


Unearthing mehrunes razor guide

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Sundercliff WatchVarsa Baalim Buying and installing the Mehrunes' Razor plug-in for other purposes, see The Excavation of Mehrunes' Razor is a quest in Elder Scrolls IV: Oblivion. The lost Ayleid town of Varsa Baalim was discovered by the rogue House telvanni arch-mag in pursuit of a terrible daedric artifact, Mehrunes Razor, which he believes will give him the power he needs to overthrow imperial rule - but what horrors lie in anticipation under the mountains of Valu, and can the hero overcome them to claim Mehrunes Razor as their own? The step-by-step guide edit the source after installing the plug-in Hero will receive an email indicating that they have heard rumors about Mehrunes Razor being disclosed and that they should investigate. A token quest pops up, leading them to Sundercliff Watch, a fort of ruin on the far eastern edge of Cyrodiil, next to Lake Canulus. If you start a new game with this plug-in loaded, the quest will be given to Hero as soon as they enter the sewer from the sanctuary in the tutorial level. Sundercliffe Watch Edit The Source First Room When entering the ruins, Hero will see a small camp in the style of a bandit in the first room, with several Dretteri soldiers. Kill or evade soldiers and walk down the corridor to the double door. Trying to open it, they say that the voice behind the door shouts: Who collects the thunderstorms tight over Nirn?; first, the only option in return is to say nothing. Check the abandoned backpack right next to the door to find a small diary. The Chimer password is of direct interest. The rest of the diary is entertaining to read, showing that the steward is on the other side of the door, according to the note, supposed to keep an eye on Drothan's cousin, who appears to be responsible for opening the door. In order to find Drothan there is a magazine in his cabin that provides more information. Use the password to open the door and deal with the steward, recruits, soldiers and veterans on the other side. The Steward's registry on the table shows that Drotan was accumulating several soldiers here. Continue exploring the ruins of the fort, and the hero will

find the door to the next area, Sandercliffe Village. Before you leave the area, you may wish to return to the beginning and leave the prey in the chest on the left side of the first room or other suitable container. Sandercliffe Village 'edited source' Sandercliffe Village There really is a village in the village of Sandercliffe... The village is in a huge underground cave, large enough to contain half a dozen houses occupied by more Drotmery Army and a handful of argonical workers. Follow the arrow map that leads to the next area, the commune of Sandercliffe, in search of the drone's cockpit. The commune has two entrances, both on the west side of the main cave, one on the upper level, and one on the lower level. The arrow of the map assumes that you need to go to the commune, through which of the two doors is closest. Passing by the prison on the way, in the northwest corner of the main cave, go inside and find the killer Moraga Tong, locked in a prison cell. The prisoner's letter on the table shows that the jailer tried unsuccessfully to find an order revealing the killer's purpose. On one table are two pairs of rare, zero weight Wrist Irons. The killer is not particularly talkative, and does not seem interested in requesting release. What to do with it is really just a matter of personal preference. If someone releases him, he will skulk off to proceed with his murder; The hero is likely to cross paths with him again later and he can help by killing a few enemies. If he is released, he will end up outside the Il-Omen hotel if he is not killed. Sandercliffe's editing source Sandercliffe commune has a top level with several houses. A deep chasm in the middle can be descended through a long wooden ramp, opening another house and entrance to Varsa Baalim. As long as the ruins are inaccessible, because some kind of spell blocks the entrance. The destination is now the Fraten Dronen quarter on the upper level north of the abyss. Depending on which door you could get here from the village of Sandercliffe, you can be either on the upper or lower level. Inside the Drone's cockpit in the Drone's cabin, they will find his diary sitting on a table; Reading updates the quest to tell them that the next job is to find two enchanted bezoars to have access to the ruins of Ayleid Varsa Baalim. Before moving on, it is necessary to conduct a thorough inspection in the cabin of the Drone. Items of particular interest include: drone's diary stated that the bewitched bezoars were assigned to his two lieutenants, Commander Dretmery and the Forge of the Master. The easiest way to start is with the commander, whose house is right next door. If someone freed Assassin Moraga Tonga, he will most likely appear here just as the hero will arrive and kill the commander for them. Bezoar upstairs on the side table. You might also want to explore the Veteran's Lodge at the lower level, where there is another chest level boss and a pair of Drothmeri veterans to fight. Outside in the commune of Sandercliffe you can also find several chests with and an underground potato plant patch, complete with your own gardener. Follow the marker to the next destination, the forge. Sandercliffe Forge and Mina edit the source To find the Forge Master Hero will have to head back to the village of Sandercliffe and cross on the east side of the main cave where the door is to Sandercliffe Forge. When entering Sandercliffe Forge you can understand that this is the top of the two levels, but there is no way at the moment to get to the lower level; You can just watch through some shafts in the floor. There are rock walls right at the entrance, but from here it can't be opened. The only option is to move on to the following area: the Sandercliffe mine. Sandercliffe Mine Hero will enter the mines on the lower level of a large cave filled with iron veins, where many Hajin and Argonian workers reach the prey, and who like to fight with rakes and hoes, all of which are blunt weapons with two hands. The entrance to the upper level is in the southeast corner. The various parts of the upper level are connected by narrow paths; continue in the northeast corner, where you can find a small passage that leads back to the Forge (watch out for rockfalls!). This door leads to the lower level of the Forge, occupied by a student of armor, a student in arms and a blacksmith master himself. Note the pupil on the table in one room, and the letter home on the table in another provide some entertainment. The forge masters and his tent purpose here are the Forging Masters. Killing him will give a couple of unique enchanted items, namely the Amulet The Wizard's Amulet and Smock The Wizard's Forge; his other armor and weapons may also be fascinated. Bezoar is in the tent of the Forge Masters, along with gems and a chest at the boss level (and look under the bed of the Forge Masters to find his hidden material to read before bed). If you have achieved the goal of finding a second bezoar, you can now return to the village of Sandercliffe through the shortest passage to the northwest corner of the forge; pull the rope to lower the rock wall. Varsa Baalim (Varsa Baalim'edit) Continue to open the door to Varsa Baalim, the entrance is back at the lower level of the commune of Sandercliffe. Activate each of the two enchanted pedestals on either side of the door to put the bezoars in place; The hero will be told that they have dispelled the Drothan barrier. First, they will enter the excavated ruins, where you can watch the battle between a pair of vampires and soldier Dretmery. Other than that, there is little interest. Run to the other side and open the door to Varsa Baalim. The vampires and Drimmery soldiers fight as soon as the screen is loaded, there will be another update to the quest, saying that there is nothing I can encounter here... not so subtle a warning to be ready for battle. The hero should see some people struggling below... more Army Drone, taking on a handful of vampires. Both groups will be happy to attack the hero given the chance, so they better hang back and allow them to do as much harm to each other as possible before joining the fight. Once everyone is taken care of, the option is to take some time to explore this new area, which consists of another huge underground cave filled with surface-type Ayleid ruins features or continue and follow the marker map of Cava Beldameld. It is located on the past some very tilted tilted stairs and leads to the new section of Vars Baalim. Here the Hero will find more Dretmery and vampires fighting each other. Stepping back east of the door in Kava Beldameld you can find a chest and ayleid barrel of gold and other prey. Then walk north through a maze of shattered walls, eventually fishing in the northeast. Keep your eyes open for Ayleid Casks hidden in multiple corners, and watch out for more vampire attacks. Destination - the door to Kava Marspangu, where another group of Dretmery and vampires fight alongside a dead veteran Dretmery. After they are all killed, collect the loot from the ayleid barrel and head back up the stairs to another section of Varsa Baalim. Walking along the ramp As an alternative to this method, those with sufficient acrobatic skills will be able to jump on half a pillar, and then vault over the adjacent wall allows you to quickly and easily enter Nefarivigum without clearing two caves in the first place. Head left (northeast) out of the door, up a small ramp of debris that leads to the top of some shattered walls. Stay there, crossing platforms and walls, and one will come to the garden-variety Ayleid Ruin spiral entrance. It is finally Nefarivigum, which based on the diaries of the Drone was its destination and location of Mehrunes Razor. Nefarivigum edit the source Continue down the stairs and Drothan is there, studying the statue. If he hasn't seen the Hero, sneak up on his bed and read his field log to find out what he's learned about getting a razor. There are several ways to choose from at the moment. The main approach is to kill Droten and then read his diary to find out which method can be found suitable to get a razor. One option is to force the gates leading to the razor to open; if the force exceeds 90, the gates will open. Even if not strong enough to open the gate, just an attempt to wake up the champion. Another option is to take the Beating Heart out of the champion's chest and eat it, on which one will receive four shame points and contract diseases of Porphyric hemophilia and The Prion Cannibal. Msirae attacks the hero in any way, the champion will wake up and attack, however he will steadily lose health throughout the fight if one decides to take a heart. Also, take the heart and then force the gate. The champion will wake up and still do damage, but the Hero will not get Prion Cannibal, Porphyry hemophilia, or four shames. As soon as the champion is killed, he will disappear with his weapon (even trying to take him, he will collapse into the dust). Another approach involves getting Drothan and the champion to fight each other, allowing the hero to simply finish off the winner. One way to do this is to sneak in to the gate and try to get it open. Regardless of the strength, the champion will and they'll fight even if they're looked at. If the force exceeds 90, the Hero will be able to take a razor and walk away through a newly discovered door if someone doesn't want any of the enchanted drone items. Another option is to sneak up on the champion and steal the heart, retreat from the two and eat it. The champion wakes up and fights the crusher. You can also steal the heart and force the gates that again force the two to fight each other. If in any of these situations, Drothan will win the gates open, but Drothan will return to study the statue as if the champion was still there and ignore the now available Razor. No matter which method one chooses, walk through the door and pick up the razor. The back wall falls out, opening the door to the Forgotten Tunnels. There's a couple of rats and/or mud crabs. When you get to the end there is an underwater door that will come out in Lake Canulus south of Sandercliffe Watch. Journal entries (edited source editing) Magazine Entry Update: After installing the plugin: I heard talk of a lost town of Ayleid called Varsa Baalim, where Mehrunes Razor is hidden. If I search the ruins of the Sandercliffe Watch in East Niben, I can find the lost city and bring back this powerful Daedian artifact. Update: After entering Sandercliffe Watch: I entered Sandercliffe Watch, and can start searching for Mehrunes Razor. Update: After reading The Small Diary in an abandoned backpack next to the first set of double doors: The diary I found contains a password for further study, and seems to indicate that some army is piling up here, led by someone named Drothan. If I can find a magazine in his quarters, I can find out more. Update: After reading Drothan magazine: I read Drothan's magazine. He went to Varsa Baalim in search of the so-called Nefarivigum, who, in his opinion, protects Mehranes Britu. He left the bezoars in the care of his commander and the blacksmith master. With the help of these bezoars, I will be able to dispel his spell and follow him to Varsa Baalim. Update: When reaching the door in Varsa Baalim, blocked by magical energy: I found the door to Varsa Baalim. The charm blocks the door; I suspect that two nearby pedestals may be the key to dissipating the barrier. Update: After placing the bezoars on the pedestals: I have dispelled the drone barrier and can now follow it to Varsa Baalim. Update: After entering Varsa Baalim: I entered the lost city of Ayleid Varsa Baalim. There's no one who knows what I might encounter here; I must be on the lookout. Update: After reading drone notes about getting a razor: I entered Nefarivigum and read the drone's notes. They seem to indicate that by eating the heart of champion Dagon, I will be allowed to get a razor. The drone seemed to suspect some other means of claiming dagger, though he seemed unsure how. Update: After the murder of Fraten Drone: Fraten Drone is dead, and with it dies any threat that Dretmery's army may have posed to the Empire. Update: After retrieving the razor: I have restored Mehrunes Razor, a powerful Daedry dagger that has a chance to instantly destroy the enemy. Trivia (edit the source of editing) This brand new area is full of unsuspecting enemies with a respectable amount of armor. Training any skill is convenient and easy, so you can find it auspicious to come back with lots of weapons and feather potions for some real booty and a lot of training. Training.

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