

קורמחם א פתאגורג >תגז' >זולר אגז' ג' חג'תפוקל >מגזל'ג

# MAIDS II

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# DECEPTION



מקל קז'ג >תפוקל'ג עג אג'תפוקל'ג >זולר אג'תפוקל'ג >מגזל'ג

מקל קז'ג >תפוקל'ג עג אג'תפוקל'ג >זולר אג'תפוקל'ג >מגזל'ג

קורמחם א פתאגורג >תגז' >זולר אג'תפוקל'ג >מגזל'ג



# Table of Contents

---

## Part I: Quest Walkthrough

### Episode I

- [\[MQ00\]](#) Jonestead Errands
- [\[MQ01\]](#) Maid of Skyrim

### Episode II

- [\[MQ02\]](#) Serenity's Sirens
- [\[MQ03\]](#) Disciples
  - [\[KQ01\]](#) Kasia: Training
- [\[MQ04\]](#) Follow Me to Purity
  - [\[KQ02\]](#) Kasia: Seduction
- [\[MQ05\]](#) By the Book
- [\[MQ06\]](#) Love and Peace
  - [\[KQ03\]](#) Kasia: Date

### Episode III

- [\[MQ07\]](#) Escort Service
- [\[MQ08\]](#) The Anomaly
- [\[MQ09\]](#) Without Borders
- [\[MQ10\]](#) Across the Sea
- [\[MQ11\]](#) Here's to You
- [\[MQ12\]](#) Void

### Episode IV

- [\[SQ01\]](#) Lilith
- [\[SQ02\]](#) Outcasts
- [\[Recruits\]](#) Recruiting Allies
- [\[MQ13\]](#) You Are Not Alone
- [\[MQ14\]](#) End of Purity
  - [\[SQ03\]](#) Gidave
- [\[MQ15\]](#) Defiance

### Episode V

- [\[MQ16\]](#) Odyssey – The Journey
  - [\[Tower\]](#) Warrior
  - [\[Tower\]](#) Thief
  - [\[Tower\]](#) Mage
  - [\[Tower\]](#) Serpent
  - [\[Tower\]](#) Trinity
  - [\[SQ04\]](#) Battle of Sky's Divide
- [\[MQ16\]](#) Odyssey – The End



# Table of Contents

---

[Part I: Quest Walkthrough](#)

[Epilogue](#)



# Table of Contents

---

## Part II: Supplements

### *Maids*

- [\[Maids\]](#) Service
- [\[Maids\]](#) Follower
- [\[Maids\]](#) Map
- [\[Maids\]](#) Wardrobe
- [\[Maids\]](#) Equipment
- [\[Maids\]](#) Kasia Relationship
- [\[Maids\]](#) Custom Work Locations
- [\[Maids\]](#) Recruitment
- [\[Maids\]](#) Missions

### *Euphoria Palace*

- [\[Palace\]](#) Entertainment
- [\[Palace\]](#) Secrets

### *Sky's Divide*

- [\[Sky\]](#) Map
- [\[Sky\]](#) Legacy Bastion Portal
- [\[Sky\]](#) Weather Modification
- [\[Sky\]](#) The Fellow F'lah
- [\[Sky\]](#) Trophy Room
- [\[Sky\]](#) Vanchim
- [\[Sky\]](#) Satchel Packs
- [\[Sky\]](#) Secrets

### *Miscellaneous*

- [\[Misc\]](#) Notepad
- [\[Misc\]](#) Heartland Cave
- [\[Misc\]](#) Heart of Infinity
- [\[Misc\]](#) Credits





Part I:  
Quest Walkthrough



# Episode I





# [MQ00] Jonestead Errands

Southwest of Riften is the underground town of Jonestead. This is where you will meet the elusive Pinder family and learn of an enemy that has been hunting them down for generations. First, you must earn the trust of Marcus Pinder by fetching his "missing" daughter, Kasia.

## Visit the underground town of Jonestead southwest of Riften

When you first start the game with Maids II: Deception installed and activated, you should receive a miscellaneous journal update telling you to visit Jonestead. You will find the entrance to the underground town west of Riften.



*The southeast region of Skyrim, The Rift, contains the city of Riften and the town of Jonestead.*

Upon walking into the town, you either have the choice of speaking with Walsh, who will be standing on the bridge, or skipping the conversation and going directly to the Pinder House. Either way, the next step is to speak with Marcus Pinder.



*The entrance of Jonestead is alongside the main road.*



# [MQ00] Jonestead Errands

Talk to Marcus Pinder, the founder of Jonestead



*The Pinder House is a three-story building with several storage containers and mannequins. It can serve as a player house after the end of MQ01.*

Marcus can be found in his home, which is on the west side of town and south of town hall. Speak with Marcus and he will inform you that his daughter Kasia has not returned from her errands. Your assignment is to track her down.

## Look for Kasia Pinder in Jonestead

Although Marcus mentions that Kasia went to Ma'Dato's farm on the east side of town, Kasia actually made a detour to the warehouse on the way back. You will find her there having an argument with Bosska. Either wait for them to finish or leave and come back into the warehouse to skip the scene. You may then speak with Kasia and tell her that Marcus is looking for her.



*Bosska and Kasia in an argument.*



Gain your first FP with Kasia by properly introducing yourself in conversation.

## Return to Marcus with Kasia

Kasia will then follow you back to the Pinder House. Upon entering the house, the father and daughter will have an argument. As with the Bosska-Kasia argument scene, you may either wait for them to finish or leave and enter the house.

Speak with Marcus when he's available and he will reward you with 200 gold and ask if you'd like to run another errand.

# End of Quest



# [MQ01] Maid of Skyrim

*Marcus Pinder is worried about the safety of his daughter in the midst of the unrest in Skyrim. Despite his anxiety, he sends Kasia out with the Dragonborn as an apology to his daughter. Together, the two will discover that the man's fears have come true.*

## Go to Euphoria Palace with Kasia

After completing the previous quest, you may speak with Marcus immediately to begin MQ01. His assignment for you is to deliver a letter to Euphoria Palace, a lavish brothel to the east of Jonestead and south of Riften that sits atop a mountain. In addition, you are required to take Kasia with you.

Go upstairs to speak with Kasia about your errand. She explains that if you have an emergency on the way to the Palace, you can send her to stay inside Jonestead by the front entrance until you're ready to continue your quest.

Make a comment to Kasia that could be misconstrued as an insult about her weight and you will lose FP and RP.



*Euphoria Palace is south of Riften and east of southeast of Jonestead.*



# [MQ01] Maid of Skyrim

## Give the letter to the Palace guard

Once you've arrived at the Palace, you will need to hand the letter to the guard standing by the door. In the meantime, Kasia will go over to the railing to see the vista.



*You cannot enter Euphoria Palace during this quest. If only Episode I is installed, then it will not be accessible until Episode II.*



Whether you maintain an optimistic or pessimistic conversation with Kasia will determine the gain or loss of FP.



*In this scene, you are given the opportunity to earn many FP by responding to Kasia's thoughts in a positive manner.*


Speak with Kasia when you're ready to head back. The two of you may enter a conversation about Skyrim. Once that is over, Kasia will follow you to Jonestead unless you tell her to stay at the Palace for a while longer.



# [MQ01] Maid of Skyrim

## Return to Jonestead with Kasia

Once you and Kasia make it to the front entrance of Jonestead, you will be attacked by two mercenaries wearing ebony armor. After fending off the attackers, Kasia will ask about your condition and wonder about the identity of the attackers. She suggests that you search their bodies for anything important. Retrieving the assassination note on either of their bodies is not required, but will unlock a bonus line of dialogue with Marcus.

 If Kasia was hurt in battle and/or she managed to hit one of the Heroes, you can ask if she needs aid or congratulate her to receive FP.

As soon as you enter the Pinder House, Marcus will be in shock over the attack. While Kasia goes up to her room to gather her belongings, Marcus will reveal his family's history of violence with the shady group known as Project Purity.

During this conversation, you will be led to set two important dialogue flags: the sex of the Champion of Cyrodiil from *The Elder Scrolls IV: Oblivion* and the fate of Desann from Maids I: Euphoria, the predecessor to this mod. These flags will be used throughout future episodes and can be modified after the completion of MQ01 (see [Part II: Supplements](#)).

Marcus will reward you with 1500 gold for your completed errand and ask you as a favor to him to take his daughter to a camp north of Windhelm where she can be kept safe until the town of Jonestead is secured.



*The Heroes of Nirn are an elite mercenary group. Displaying the emblem of the long-forgotten Blackwood Company, their motivations are shrouded in mystery.*



# [MQ01] Maid of Skyrim

## Go to the campsite north of Windhelm with Kasia

Kasia will be in her bedroom wearing fur armor and sitting on the floor by her wardrobe. Speak to her and she will follow you to the assigned campsite without question. The campsite is located on top of a mountain north of Windhelm and east of Fort Kastav.



*To get to the campsite, you will need to travel to Fort Kastav and make your way east to reach the top of the mountain.*

## Talk to Kasia

Talk to Kasia once she has reached the camp. She will ask if you could cook a meal while she sets down the bag of ingredients by the cooking pot and starts a campfire.

## Cook a meal for Kasia

The bag of ingredients Kasia put down by the cooking pot contains everything you need to cook a meal. However, Kasia will only accept a meal listed on Ma'Dato's recipe list. Picking the meal to serve is a matter of choice, but serving Kasia the best meal will net you FP.



To gain the most FP, you must serve Kasia Elswyr Fondue, which can not be cooked with the ingredients provided in the bag. You will have to find the ingredients yourself. All other meals except for Cabbage Potato Soup will earn you FP. If you decline to cook a meal, you will lose FP.





# [MQ01] Maid of Skyrim

## Talk to Kasia

After either serving the meal or refusing to cook anything, you will have to tell Kasia about Marcus's revelations about the family's past.



*You may come and go from the campsite at any point during this quest. Kasia will be waiting there for your return.*

## Give Kasia an animal pelt or tell her to go to sleep

Kasia expresses discontent with the frigid wind on the mountain. You can either provide her with an animal pelt to keep warm, ignore her complaints, or insult her for being weak. If you wish to give Kasia a pelt, it is possible you may have killed a furred animal on your way to the campsite. In the end, Kasia will ask that you sleep at camp for her protection.

How you handle Kasia's suggestion for something warm and her subsequent request for you to stay at the camp for the night can provide you with different combinations of +FP/-FP and +RP/-RP. If you have a very high FP to begin with, Kasia will even ask if you'd like to sleep in the tent while she sleeps outside.

## Go to sleep in the camp

Depending on how you handled the previous conversation, you will either have to sleep outside or in the tent. Either way, once you have woken up, a courier from Jonestead will arrive.



# [MQ01] Maid of Skyrim

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## Talk to the courier

The courier brings news that Jonestead is under attack by the Heroes of Nirn and that the townspeople, including Marcus, have been taken hostage.

While this is all true, the courier's overdramatic reaction and comments about Bosska's supposed sacrifice should be a hint that something is not right. If you refuse to let the courier walk away, then he will reveal his true nature. If you let him leave, then you will encounter him again in the final battle of MQ01. Whichever path you choose, Kasia will demand that the both of you return to Jonestead immediately in order to save the town and her father.



*The courier's real name is Jax. You may have seen him with Bosska if you decided to visit the Jonestead warehouse before leaving for the camp.*

## Return to Jonestead with Kasia

You must return to Jonestead with Kasia in order to save the town. Prepare yourself before heading to Jonestead. The assaulting force, the Heroes of Nirn, are composed entirely of warriors carrying different variations of ebony weapons and using different styles of attack. Long range weapons and magic are the best weapons to carry into battle.



# [MQ01] Maid of Skyrim

## Save Marcus and the people of Jonestead


When you enter into Jonestead. Kasia will leave your next path entirely up to you: either save the entire town of Jonestead first or go straight for Marcus. Chances are that you will come across several hostages on your way to the Pinder house so it will be wise to rescue them if you have the chance. Doing so will allow you to collect small rewards when the quest is over.


In total, there are 11 hostages that may be freed as an optional objective. Saving the Orcs – Atulg and Bugdul – and the Wood Elf – Kristy – will allow them to help you free the town.

Make your way through the town and go into town hall. Walsh, who you met when you first arrived in Jonestead, must be freed to progress the quest. He will reveal to you that Bosska is behind the attack. He will also suggest that you leave Kasia behind before going to free Marcus.



*Each hostage is guarded by two captors. Kill them first before freeing each hostage.*

 If you demand that Kasia stay in town hall before you save Marcus, you will lose FP. Whether or not it is wise, she is coming with you.

 If you save all 11 hostages and Walsh, you will earn RP for your bravery.



# [MQ01] Maid of Skyrim

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*Bosska carries the Void Sword, a mysterious weapon with links to an incident that transpired 200 years ago that involved Project Purity and the Champion of Cyrodiil.*

The moment you enter the Pinder house, you will come face to face with Bosska, now clad in armor and wielding a sword. Watch the scene unfold between the Pinder family and the commander of the mercenary group until Bosska puts an end to Marcus's life. Bosska then leaves the scene through the basement door and has his men take care of you.

Depending on your decision back at the campsite, you will either be faced with one or two mercs. Cirthe, the tall Khajiit, will always be present. If you killed the courier, then he will not be at the execution scene.

## **Take out Bosska's men and then speak to Kasia**

Be careful if you are facing both Jax and Cirthe. Jax's sword causes frequent paralysis on strike, allowing Cirthe the time to pummel you with his hammer.

After dealing with your enemies, speak with the mourning Kasia. After asking about any clues to what Marcus spoke of shortly before being killed, she will suggest that you search the study room for anything of interest.



If you demanded that Kasia stay behind earlier, you can further reduce your FP by telling her once again as she stands over Marcus's body. You may also comfort her to gain FP.





# [MQ01] Maid of Skyrim

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## Find information regarding Serenity's Sirens

Go into the study room and open the hollow bust of the Gray Fox sitting on the desk. Inside you will find a letter for Kasia from her father and a journal documenting the history of the Pinder family. Bring both items to Kasia and she will come to the conclusion that your next destination is Euphoria Palace.

However, you will be interrupted by Walsh and Kristy as they come in to announce the retreat of Bosska and his men as well as the safety of all of the hostages. Walsh will request that you meet with him privately back at his house while Kristy and Kasia clean up the Pinder House.

## Talk to Walsh

Follow Walsh back to his house where he will discuss the events that have just transpired and Kasia's future in relation to Jonestead. Fearful of the town's safety with her presence, he will imply that it would be best that if she were to go under your care.

As a reward for your heroics, Walsh will give you 2000 gold. The next step is to return to Kasia and announce the arrangement that has been made.



*Do not forget to collect your rewards from any hostages you may have saved during the attack.*



# [MQ01] Maid of Skyrim

Talk to Kasia



Kasia will be happy about being under your watchful eyes. She will explain that you have permission to send her to any of your owned homes in Skyrim and to adjust her daily outfits (see [Part II: Supplements – Maids](#) for more information). In addition, the Pinder House is now your home as well. You are free to store any valuables in the basement chests as well as put your weapons and armor up for display.



Complimenting Kasia's maid outfit, insulting her, and/or suggesting that you may fill her wardrobe with questionable clothing will net you different combinations of FP and RP.



## End of Quest



# Episode II





# [MQ02] Serenity's Sirens

*The time has come for the Dragonborn and Kasia to travel to Euphoria Palace and learn the fate of Kasia's mother and the secrets of the Pinder family's past from Serenity's Sirens.*

## Talk to Kasia

After the completion of the previous quest, talk to Kasia about visiting Euphoria Palace. She will be hesitant but agree that there is no point in putting it off any longer.

## Talk to the Euphoria Palace receptionist

Travel to Euphoria Palace and speak with Sera, the Palace receptionist. After informing her about Marcus's death, she will redirect you to speak with the guard Gatoma standing outside the warehouse.

## Talk to Gatoma

The entrance to the warehouse is down the hill and to the left. Tell Gatoma that Sera has granted you permission to speak with the Sirens and she will unlock the door.



*There are two entrances to the lower level of Euphoria Palace, a secret entrance beneath a statue of Dibella in the first floor dormitories and the warehouse entrance. Only the latter will be accessible during this portion of the quest.*



# [MQ02] Serenity's Sirens

## Investigate the catacombs

Upon entering the warehouse/catacombs, Gatoma will lock the door behind you and Kasia. Make your way to the statue of Desann and read the inscription on the tablet. Freya and three Siren assassins will suddenly appear.

## Talk to and follow Freya



Speak with Freya about recent events and she will order you to follow her so you can speak with Matari in her meditation chamber.

If you make it clear that you only sought out Serenity's Sirens to drop off Kasia, you will lose a single point of FP and RP.

## Wait for Matari to finish speaking

Once in Matari's chamber, she will discuss the current situation regarding Jonestead, Marcus, and Fort Pazarath. Once she has finished, she will request that you stay with her so she may speak to you privately.

*Freya may become an annoyance for those who choose to follow a righteous path and refuse to fall for her overt attempts at seduction.*



# [MQ02] Serenity's Sirens

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## Talk to Matari




*You may speak again with Matari after the main conversation for more information on Project Purity and Serenity's Sirens.*

Speak with Matari to learn about the incident at Fort Pazarath, the only other Siren stronghold in Skyrim. With the recent death of Marcus, the Sirens are struggling to gather their strength so they may be able to strike back. Matari wishes to further discuss these matters over dinner. Until then, you must speak with Kasia and inform her of the arrangement to have the both of you stay over night at the Palace.

## Talk to Kasia

Kasia will be outside in the main lobby speaking with Melody. Talk to Kasia and she will inquire about her mother. After telling her about the dinner arrangement, you will need to speak with the butler in the dormitory lobby so he may show you to your room.

 If you make a mean-spirited comment about Kasia's disappointment over her mother's death, you will lose FP.

## Talk to Tarrius

Tarrius should be standing in the dormitory lobby waiting to show you to your room. Follow him and enter your room to speak with Kasia.



# [MQ02] Serenity's Sirens

## Talk to Kasia in the dorm

Once in the dorm, talk to Kasia and she will reveal her desire to join Serenity's Sirens in order to preserve her family's legacy. She would like your approval, but as she demonstrates later at dinner, she is determined to make sure the Sirens do not forget the sacrifices made by Marcus.



*The three containers in your dorm are safe for storage.*



Approving of Kasia's plan to join the Sirens and comforting her will help you gain positive FP. Otherwise, you stand to lose FP. There is also an instance where you may lose RP if you choose to be too friendly with Kasia and already have a high FP rank.



## Wait for Kasia to get dressed and turn off the lights

Kasia needs to get dressed before going to bed. When she's done, she will ask that you turn off the lights so the both of you can go to bed. Go to sleep in your bed to advance the quest.



Choosing to peek at Kasia while she is undressing will cause you to instantly lose a significant amount of FP and RP. You can attempt to apologize to avoid losing any more, but if you already made advances on her back at the camp in Episode I, she will refuse to believe you.



Letting her dress will allow you to gain positive FP and RP by choosing correct responses to soothe Kasia's doubts.





# [MQ02] Serenity's Sirens

## Marry Kasia **OR** defy the Abomination



*There are several oddities in the warped version of the Temple that are worth checking, such as the unusable shrines of Mara and the book "The Void."*

Immediately after going to sleep, you will be transported to what appears to be the Temple of Mara in Riften. Speak with Dinya and she will remind you that you are to be wed with Kasia. You can either protest or agree to the ceremony.

To protest, you must pickpocket the key from Kasia after discovering the doors to exit the temple are locked. Confronting Dinya will cause her to warn you about the dangers of stepping outside. Ignore her and proceed.

## Talk to the Abomination

If you refused to marry Kasia, you will step out of the temple into a void. In the center of your sight is the Abomination that is responsible for your "vision". Go up to it and speak to be transported back to Euphoria Palace.



*The Abomination has a voice reminiscent of Matari's. The difference being that the Abomination is capable of expressing emotion.*



# [MQ02] Serenity's Sirens

## Talk to Kasia and go back to bed



*Kasia implies she had a similar experience as you, but far more disturbing.*

You will wake up to find Kasia sitting by your bedside. Speak to her or refuse to satisfy her curiosity about your dream. When finished, you may quickly speak to her again before she returns to bed. In dialogue, depending on your current friendship and romance rank with her, she may allow you to sleep on her bed if you choose the "Never mind" option.

If you are given the option to sleep in Kasia's bed, you can either accept or decline. You will gain or lose RP respectively depending on your decision.



## Talk to the Observer

When you wake up, you will find that Kasia is gone and she has left a platter of food for you along with a note saying that will be out in the Palace grotto. You will also notice what appears to be a Palace guard in your room. Speak to her and she will inform you about her allegiance to a mysterious "third group" that chooses to stay out of the war between Project Purity and Serenity's Sirens. She insists that you follow her directions regarding Matari or risk the lives of many by fumbling for answers. Whether or not this odd woman is to be believed will be answered later in the episode.

When the Observer teleports out of the room, go find Kasia in the grotto around 5 P.M. so you can go to dinner.



*There is very little evidence to prove what the Observer says is true, however, the book she leaves behind implies that her warnings about Matari must be heeded to some extent.*



# [MQ02] Serenity's Sirens

## Talk to Kasia from 5 P.M. to 6 P.M. to go to dinner

Dinner with Matari starts at 5 P.M. If you miss the time slot, you may wait until the next day to ask Kasia to follow you to dinner in the dining room.

## Talk to Melody

When you arrive in the dining room, you will immediately notice that Melody is wearing a maid outfit. Once both you and Kasia are in the room, she will formally introduce to you the rest of the Golden Maidens and Matari. Afterwards, she will ask that you sit down so she may begin serving you.

## Sit down, give Melody the dinner order, and speak with Matari

After giving Melody the optional dinner order, speak with Matari. She will go on to propose an offer for you to join Serenity's Sirens as an honorary commander. Even if you declined Kasia's request to join the Sirens, she will chime in to announce her wish to join as well.



*The Golden Maidens dress up in maid outfits as a sign of "respect" for the Dragonborn.*

When Matari is done speaking, she will leave the two of you to enjoy the rest of your dinner.



When Matari speaks about the benefits of maid servants, you can either imply that having Kasia is all you need or is already enough trouble to gain/lose FP. RP can also be gained by choosing the former.



## Talk to Kasia

With Matari out of the room, talk to Kasia to end the quest.

# End of Quest



# [MQ03] Disciples

*As an honorary commander in Serenity's Sirens, the Dragonborn is given the task to become familiar with the rest of the Sirens by joining them on a mission.*

## Talk to Tricia

Tricia is the Siren battlemaster and gives assignments in the armory. Talk to her and learn of your mission to retrieve scout reports from Winterhold and Dawnstar with a team of three Sirens lead by Lilith.

## Talk to Lilith

Lilith will be working in the armory. Speak to her to commence the mission.



You may encourage Kasia before leaving the armory for a few additional points in FP and RP.



## Meet the team

Lilith's team is waiting outside in front of the catacombs. Talk to Lilith to have her introduce them to you. Once the introduction is over, follow Lilith to the carriage down the hill from the Palace. She will give you one last overview of the mission and instruct you to speak with Talia, the carriage driver, so all of you can proceed to the first checkpoint.



*Lilith's team consists of herself, Melene, and Samantha.*

## Talk to Lilith

At checkpoint one, Lilith will have already gone to speak with the Siren in charge, Aradarume. Speak with Lilith to learn that Aradarume is insisting that Alarei, a frightened Dark Elf Siren, be taken away from the checkpoint because of her behavior.



# [MQ03] Disciples

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Talk to Aradarume and agree to take Alarei **OR** insist that she stay at the checkpoint



*Aradarume is one Freya's few remaining students. Her personality and short temper are scars from Freya's brutal teachings.*

You have a choice: either agree to take Alarei with you or leave her at camp. Major ramifications for this simple decision will not be felt until the next quest and possibly far off into the future. Below are things to consider:

## Take Alarei

- If Alarei is on the team and you wish to take Horace with you at the next checkpoint, you will have to leave either Melene or Samantha behind to defend checkpoint two.

## Leave Alarei

- Leaving Alarei behind will cause her to become extremely violent and manic during the next quest. This does not bode well for players who wish to take out the Heroes of Nirn at Nightgate Inn silently.
- There will come a time when the Heroes of Nirn at the chasm in the next quest may serve a greater purpose. The only way for them to fulfill their duty is to banish them using Alarei's scroll, which can only be acquired if Alarei has gone insane.

After you've made your decision, you will either be instructed to speak with Alarei to inform her of the plan or speak immediately to Lilith. When you're finished, speak with Talia to continue on to the next checkpoint

## **Talk to Lilith or go straight to Misha**

Once you've arrived at checkpoint two, you will learn that Lilith was unable to inform the Siren leader of the mission's status. As you will see, Misha, another of Freya's students, is in the process of torturing a captured Hero of Nirn prisoner known as Horace. After speaking to her, she will ask that you gouge out his remaining eye.



# [MQ03] Disciples

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Leave Misha and Horace alone **OR** kill Misha and leave Horace alone **OR** kill Misha and secure Horace

As with the decision at the previous checkpoint, the outcome of the choice you make here will have both short term and long term consequences. Below are further details:

## Leave Misha and Horace alone

- If you leave the two alone, you will be able to progress the quest without being directly responsible for what is to come.
- **Fates:** Misha survives, Bonnie & Helen survive, and Horace dies

## Leave Misha alone and kill Horace

- This option plays out in a similar manner as above, only you'll be responsible for Horace's death.
- **Fates:** Misha survives, Bonnie & Helen survive, and Horace dies

## Kill Misha and leave Horace alone

- Killing Misha and leaving Horace alone will give you the option to leave either Melene or Samantha behind. However, this is not required unless you wish to keep Bonnie and Helene safe for the impending attack on the checkpoint.
- **Fates:** Misha dies, Bonnie & Helen survive (if Melene or Samantha stay at checkpoint) or die (if neither Melene or Samantha stays at checkpoint), and Horace dies

## Kill Misha and secure Horace

- Unlike the option above, you *will have* to leave someone behind in the event you decided to take Alarei with you on the mission. Otherwise, if she stayed behind, you will again be given the option to not leave anyone behind.
- **Fates:** Misha dies, Bonnie & Helen survive (if Melene or Samantha stay at checkpoint) or die (if neither Melene or Samantha stays at checkpoint), and Horace dies

## Fate of Talia

If given the choice to leave some behind at the checkpoint, you must **keep Samantha with you**. Otherwise, Talia the carriage driver will die by the end of the quest.

## NOTES

- No matter what happens, Horace will die by the end of the quest. However, choosing to take him with you will give you the rare opportunity to ask more questions about the Heroes of Nirn and their motivations.
- Misha's survival will result in the death of a major benevolent character introduced very late in the story. Because Misha will not make an appearance until then, this is the one chance at stopping her.
- Be sure to read the note on Horace's body if he dies in your presence. You will learn the Hero of Nirn team naming scheme convention so you can come up with a cover story for the next quest.

After your decision, speak with Lilith. If Misha was killed, you will be given the option to leave someone behind at the checkpoint after a conversation by the carriage.



# [MQ03] Disciples

## Talk to Lilith and go to the tavern in Winterhold

Speak with Lilith as soon as you arrive at Winterhold and follow her to the local tavern. Wait for her to finish speaking with the Khajiit Siren and then speak to her again. She will tell you that she wishes to show you something outside.

## Talk to Lilith outside

Follow Lilith to a secluded area outside of town and open the safe nested beneath a tree. Take out the empty bottle and speak with Lilith to learn more about the history of the Pinder family and Purity.

## Find and talk to Alarei

If you chose to bring Alarei with you, she will be wandering outside the College of Winterhold. You will need to speak with her and tell her that the team is waiting for her to come back.

## Talk to Talia

When you are ready to head to Dawnstar, talk to Talia.



*Although the threat of Erosap is long gone, it serves as a reminder of Project Purity.*

## Talk to Lilith and go to the tavern in Dawnstar

When you arrive outside Dawnstar, you will need to speak with Lilith to learn about a suspicious man in the Windpeak Inn. You are instructed to investigate and uncover his identity.



*Dimitri suggests that if you ever need his help to defeat the Sirens in the future, he will be waiting for you at the Windpeak Inn.*

## Speak with Dimitri and learn why he was looking at Lilith

Speak to Dimitri, the man that was watching Lilith. If you are part of the Dark Brotherhood, he will immediately reveal to you the reason why he feels bitter towards Ashen. Otherwise, you will need to give him a bottle of Black-Briar mead to convince him to tell his story.



# [MQ03] Disciples

## Return to Lilith

Return to Lilith and inform her about Dimitri so the team can begin their journey back to Euphoria Palace.

### Talk to Lilith at checkpoint three

You will arrive at a checkpoint by Darkshade cave. Talk to Lilith by the stream. She will go into detail about her history with Misha and ask your motivations for fighting with the Sirens.

If you wish to gain RP with Kasia later, make sure to tell Lilith that you are “doing this for Kasia” so she can give you a necklace.



*Lilith discussing her history with Freya's team.*

### Go to sleep at the checkpoint and then talk to Talia to leave the checkpoint

After going to sleep at the checkpoint, speak with Talia to proceed to the next checkpoint. Be prepared to face fifteen Heroes of Nirn on the way back.



*Attempting to disarm the bombs at the bridge before speaking with Samuel will cause them to explode.*

### Talk to Samuel

On the way back to the Palace, the carriage will be forced to stop at a bridge. You must speak with a Purity assassin posing as a beggar. After he reveals his true identity, an explosion will go off causing you to lose consciousness for a few seconds. When you wake up, an ambush of twelve Heroes will have begun.

### Repel the ambush and talk to Lilith

Help your team defeat the Heroes and then talk to Lilith by the carriage. If you left Horace back at checkpoint two, the Purity assassin Samuel will have survived. If Samantha was not present during the ambush, Talia will have died. After Lilith ensures everyone else is fine, you will skip checkpoint four and continue towards the Palace.



# [MQ03] Disciples

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## **Listen to the captured prisoner**

When you arrive at the Palace catacombs exterior, the captured prisoner will make a speech. Wait until he is finished and continue on into the catacombs.



*Either Samuel or Horace, depending on who was saved, will make one last plea before going inside.*

## **Talk to the prisoner inside the catacombs**

Talk to the prisoner inside the catacombs so he may continue to the next room. Within a few seconds, Freya will suddenly appear and kill the prisoner. The team will have no choice but to continue to the armory as planned to deliver the reports to Tricia.

## **Talk to the Tricia**

Talk to Tricia when everyone on the team has arrived at the armory to receive your payment according to the decisions made during the journey.

# **End of Quest**



# [RQ01] Kasia: Training

*Kasia is busy training but is having issues learning how to block.*

## Talk to Tricia

Before starting MQ04 – Follow Me to Purity, ask Tricia about Kasia's current whereabouts. She will point you to the grotto where she is currently training with Kalisa.

## Talk to Kasia

Talk to Kasia when she pauses from sparring with Kalisa. You may offer to help her train by blocking her attacks.



Choosing to help Kasia will help you gain FP, but if you berate her for being weak you will lose FP.

## Block Kasia's attacks for 30 seconds

Block Kasia's attacks for 30 seconds. When she is finished, speak to her again. If you received the necklace from Lilith during the previous quest, this will be the only chance to give it to her and receive a hug in return if you have  $\geq 40$  RP.



Attacking Kasia during blocking will cause you to lose FP. Also, giving Kasia Lilith's necklace after training with her properly will reward you with RP.



## End of Quest



# [MQ04] Follow Me to Purity

*The scout reports suggest that the Heroes of Nirn are regrouping at Fort Pazarath. Your mission is to take out as many as possible before they leave the mainland.*

## Talk to Tricia

Talk to Tricia to receive your assignment. You will be instructed to speak with Alarei outside in the Euphoria Palace grotto. Be sure to take the bottle of poison on the table if you haven't already. It can be used to mix a poison to take out one Hero of Nirn silently later on.

## Talk to Alarei

Talk to Alarei and inform her of the mission. Whether she joined you or was left behind on the last mission, she will agree to follow without question. Begin making your way to Nightgate Inn, west of Windhelm and east of Morthal.

## Enter the Nightgate Inn and get information from Grunt **OR** immediately kill the Heroes

To come up with an adequate cover story, you will need to speak with Grunt. However, if Alarei is currently in a manic state from being left behind last mission, the opportunity to learn more will be lost as she proceeds to attack the Heroes as soon as you enter the inn.

For those that do have the chance to learn more from Grunt, you will need to give him a bottle of Nord mead when asked. Alarei offers to mix the drink with a poison given that you have both items in your inventory. Give them to Alarei if you wish or go ahead and give a clean bottle of mead to Grunt. Either way, he will drop the name of his team that can be used to lie about your identity to the Emerald team leader waiting outside.



*Giving a bottle of mead to Grunt will cause him to remove his helmet. This makes for an easier, silent kill if you choose not to poison him.*



# [MQ04] Follow Me to Purity

## Take and equip the Hero of Nirn armor from Grunt

When both Heroes of Nirn are dead, go to Grunt's body and his armor will be added to your inventory. His boots, gauntlets, and helmet are standard ebony armor, but his cuirass will be listed as "Hero of Nirn Armor". In addition, make sure to equip an ebony weapon in your right hand to sheathe it. Forgetting to equip one of these items will cause the Emerald team leader to raise suspicion over your identity.

## Talk to Rimion, the Emerald Team leader **OR** defeat Emerald Team

Talk to Rimion who is waiting outside the inn. If you've properly equipped all of the Hero of Nirn's equipment, he will ask you your team's name. Answering correctly will only be possible if you read the note on Horace's body from last quest or spoke to Grunt. If not, the answer, "Sapphire Team", will be unavailable.

Failing will cause them to attack. You can also attack them immediately at anytime between now and when you reach the chasm.

## Go to the rendezvous point near Snow Veil Sanctum to the east

Whether you are alone with Alarei or with the rest of Emerald Team, you must proceed to the chasm to meet Bosska. After he makes a speech (if Emerald Team is alive) or asks Alarei about the fate of the team, he will kill Alarei and retreat as a large ambush of Heroes descends on the chasm.



*Although you must let Bosska escape this mission, you will be given the opportunity to end his life prematurely in the near future and cause a drastic change in the Heroes of Nirn and alter the ending of M2.*



# [MQ04] Follow Me to Purity

**Kill the 30 Heroes of Nirn OR flee to the Palace OR use Alarei's scroll**

The Hero of Nirn ambush is comprised of 30 Heroes, not including the 4 from Emerald Team if they survived. For most players, taking on the entire force would be suicide. However, it is important to note that every Hero that is left alive in the chasm will return in future quests as additional reinforcements. For every Hero that is killed, you will also receive a reward bonus from Tricia.

For players that left Alarei behind in the previous quest, you may check her body to retrieve a banish scroll that if used, will send all Heroes to an unknown location that will be visited in the future. By then, these Heroes will become allies to the player.

Below are the possible choices to make in the chasm regarding the Heroes:

## **Kill all Heroes of Nirn**

Killing all Heroes of Nirn will ensure that they do not appear as reinforcements in future quests.

## **Return to the Palace killing few or no Heroes / Teleport to the Palace**

By fleeing or using Alarei's teleport scroll (available only if she you took her last quest), you will risk being overwhelmed in future quests depending on the number of Heroes left alive.

## **Banish all Heroes of Nirn**

Using Alarei's banish scroll (only available if she was left behind last quest) will prevent the Heroes from returning as reinforcements in future quests and also guarantees that all those left alive will become your ally far into the future.



*Archers and mages can try to defeat the Heroes from long-range.*

## **Talk to Tricia**

Talk to Tricia back at the Euphoria Palace armory to end the quest and receive your rewards.

# End of Quest



# [RQ02] Kasia: Seduction

*Kasia is currently undergoing seduction training under the guidance of the Golden Maiden named Catherine.*

## Talk to Tricia

Ask Tricia about Kasia's location and she will suggest checking the Valhalla Bar.

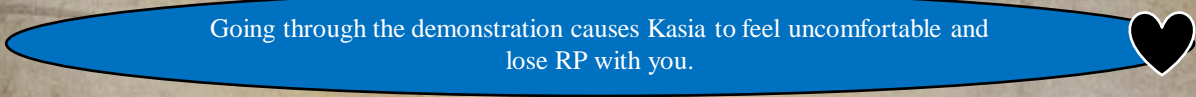
## Wait for Kasia to finish speaking with Mikhail **OR** interrupt them

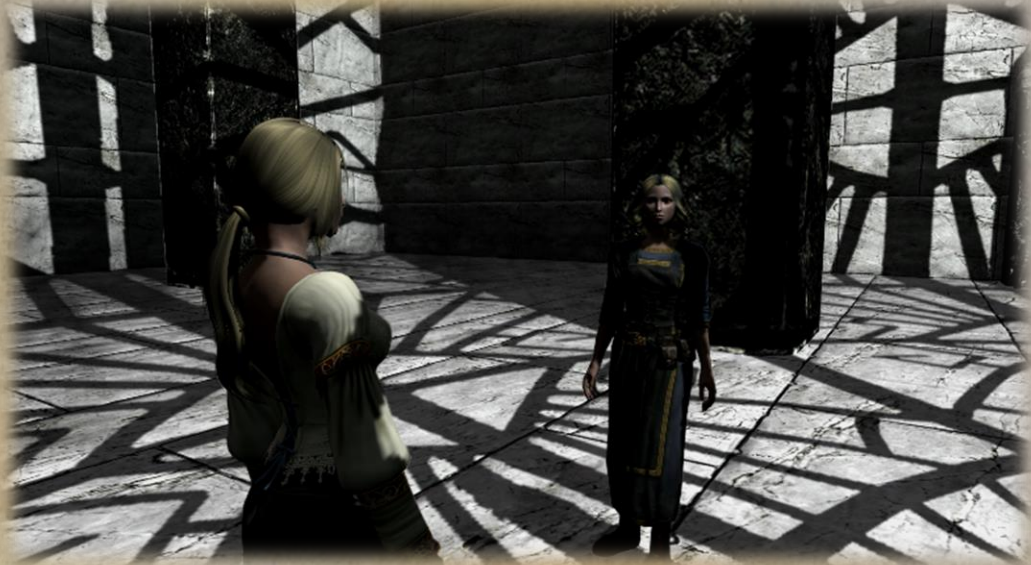
When you enter the bar, you will notice Kasia is having a conversation with a young Wood Elf as part of her training. You can either let them finish to progress the quest or instantly fail the quest by attacking Mikhail, Kasia, or Catherine.

 Interrupt Kasia's training and lose FP.

## Follow Kasia and Catherine to the lobby

Listen to Catherine go over Kasia's evaluation. After she's finished, she will ask if you can help her demonstrate an example for Kasia's benefit. You can either accept or decline.

 Going through the demonstration causes Kasia to feel uncomfortable and lose RP with you.



## End of Quest



# [MQ05] By the Book

*As the battle for Fort Pazarath approaches, the Dragonborn is given an odd assignment to accompany Freya on a mission to kill a man who has become obsessed over *The Lusty Argonian Maid*.*

## Talk to Tricia

To get your next assignment, speak with Tricia. She will inform you that Freya has requested your personal assistance.

## Talk to Freya

You will find Freya in the hallway to the right as soon as you enter the lower dormitories from the main lobby. She will be talking to Walks-With-Grace the Argonian Siren.

## Become Lifts-Her-Tail

Female Argonian players have the option to take on the role of Lifts-Her-Tail. To get the most out of this role, it is recommended you have a high Speechcraft skill; a Speechcraft skill of  $\geq 75$  is required to silently kill your target.

## Follow Freya and Grace to Crantius Colto's shack and talk to Freya

Follow Freya and Grace to the shack either as the maid or as a companion. When you arrive, you will have to talk to Freya to advance the quest. If you are playing the maid, Freya will test your ability to recite lines from *The Lusty Argonian Maid* before you're allowed to go inside the shack. All other players will stay behind to talk with Freya until Grace finishes her mission.



*Those who are unable or refuse the role of Lifts-Her-Tail will witness an encounter between Freya and a Vigilant of Stendarr.*

## **Path #1 - Grace is the Maid: Talk to Freya and kill the Vigilant**

If Walks-With-Grace has been assigned the role of Lifts-Her-Tail, then you'll need to talk to Freya. After the conversation is over, a Vigilant of Stendarr will arrive. She will soon attack Freya after realizing her identity. You may allow Freya to deal with the Vigilant herself. After she is killed, Freya will proceed to burn down the shack as Grace exits.



# [MQ05] By the Book

## **Path #2 - Player is the Maid: Seduce and kill Crantius Colto**

If you are Lifts-Her-Tail, go inside the shack and speak with Crantius. He will ask that you perform a new and improvised scene based on *The Lusty Argonian Maid*. Doing so will allow you to kill Crantius without entering combat. However, failing or simply attacking him will scare him and force you to fight.

Below are the correct lines as well as the required Speechcraft skill in order to proceed with a stealth kill:

- That is all kind sir! I am but a simple Argonian maid. → >= 25
- But master, how will I know that the melons are ripe? → >= 50
- But what of the mistress's melons? We cannot let those go to waste! → >= 50
- Certainly, but it may take a long time for you to finish! → >= 75



*After killing Crantius, you will have 15 seconds to investigate his house. Check the strongbox on the dresser and closet for clues about Crantius' true identity.*

### **Talk to Freya**

Speak with Freya to conclude your mission with her. She will instruct you to speak to Matari.

### **Talk to Matari**

Talk to Matari in her chamber and she will reveal that the battle for Pazarath has begun.

## **End of Quest**



# [MQ06] Love and Peace

*The Sirens begin their attack on Fort Pazarath. The Dragonborn will fight alongside Lilith's team once again and come closer to learning the truth about Matari.*

## **Meet with Lilith and talk to her**

To get your next assignment, speak with Lilith at the designated map marker.

## **Wait for Kalisa to finish speaking with Lilith then board the boat**

Kalisa will need discuss plans with Lilith. When she is finished, board the boat to Pazarath.



You may encourage Kasia before boarding the boat to gain/lose FP and/or RP.



## **Talk to Lilith outside Pazarath**

Talk to Lilith outside Pazarath and have Melene set up the explosive. Once the door has been unlocked, you are free to continue inside.

## **Defeat any enemy resistance and make your way to the gate**

There will be several Heroes of Nirn in the two room along with three Heroes in the corridor leading to the gate. It is recommended not to kill these Heroes by knocking down the lamp. If not enough Heroes were killed in the quest with Alarei, reinforcements will arrive in an attempt to ambush you in the corridor later.

## **Talk to Lilith and have her go into the reservoir OR go into the reservoir yourself**

To lower the gates, either you or Lilith will need to go into the reservoir and find the switch. Lilith has two water breathing potions available for non-Argonian characters.

If you choose to go down the reservoir yourself, make your way through the maze until you find the alcove containing the master switch to lower the gates.

If you let Lilith go, wait by the gate until Samantha makes a remark about hearing a noise down the corridor. When you go to investigate, you will encounter a Purity Vanguard. Behind him will be a maximum of ten Heroes of Nirn reinforcements.



# [MQ06] Love and Peace

## Regroup with the team and find Kasia



Mages, battlemages, and flame atronachs are among the enemies.

The next step is to regroup with the other teams and have Kasia follow you to the second floor of Pazarath. Although Lilith recommends that you take Kasia away in the middle of the battle, it's likely that she will be busy fighting. Clearing the room out of enemies may be the only option.



Calm/terrify Kasia to receive/gain FP.

## Go to the 2<sup>nd</sup> floor and wait for Bosska to finish **OR** interrupt the discussion

When you come to the second floor, you and Kasia will overhear a conversation taking place behind a locked door. You can interrupt Bosska and Vincentius's conversation by trying to lockpick the door or listen until they are finished to get more information about Purity's goals. If you do not have lockpicks, there are a couple placed on the end table by the door.

## Follow Vincentius to the roof

Vincentius will flee to the roof as soon as you enter the room. Take out the two Purity Vanguard and proceed.

## Talk to Vincentius then let him live **OR** kill him

Speak with Vincentius to learn more about Project Purity. After he is finished, he will ask you to kill him. After you make your decision, proceed into the grotto.

## Talk to Serenity

Talk to Serenity. She will go into detail about Matari. During this conversation, you will be asked to set an important dialogue flag: the Champion of Cyrodiil's alliance in the Maids I: Euphoria – Claudia's Little Secret crossover for *TESIV: Oblivion*.





# [MQ06] Love and Peace

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## Get to the top scaffold in the grotto

After the vanguards arrive, get to the top scaffold. After a brief moment, you will appear at the Pazarath entrance.

## Talk to Lilith

Talk to Lilith to learn about her plans. She will then take you back to the mainland.

## Return to Euphoria Palace

Make your way back to Euphoria Palace with Kasia and go to the armory.

## Talk to Freya and wait for Matari to finish her speech

Talk to Freya to receive your payment and commence the speeches from Melody and Matari.



## Talk to Kasia in the dorm

Talk to Kasia in the dorm. She will mention her new follower mechanic, tell you that she'll get back to work, and suggest that she still has something to ask you (if you have a high relationship with her).



If you agree to let Kasia follow you on your adventures, you will gain FP.  
Otherwise, you will lose FP.

# End of Quest



# [RQ03] Kasia: Date

*until she is called back into service, Kasia has some free time to spend with the Dragonborn.*

## Talk to Kasia

If you have a  $\geq 30$  RP, you can ask Kasia out. When she agrees, she will travel to the camp that was once checkpoint three.

## Bring mountain flowers

You can bring any color of mountain flower to Kasia for RP.

Bring flowers for Kasia to get +3 RP



## Talk to Kasia

Upon reaching the camp, you will enter a conversation with Kasia that is meant to determine if you have an existing relationship and/or how you feel about Kasia personally. At the end, Kasia will express hesitation over pursuing a romantic relationship with you any further. However, in the upcoming episode, the opportunity to romance Kasia will continue.



If you thank/express dissatisfaction to Kasia for the food, you will gain/lose FP.



## End of Quest





# Episode III



# [MQ07] Escort Service

*The Golden Maidens have a meeting with Captain Coordinalli, a Siren supplier, at the Temple of Dibella in Markarth. The Dragonborn's mission is to escort them there under ominous warnings of danger.*

## **Talk to Matari**

After the previous mission, Matari will be waiting in her meditation chamber waiting to provide the next mission. Go there and talk to her to have her walk out to the dining room.

Once she has arrived near the entrance by the Golden Maidens, talk to her again to get the full mission objective.

## **Talk to Melody and travel to the Temple of Dibella in Markarth with the Golden Maidens**

Talk to Melody to have the Golden Maidens begin following you to the Temple of Dibella.

## **Talk to Melody**

Once inside the Temple, talk to Melody to receive further instructions on what to do as the Maidens carry out their meeting with Coordinalli and conduct their ceremony.



*Coordinalli is the captain of the Catalyst, a vessel that will be visited in a future quest. Be sure to pickpocket Coordinalli's Safe Key to open a sealed off safe in that same quest.*



# [MQ07] Escort Service

## Patrol Markarth and look for suspicious activity

Melody suggests to patrol Markarth for signs of a possible assassination attempt on the Golden Maidens.



The first encounter is with the Wood Elf named Andorianaf in the southeast of the city by the smelter. He will approach you offering to pay gold for the Maidens' services. Killing him is an option as well as taking his 50 gold offer without following through on the deal.

The second encounter are the Dibellan monks wandering as a group in the northeast section of the city. However, they cannot be interacted with at the moment.



The third encounter is Serenity, who has acquired a mortal body and is wandering in the northeast as well, standing by the entrance to Vlindrel Hall (a possible player home). Talk to Serenity until a quest update warns of a Dibellan monk wandering away from her group.



## Confront the monk

One of the female Dibellan monks will begin to make her way to the Temple upon finishing the conversation with Serenity. Either engage her in conversation in an attempt to understand why she has ordered an assassination on the Maidens or kill her. Either way, you will soon be knocked out by an unknown enemy.



# [MQ07] Escort Service

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## Talk to Eradara

You will wake up in a cage on a ship. Eradara, one of Dimitri's Dark Brotherhood outcasts, will begin to question you. If you killed Andorianaf, he will be a negative disposition.

## Wait for the Golden Maidens

After speaking with Eradara, the Golden Maidens will slowly make their way across the deck and silently kill each pirate. Once Eradara has been killed, Morrigan will open your cage.

## Talk to Melody

Talk to Melody to learn of Xana's whereabouts and you'll be returned to the northern coast of Skyrim, west of Dawnstar.

## Find Xana

Xana is waiting by the river southwest of Morthal. Approach her to trigger a short exchange between Melody and Xana.

## Talk to Melody

Talk to Melody afterwards to have her burn Serenity's corpse.

## Talk to Matari

After the Golden Maidens have all been reunited, return to Matari in Euphoria Palace to complete the quest.



## End of Quest



# [MQ08] The Anomaly

*Lilith has learned about the whereabouts of Tricia. With everyone together, the team will explore the dwarven ruins of Legacy Bastion in an attempt to find information on Matari.*

## Talk to Kasia

There will be no quest update upon completing the previous quest, but Kasia will be waiting outside the dining room entrance.

## Talk to Lilith

Lilith is waiting outside by the balcony in front of the main Euphoria Palace entrance. Talk to her to learn Tricia is currently residing in Solitude.

## Find Tricia and Wait for Tricia to finish speaking with Lilith

Once inside Solitude, Lilith and Kasia will run to Tricia by the smelter up the stairs. Wait for Lilith and Tricia to finish talking.



## Meet Lilith and Tricia outside the Legacy Bastion ruins

Lilith and Tricia will make their way to the Legacy Bastion ruins in the southwest on their own. Meet them inside the compound and talk to Lilith when she arrives.

## Enter Legacy Bastion and Investigate the foyer with the team

After descending into the Bastion via the elevator, the team will come to a reception area and a locked gated blocking further progress. Wait for Tricia to press a switch that spawns three dwarven constructs.

## Destroy the constructs

Destroy the two leveled dwarven spheres and one spider to lower the gate. The team will then pause in front of a tablet for Tricia to translate.



Speaking to Kasia after destroying the constructs will have her comment on the effects of fighting them. Being nice to her may yield positive FP, but may also reduce RP if doing so would be redundant.





# [MQ08] The Anomaly

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## Follow and talk to Lilith

Tricia and Lilith will discuss plans on investigating the ruins further. Lilith suggests to search for two lexicons possibly hidden within the ruins that can be used to unlock the gate to the Overseer's chambers.

## Find the two lexicons



If you missed the date with Kasia after arranging one prior to starting MQ07, you can apologize or antagonize Kasia to gain/lose FP.

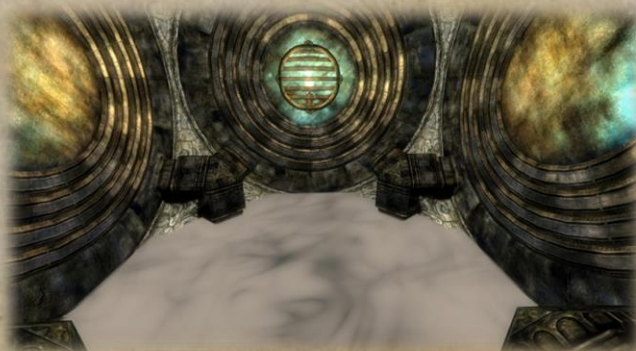


Kasia will eventually express fears over the success rate of stopping Matari. Console her or berate her to gain/lose FP.

The two lexicons are found in two separate areas of Legacy Bastion. The first lexicon can be found in the Barracks' kitchen on a shelf.



The second lexicon is in the Testing Chambers. After travelling to the far end of the area, lower an elevator to the containment chambers. Press the button, and enter the white, nutrition pool. The second lexicon is hidden in the water.





# [MQ08] The Anomaly

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## Insert the lexicons into the receptacles

After acquiring the lexicons, return to the foyer and insert the lexicons into the receptacles on the southern side of the main area to open the gate to the Overseer's chambers.

## Search the Overseer's chambers

Enter the Overseer's chambers and retrieve the key on the peg by the door. Next, open the chest on the table left of the fireplace. Retrieve the journal to trigger a security system that toggles all lighting to red.

## Exit the Overseer's chambers

Outside the chambers, the gate has been closed. Press the button the middle of the room to trigger a trap that opens a pit beneath you and Kasia.

## Talk to Kasia

Outside the chambers, the gate has been closed. Press the button the middle of the room to trigger a trap that opens a pit beneath you and Kasia. Once in the pit, continue talking talk to her again until Lilith arrives.

## Talk to Lilith and Enter the maintenance area

After being lifted from the pit, talk to Lilith to learn of the activated dwarven constructs in the foyer. Together with the team, prepare to make your way through the foyer and to the maintenance area to exit the Bastion.



## Find the security override in maintenance



Travel to the far side of the maintenance area to the security override. Upon entering the boiler room, a high-level Dwarven Hybrid will spawn. Defeat the construct to trigger a scene and an exit from the Legacy Bastion.



# [MQ08] The Anomaly

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## Talk to Lilith

Lilith has travelled to the south end of the Legacy Bastion compound under a gazebo by the waterfall. Talk to her to learn more about the plans to translate the journal.



Speaking to Kasia after destroying the constructs will have her comment on the effects of fighting them. Being nice to her may yield positive FP, but may also reduce RP if doing so would be redundant.



## Talk to Matari

After speaking with Lilith, return to Euphoria Palace. Once in the basement lobby, several optional conversations will open up that can be observed before speaking with Matari:

- **Kathy & the Golden Maidens** – an argument will be taking place in the basement lobby; Kathy will eventually run off to the grotto.
- **Kathy & charm students** – Kathy will speak to her students in the grotto after the previous conversation.
- **Emily & two Sirens** – Emily and two Sirens will be discussing the situation of the missing Sirens near the dining room entrance.
- **Elda & Qadesh** – Elda will be talking to Qadesh, the katana merchant, in the armory.

Whenever you are ready, proceed to Matari's meditation chamber to complete the quest.



## End of Quest



# [MQ09] Without Borders

*The Sirens of Cyrodiil are making their way into Skyrim via an underground tunnel. With Melene and Samantha, secure their arrival.*

## **Talk to Melene or Samantha**

Outside the border tunnel, Melene and Samantha will be waiting for your orders to go in. Speak to them when you're ready.



*If the Skyrim-Cyrodiil Tunnel is cleared of enemy bandits before starting this quest, undead Akaviri warriors will spawn at the end of the tunnel in place of the typical bandit boss.*

## **Travel to the southern side of the tunnel and kill the bandit leader/Akaviri warriors**

Inside the tunnel, travel to the far end and defeat all enemies encountered.

## **Wait for the Sirens of Cyrodiil to arrive**

Once the enemy leader has been defeated, wait for the Sirens to arrive. Within forty-five seconds, the team will make their way into the tunnel.

## **Defeat the Heroes of Nirn team**

Three Heroes of Nirn will follow the Sirens through the tunnel. Defeat them to proceed.



# [MQ09] Without Borders

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## Talk to Yenarya

Speak to the High Elf, Yenarya, to learn more about the current situation.

## Defeat the Heroes of Nirn waves

While Melene, Samantha, and three Sirens defend the northern entrance, you will remain with Yenarya to defend the south. A maximum of fifteen Heroes will spawn gradually in groups of five.

Wave #1 = 5 → Wave #2 = 5 → Wave #3 (Optional) = maximum of 5 (depends on # of surviving Heroes from the MQ03 ambush).

## Regroup with the team at the northern tunnel entrance and talk to Bosska

Follow Yenarya to the northern entrance. When you arrive in the open area, Bosska will stop you.



*If the Skyrim-Cyrodiiil Tunnel is cleared of enemy bandits before starting this quest, undead Akaviri warriors will spawn at the end of the tunnel in place of the typical bandit boss.*

## Allow Bosska to leave OR kill Bosska with a bow and arrow

Bosska will warn you of coming events, but during this exchange, you have the opportunity to kill him. By killing him, two Heroes of Nirn will rush to the scene where you will have the chance to kill them as well (or allow them to leave with his body). No matter the outcome of this scene, continue onwards to the northern entrance.

## Wait for Yenarya to give the order to leave and return to Matari

Once at the northern entrance, wait for Yenarya to give the order to leave. With Yenarya's team, return to Euphoria Palace to speak with Matari in the meditation chamber.

# End of Quest



# [MQ10] Across the Sea

*The Sirens are all but destroyed. Investigate a missing vessel. Complete your objectives.*

## Talk to Matari

Matari will inform you of your mission. Follow and talk to her in the dining room.

## Travel to Fort Pazarath

Travel to Fort Pazarath to meet with Yenarya's team, Lilith, and Kasia. After speaking with a Siren on the first floor, go to the second floor's command center.

## Listen in on the meeting and go to the Catalyst

Pressure Kasia into opening the command center door and you will lose FP.

After Kasia lets you into the command center, observe the meeting between the Sirens. Lilith will eventually ask whether you'd like a teammate to accompany you. Yenarya is always available, but Kasia can join instead if her FP or RP is  $\geq 11$  points. You can also choose to go alone. Once the meeting has concluded, Lilith will let you know that your ship is waiting through the back entrance of the fortress



## Kill the five Dark Brotherhood assassins

Once on the Catalyst, enter the ship through either of the two entrances. Upon entering the middle section of the ship, five Dark Brotherhood assassins will be alerted. Kill the five assassins. The final assassin will be carrying a key to the captain's quarters.

## Enter the captain's quarters, talk to **OR** kill Jociel

Inside the captain's quarters, confront the assassin leader Jociel by either talking to or killing him. Retrieve the key to open the door to Coordinalli's room. Investigate the body and make your way off the ship.



# [MQ10] Across the Sea

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## Leave the ship and return to Pazarath

Return to the top deck and board the small rowboat to return to Pazarath with your teammate (if one was brought along). Upon returning, Sasha the Siren will speak to you regarding Lilith's departure to Euphoria Palace.



If Kasia was brought along, speak to her on the top deck before returning to the Fort. Be supportive to gain additional FP/RP.



**NOTE:** This is the final opportunity to gain/lose FP/RP.



## End of Quest



# [MQ11] Here's to You

*All is calm at Euphoria Palace.*

## **Talk to Kasia at the Euphoria Palace dorm**

Return to Euphoria Palace and talk to Kasia in your dorm. She will inform you that Lilith has completed the translation of the Legacy Bastion Overseer's journal. She will then leave and ask that you stay while she goes to get Lilith.

## **Talk to Lilith**

Talk to Lilith after she arrives in the dorm (will take several seconds as she spawns in the hallway). She will drop the knapsack containing the translated journal, which can't be opened for the time being. Lilith will then leave the dorm.

## **Talk to Freya**

Shortly after Lilith leaves, Freya will enter the dorm. Engage her in conversation and she will eventually leave. However, you can accept her offer to sleep in her dorm. If you've rejected her in the past and do so again in this conversation, she will refuse to see her later when available.



## **Talk to Matari**

Matari will be outside in the Euphoria Palace Grotto with the Golden Maidens. Talk to her. During conversation, the ability to tip over the lantern on the ledge of the garden is available. Doing so will force the conversation to end. Matari and the Maidens will leave no matter the outcome.



## **(Optional) Talk to Lilith**

Lilith is outside Euphoria Palace, sitting by the burned shack to the east. Speaking to her will have her express concerns and invite you for a drink at the Valhalla bar.

## **(Optional) Talk to Kasia**

Kasia is sitting by the balcony outside Euphoria Palace. This is where FP / RP will determine whether romancing Kasia is possible. Pursuing a conversation asking to meet with her in the dorm will only succeed if RP is 40+. Otherwise, she will reject advances.



# [MQ11] Here's to You

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## (Optional) Talk to Freya

If Freya wasn't rejected, she will be waiting in her night gown in her dorm. It's important to note that romancing Freya while Kasia is romantically interested in the player (40+ RP) will cause Kasia to lose RP if the door to Freya's room isn't locked when suggested. An unlocked door will cause Kasia to intrude during the romance.



## Go to sleep

After the Matari conversation, you can go to sleep by one of the following ways:

- Romance Freya
- Romance Kasia
- Go to sleep in your dorm

You will then wake up in another vision.

## Talk to Astrid

Astrid will be waiting in the shack along with three prisoners, two of which have already been killed. Astrid will ask for you to kill Matari, the living prisoner.

## Kill Matari **OR** Kill Astrid and go to sleep in the *Catalyst*



Killing Matari will have Astrid unlock the door to exit the shack and return to Euphoria Palace, which ends the quest.

However, killing Astrid by tipping over the lantern she sets on the floor will allow you to leave the shack and enter a flashback to a conversation that took place in the Catalyst with Coordinalli and the Golden Maidens. The entire conversation can be listened to or skipped immediately by going to sleep in the bed.

# End of Quest



# [MQ12] Void

*War has come to the Sirens and Jonestead.*

## **Go to the Euphoria Palace basement lobby**

Upon waking up, exit the dorm and make your way to the basement lobby. An attack by the Heroes and Purity is in progress. Emily's team in the dormitories can either be helped now or after speaking with Matari.



## **Talk to Matari**

Matari will be wounded in her meditation chamber. Talk to her to learn that Kasia has travelled to Jonestead to defend the citizens.

## **Make your way out of Euphoria Palace**

After speaking to Matari, the ladder in the dorms to upper floor will be unlocked. With the help of Emily's team, make your way through the upper dorms and main lobby.

At the main lobby, where Freya's team is seen battling, you will have the option to have Emily's team follow you to Jonestead.



*Enlisting the help of Emily's team will result in them dying in the upcoming event.*



# [MQ12] Void

---

## Travel to the Jonestead town hall

Make your way to Jonestead. Enter Jonestead to find the town in ruins, with its citizens massacred. Enter the town hall and find the bodies of Yenarya's two other teammates. After finding the bodies, return outside.



## Allow Atlas to speak **OR** Kill one of the executioners

Outside, Kasia will be held captive by Atlas and (if still alive) Bosska. Listening to Atlas's speech or killing one of the executioners (Atlas, Bosska, or the two Heroes of Nirn archers) will trigger the last stand. Void constructs will pour from the adjacent buildings and the Hist gas will slowly degenerate health (god mode is temporarily enabled here for scripting purposes). 30 seconds are given before the player dies along with Kasia.



*Killing Atlas or Bosska will have an impact on the next episode's Purity-mission.*



# [MQ12] Void

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## **(Optional) Talk to Lilith**

After the attack, you will wake up outside Jonestead with Freya and Lilith. After Freya leaves, Lilith will remain. Talk to her to receive Kasia's belongings, including katana, diary, and necklace (if given to Kasia during KQ01).

## **Talk to Matari**

Matari will be waiting in the first floor lobby of Euphoria Palace. She will give you your final orders as commander and inform you that your maids are waiting in the Palace Grotto.

## **Talk to your new maids**



# **End of Quest**





# Episode IV



# [SQ01] Lilith

*Lilith has been accused of treason and is being held prisoner by the Sirens of Fort Pazarath.*

**WARNING** – As rescuing Lilith involves attacking Serenity's Sirens, the Golden Maidens will vanish and lose the ability to serve as maids.

## Rescue Lilith at Fort Pazarath

Lilith is being held captive on the second floor in the command center. The door is locked and required a key being carried by Sasha. If Melene or Samantha is currently on duty, they will be alerted immediately and try to stop the rescue attempt.

After any enemies have been cleared in the area, Lilith can be unshackled from the wall. She will retrieve her belongings from the chest after being given the key. Together or alone, the rest of Serenity's Sirens in the fortress will need to be killed before the lockdown can be lifted.

## Rescue Lilith at Innocence

Alternatively, Lilith can be rescued outside Innocence if Sasha's team is attacked during MQ14. Depending on the size of available team members, this method is simpler and involves less Siren deaths as Melene, Samantha, and a Dark Elf Siren will not be present.

## Post-Rescue

After being rescued, Lilith will travel to Dawnstar to prepare for the journey to Sky's Divide. Until dealing with Dimitri, she will wait on the eastern shore of the city by a campsite and lighthouse. Once the ship is available, she will travel there after being told of its acquisition.



*Presenting Lilith with her dossier from Virgile's room safe in MQ14, she may appear at Euphoria Palace during MQ15.*

# End of Quest



# [SQ02] Outcasts

*Dimitri may be a dangerous ally, but he also has a ship that can get you to Sky's Divide.*

## **Talk to the owner of the Windpeak Inn in Dawnstar**

Depending on their living status, the owner of the Inn will either be Thoring or Karita. When asked about Dimitri, they will provide a note. Read the note to learn of the rowboat east of the city. (Reading the note is required to know the coordinates)

If both innkeepers are dead upon starting the quest MQ13, then travel to the same rowboat mentioned above. A corpse will be on it with the same note from Dimitri.

## **Negotiate a deal with Dimitri**

Depending on when he's recruited, Dimitri will be available to assist on the mission to Innocence, Euphoria Palace, or Sky's Divide. At the minimum, he'll be available for the final mission. Alternatively, Dimitri and his crew can be killed to avoid having to deal with him any further and claim the *Diabolus* for yourself.



## **End of Quest**



# [Recruits] Recruiting Allies

*Leaders of factions can recruit allies to aid them in the final three quests.*

Recruiting allies can only be done after acquiring the *Diabolus* from Dimitri. The following are the available factions that can be recruited and their locations. Factions leaders are bolded. These leaders must be talked to in order to recruit the faction:

- **Companions**
  - *Location:* Jorrvaskr, Whiterun
  - *Members:* Steffan, Wolva, **Zephyrus**
- **College of Winterhold**
  - *Location:* College of Winterhold Arcaneum
  - *Members :* **Bedyctor**, Nolona
- **Dark Brotherhood**
  - *Location:* Dawnstar Sanctuary
  - *Members :* **Hearth**, Hidakano, Talks-Quietly
- **Thieves Guild**
  - *Location:* The Ragged Flagon, Riften
  - *Members :* **Jared**, Springheel
- **Empire**
  - *Location:* Castle Dour Courtyard, Solitude
  - *Members :* **Icaralf**, Kirk, Machiav
- **Stormcloak**
  - *Location:* Palace of the Kings, Windhelm
  - *Members :* Alar, Maya, **Soli**
- **Dawnguard**
  - *Location:* Fort Dawnguard, Dayspring Canyon
  - *Members :* **Quick-Hands**
- **Valkihar Vampires**
  - *Location:* Castle Valkihar
  - *Members :* **Blood-Syffim**

Talking to the NPC in charge will result in recruitment. The Empire has a brief assignment in which a missing document is needed before Icaralf allows himself and two Imperial soldiers to join. The note can be found behind the counter in front of the stairs on the bottom floor of the Thalmor Headquarters.

## End of Quest



# [MQ13] You Are Not Alone

*Matari has directed the Dragonborn to investigate Pinepeak Cavern and destroy Project Purity.*

**WARNING** – Upon starting this quest, it will no longer be possible to rescue Lilith from Fort Pazarath as part of SQ01. However, she may still be rescued at the end of MQ14.

## Go to Matari's map marker

Matari's map marker points to Pinepeak Cavern, north of Ivarstead in the Rift. The cavern is small and empty. After clearing the area of any enemies, Project Purity will knock out the Dragonborn.

If Bosska is alive, the Dragonborn will be spoken to before being sent to Purity's secret lair.

**NOTE:** Side quests to recruit followers and rescue Lilith open up simultaneously with MQ13. View SQ01 and SQ02 for quest walkthroughs.



*Before being ambushed by Project Purity, the single cave bear will need to be killed.*

## End of Quest



# [MQ14] End of Purity

*Matari has sent the Dragonborn to destroy Project Purity in their final stronghold in Tamriel.*

## Escape Innocence Prison

The Dragonborn will emerge in a cell with Gidave, a Dark Elf from Jonestead. After speaking with him, a guest will arrive outside the cell.

If Bosska is alive, the guest will be an undercover Hero of Nirn that will provide the Dragonborn with a key to the cell hidden with a plate of food.

If Bosska is dead, the guest will be the prison warden Kalor, who will ask Gidave to go to work in the mines. Before Gidave leaves, he will ask if there's anything that can be done to aid in the escape. Available options are to request some lockpicks from a supplier, have Gidave distract the Purity guard, or to leave the cells immediately while the door is unlocked.



*The Dragonborn will wake up with a necklace that prevents the use of magic and the Voice. All equipment will have been moved to the warden Kalor's office in the Prison Complex.*

To advance time, activate the bed. If a supplier was requested, he will come by the cell to drop off a satchel containing lockpicks. If the lockpicks do not help, sleeping twice again will cause the cell to be unlocked by an unknown individual after waking up.

If both Atlas and Bosska are dead, and Gidave is allowed to leave to work in the mines, he will return immediately with a katana, warning the Dragonborn that an uprising is occurring among Purity.



# [MQ14] End of Purity

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Gidave can be asked to become a follower. Remember to use the Essentialize spell to prevent him from dying. Attacking Gidave while in the prison cell is an alternative way to alert the guards and have them open the cell.

After escaping the cell, the Purity guards will be alerted. A small storage room with weapons and armor is located on the third floor. The key to the room is on the guard that was guarding the Dragonborn's cell.

The exit to the cells is on the second floor on the north wall.



*If the gate is closed, a gap on the top-left can be climbed.*



# [MQ14] End of Purity

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## Retrieve your belongings and remove the Amulet of Silence

The warden Kalor is in possession of the Dragonborn's inventory. His office is in the hydraulics facility in the middle of the Prison Complex. Either enter his office via the facility, or climb the ledges to reach the glass roof. Once above the office, break the glass. If Kalor was not provoked in the prison cells, he will be there along with a Purity Vanguard and Purity member Nahn.

A scroll on his desk can be used to remove the Amulet. Alternatively, the same scroll can be found in Hephaestus Acquisition if it can't be obtained at this time.



*The Prison Complex leads to several areas of the Innocence compound, including the mines. This area can be visited later outside of the quest as there is nothing to be found there that is relevant to the current task.*



# [MQ14] End of Purity

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## Destroy the Hist weapon



The Hist weapon is located in Cold Storage, below Hephaestus Production. The lift to the area is locked, its key is in Atlas's office on the second floor of Hephaestus.

Once inside Cold Storage, the generator can be sabotaged to destroy the room. Escape before the explosion occurs.

*The key to Cold Storage can be found on the table in front of Atlas's fireplace.*

## Hephaestus - Miscellaneous

Hephaestus Productions houses a large lift leading up to the surface. If any factions were recruited prior to starting the quest and explicitly told to help defeat Purity, a random selection of up to five members can be brought down to serve as followers.

If Bosska is dead and Atlas is alive, Atlas can be found in his office. Speaking to him will reveal more about his ambitions. If Atlas is dead and Icaralf is recruited as part of the Empire faction recruits, he will be in the office, seemingly having disobeyed the Dragonborn's orders.

There are many other hidden items and NPCs throughout Innocence, though they are not relevant to this main quest.



*A dog from Jonestead can be brought along as a companion throughout Innocence. He's marked as essential, allowing him to serve as a useful distraction during combat.*



# [MQ14] End of Purity

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## Kill **OR** let go Virgile, the leader of Project Purity

The leader of Project Purity resides in High Splendor, which can be accessed via the lift in the main Innocence area or from the dais in Hephaestus Acquisition.

High Splendor can be freely explored with the opportunity to return to the main Innocence compound. Once the Heaven Complex tower is entered, a point of no return will be crossed. On the second floor of the Complex is Virgile's chambers.

Virgile can be killed or let go. Killing her with the "Sculptor's Pickaxe" provided by Matari at the end of MQ12 – Void will result in the pickaxe being updated as a soul trap weapon.

After Virgile is dealt with, exiting the chambers will teleport the Dragonborn to the Innocence exterior.





# [MQ14] End of Purity

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## Deal with events outside Innocence

If teammates were assigned to help at Innocence or aid in a possible confrontation at Euphoria Palace, they will be present outside the Innocence entrance.

If the Sirens of Pazarath were not attacked prior to starting the quest, they will also appear with a captive Lilith. They can either be allowed into Innocence to carry out their orders or attacked. If attacked, the opportunity to rescue Lilith will present itself. However, she too can be killed.



*If Dimitri is present, the newly acquired Battle Meditation spell can be used to dispose of the Sirens in a flash. Dimitri will then ask for permission to execute Lilith as a precaution.*

## Leave the vicinity of Innocence

Leave the vicinity of the hidden Innocence entrance to trigger the start of the next quest.

# End of Quest



# [SQ03] Gidave

*After escaping Innocence, Gidave says goodbye and has some final words.*

## Talk to Gidave

If Gidave is alive upon completing MQ14, he will be outside Pinepeak Cavern. If any equipment was given to him while inside the compound, they can be reclaimed by managing his inventory.

Talk to Gidave to listen to his goodbye and learn how he escaped Jonestead.



## End of Quest



# [MQ15] Defiance

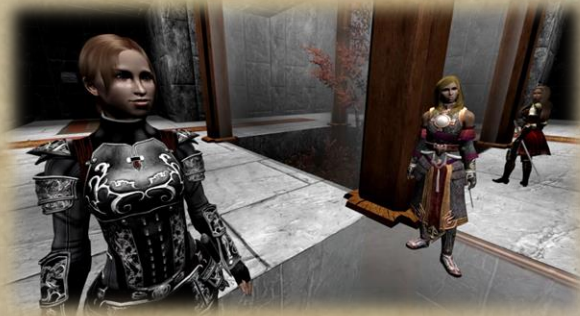
*Go to Euphoria Palace and kill Matari.*

**WARNING** – Attacking Serenity's Sirens will cause the Golden Maidens to vanish and lose their ability to serve as maids.

## **Go to Euphoria Palace via the catacombs**

After Innocence, go to Euphoria Palace through the lower catacombs entrance. If Dimitri is currently assigned to the mission, he will be waiting inside. At the raised gate, Kathy will appear.

If Dimitri is present at this point, he will pester the Dragonborn about killing the Ashen despite commands not to. If Dimitri is refused without persuading him to stay, he and his team will leave.



## **Kill Matari**

Go to Matari's chambers for the last confrontation. After disabling mobility, the chambers will morph into a corrupted vision. Kill the three avatar apparitions to enable the exit portal to the real Matari's chambers in Euphoria Palace.



*Before or after facing the three apparitions, check the chest by the Font of Health for the Key of Prophecy. This may later be used in MQ16 to unlock a unique set of armor.*



# [MQ15] Defiance

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## Talk to Penelope **OR** talk to Freya

Back in the lobby, if Dimitri is present, Freya will be present confirming she knows about Matari's fate. She can either be attacked or be told not to speak.

However, Dimitri will need to be convinced to follow through on a peaceful resolution. If accepted, arrangements will be made to send Freya to the freezer in the dining area of the lower dorms after completion of the quest.

If Dimitri is not present, Penelope will instead confront the Dragonborn with questions about what transpired in Matari's meditation chamber.

## Deliver a speech

In the armory, go to the stage and prepare to deliver a speech to the Sirens. A new ability will be acquired called Siren's Song that can be used to fortify Speechcraft. Choose words carefully as denouncing Matari or Serenity's Sirens will lead to suspicion and provoke an attack by the Sirens.

If Dimitri left the Palace prior to the speech, he and his crew will return to attack the Sirens and Dragonborn.

## Exit Euphoria Palace

Whether or not the situation inside Palace descends into chaos, the Palace must be exited to conclude the quest. If Dimitri is still present, he will need to be talked to first to confirm passage to Sky's Divide.

# End of Quest



# Episode V





# [MQ16] Odyssey

*Journey to the tropical paradise of Sky's Divide...*

## Ready the crew

As a prerequisite to travel to Sky's Divide, SQ02 must be completed to acquire Dimitri's ship, the *Diabolus*. If Dimitri's crew is dead as of attempting to begin the final quest, sailors will need to be hired. If Lilith has been rescued as part of SQ01, she'll take care of this assignment herself. If she's also not available, then the task falls on you.

Captains willing to spare some ship hands will spawn in four different port cities. Each captain has a set price. If you want to keep the *Diabolus* as a player home post-quest, it would be in your best interest to hire the ship hands most likely to keep it intact during the journey. Here are the captains' locations, their prices, and the likelihood their ship hands will preserve the ship:

- Solitude → 30000g → 100%
- Windhelm → 20000g → 75%
- Dawnstar → 15000g → 50%
- Raven Rock → 11000g → 25%



*At each port city, one of three captains will spawn. They can be identified from afar by their noble attire.*

If Dimitri's crew is sailing, or Lilith has selected the sailors herself, the *Diabolus* will have a 100% chance of arriving at Sky's Divide intact. However, no matter the scenario, killing the entire crew sailing the ship during the journey will lower the chance to 0%.

## Set sail

When everything has been prepared for departure, go to the top deck of the ship and activate the wheel to set sail.



# [MQ16] Odyssey

---

## Day #1 - Go to sleep

On the first day, if Lilith and/or Dimitri are present, they'll be available for conversation. If both are present, Dimitri will suggest killing Lilith before she has the chance of betraying the crew. He will gift the Dragonborn a poison apple that can be reverse pickpocketed to kill her without combat during the voyage. Attempting to use this on Dimitri may cause him to become violent depending on the Dragonborn's Pickpocket skill.

When ready, go to sleep inside the ship to progress the days at sea.

## Day #2 - Go to sleep

This day occurs only if Dimitri and/or Lilith are present. Otherwise, the quest skips to Day #3. On this day, if Dimitri is present, he will be outside test firing the cannons. If only Lilith is present, she will be outside inspecting a box of explosives containing fire salt and dwarven oil. When ready, go to sleep once again to advance time.

## Day #3 - Go to the top deck during the storm

Waking up on the third day, the sounds of a storm can be heard through the hull. All doors to the exterior have been locked save for the hatch to the topmost deck. When ready, open it to find the *Diabolus* caught in the middle of a heavy storm. If either Lilith or Dimitri are present, then a short conversation will ensue before a vortex appears in front of the ship.



*Killing the helmsman will cause Matari to commentate on the situation. Jumping over the rails and into the water skips ahead to the arrival at Sky's Divide.*



# [MQ16] Odyssey

---

## The arrival

At this point, the fate of the *Diabolus* is determined.

If the storm destroyed the ship, the Dragonborn will wake up on the southern beach of Sky's Divide and be greeted by Matari. The shipwreck will be a permanent fixture on the western side of the beach, just south of the Beachhead Den entrance. Your possible team of recruits will be scattered throughout the island either dead or unavailable to rejoin you.

Below are their locations:

- **Companions** – dead; Sky's Divide Fortress Floor #2 – Ranvier
- **College of Winterhold** – dead; south of the Thief Tower alongside the stone path
- **Dark Brotherhood** – alive if Bosska dead, dead if Bosska alive; Sky's Divide Fortress Floor #1 – Inner Haven foyer
- **Thieves Guild** – dead; northwest of the Warrior Tower, southwest of the port in a small clearing with a pack of wolves
- **Empire** – dead; the bodies of Machiav and Kirk are in the bamboo forest outside the Warrior Tower. Icaralf's body will be on the south beach near the *Diabolus* shipwreck.
- **Stormcloak** – dead; bamboo forest outside the Warrior Tower
- **Dawnguard** – dead; Cloudburst Cave, in the southernmost red fungi pool
- **Valkihar Vampire** – alive; atop the port lighthouse during the Ashen attack. He has defected to their side and will be hostile when approached.

If the *Diabolus* survived, it will be off the coast of the island far to the south. If either Dimitri or Lilith is present, they'll be there to greet the Dragonborn upon waking up. If both Dimitri and Lilith are present, you'll learn that Lilith has disappeared. In addition, if Icaralf from the Empire faction recruitment was present, he will also be mysteriously absent. His body can be found later in Sky's Divide Fortress Floor #2 – Ranvier by the dwarven interface console.

## Talk to Matari

The next step is to talk to Matari. By arriving to the island peacefully, she will announce her presence upon reaching the southern shore; a rowboat on the starboard side of the *Diabolus* can be used to instantly travel there. She can then be found in the stone cottage. If shipwrecked, Matari will be immediately noticeable.

Talking to Matari will reveal the first step in reaching the top of the Dark Tower: completing the quests associated with the five dwarven towers around the island.



# [MQ16] Odyssey

## The towers

The five towers can be completed in any order, one at a time. However, there are some details to consider before proceeding:

- The tower quests have a chronological order to their stories: Warrior → Thief → Mage → Serpent → Trinity. The order happens to be the same as going counterclockwise around the island perimeter starting with the Warrior Tower.
- Completing the Mage Tower before the Thief Tower grants the Dragonborn the opportunity to learn a passphrase to skip the bulk of the assignments during the Thief Tower quest.
- The Thief Tower, as the only quest that can be repeated due to having a fail state, has special dialogue with certain NPCs when played through a second time.
- Completing the Serpent Tower determines when one of Dimitri's friends appears at the port to assist with the battle. Completing it last will result in that friend not arriving in time, potentially affecting the outcome.



*Locations of the five towers.*



# [MQ16] Odyssey

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## Side events

As each tower is completed, independent events around the island progress or are unlocked. Here are the events:

- **First tower complete**
  - Lilith disappears – if the Outcasts were dead and Lilith was present upon arriving to the island, she will disappear.
  - Ashen Iconoclasts – on a northwestern black sand beach, a group of white armor-clad Ashen will appear wielding destruction magic staves.
- **Third tower complete**
  - Battle of Sky's Divide - the battle for the port commences
- **Fourth tower complete**
  - Ashen attack - if the *Diabolus* is intact, the Ashen will attempt a raid on the *Diabolus*. If Dimitri's friend happens to be on her way to the port, she will assist in fending off the raid.
- **Fifth tower complete**
  - Ashen Iconoclasts – any surviving Iconoclasts will retreat.
  - Ashen attack – the raid on the *Diabolus* ends.
  - Battle of Sky's Divide – the outcome of the battle for the port is determined.

Matari also appears within the vicinity of each tower as it's completed to comment on the progress you've made.

## Bosska and the Heroes of Nirn

The enemy conditions of Sky's Divide will change depending on the current status of Bosska. If the Bosska is alive, all encounters with the Heroes will be hostile. If he's dead, the only Heroes present at Sky's Divide will be at the port. These Heroes will be friendly unless provoked. If Captain Hlaalu is spoken to, a truce can be struck during the port battle. Bosska's status also determines whether Heroes will be occupying the Fortress, patrolling the island, and stationed at the small watchtowers as crossbow sentries (Bosska alive) or if those roles will belong to the Dwemer and their constructs (Bosska is dead).

## Journey begins

The guide will now diverge to covering the mandatory tower quests in chronological order and the optional port battle. Use the [Table of Contents](#) to skip to the walkthrough for a specific quest.

# Quest Divergence



# [Tower] Warrior

*See a glimpse into the future as you hunt down a familiar friend in the marsh.*

## Listen to Athovin and Nelec

Activate the switch in the tower and speak to Athovin who is standing outside the entrance. He will tell you of a situation involving a high priority test subject. Your mission is to travel to the marsh in the northeast corner of the island, near the Thief Tower, and hunt her down. Athovin gives you a special tranquilizer crossbow that will neutralize the target without having to enter combat.



*Athovin mentions a cache of supplies that will be useful in the marsh. It can be found past the bridge, west of the port along the rocky cliffs.*

## Hit the target in the marsh

When entering the marsh, Matari's voice will announce that the target is near. The escaped subject is actually invisible, making it difficult to spot her without the Aura Whisper Shout (the Detect Life spell has no effect). Even then, the fauna and predators in the marsh will help obscure her presence. There is one method to tracking her: look at the water. She will leave behind a trail of waves as she runs through the shallow ponds. Use your choice of weapon to hit her. Remember to use the tranquilizer crossbow if you wish to skip combat and engage her in conversation.





# [Tower] Warrior

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## Loot the target for the tower crest

If the target was hit with the tranquilizer, she will appear wounded at the center of the marsh on the dwarven gazebo's platform. Otherwise, she will be in combat mode ready to engage. Leaving the marsh while she's in combat will cause her to return to the gazebo.

When the target is dead, loot her corpse and retrieve the tower crest. Return to the Warrior Tower and go to the lower chamber to complete this quest.



*After completing the quest, Matari will be by the Warrior Prophecy Stone behind the Warrior Tower.*

## End of Quest



# [Tower] Thief

*Kill Vanchim and drive Sky's Divide into chaos.*

**WARNING** – This quest can be failed if Vanchim's guards become suspicious of your activities. Failing requires the quest to be manually restarted at the tower.

## Travel to Nimbus

After activating the quest, travel to Nimbus, a dwarven town atop the temple at the base of the central mountain. Instructions will be displayed in-game when passing through the gate. The goal is to divert Vanchim's two guards' attention without reaching a suspicion level of 100% so that you may confront Vanchim alone. If you received the passphrase from Razak during the Mage Tower quest, it can be used by speaking to Vanchim when convincing him to do away with his guards. Otherwise, there are four activities that can be completed in the town to serve as distractions.



*It's easy to avoid hitting the suspicion level, but completing the four activities positively will result in a dead end that will force you reset the quest by confessing your intentions to Vanchim's bodyguards.*



# [Tower] Thief

## Activity #1 - Sefk Nbtul

Sefk is a gambler on a winning streak. He can be found sitting at a table with dwarven buttons. Talk to him and he will offer you a chance to place a bet of your own if you have a Dwemer Coin and pick an even number. No matter what number is picked, Sefk loses and runs off to grab a satchel charge to destroy the machine and get his money back. At this point, Sefk can be reported to Vanchim's guards.



*Ask Sefk the winning number; it's '9'. If you reset the quest, you can tell Sefk this to make some coin of your own.*

## Activity #2 - Korgan



A simple activity. Korgan is by the gate trying to repair a ballista. Follow his instructions to test it. To cause a scene, pull the lever to fire the bolts when it's aimed at him. If he's hit, Korgan will disappear and count as a "kill." Report to the accident to the guards.

## Activity #3 - Bthithas

Bthithas is standing on a podium near the entrance. He's trying to reassure the Dwemer workers that the situation is control. You can step in to take Bthithas's place and either calm them down – which allows you to talk with Bulomenthiz, a Dwemer that appears during the Serpent Tower quest – or stoke their fears by exercising restraint in revealing the truth. Once they start to express rage, report them to the guards for rioting.





# [Tower] Thief

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## Activity #4 - Erishida

Erishida is a female Dwemer in dwarven armor walking around in the western alley. She's struggling to grow void bloom in her garden and is in need of either a bowl of spriggan sap or three taproots. She suggests hunting down spriggans in the marsh to harvest these resources, but through persuasion, she reveals her friend's house in the northwest corner of Nimbus – within the main area – has some spriggan sap. Giving her the ingredients, she will apply them to the seeds, only to conjure the husk of a dead spriggan. Report her to the guards for the blasphemy.



*By completing this activity and then resetting the quest, you can warn Erishida about the consequences of using the ingredients on her garden. She will reward you with the combination code for the Dwarven Voidsteel Dagger in the Fortress trophy room.*

## Alert the guards

While the guards – Haladac and Morthar – can be alerted at any time, it's best to wait until Vanchim retires for the night at 11 PM in his house in the northwest behind the wall. The guards will be outside the door. There will be a limited amount of time to enter the house and confront Vanchim, but this method will make it a non-issue.

## Confront Vanchim

Inside, talk to Vanchim and confess your intentions of killing him. A scene will play out, which you can skip by killing him immediately. In the end, Vanchim falls, transferring the tower crest to you and allowing it to be used in the lower level of the Thief Tower. Be sure to talk to Matari by the Thief Stone for optional dialogue.

# End of Quest



# [Tower] Mage

---

*Fend off waves of Heroes of Nirn and constructs with the help of spriggans and centurions.*

---

## Talk to Razak

Razak is working on a centurion behind the rock ridge in front of the Mage Tower entrance. Speak to him and he will lead you over to the beach in the north. Three centurions will decloak themselves. Listen to his warnings of a coming threat, and then meet him outside the entrance to the Atranal dungeon to the east. There, he will ask you to help him achieve victory by commanding centurions and spriggans.



## Follow Razak's instructions for the scepter and Direct spell

Razak will give you a training course on using a dwarven scepter and the Illusion spell called "Direct" to command centurions and spriggans.

## Kill the 10 enemies outside Atranal

After completing training, Razak will direct you to the front of Atranal to help defeat its occupants. Razak will send in a burnt spriggan, and after a few seconds, a stream of Heroes of Nirn and Void Sphere constructs will steadily appear in three groups. Kill all ten enemies to clear the objective. This force counts as **Wave #1** of five for the quest.

## Talk to Razak in Molsalkhan Crater and prepare for battle

Talk to Razak outside Atranal after defeating the ten enemies. He will then instruct you to talk to him again in Molsalkhan Crater at the center of the black beach. He will inform you of the coming assault and lend you five spriggan and three centurions that can be used in battle.



# [Tower] Mage

---

## Repel the five waves of enemies

There are four large waves of enemy forces split into multiple parts. These enemies will spawn on different sections of the beach. For some waves, catapults will bombard certain areas of the beach to limit your range of maneuverability. While using the centurions and spriggans is optional, they be useful for those who find themselves overwhelmed by the enemy forces.

There is a 10 minute timer before the start of the **Wave #2**, and a 5 minute cooldown in between the remaining waves, allowing for recovery and the opportunity to leave the beach. The current countdown is applied as a spell called “Simulation Wave Timer.” To speed up the countdown, pass time using “Wait.”

Once a wave commences, an energy barrier is activated that prevents the Dragonborn from leaving until all enemies are killed. Here is the composition of each wave:

- **Wave #2** – 25 total
  - **Part #1** – 7 total
    - 5 Heroes of Nirn
    - 2 Void Spheres
  - **Part #2** – 18 total
    - 10 Heroes of Nirn
    - 7 Void Spheres
    - 1 Void Centurion
- **Wave #3** – 20 total w/ catapults
  - **Part #1** – 10 total
    - 10 Heroes of Nirn
  - **Part #2** – 5 total
    - 5 Void Ballistae
  - **Part #3** – 5 total
    - 5 Void Spheres
- **Wave #4** – 17 total
  - 10 Heroes of Nirn
  - 5 Void Ballistae
  - 2 Void Centurions
- **Wave #5** – 25 total w/ catapults
  - 25 Heroes of Nirn



*There are no markers that indicate enemy positions. Listen to Razak's list of enemy movements after completing each wave for general locations. Sweep the beach until you find your targets.*



# [Tower] Mage

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## **Talk to Razak in Molsalkhan Crater**

Once the waves have been defeated, you'll return to Molsalkhan Crater. Razak will reclaim the scepter. In exchange, the Dragonborn will learn the "Convert Void Construct" spell which can be used to gain possession of Void constructs and turn them into allies.

## **Defeat the 25 Void spheres**

Just as you're leaving the crater, 25 Void spheres will decloak after having surrounded you while talking to Razak. Use the new spell to greatly simplify the battle and destroy spheres while they're considered allies.

## **Talk to Razak outside the Mage Tower entrance**

Once the spheres have been destroyed, return to Razak who is standing in front of the tower entrance. If you wish to learn a passphrase to expedite the completion of the Thief Tower quest, confess that it was you who killed Craftlord Vanchim. Once the conversation has concluded, Razak will give you the tower crest to be used in the lower level of the tower.



*Matari will be outside the entrance of the tower upon completing the quest.*

# **End of Quest**



# [Tower] Serpent

*use your influence to destroy the last hope of Sky's Divide's Dwemer.*

## Talk to Bulomenthiz

Start off by speaking to Bulomenthiz who is sitting behind the Warrior Prophecy Stone. If you spoke to him during the Thief Tower simulation by completing Bthithas's activity peacefully, he will recognize you. He asks if you don't mind securing the cargo palettes to be loaded on their escape vessel off in the distance.



*The ship on the horizon is in the present time. If Dimitri was on the Diabolus at least when it set sail, the ship is the Revanche, a vessel belonging to the Outcast Janeve. Otherwise, it is a Heroes of Nirn ship.*

## Cause chaos in the camp

While the cargo can be secured as Bulomenthiz asks, it will not advance the quest closer to completion. The main goal is to destroy the Dwemer's hope in leaving the island. The following options are available to fulfill this objective.

### Option #1: Poison the wine

The quickest option is available for those with a Pickpocket skill of 75 or greater, a Speech skill of 50 or greater, and a vial of poison. Beside Bulomenthiz is a crate of wine. Activate it and select the option to poison one of the bottles. Then speak to Bulomenthiz and persuade him to take a drink. He will then die from the poison and be available for looting. Take his tower crest.



# [Tower] Serpent

## Option #2: Plant an explosive in the cargo

This option requires a Destruction skill of at least 75 and either an Explosives Crate or a Dwemer Satchel Pack.

The Explosives Crates may seem familiar. They are the red crates that were on the *Diabolus* that were lost during the storm. There are four in total that can be found around Sky's Divide's beaches. If Dimitri was dead prior to day #2 on the journey and Lilith was present, then Lilith would have opened one of the crates, leaving only three can be found on the island. Here is the map of the crates' locations. Circles indicate crates always present, the rectangle represents the crate that may be missing if Lilith already opened it:





# [Tower] Serpent

Acquiring Dwemer Satchel Packs requires more legwork, but if you may already have some in your possession if you chose to explore the mine on the western side of the island called Sarhu Mine. View [Part II: Supplements – Sky's Divide](#) for more information.

With an explosive on hand, go to the cargo palette farthest north on the beach. You'll be given the option to plant the explosive along with a rune. When all palettes are secured, return to Bulomenthiz and tell him to start loading the cargo. The scene that plays out involves the true occupant of the ship trying to fend off a Dwemer hologram before ultimately striking the explosive that destroys the ship. Bulomenthiz then ends up dying, allowing the tower crest to be retrieved from his body.



## Option #3: Show evidence that Bulomenthiz is a liar

The main option available to all is the acquisition of evidence that shows Bulomenthiz's claim that he's a skilled sailor is a lie. Normally, you can learn of the existence of this evidence through a shady Dwemer named Bezmov. The evidence is available even without speaking to him in two locations: the reception desk at Port Adad and a shelf in the entryway to the slave quarters in Sky's Divide Fortress Floor #5 – Steamworks. Just one of these is enough to progress through the quest.



*Port Adad reception desk, accessible through the northern warehouse.*



*Shelf behind the desk in the entryway to the slave quarters.*



# [Tower] Serpent

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Deliver the piece of evidence to either Mzand in the campfire on the south end of the beach or Corran the guard in the watchtower. You can also hand over the evidence to Bulomenthiz himself, forcing you to speak with Corran in order to report the suspicious nature of Bulomenthiz. Once complete, Mzand or Corran will rush to confront Bulomenthiz at the Serpent Prophecy Stone. A scene will play out where the truth is revealed.

Next, Bulomenthiz is brought to the gallows to hang. Speak with him one last time. Once he's dead, retrieve the tower crest from his body and go to the lower level of the tower.



*Matari is by the Serpent Prophecy Stone after completing the simulation.*

## End of Quest



# [Tower] Trinity

*Bring about the disappearance of the Dwemer of Sky's Divide.*

## **(Optional) Talk to Calanach**

Calanach is standing outside to tell you about Mzand being ready. You can skip speaking with him and go straight to Mzand as well, who is standing near the entrance to Sinitu Daeus to the west.



*The horse by Calanach's side will not disappear after the simulation is complete. It's useful when navigating the spanning cliffs on which the Trinity Tower quest takes place.*

## **Talk to Mzand**

Mzand will give you a tuning hammer to strike the Prophecy Stone. Do as he says and wait for the response tone.

## **Follow Razak to the northern Prophecy Stone**

After testing the first stone, follow Razak to the clifftop to the far north.

## **Follow Razak's instructions**

Razak will ask you to strike the stone a specific number of times and only when he commands. Do not mess up or the sequence will have to be restarted. After completing the first sequence, you can speak to Razak to voice your concerns about the tedious nature of the task or you can continue on. Either way, the both of you will soon be ambushed by a Dwemer and a pair of experimental dwarven constructs.



# [Tower] Trinity

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## Talk to and follow Nergal **OR** kill Nergal's team

Talk the Dwemer called Nergal that has arrived. He will ask you to speak with him on the bridge. Follow him there and find yourself surrounded by a group of Dwemer warriors and constructs. Listen to Nergal's proposition. It doesn't matter whether it's agreeable or not, as the plan is already in effect. When Nergal gives the signal, in fifteen seconds, all the Dwemer will have disappeared. This grants you the tower crest.

There is another path here as well. Instead of talking to Nergal, you can choose to attack him and his companions. Kill the six constructs, four warriors, and Nergal (11 enemies total) and take the horn from a shelf in the bridge interior. Go to the bridge to give the signal to allow Razak to continue his work. Just as if Nergal was the one to give the signal, the same effect will remove the Dwemer and give you the tower crest.



*Matari is under the tree closest to the entrance.*

## End of Quest



# [SQ04] Battle of Sky's Divide

*The Heroes of Nirn, Outcasts, and Ashen battle for control of the island's port.*

## Conditions

The battle at Sky's Divide's port is an event that runs parallel to MQ16 and the tower quests and does not require the Dragonborn's input to advance. If Bosska is alive, there is no direction on what can be done as the two main sides, the Heroes of Nirn and the Ashen, will also be against the Dragonborn.

This quest walkthrough will assume that Bosska is dead, therefore allowing the Dragonborn to make an alliance with Feros Hlaalu of the Heroes of Nirn. The battle can still be swayed in favor one side even without the alliance by following this guide where applicable.



*An alliance with Feros can be made at anytime before the final tower is completed so long as the Heroes haven't been provoked.*

## Pre-Tower #4 - Talk to Feros at the Port

Go to Port Adad on the eastern coast of the island in search of Feros Hlaalu. Feros is a Dark Elf captain in charge of the remaining mercenary forces. Before completing the third tower, he will be delivering a speech to his force in front of the port's reception area. After completing the third tower but before completing the fourth, he will be in the rest area next to the reception area seeking cover from the shelling.

Speak to Feros to get an update on the situation and make a deal to help him when the Ashen forces make landfall.



# [SQ04] Battle of Sky's Divide

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## Tower #4 Complete - The battle begins

After completing the fourth tower, the battle at the port commences. Feros and his team will have moved closer to the docks. If an alliance hasn't been made yet, it can be done now. When ready, speak to Feros or move towards the lighthouse to begin the attack on the lighthouse.



*The shaman is responsible for the torrential rain at the port.*

## Deciding the battle

As you may have noticed, ships have begun amassing in the waters east of the port. This includes four Ashen vessels (red) with the possibility of the Ashen-commandeered *Esmerelda* if it was not destroyed in MQ07. If Dimitri was alive at the start of MQ16 so he could alert his friends to join him on the island, there will be three Outcast vessels (black) with the possibility of Janeve's *Revanche* if the Serpent Tower quest was completed and it was not destroyed by way of planting an explosive in the cargo. Each armada gradually whittles away opposing vessels with the completion of each tower quest, with named vessels garnering more direct hits. If Lilith is alive, you'll find one of the Ashen vessels shipwrecked north of the port over the course of the battle. Regardless of strength, Ashen victory is assured unless the shaman atop the lighthouse is killed.

If you wish to visit the *Esmerelda*'s interior and fetch some unique items from Akavir, then allowing the Ashen to succeed is recommended. Otherwise, to kill the shaman, you will need to remove the three totems positioned around the port that enable her barrier.



# [SQ04] Battle of Sky's Divide

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## Destroy the Ashen totems

Below are the three Ashen totems that enable the shaman's barrier. A Siren wearing heavy armor will be defending each one.



*On top of the northern warehouse.*



*On top of the southern warehouse.*



*Farthest dock in the south.*

After disabling the barrier, the shaman will step down from her platform and become vulnerable.

## Tower #5 Complete - Aftermath

Upon returning to the port after completing the final tower, you'll witness the aftermath of the battle. If the Heroes won, Feros's ship will be safe along with any other Heroes ships (present to begin with only if Bosska is alive). If the Outcasts survived the naval battle, Janeve's ship will be in the northern docks. If the Ashen won, then the *Catalyst* will appear on the horizon, though it cannot be boarded. The *Esmerelda* will set anchor in the northern docks if it's intact.

# End of Quest



# [MQ16] Odyssey

*... and learn the bitter truth.*

## **Prepare to enter the Sky's Divide Fortress**

After completing the five tower quests and the (optional) battle at the port, all the requirements to fully navigate Sky's Divide Fortress will be available. While there's a linear path laid out in-game as to what needs to be done to advance to the upper floors, this walkthrough will cover everything before it's made known to the Dragonborn in order to save time.

## **Retrieve the Animonculory Key from Feros Hlaalu**

Feros Hlaalu, the Heroes of Nirn captain at the port, has a key that will be needed later on. If you agreed to help him during the port battle, he may have already given it to you. You may also have learned of its existence through the notes on the Heroes of Nirn guarding the fifth level of the fortress. No matter the circumstances, get the key from Feros, amicably or through combat.

## **Go to Fortress Floor #3 - Myelin**

Enter Sky's Divide Fortress in the center of the island from the town of Nimbus by climbing up the steps of the building similar in appearance to the Temple of Dibella of Markarth. You will emerge in the entryway of the third floor, Myelin. Continue onwards into the central chambers of the floor and prepare to align the five crystal arrays.



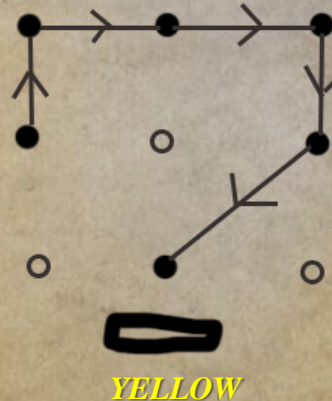
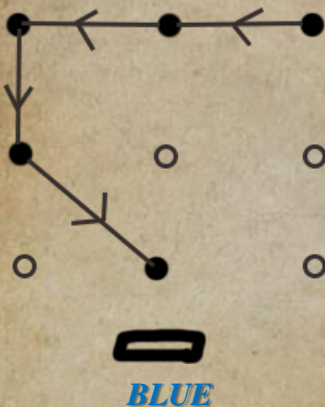
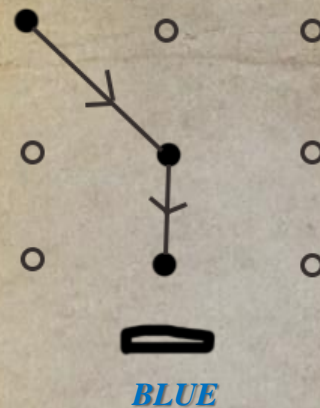
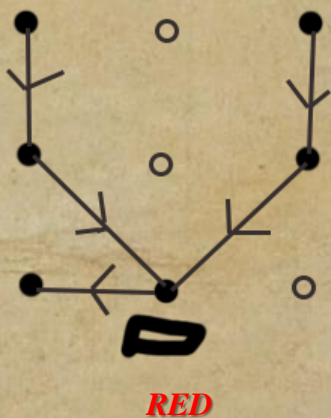
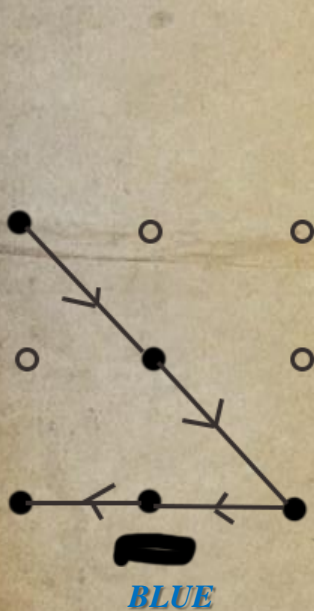
*A Hero of Nirn – Rimion, if he wasn't killed in MQ04 – in the energy chamber has the first of six notes depicting the correct alignments for the crystal arrays.*



# [MQ16] Odyssey

## Align the five crystal arrays

There are five chambers containing crystals on the third floor. With the towers complete, they can all now be aligned correctly to unlock the button to restore power to the Fortress. Below are the five diagram solutions for the chambers, positioned on the page as they appear in-game. Filled-in circles indicate a crystal that is turned on, lines indicate the direction of their beam if any, and the rectangles indicate the entrance to that particular chamber. Crystals can be turned on/off by activating the square pressure plates, beams can be turned on/off by activating the circular pressure plates, and beams can be rotated by activating the crystals themselves. Remember to set the chamber's beam color correctly as listed by turning the vale outside the entrance to each chamber.





# [MQ16] Odyssey

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## Press the energy button

When the last crystal array has been aligned correctly, it's time to restore power the Fortress. Go to the central chamber with the large energy conduits and press the button in the center. With this, the elevators on the far sides of each floor will start working again, saving you time from using the stairs.

## Go to Fortress Floor #5 - Animonculory and press the mold button

While the next course of action seems to continue upwards, another button must be pressed in the animonculory. The animonculory can be accessed by going to the fifth floor and traveling through the doors to the south with the key retrieved from Feros Hlaalu. Once in the animonculory, go to the bottom floor using one of the four corner lifts. Step into the office area along the southern wall and look for the open button at the center. This button will enable the mold necessary to interact with the console on the second floor.

## Activate the console and speak to the Interface on Floor #2 - Ranvier

Go up to the second floor and activate the console in the main chamber. After a brief delay, the columns will open up to reveal a gigantic centurion known as the Interface. To lower the energy barriers barring the lifts to the first floor, you will need to talk to the Interface. The following dialogue branches will complete this objective:

I seek passage to the upper floor. → How do I get permission? → Where would I get the code? Everyone who used to run this place is dead. → You mean there are valid arguments?

Arguments → As a security system, you failed to keep Bosska and his companions out. → You're saying you can't detect an intrusion beyond this floor? → Are you willing to allow a potential security threat to remain unresolved? → You will have failed to fulfill your objectives if it turns out you're wrong.

Arguments → I'd say I'm more qualified than you to serve as security. → The situation has evolved and requires you to adapt. → You've been rendered obsolete. → My experiences with the simulations has given me clarity. → Yes.





# [MQ16] Odyssey

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## Enter the Dark Tower

With the small lifts open on the second floor, travel upwards. Fight through any enemies encountered on the first floor and enter into the Sky Nexus Grotto to unlock the map marker for the area. **It's highly recommended at this point to save the game as this could be considered the point of no return.** When you're ready, enter the Dark Tower.



*If you retrieved the Key of Prophecy during MQ15, it can be used to unlock this chest by the Tower Prophecy Stone. Inside is a full set of unique voidsteel dwarven armor with 25% magic resistance for each piece equipped, but also 100% magicka depletion as a cost.*

## Use the Dark Tower lift and activate the black crystal

Use the lift in the Dark Tower to get to the second floor. There you will find a large black crystal on a podium; activate it to proceed.

What happens next depends on the status of Bosska. If he is alive, you will be knocked out once again and find yourself in an energy cage as he readies for battle.

If Bosska was killed prior to arriving on the island, Matari will speak to you and eventually incapacitate you in a similar manner.

The following sections will detail how defeat Bosska if that is the objective. Both paths will eventually converge on the objective of leaving the Dark Tower.



# [MQ16] Odyssey

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## Prepare to fight Bosska

For the Bosska path, after he releases you from your cage, you will have the opportunity to speak to him before initiating combat. There are some weapons and armor you might want to have ready as they'll give you an advantage. The Dwarven Voidsteel Dagger from the Fortress trophy room and Black Bow of Fate from the Kagrumez dungeon in Solstheim can both be used to knock out Bosska's shields. The Dwarven Voidsteel armor from the Chest of Prophecy outside will make you immune to Bosska's floor panel attacks.

## Bosska Battle Phase #1: Normal Combat

The first phase of the Bosska battle is standard combat without any special attacks.

## Bosska Battle Phase #2: Floor Panel Attack

During the second phase, Bosska will intermittently activate an invulnerability shield and travel to a random floor panel. At the floor panel, he will prepare to summon an energy blast in his radius. White floor panels are safe zones, while everything outside will damage you. Barriers will rise after a few seconds to prevent you from reaching a safe zone if you're not quick enough. With the Dwarven Voidsteel armor, you can resist this energy blast if you happen not to be in a safe zone. With a voidsteel weapon, you can remove Bosska's invulnerability barrier and prevent him from launching the attack to begin with.

## Bosska Battle Phase #3: Pillar Attack

Bosska will teleport to and from the six pillars in the chamber while cloaked with an invulnerability shield. Atop each pillar, he will shoot you with an enchanted crossbow that will deal explosive fire, ice, or electric damage. Meanwhile, his pillar will be launching bolts of energy that deplete Stamina. To deal damage, you will either need to shoot him with the Black Bow of Fate or rely on the pillars to deal damage for you. To do this, go to the pillar across from the one he's on and strike all the turbines at the base. When all four turbines are active, your pillar will shoot an energy blast at Bosska that will deal electrical damage. Time your turbine hits carefully as the blast radius of Bosska's crossbow bolts have the potential of resetting turbines you've already activated.

## Bosska Battle Phase #4: Floor Panel Attack Redux

Bosska's fourth phase is a repeat of his floor panel attack. However, this time he has the potential of making his floor panel the only safe zone. You'll want to stay close if you don't have any voidsteel equipment to repel the effects of this attack.



# [MQ16] Odyssey

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## **Bosska Battle Phase #5: Normal Combat with Shield**

Bosska will engage in normal combat for one last phase, this time with more aggression and the activation of his invulnerability shield at steady intervals. Without a voidsteel weapon, you will need to run from him while his shield is raised as he will not cease his attack.

## **Talk to Bosska one last time**

After Bosska is defeated in the fifth phase, you will be able to talk to him one last time before he dies from his injuries. When he's dead, touch the crystal again. The decision to leave Bosska alive up until now will converge with the opposing path.

## **(Convergence) Exit the Dark Tower**

Both paths will now continue as one. Your objective is to exit the Dark Tower. If the Bosska battle did not take place, Kasia was not befriended or romanced, and Lilith is alive, the latter character will accompany you on this final stretch. When you exit, you will emerge in one of four possible locations in Aetherius depending on the Dragonborn's race:

- **Aetherius** – default location
- **Far Shores** – Redguard
- **Sands Behind the stars** – Khajiit
- **Sovngarde** – Nord





# [MQ16] Odyssey

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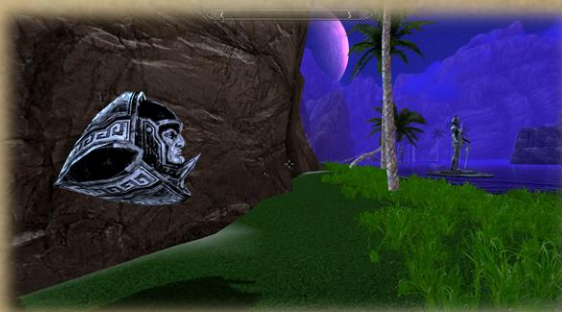
## Final

You have two choices in Aetherius: jump into the portal that opens up in the temple or exit through alternative means. By jumping, the quest skips to the end and you return to Skyrim through unusual circumstances. The alternative means involve either striking your partner, if one is present, using a voidsteel weapon or by throwing a deactivated dwarven centurion bust called “oracles” into the portal. The deactivated oracles only appear once the portal has opened by speaking to your partner at the temple or by approaching the temple when you’re on your own. Below are the locations of the deactivated portals.



### Aetherius

*East of the stairs leading to the temple.*



### Far Shores

*Southwest of the temple nestled in between a cliff.*



### Sands Behind the Stars

*On the western wall of the temple.*



### Sovngarde

*On the lower level, in the west in the snow covered patch.*

If you chose not to jump into the portal, this guide will continue detailing the series of events that follow this decision and will eventually resume to the convergence point in which all paths return you to Skyrim.



# [MQ16] Odyssey

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## Sky Nexus

After leaving Aetherius by circumventing the portal, you find yourself back in a rejuvenated version of the Sky Nexus grotto and restrained by a familiar rival. She will scold you for a previous decision and then allow for the Golden Maidens to take care of you.



## Kill the Golden Maidens

The Golden Maidens will pursue and attack you while cloaked with 100% invisibility. Even Detect Life and Aura Whisper effects will be dispelled, forcing you to listen to their movements and pay attention to the source of their possible projectiles. Each Golden Maiden has a special attack while cloaked and it isn't until they're hit that they decloak and attack you through normal combat. Below are their special attack patterns.

- **Catherine** – sneaks up behind you, pulls a bag over your head to blind you, and then unleashes a flurry of katana strikes. She then flees to a safe area in the grotto to cool down and then tries again.
- **Elda** – will shoot you with her venom-laced crossbow from the base of one of the four pillars in the grotto.
- **Melody** – runs around the Nexus healing any injured Golden Maidens.
- **Morrigan** – uses throwing stars from a random location in the grotto.
- **Xana** – uses a pacify spell to slow down your Shout recovery and critical hit chances. She then flees to a safe location until the spell's effects have worn off and then tries again.

Be mindful of where you step while you pursue the Maidens. Bear traps have been laid out in the grass.

Once the Golden Maidens have been killed, Matari will appear for one last conversation.



# [MQ16] Odyssey

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## Talk to Matari

The final conversation with Matari spans several branches. After Matari reaches the center of Sky Nexus and ends the final segment of her revelations, you will be told you have 10 minutes to leave Sky's Divide before it vanishes from Nirn along with everyone on it. If Lilith is alive, regardless if she was with you on the journey to Sky's Divide or not, she will appear from the lift that leads to the base of Sky's Divide's central mountain. If she's dead, you will need to leave on your own through the main Sky's Divide Fortress lifts.



## Escape Sky's Divide within 10 minutes

You will need to escape Sky's Divide by way of ship. Depending on your circumstances, there are multiple ships that can be used. They are listed in order of precedence. In other words, only one type of ship is available for use in escape:

- *Diabolus* – if the *Diabolus* wasn't shipwrecked, it can be used regardless if its sailors are dead or not. If the Outcasts helped sail it and have turned hostile since arriving, they'll need to be disposed of once boarding the ship for escape. If Lilith is alive, she will have taken care of them for you.
- Feros's ship – if you helped Feros Hlaalu at the port, his ship will be available. You will find Feros there as well. Either persuade him to leave with you or kill him to take the ship.
- Lilith's rowboat – if Lilith is alive, she will inform you of an Ashen rowboat she secured. It can be found on the east coast of the island, south of the port, on a small black sand beach.
- Miscellaneous rowboats – if you're alone without any other means of transport, you'll need to find a rowboat of your own. There are several that can be used, including the Ashen Iconoclasts' rowboat on a beach to the northwest if they were all killed and one of four possible Ashen rowboats at the port if they made landfall. The only guaranteed rowboat is the one in a garage-like section of the northern warehouse at the port.



# [MQ16] Odyssey

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## (Convergence) The journey home

After entering the Aetherius portal or boarding your means of escape, you will view one of four possible cutscenes:

- Jumped into Aetherius portal + Lilith is alive
- Jumped into Aetherius portal + Lilith is dead
- Avoided the Aetherius portal + Lilith is alive
- Avoided the Aetherius portal + Lilith is dead

When the cutscene has concluded, you will find yourself in one of the following locations:

- Skyrim's Serpent standing stone – if you jumped into the portal.
- *Diabolus* off the coast of Dawnstar – if you left Sky's Divide by boarding the *Diabolus*.
- Feros's ship off the coast of Dawnstar – if you left Sky's Divide by boarding Feros's ship.
- Lilith's rowboat out at sea – if you left Sky's Divide with Lilith on her rowboat.
- Skyrim's northern shore near a statue of Talos – if you left Sky's Divide alone on a rowboat.

If you're on one of the ships, you'll have the opportunity to say goodbye to Dimitri and/or Lilith if they're present. For Lilith's rowboat, she will agree to meet you outside Euphoria Palace before saying her final words.

If you left on Feros's ship, you will now be able to use it as a player home to substitute the loss of the *Diabolus*.

If you jumped into the portal, you can still use the *Diabolus* if it was intact when you left for Sky's Divide.

## **Return to Euphoria Palace and unlock the final maid system**

Travel to Euphoria Palace and step into the main lobby. Tarrius will be at the desk that Sera once occupied. Tarrius will go on to explain that the final section of the maid system has unlocked and you'll now be able to recruit maids around Skyrim and send them out on assignment (view [Part II: Supplements – Maids](#) for more information). If you rescued the courtesans during MQ12, they'll immediately join your new business. The quest concludes when you've finished speaking to Tarrius unless Lilith is waiting for you outside, in which case you will need to speak to her as well.

# End of Quest



# Epilogue







Part II:  
Supplements



Maids



# [Maids] Service

---

The maid ledger is located in the study room of the Pinder House. It allows you to send a maid to any of your owned homes in Skyrim, check your relationship status with Kasia, and toggle FP/RP update messages.

## Sending a maid to a home

You may send a maid to any of your owned homes in Skyrim, including:

- Jonestead → Pinder House
- Markarth → Vlindrel Hall
- Raven Rock → Severin Manor
- Riften → Honeyside
- Solitude → Proudspire Manor
- Whiterun → Breezehome
- Windhelm → Hjerim



Once you send her to a new location, she will be transported there immediately unless she is currently a follower. Her work schedule remains consistent across all locations: work two times a day, eat meals three times a day, and walk around town twice a day. She will try to go to bed in your house if one is available.

## Kasia relationship status

You can check your Friendship Points (FP) and Romance Points (RP) with Kasia at any time through the ledger. You can also request a specific relationship status – such as “Friend” or “Lover” – to give greater detail to where the two of you stand.

You may also toggle relationship message update settings through the ledger. These updates are the messages that appear on the top-left of your screen during conversations with Kasia.



# [Maids] Follower

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The maid beacon is found to the right of the ledger in the Pinder House. It will be unavailable until the completion of MQ06. Its purpose is to manage maid followers.



## **Maid followers**

Maids are identified as either a follower or a worker. Workers follow their standard work procedures while followers will follow you until dismissed. Remember that a maid must be a follower before she can be sent to a custom work location.



# [Maids] Map

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The map of Skyrim is also located in the study room. It is above the maid ledger. Here you can view the locations of all of your maids through one menu, teleport to one of your owned homes in Skyrim, and activate maid map markers to keep track of your maids.



## Travel to home

You can immediately teleport yourself to any of your owned homes in Skyrim through this menu.

## Maid locations

You can view the locations of all of your maids through this menu without having to access each one through the maid ledger.

## Maid map markers

Maid map markers point to the locations of your maids in Skyrim. You may toggle all of them on/off or toggle select markers.

When toggled, these map markers can be turned on/off at any time through the miscellaneous section of your quest journal. If you wish to remove these markers completely from your journal, simply deactivate them by returning to the map of Skyrim in the study room.



# [Maids] Wardrobe

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A maid's wardrobe is highly customizable. You can choose what she wears and on what days. You may also have her wear a custom outfit that you define. The wardrobe can be accessed in the bedroom.



## Setting the outfits

There are seven days of the week and three outfit categories – Casual, Work, and Evening - for each day. As a result, there are 21 slots for default outfits.

## Custom outfit

In the main outfits menu, you can create your own custom outfit. Place anything into the wardrobe that you want equipped by a maid.

The next step is to select “Use/Update Custom Outfit”. This will swap out the maid's current inventory with the items you placed in the wardrobe. This also means that you may have two slots for custom outfits: the custom outfit currently worn by the maid and the custom outfit that is currently waiting in the wardrobe. However, once you revert to default outfits, both custom outfits you may have created will be sent back to the wardrobe.

## Default vs. custom

Initially, maids rotates through the selected default outfits. She changes automatically to the appropriate outfit based on the day and the occasion.

If you want a maid to wear a custom outfit, then she will not rotate through different outfits. She will wear that outfit until you select “Use/Update Default Outfits” or swap it with another custom outfit by selecting “Use/Update Custom Outfit”.



# [Maids] Equipment

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The maid equipment chest allows you to define a maid's combat outfit. Much like the wardrobe system, maids can wear either a default outfit or an outfit defined by you.

Combat outfits are only equipped when the maid is a follower.

You can the equipment chest right by the maid wardrobe.



## Setting the outfits

There are seven categories of default outfits. Under each category is a specific variety of the outfit, if available, that is usually separated by color.

## Custom outfit

The custom outfit works exactly as the custom outfit for the regular wardrobe. Swap out any armor and items as needed and then select "Use/Update Custom Outfit".



# [Maids] Kasia Relationship

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There are three spectrums to your relationship with Kasia: Friend, Acquaintance, and Enemy. Where you fall in these spectrums depends on your Friendship Points (FP) and Romance Points (RP).

Both FP and RP have a cap at 50 points with a minimum of 1. You start the game with 25 points in each category. Below is the relationship definition for each range. The first valid category that you are a part of will be the Dragonborn's relationship stance with Kasia:

- **Friend** → FP  $\geq$  40
  - Loyal Lover → RP  $\geq$  40
  - Loyal Friend → RP  $\geq$  11
  - Friend → RP  $\geq$  1
- **Acquaintance** → FP  $\geq$  11
  - Lover → RP  $\geq$  40
  - Acquaintance → RP  $\geq$  11
  - Companion → RP  $\geq$  1
- **Enemy** → FP  $\geq$  1
  - Chaotic Lover → RP  $\geq$  40
  - Rival → RP  $\geq$  11
  - Enemy → RP  $\geq$  1



# [Maids] Custom Work Locations

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Maids can be sent to custom work locations after the completion of MQ06. To have a maid begin working at a user-defined interior, have the maid follow you and tell her to work in the current cell. Afterwards, dismiss her as a follower so she can begin working.

If the location is not within a city known to have a vanilla player home, then the maid's "City" location in her work ledger will appear as "\_ Custom". When this is the case, the maid will not wander the exterior location as she normally does. Instead, she will work longer hours as a maid. Additionally, maids will not sleep when working at a custom location.



# [Maids] Recruitment

## Spawn locations

After completing MQ16, maids can be found in Skyrim's taverns and sent to Euphoria Palace until they're needed for a fee ranging from 50 to 250 gold depending on the current rank of the Hagglung perk. Up to 98 maids can be recruited.

The race of the maid spawned is dependent on what region/hold the tavern is located. Here are the spawn lists of maids according to location:

- **Eastmarch**
  - Nord – 85%
  - Dark Elf – 15%
- **Falkreath**
  - Nord – 35%
  - Imperial – 25%
  - Redguard – 25%
  - Orc – 10%
  - Ashen – 5%
- **Haafingar**
  - Nord – 35%
  - Imperial – 30%
  - Breton – 30%
  - Ashen – 5%
- **Hjaalmarch**
  - Nord – 75%
  - Breton – 20%
  - Ashen – 5%
- **Pale**
  - Nord – 95%
  - Ashen – 5%
- **Reach**
  - Nord – 30%
  - Breton – 30%
  - Redguard – 25%
  - Orc – 10%
  - Ashen – 5%
- **Rift**
  - Nord – 25%
  - Imperial – 25%
  - Dark Elf – 25%
  - Wood Elf – 10%
  - Argonian – 5%
  - Khajiit – 5%
  - Ashen – 5%
- **Whiterun**
  - Nord – 75%
  - Imperial – 20%
  - Ashen – 5%
- **Winterhold**
  - Nord – 25%
  - Breton – 25%
  - Dark Elf – 25%
  - High Elf – 25%
  - Ashen – 5%
- **Solstheim**
  - Dark Elf – 75%
  - Nord – 25%

## Maid totals

There is a set limit of maids that will spawn for each race regardless of their chances in a region. Once all maids of a particular race are hired, no more will spawn until they're either dismissed or die. Here are the limits for each race:

- Argonian – 3
- Ashen – 12
- Breton – 15
- Dark Elf – 15
- High Elf – 10
- Imperial – 15
- Khajiit – 3
- Nord – 30
- Orc – 5
- Redguard – 15
- Wood Elf – 5

Only one maid can spawn in the world at a given time. There is a five hour cooldown between maid spawns.





# [Maids] Missions

## Mission overview

Recruited maids can be sent out on one of two types of missions - solo and group – through the maid missions map. When a maid is sent out on these missions, she is unavailable to be asked to serve as a follow or be dismissed. Maids are selected for a mission randomly (solo) or by chance of success (group). Locations for where they're set are predetermined and cycle through a list, but you can specify the location by paying a fee of 500 gold. Completion of a mission rewards you with gold and a bounty of good related to the mission location (group only) These rewards can be recovered from the maid collections strong box.



## Solo missions

Solo missions will have a maid provide service for a city in Skyrim (9 total). When you visit this city, you will be given a stat boost according to the mission selected. After 3 days, the maid will return from her assignment and you will be rewarded with 250 gold. Solo missions are always guaranteed to succeed. Below are the ten available solo missions labelled according to their associated stat boosts:

1. Alteration, Illusion, Restoration
2. Conjuration, Destruction
3. Block, One-Handed, Two-Handed
4. Heavy Armor, Light Armor
5. Alchemy, Enchanting, Smithing
6. Archery, Light Armor, Sneak
7. Lockpicking, Pickpocket, Sneak
8. Pickpocket, Speech
9. Stamina
10. Health, Magicka, Stamina

## Group missions

Group missions will have four maids journey to one of Tamriel's provinces aside from Skyrim (8 total). In addition to 1000 gold, you will be rewarded with goods according to the mission selected and the location after 7 days. Unlike solo missions, maids might fail a mission if they're not suited for the province. Maids are selected based on race, with a success chance shown before mission confirmation. If a mission fails, the maid sent out have a chance of being killed off, with the maids least suited having a greater chance of not returning home. Below are the five available group missions labelled according to the goods they will provide as a reward:

1. Armor, Weapons
2. Gems, Ores
3. Building Materials
4. Drinks, Food, Ingredients
5. Potions, Scrolls, Soul Gems



# Euphoria Palace



# [Palace] Entertainment

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## Brothel

The Euphoria Palace Brothel is managed by the Ashen named Maxine. She is able to summon all courtesans via lineup. Courtesans can also be hired as they're returning from break.

**Pricing** fluctuates depending on the following:

- **Player race** – some courtesans love/hate/have no opinion of certain races and will take that into account when they set their price.
- **Gender** – most courtesans will have an additional charge for female characters.
- **Frequency as a customer** – frequent customers see a mounting discount in the price. However, walking out on a deal will decrease the counter that indicates if a customer is seen as "frequent". Successful deals raise the counter *unless* the player bargained for a lower price, in which case the counter stays the same.
- **Bargaining** – the player can bargain for a lower price if they have a high enough Speech skill for the courtesan *or* he/she is a frequent customer. However, this has the possibility of impacting the quality of the session, which in turn impacts the stamina bonus:
  - Bargain AND have low frequency with courtesan → chance of lower quality session
  - No bargain AND have high frequency with courtesan → chance of higher quality session
  - Otherwise → default quality session



# [Palace] Entertainment

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Some courtesans are more skilled than others, and they each have their default session quality they will have with a customer.

**Incentives** for visiting a courtesan:

- Maximum stamina boost for a day - the player will gain either a 25, 50, 75, or 100 stamina point boost for a day depending on the quality of their session with a courtesan.
- Minor XP gain for Speech skill

**Risks** for visiting a courtesan:

- **Disease** that damages health, health regeneration rate, and weakened resistance to other diseases.
  - Some courtesans are more likely to carry the disease than others; initial disease resistance is taken into account that may prevent catching the disease after a session. It can still be cured as with other diseases in the game.
- **Fatigue** for a day (slower stamina recovery) – if the player visits more than one courtesan in a single day, they run the risk of becoming fatigued and losing their maximum stamina boost. The chance of becoming fatigued is based on the quality of the session (higher quality = greater chance of fatigue) and stamina (higher stamina = less chance of fatigue).

Once the player has achieved the maximum stamina boost possible for visiting a courtesan, there's no reason to visit one again until the next day.

## Dancers

The Euphoria Palace dancers function in a similar way as the courtesans, but their system is more limited. Instead of a stamina boosts, a magicka boost is given. The risk involved is a disease that cripples magicka regeneration. Offering tips to the dancers will increase their likelihood of inviting the player to a private session. The chance of invitation increases after the third tip and is also determined by the Dragonborn's Speech skill.



# [Palace] Secrets

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## **Sexy Six Journal**

A journal from the mod Maids I: Euphoria can be found by activating a series of paintings in the first floor dormitory hallways in the correct order:

1. Meeting
2. Deception
3. Temptation
4. Utopia

The journal will spawn beneath the statue in the first floor lobby. For context, it's written by a Lust Maiden loosely transcribing Salaquine's strict, verbal orders by adding colorful language to better resonate with the Maiden's sisters.

## **Lilith's meditation**

Until the completion MQ06, at 11 P.M. to midnight, Lilith will be found meditating in the Euphoria Palace grotto.

## **Sam Guevenne**

After completing the vanilla quest "A Night to Remember," Sam Guevenne can be found in the Saahel Bar until MQ12.

## **Olivia**

There is a Siren assassin named Olivia that will go into the lower dormitories freezer from 11 P.M. to 1 A.M. to serve as a fence, Lockpicking master trainer, and sell lockpick related merchandise. Her routine ends upon starting MQ12 as she and the other Siren assassins are recalled from serving inside the Palace.



Sky's Divide



# [Sky] Map



1. Sky's Divide Fortress
2. Port Adad

## Caves / Mines

3. Beachhead Den
4. Cloudburst Cave
5. Cumulus Cave
6. Sarhu Mine

## Dwarven Dungeons

7. Atranal
8. Sinitu Daeus
9. Zenchthmark

## Dwarven Towers

10. Mage
11. Serpent
12. Thief
13. Trinity
14. Warrior

## Landmarks

15. Molsalkhan Crater
16. Salanu Bridge
17. Sky Nexus

## Residencies

18. Nimbus
19. Urgigar's Cottage

## Ships

20. The Diabolus (*shipwrecked*)
21. The Diabolus (*intact*; MQ16 only)
22. The Fellow F'lah



# [Sky] Legacy Bastion Portal

After completing MQ16, you will receive the “Legacy Bastion Teleporter Data Crest” as a way to return to Sky’s Divide to explore the island further without story limitations. To use the crest, travel to Legacy Bastion and enter the Testing Chambers. You might remember walking through a narrow hallway to the lift that descended into Matari’s old meditation chamber. Connecting to this hallway was a red-tinted area once sealed off by a gate. This gate has now been lowered, allowing you to explore a new room. Inside this room will be a small office containing a large dwarven machine. Activate this machine with the data crest in hand and you will open up a portal to Sky’s Divide Fortress Floor #4 – Axon.



Once the portal is active, fast travel markers will be enabled in the Skyrim and Sky’s Divide overworlds. In Skyrim, the map marker will be on the northern edge of the map and will teleport you outside the entrance to the Sky’s Divide Fortress. The Sky’s Divide map marker on the southern edge of the map will teleport you outside Legacy Bastion.



# [Sky] Weather Modification

Sky's Divide's tropical climate is the result of extensive weather modification performed by the Dwemer. The facility housing the machine used in the process is locked away in Sinitu Daeus on a cliff of the southwestern section of the island, near Trinity Tower.

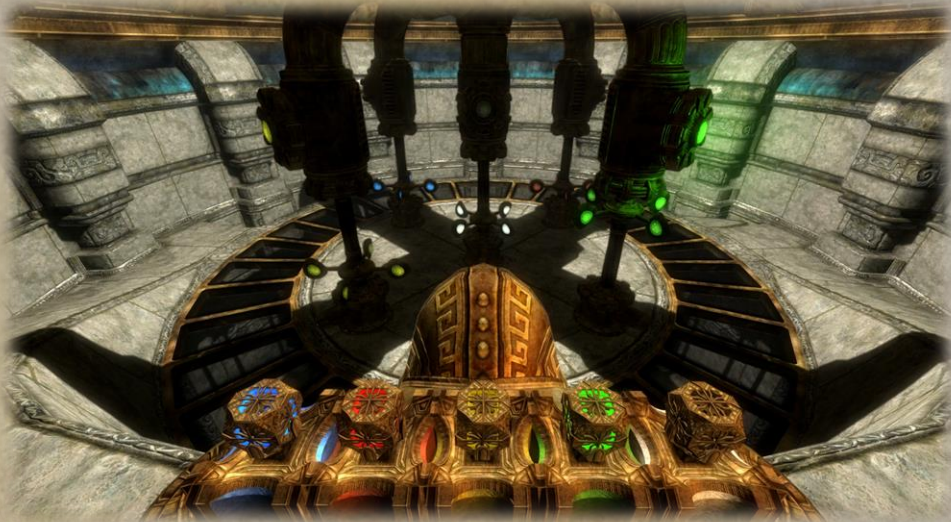
## Get the key from Urgigar

To get the key to the facility, you will need to visit Urgigar's Cottage in the east between midnight and 1 A.M. During that time, sit on the chair closest to the door and activate the lantern on the table. Urgigar will be summoned and proceed to sit across from you. He will place the key to Sinitu Daeus on the table.



*Mzand is the one to provide hints on Urgigar's whereabouts during the Trinity Tower quest.*

## Operating Sinitu Daeus



The Sinitu Daeus weather machine allows for climate selection by way of activating the kinetic resonators on the second floor. A kinetic resonator can only be activated if its associated weather cube has been found and placed on the pedestal. At first, only the Tropical Weather Cube is present and active, which enables the default climate of Sky's Divide. There are four other weather cubes hidden on the island.



# [Sky] Weather Modification

## Weather cubes

Below are the locations of the four additional weather cubes for Sinitu Daeus:

- **Aquatic** – Atranal; on a dresser in the dwarven tower room.
- **Crimson** – Cloudburst Cave; in the white cavern section, stored inside a medical cache in a dwarven rest area.
- **Legendary** – Zenchthmark; on a shelf in the locked room with barbells, next to the restrooms.
- **Void** – this cube can only be obtained after MQ16. First, defeat the three newly arrived Dwarven Void Keepers in Sky Nexus. The ground will quake to indicate something below has shifted. Go to Fortress Floor #2 – Ranvier where the Interface once was. In its place is a platform with the cube. You may need to use spells or Shouts to avoid falling into the lava.





# [Sky] Weather Modification

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## Weathers and stat effects

The climates you set in Sinitu Daeus have the potential of boosting or inhibiting your stats while active. Here are the six climate types of Sky's Divide and their associated effects:

- **Aquatic** – Torrential Force
  - Resist Fire – 50%
  - Resist Frost – 50%
  - Waterbreathing
  - Weakness to Shock – 50%
- **Crimson** – Apocalyptic Fury
  - Resist Fire – 50%
  - Resist Frost – 50%
  - Fortify Destruction – 50%
  - Reduced Stamina Recovery Rate – 50%
- **Legendary** – Hero's Fortune
  - Increased Health Recovery Rate – 25%
  - Increased Stamina Recovery Rate – 50%
  - Weakness to Poison – 50%
- **Snow** – Polar Frost
  - Resist Frost – 50%
  - Weakness to Fire – 50%
- **Tropical** – no effects; default climate
- **Void** – Echoing Maw
  - Fortify Illusion – 50%
  - Resist Magic – 50%
  - Reduced Magicka Recovery Rate – 50%



*You can enable the snow climate by lowering the active kinetic resonator in Sinitu Daeus.*



# [Sky] The Fellow F'lah

On the west coast of the island is an old abandoned Dunmeri fishing ship. Its crew of six died long ago, but their remains can be found scattered around the island. Each crewmember carries a key that is necessary to open the safe in the cargo hold that contains 3500+ gold in value. Here are their locations:

- **The Fellow F'lah** – in the captain's quarters on the bed.



- **Beachhead Den** – on the ledge



- **Cloudburst Cave** – in the locked storage room by the lift.



- **Cumulus Cave** – in the secret northern area of the cave, behind the waterfall.





# [Sky] The Fellow F'lah

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- **Zenchthmark (*exterior*)** – under the bridge leading to Zenchthmark's tower.



- **Sky's Divide exterior (*south*)** – left of a waterfall in southern Sky's Divide, east of the large beach. Hidden on a cliff ledge.





# [Sky] Trophy Room

On Sky's Divide Fortress Floor #4 – Axon, in the east wing, there is a trophy room containing unique weapons. The trophies are locked away in cages that require a combination code. Pieces of the code can sometimes be looted from the remains of dwarven specters.

## Entering the trophy room

The entrance to the trophy room has been sealed off. To lower the gate, two dwarven construct busts need to be activated. Activating the wrong busts will trigger a set of traps.



*The crooked centurion and short sphere are the correct busts to activate.*

## Combinations

Here are the combinations for each trophy:

- **Aetherial Sword** – 8 7 3 2
- **Dwarven Voidsteel Dagger** – 5 3 9 0
- **Dwemer Jinksword** – 0 3 5 7
- **Dwemer Pneuma-Trap** – 1 0 8 6



*If you leave or enter the trophy room with one of the artifacts, the curator will appear to stop your theft. The Black Bow of Fate, already missing from the trophy room, counts as an artifact.*



# [Sky] Vanchim

After completing MQ16, Vanchim's red hologram will start appearing in certain locations around Sky's Divide in a specific order. If you find him ten times, he will reward you with the unique ring, the Dwemerdark Signet, with an enchantment fortifying Heavy Armor, Light Armor, and Stamina. Below are Vanchim's ten locations in order of appearance:

- **Fortress Floor #4 – Axon** – sitting in the food court.



- **Zenchthmark (exterior)** – sitting at a table east of the bridge leading to the tower.



- **Port Adad South Warehouse** – in the freezer.



- **Sarhu Mine** – top deck of the dwarven structure in the large cavern area, sitting at a table.





# [Sky] Vanchim

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- **Thief Tower (*exterior*)** – north of the Thief Tower, sitting at an isolated table.



- **Cloudburst Cave** – on the lower floor next to the lift.



- **Cumulus Cave** – on a ledge overlooking the entrance to the large secret area in the north.



- **Zenchthmark-Fortress Conduit** – in one of the ice tunnels of the conduit connecting Zenchthmark to Fortress Floor #5 - Steamworks

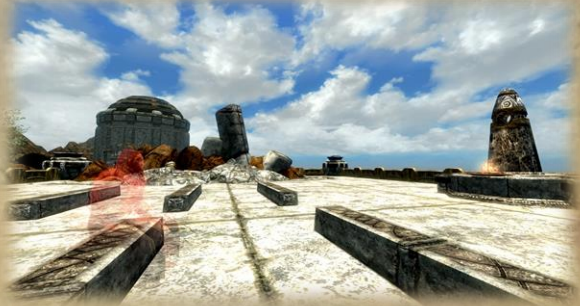




# [Sky] Vanchim

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- **Sinitu Daeus** (*exterior*) – sitting at one of the benches near the Lover Stone.



- **Sky Nexus** – sitting at the table.



*Dwemerdark Signet*



# [Sky] Satchel Packs

In Sarhu Mine, there is a chest in an abandoned tunnel in the northeast that contains a pair of satchel packs. These explosive devices prove their use as a means to complete the Serpent Tower quest and to enter a sealed off area of Sky's Divide Fortress.



## Break into the treasury

There is a sealed off treasury in the east wing of Sky's Divide Fortress Floor #4 – Axon. To enter this room, you will need to place a satchel pack on a malfunctioning dwarven gear that lies directly beneath in the floor below, Floor #5 – Steamworks. Inside the treasury, you'll find an assortment of goods and a rare dwarven dai-katana.





# [Sky] Secrets

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## **Port followers**

You can purchase a dwarven construct follower at Port Adad in Enkidu's shop using both gold and Dwemer Coins. Available constructs and their prices are as follows:

- Spider – 100g
- Sphere – 500g
- Centurion – 1000g

You can only purchase one construct at a time. These constructs are tinted a dark orange to distinguish them from hostile constructs. When you leave Sky's Divide, your construct will wait outside the shop until your return.

## **Voidstone**

You will be able to temper the Void Sword, Dwarven Voidsteel Armor, and Dwemer Voidsteel Dagger using voidstone ingots refined from the spare parts retrieved from Void constructs.

## **Dwemer merchant Enkidu**

Enkidu is a Dwemer ghost hiding by the northern outer wall of the Sky Nexus grotto. He has some blacksmith related items and is an Expert trainer in Smithing.

## **Simulacrum**

If you jump into the portal at the end of MQ16, all of the "level up" spells learned over the course of the main quest, such as "Convert Void Construct," are retained. You also become immune to the dwarven Void architecture of Sky's Divide.

## **Cloudburst Cave vision**

Submerging yourself into the pool of red water in Cloudburst Cave will teleport you to a dream world to fight the main antagonist of the story.

## **Yellow Nirnroot**

Yellow Nirnroot is a variety of the plant exclusive to Sky's Divide. Its Damage Health and Damage Stamina effects are more potent than the Red Nirnroot, which in turn is stronger than the common Nirnroot. There are 42 samples that exist around the island. Like the red and green varieties, they can usually be found near bodies of water.



# Miscellaneous



# [Misc] Notepad

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The notepad is located on the wall left of the maid wardrobe. You may toggle different settings here and modify important dialogue flags that relate to *The Elder Scrolls IV: Oblivion* and Maids I: Euphoria.

## Settings

Below are the available settings that can be modified. Some options are added and removed over the course of the questline:

- **Lore Days** (Default: On)
  - Lore days are the in-game names of the days of the week (i.e. Monday is Morndas). If you prefer real-world names for the days of the week, then you can turn this setting off.
- **Dancers** (Default: On)
  - Dancers perform exotic dances in the two bars within Euphoria Palace. They can be disabled entirely if preferred or if necessary due to not having FNIS installed.
- **Mission Updates** (Default: On)
  - Displays maid mission updates upon their completion.
- **Wild Encounters** (Default: On)
  - Enables special random encounters in the Skyrim overworld. These encounters include:
    - *MQ02 – MQ07*: Sirens vs. Heroes of Nirn \*
    - *Post-MQ16*: Sirens vs. player (if Dragonborn did not jump into portal) \*
    - *Post-MQ16*: Maid spawns in taverns

\* = SMSkyrim – Encounters.esp required

## Dialogue flags

Below are the available dialogue flags that can be modified:

- **TESIV: Sex** (initially determined in MQ01)
  - The sex of the Champion of Cyrodiil, the playable character from *The Elder Scrolls IV: Oblivion*.
- **Desann's Fate** (initially determined in MQ01)
  - Desann was the villain in Maids I: Euphoria. He may have been killed by the Champion or spared.
- **Champion's Alliance** (initially determined in MQ06)
  - In the crossover between Maids I: Euphoria and Claudia's Little Secret, the Champion had the opportunity to either side with Blackwood Company or fight for the Legion of the Goddess.



# [Misc] Heartland Cave

A bonus cavern added by Maids II, Heartland Cave, can be found in the location below:



The cavern's layout and enemies are based on Veyond Cave from *The Elder Scrolls IV: Oblivion*. On the far side of the cave is a shrine dedicated to Desann, along with a chest that will spawn in the event of Bosska's body being taken away in MQ09. Inside will be his armor.



*An Argonian tribe inhabits the cave. Shamans and unarmored warriors will attack you in the shallow areas while the deeper waters are infested with slaughterfish.*



# [Misc] Heart of Infinity

## Acquiring the Heart of Infinity

If you chose to preserve the *Esmerelda* in MQ07, be sure to check in with Qadesh in the armory at the end of MQ08 following her brief argument with Elda. She will hand over a recovered sigil stone called the Heart of Infinity along with a clue as to where it can be used.



Untold Legends *dungeon location of slot.*

## Journey to Apocrypha

You may already be familiar with the Black Books found in Solstheim that teleport you to unique locations in Apocrypha. One book, *Untold Legends*, will take you the dungeon where the Heart of Infinity can be used. It's best to search for the specific location only after the quest associated with *Untold Legends* is completed. That way, the route from the starting point to the Heart of Infinity's slot is reduced to going straight ahead until reaching the intersection and then turning right into a hallway. In that hallway, on one of the walls, will be a round slot. Placing the Heart of Infinity into the slot will reveal a portal to a sealed off section of Apocrypha containing some loot, a couple unique books, and three attribute restoration fonts.





# [Misc] Credits

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This walkthrough was created/used resources by:

- [Enter 77](#)
  - Walkthrough creator
- [Pixel Sagas](#)
  - Cyrodiiil font ([Download](#))