once you're through the door, take the stairs to the left. Use the teleporter at the top. You will meet one human in the passageway and there is another in the room behind you.



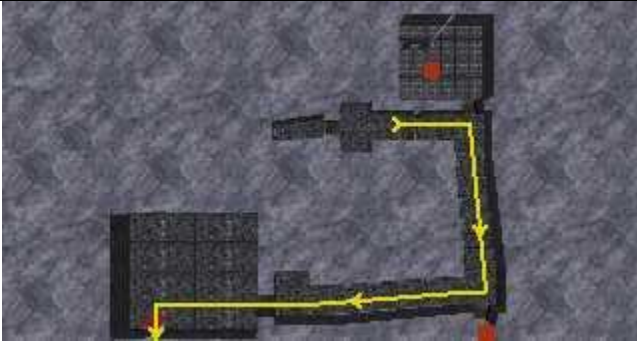
What comes next is a series of three teleporters. The squares mark the spot where you appear. There will be critters in two of the rooms (I don't think the programmers could fit one in the second room, but they would if they could).



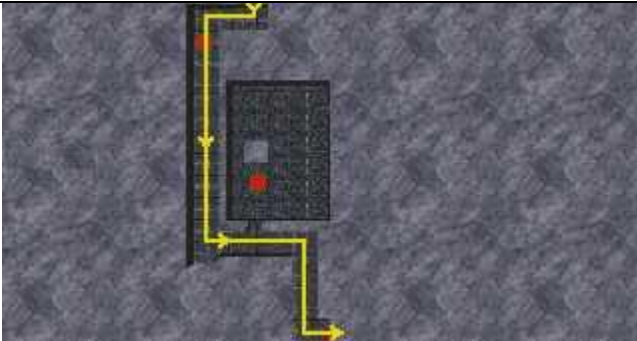
From the last room, go out into the hall, through the door, turn left, and keep following the corridor until you see a door directly in front of you. There will be humans and critters to keep you company along the way.



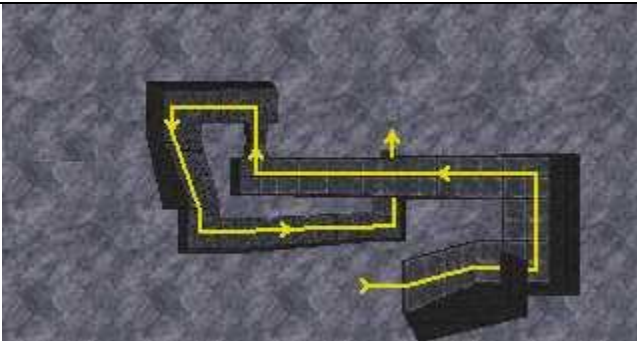
Behind the door is a sunken tunnel filled with water. I couldn't mark all of the critters on the map, but don't doubt for a moment that they will find you. On the west side is an underwater tunnel that will take you into another chamber. Go out the door on the east side, up the stairs and squirm your way through the window in the wall blocking the passage.



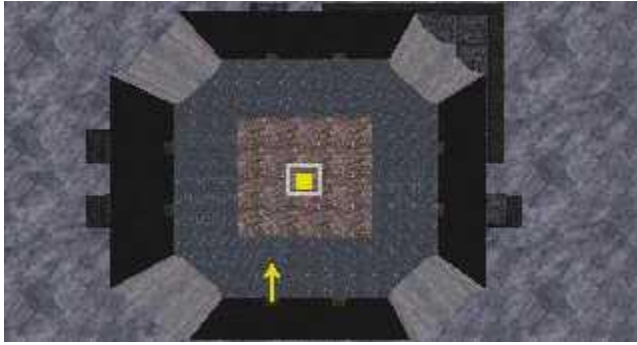
It will take some wiggling to get through the window. Follow the passage beyond (there are a couple of humans that will come out to say "Hi") until you reach a door in the west wall. Go through it and use the door in the south wall in the room beyond.



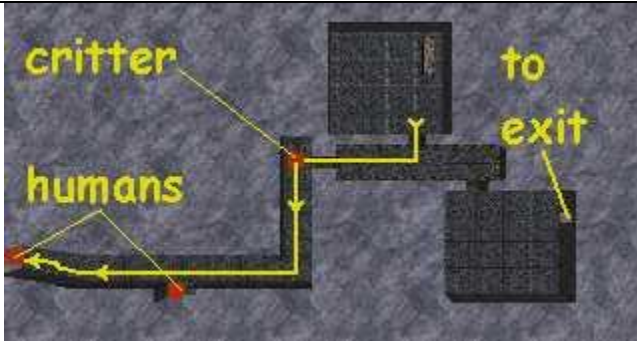
Go up the stairs; follow the corridor, taking the first left passageway. There is usually a knight in the first room on the left. From here it's pretty easy because there are no side doors or passages.



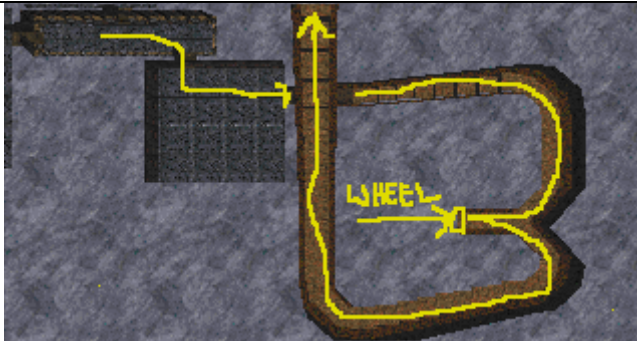
Just keep following the passage down until you get to the big room at the end. No critters in this portion unless something randomly pops up.



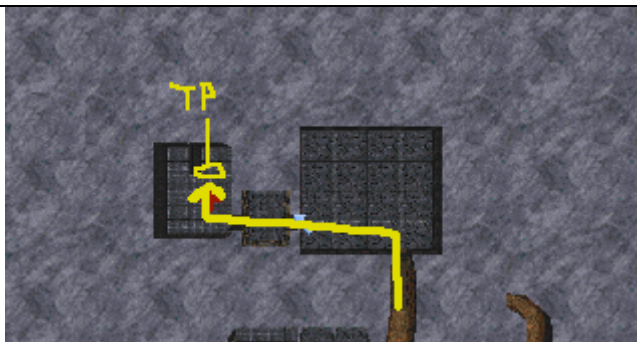
The painting is on the pyramid in the center of the room. Climbing up on it should unlock the doors on each wall. Except for the south wall, there are human fighter-types behind each door (2 each behind the northeast doors). Pick up the painting. "Use" it to find out what really happened to Lysandus. You can always lie about it to Akorithi when you report back to her.



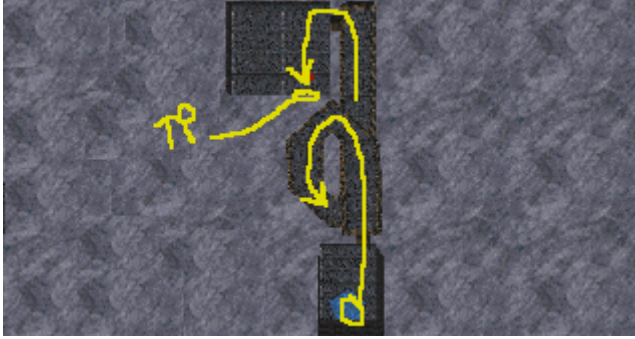
Getting out is a bit of a problem if you didn't anchor a "Recall" somewhere. Go all of the way back to where you last teleported and go through the secret door in the other room.



Follow the narrow tunnel until it forks. Turn the wheel at the base of the fork, then keep going and through the door at the end.



Across the hall from this room there is another teleporter. Use it.



Go through the door and follow the corridor until it ends with a door on the left. Go through that door and use the teleporter. This part was the tricky part. Getting the rest of the way out is just a matter of following directions.

There will be a secret door in the south wall of the room where you appear. Take the tunnel to the end; turn left when you get out the door. Go through the door (watch out for the hole in the floor if you pulled the lever in the little teleporter room on your way in) and out the south door of the room. Turn east at the first 4-way intersection, take the first corridor to the left and you'll see the main hall at the end. Remember, if you didn't kill the guards on the way in, they'll be looking for you on the way out.

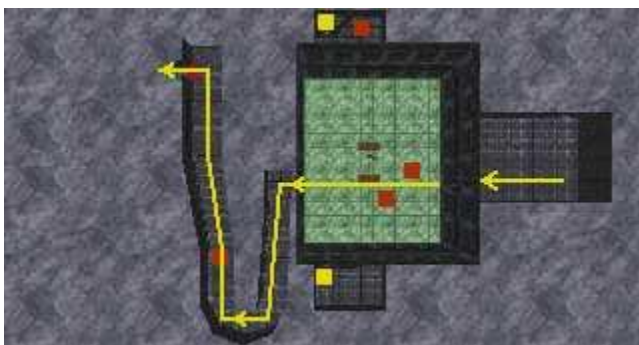
When you report back to Akorithi, she will ask you whether you looked at the Painting or not. If you say, "Yes," your rep will take a slight hit in Sentinel and she will fuss at you about sticking your nose into the affairs of Royalty. If you say, "No," (in other words, if you lie) you will probably get away with it. She will pat you on the head, give you your gold and send you on your way.

The Blades

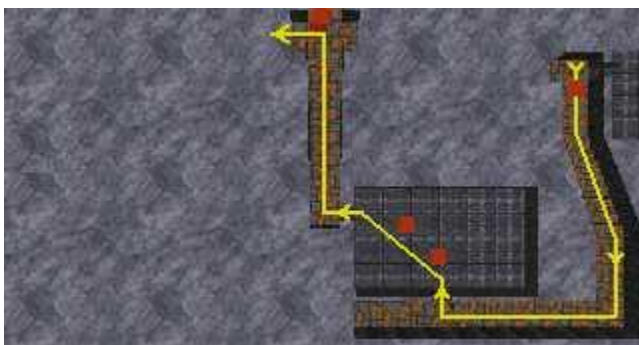
You must be at least 8th level and have completed the Painting quest for Queen Akorithi to activate this quest. You will receive a letter from one of the Underking's agents which asks for a meeting. The meeting will take place in a tavern in a random town in Sentinel. You will have 30 days from the time you get the letter to get to the meeting, but this is a little buggy. If you travel to any other province besides Sentinel after receiving the letter, the letter will usually disappear from your inventory. The time limit given by the Underking's agent does not jive with what you actually have. Like the Courier quest, go with what's in your log.

Now that you've made buddies with the King of Worms, it's time to foil one of his schemes. He's planted a cursed item in the Blades stronghold (Castle Llugwych in Ykalon province). The Underking wants you to get it before it can do any harm.

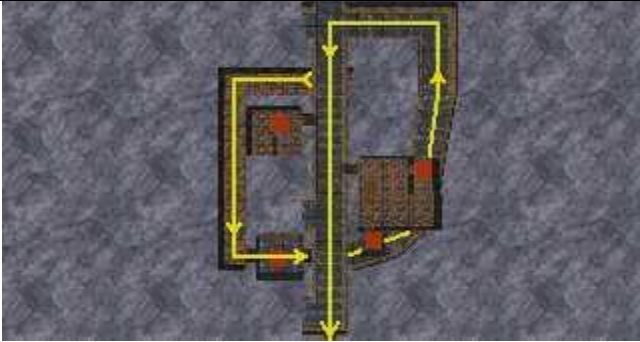
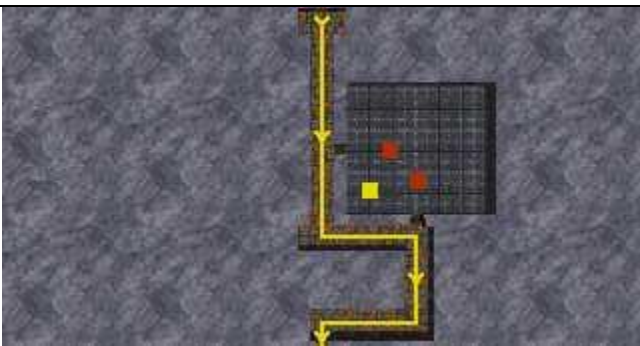

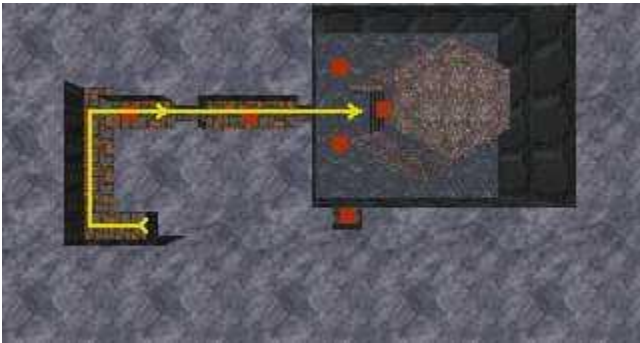
There are two ways to get to the item: the hard way and the easy way. The hard way involves getting yourself to the lower levels of the southeast corner of the dungeon and then making a long series of pulling switches and riding elevators. It's a good way to kill a few hours, kill a few critters and work on skills. It gets tiring after a while, so I usually resort to the easy way.



You enter the castle in a large room with a door across from you and one on either side. Go across; kill the orc and skeletal warrior in the next room. There are rooms to the north and south of you that have treasure piles in them. The northern room also has a warrior-type. Go out through the door in front of you. Follow this corridor around (there's a Mage waiting for you at the bend) until you get to a door on your right (west). Go through it.



Go up the stairs to the south (a warrior-type is waiting for you). Follow this corridor until you get to a door on your right (north). Go through this room (a human and an animal occupy the room) and out the west door. Follow the corridor until you get to a 4-way junction with a dead-end (and a warrior-type) in front of you. Turn left (west).

	<p>Follow the passage through a small room (animal) and up a curving passageway. When you get to the 4-way intersection, go south. Follow this corridor until you get to the door (south). Two critters may come out of the rooms to the east and west.</p>
	<p>Go through it and south until you get to the T-intersection. Turn east (or cut through the room with the critters and treasure pile). Go up the short ramp and follow the passage until you get to a door on your left (south).</p>
	<p>Follow the corridor to its end. There will be a door in front of you (east) and a door to your left (north). Through the eastern door is a room with a bad guy. The lever in room 1 should open a door in the corridor above you. The lever in room 2 unlocks an elevator. Now go back to the elevator shaft (3) and take it up (it's already at the top when you get to it).</p>
	<p>You'll be facing west in a corridor that turns north just in front of you. Take the opening on the right (east). The north-south corridor has another elevator at the north end, by the way. There will be a bad guy (random) in front of the door and a Vampire Ancient behind the door. Behind the door at the end of the short hallway is a room with a pyramid, 2 gargoyles, 1 regular vampire and a critter in the side room. The object you want is on top of the pyramid.</p>

The Vampire Ancient can be a tough fight for a character 10th level or less. If he's too much for you, let him chase you back to the elevator shaft while you

ride the elevator all of the way to the bottom. He will wait for you to come back (no one ever claimed that DF vampires were terribly bright).

From the bottom of the elevator, go east at the first 4-way intersection (there should be an elevator at the end). Ride it up to a Y-shaped passageway and take the right (northern) branch. You'll find a secret door a couple of paces past the corner. Take that elevator up and you'll be at the north end of the corridor leading to your destination (the Vampire Ancient should still be around the corner, guarding the southern elevator shaft).

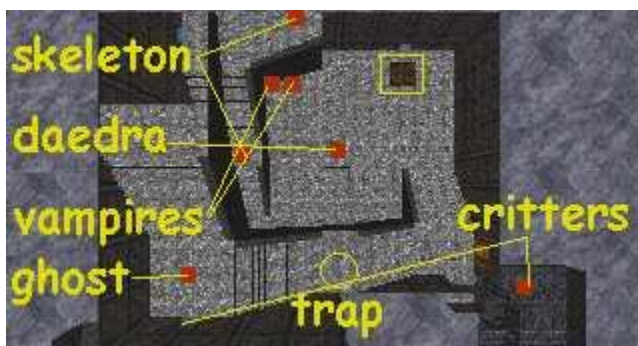
After retrieving the item, the Underking's agent will remove the curse from the item and let you keep it (it's a random magic item, meaning that your odds of getting something fairly cheesy are pretty good). He'll also tell you where Lysandus is buried and mark it on your map (the tomb is in Menevia province).

To the extent that the quest results in your getting information which you could get elsewhere, I would classify it as an "optional" quest. To the extent that it's a lot easier and more fun than dealing with random assassins, it's a required quest.

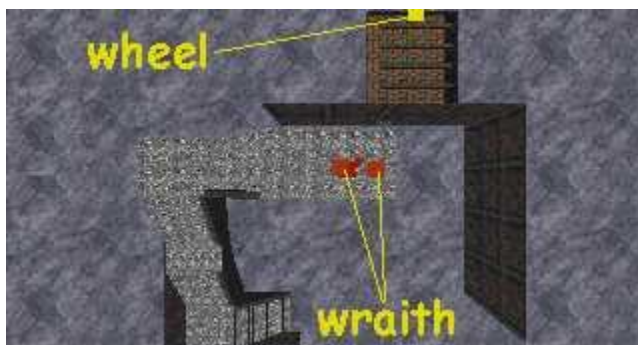
Medora's Tower (standard walkthru)

You must be at least 8th level in order to complete this quest. In order to set Lysandus' ghost to rest, you need the help of Medora Derinni, Lysandus' mage and mistress. Lhotun told you where her tower was. There are several entrances to the tower. There's the front door and, for those who like a challenge, there are a couple of entrances at the top of the tower. All enter into the same place on the map.

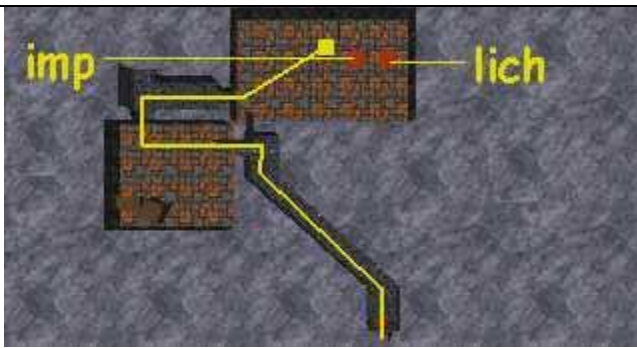
The path to Medora is fairly short, but deadly. If you're 8th level, you MIGHT survive the trip using this walkthru. I've taken serious damage at 30th level, so it's no picnic. If you want a much easier way of going, there is a [shorter path](#) that avoids many of the pre-placed critters and puts you up against random critters instead (random critters are pretty much based on your level).



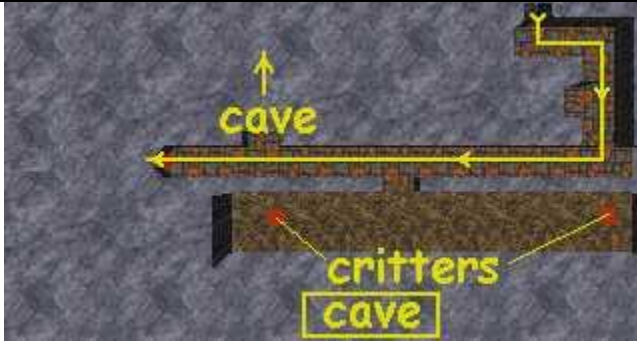
Go through the door to your left as you enter the tower. You'll find two Skeletal Warriors on the other side. Go down the stairs (two vampires at the bottom) and up the stairs on the other side of the tower to the very top. The second landing is a trap that loads when you cross it and triggers when you hit the stairs on the other side. You can avoid it entirely by levitating over it. There is a ghost at the third landing, which might act as a shield for you, but Spell Reflection does not seem to work with this one.



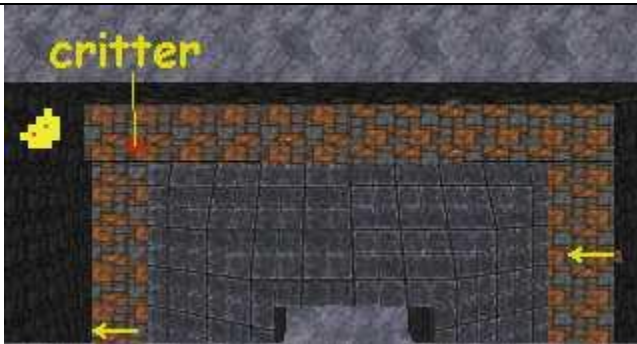
There will be two wraiths waiting for you at the top. By this point they should be no problem for you. The door at the top will be locked. Pick it, bash it or cast "Open" on it. Turn the wheel on the back wall above the fireplace (you may need to turn slightly in order to see it - it tends to fade in and out) to open the trapdoor at the bottom. Odds are that you'll have a Daedra Seducer to contend with at the bottom. She usually manages to get stuck in the central column. If you want to, shoot her full of arrows before dropping through the trapdoor.



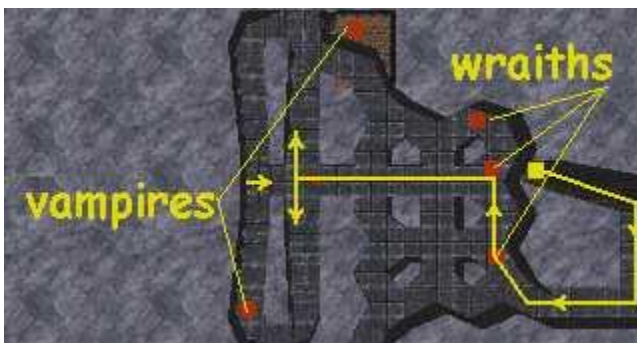
Drop through the trapdoor. You'll find a lich and an imp. Of the two doors that lead from this room, one opens into a corridor. Go through that door and stop where the passage turns. There's a secret door to your left. Go through it and out the door on the other side of the room.




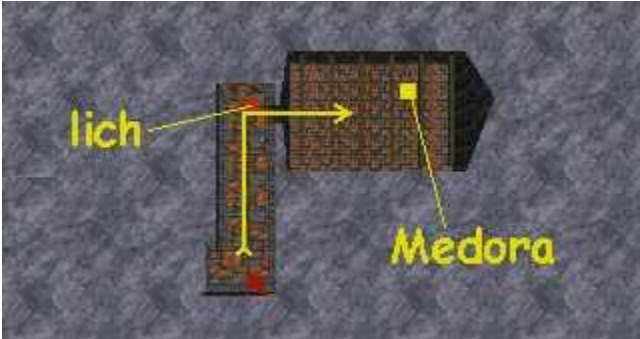

Follow that corridor until it T's. You need to go right. Go down the hall. You'll pass a room with a bridge over a cave. There are two critters on your side of the cave. At least one (probably both) will come out to get you. Once you're past the cave, you'll come to a room with a large pyramid in it.



Go across the pyramid (there's a critter at the bottom - if your Stealth skill is high enough, he'll probably leave you alone) and through the door opposite the one you came in.

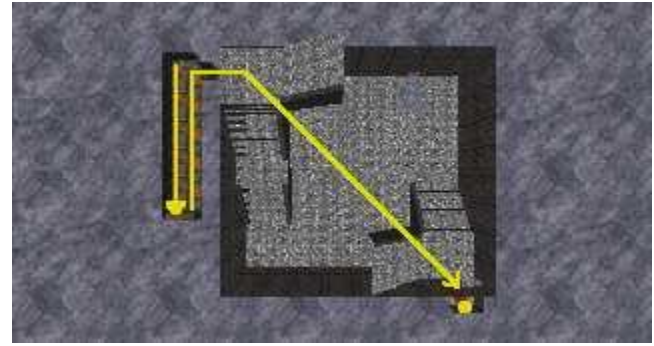
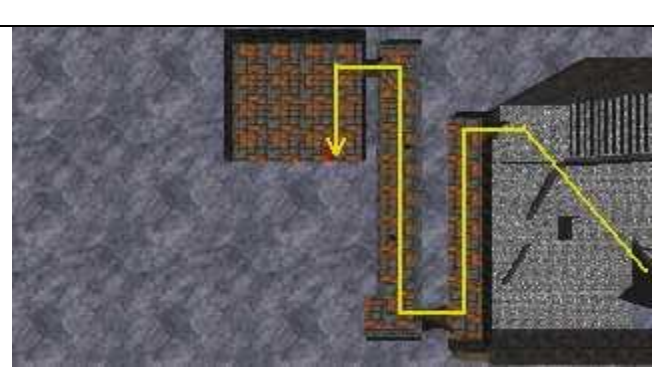
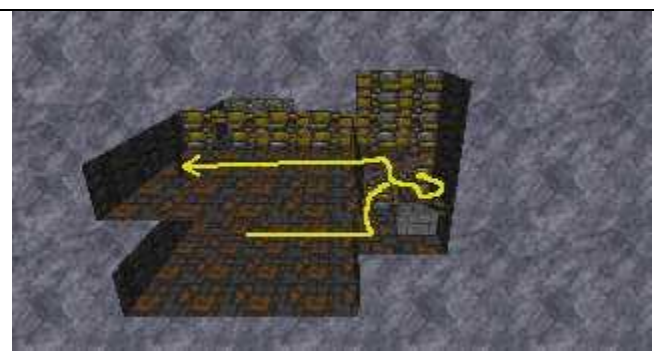


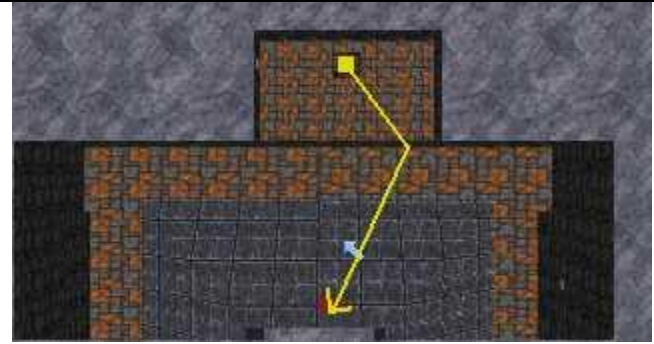
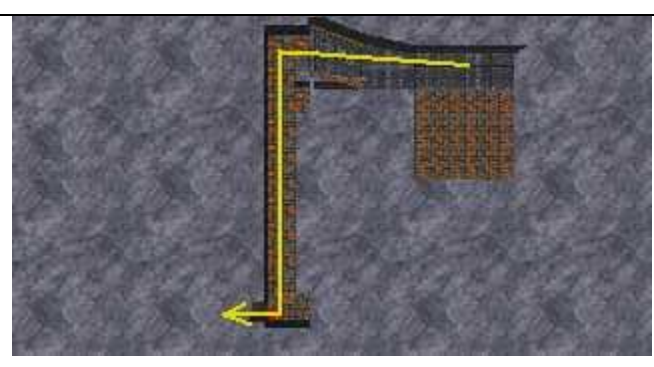
The back wall of the room is a very steep incline going up. It's tough, but it is possible to climb it. I almost always levitate up, but trying to climb at the sides is usually more successful than trying in the center. Go around the corner at the top and you'll come to a room that looks like a maze. The door you pass is where the other walkthru will hook into this one. There are three wraiths in the room. Don't go through any doors. You'll want to take the opening that has a ramp leading down on your left and right and a corridor in front. Take the ramp down (It doesn't matter which one -- they both go to the same

	<p>place and both have a vampire on them). Kill the vampire and keep going down.</p>
	<p>Taking the stairs down at the tapestry, you'll come to a room with two square pillars and a ghost. One of the pillars will have a lever on each side of it. Pull the two that have banners across from them (the east and west sides of the pillar). Don't pull any others (unless you want to mess with a Vampire Ancient). Go to the doorway that has a banner with a gold bull next to it. Go through that and out the other door. You'll see stairs leading up. There will be two wraiths on the stairs.</p>
	<p>There will be a Lich waiting for you at the top. Sometimes you can get him to follow you down the stairs to the room with the movable walls. If you can do this, you can pin him on the other side of a wall and fill him full of arrows. If not, swing your sword and do it the old-fashioned way. Go through the doorway and Medora will be right in front of you.</p>
	<p>Medora will be most happy to help you lay Lysandus' ghost to rest. But she's locked in the tower and can't do much. You need to retrieve a Unicorn's Horn from Nulfaga and bring it back to her. If you enjoyed the trip to Medora, cheer up. You'll get to do it a few more times.</p>

Medora's Tower (shortcut)

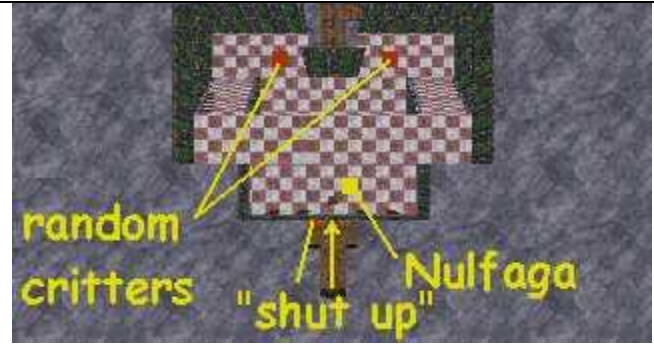
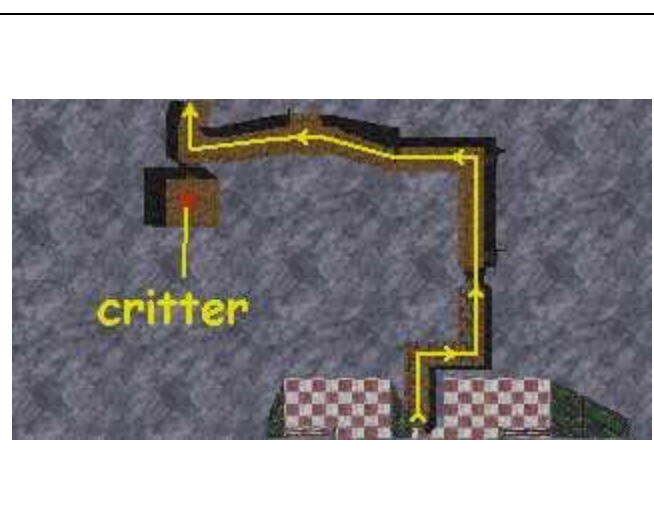
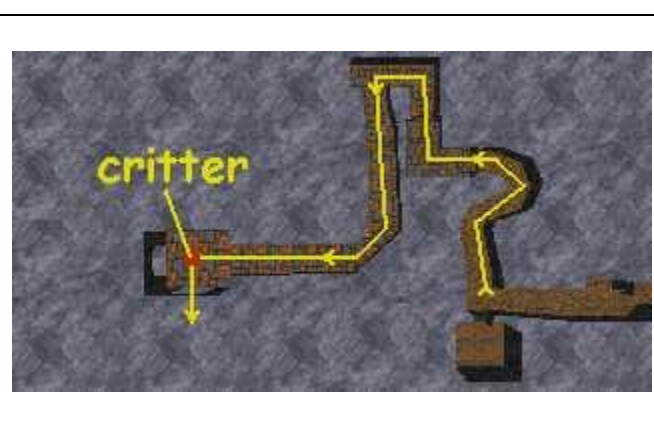
The standard walkthru has been around for so long that I don't even remember where it came from. I think Bethesda came up with it and everyone has been following it blindly (including me) for what seems like forever. I finally got tired of getting spelled by all of the liches and vampires and looked for a shorter (translate: easier) way to get to Medora. I found it and here it is:

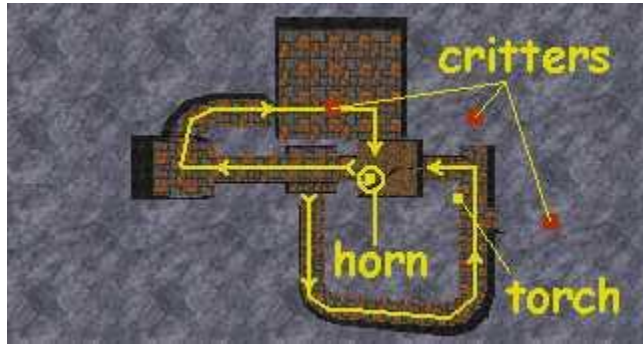
	<p>Run down to the end of the entrance hallway to draw the Skeletal Warriors away from the door. Wait until you hear them on the other side of the wall and then go back to the door. Levitate (or walk) across to the landing diagonally across from you (something will probably come through the door) and turn the wheel. This moves a stone plug farther down the entrance hallway.</p>
	<p>Go back to the entrance and down the hallway. Go through the door and turn right (north). There will be a random critter in the corridor. Go to the door at the end and through it. You will find a teleporter in this room. Use it.</p>
	<p>From where you appear (there will be a random water critter in the room with you), go through the door and up the stairs. Behind the door at the top (there will be a random undead in the room) is another teleporter. Turn slightly to your left so you are looking at the teleporter almost edge-on and click on it.</p>

	<p>You appear on top of a closed trapdoor (there is another random critter in the room -- if you turned before clicking, it will be in front of you). Go through the door in the south wall and up the side of the pyramid. Click on the hanging chain to cast "Levitate" and fly up to the top of the platform directly above you.</p>
	<p>There will be a random critter near the wall at the back of the platform. Go up the west (left) stairs. Something will come get you from the opening to your left (another random critter). Go through the door on the right at the end of the corridor.</p>

From this point you follow the [standard walkthrough](#). There will be three wraiths in the room behind the door, a vampire on the ramp going down on the other side (it doesn't matter which ramp you take -- there is a vampire on each of them), a ghost in the room with the levers (pull the ones facing the tapestries), two wraiths on the stairs going up and a lich right outside of Medora's room. To get out, just go back the way you came and follow the chain of teleporters until you get back to the entrance hallway.

Unicorn Horn (Shedungent)

	<p>Getting to the Unicorn Horn is a pretty quick trip (unless you really feel like exploring Shedungent again). Go into Nulfaga's chamber (remember to say "shut up" to the banner to get in). Nulfaga is still nuttier than a fruitcake, so ignore her and go out the door on the other side.</p>
	<p>The first door on your right has three levers in it. These raise and lower portcullises (portcullisi?) in another part of the dungeon and will allow you to get back out by the long route.</p> <p>The second door on the right is where you would come in if you had taken the long route to get to Nulfaga.</p> <p>Follow the passage up the stairs and down the other side. There is a random critter in the small room to the left. If it is capable of opening doors, it will try to come out and play with you (isn't it nice to be popular?).</p>
	<p>Keep following the corridor until you get to a set of stairs on the left. There is a critter a short way past the stairs that will sometimes come out to play, but this does not always happen.</p> <p>At the top of the stairs you will find a four-way junction (and a playmate). This whole area is a series of ramps and landings that you are welcome to explore if you are of a mind to do so. If not, you want to go south from this junction.</p>



Follow the corridor around until you see a torch on the left-hand wall (west). Clicking on it will open the passageway so you can get to the Horn.

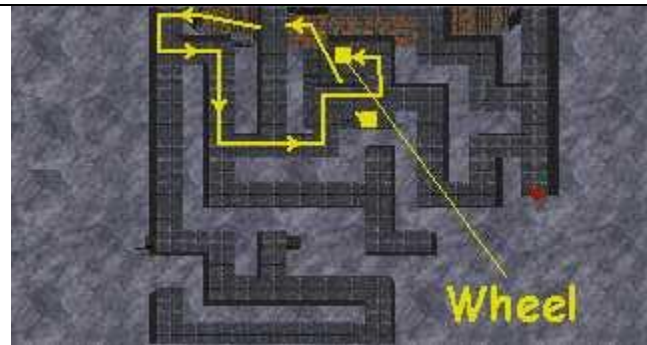
There is a critter directly in front of you, but it's the one at the end of the right-hand passage that usually manages to get in a good backstab before you know it's there. After getting rid of your friends, turn left and go up the ramp to another landing, where you will go north. In the room at the end of this passage is another critter (playmates all over the place, huh?). The door you need is in the south wall, but it's a "secret" door and difficult to see. The horn will be on the bed. Retrieve it and take it back to Medora.

Barenziah's Book



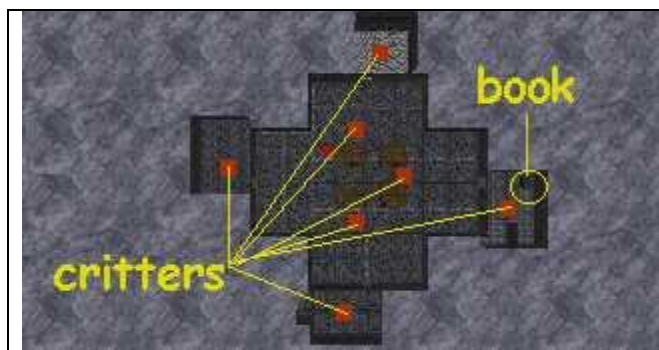
Shortly after reaching 9th level, having completed Helseth's Blackmail Quest and assuming you are still in the good graces of the nobility of Wayrest (not an easy task since almost everything you do seems to offend them), Queen Barenziah will send you a letter asking you to visit her to discuss some business of mutual interest. Her business is needing you to retrieve a chapter of an unauthorized biography ("correct wayward revolutionaries," as she so euphemistically puts it). She promises you information and a few GP's if you will take care of the matter for her.

If you move quickly, the book will be somewhere in the depths of Orsinium, normally in the eastern chamber under the big pyramid. There is a trick to getting to this room. Unlike similar set-ups in other dungeons, there are no chains hanging down from the platform to cast levitate on you. You will either need your own Levitate, a "Slowfall" spell/potion/device or be willing to take the damage from jumping down.



Once you've jumped into the northeastern fountain and gone up the stairs to the left, you need to get into the maze above the pyramid chamber. Take the first left (east), ignore the next left, and take the third left (north). Around the corner you will find a wheel on the wall. Click it to unlock the doors below the pyramid.

Go back to the platform and Levitate, Slowfall or jump down into the pyramid. If you choose Levitate or Slowfall, be cautious of the three critters (usually Orcs of some kind) at the bottom. They have a very bad habit of moving right under you, making it impossible for you to land (they can hit you, but you can't see to hit them - this is especially true of Slowfall). There are also critters in each of the four rooms and the doors to these rooms are now unlocked. This could get a little hairy.

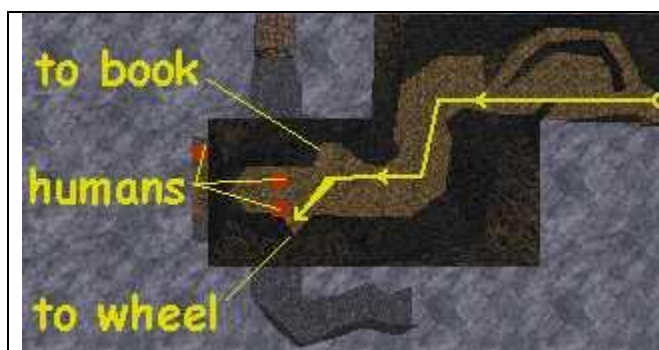


The book will be in the eastern chamber. Pull the lever in the small closet to raise a platform that will allow you to access a wheel on the side wall. Clicking on the wheel will teleport you back on to the platform above the pyramid. You get out of Orsinium the same way you came in unless you have a "Recall" anchored.

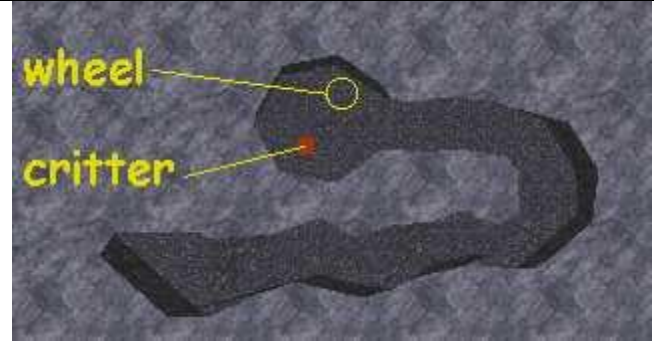
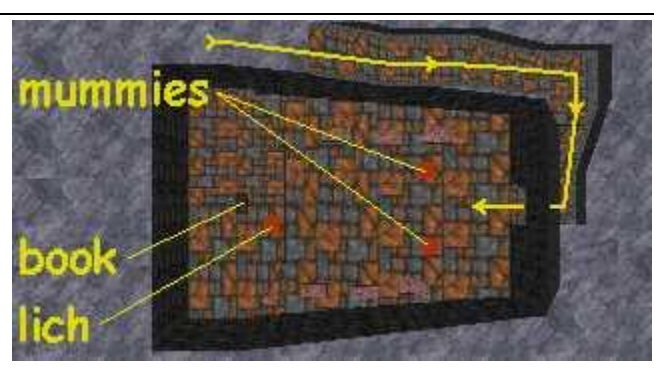
If you don't feel like messing with the wheel, you can attempt to open the doors yourself. You will need an "Open" spell, some item "of Undeniable Access", an outrageous lockpicking skill, or the Skeleton Key artifact (all four wouldn't hurt). Cast your spell or use the item until the door opens. The cheapie "Open" spell you probably made to practice your Mysticism skill will work if you have patience. By this point your odds of success are fairly good if you are persistent and the extra skill practice never hurts.

If you do not move quickly, the book will be moved to the depths of Scourg Barrow.

Instead of heading for the King of Worms, you want to head for the Rift. There are no stairs leading to the bottom of the Rift, so you will either need to Levitate, Slowfall or Jump. The floor of the rift has occasional critters on it (mostly animals at the end where you start and humans farther down), but the real danger comes from the Humans who populate the upper ledges. They like to shoot arrows at you and it's at least moderately difficult for you to return the favor. The ledges connect, but it is a long, tedious process to get from ledge to ledge without levitating or using the floor of the Rift.



Go all of the way to the end of the Rift. You will be looking for a secret panel on the south wall when you get to the end. Clicking on the panel will open it.

	<p>At the bottom you will find a round cave that has a single critter in it and a wheel set in the floor. Turn the wheel and go back up to the floor of the Rift.</p>
	<p>The wheel raised a portcullis that blocked the passage on the other side of the Rift. Go down the passage to the bottom. You will find a room similar to the Necromancers Headquarters. There will be two mummies and a lich in the room. The lich can't come down off of the platform at the end, but he can still sling spells at you. The book should be on the black altar at the back of the room.</p>

The two mummies are no great shakes, but the Lich's ranged spells are killer. He never seems to run out of magical, so either have some sort of Spell Resistance/Reflection up or be willing to take the damage while making a frontal assault.

The information that you gain from this little excursion is that Barenziah and the Emperor were lovers, she became pregnant and he had the pregnancy terminated against her will. It sort of explains why there is no love lost between Wayrest and the Empire. Since you do not need to have this information to complete the Main Quest, this particular quest is entirely optional.

Scourg Barrow is probably the largest of the Main Quest dungeons. It is disappointing to see all of that effort wasted on a couple of short excursions to the Necromancers and a "maybe" trip to fetch a book. If you have the time and inclination, Scourg Barrow is worth an explore all on its own. Stock up on drinks and munchies because you will be at it for a while.

Lich Dust

You must be at least 10th level to activate this quest. At some point after delivering the Unicorn Horn to Medora, she will contact you and tell you to go see Gortwog about the Dust of Restful Death, which is supposed to put Lysandus' spirit to rest.

This quest may also be accidentally activated if you try to do Elysana's second quest (The Setup) and Gortwog is the person you're supposed to see. It seems that if you try to talk to Gortwog at any time after talking to Medora for the first time, it activates this quest prematurely.

Gortwog will tell you that the dust will only calm Lysandus, not put him out of his misery. In return for his help in telling you where to locate the Dust, Gortwog wants Medora's support for his claim to the "heart of Tiber Septim" (the magic dingus you're supposed to be finding).

The Dust will be in a random dungeon in Balfiera province, in a random location within the dungeon. This quest has a lingering bug that prevents the quest dungeon from appearing on your overland map. Use the <ctrl>+f1 cheat to get it and then follow your usual dungeon crawling routine.

The key is that you're not looking for the component; you're looking for a mummy that will have the dust and a letter on its body. If you're using one of the later patches, the dust and letter will be on a green background (like any other quest object). If you're not using a patch, make sure that the mummy has lich dust AND a letter that says something about Medora. If it doesn't have both, then you haven't killed the right mummy. The letter makes interesting reading, but you have to "use" it several times to get all of the information out of it. When you've got the dust and letter, take them to Medora. She will make a few comments about Gortwog and the Orcs and tell you to come back in a month to get the finished product.

Lysandus' Tomb

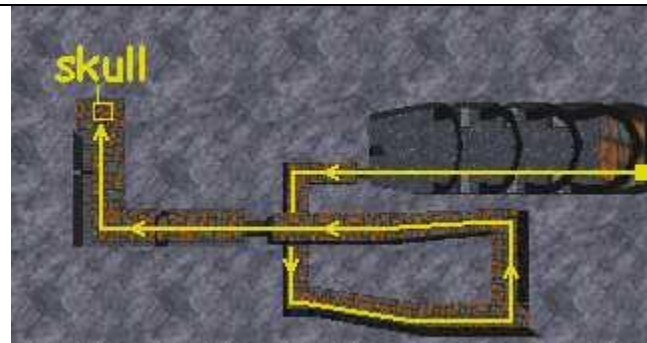
How you kill the month is up to you. Personally, I either anchor a "Recall" outside of Medora's tower (you're asking for trouble if you try to teleport INTO anything), then find some location that will take me 30 days travel time, go there, and teleport back to get the dust. Or I travel 15 days away and then travel back (Daggerfall is 19 days).

There is apparently no time limit on picking up the dust. I've run as much as 45 days past the end of the month and still been able to get the dust. If you're 10th level, you would be wise to be prepared for a fight before taking this one on. There are some very nasty critters keeping Lysandus company.

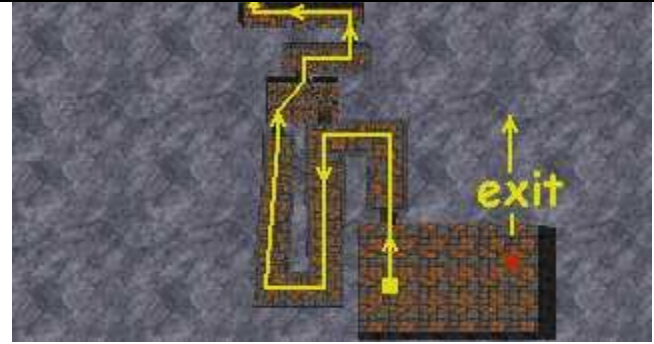
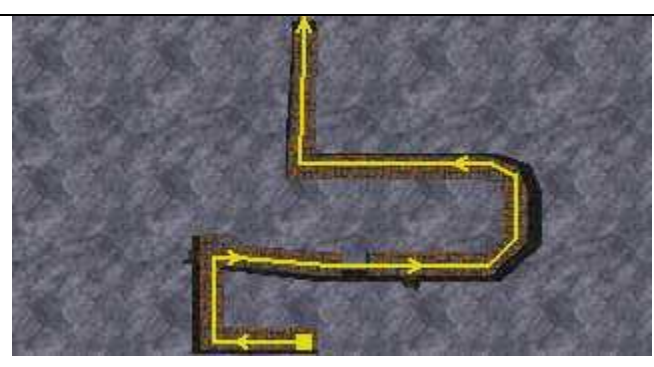
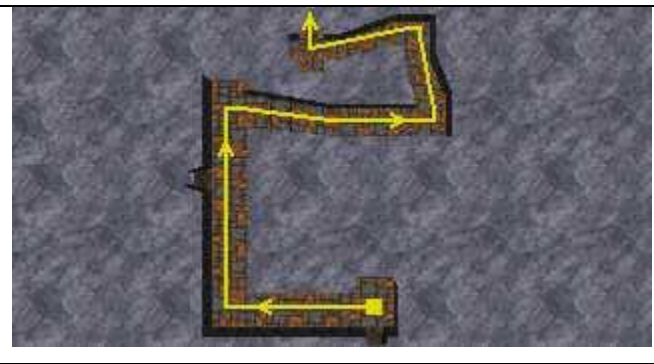
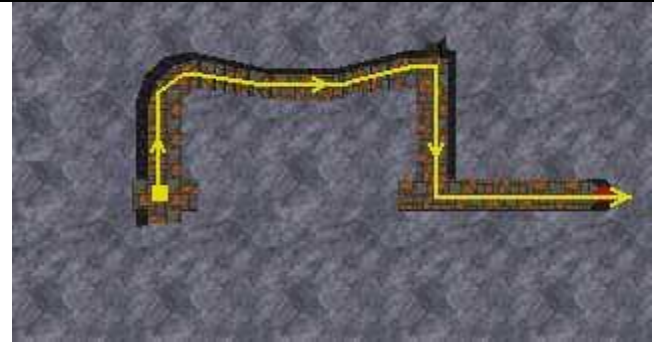
There are three ways to get the location of Lysandus' Tomb. First, you can successfully complete the quest for the Underking. Upon delivering the item from Castle Llugwyh to the Underking's agent, the tomb will be marked on your map for you. Second, you can talk to Elysana in the Wayrest Court. The quest to escort her cousin will net you a string of assassins, one of whom will have a note with the location of the tomb (this doesn't work very well). The third method is to cheat. There are two ways of doing this: you can either use the cheat mode keystroke (<ctrl>+f1) to put all dungeons on your map and then look for it in the Menevia Province or you can travel south (overland) from Westcastle. You'll get there eventually.

Here's a curious one: Lysandus was king of Daggerfall, fought with Sentinel over Betony and died in Anticlere. Why is he buried in Menevia? Personally, I think it was the result of a dart toss at Bethesda. Travel to the tomb and be prepared for a LONG walk.

Make sure you've got the dust before you go into the tomb. Many an over-eager/greedy player sold it off or dropped it and then couldn't finish.

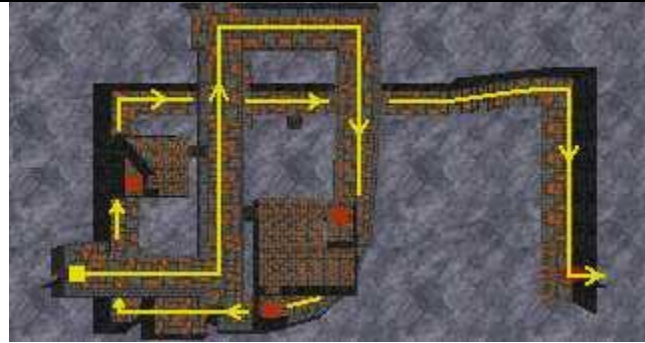


You'll enter the tomb in a large room with statuary on both sides and two doors at the other end. Go through the door on the left. Follow the passage around and take the first opening on the left (north). Follow this corridor through a door and keep going until you get to a floating skull. Click on it and you'll be teleported to another room.

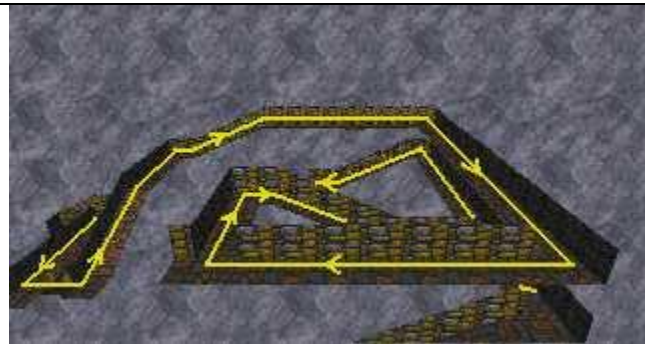
	<p>Go out through the door in front of you. Follow this new passage, not going through any side doors. If you did not anchor a "Recall" somewhere, you will need to come back to this room to get out of the tomb.</p>
	<p>When you get to a door to the west (left) and an opening to the east (right), go right, up the ramp (watch out for the pit at the top) and onward until you come to a door.</p>
	<p>Go through the door, turn left (east), and follow the passage. Take the first right (east) passageway and go down. When you get to the 4-way intersection, go right (north).</p>
	<p>Go east at the T-intersection and through the door.</p>



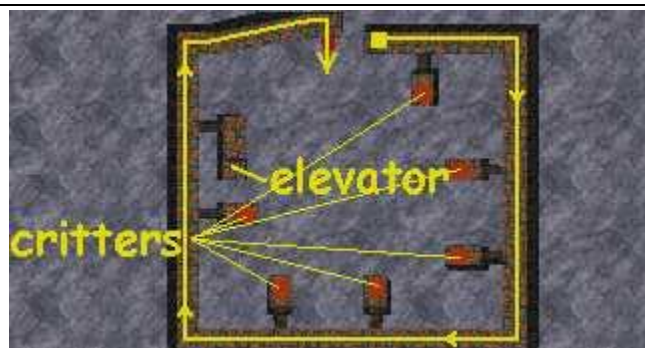
Turn left and follow the passage, turn only when the passage does and stop when you get to the first door to your left. Go through this door.



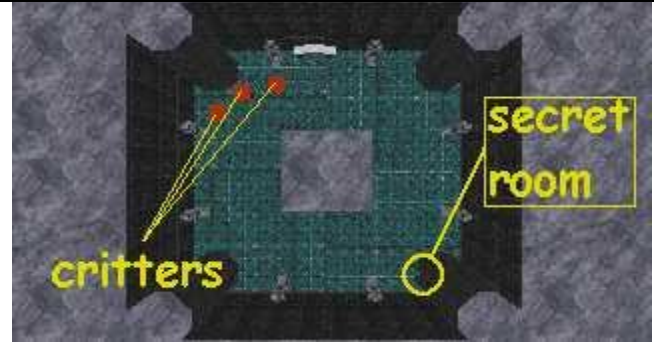
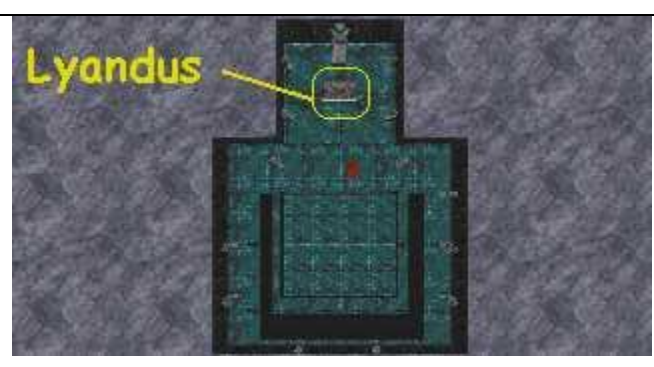
At the T-intersection, go left (north). At the 4-way intersection, go right (east). Follow the passage around, go through any doors in front of you, go through the next 4-way and go through the first door on your left (east). Critters will be jumping out of the rooms that you pass.



This new passage is very long. Turn right at the second T-intersection, then go left at the next T-intersection. The passage will end at an elevator. Pull the lever and ride it.



OK. Now to get you to Lysandus, himself. The entrance to the tomb is right behind the wall at the top of the elevator. Too bad there is no "Passwall" spell in Daggerfall. Follow the passage around (random critters behind all but the last two doors – could be easy/killer depending on your level). Take the next elevator down and pull the lever that you find at the bottom. Now go back up and enter the tomb.

	<p>There will be three critters to your left when you enter this big room. In the southeastern big pillar, there is now an open door with a lever behind it. Pull the lever and the middle of the room will start to drop down. Run and jump on it before it gets too far down.</p>
	<p>There will be a couple of critters at the bottom, but usually they manage to fall into the pit under the elevator. Lysandus is in the big coffin at the north. Pretty fancy digs for someone who was buried on the sly.</p>

If you have the Dust in your inventory when you click on Lysandus' coffin, you should get a nifty animation where Lysandus tells you who killed him and how to put him to rest (the answer to "whodunit?" is "Lord Woodborne of Wayrest" -- the mysterious "W." giving the assassins their instructions).

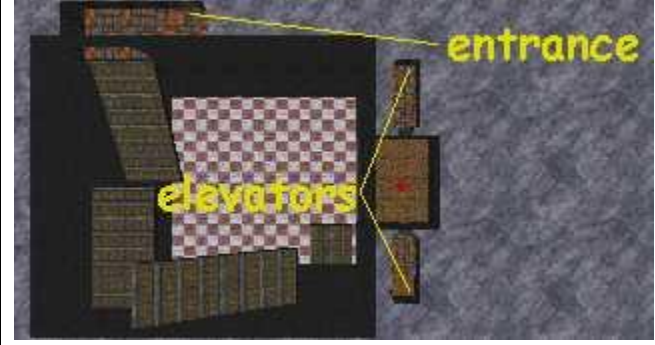

Getting back out again is another long walk. Go all of the way back to the room where you appeared after clicking the skull. If you go through the other door, you will get to another floating skull. Clicking on it will teleport you back near the entrance.

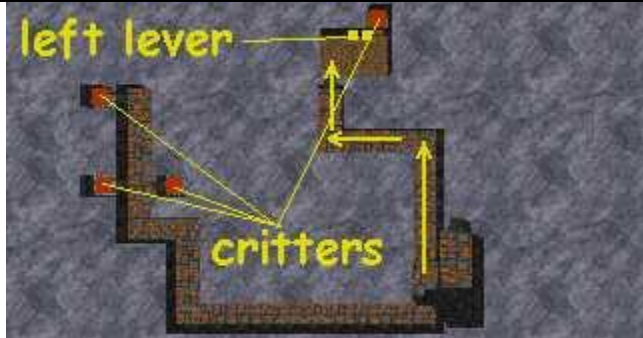

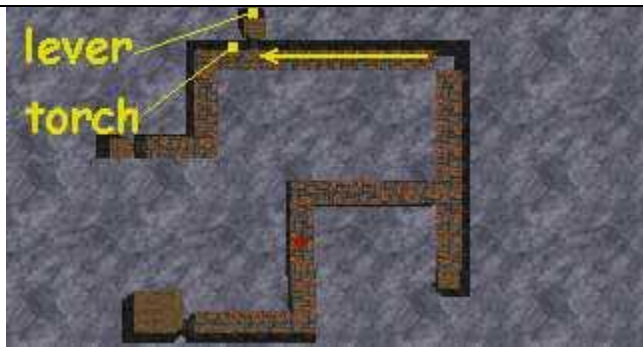
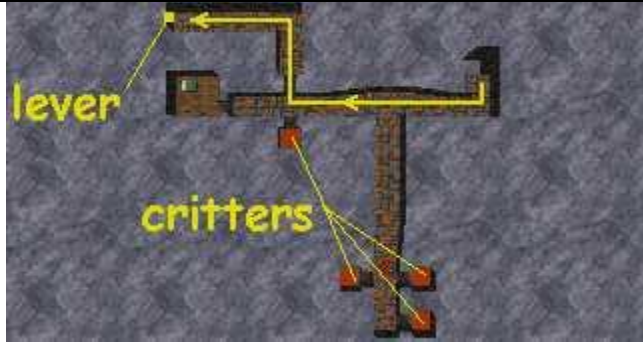
Woodborne Hall

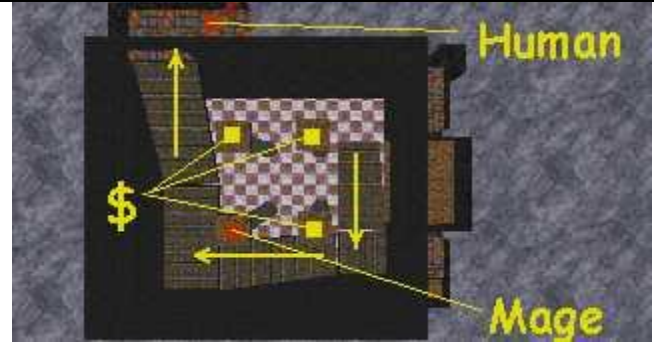
After Lysandus tells you that Lord Woodborne is the guilty party, Woodborne Hall in Wayrest appears on your map. There are two ways to dispose of Woodborne: (1) kill him yourself (after all, he's done nothing to make your life easier) or, (2) let King Eadwyre kill him for you.

The first problem you encounter is getting into the dungeon. There are several sections of a large ramp that have to be moved into place in order to get to it. The first part of the quest involves a series of elevator rides and lever pulls. If you don't feel like messing with riding the elevators, go pull both elevator levers and use "Levitate" to get around. If you don't feel like messing with levers and elevators at all, just levitate to the top of the hall and pick the lock on the door at the top. For those who want to explore, pull levers, practice skills and pick up some goodies, here is how to lower the ramp. The levers can be pulled in any order; so don't worry if you don't do it in exactly this order. After you enter Woodborne Hall, there will be a door on either side of you. There are elevators behind each door that will take you to the four levers you need to pull in order to position the ramp.

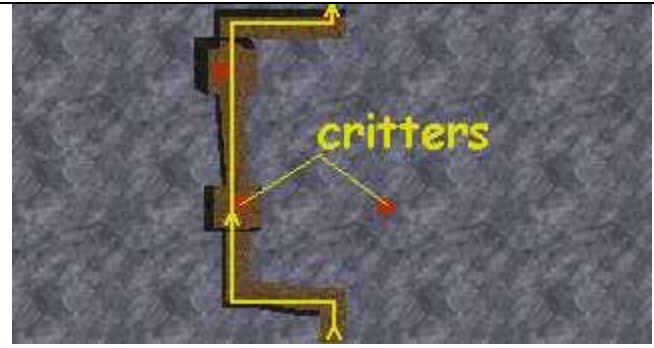
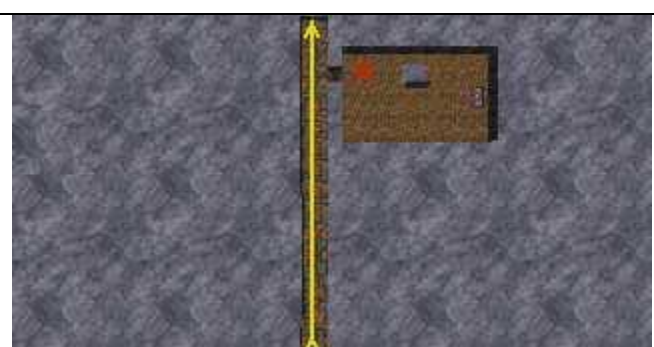
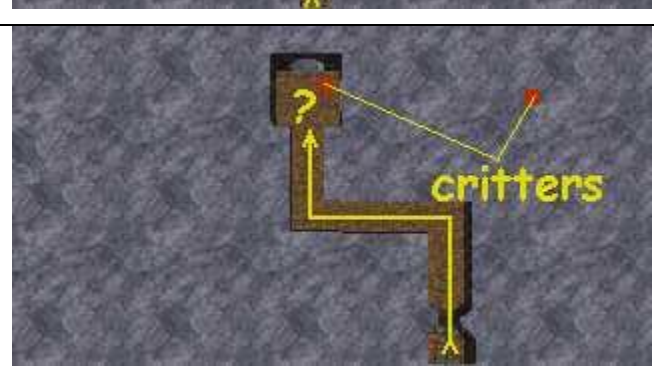
For those who want to just get on with it, go to the [Dungeon Entrance](#).

 A screenshot from a game showing a dark, stone-walled interior. A yellow arrow points to a doorway labeled "entrance" in yellow text. Another yellow arrow points to a set of stairs labeled "elevators" in yellow text. The floor is dark and reflective.	<p>As you enter the Hall, there will be doors to your right and left. These lead to elevators that will take you to the appropriate levers to lower the pieces of the ramp. The entrance to the dungeon proper is at the top of the hall.</p>
 A screenshot from a game showing a checkered floor in a room. A yellow arrow points to a small red object labeled "critters" in yellow text. Other yellow arrows point to other areas of the room, indicating the locations of other critters.	<p>Directly in front of you is a critter, with other critters behind pillars (out of view) and in the side rooms of the main hall.</p>

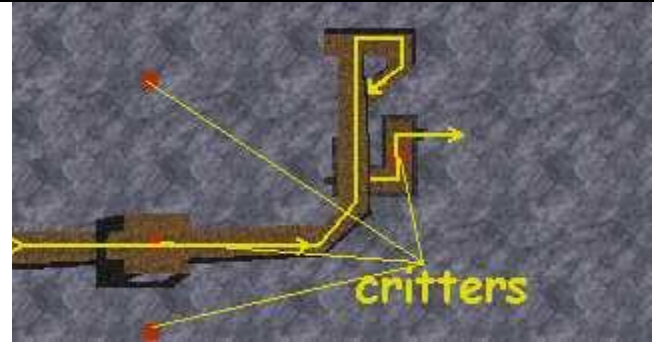
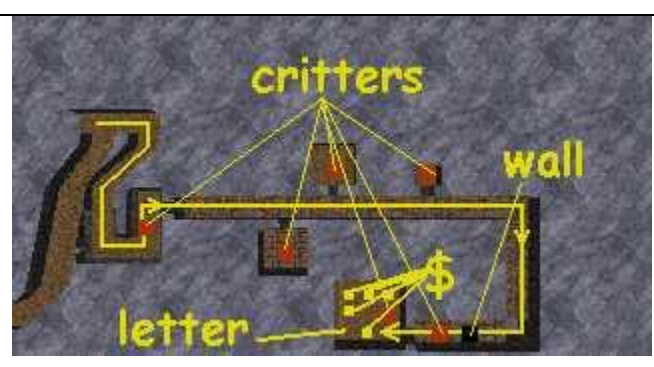
	<p>We'll start with the south (right) elevator. At the bottom, go north to a room with two levers on the wall. The left one moves a section of ramp. The right one opens a secret door with two critters behind it.</p>
	<p>Take the elevator back up to the next higher landing and go west. At the end of the hall is a room with two critters and a side room with a lever on the back wall. This lowers another section of the ramp.</p>
	<p>Now, back to the top and the elevator to the north (left). This elevator is tricky. It takes off when you try to step on it and pulling the levers just sends it out into the void. At the first landing, go west. When you get to the torch, click on it to open the door and reveal the lever.</p>
	<p>At the top landing, follow the passage until a door opens. Deal with the critter (sometimes it's treasure, so check your map to find the door) and go through the northern door. The lever is at the end of the passage (there's usually a critter in this hall, too).</p>

	<p>All of the pieces of the ramp are now in place and you can just walk up to the entrance. There will be a critter at the top of the ramp (usually human) and a mage on top of one of the pillars behind you. The other three pillars have treasure piles on top of them. Sometimes the critter at the top is nice enough to open that locked door for you, sometimes not.</p>
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The Dungeon Entrance

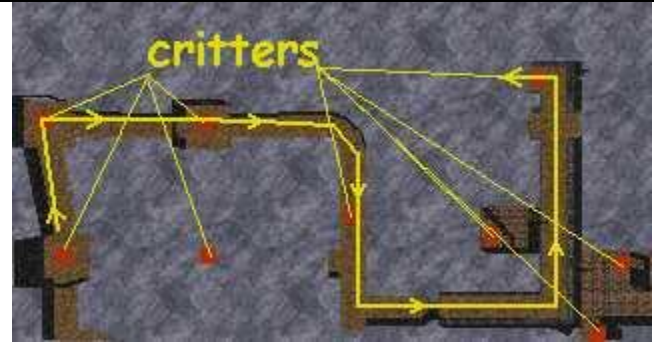
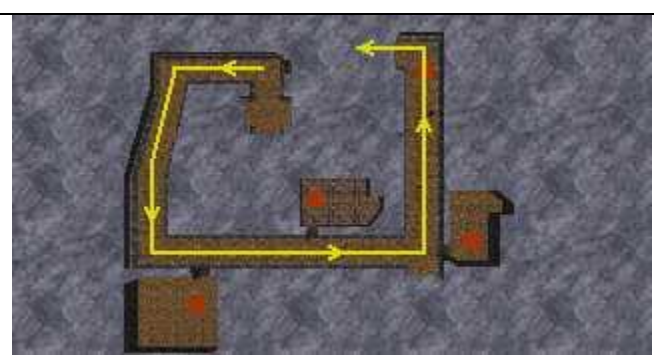
	<p>Go through the door at the top of the ramp, Follow the corridor to a series of ramps and landings (like Shedungent and Lysandus' Tomb). Keep going north and through the door to a straight passage going north.</p>
	<p>There will be a secret door (critter behind it) about 2/3 of the way down the straight passage. Go through the door and you will be in another series of ramps and landings.</p>
	<p>At the first landing, save the game because you have a decision to make and it doesn't always work correctly. Do you kill Woodborne yourself? Or do you let King Eadwyre do it for you?</p>

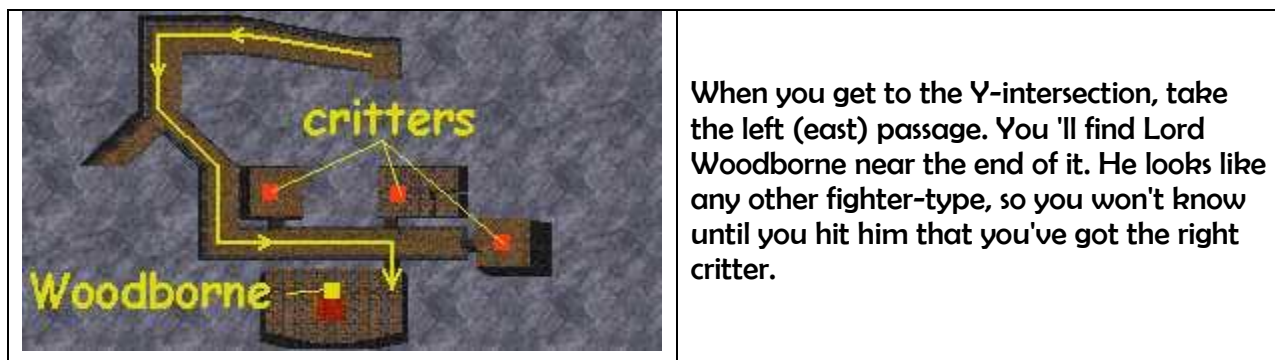
Route to the Letter

	<p>If you choose to let Eadwyre do the dirty work, go east from the landing until you get to a T-intersection. Go east. Do not go through any side doors. After rounding a couple of corners, you'll come to a door in front of you.</p>
	<p>Critters will jump out of the side rooms to get you as you go down the passage. When you get to the elevator shaft and look around the corner, you'll see a stone wall blocking your way. Ride the elevator up and then down and then back to the passage and the block will be gone. There are two spell slingers in the room with the letter and 5 or 6 treasure piles.</p>

The letter describes Woodborne's plans for becoming King of Wayrest. If you talk to King Eadwyre after collecting the letter, the king will order Woodborne arrested and executed. You are supposed to get a few thousand gold for your efforts, too. Sometimes the old skinflint just doesn't come through, but check your inventory. If you see a pile of coins in Miscellaneous, that's your reward money.

Route to Woodborne

	<p>From the landing, go north to the next landing and go east. Follow this passage to the first opening on the left (east) and go through the door. Follow the passage north through a 4-way intersection.</p>
	<p>Go north through the 4-way intersection and follow the corridor until you get to a T-intersection where you'll go north again. Follow the corridor around.</p>



Once Woodborne is disposed of, you'll (hopefully) see the animation of Lysandus being put to rest. All of the spooks will disappear from the streets of Daggerfall and you will have completed the second of the Emperor 's missions and should be entitled to a little well-deserved rest. (yeah, right)

If you do not see the animation, restore your saved game (you did save at the landing, didn't you?) and try the other option. If neither of these work, exit the game, run fixsave on your saved game AND on a game saved before entering Woodborne Hall. Now relaunch and try each option one more time. You'll get it eventually.

Interlude #2

After putting Lysandus to rest by taking care of Lord Woodborne, you will hopefully have a little breathing space. If you tackled Lysandus's Tomb at 10th level, you should have a couple more levels before the next major quest kicks in (emphasis on "should" -- it's a little flaky in this regard).

Your next quest is going to be to retrieve the Totem of Tiber Septim. That's the Magical Dingus of Ultimate Power that everyone seems to be so hot to get their hands on.

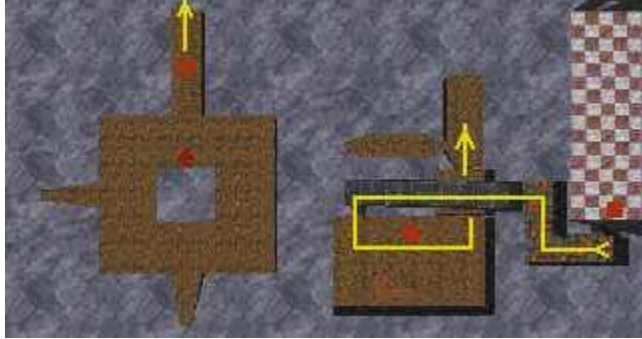
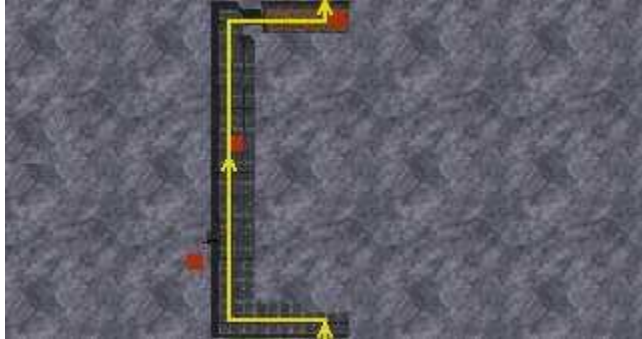

Once you have the Totem, everyone who likes you will send you a letter offering rewards for giving them the Totem. On the other hand, everyone who dislikes you will just send thugs to take it off of your dead body, and the thugs show up just about every night (makes it difficult to get your beauty sleep).

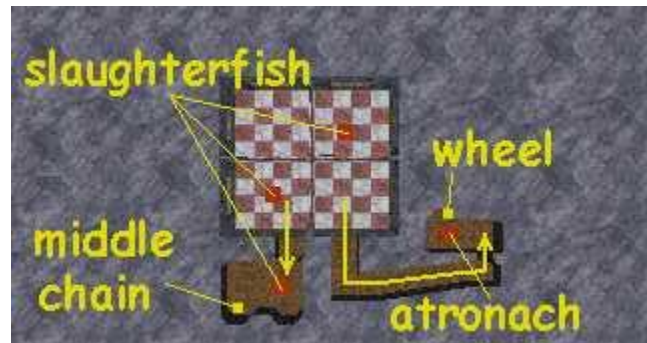
Decide very quickly how many nightly hit squads (three thugs per group) you can handle and then spend your time building rep with as many people as possible to avoid getting thugs from them. The two major players that you cannot do quests for are the Underking and the Emperor, but they tend to be somewhat tolerant in the negative rep department. Everyone else (Gothryd, Gortwog, Eadwyre, Akorithi, and the King of Worms) can and does send thugs.

Use your breather wisely.

The Totem

You are supposed to be about 14th level before this quest kicks in, but I've had it launch as early as 10th or 11th level. The quest itself isn't too terribly difficult; it's the after-effects that can get a little hairy. You'll receive another letter from Brisienna asking you to meet her in a random tavern somewhere in Wayrest province. Don't ignore this letter. The mission? Retrieve the Totem of Tiber Septim (a.k.a. "The Magical Dingus of Ultimate Power") from the treasury at Daggerfall Castle. I didn't mark it on the maps, but the red squares are critters (hopefully you've figure that out by now).

	<p>You enter through the front door, just like usual. The entrance to the dungeon is the door on Gothryd's side of the throne room and it will be locked. Kind of hard to get lost at this point -- keep going until you get to the big room with the platforms and pillars. Levitate over to the big platform in the middle and go out the north door.</p>
	<p>Go west and follow the ledge around to a passageway with a critter in it. You go through the first door on the north.</p>
	<p>This is the treasury room. There are Knights and Barbarians scattered around the upper levels of the room. When you get to the bottom, they will be Battlemages and Spellswords (see the last map for locations).</p>



After disposing of the opposition, jump down into the big hole in the middle and follow the east passage on the south wall. You'll go underwater and run into an Atronach at the bottom. Turn the wheel and come back up. The vault is now lowered (blocking your escape route -- ooops!). Now use the west passage on the south wall. There are three chains in the back corner. The right one casts a water-breathing spell. The left one teleports you above the vault, but somewhere in mid-air. Clicking the middle chain will teleport you to a ledge near the vault.



On the top of the vault is a lever. Pull it and some blue bars will move up, opening the chamber with the Totem (it's the Papoose-looking thing on the pedestal). The treasure in the vaults is nothing to rave about. You can look for the other triggers if you want, but it's generally not worth the effort.

Although it took a few levitates to get to the Totem, getting back can be done with a few running jumps. If you didn't take care of the Knights and Battlemages in the Throne Room, you'll probably have to deal with them on the way out. Once you're out of Castle Daggerfall, the real fun begins.

Interlude #3

You've had subtle (and not-so-subtle) hints and clues about the Totem, Numidium and Mantella for some time now. To review, Tiber Septim conquered Tamriel using something called the Numidium, which was created by his Battlemage. The Numidium was powered by the Mantella and was controlled by the Totem. Lord Woodborne had the Totem, Queen Abuk-i knew he had it, and it later disappeared. The Underking wants it, the Emperor wants it, Eadwyre wants it, Gortwog wants it, Akorithi wants it, Gothryd wants it and the King of Worms wants it.

You just snatched the Magical Dingus of Ultimate Power from Daggerfall, so everyone is going to be looking to you to give it to them. You have a year and a day to decide who gets it.

One of the great things about Daggerfall is that it does not have a static ending. You get to choose how the quest comes out. After you've collected the Totem, it will speak to you. It says it will only work for certain people. You're not one of them. Go ahead, try to use it and watch nothing happen. Your job is to decide who gets the Totem.

Nulfaga (after you have already delivered the Totem) will quote a riddle that details the possible recipients. It would have been better if you could have encountered the riddle beforehand, but this is the only place that it comes up. You have seven choices according to the riddle:

"Only Crowned Heads will hold the Totem True
First is one who killed, but did not kill another
Second is one who is two devoured by its young
Third is one who made one slave and many free
Fourth and Fifth are two who compete for mud
Sixth is one who brings a home to the homeless
Seventh is one who lords all, but does not lord at all."

Here's my own interpretation of its meaning:

"First is one who killed, but did not kill another": my best guess is that this refers to the King of Worms. I get it only through process of elimination, but it makes sense in a roundabout way with respect to the Lich's Soul quest. By his order the lich was killed, but the soul was trapped, so it wasn't really killed. The King of Worms promises you fame if you will give him the Totem and the dialog agrees with that, but nothing else seems to happen. The King of Worms will use the power of the Totem to become a god. The strange part is that after completing the Mantellan Crux, he's still under Scourg Barrow and there are no new temples to join.

"Second is one who is two devoured by its young": Who else but Eadwyre, king of Wayrest, who heads the most dysfunctional family in the Bay. Eadwyre will promise you gold (if you're on his good side), but won't deliver. In fact, he'll sic the guards on you (not much of a fight, actually, so don't be expecting any excitement at this point). Eadwyre will use the Totem to break free of the Empire.

"Third is one who made one slave and many free": My best guess for this line would be the Underking who made Numidium and helped establish the Septims as emperors of Tamriel. The Underking will give you the Necromancer's Amulet if you give him the Totem. Unlike the rest of the people who want the Totem, the only power the Underking wants is the power to die.

"Fourth and Fifth are two who compete for mud": The rulers of Daggerfall and Sentinel, Gothryd and Akorithi. Daggerfall and Sentinel were fighting over Betony at the time that Lysandus was killed. Each will use the Totem to overthrow the Empire, but they will give you 100,000 GP if you give them the Totem. There is a persistent bug that prevents Gothryd from sending you a letter, but be aware that you can give the totem to him if you wish.

"Sixth is one who brings a home to the homeless": Gortwog, the orc leader who wants an orcish homeland. Gortwog is supposed to give you a random artifact for the Totem and the dialog comports with that, but nothing appears in your inventory. I suspect that this is a bug which has never been fixed. Gortwog will use the Totem to create the free state of Orsinium.

"Seventh is one who lords all, but does not lord at all": my best guess is that this refers to the Emperor, titular head of a vast empire ("who lords all"), but whose writ runs mighty thin outside of the Imperial Province ("but who does not lord at all"). The Emperor will give you the Warlock's Ring if you give him the Totem. He will use the Totem to bring the rebellious provinces back in line and reestablish the power of the Septim dynasty.

Now comes fun time. Over the next few weeks you'll receive letters from the people who want it. Well, you'll receive letters from people where you don't have negative rep. If you've got negative rep with any of them, they'll send assassins to just take it away from you.

I can already hear the "ka-ching" of the cash register going off in some of your heads and see the dollar signs in your eyes, so let me satisfy your avaricious curiosity. Yes, the assassins work pretty much like they do in other quests: each group has the same stuff as the group before it, plus a few items. The truly greedy will capitalize on this by knowing who will get the Totem in advance and then making sure that they have negative rep with everyone else. This will produce a flood of assassins on a daily basis, and a ton of goodies for you to sell

off. A word of caution, though: some of the assassins will be genuine Assassins (poisoned weapons and all), so be able to cure poison. The rest will be normal baddies (Knights, Archers and the like), except for the Orcs that Gortwog sends.

Remember, you have a year and a day in which to decide who gets the Totem. If you need to build up levels or work on skills, you've got plenty of time to do it. For once you've got more time than you'll ever need to complete a quest. Use the time wisely and the rest of the dungeon will be a snap.

Once you decide to whom you want to give the Totem, take it to them. As soon as it's delivered you'll get a telepathic message from Nulfaga telling you to come visit her at Shedungent. There is apparently no time limit on when to go to her, just on delivering the Totem. Nulfaga will tell you who can receive the Totem (kind of like locking the barn door after the horses are gone) and teleport you to the entrance of the dungeon where you retrieve the Mantella to complete the Main Quest.

The Mantella - Introduction

There are six parts to the Mantella quest. Solving problems and puzzles in the previous sections accesses each subsequent part.

There are no dungeons that look like mating octopi here (yea!). But it's a pretty complicated problem and very easy to get lost. It is commonly believed that once you're into the Mantellan Crux, you're stuck. This is not necessarily so.

As long as you have a "Recall" spell anchored somewhere outside the Crux, you can get out. Getting back in is a tougher nut to crack. It is true that Nulfaga is a one-way trip. She will not teleport you back into the Crux if you leave. But there is an entrance in the "real world". In order to find it you absolutely **MUST** have a ship. The Crux occupies the square just NW of the Small Ship (the Large Ship is SE of the Small Ship). Go northwest from your ship until you get a typical dungeon message at the top of your screen. You are now in the square that contains the entrance to the Crux. You'll need to do some searching, but eventually you'll find a large square of land with a big rock in the middle of it. The door on that rock is the entrance to the Crux. When you click on it, you will land at the same spot where Nulfaga sends you. If you find that you've bitten off more than you can chew and need to pack in some more training or make a couple of items before tackling it again, you can leave and still get back in.

DANGER: I have done the entire Crux without having the Mantella Quest active. The sequence of lever pulls and such to move you from one section to the next is the same without having the quest active, but unless you have a "Recall" anchored outside the entrance, you cannot get back out. **THERE IS NO EXIT FROM THE CRUX EXCEPT BY "RECALL" OR THROUGH NULFAGA.**

In order to complete the Mantella dungeon you absolutely, positively **MUST** be able to levitate. Whether by spell, device or potion, you've got to be able to do it or you'll never be able to finish. If you belong to the Mages Guild or the Temple of Julianos you should have access to the item-maker by this point. The Assassins Guild and all temples (except Kynareth and Julianos) give you access to potion makers. You can buy the "Levitate" spell from the Mages Guild whether you're a member or not and the Mages Guild (buy and cast "Buoyancy" a lot of times to bring the casting cost for the "Levitate" down to reasonable levels) and Kynareth provide access to a spell-maker to make your own spells.

If you're a spell-caster, you should have some way of restoring your magica points. It's seldom safe to rest, so you might want to stock up on "Restore Power" potions or keep a couple of Destruction-based items in reserve for sucking up magica points. My solution to the problem was through the item-maker. A Daedric Dai-katana has enough enchantment points for Vampiric Effect, Magica Leech and Feather Weight. So whapping the bad guys not only heals my health,

it replenishes my magicka (almost all critters in the Mantella dungeon can cast spells).

That just leaves fatigue to worry about and. "Heal Fatigue" is an awfully cheap Restoration spell. Or, for non-spell casters, "Never Tiring" items and "Stamina" potions are also fairly common treasures.

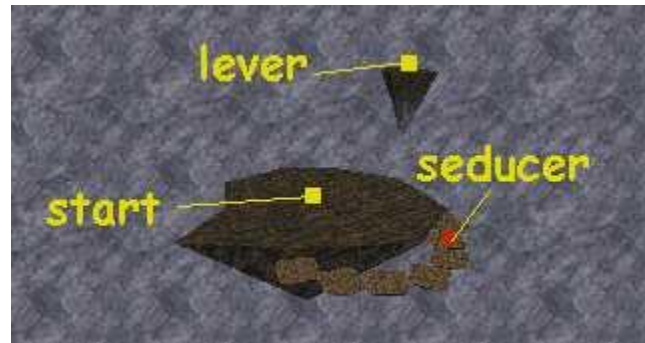
There are lots and lots of Daedra (Lords, Seducers, Fire, Frost) running around this dungeon. All of them like to toss spells at you. Something to reflect or absorb these spells is almost a necessity (unless you're very masochistic or seldom fail a saving throw). "Shalidor's Mirror" is the most potent version of Spell Reflection. By this point, your odds of successfully reflecting a spell with it should be close to 50%. You can make your own custom spell in the spell-maker, you can enchant an item, or you can get an artifact to do it. If you turn the totem over to the Emperor you'll get Warlock's Ring, which has Spell Reflection as one of its powers. If you turn the Totem over to the Underking you'll get the Necromancer's Amulet, which will absorb spells.

Bows are very handy. Bring a good one and lots of arrows. On the subject of weapons, they have a nasty tendency to break at the least opportune moment. Make sure your weapons and items are in "New" condition before you start and you should have no problems. It is always a good idea to keep a spare weapon or two handy, but especially here. Barring using a cheat to make it available, you will not be able to access your wagon. Whatever you bring with you is all you have. Don't count on picking up weapons from the critters in here. Most of them only tote money and potion ingredients. Some don't have anything. Remember, you need Mithril or better to hit most critters in the Crux

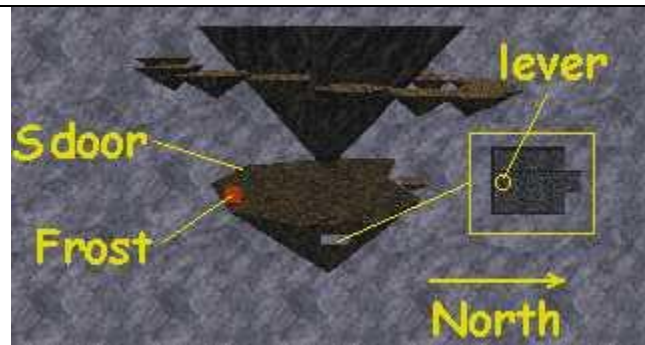
Lastly, make sure that you have everything you need, that you have trained all you're going to train and that you are not on the verge of picking up another level. Once you're in, you're in for the duration.

OK, now that you're armed to the teeth and loaded with magic stuff, it's off to the hunt for the great Magical Dingus of Ultimate Power.

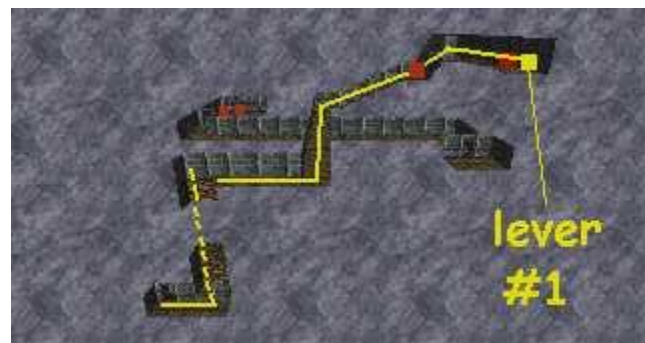
Floating Islands



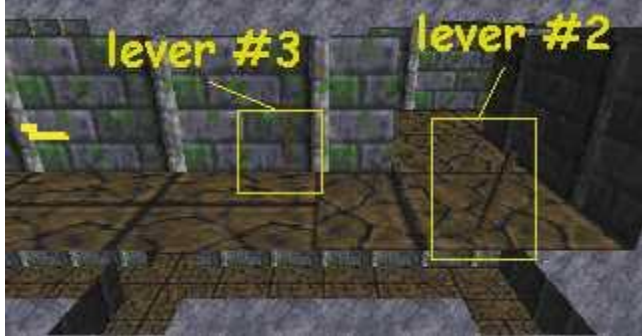
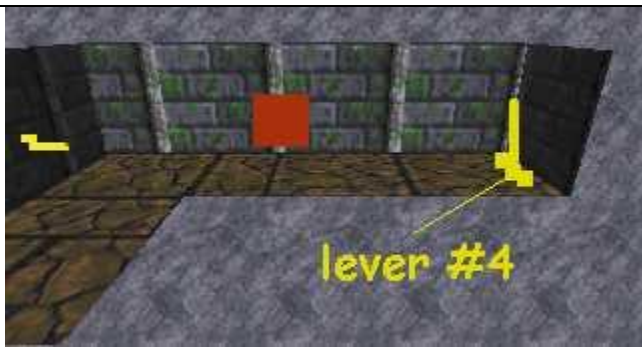


You'll appear on an island floating in the middle of nothing (actually it's a big square chamber, but you've got to fly up and down the walls to see it on the automap). Right next to you is a statue. Clicking on its head will cast "Levitate" on you. Look up and you'll see an island floating above you. Fly up to it and pull the lever. Now fly down to the bottom of the starting island (kill the Daedra Seducer if you want to, but beware the Daedra Lord's spells) and either take the elevator or fly down to an island with four doors on it.



The doors are not attached to anything, they're just doors standing up, but there is a Frost Daedra (th ranged spells) waiting for you. Click on the south door (and only the south door). Now go to the east edge of the island. Fly down a little bit and face west. You'll see a room with a lever in it. Go in and pull it.

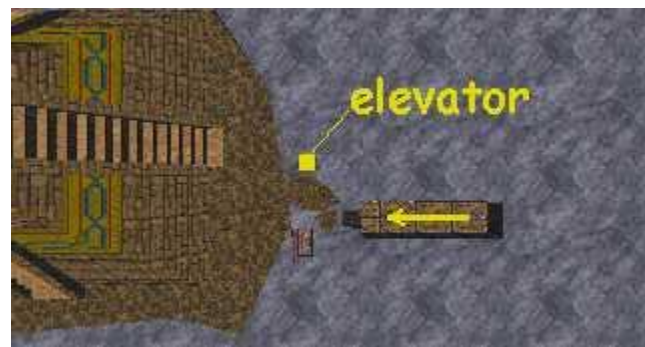


Come back out, face west, and fly over to the west wall (you'll need to look at the automap to see when you've hit it). Face south and float up. You'll see an opening near the top. Go through the opening, down the hall, and up the shaft at the end. Follow the corridor north. If you go left at the junction, you'll come to a room with a couple of minor critters in it. If you go right at the junction, you'll come to a room with a treasure pile in it. If you go straight (the way you need to go), you'll pass an opening with blue bars over it and see a lever at the end of the corridor. Pull it and the blue bars will be gone.

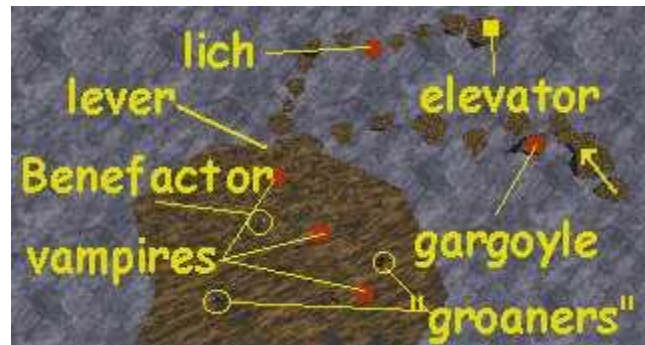
	<p>Go through the opening and pull the second lever you come to. Keep going and pull the third. Don't pull the first because you'll have to come back and pull it again to reopen the passage.</p>
	<p>Go to the end of the passage and pull the fourth lever.</p>
	<p>Now, go back to the island with the statue. Go to the north side and fly down a little and face south. You'll see another chamber in the rock with a Daedra Lord in it.</p>
	<p>Dispose of the Daedra Lord (if you didn't do it earlier) and step on the carpet to be teleported to the next section.</p>

As an aside, if you managed to knock anything off of its perch and want to hunt it down and kill it, you'll find them on the floor of the chamber (assuming it survived the fall, which they almost always do).

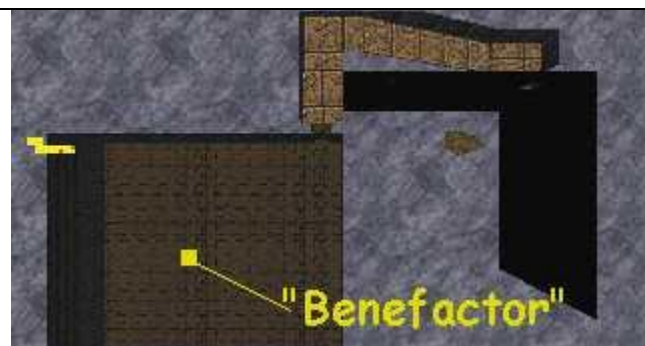
The Pyramid



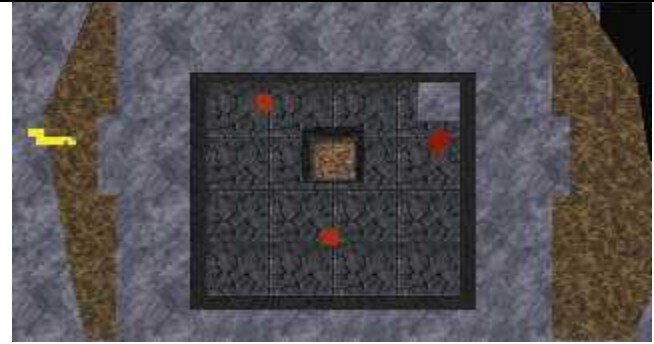
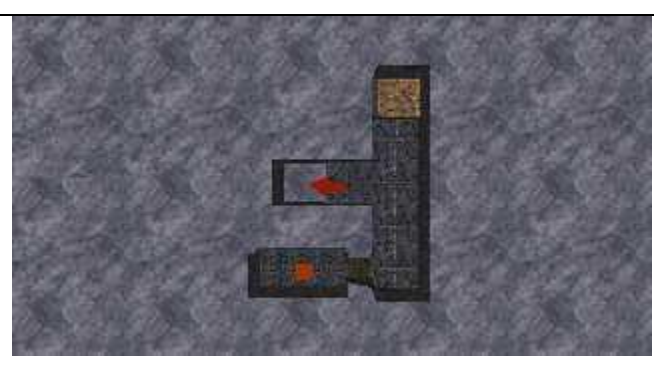
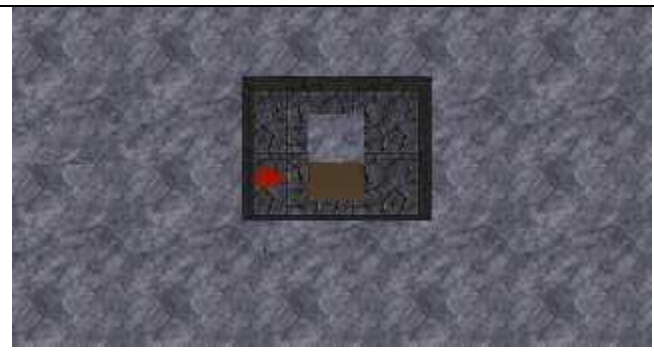
"Levitate" makes this section a whole lot easier. There is only one place where you must have it, but if you have the magica to spare, "Levitate" instead of using the elevators. From where you appear, go out the door and you'll find an elevator to the north. There is an Ancient Lich on the pyramid above you if you want to take care of it now rather than later. Take the elevator down.



You will arrive at the head of a path of floating stones that leads to an opening in a large island. There are two vampires and a Vampire Ancient on the island. Clicking on the two "groaning" headstones (they make groaning noises when you click on them) opens trapdoors inside the big pyramid. Click gently because it's possible to open and close a trapdoor with a single click. Clicking on the white headstone tells you about some guy named Benefactor, "whose body guards the way". The lever at the front of the chamber in the island controls an elevator down to the next stone path. The lever at the back opens a passage at the top of this big room. Take the elevator down to the next path of stones, dispose of the lich and ride the elevator at the end all of the way to the top.



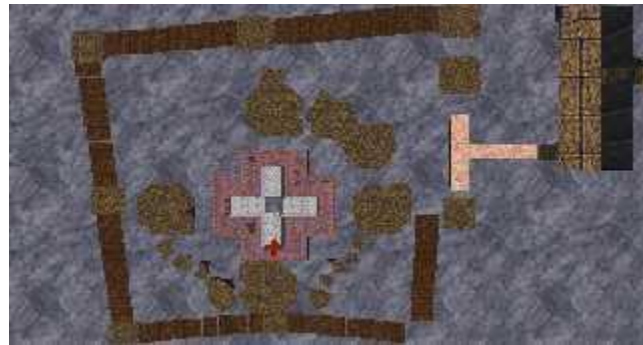
Above you on the north wall is an opening. Levitate up to it. There are no critters here. Just a guy that looks like an assassin. Click on him and he asks you to say his name. Type, "Benefactor" and he'll open the top of the big pyramid. Go back out to the opening and head for the big pyramid.

	<p>If you didn't take care of the Ancient Lich earlier, he's going to be waiting for you. Once you take care of him, ride the elevator down into the pyramid. There will be two critters waiting for you at the bottom. If you clicked carefully on the groaning headstones, the trapdoor in the NE corner of the room will be open. Step on the elevator and go down.</p>
	<p>There is a critter in the room at the end of the hall, but the door is frequently locked, so you might not have to worry about it. Drop down the shaft to the next room.</p>
	<p>If you clicked carefully on the groaning headstones, the trapdoor in this room will be open. If not, you'll have to go out and do it again. If it's open, jump down the hole to be teleported to the next section.</p>

Again, anything that you managed to knock off of its perch will be waiting for you on the floor of the chamber if you want to go hunt it down.

If you just absolutely, positively cannot get the second trapdoor to open, you're going to have to do some creative levitating to get out of this section. Fly down to the bottom of the big pyramid island and try to levitate up through a crack between the polygons that make up the bottom of the island (it takes a lot of patience and a lot of Levitates, but it can be done). Once you're inside the bottom of the island, levitate up into the small chamber below the trapdoor (you'll have to slide in between the walls and the floor). All you have to do is get your feet to touch the floor of that little chamber to be teleported to the next section. I won't try to fool you – this process is time-consuming and very frustrating, but it can be done.

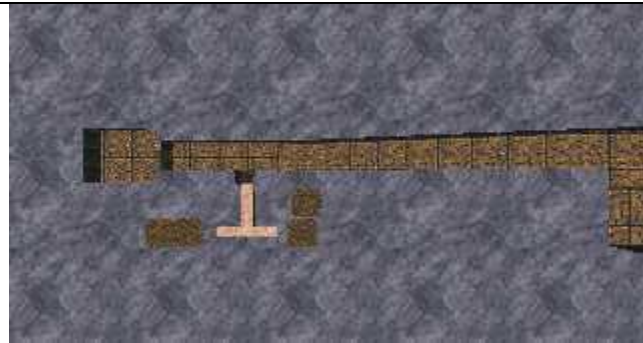
The Shrine



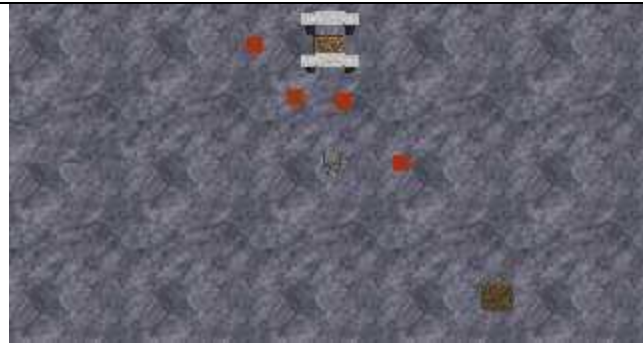
From the room where you appear, go out the door and head south. There is an elevator to the north (more on this later). When you head out into the big chamber you'll see a pathway going around a big upside down mountain with an upside down shrine on it (no, your monitor isn't going funny). You need to open the east door of the shrine and pull the lever. Then go around to the west door and pull the lever.



Then go around to the south door and click on the big blue obelisk to teleport to the next section. There is a Frost Daedra behind the north door if you want to pick up a few GP's before teleporting.

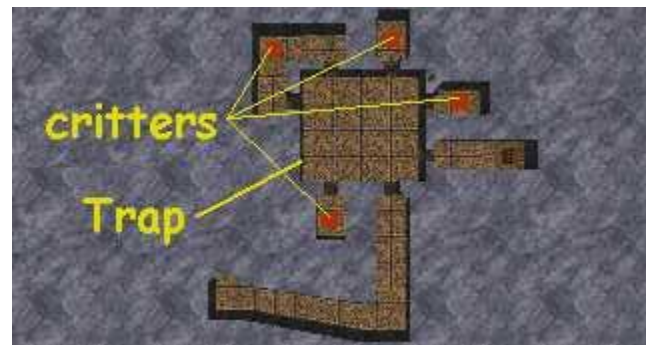


If you take the elevator down, you'll run into a couple of critters in the hallway and a few treasure piles in the room at the end. You can use the elevator platforms here to take you up to the shrine above.



If you're really in the mood for some exploration, there are a few critters on the floor of the chamber. Have fun, but you'll need a "Levitate" to get off the floor.

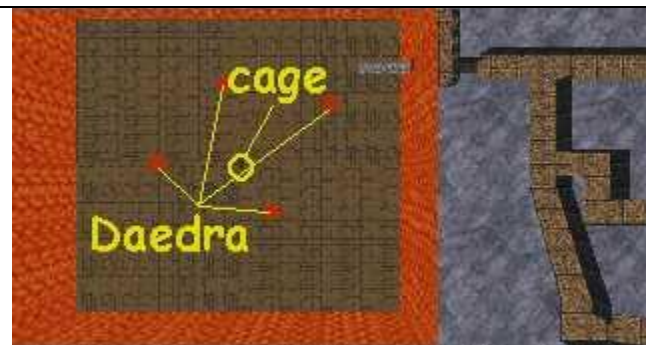
Floating Skulls



The first part of this section involves a room with eight doorways and only one of them leads out (kind of hard to get lost with those odds). There are a few critters (usually Vampires, harpies or fighter-types) behind three of the doors. There is a cage behind one of them and clicking on the door opposite the cage will teleport you into the cage, which will descend into a room with four orcs in it. If you really feel like exploring, anchor a "recall" in the center of this room and start opening doors. If you get teleported into the cage, cast "recall" to get back out again.



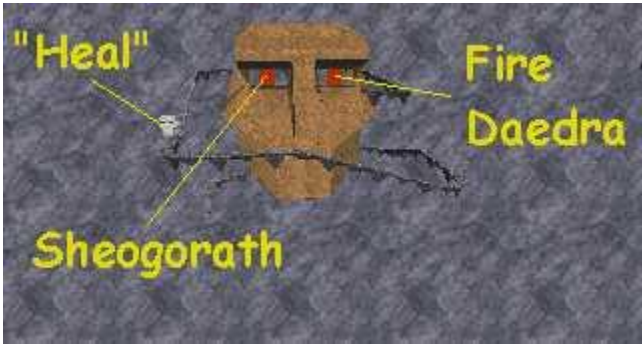

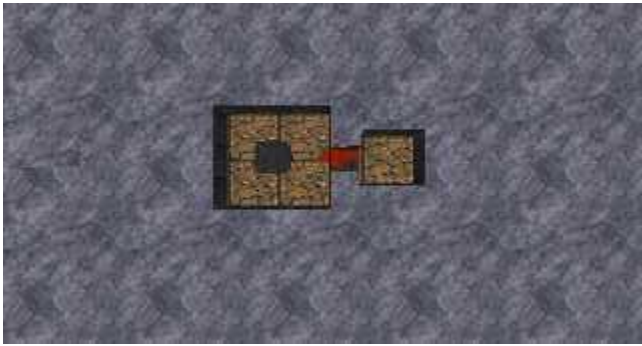
Once out of the room, follow the corridor. There will be a passageway to the right a little way down. This leads to the room with four orcs in it (and there's usually a minor critter of some kind waiting at the first corner). If you follow the corridor until it T's and go right at the T, you'll come to the room with four orcs. You need to turn left at the T and go through the door to get the next part. The little north-south hallway is a safe place to rest if you need to.



There are four Fire Daedras on the floor of the chamber and one in one of the eyes of the central skull. Unless you really like being fireballed when you're not looking, it's probably a good idea to drop down to the floor and dispatch the Fire Daedra. Click on the cage and you'll be teleported back into the little north-south hallway. There are a bunch of fire atronachs on the walkways.



Go west along the path until you get to the first floating skull. Look up and click on the skull. It will give you a clue (something about all true followers lifting up their eyes, etc.) and start turning. If you paid attention to the clue, you should have a good idea that you're looking for skulls that face the big center skull. There are only two. Continue west until you get to the next skull, click on it and it will start turning. Go

	<p>back to the intersection of the paths and go south. Start counting skulls. When you get to the third skull, click on it (it starts turning) and keep going along the pathway until you reach the end.</p>
	<p>The fifth skull faces away from the big one. Clicking on it will cast "Heal" on you, but it won't turn. The rest of the skulls will either just start turning or will teleport you elsewhere in the chamber (usually right next to a small skull with nothing under your feet). There's a Fire Daedra in the right eye socket of the big skull. A bow shot will usually knock him off and he'll drop to the floor. Levitate over to the chamber behind the eyes of the skull (I've never been able to successfully jump, regardless of how high my stats and jumping skill are).</p>
	<p>In the left eye socket (as you're facing the skull), you'll find Sheogorath. Talk to him if you want. Nothing will happen to you and he'll make some comment about seeing you later.</p>
	<p>The tricky part is the elevator inside the room behind the eye sockets. It goes up and down as you walk on the floor of the chamber. Since you probably have a "Levitate" active, step on the floor to make the elevator descend and then float over to the shaft and go down. There's a room with a large stone head at the bottom. You'll have to crouch down to get through the doorway. When you click on the head it will ask you, "how many defy me". Answer, "One" (the number of skulls facing directly away from the big one). This teleports you to a chamber with skulls on the shelves, which is the beginning of the next section.</p>

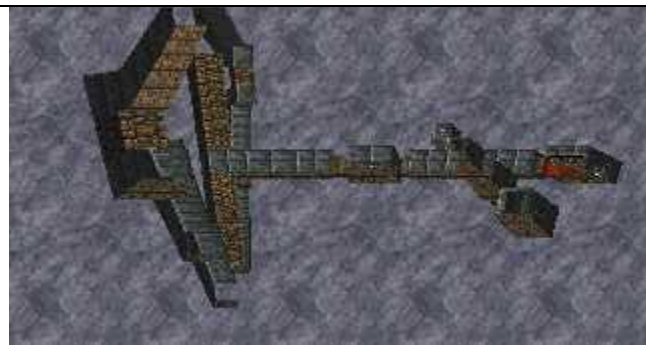
Sword And Crossbow

To get out of the room, you need to click on one of the nine skulls. With the middle northern skull being 12:00, the skulls do various things according to their position:

- 8:00 -- makes a wailing sound
- 9:00 -- teleports you in front of the big skull in the previous section with nothing under your feet
- 10:00 -- makes an orcish grunting noise
- 11:00 -- makes a groaning noise
- 12:00 -- kills you (unless you have a LOT of health points)
- 1:00 -- opens the door (this is the one without a jawbone)
- 2:00 -- kills you (unless you have a LOT of health points)
- 3:00 -- teleports you to the end of the spiral passage in this section
- 4:00 -- teleports you to the top of the big skull in the previous section



The corridor beyond spirals around and out from the room where you appeared. There are several flesh and iron atronachs in it, but you should be able to easily take care of them by this point. If you really don't feel like fighting atronachs (why bother? it's not like they tote loads of goodies), click on the middle skull of the east shelf and it will teleport you near the end of the spiral corridor (there will be one atronach in front of you and one behind you). Go through the door at the end and up the stairs (there are a couple of human warrior-types near the top of the stairs).



You need to talk to Sheogorath to get out of this section. If you explore the first part, you'll find yourself in a bunch of inclining passages that look like a crossbow. In the middle shaft you will find an opening into a series of rooms and passages that look like a sword.

Sheogorath is in the room at the pommel of the sword. In the rooms at the ends of the crossguard are two fighter-types. Clicking on the statues in those rooms will teleport you out into the big chamber where you get to ride up and down an elevator while Daedra Lords take pot shots at you. You can use the sword or crossbow at either end of the elevator ride to teleport back to this section. Talk to Sheogorath. He will ask what his other weapon is. Answer, "crossbow" and then go all of the way down the central shaft. When you hit bottom, you'll be

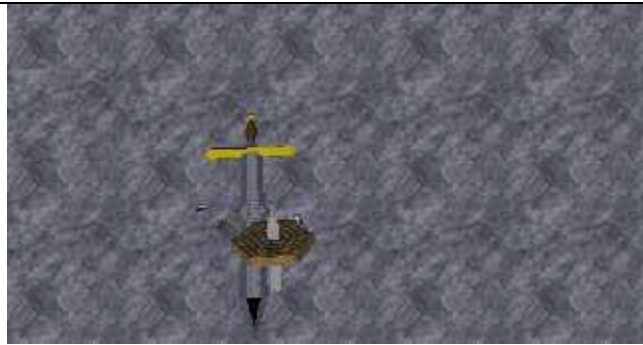
teleported to the big chamber.



You will start on a big stone with a sword stuck in it. There will be four Daedra Lords floating around you, so duck down into the hole next to you. At the bottom you will see two red banners and a box. Clicking on the left banner opens the box, revealing another box. Click on that to reveal a white gem. Click on the gem and the island will start sinking. Stay inside until it reaches the bottom.

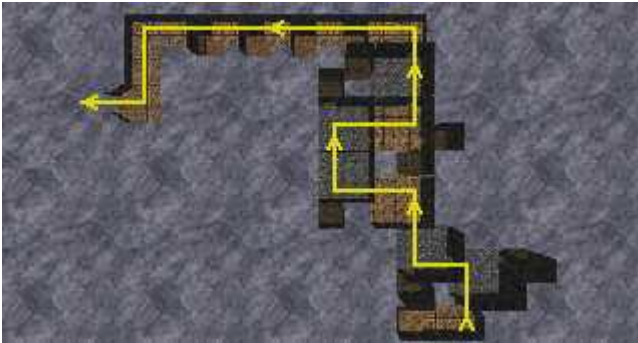


Walk over to the big Crossbow and set yourself firmly into the notch of the bolt. Face back toward the big island and **SAVE THE GAME.**

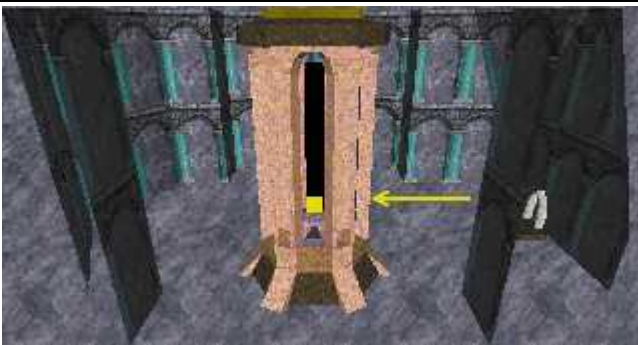


This sequence generates more crashes on my system than anything else in the game. Click the left battleaxe to fire the crossbow. The bolt will stick into the target and cause the sword to tip over (hopefully taking you with it). Simply go up the sword to the pommel to get to the exit.

The Mantella



There are no levers to pull, no riddles to solve. Nothing like that in this section. Your whole job here is to stay alive and get to the Mantella. There are Daedra and Ghosts here. One in each room. Each room is square with three openings. There are no doors, so it's just a matter of getting through the rooms. From the room where you entered, exit to the west, go north, go west, go north, go east, go north, go north.



You're now in a dark passageway. If you look west you'll see a series of pits in the floor. Jump over them or levitate over them (levitate is best - you'll need it in a minute). Drop down the last pit and kill the Vampire Ancient if you're feeling feisty or need to make a safe place to rest. Float down the corridor until you get to a big chamber with a shrine-looking set-up in the middle.



Float over to it. The green gem-looking thing in the center is the Mantella.

Click on it and you'll be teleported back to Nulfaga. She'll show you the result of your actions. What you see depends on who you gave the Totem to. If you came in through the front door rather than through Nulfaga, you've probably got a big problem: getting back out. You see, the only way out is through her unless you have a "recall" anchored somewhere outside.

For better or worse, you have finished the Main Quest.

The End?

Unlike traditional CRPG's, after completing the Main Quest you are not finished unless you want to be. Once you exit Shedungent (be prepared for a drop because you appear several feet off of the ground), you are free to do whatever you want. The Guilds, Merchants and Nobles are still active, but you might have to overcome some negative rep with the NPC's that did not get the Totem. You can quest and dungeon-crawl to your heart's content, you can start a new game with a different character or just forget the whole thing (there aren't many players who take this option after the first playing).

Unfortunately, the completion of the Main Quest does not make any changes in the game environment. You won't hear anything about your exploits with the Totem or see any changes in the political structure of the Bay. Even though there is a short animation telling you the results of your actions, Bethesda could have made a bit more whoop-de-do at the end. On the other hand, "wishy-washy ending" is probably the most common complaint about any CRPG.

So keep your sword sharp and go exploring. There is much to see and do in Tamriel and you have only scratched the surface.

TES Adventures: Redguard



"Daggerfall" is the second chapter of "The Elder Scrolls". The third, "Morrowind," is still in the development stage and the fourth (tentatively titled "Oblivion" from what I can gather), hasn't even begun. In the fall of 1997, Bethesda released "The Elder Scrolls Legends: Battlespire", which may or may not have a follow-up. In 1998, Bethesda released the first of a new series ("The Elder Scrolls Adventures") called "Redguard".

"Redguard" differs from "Daggerfall" in several respects, most notably in that it is 3rd-person perspective rather than 1st-person, you have no choice of character, the quest is much more linear, and your character's abilities are static throughout the game. The graphics and environment are light-years ahead of "Daggerfall" (though still based on XⁿGine) and the game is 1000% more stable. Bethesda used live actors for the NPC's and the music is wonderful. Although not strictly an adventure-genre game (à la "Tomb Raider" and its progeny), nor an interactive mystery ("Gabriel Knight" and such), "Redguard" combines the best of both and is a very impressive game. If this is an indication of what "TES: Morrowind" is going to be like, I think we're all in for a real treat.

"Redguard" is set on the island of Stros M'Kai in the Hammerfell province. The time is the beginning of the beginning of the Empire and the Redguards are just emerging from a civil war and faced with the problem of Tiber Septim. Cyrus (your character) is a Redguard mercenary who has returned to Stros M'Kai to investigate the disappearance of his sister. Set aside about a week to play it through from start to finish and enjoy.

TES3: MORROWIND

It has now been over four years since Daggerfall's release. As quickly as computer games come and go, I have been surprised and delighted to find that gamers all over the world are still discovering and enjoying it. If my e-mail is any indication, the fascination with Daggerfall transcends national boundaries. Gamers from Germany, the Netherlands, Italy, France, Spain, Argentina, the Czech Republic (I still want to call it Czechoslovakia -- call me old fashioned), England, Norway, Canada, Australia, New Zealand and China (to name the ones I can remember) have written to rave about the game and/or the site.

Recent questions have concerned the next installment of The Elder Scrolls, "Morrowind". I have not been keeping on top of developments at Bethesda (getting married does that to you), but here is what little information I have:

- there was some Morrowind artwork floating around at about the time of Redguard's release. Being cursed with a very slow Internet connection at the time, I did not pursue it, but there used to be a link at the official Redguard site. Perhaps it is still there.
- Morrowind was supposed to be on a "two-year development cycle" (Bethesda's description). The last I heard (and this was a comment from someone at Bethesda that was forwarded to me), it is scheduled for release in 2001.
- Morrowind is supposed to be a full-blown RPG, as compared to the single-quest adventures like Battlaspire and Redguard.
- There is an official Morrowind website (www.elderscrolls.com) with artwork and whatnot to whet our appetites. Additionally, there are a few Elder Scrolls fan sites up with as much current info as they can lay their hands on.

Beyond that, your guess is as good as mine. I think I can safely make a few prognostications (that's a two-bit college word that means "wild-ass guesses") about it:

- the story will center around something in the province of Morrowind;
- there will be a lot of Dark Elves running around
- you'll be dealing with swords, spells and armor as well as the occasional critter that thinks your character looks a lot like lunch;
- you will be able to pick up some money and magical-type items along the way;
- the programmers will try very hard to close up a lot of the "holes" that I've described in Daggerfall (i.e., you might be able to gain levels by sitting in your tavern room and casting spells, but stores will really close for the night);

- the game will have hardware requirements that translate into buying a new computer before I can play it;
- the game will cost somewhere in the neighborhood of \$50(US).

Within the framework of TES, I can also throw out a few hopes for Morrowind:

- I hope they keep the item/potion/spell-makers. These were great ideas that were a tremendous addition to the game. Generally, they worked very well without seriously unbalancing the game (the low-level character with a gazillion GP's acquired through "Midnight Adventurer's Supply" being the notable exception). (according to an interview with Todd Howard, this is a done deal)
- I hope they expand the Thieves Guild and Dark Brotherhood and do something with the Necromancers Guild. The glimmerings of an extensive underworld were there in Daggerfall (you'll find them in the text.rsc file) and the Necromancer in "Redguard" was truly delightful (what race was he/she/it, by the way?). Take those ideas and really implement them.
- I hope they make the dungeons smaller. The idea of using modular dungeon construction was inspired, but the dungeons were WAY too big for what the player was supposed to accomplish in them. For the opening dungeon, Privateer's Hold was about right, but it would have been a little too small for a normal quest. Something in-between would be much better.
- On this same topic, I hope Bethesda provides a few clues about what dungeon items do. The Mantellan Crux was a wonderful dungeon, but it took a lot of lever-pulling and running around to see what happened or opened. Sentinel (for the Lich's Soul quest) was essentially a binary combination lock with an outrageous frustration factor. The scenic signs and arrows in Redguard were quite helpful. Perhaps something along those lines will carry over into Morrowind.
- I hope they keep the "open-ended" feel to the game. The faction-quests (guilds, merchants, nobles, etc.) were wonderful concepts that generally worked very well in execution. A suggestion: provide a mechanism for player-generated quests. Sierra, in "Caesar III", provided an editing utility whereby players could create scenarios and Microprose did the same for "Civilization II". A similar utility would probably go far in keeping player interest at a high level (there are one or two for Daggerfall, but their workability is kind of "hit or miss" as they were created by reverse engineering the game's quest-handling code). (according to recent interviews with the Morrowind developers, this is a done deal, too – yippee!)

- I hope they either refine or get rid of Vampirism and Lycanthropy. The ideas were wonderful and well implemented, but there were not enough consequences to counter-balance the benefits. They simply made the game too easy, especially for a low-level character. Perhaps increasing the amount of damage a vampire takes in sunlight/holy places and eliminating the Hircine Ring?
- I hope they fix the "Spell Absorption" ability so that it works consistently in custom classes.
- I hope they refine the interactions with NPC's. The dialogue concept was good, especially the "rumor mill", but the NPC's had no personality. The NPC's in Redguard definitely had personality, but I think it would be a programming nightmare to carry that out to a full-blown RPG.
- I hope they either do something with the concept of languages or drop the idea entirely. Language skills in Daggerfall were just about useless.
- I hope Bethesda makes a ton of money on it so we can start begging for TES4.
- I hope they let me write the official hint book. (I asked and got "we'll get back to you", which is usually a 90's way of saying, "go away, kid. You bother me.")

As for what will actually happen, I guess we'll have to wait for 2001 to find out. But don't let me see you in line in front of me when it's time to buy the game or I'll have to have Guido rearrange your kneecaps.