

# *Elder Scrolls IV: Oblivion* *Unofficial Strategy Guide*

a PapaGamer Game Guide  
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## Boots of Springheel Jak

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Once again, Amusei brings you news of a meeting requested by the Gray Fox. You must have pawned off at least 800 gold in pilfered goods to get the message. The meeting is to take place at Ganredhel's house in Cheydinhal. Fast Travel to Cheydinhal's East Gate and head straight south. Ganredhel's is the fourth house on your left (just past the Abandoned Home that is a front for the Dark Brotherhood Sanctuary).

The Gray Fox wants the boots of a legendary thief known as Springheel Jak. He was supposedly buried 300 years ago with his boots on, so you need to find his crypt and acquire said footwear. Your only lead is a descendant: Jakben, Earl of Imbel. Fast Travel to Imperial City and track down a beggar; bribe him or her for information about Jakben and you'll get the location of his house—Talos Plaza district—and the information he only goes out at night.

Gee...wonder where you've heard that before...

Head over to Talos Plaza and enter the house—it opens out into the central plaza. It's preferable to go during the day. In order to get anywhere with this quest, you have to talk to the earl himself. You might need to Wait around bit by bit in order for Jakben to show; when he does, he'll be terrified of you and give you the key to the family crypt, which is beneath the cellar of his house.

You may have noticed the earl's red eyes. Jakben is actually Springheel Jak, he's a vampire, he's wearing the boots you need. The only way to get them is to take them from his body, so might as well skip the crypt and just attack the earl as soon as you see him. If you like, you can still go down into the crypt, where you'll find about a half-dozen vampires and a decent loot haul.

Return the boots to the Gray Fox. Your adventures are almost at an end...

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## The Ultimate Heist

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...once you've fenced stolen goods totaling at least 1,000 gold, that is. Sit around and wait for Amusei once more. He brings a message the Gray Fox wants to see you at the house of Othrelo in the Elven Gardens district of Imperial City. If you Fast Travel to the district, go left from your entrance point, around the corner and Othrelo's is the first door on your right (northeast corner of the district).

The Gray Fox now reveals his ultimate plan: he wants you to break into the Imperial Palace's Elder Scrolls library and steal one of the scrolls. Gee, won't that be simple.

Not.

This is easily the most complex and longest individual quest in the game. (The side quest "The Collector" might be longer, but it's more like a bunch of individual tasks grouped under one heading.) The Fox has a plan, and it's so complicated, he writes it down for you so you won't forget it.

Here's what you need before you start:

- ❖ Plenty of potions, poisons, empty soul gems and repair hammers. You'll be out of circulation for a long time and there are a lot of enemies between you and the final goal.
- ❖ Lots of lockpicks or the Skeleton Key or a Open Very Hard Locks spell. There will be numerous locks, most Hard or Very Hard, that have to be picked.
- ❖ The Boots of Springheel Jak, the Arrow of Extrication and the Palace Sewers Key. The Gray Fox will give these to you; don't drop them anywhere.
- ❖ Detect Life spell or enchanted item will make it easier to Sneak around the palace, since you can "see" through the walls.

Here are the steps:

***"1) Activate the Old Way using the Glass of Time. It is located inside the Imperial Palace. I do not know what it looks like or exactly where to find it."***

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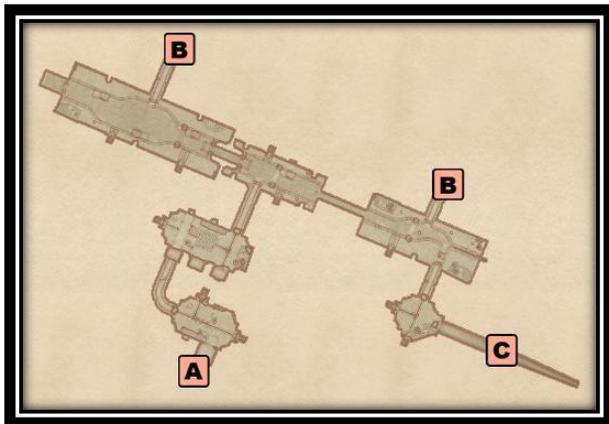
The Glass of Time is located in the basement of the Imperial Palace. Enter by the main doors into the publicly accessible Elder Council Chambers. Immediately go left, around the circular hall and down a ramp to the basement. Enter Sneak mode and wait until the eye dims, indicating no one is watching, then pick the lock and Sneak into the basement.

There's a patrolling guard here. He patrols around the outer circumference of the room. Sneak through the center to the opposite side of the basement, where you'll find a giant hourglass. That's the Glass of Time. Activate it, your journal updates and you can Sneak out.

Now come the hard parts.

***"2) Find the entrance to the Old Way. It is rumored to be somewhere in the sewers under the Imperial City."***

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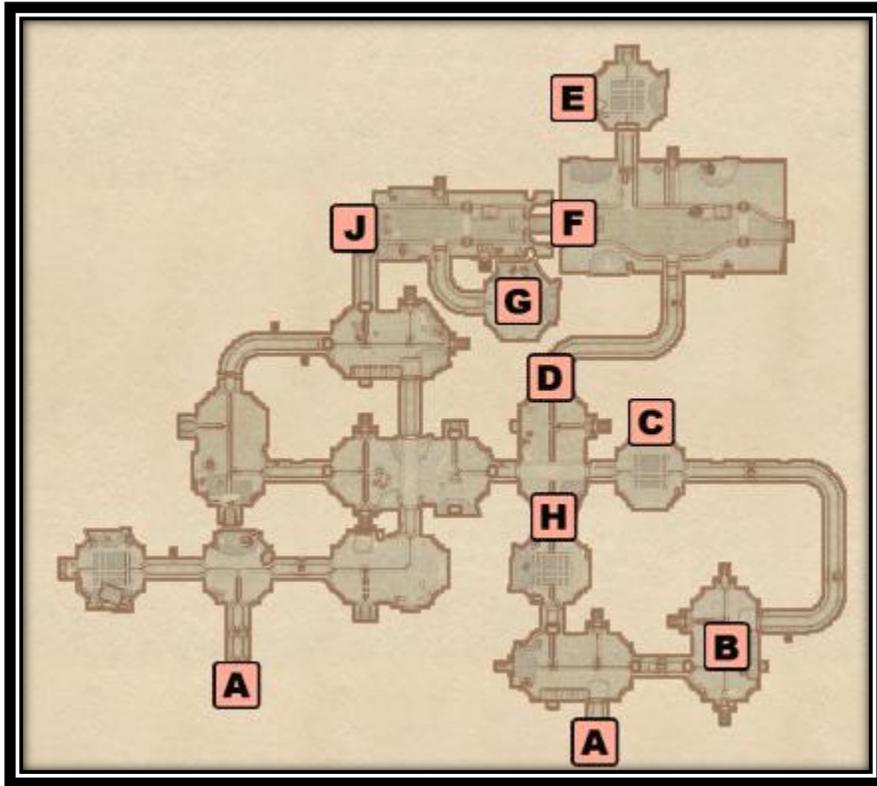


The entrance to the sewers is in the Arboretum. Near the door to the Arena (northeast section of the Arboretum) is a sewer grate to the Southeast Tunnel. Drop down into the sewers (A). Go down the stairs and through the one tunnel available. Pick the lock on the gate to enter the next room.

Turn the wheel on the south wall to open a door to the northeast. Go through the tunnel and enter a room with a water trench. Go

right (east), through a small tunnel, then jump up to the left (north) to find a door into the

Arena sewers (Beneath the Bloodworks) (right-most **B**). From here on out you'll be facing a variety of undead. These sewers are vampire lairs. Watch your step.



If you came through the proper entrance, you'll be at the right-most (**A**). Go down the stairs and through the east gate (**B**). Go up the stairs in the next room and through the tunnel. The next room you enter has a wheel (**C**) on the north wall. Turn it, then go through the gate to the west. As you go over a bridge, drop down and head north through the newly opened door (**D**).

You'll enter a water trench room. Cross the trench and go into the room to the north. Turn the wheel (**E**) on the west wall, then return to the trench and go through the newly opened tunnel to the west (**F**). Your next route is through a tunnel to the left (south) as you enter the next trench room. There's an undead concealed in that tunnel, so climb the stairs to your right (north) and reconnoiter before heading into the tunnel.

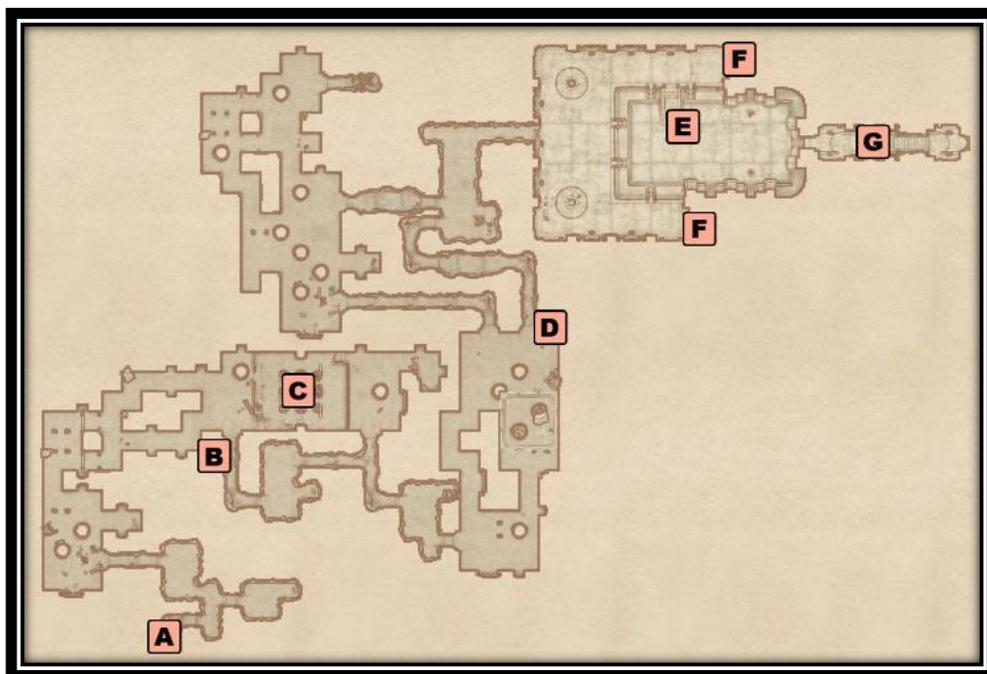
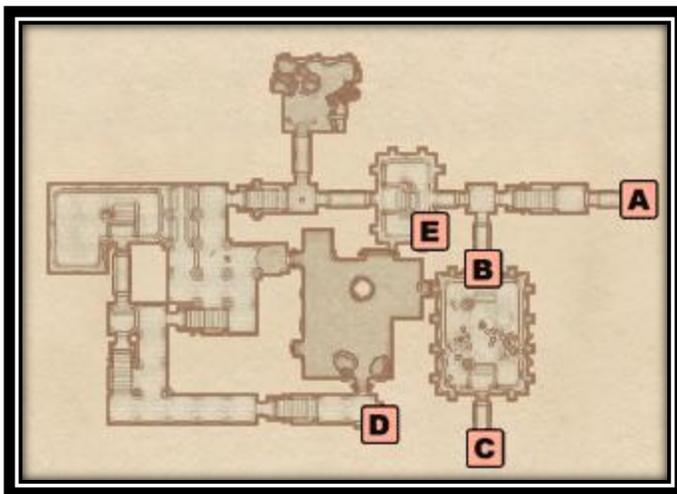
That tunnel takes you to a gate opened with the key given you by the Gray Fox. Inside is a manhole cover to the Palace Sewers (**G**). From here, the entrance to the old way is pretty straightforward, but still blocked by the occasional undead. Go northwest until you come to a large cistern. Go northeast to another cistern, then southeast to a trench room. The entrance to the Old Way is across the trench and to your right.

***"3) Inside the Old Way is an entrance to the heart of the Imperial Palace. Savilla's Stone was only able to scry the two most important obstacles. For one of them you will need to use the Boots of Springheel Jak."***

Inside the Old Way (**A**), take the quickest route, which is straight down the hall to the first left, then straight to the entrance to the second section of the Old Way (**C**). Watch out for the pressure plate (**B**) midway down the hall; it releases a swinging mace trap.

You come out on the second level of a two-level room full of undead. Once they are all out of the way, find the hole in the wall in the western, lower section of the room.

Follow this "cave" west and then south and find another hole in the wall. Drop down into the room beyond and destroy the spirits in the room. Find a hole in the east wall that leads to a downward sloping tunnel and a wood door to the Lost Catacombs.

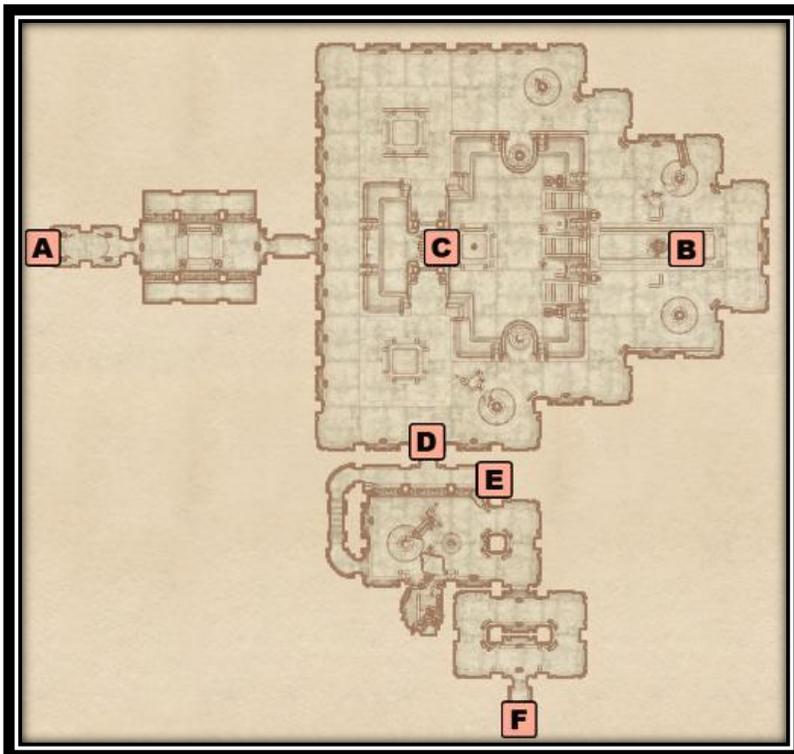


The Catacombs (**A**) go on forever, but there's only one way to go and lots of undead filling the path. There are some ways to avoid some of the fighting. First, remain in Sneak mode. Second, when you approach a large room with stone and wood columns arranged in a square in the center (**C**), you'll find a lot of undead. You'll also find a tunnel in the south wall (**B**) before you reach the center of the room. You should be able to Sneak your way into that tunnel.

Follow it around until you reach a T-intersection, then turn right (south). You'll soon enter another very large room with several undead. There are two exits from this room on the north wall. The shorter route is the east (right-hand) exit (**D**).

At the end of the tunnel, go to the north wall of the room and take the tunnel east. You'll enter a large room with a couple of undead. Get rid of them, then find the broken stairs (**E**) on the north side of the room. Equip the Boots of Springheel Jak and jump up the stairs. There are two pushbuttons (**F**) on this upper level, one to the north and one to the south. Activate both of them to open the gate to the east (**G**), which leads to the Hall of Epochs.

**"4) To enter the Imperial City you must use the Arrow of Extrication to unlock the final door."**



Straight ahead (**A**) are some undead foes and an extremely large room. Keep going, up the stairs to some statues (**B**) and you'll get a journal entry that this must be the secret entrance to the Palace that is opened with the Arrow of Extrication. Staying on the upper level, go right (south) and find the gate (**D**) on the south wall. Pick the lock and step through onto a balcony. To your left is a pushbutton (**E**), Activate it, then go back west and down the steps into the room below.

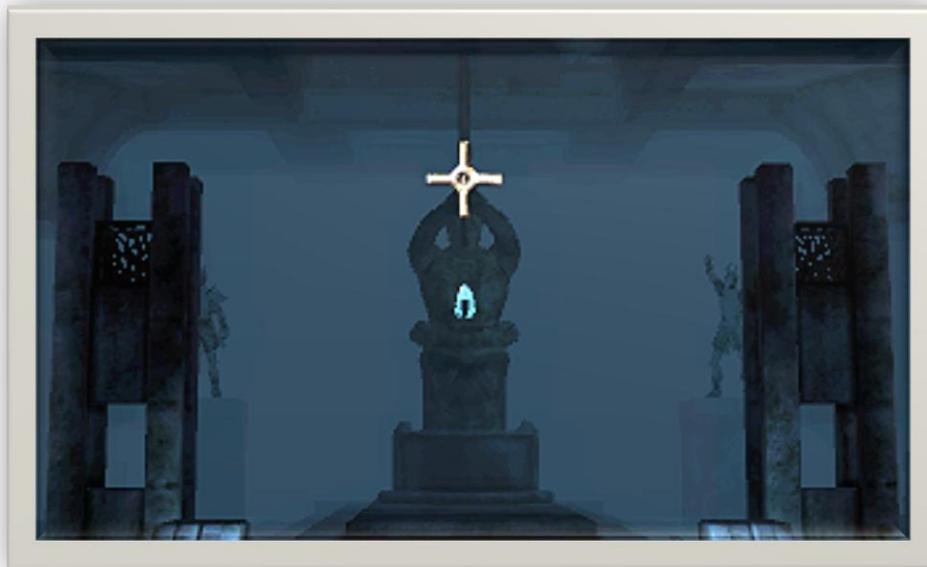
There's a new opening in the southeast corner of the room.

This leads to a door (**F**) to a

second Hall of Epochs. As you go through the door, there will be an undead immediately in front of you, so be prepared. Turn left into a large room and exit at the northeast corner. At the end of the hall, turn left, then left again and go down some stairs.

In this room, behind an altar, is a pushbutton. Activate it, then retrace your steps to the very large room with the statues. Be careful, your Activation of that button released some more undead into this room, so all is not clear. As you re-enter the large room, you'll notice several walls have dropped. Straight ahead of you now is a bridge with a pressure plate (**C**) in the center.

Stand on the pressure plate and the statue across the room will rotate, revealing a key-shaped hole. This is where the Arrow of Extrication must go. Practice with normal arrows first—the aiming spot is approximately where the statue’s hands grip the sword hilt—you’ll hear the impact if you hit the right spot, and hear nothing if you miss.



### SAVE YOUR GAME

Without moving your crosshair, open your inventory, equip the Arrow of Extrication, close your inventory and let the arrow fly. If you miss, reload and try again. If you succeed, the statue rises, revealing a door into the Palace. Also revealed are a couple of Ayleid Guardians, but they won’t mess with you unless you attack them.

### SAVE YOUR GAME AGAIN

***"5) Inside the Imperial Palace you must find the Imperial Library.  
On the bottom floor is some sort of viewing room."***

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The secret door deposits you into the fireplace of the Imperial Guard’s quarters. Make sure you’re in Sneak mode before you enter. Getting through here is ticklish. This is where you need the Detect Life spell or enchanted item. If you’re lucky, the guards (if any) in this part of the room will be sleeping. If you’re not lucky, you walked into the middle of a shift change and you’re probably dead meat, in which case it’s reload time and you’ll have to wait a while before trying again.

Sneak over to the large doors that lead to the dining area. Wait until Detect Life detects no life beyond the doors, then Sneak out into the corridor and go left. This will take you to the Library level. Go halfway around the corridor to the Library entrance.

In the Library, go right until you reach a gate. There's a priest on this side of the gate, but—as are all the priests—he's blind. So Sneak up behind him and pull the lever on the floor to your right. Go back around the hall to the now open door into the main library.

***"6) I have arranged to have a particular scroll made available in the Chamber. The blind monks that care for the scrolls are expecting Celia Camoran, but you will take her place. Just find the chair assigned to visitors to the library. You must not speak, or they will know it is not her. Just let them bring you the scroll."***

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Sit in the Reading Chair and a priest will call you Lady Camoran and bring you a scroll. Remember not to Activate (talk to) any priest. Take the scroll and Sneak up the circular staircase. Pick the lock on the door on this upper level to get back out into the Palace corridors.

***"7) Once you have the scroll, retrace your steps and deliver it to me. Of course the chances of something going wrong with this plan are very high. When that happens, you'll just have to get creative."***

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Now, to escape. Instead of going down, go up. Go left from the library to the priests' quarters, then all the way around to the Imperial Battlemage's quarters. Go halfway around the hall to the door to the battlemage's actual rooms, find her fireplace, make sure you have the Boots of Springheel Jack equipped, and drop down through the fireplace flue.

It's a long way down, but the Boots protect you. (They are destroyed in the process.) You land near where you entered the Old Way. Just retrace your steps through the sewers and return to the Gray Fox. (Ignore your quest marker, it will try to lead you out through a different—i.e. full of enemies—way. Just go back the same way you came.)

But! The Gray Fox is not finished with you yet. He gives you a ring and asks you to deliver it to Countess Umbranox in Anvil. Do as he says and watch the cutscenes. After it's all over, you have the Gray Cowl of Nocturnal and you're the new Gray Fox, guild master of the Thieves Guild.

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### The Gray Cowl of Nocturnal

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This amazing hood (and it is a hood, not a light or heavy helmet) Fortifies your Sneak by 25 points, reduces encumbrance by 200 points and has a constant Detect Life effect.

Wait! There's more!

It also changes your identity. When wearing the Cowl, you **are** the Gray Fox. Any bounty accrued while wearing the Cowl disappears when you take the Cowl off. Moreover, the enchantment is such that even when people see you put on or take off the Cowl, they don't notice the change. No one will ever know you are the Gray Fox (or the Gray Fox is you).