

THE UNDERGROUND 2

WALKTHROUGH

Starting Out

Search the taverns on the west side of Balmora for trapdoors into the sewer system.

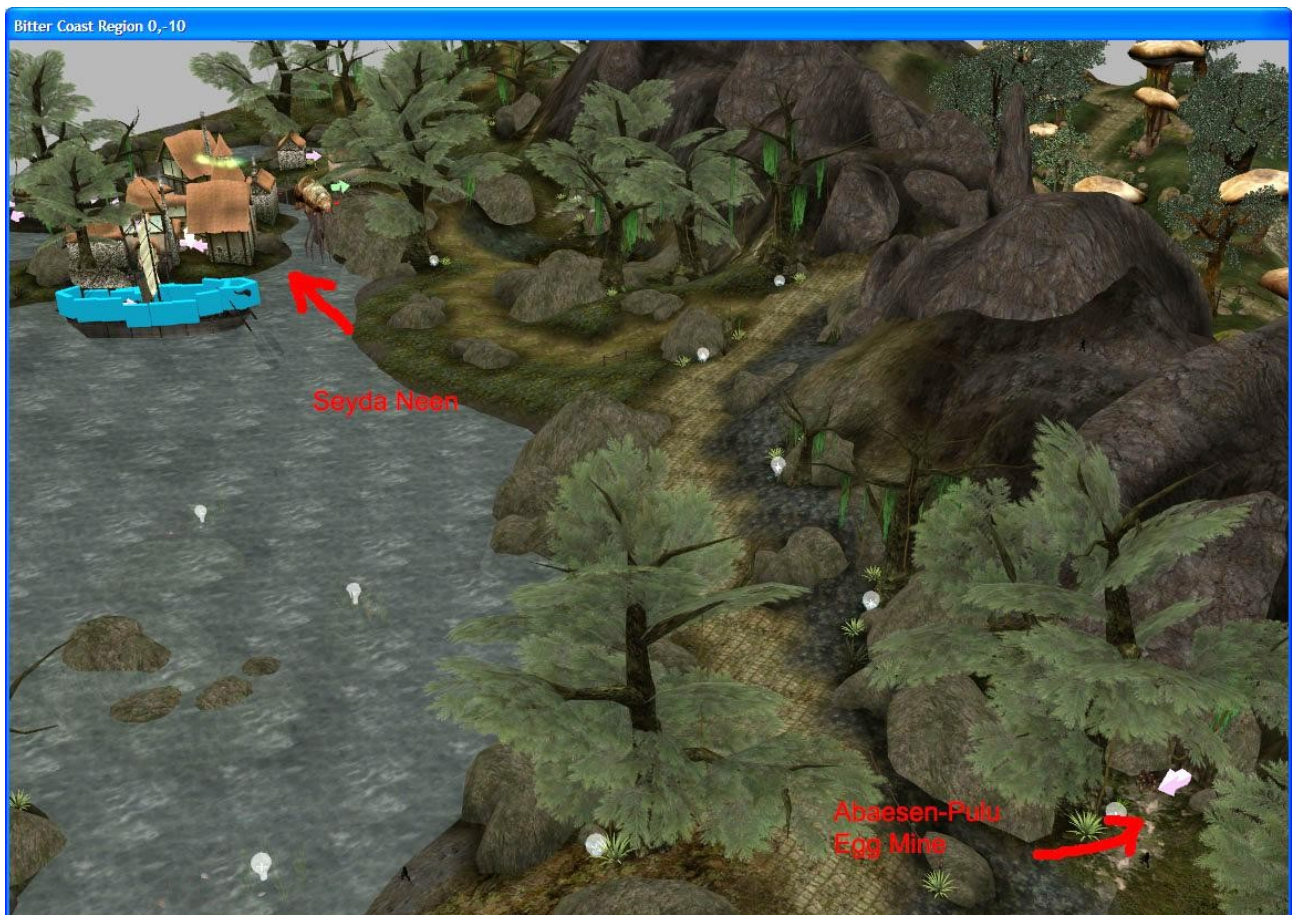
Find a half-naked Orc called Ucki. Talk to him, and he'll offer to tell you a secret in exchange for Skooma.

Give him Skooma, and he'll tell you about the Ring of Awareness. He'll tell you to find Johnny/Synda in the sewers.

Johnny/Synda will now have appeared by a campfire in the sewers. Get their disposition to 50+, and ask about 'awareness'. They'll send you to pick up the Sword Sting from the flooded section behind them. Get the sword, speak to Johnny/Synda about it, and hand it over. Johnny/Synda will now send you to The Abaesen-Pulu egg-mine to rescue a vampire girl who's being tortured by four Ordinators.

Abaesen-Pulu

Go to the mine, go in, and immediately head down into the first chamber, and go left into a chamber with a pit at the far end, and four Ordinators. Kill the Ordinators, activate the ladder propped against a wall, pick up the shirt and skirt from the floor, go into the pit and talk to the vampire girl. Give her clothes to her, then report back to Johnny/Synda. Select the 'Ordinators' topic, and Johnny/Synda will invite you to The Underground bar. Agree to go. Follow Johnny/Synda through the sewers, and you'll warp into the bar.



The Underground Bar

You can talk to anyone you like, but watch your mouth. Get aggressive and everyone will attack you, breaking the quest.

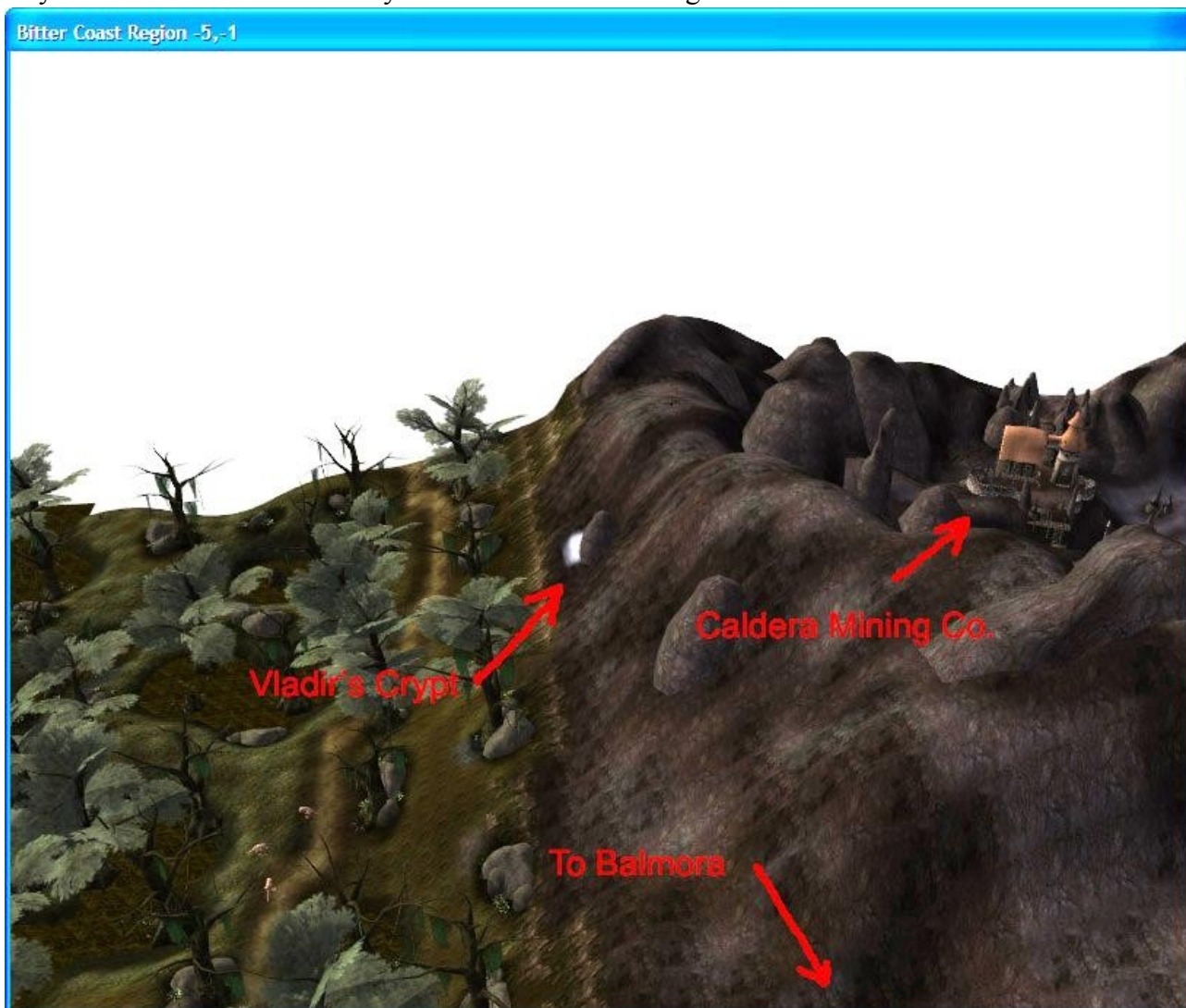
Buy a shot of Breton blood from the Ogrim barman, and give it to Johnny/Synda. They'll give you a page from a book, and tell you to talk to Vladir Marlinett.

Bug reported: Synda must enter from the front door of The Undergroud or she gets stuck. (reported by Nicholiatan)

Vladir's Lair

The lair is in West Gash, just across the hills from Caldera, hidden behind a large rock embedded high in the hillside called 'false rockface'. Enter the code 538, and go in.

Once inside, you'll find a tiny door. To get through, pick up the potion from the table by the door, and drink it. Go through the tiny door, and bear right to find Vladir. He'll ask you to get a book from his study which is through the door behind him. You can get the book by jumping or levitating. Give it to Vladir, who'll then ask you to turn on his spider experiment. Go back to the giant spider, and operate all the buttons just below it by activating them when they turn green. Go back to Vladir, ask him about 'awareness', then about Poramous. When you've exhausted all topics, let him return you to your normal size. You'll find yourself back in the Underground bar.



The Underground Bar 2

Talk to Johnny/Synda, who'll direct you to Kinzig Quarlox. Kinzig will give you a quest which you should accept, but should then ignore for the time being. Talk to Johnny/Synda again, and select the 'lied about the Awareness' topic. Johnny/Synda will say they know one Amanda Renge who can tell you more, but refuses to take you to her until you've killed a Vampire called Precious. Agree to kill Precious, then go to the Falasmaryon stronghold.

Falasmoryon

Falasmoryon is just across the Foyada Bani-dad from Maar Gan. On the lower level, there is a hidden door in the North-West corner of the outer corridor.

Warning - when you go through this door you'll find a long tunnel with many dozens of Trolls - which quickly resurrect when killed. Don't try fighting them, just use invisibility/chameleon/sneak to get through the tunnel. You'll find the bat-winged vampire Precious at the end. She's flies and is extremely fast and very strong, so use levitation to keep clear of the Trolls and restore fatigue/health to keep fighting her. Eventually she'll offer surrender - if you accept you'll get a nice sword, but you can either accept or kill her. The Trolls are still aggressive, so go invisible or teleport out of there.

Report Precious' death to Johnny/Synda, who will agree to take you to Amanda Renge.

Amanda Renge

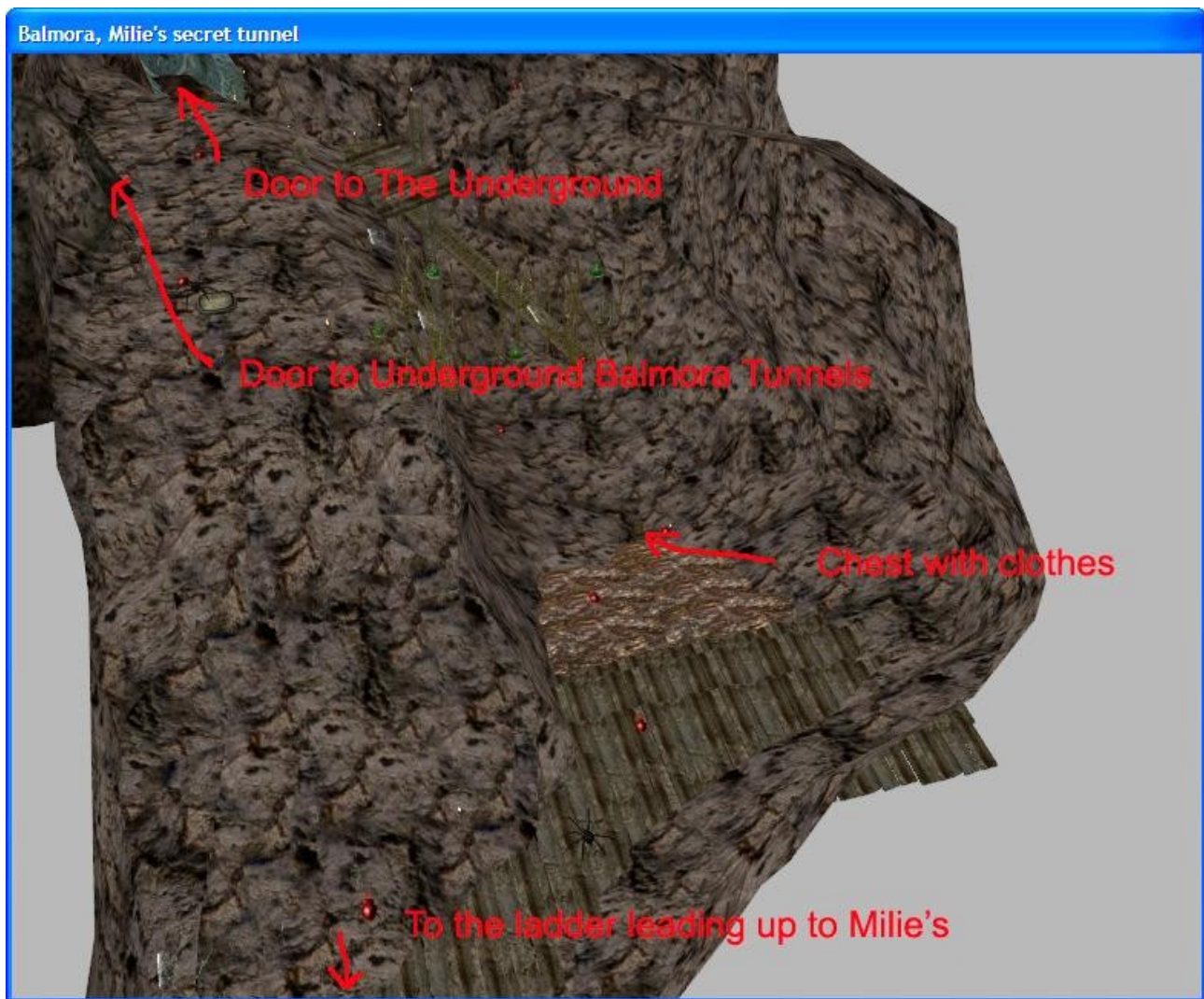
Go to Vos with Johnny/Synda following. Just outside the main gateway to Vos (NOT Tel Vos!), Johnny/Synda will speak to you, and tell you to follow. Follow Johnny/Synda to a shack just outside a windmill on a hill. Go into the shack, and talk to Amanda, who'll ask you to fetch her kettle from the Windmill. Do so, leaving Johnny/Synda in the shack. Return and give the kettle to Amanda, follow the dialogue through, then sit back and watch the fight between Amanda and Johnny/Synda.

Once Amanda is dead, talk to Johnny/Synda and select the 'you killed Amanda' topic. Johnny/Synda will direct you to a note hidden in a stack of clothing on the shelf. Find the note, then talk to Johnny/Synda about it.

Clothes for Johnny/Synda

You must now go to Milie Hastien, the clothier in Balmora, to get some new clothes for Johnny. If you're a vampire, Milie won't talk to you, so find a key in her bedroom, and go into her secret tunnel (no, NOT that one, pervert :-D) through the chest just behind her. If you're not a vampire, talk to her about Johnny/Synda's clothes, and she'll give you the key. Retrieve Johnny/Synda's clothes from the locked chest down at the very bottom of the tunnel, and return to Amanda's shack in Vos.

Give the clothes to Johnny/Synda, then after a conversation go down through the trapdoor half under the carpet into Amanda's cellar. Another conversation, then go back up into Amanda's shack. Amanda will resurrect herself, have a conversation with Johnny/Synda, then vanish in a puff of smoke. Grab the key she drops on the floor, let yourselves out of the shack, and go to Mournhold.



The Vacant Manor

The vacant manor is in Godsreach. Go in, and read the note dropped by (the now charred) Quixoquinet. Don't try and pick up the fake key, which is in a basket on a shelf, it will kill you. Johnny/Synda will tell you where Rothen family tomb is, near Maar Gan. Go there (it is due West of Maar Gan, not along the most directly Westerly road but just a fraction North of that road), and find the Amulet in a trapped Urn with 100 level lock on it. You may need a scroll of Ekash's Locksplitter to get in. Take the amulet and return to the vacant manor.

Wear the amulet to protect yourself from the fake key, and grab the key. Read the note with it, then survive a massed attack by Ash Priests. Search the corpses, and find the real key on the body of the High Ash Priest. As suggested by Johnny/Synda, return to the Underground bar.

The Underground Bar 3

Tell Kinzig Quarlox about the death of his friend, and give him the note. Go into the back area of the bar, and approach Prudence (on the dais). After a mad interview with Prudence's guard, ask Prudence herself about the Ash Statue key. Accept her demeaning quest. You can talk to anyone about her quest, but the only one who matters is Kinzig Quarlox, who will tell you to forget about it, and what the key is for. Go through the Eastern door from the bar, and find the door to the Underground cave.

Underground Cave

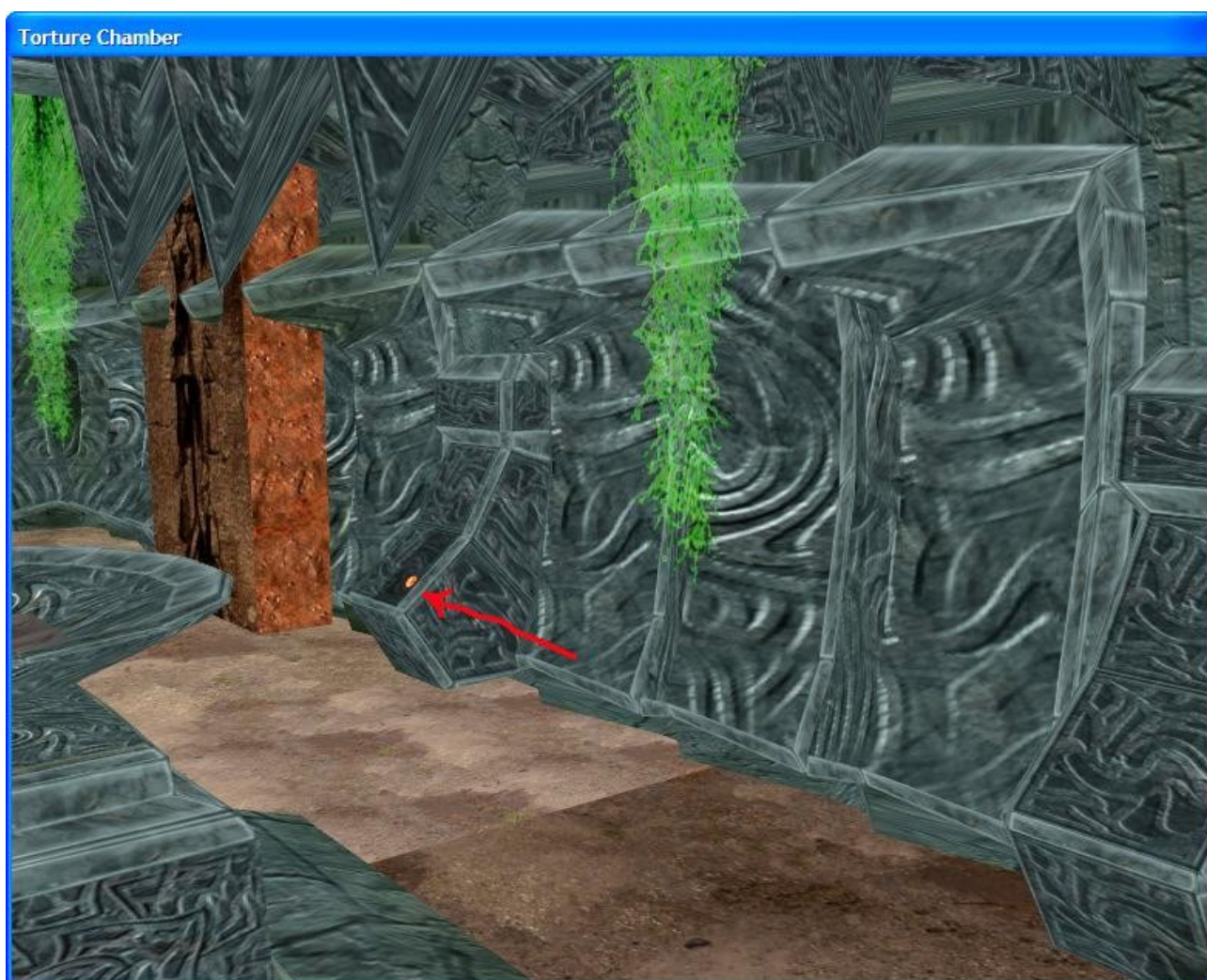
Fight your way through the caves, until you find a Daedric-shrine-style oval door into the torture chamber. Leave Johnny/Synda to deal with the zombie (which keeps resurrecting), and activate the Ash pillar by the West wall. The room will flood (can you breathe underwater?), and an orange gem will drop down in front of the rack (which has risen up to the ceiling). You can't touch the gem without the 'molten metal scoop' which is up on top of some stonework behind the rack, so swim round to grab that, then swim back and grab the gem.

Take the gem to a socket on the East wall, and activate on the socket. You'll get a message that the zombie has drowned, the flood waters will descend, and part of the floor near the socket will roll back to reveal a chest, which rises up out of the floor. Read and take the parchment that's on top of the chest, then take the Helm of Seeing from the chest. Johnny/Synda will suggest that you put it on. Do so.

No, don't panic, they won't hurt you! Hint: Take the orange gem from the wall. You'll need it later.

Follow through Johnny's conversation, which appears as a set of message boxes, then finally talk to him. Conclude you need to go to Amanda's rendezvous at Ghostgate shrine. Before you leave, grab the orange gem (the water trap key) as you'll need it later. Also keep the scoop, so you can handle the gem safely.

As you leave the torture chamber, you can follow the wall round to the left, and find a crawl through to the Underground Ruins. There is nothing in here that is essential for the quest, but there are some puzzles, atmospheric locations, serious fights and unique weapons to collect.



Ghostgate Shrine

Back on the quest, head to Ghostgate. Use the switches to go through the portcullises, then go uphill bearing right, until you find the shrine. If you are wearing the Helm of Seeing, you will spot a semi-transparent Goblin (otherwise Johnny/Synda will suggest it). Talk to the Goblin, then beat him into telling you the location and password of the Vampire Master's secret lair, Kalnoris Manor.

Kalnoris Manor

Go to the Kalnoris Manor in West Gash region near Andasreth stronghold, due West of Ald-Ruhn, near the coast. It's a Velothi style building with two ash zombies outside. Give them the password by selecting the correct groups of letters, and go in. Feel free to explore. Make your way to the top of the building, and you'll be challenged by Kalnoris, an ascended sleeper. Follow the conversation with him, and conclude that you've been given a false lead by the Goblin. End the conversation however you want. Johnny/Synda will chip in (possibly mid fight!) with the observation that you've come to a dead end, and that you should go to Amanda's shack to sleep on it. Agree enthusiastically to pursue the romance. Leave the manor quietly or with looting and violence, and go to Amanda's.

Amanda's Shack after Kalnoris

Once inside, Johnny/Synda will start a romantic conversation, which if you encourage it will lead to a kiss and a 'night of passion' message. Afterwards Johnny/Synda will be asleep on the bed.

Rest, and you'll be attacked by an ash priest. Defeat and interrogate him, and get the true location of the Vampire Master's lair.

Vampire Master's lair

Go to Valenvaryon stronghold near the Northern coast, a little East of Urshilaku camp. There is a dead Silt-strider shell just Southwest of the stronghold, and a small lever set into one end of the shell, low down. Operate the lever, and you'll be in a tunnel. Make your way through the tunnel, opening every door, killing all enemies. One enemy is a giant Tarantula, which has a key on it's corpse. That key opens a chest being guarded by the tarantula, with a key and 2 potions of slowfall (take these, they are important). The key in the chest opens the door to the Underground Nightmare.





Underground Nightmare

Make your way through the Underground Nightmare. While making your way down the first rock walkway, with the entrance tunnel to your left (East), ahead of you (South) there is a large alcove with a chest (a). You can't open this yet. Further on is a small cavern with long wooden staircases. Go up the staircase to your left (South) and get the key from the plain chest (b) there. Be careful, this chest isn't what it seems. Ignore the treasure chest up the stairs to your right (North). Go back to chest (a) and get the key from there.

Continue through the reinforced wooden door, and kill all the spiders. Collect the keys from all the chests (lock level 100) to unlock the trapdoor. Go through the trapdoor and use a slowfall spell, or some slowfall potions. Avoid the stakes at the bottom. Talk to Johnny/Synda, and either give them a healing potion or go find one (there are some in a chest a very short way ahead).

Carry on through the tunnel (not all characters here will attack you if you're a vampire, but the non-aggressive ones are of little significance), and through a worn cavern door into a large chamber with spiders and massive gates. Kill the spiders and approach the gates. Don't go through them too quickly - a rockfall behind you will seal you in, and you need that journal entry. Go through the gates into the cavern beyond.

Underground Cavern

In the Underground Cavern, you will see a glowing, sparkling will o' the wisp in front of you. Approach it, and after speaking to it follow it to a yurt. Go in and talk to Yippippipemmy, who will give you a quest to collect eggs scattered around the cavern. One egg is in the river (leave this 'til later), another is down a locked (level 100) trapdoor near the centre of the cavern, a little South of centre. Go down the trapdoor to the Hidden Passage, and through a door to the Hidden Tunnel. Agree to help the inhabitants, and find the fallen mushroom in the North of the Hidden Tunnel chamber. Lift it and get the egg.

In the river, near one of the eggs, is a high-level enemy that attacks as you approach. If you've assisted the inhabitants of the Hidden Tunnel they'll help fight it.

Return to Yippippipemmy with all 8 eggs, and you'll get some vital advice. Leave Yippippipemmy's yurt, and head North into the Puzzle Tunnel.



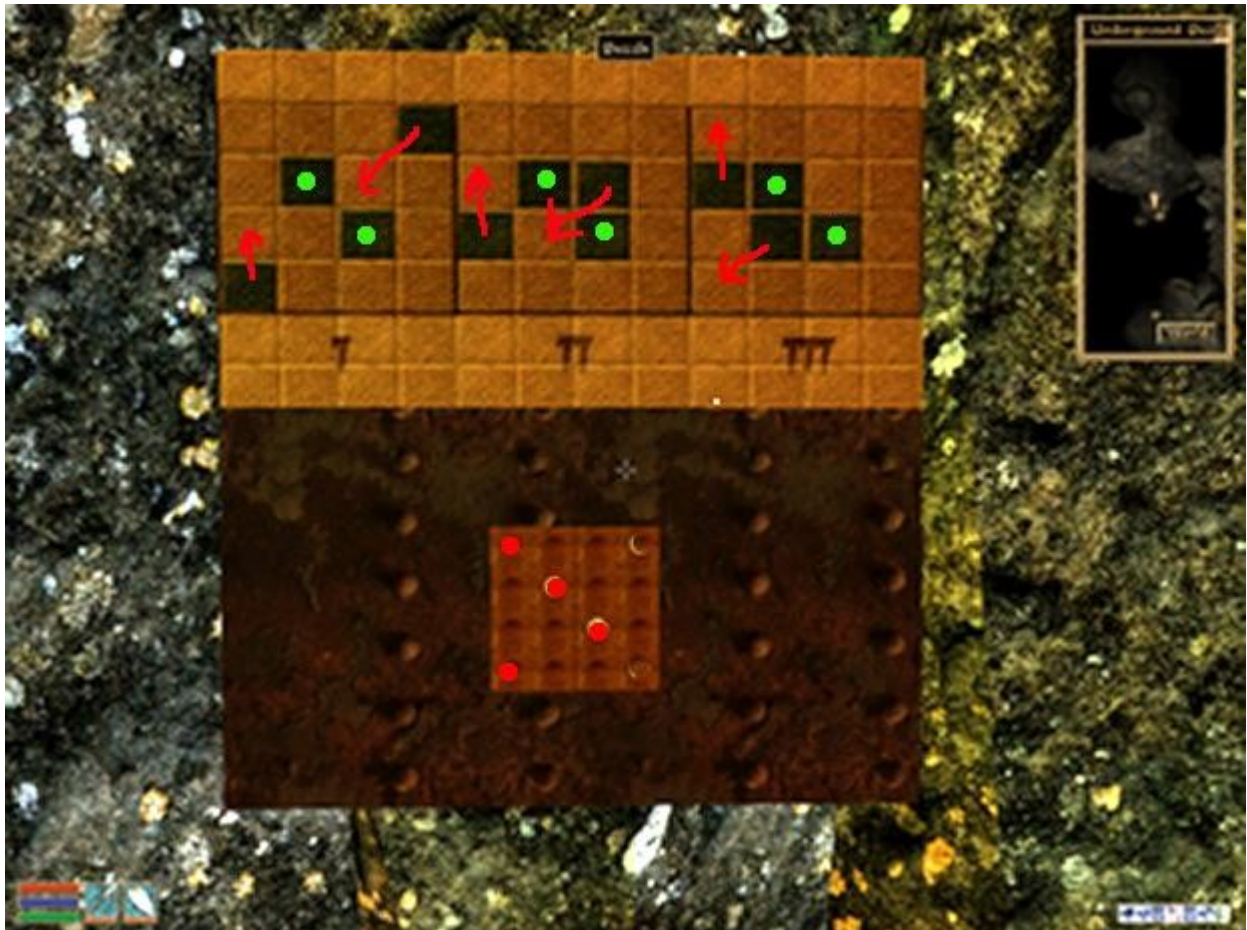
Puzzle Tunnel

Make your way down the spiral stairs (beware of traps) and into the tunnel proper. Kill the flame atronach, loot the chest (especially the diamond) and continue on until you reach a wooden walkway. To your right is a room with a skeleton, to your left a puzzle. Read the skeleton's journal, then search the rest of the Puzzle Tunnel for diamonds. You should end up with at least four. Go back to the puzzle and study the sequence. Each step, two marks (the same two) move by one position. One moves vertically, the other diagonally.

The final missing step is

X - - -
- X - -
- - X -
X - - -

Put diamonds in the right places, and the puzzle will let you through to the Shrine of the Atronach



Shrine of the Atronach

Make your way down to the Lava Atronach and talk to it. Solve it's riddleS (the sensible ones!) to get a key. The answerS are 20, soul, imagination.

Return to the Underground Cavern, head for the river, then swim East through a short flooded tunnel into a chamber. Grab some air, then swim down and East through another tunnel into a second chamber. There is a small chest hidden among the weeds at the bottom of this second chamber with a key in. Get the key and surface. Set in the wall on the East side (above the waterline) is a hatch to the Ritual Cavern.

Ritual Cavern

Make your way down the walkways, fighting any attackers (some inhabitants may be neutral if you're a vampire) until you reach the bottom. Talk to Amanda Regne (assisting her in a set-piece fight isn't necessary) and head into the Sepulchreign Reception.

Sepulchreign Antechamber

You regain consciousness in a cage. Talk your way through the torture session (more defiance and asking questions means more damage). When your torturer has left, use telekinesis (spell or potion) to get the bright blue key he drops just below the cage. Unlock the base of the cage and drop out. You may need to look directly up and run to do so. Find your way back to Sepulchreign Reception, just off the antechamber (due South).

Sepulchreign Reception

Run across the lava to the levers on the other side. Looking at the levers while facing the lava (North), if the levers are numbered 1 to 5 left to right, operate them in the order 1, 3, 5, 4 (ignore 2). Wait for Johnny to rejoin and thank you. Head back across the lava to the antechamber, and then due North to the Sepulchreign Study. You can explore the Bedroom and Harem first though.

Sepulchreign Study

Make your way down to the main study, and keep heading North (through the Eastern side of the study) to the Sepulchreign Hallway. Note in the study that one pillar has a face painted on it, and is called Voltar's Vault. Heading through the hallway, turn off the traps by selecting on the flashing lights as they turn green. Go into the Sepulchreign Laboratory.

Sepulchreign Laboratory

Wait for Voltar's little speech to finish, then go straight ahead to talk with him. Follow the conversation through, but avoid starting any fights. Agree to do his quest. Ask him for a quicker way out (you're blocked in by that rockfall, remember?), and he'll tell you to ask the vault in his study. Go back to the study and talk to the column called Voltar's Vault. It will give you a key and make a trapdoor materialise in the floor. Use the trapdoor to get to Milie's Secret Passage.

Osirenoth Crypt

Go to Vos, then head due South until you find a spooky graveyard. You can select on the headstones and graves.

Go into the crypt itself. Proceed cautiously down the stairs (they are heavily trapped), and turn right (East). Along the Eastern wall is a chest above a line of skulls. Activate the skulls while their eyes are red (your crosshairs must be exactly on an eye). Get a blue diamond from the chest.

Head towards the middle of the North wall. As you approach a Gothic door, lots of small fast Shalk will appear, and a corpse hanging from cables. Approach the corpse, and deal with the Null Centurions that appear.

Then find a chest surrounded by a spike trap (near the West wall, almost opposite the skull puzzle but a bit North). Activate the chest without stepping on the spikes, and get the green gem. Go through the gothic arched door, and make your way to the Osirenoth Crypt Maze.

Osirenoth Crypt Maze

Work your way through the maze to the Osirenoth Gorge door. Then go through Osirenoth Gorge to Osirenoth Cave. Work your way down through Osirenoth Cave to the very bottom (the skeleton

Smool has some interesting comments that will become clear later, but isn't important). Right at the bottom, find the item you're after and take it. It can be tricky to highlight and take the correct piece, just try different angles or look at different points on it until its name appears.

Return to Voltar in Sepulchreign Laboratory.

Sepulchreign Laboratory 2

Talk to Voltar and agree to give him the item. He will break off the conversation to deal with an internal matter. Speak to him again and give him the item. Then wait. There will be an invasion, and some argument via message-box dialogue. Eventually you, Johnny/Synda and Voltar will be teleported back to the study. When Voltar has left, get his research from the pillar vault. You can ask various booksellers about the research, but they will eventually direct you to Yippippipemmy, so you can just go straight there from Sepulchreign Study via the antechamber and Ritual Cavern. If you are a vampire, the booksellers will refuse to talk to you anyway, unless you use another mod which overcomes this.

Agree to pay for the transation, and go away for a couple of days. You can just rest in the cavern. Go back, get the translation and head for Ald-Daedroth (an island due North from Vos and Ahemmusa camp, Southwest of Dagon Fel).

Ald-Daedroth Cave

The cave is on the southern side of Ald-Daedroth, at the waterline. Go in, make your way West out of the entrance lobby, then turn North and follow the tunnel to find the door to the Passage of Woe.

Passage of Woe

Difficult fighting here, but you can usually retreat a way and rest. To take the shortest route through, turn North as soon as possible and immediately East. Eventually you reach a forcefield which stops you, but which Johnny/Synda can get through. Ask them to pull the lever. Pick up the corpse and return to Yippippipemmy. Talk to Yippippipemmy, and ask him to do a resurrection.

Bug reported: when Synda dies, you have to leave and then come back to pick her up. (reported by Nicholiatan)

Materials for Resurrection

You can buy a complete set of Grandmaster Alchemy equipment from the alchemist in Valenvaryon stronghold propylon chamber. Ectoplasm from various alchemists and apothecaries including Danoso Andrano in Ald-Rhun Temple. Ghoull Heart from Lloros Sarano (also Ald-Rhun Temple) and others. There is a Grahl eye in the basement of Amanda's shack near Vos.

Zantam House

Zantam house is just on the edge of Nchuleft Dwemer ruins, Southeast of Vos, North and a little East of Zainab camp.

Inside the house, there are 9 items to activate. They only appear during the 'lightning' flashes, and then only every 3 or four flashes. The items are

A hanging body, upstairs

A kidney on top of a baskey, upsatirs
An eye in the wine-rack, upstairs
A hanging body, downstairs
Four skulls on spears, downstairs
A skull on the dresser (under the plate rack), downstairs

Once all these have been activated (and disappeared), kill all the dolls (one relocates from upstairs to downstairs) and try to talk to the woman who appears downstairs. Kill Zantam, and drink the green bottle that appears on a table. Go down the hatch to the Zantam chamber, and run.

Resurrection

Once you have the Zantam brain, return to Yippippipemmy with all the equipment and materials. Talk to him, and follow his directions.

Passage of Woe 2

Return to the shock-lever in the Passage of Woe, and continue on. Kill or walk around the Viscera, and enter the Passage of Fate.

Passage of Fate

Explore the Passage of Fate until you meet Fyzdor standing on a bridge over lava. Talk to him, when the conversation ends he will transport you to the arena. Once three enemies are defeated you can leave the arena up the ramp. Return to the bridge where you met Fyzdor, make a permanent save, and continue to Mannec (at the throne).

Choice

Mannec will offer you a choice, join him (evil) or not. The minor evil quests walkthrough starts at 'Evil Quests' below. First the walkthrough for the main story. Head North from Mannec.

Passage to Nowhere

Go along the Passage to Nowhere, and at the large cavern bear right (South) past or over the pool with giant Clannfear (Null Demons) to the three-layer town of Nowhere. Explore and talk to people. Talk to Veranda Pisledra (top tier North side) about Spiders to get directions to the Spider Laboratory (not described as such by her). In Jym Cowen's house is a hidden Propylon chamber (Daedric style block marked 'fake wall') to the Underground Bar in Balmora. Jym has the key on him.

Go to the lowest tier of Nowhere and go through the massive circular door to the Shrine of Darkness.

Shrine of Darkness

At the back of the cavern is a stairway. Climb this stairway (you may need to jump up some stairs) to the top. Talk to Fenny, choosing the kind/save-the-world options in the dialogue. She will end up directing you to the Forgotten Shrine.

Forgotten Shrine

Head back to the Null Demon pool, cross back to the North side and head East to the Forgotten Shrine. Make your way down to the lower level, and wearing the Helm of Seeing talk to Mathren Fendrin about Fenny. Before revealing the Hurin temple entrance she demands you prove your worth.

Proving your Worth

From Hla-Oad follow the directions given by Mathren Fendrin. You'll find a Bosmer (Fagrath) dying of snakebite, who begs you to kill him. Offer to heal him with magic - it won't work, but after a short pause he'll ask you again to kill him. Ask if he wants family told, and promise that you will. Kill him. Return to Hla-Oad and find Fagrath's house just South of the boat at the dock. Be kind to his wife Cellencia, and give her the money.

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Return to the Forgotten Shrine and speak to Mathren Fendrin.

Temple Hurin Ruins

Once the statue has slid back, go down the steps to the Temple Hurin Ruins entrance. Go through, and run along a swirly tunnel for quite a way.

Continue along a rock tunnel into the temple ruins. On the far side of a cavern are two figures (Boo and Two) who give you a logic puzzle to choose the correct door. The crucial question to ask each is "What will the other one tell me?". The liar will give the wrong answer, so work out which is the liar, and do what the other says.

The South door (Temple Ruins I) leads to a red-herring maze, but picking up potions and books summons Daedric attackers who's corpses can be looted. The North door (Temple Ruins II) leads to a maze which contains a door to Temple Ruins III. Make your way through the tunnels. At the point where you find skeleton archers shooting at each other, ignore them and go through the door behind those to the right (Northeast) and follow the passage round, or take a levitation shortcut and go through the door near those to your left.

Keep heading South through a door, where you'll encounter a trench-coated skeleton (Smiley). Be

placatory, and you can recruit him as a second companion. Go through the door behind him to Temple Ruins IV.

In this vast chamber you'll be challenged, but you can carry on regardless to the Temple Hurin.

Temple Hurin

You'll encounter Mephistopheles on the approach to Temple Hurin. He threatens, but doesn't attack.

Enter the temple itself. Due North, about halfway up the temple aisle on the floor, is a pentagram. You need to find 5 candles to place at the points. One is inside the temple, on the landing that runs round above the dais. The other four are scattered about the walkways and roofs on the outside of the temple. Doorways inside the temple go to the temple stairs, various of which lead to the outside roofs or the inside landing.

The candles are each marked with a symbol matching a symbol on the pentagram. Place each candle on the correct corner (there'll be a puff of smoke when you get it right). When all candles are placed, go to the dais at the North end, where a glowing face has appeared. Get the key from on top of the dais, and read the message in Daedric font.

The message reads

*Poramous
Assurdirapal shrine
Sheograd Region*

Assurdirapal Shrine

Go to the Assurdirapal shrine, just East of Sanctus shrine. Go to the lower level, to a wooden door just behind the statue of Malacath.

Go into Passageway A, follow it into Passageway B. Go as far East as you can to find the door to Passageway C. Just inside Passageway C is a goat. Kill it and loot the corpse for the head, you need it later. Go through Passageway C to the door to Sheograd region.

Poramous Palace

Go up the dome stairs to the door at the top. Go outside and operate the lever just beside the door. Wait for Poramous Palace to appear. There is an underwater entrance on the Southwestern side of the tower which is just Northwest of the central tower. Swim in there, through the hatchway on the opposite side of the flooded room, then through the hatchway on the opposite side of the second flooded room.

In the room to the Northwest is a semi-transparent Fram Dracken. He won't respond to you. Go up the ladder (marked 'Trapdoor to Sheograd Region') to the next level, and Southeast into the central tower. Take the orange gem from the altar, equip it like a torch, and go to the Orange force-field. Activate on the field to turn it off. There is an irretrievably locked chest beyond.

Go back and talk to Fram Dracken (who is now solid, and somewhat distraught). Tell him you'll try to work out what's going on, and he'll follow you. Go back to the central tower, where he'll halt and speak to you. Ask him for the key to the chest. Open the chest and get the purple gem, then lower the purple force-field.

Go down into the Poramous stronghold, and search it for the green gem. Use the green gem to lower the green forcefield, and go into the tower with the Ring of Awareness. Place the goat's head on the silver plate, and the final force-field will lower. Get the ring.

The Null Deacon

Having got the Ring, Johnny/Synda will suggest you rescue Fenny by using the Ring to defeat the Null Deacon.

Return to the Shrine of Darkness, wear the ring and talk to the Null Deacon (at the central throne). Select the '-AWARENESS-' topic to find the Deacon's weakness to a 'Summon doll' spell. Talk to Johnny/Synda and ask about 'summon doll'. Go to Balmora mage guild and ask around about the spell. Go to Yippippipemmy and ask about the spell. Wait, and then buy it from him.

Return to the Shrine of Darkness and fight the Deacon. Once he's dead, Mephistopheles will appear and threaten you. He then attacks you, permanently lowering your stats, and vanishes. Make sure you loot the Deacon's corpse, and get his heart.

You can then talk to Fenny.

Mannec's weakness

After defeating the Deacon, go and talk to Mannec while wearing the Ring. Use the '-AWARENESS-' topic to find his weakness to the 'Azura's Blessing' spell. Talk to Johnny/Synda about 'Azura's Blessing', then go to Yippippipemmy and ask him. Go to Dagoth-Ur (there is a shortcut via the Null Sect Temple in Nowhere) and find Cusper's shack. It is on top of the hills surrounding Dagoth Ur, just Southwest of the Outer Facility entrance. Talk to Cusper and figure out what he wants.

Give him the Deacon's heart, and wait for a few seconds. After he's created the spell, talk to him again and buy it. He has some powerful offensive spells for sale as well.

The Spider Laboratory

Before confronting Mannec, remember the information about spiders that Veranda Pisedra gave you ('Passage to Nowhere')? Go to West Gash region, due West of Maar-Gan, just over the hills from Rothen ancestral tomb, just south of Maelkashishi daedric shrine. You will find a swarm of spiders, and in the rocks immediately East of them a crack leading to the Spider Laboratory Entrance.

Go in and fight your way through the Entrance tunnels to the Hall. There are some tiny spiders in the tunnels that aren't invisible, but are hard to spot. In the Hall head South until you find Dr. Finsleth. Talk to him, and fight him (Voltar will appear to help).

Go on into the Laboratory itself. Talk to Amanda, and search upstairs for a detonator (a rope) on a table. Go back down and, with the detonator in your inventory, activate the barrel of TNT beside the spider machine. With a torch equipped, activate the detonator, and LEAVE THE ROOM.

After the blast, you can re-enter the room to loot it.

Confront Mannec

Return to Mannecc, cast the Azura's blessing on yourself, then attack. Good luck! After killing Mannecc, a passageway will open up behind his throne. Go through for a final meeting with Mephistopheles. A little way beyond Mephistopheles is your reward for saving the world (for now).

Go to a major city (eg Vivec or Balmora) for some celebratory fireworks.

THE END...

Evil Quests

These are the quests you do if you choose the evil path. You get more missions by reporting back to Mannecc, ending the conversation with him, then speaking to him again and asking for 'a command'.

Kill your companion

If you still have Johnny/Synda with you at this stage, you must kill them.

Kill all Vivec Mages

Go to Vivec mage guild and kill everyone in there.

Kill Fargoth

Go to Seyda Neen and kill Fargoth. Loot his corpse for his intestines.

Kill all in Ald-Ruhn Temple

Go to Ald-Ruhn temple and kill everyone in there.

Empty the streets of Balmora

Go to Balmora and kill everyone walking the streets. You should stay in Balmora for 24 hours. The people you need to kill are

Stargel

Selvil Saleroth

Hul

Dranas Dradas

Tedryn Brenur

Llandras Belaal

Balyn Omavel

Heddvild

Shargam Gro-Shagdulg

Dralosa Athren

Rararyn Radarys

Dralcea Arethi

4 Hlaalu Guards (if you use Morrowind comes alive there may be more)

Empty Gnosis Barracks

Go to Gnosis Barracks and kill everyone in there. Remember to go through the trapdoor into the

shrine.

Empty Vivec Redoran canton

Go to Vivec Redoran canton and kill everyone, inside and out (including guards). The people you need to kill are

Thoryn Samori
Hlavora Sadas
Rathyne Thirano
Relms Gilvilo
Savard
Balén Andrano
Minglos
Ulyno Uvirith
Brildraso Nethan
Rothis Nethan
Guril Retheran
Talis Drurel
Sorosí Radobar
Ulveni Daram
Elms Llervu
Nelmil Hler
Favela Dralor
Galviso Heran
Uthrel Sarys
Drelse Dralor
Beldrose Dralor
Faral Retheran
Toris Saren
Danasi Ralen
Arns Saren
Saruse Hloran
Tenaru Romoren
Tedur Hlarar
Qalveleg
Brevosi Indalen
Daroso Sethri
20 or so Ordinators

If you rest for too long while carrying out this mission, the Ordinators will start respawning.

Go to the canton exterior once everyone is dead.

Steal a Null egg

Go to the pool in the Passage to Nowhere with the Null Demons, and take one of the eggs. You may need to crouch to get below the water surface before you can select on the egg. Return to Mannecc with it.

That's the end of the Evil Quests.

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