

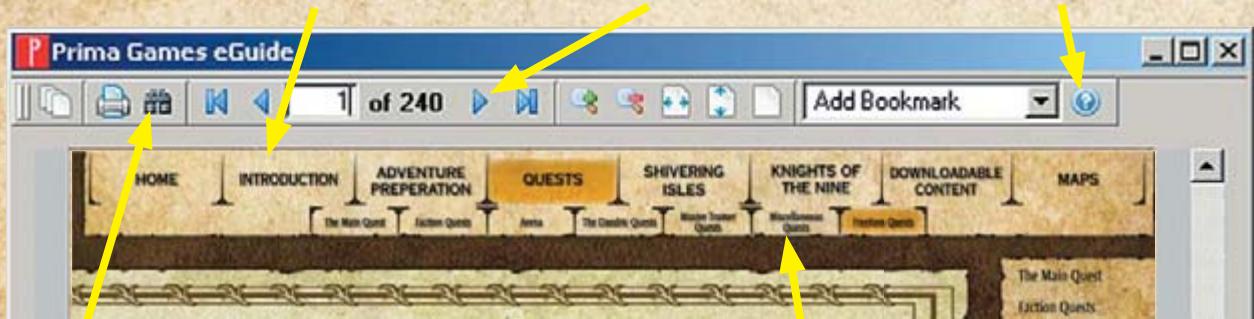
## HOW TO USE THIS EGUIDE

This eGuide has a custom navigation system to allow you to easily find content within the *Elder Scrolls IV Oblivion: Game of the Year Edition eGuide* and move between sections as you choose.

The main menu puts all of the eGuide sections for *Elder Scrolls IV Oblivion: Game of the Year Edition* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

For any other questions about your *Elder Scrolls IV Oblivion: Game of the Year Edition eGuide*, check out the help button.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.



### INTRODUCTION

A screenshot of the 'INTRODUCTION' page from the eGuide. The page has a decorative header and footer. The main content area contains several columns of text and several small images related to the game's story and setting. A sidebar on the right side contains more text and a small image of a character.

An overview of the Elder Scrolls: Oblivion story.

## MODEL CHARACTERS

The following model characters combine races and birthsigns into ideal character designs. Use them off the rack or tailor them to your play style and role-playing tastes.

### PURE COMBAT WARRIOR WITH MAGIC SUPPORT

**Race:** Male Orc

**Custom Class:** Orc Warrior

**Specialization:** Combat

**Class Attributes:** Strength, Endurance

**Race Bonuses:** Berserk, Resist Magicka

**Birthsign:** Warrior (+10 Strength, +10 Endurance)

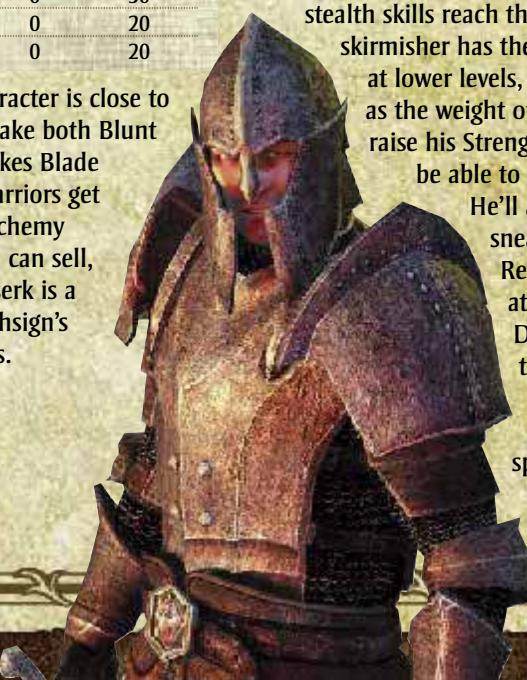
#### ATTRIBUTES

Attribute	Race Base	Class Attributes Bonus	Birthsign Bonus	Start Value
Strength	45	5	10	60
Intelligence	30	0	0	25
Willpower	50	0	0	45
Agility	35	0	0	30
Speed	30	0	0	25
Endurance	50	5	10	65
Luck	50	0	0	45
Personality	30	0	0	25
Health	140	0	0	130
Magicka	60	0	0	55
Fatigue	220	0	0	210

#### SKILLS

Major Skill	Major Skill Base	Specialization Bonus	Race Bonus	Start Value
Blunt	25	+5	+10	40
Heavy Armor	25	+5	+10	40
Block	25	+5	+10	40
Armorer	25	+5	+10	40
Blade	25	+5	0	30
Restoration	25	0	0	20
Alchemy	25	0	0	20

A conservative and reliable design, this character is close to the warrior ideal. Although you shouldn't take both Blunt and Blade, the decent Blade start value makes Blade magic items you find useful for backup. Warriors get hurt a lot and can use Restoration a lot. Alchemy turns all those ingredients into potions you can sell, and making poisons is fun and useful. Berserk is a useful problem-solver, and the Warrior birthsign's attribute bonuses are blue-chip investments.



### COMBAT-STEALTH WARRIOR-AMBusher

**Race:** Male Nord

**Custom Class:** Skirmisher

**Specialization:** Combat

**Class Attributes:** Endurance, Agility

**Race Bonuses:** Adrenaline Rush, Resist Poison, Resist Disease

**Birthsign:** Thief (+10 Agility, +10 Speed, Luck +10)

#### ATTRIBUTES

Attribute	Race Base	Class Attributes Bonus	Birthsign Bonus	Start Value
Strength	50	0	0	45
Intelligence	30	0	0	25
Willpower	30	0	0	25
Agility	40	5	10	55
Speed	40	0	10	45
Endurance	50	5	0	55
Luck	50	0	10	55
Personality	30	0	0	25
Health	120	0	0	110
Magicka	60	0	0	55
Fatigue	200	0	0	190

#### SKILLS

Major Skill	Major Skill Base	Specialization Bonus	Race Bonus	Start Value
Block	25	+5	+5	35
Armorer	25	+5	+5	35
Heavy Armor	25	+5	+10	40
Blade	25	+5	+10	40
Marksman	25	0	0	20
Sneak	25	0	0	20
Light Armor	25	0	0	25

This split-specialization design has inevitable weaknesses. The attributes are strong, but it will be a long time before the stealth skills reach their valuable Journeyman perks. The skirmisher has the Strength level to carry heavy armor at lower levels, but he'll need to switch to light armor as the weight of heavy armor outpaces his ability to raise his Strength to carry it. Nonetheless, he should be able to sneak-and-shoot and melee effectively.

He'll advance levels slowly, however, and his sneak-and-shoot will develop slowly. A Redguard male would have identical attributes but weaker skill bonuses. A Dark Elf would be another possibility in this role, but the +5 Marksman bonus is small potatoes, while the Redguard's Adrenaline Rush is a spectacular once-a-day tool.

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# COMBAT

## INTRODUCTION

*...Greywyn's blade glinted in the dim greenish light of the Welkynd Stones. The bedraggled assassin was crouched behind a pillar, listening to the footfalls of the Bandits making their way through the main burial chamber. One hand was clutching his short-sword, the other nursing the blood-soaked wound on his side. He had broken the cardinal rule of the assassin by allowing his presence to be discovered. The assault into the Ayleid ruin had been going according to plan. Slaying the first Bandits with his trusty bow was easy for a master of the shadows, and Greywyn had been able to sneak into the second level of the ancient complex with no further resistance.*

*But then, on a ledge high above the burial chamber, he had missed it: a simple pressure plate hidden in the white-stone rock. Using his uncanny dodging abilities, Greywyn had rolled away from the hail of darts from the long-unused trap, but it was too late; the damage was done. The Bandits that had set up camp here heard the stone plate rumble to life, and his position was compromised. The Bandits loosed a volley of arrows, and one found its mark in Greywyn's side. Pain exploded from the wound, and Greywyn fell two stories to the ground.*

*Fortunately, he had tumbled as he fell and was on his feet a moment after he had landed, just as his master had taught him so many years ago. The Bandits dropped their bows and drew their blades, looking for the intruder. Using his shadow teachings, Greywyn did the only thing he could—he hid in the darkness and hoped that the Bandits couldn't find him. But now they were drawing closer, and Greywyn knew this was the time to face them. Giving a silent prayer to the Night Mother, he stood and yelled a battle cry as he prepared to face his fate....*

Combat is a way of life in Cyrodiil. Whether it be against Bandits, Goblins, or even the occasional city guard, sooner or later, combat is inevitable. We give specific tips and tricks for making your combat experience more rewarding as you forge into the depths of the darkest dungeons in *Oblivion*. Depending on how you decide to play, you may wish to incorporate some or all of our tips into your combat repertoire. The beauty of *Oblivion* is that you're not forced into any specific combat style. Whether you favor ranged combat or like to clash with creatures up close and personal, the game allows you to develop your own techniques.

This chapter covers proper methods of equipping oneself, tips for various combat types, and then some general advice. Certain archetypes will not mesh with all of the suggestions we provide, so you have to determine which recommendations best suit your personal style.

## EQUIPMENT



Nothing can end a dungeon romp faster than reaching for your pack and finding you forgot to bring some vital component with you. Rushing from dungeon to dungeon is a surefire way of getting yourself killed. It is easy and quick to fast-travel to any city in Cyrodiil and properly equip your character. Taking a few extra steps before your next expedition out into the wild can significantly increase your chance of survival.

- Carrying the proper weapon is your primary concern. Make sure that the weapon you have chosen complements your play style. If you never intend to get into melee, don't bother loading up with an array of blades; all you're doing is weighing yourself down unnecessarily. Conversely, a warrior shouldn't be burdened with hundreds of arrows. Carrying capacity is at a premium in *Oblivion*, so choose wisely.
- Daggers allow you to carry a shield and are extremely fast weapons, but their reach is quite short (barely longer than



COMBAT



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## COMBAT



Don't hoard potions. Use them. There are plenty to find in the world, and they're not so difficult to make even if Alchemy isn't a major skill in your character type.

## COMBAT STRATEGIES

You must apply different strategies to different opponents to keep yourself alive and to kill your foes as soon as possible. Of course, these strategies are entirely dependent on your play style, so choose whatever advice you feel complements your skills. Combat strategies can be easily broken into two groups: pure melee and marksman.

a punch), which makes stealth kills and power attacks significantly more difficult.

- \* Most other one-handed weapons allow you to carry a shield; unlike daggers, they generally have reasonable speed and reach, and they deal a decent amount of damage. If you wish to be cautious, this is the best all-around combination.
- \* Two-handed weapons have numerous benefits but just as many pitfalls. On the plus side, you will have an extremely long reach, making it tough for some opponents to get near you, and allowing you to deal a huge amount of damage. Power attacks from these behemoths are especially devastating. However, these weapons are quite slow, obviously don't allow the use of a shield, and never get the sneak attack bonus for stealth. Because of this, unless you favor maneuvering quite a bit in combat (more on this later), invest in some heavy armor, as you will essentially become a walking target dummy.
- A bow is the thinking player's weapon. You should carefully approach all targets and be in stealth mode for the first shot, and then do your best to stay at long range. Also, always check your arrow supply before you venture out. Consider bringing 50–100 arrows with you at all times.
- Make sure your weapon, shield, and armor are in good repair at all times. Some dungeons barely make a dent in this equipment, but most make you wish you were a full-time blacksmith. Always keep a supply of repair hammers, and hotkey them. This allows easy on-the-fly repair when you are unable to travel back to a town.
- Don't underestimate the power of alchemy. Use the simplest, easy-to-obtain ingredients to make all sorts of potions. Taking a brace of Damage Fatigue potions with you can be invaluable. Just pepper the opponent with arrows or blows with this poison applied, and down they go. A knocked-down opponent is a vulnerable one. Other suggestions include Damage Health, Silence, Burden, and, of course, Paralyze.

## PURE MELEE



This is the character who likes to run up and whale away at enemies in melee, never afraid of toe-to-toe combat. Every fight is a slugfest ending in simply more damage done to the target than sustained. Be it with a one-hander and a shield or a massive two-hander, the job gets done in brute force fashion.

- When fighting opponents with weak melee attacks (Skeletons, Bandits, or Goblins, for example), try to stand as close to them as you can to maximize your reach. This type of enemy tends to maneuver quite a bit, so make sure you keep them in your sights (third-person mode can help with this). Watch your Fatigue level, especially if you have toggled auto-run. Too much maneuvering with that feature on can drain it alarmingly fast. Reverse the drain with Restore Fatigue potions or even raw ingredients. Never be afraid to block with your shield; the damage dealt from these enemies isn't usually bad enough to wear it down quickly.
- Against opponents with strong melee attacks (Ogres or Trolls, for example), dodge their slower attacks by backing off when they swing, then answer with a few quick strikes. It's easier to anticipate when these enemies are going to strike, so you have a little time to outmaneuver them. In some cases, your shield will allow quite a bit of damage to go through from the powerful blows, putting you in jeopardy, so don't waste too much time trying to block each and every melee attack. The key is to take the foe down quickly, or you will soon succumb to the damage.
- Even though perceived as weak, casters should not be underestimated. These are the most maneuverable of the lot, so keep after them and never let them out of your sight (again, third-person mode may help). Keep the power attacks to a minimum and keep striking them as rapidly as you can. They have less health than non-casters, so you will still do significant damage this way. Taking time to do power attacks and block will just give them the time they need to unleash a nasty spell. If possible, work them into a corner where they cannot easily escape. If you are concerned by their touch spells (some of which do far more damage than ranged ones), make yourself some Silence

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MAGIC



The Arcane University

While nearly anyone can cast a simple Flare at a few Rats, a true master of the craft can bring down entire armies with a Flame Tempest. But magic, like any tool, can be difficult to master. The top sorcerers in Tamriel have studied the fundamentals of magic and the universe for decades, and many still struggle to reach the peaks of magical mastery. To add magical might to your arsenal, you must be prepared to study as hard as the great old masters. Your fellow casters will be your allies in your journey—the Mages Guild is an essential resource for all who seek to unlock the massive power that magic can grant. You must search in every corner of Cyrodiil to find the long-forgotten mysteries of magic.

# MAGIC

## INTRODUCTION



“Sheathe your swords. Lay your shields on the ground. You will need no weapon and no armor, for the Magicka within you will be your guard and your guide from this day forward.”

—Raminus Polus, to a group of Mages Guild initiates

Magic is an integral component of the world of Tamriel. To the people of the Imperial province, magic is not a matter of faith but an undeniable truth. Magicka flows through everything and everyone. Most warriors and adventurers wield some form of magic, either from their own essence or through the Magicka of another embedded in their equipment. It will be an essential tool during your time in Tamriel. It will keep you safe from harm, aid you against your enemies, and light your path through the dark corners of Cyrodiil.

## ACQUIRING MAGIC

The Mages Guild retains a centuries-old monopoly on the teaching and advancement of magic. The guild has collected tomes, scrolls, and ancient knowledge of the arcane for hundreds of years, and no library of knowledge can even begin to match the combined learning of the guild. Because there is no better source of magical knowledge in the world, the guild is willing to teach spells to any citizen—in exchange for a sizable fee, of course. Fortunately, Imperial law forbids the guild from restricting access to the spells to guild members only. Any Imperial citizen may seek training at the guild.



The Skingrad Mages Guild

The guild chapters in the cities of Cyrodiil each focus on different schools of magic. Most spells of that school can be found in that individual guild. Although the guild tries to pair mages with similar magical interests together, it is not a hard and fast rule. Although on the whole you will find spells of an individual school in a single guild hall, you may still need to broaden your search for a few of the harder-to-find incantations. In addition to their specialties, all of the guild halls have lower-level spells available for purchase by those who wish to experiment with Novice- and Apprentice-level magic.

## GUILD SPECIALIZATIONS

City	Specialization
Cheydinhall	Alteration
Bruma	A sampling of all schools
Bravil	Illusion
Anvil	Restoration
Chorrol	Conjuration
Skingrad	Destruction
Leyawiin	Mysticism

The exceptions to the Mages Guild’s control of magical education are the Temples of the Nine Divines. The priests of the temples are trained in the restorative arts and will happily

teach adventurers beneficial spells in exchange for a donation to the temple. Seek out the priests of each temple to avail yourself of this service.

## ADVANCING

Although the guild can provide anyone with the knowledge to cast spells, the only way to gain magical power is through practice and study. No student of the magical arts ever reaches Master level through talent alone. The surest method to advance your magical ability and gain access to high-level magic is to tap into your own Magicka stores as often as possible. Fortunately for ambitious mages, some tricks can be employed to advance through the ranks faster.



Beware, you will face powerful magic from your enemies.

Rather than the power of a particular spell, it is the frequency with which you use magic that governs your advancement. Frequency of use conveys the knowledge of the workings of magic. Just as a sword fighter gains skill through practice and technique rather than the quality of the sword that is wielded, so too does a mage advance in his or her chosen art.

In addition to practice, magic can only be advanced when it serves a purpose. Lighting trees on fire and healing rocks will never advance your skills, no matter how entertaining it might be. To learn something from the casting, the mage must affect a target. Targets may be enemies or even the caster (in cases where the spells are beneficial).

However, there are reports of mages so desperate to increase their destructive power that they have created low-magnitude Destruction spells that will burn their own flesh. These mages seek greater understanding of the mysteries of Destruction magic by studying its effects firsthand. While a clever mage will combine this practice with a shield against fire damage, not all have access to such magic, and there are twisted casters wandering the world, driven mad from the pain and scars of their dedication to the destructive arts.

Note that while not all mages inflict suffering on their own bodies in the name of learning, the ability to create spells via the Mages Guild is invaluable to any caster wishing to advance quickly through the magical ranks. Low-power spells of any

type can be created, allowing the caster to practice with an individual school of magic easily and often. Traveling is an excellent time to practice. A low-duration life-detecting spell cast continually during a journey on foot will surely raise your knowledge of Mysticism by the time you reach your destination. It is a good idea to create low-cost practice spells for each of the schools of magic that you study.



Night-Eye

## MAGIC AND COMBAT

An adventurer's life is one of violence and bloodshed. However, with the proper application of your magical skills, you will always triumph over those who wish you harm. The most important thing to remember is that, unlike a brutish warrior who must rely on sword-arm strength, an adventurer with a strong knowledge of magic has options.

This versatility is the mage's greatest asset. Any novice can cast a few Flash Bolts at a Bandit, but when you first cast a Weakness to Fire spell on that Bandit, you give yourself a greater edge. Is a Zombie giving you trouble? Try casting Turn Undead and following up with physical attacks as the fleshbag runs from you. A wise mage uses all available tools.



Burn!

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## CREATURES

In general, creatures are *not* leveled to you. If you see an Ancient Ghost, you know that it is Level 9 and has 170 hit points, no matter if you encounter it at Level 9 or at Level 29. Instead, the game provides you with a challenge by pulling creatures from leveled lists—as you rise in level, you will encounter higher-level creatures (although you will continue to see lower-level creatures as well). The exceptions to that rule are the top-level creatures of each creature type, which increase in strength with you to continue to provide a challenge for your high-level character. Quest-specific creatures are also leveled. These are noted in the creature tables with an (L).

Leveled lists are organized by creature type—so you'll always find undead in a tomb, Goblins in a Goblin lair, etc. While there are many exceptions to this rule, the following lists can be used as a guideline as to when you will start encountering creatures in different types of dungeons.

### BEAST LAIR

Level	Creature
1	Rat
2	Wolf
6	Timber Wolf
9	Black Bear
12	Mountain Lion
16	Brown Bear

### DAEDRA

Level	Creature
1	Stunted Scamp
5	Scamp
5	Clannfear Runt
7	Flame Atronach
11	Clannfear
13	Frost Atronach
14	Daedroth
16	Spider Daedra
17	Storm Atronach
20	Xivilai (L)

### DREMORA

Level	Creature
1	Dremora Churl
6	Dremora Caitiff
9	Dremora Kynval
12	Dremora Kynreeve
15	Dremora Kynmarcher
19	Dremora Markynaz
22	Dremora Valkynaz (L)

### GOBLINS

Level	Creature
1	Goblin
6	Goblin Skirmisher
8	Goblin Berserker
13	Goblin Shaman (L)
18	Goblin Warlord (L)

### MYTHIC ENEMY

Level	Creature
1	Imp
6	Troll
9	Will-o-the-Wisp
10	Spriggan
12	Minotaur
15	Land Dreugh
16	Ogre (L)
18	Minotaur Lord (L)

### UNDEAD

Level	Creature
1	Skeleton
1	Zombie
1	Ghost
6	Skeleton Guardian
8	Headless Zombie
9	Ancient Ghost
10	Skeleton Hero
12	Faded Wraith
14	Dread Zombie
15	Skeleton Champion
16	Wraith
17	Nether Lich
21	Gloom Wraith (L)
23	Lich (L)

Most of the statistics listed for the creatures are self-explanatory, but a few attributes might need clarification:

**Type:** The type of creature is mainly important for certain spell types that are specifically designed to work against creatures, humanoids, or undead.

**Level:** This is the lowest level the creature will appear in the world; in general, you won't see them commonly until you are two levels above this.

**Soul:** This is the size of Soul Gem you will need to hold the creature's soul with a soul-trapping spell.

**Combat Skill:** This value is used any time the creature attempts to do a combat-based skill action such as attacking. Weapon-using creatures will use the perks of the appropriate skill level.

**Magic Skill:** This value is used any time the creature attempts to do a magic-based skill action such as casting spells.

**Attack Damage:** This is the damage done by the creature without a weapon. Weapon-using creatures use the weapon damage, unless they are disarmed.

**Weapons:** Most creatures use leveled lists to generate their weapons, so they may be armed with a variety of weapons. Those listed are the most common used by the creature.

**Advantages:** Natural or magical abilities that may make the creature more difficult to harm in combat.

**Weaknesses:** Natural or magical abilities that may make the creature easier to harm.

**Ingredient:** Some creatures commonly provide an alchemical ingredient when they die.

**Ranged Magic:** A summary of the damaging ranged magic the creature can use in combat.

**Melee Magic:** A summary of the damaging touch magic the creature can use in combat.

## ANCIENT GHOST

Type: Undead  
Level: 9  
Health: 170  
Magicka: 120  
Fatigue: 200  
Soul: Common

Combat Skill: 60  
Magic Skill: 60  
Stealth Skill: 25  
Attack Damage: Magic attack only  
Weapons: None

Advantages: Immune to normal weapons, immune to disease, immune to frost, immune to poison

Weaknesses: None

Ingredient: Ectoplasm

Ranged Magic: Icy Blast (damage Fatigue, frost damage)

Melee Magic: Ghostly Touch (drain Fatigue, damage Fatigue, frost damage), icy Touch (damage Fatigue, frost damage)

Like all noncorporeal undead, the Ancient Ghost can only be harmed by silver or magical weaponry, or destructive magic. It can turn itself invisible and strike from an unexpected direction.

## BEAR, BLACK

Type: Creature  
Level: 7  
Health: 150  
Magicka: 0  
Fatigue: 200  
Soul: Common

Combat Skill: 50  
Magic Skill: 5  
Stealth Skill: 40  
Attack Damage: 22  
Weapons: None

Advantages: Resist frost, disease (Yellow Tick)

Weaknesses: None

Ingredient: Bear pelt

Ranged Magic: None

Melee Magic: None

The smaller of the two Bears native to Cyrodiil, the Black Bear is still a dangerous opponent. It hits hard but is not particularly fast, so it is best dealt with from a distance.

## BEAR, BROWN

Type: Creature  
Level: 14  
Health: 330  
Magicka: 0  
Fatigue: 240  
Soul: Greater

Combat Skill: 65  
Magic Skill: 0  
Stealth Skill: 40  
Attack Damage: 44  
Weapons: None

Advantages: Resist frost, disease (Yellow Tick)

Weaknesses: None

Ingredient: Bear pelt

Ranged Magic: None

Melee Magic: None

This huge Bear can take a tremendous punishment and still stay on its feet. A blow from its paw can stagger the mightiest warrior, so treat this woodland giant with respect.

## BOAR

Type: Creature  
Level: 5  
Health: 100  
Magicka: 0  
Fatigue: 250  
Soul: Lesser

Combat Skill: 65  
Magic Skill: 5  
Stealth Skill: 30  
Attack Damage: 24  
Weapons: None

Advantages: High Agility, resist frost, disease (Chanthrax Blight)

Weaknesses: None

Ingredient: Boar meat

Ranged Magic: None

Melee Magic: None

The woodland Boar's tough hide makes it surprisingly dangerous for its compact size. The Boar can do a great deal of damage if it can land a blow, so staying out of its relatively short reach is advisable.

## CLANNFEAR

Type: Daedra  
Level: 11  
Health: 180  
Magicka: 0  
Fatigue: 250  
Soul: Common

Combat Skill: 60  
Magic Skill: 5  
Stealth Skill: 15  
Attack Damage: 36  
Weapons: None

Advantages: Reflect damage, resist fire

Weaknesses: Weakness to shock

Ingredient: Clannfear claws

Ranged Magic: None

Melee Magic: None

The Clannfear, with its terrifying speed and razor-sharp claws, is one of the most dangerous Daedric beasts. Its heavy strike and damage reflection make it especially deadly to melee fighters. Fight it from a distance if you can, or use magic to bypass its damage reflection.

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## THE MAIN QUEST

**THE MAIN QUEST****ESCAPE THE PRISON**

A prison escape? Actually, it's more like a last-minute pardon. Only, you're not the one in the hot seat.

**CHARACTER GENERATION**

Start by telling the game something about who you are in the world of *Oblivion*.

The default character is a young Imperial male. If you just want to get into the game, simply choose a name and select "Done" when his guileless face appears onscreen. He will serve you as well as any character in this "starter" dungeon. Don't worry; you're not stuck with him. You can revise this choice—and other choices still to come—before you step out into the wide world. Here, you pick your character's name, gender, appearance, and most importantly, race. For help on creating your character, see the "Character Gen" chapter.

**THE IMPERIAL PRISON**

After you click on "Done," you find yourself in a stony cell. Explore a bit. Approach the cell door to experience the gentle humor of Valen Dreth, who occupies the cell across the hall.



**The Imperial Prison**

Just for kicks, you can create several quickie characters so you can experience the grand panorama of Dreth's undiscriminating nastiness. (He has unique taunts for each of the game's 10 races, and for each gender as well.)

He stops taunting when visitors appear on the stairs. Dreth makes it sound as though they're coming for you.

They're not. They just need to use your cell.



1. Valen Dreth: Your Dark Elf neighbor in the prison taunts you mercilessly. In the Dark Brotherhood quest "Scheduled for Execution," you'll take your revenge.
2. Secret door: This is opened by Captain Renault near the start of the game.
3. Four Mythic Dawn assassins lie in wait offstage here. They'll hit the royal party around...
4. ...here! The emperor survives the Mythic Dawn assault, but Renault doesn't. Take her sword and torch. (The rest of her equipment is unavailable.) Look for potions on the bodies of the assassins.
5. Imperial Subterrane: The royal party passes through this door, but not you. See #11.
6. Collapsed section of wall and your way out. When you return in the Dark Brotherhood quest "Scheduled for Execution," the hole is boarded up and impassable.
7. Rats! The northern Rat is right on top of a chest, too. It contains a club, four torches, and two lockpicks.
8. The skeleton of a thief, with an iron dagger, leather cuirass and boots, 28 iron arrows, six lockpicks, and a torch. Nearby, you'll find a leather shield, iron bow, and a locked chest (one tumbler) containing a sapphire and 10 gold. Also a sack. There's a 15 percent chance it contains a bit of gold, a lockpick, common ingredients, and a grab bag ranging from animal pelts and silver items to jewelry, silver nuggets, and arrows.
9. Unlocked chest containing a rusty war axe and six gold.
10. Crate containing a club, four torches, and two lockpicks.
11. Barrel holding a club, an iron dagger, 12 arrows, and two lockpicks.

12. Ruined well. Show that bucket who's boss!
13. Dead Goblin Shaman with a club, Fire Damage and Chameleon scrolls, a Restore Magicka potion, three lockpicks, and an iron key that opens the door at #14.
14. Imperial Substructure: The lock can be picked—it has just one tumbler—or unlocked with the key from the dead Goblin (#13).

### AN OLD EMPEROR IN A HURRY

The visitors are Emperor Uriel Septim VII and three members of the Blades: Glenroy, Captain Renault, and Baurus. Listen carefully to the dialogue as they approach. It sets up the story for this first stage of the game.



**Uriel Septim VII, Emperor of Tamriel**

The emperor's sons reportedly have been attacked by assassins—killed, the emperor supposes—and the Blades are trying to spirit the emperor away via an emergency exit before Septim joins his sons in death. (You see only two Blades until the party enters your cell. The third, Baurus, is up the stairs locking the prison door.)

Talk to Glenroy and the emperor through the door. The emperor is as pleasant as someone who has just learned his children are dead can be, but an urgency lurks behind his words.

Glenroy is dismissive. He just wants you out of the way. At this stage, you are merely an administrative inconvenience. This cell was supposed to be empty.



**Glenroy of the Blades**

For the game to progress, you must satisfy his demand that you stand down; do so now. You can either stand under the high window in the east wall (which allows you a better view of the proceedings) or sit on the stool beside the table. Either way, you're temporarily pinned in place; the cell door opens and the royal party enters.

Captain Renault moves to the northeast corner. Baurus watches the door. Glenroy looks at you with the eyes of a hungry dog. Renault presses a big stone in the seventh row up from the floor. Your alleged bed sinks grindingly into the floor. The north wall opens to reveal a dark, descending passage.

You're free. At least, you're free to explore this large "starter" dungeon. In the Imperial Prison, Imperial Substructure, Natural Caverns, Imperial Subterrane, and the Sanctum, you will find weapons and armor. You use the weapons to kill Rats, a Zombie, and perhaps not a few Goblins. You learn how to cast a spell and pick a lock. You may sneak past a Goblin and deal with a Goblin trap. Perhaps you even spring a trap of your own.

You also witness a defining event in the history of the Tamrielic Empire.

In addition to the advice given to you by the tutorial, here are a few extra things you should know as you make your way through these dark passages.

You don't have to remain with the Blades, but you have no reason to linger in your cell. The cell door was locked again behind the royal party, and Dreth seems to have shot his bolt. And if you do keep up, you can talk to your new friend, the emperor, who offers unique commentary at certain points along the way. In the second large room, the royal party reaches the midpoint between two sets of stairs, and four hooded assassins cascade from a raised area to the west.

You are unarmored and virtually unarmed, so steer clear of the fray, ideally by retreating back down the passage. The Blades can handle the attackers. If you attract the assassins' attention, they try to kill you, and they may well succeed.

Besides, you can't materially influence the key events in this dungeon. In the company of the emperor, you are mostly a spectator. When the battle ends, you learn from an exchange between the Blades and Septim that one of those killed was Captain Renault. She led the royal party down the passage and seems to have borne the brunt of the assassins' attack.

### ► The Main Quest

Escape the Prison

- The Sewers
- The World of Cyrodiil
- Delivering the Amulet
- Find the Heir
- Breaking the Siege of Kvatch
- Weynon Priory
- The Path of Dawn
- Dagon Shrine
- Spies
- Blood of Daedra
- Blood of the Divines
- Great Welkynd Stone
- Bruma Gate
- Allies of Bruma
- Defense of Bruma
- Great Gate
- Paradise
- Light the Dragonfires!
- Epilogue

Faction Quests

- Arena
- The Daedric Quests
- Master Trainer Quests
- Miscellaneous Quests
- Freeform Quests

**The Main Quest**

▶ Escape the Prison

The Sewers

The World of Cyrodiil

Delivering the Amulet

Find the Heir

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Dagon Shrine

Spies

Blood of Daedra

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Paradise

Light the Dragonfires!

Epilogue

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**THE MAIN QUEST**

You can claim two items she was holding: a torch and a sword. By searching around you can also find an Akaviri Katana that she dropped when she was killed. Take them all. The torch is a decided comfort in this deep and dark place, and you can hold it in one hand while you hold the sword in the other.



**Captain Renault, slain defending the Emperor**

A word about taking stuff: It is basic to your existence in Oblivion. You'll buy things at the many stores, of course, but you live and die off loot. Fortunately, there's a lot of it about. Each of the assassins has a Mythic Dawn robe and hood—their weapons have vanished because they were bound items—and some may carry potions or other useful items. Leave the robes and hoods—they will quickly be superseded by more valuable items—but take any potions.



Right now, you're nowhere near the limit of what you can carry, so take anything that has potential value as a weapon, armor, or magic or has significant value. If an item has a value in gold listed in your inventory, you can sell it when you get out of here and buy something more useful. (Gold is weightless.)

However, you'll eventually reach your limit of what you can carry and have to decide what to dump and what to keep. Find a convenient location to leave items that don't contribute directly to your mission but that you're uncomfortable leaving behind. We scout several such locations in the Imperial City area in the "Freeform Quests" chapter. That same chapter we discuss what's involved in buying a house.

As for "Mythic Dawn," the game doesn't make anything of the reference at this point, but this is your first clue.

The royal party passes through the locked gate and the door beyond—and you're on your own. Perhaps it's because the Blades (who don't trust you) are running the show. Speak to the emperor before he disappears. He says he knows you'll meet up with the party later. But first you have to pass through the Imperial Substructure and the Natural Caverns—after finding a way out of the Imperial Prison.

**IMPERIAL SUBSTRUCTURE**

A section of wall crumbles to the southeast. Two Rats advance through the gap; a third waits beyond it. Kill them and then search this new area for loot. Among other things, you'll come up with a bow, armor, and lockpicks. Use the picks to master the simple lock on the door to the southeast, or use the key on the Goblin's shaman's body.



**The opening in the wall**

This is the Imperial Substructure. In this new area, you'll find a zombie, some odds and ends of loot (including ingredients), and a whole lot of rats. (It's a good thing the rats are weak and suicidal.) And, near the door down into the Natural Caverns, you'll find your path semi-blocked by a goblin early-warning system made by hanging skulls. Clever, those goblins. In the next section of dungeon, you'll have a chance to outwit them.

Alchemy

Equipment

Creatures

**Main Quest**

► A Door in Niben Bay

Through the Fringe of  
Madness

A Better Mousetrap

Addiction

A Lady of Paranoia

The Cold Flame of Agnon

The Ritual of Accession

Retaking the Fringe

Rebuilding the Gatekeeper

The Helpless Army

Symbols of Office

The Roots of Madness

The End of Order

The Prince of Madness

Miscellaneous Quests

Freeform Quests



MAIN QUEST

**MAIN QUEST****A DOOR IN NIBEN BAY**

To open a path to the Shivering Isles, simply wait two days after you load the expansion pack or two days after you leave the Imperial Dungeon where you generated your character. You get a journal entry reporting a rumor that a door has appeared on a small island in Niben Bay.

It's a portal, rather than a literal "door," but the rumor is true. Make this your active quest and consult your map—you discover that "A Strange Door" has turned up on an island located just east of Bravil, where no island previously existed. Fast-travel to the Bay Roan Stables north of Bravil, make your way east-southeast to the shore, and swim like you mean it. You soon come to a rocky island dotted with large mushrooms. Follow one of the ramps on the island's near corner to the upper level, where a glowing purplish cloud revolves within a mouthlike enclosure. This is the entrance to something called The Fringe.



The two NPCs near the door won't say much. The guard, Gaius Prentus, is too preoccupied with the door's ominous sounds. The Khajiit is too crazy to talk. Evidently she's already been through the door and back again, and it's messed her up a bit inside.

Well, if they're not going to explain themselves, check things out yourself. Head for the door.

When you move close to the portal, a third NPC, Belmeyne Dreleth, appears beside it. He's crazy, too. Also violent. He'll attack Prentus. Prentus, being a guard and 10 levels above your own, makes short work of him and then advises you to keep your distance from the door.

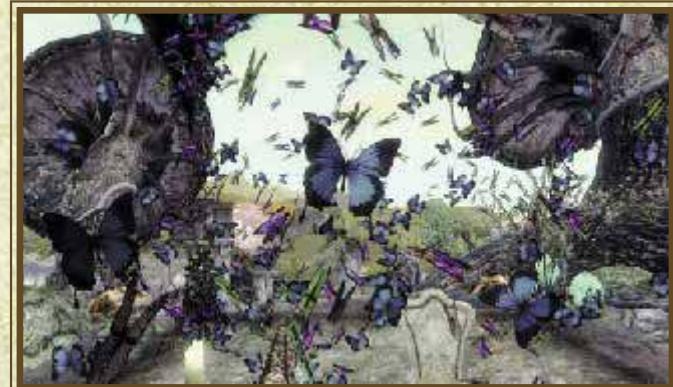
Once the guard has said his piece, you'll get another journal entry...and someone beyond the door begins to talk. No one tells you so at this stage, but this is the Daedric Prince Sheogorath, on whose behalf you may already have performed a very strange errand in the Khajiit village of Border Watch.



That daedric quest for Sheogorath has been adjusted slightly to accommodate the events in the *Shivering Isles* quest line. See the last paragraph of the "Sheogorath" entry in the "Daedric Quest" chapter for a rundown on the changes.

Sheogorath's key point is: "Bring me a champion! Rend the flesh of my foes. A mortal champion to wade through the entrails of my enemies!" That would be you. Once the speech is done, you're free to activate the door. Do so and you'll find yourself alone in a dark, quiet room with a sarcastic bald man named Haskill and a metronome (just to emphasize the quiet). Haskill invites you to sit down, and he won't get down to business until you do, so have a seat and speak to him.

Haskill then reveals that he's chamberlain to Sheogorath, that you're in an antechamber to that lord's private Realm, that the doorway on the Niben Bay island is an invitation to the would-be champions alluded to in Sheogorath's speech, and, somewhat obliquely, that madmen like Dreleth were "ill-prepared" for their experience in the Isles and are, thus, beyond cure.



Talking to Haskill carries no obligations. You can simply use the door to get back to the Niben Bay island and return to Haskill whenever you wish. Or you can agree to proceed across

The Fringe to the Gates of Madness. "If you can pass them, perhaps the Lord Sheogorath will find a use for you," says Haskill.

If you agree to make the attempt, Haskill suggests you "mind the Gatekeeper. He dislikes strangers to the Realm." Then he stands and vanishes. You'll see him again soon. The room dissolves into hundreds and thousands of butterflies, and you find yourself outdoors at the west end of a large walled enclosure.

You're on your way.

## THROUGH THE FRINGE OF MADNESS

Finding the Gates won't be difficult; the path from the butterfly room leads directly there, and a high stone wall around The Fringe reins in exploration. But getting through the Gates is quite another matter.



You won't have full freedom of action in the Isles until you pass the Gates.

Make your way down the steep path to the east. In the shallow pool at the bottom you find a live Grummite and a dead Baliwog, courtesy of the Grummite.



The Fringe includes a pair of fortresslike enclosures: Xeddefen to the south and the Gardens of Flesh and Bone to the northwest. You can't get inside either installation yet, but you can clear out enemies in their exterior (Grummites in the former case and Skeletons in the latter).

Follow your quest target east to find a third Fringe location: the village of Passwall. Here you can head straight up the stairs on the eastern path to reach the Gates of Madness, where the Gatekeeper is about to demolish a party of adventurers. Or you can chat first with the self-appointed mayor, Shelden, and the hypochondriac, Felas Sarandas.



You'll find that everyone in Passwall is a little nuts, just like these two. In fact, everyone on the Shivering Isles suffers from some form of insanity.

However, the most efficient route is to simply head east to the Gates to see what all the fuss is about.

You arrive at the top of the hill to find the battle already underway. It is one-sided. The Gatekeeper, a great tattooed giant with a huge blade, kicks the adventurers' butts with ease. This has some advantages. If you're just starting out in *Oblivion*, you can loot a full steel suit of armor, plus a steel claymore, warhammer, and mace from the bodies.

Once the battle is over and the adventurers' Orc captain has fled, you get another journal entry suggesting you consult the residents of Passwall before taking on the Gatekeeper.



Depending on who's talking, you'll be referred to either Relmyna Verenim or Jayred Ice-Veins, who will, in turn, cough up two of the three options for killing the Gatekeeper. Either of the first two options will make the Gatekeeper weaker. You can use all three to make the Gatekeeper the easiest possible fight. Your options are as follows:

1. You can consult "Mayor" Shelden right away, as he and Felas Sarandas are on hand to watch the battle. Ask him about "Gatekeeper" and he'll tell you that Jayred wants to kill the giant.



In fact, check in with Shelden repeatedly for comic relief. He offers a running commentary on Main Quest events—with most of his comments centering on himself.

Sounds to us like you have a potential ally. Find Ice-Veins. His home is south of the inn, but he only sleeps there. At other times he is wandering around The Fringe. Just follow your quest target to find him.

When you find Ice-Veins, ask after "Gatekeeper" and he proposes you help each other. You'll pick the lock to the Gardens of Flesh and Bone. Easy enough, and Jayred even

Alchemy

Equipment

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### Main Quest

A Door in Niben Bay

Through the Fringe of Madness

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### Miscellaneous Quests

### Freeform Quests

MAIN QUEST



## Shivering Isles World Map

## New Shoth Map

## World Maps

## City Maps

# MAPS

# **SHIVERING ISLES WORLD MAP DESCRIPTIONS**



## ► Shivering Isles World Map

New Sheoth Map

## World Maps

City Maps

Shivering Isles  
World Map

New Shoth Map

**World Maps**

Gold Coast

Colovian Highlands

West Weald

Jerrall and Valus Mountains

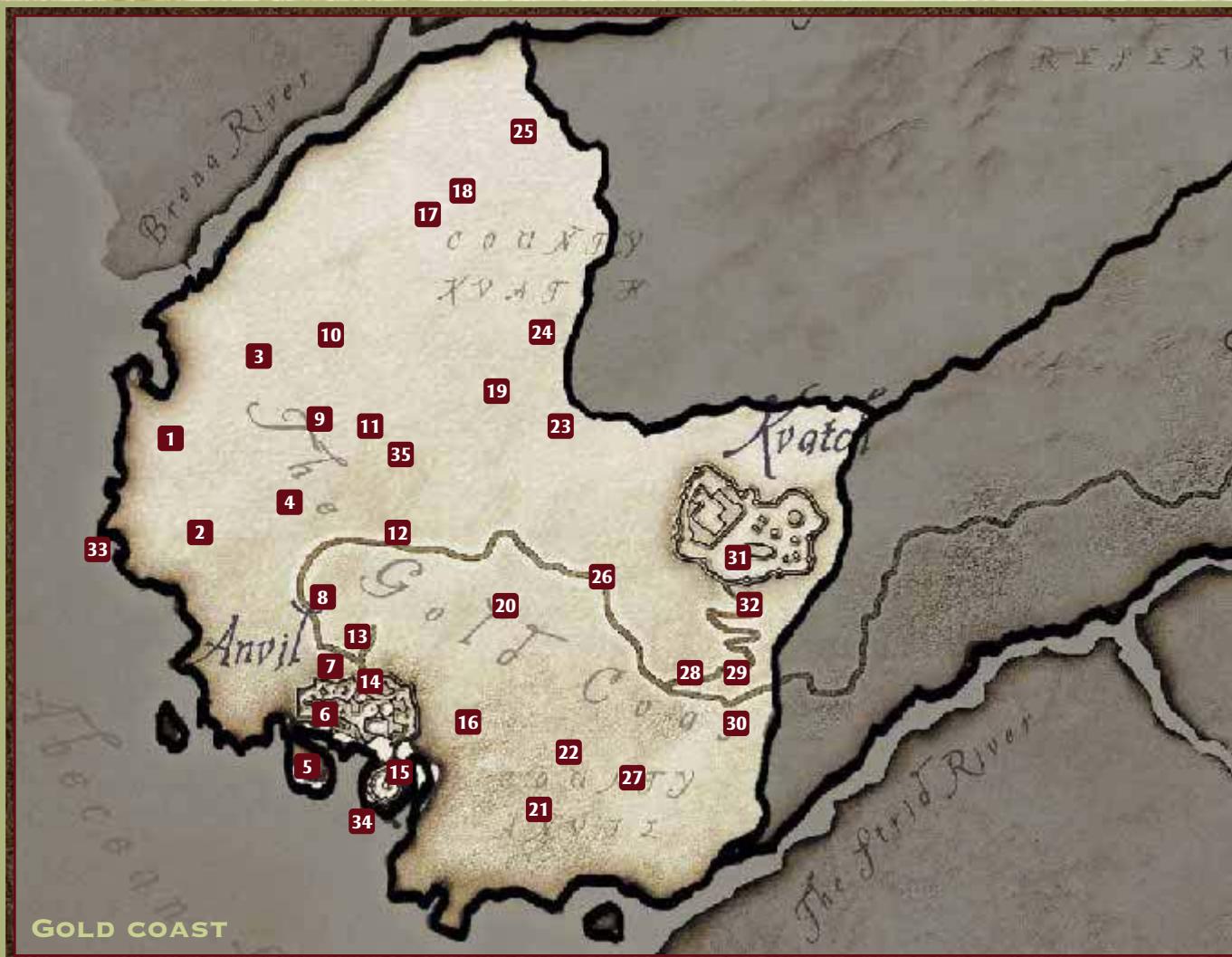
Great Forest

Heartlands

Nibenay

Blackwood

City Maps

**WORLD MAPS**

1. **Beldaburo:** Ayleid ruin used as a Conjuror lair. Two levels with leveled enemies—Conjurors, Daedra, undead—and gas and spike traps. Loot: fair—notably the Conjuror boss's chest on the second level.
2. **Crowhaven:** Ruined Imperial fort used as a Vampire lair. Two levels with Vampires (notably, Lord Lovidicus) and critters. Quest hooks: Lord Lovidicus's lair on the upper level is the objective of the Miscellaneous quest "Origin of the Gray Prince."
3. **Malacath's Shrine:** Surface shrine to Daedric god Malacath. Orc worshippers there include Shobob gro-Ruggdush, who is the source for the Daedric quest "Malacath."
4. **Atrene Camp:** Abandoned surface encampment.
5. **Anvil Lighthouse:** Lighthouse keeper Ulfgar Fog-Eye is a contact in the Dark Brotherhood quest "Following a Lead."
6. **Anvil Dock Gate:** Well, there's no actual gate here, but this is indeed the quickest way for a fast-traveler to reach the Anvil docks.
7. **Horse Whisperer Stables:** They sell White horses here.
8. **Hrota Cave:** Bandit hideaway. One level has Bandits and rotten-plank, swinging-mace, and cave-in traps. Decent loot in the chests. Objective for Fighters Guild quests "Den of Thieves" and "Newheim's Flagon."
9. **Lord Drad's Estate:** Farm operated by prosperous Dark Elf who, with wife Lady Drad, is a contact in the Daedric quest "Malacath." Manor house is a potential target during the freelance/fencing phase of the player's Thieves Guild experience.
10. **Fort Sutch:** Ruined Imperial fort used as a mercenary stronghold. One level with numerous mercenaries. Loot: so-so. Objective for Dark Brotherhood quest "Bad

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