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Oblivion Run V3 Update Summary

Route Objectives:

- A few slight objective changes have been made to tighten up the 100% definition and remove old artifacts of the original UESP requirements that lacked clear requirements. A new set of definitions has been put in place that all operate under the ethos that you must be able to verify the save files 100% completion status at the end of the run, meaning anything the game doesn't track is no longer included in the requirements. These new definitions do not remove any of the significant objectives the route previously required, it simply gives us an easier way of explaining the route requirements at a glance.
 - All objectives are now defined under the following statements:
 - Max all finite statistics on the accomplishments tab.
 - End the run as the highest rank of every possible faction.
 - This does not include Mythic Dawn or the Blackwood Company because these are temporary faction ranks that disappear upon completion of their respective questlines.
 - Acquire all the permanent Greater Powers. These can be viewed at the top of the far left spell tab.
 - This includes all 7 Heaven Stone Greater Powers, and the Pilgrim's Grace power that is earned through the Pilgrimage of the Nine Divines.
 - All quests that cannot be completed must have their journal entries progressed as far as possible or until they loop.
 - This includes Cast out of the Thieves Guild, Expelled from the Fighters Guild, Whispers of Death, and the Arena.
 - Whispers of Death does not ever update, so simply getting it in your journal is all that is required.
 - The Arena quest stops updating after becoming the grand champion. You do not have to do a fight against beasts.
 - Horses Owned no longer requires getting Shadowmere and Prior Maborel's Paint Horse, as neither of these increment the statistic, nor are they mentioned in the UESP 100% definition the route is largely based around. This was originally just something I threw in early on since one UESP page about horses showed a few extras you can ride.

- Non-journal Quests and Unique Enemies have been removed from the route due to their vague and subjective definitions. These were artifacts of the UESP criteria that are very confusing to new runners and don't provide any in-game way to be verified at all.
 - For example, The Unbeaten Path is just opening a chest, and has no actual quest stages in the construction set. Attack on Fort Sutch has quest stages but is automatically completed when doing the gate for it, and all other non-journal quests were just easter eggs the UESP decided to call quests.
 - Unique enemy examples include the giant mudcrab, or the Uderfrykte Matron. The problem is that there are way more enemies with unique names than the ones UESP listed, and what is or isn't considered a Unique Enemy is completely arbitrarily decided by that community. These are not concrete enough objectives that can be tracked and counted as part of the 100%.
- Attributes are not a required objective because there is no official maximum value for each attribute. You would think it is 100, but permanent attribute bonuses such as the Oghma Infinium make it so that each Attribute would have a different max value depending on what path you took, making their requirements for completion undeterminable.
- *Special thanks to Lex Araden on our Discord server for helping in the discussion of the 100% definition revision rules.*

Route Materials/Communication:

- The guide formatting has been improved for clearer communication and workflow.
 - The Quest Reference Guide was merged into the regular guide so that everything is now all in one place and much easier to follow linearly.
 - A table of contents was added for quicker navigation to the different splits.
 - Spell names are homogenized throughout the guide and are more concise.
 - A_[Skill] for magic farming spells.
 - B_[Skill] for skill boost spells.
 - C_[Skill] for skill drain spells.
 - Clarified some of the rules in the actual guide rather than just listing them in the checklist.
 - Added instructions to do "sdt 12" and "tdt" before the route starts and after each game crash.
 - Fixing wording to say that time starts when you click "Continue" on the first tutorial message, not just when it appears.
 - The cover page is less verbose and has removed the revision history, which is now moved to the Patch Notes.
 - Most flavor text was removed or shortened.
 - A "Farming Priority" is mentioned at the top of each split to remind the player of what skills they should be farming to certain values.
 - Added a verification section at the end of the run to help people know how to verify that they have completed all the objectives.

- Each skill book now has the skill in brackets next to the book name in the guide, which will make locating each book on the checklist much easier.
- The Nirnroot Pocket Handbook was updated.
 - The handbook now lists the “checkpoints” where the player should verify they have the proper amount of Nirnroot. The pocket handbook now tells the player what checkpoint they are at, and to look in the main guide for the values.
 - The main guide’s values were updated to reflect the new totals given the route logic updates.
 - This makes it so we don’t have to update the Nirnroot pocket handbook every route revision to streamline the deliverable making process in future versions.
 - 132 and 161 had duplicate descriptions that have been fixed.
 - 198, 223, and 224 had bad descriptions that have been improved.
 - The Ayleid Well syncing point for the swamp has new instructions for finding it faster.
- Maps have been overhauled.
 - The main world map has been updated to reflect all new route logic, and the oblivion gates that are in guaranteed spots have been highlighted.
 - Gates with fixed locations that award double fame are colored differently for easier tracking.
 - Gates with guaranteed realms that cannot be rerolled have been given asterisks.
 - The Ayleid Statue maps have been remade to include a red path to follow along with less unnecessary information.
- Improved the spreadsheet to make tracking more convenient and efficient.
 - All objectives now have an “x completed / y total” indicator both on their individual checklist sheets and the overview sheet. This will make checking stats against the save file much faster.
 - Fame tracking is now automated. Checking off a quest, arena rank, or oblivion gate now also checks it off automatically on the Fame sheet.
 - Artifacts Found is now integrated into the final percent calculation, and is tracked automatically on the Fame/Artifacts tab for each Daedric Shrine quest completed.
 - The rules listed at the bottom of the overview are reformatted and have updated wording/organization.
 - Added additional flavor text explaining general requirements and pitfalls for each objective on the overview. The main definitions for 100% objectives are bolded for clarity.
 - Now that we read every skill book as soon as we find it, we no longer need the “Owned” checklist for skill books, so it has been removed.
 - Alphabetized the city names of the Investing sheet.
 - Investing sheet now has links to each investor’s UESP page.
 - The Battle for Castle Kvatch quest was moved from Misc. to Main Quest in the Quests sheet.
 - The Wayward Knight was moved from Main Quest to Misc. in the Fame sheet.

- The Horse category was updated to reflect objective changes. Only horses tracked in-game appear on this checklist.
- The Total Completion % is now all one cell, preventing viewers from highlighting the split between the cells and disrupting the stream layout for a streamer using it.
- Adjusted the requirements by removing Unique Enemies and Non-Journal Quests, and added Factions to the Other tab.
 - The Other tab is organized with Accomplishments on the left, Greater Powers in the middle, and Factions on the right.
 - The new objective structure resulted in very slight adjustments to the weight of the additional objectives.
 - Factions are automatically checked off based on which quests you have completed just like Fame.
- The Oblivion Gates section was redone to more clearly match the route structure, showing the three distinct split names and their gates.
 - There are now Fixed Single Fame Gates and Fixed Double Fame Gates to more accurately represent the tracked Fame for gates.
- Icons have been added for the Nirnroot and Places Found sections.
- Data Validation has been added for all user input sections.

Route Logic:

- Skill farming is now largely obsolete due to the “Infinite Level Up” glitch, meaning that the route is fundamentally changed in several ways.
 - Many skill grinding methods have been removed from the route logic, including items required to set them up.
 - The character build was originally about maximizing the skill values of tedious to farm skills so that training them required less level ups. Now that we have virtually infinite level ups and therefore infinite training to buy, we now need to prioritize skills that we actually use during the run so we can maximize the amount of actual level ups we get. For every 5 times we level up a skill throughout the run, we save the ~20 seconds it takes to do one instance of the infinite level up glitch.
 - Race/Gender no longer needs to be Male Imperial. This was originally used because he had skill bonuses towards tedious skills. Instead, Female High Elf is used for her increased height (+10% move speed) and her higher starting speed (40 vs the male high elf’s 30).
 - Specialization is now Magic instead of Combat. We will no longer actually be farming Combat, so by switching to magic (the skill type we will be farming the whole run) we are able to get more skill level ups throughout the run, and future proof the route to hopefully avoid needing to buy training for magic skills.
 - Major skills are now: Acrobatics, Alteration, Conjuraton, Destruction, Illusion, Mysticism, and Restoration.
 - With this new build, we already have several spell effects we no longer need to buy:

- Starlight from Delphine Jend.
 - Protect from Trayvond the Redguard.
 - Turn Undead from Alberic Litte.
 - Minor Dispel from Alves Uvenim.
- Now that we are high enough starting level of Mysticism, we can use the Dispel Other spell purchased from Alves Uvenim to locate J'skar quickly during Bruma Recommendation.
- Now that we have a high enough level in each skill to make the spells we need earlier, spell making has all been merged rather than doing farming spells early and other spells later.
 - As a result, the Arcane University and Gold Farming/Armor Enchanting splits have been merged into a single split called Gold Farming/Arcane University.
 - Drain spells for each non-major skill were added for farming training levels late game at a lower cost.
- Several logic pieces were reordered in the early game:
 - Make C_DisposDrain -> Gold Farm -> Do all Perma Enchants -> Make all Spells
- The order of the skills grinded has been changed for fast travel efficiency.
- Hatefiend's shield exploit has been implemented to increase the speed of light and heavy armor farming.
 - If you have only a shield and dagger equipped but not out, enemies will attack you faster and all hits will count as light/heavy armor experience, speeding up the farming process.
- We don't need to do An Unexpected Voyage early now.
 - This entire split was merged into the Great Skill Grind split.
 - We now sell a Potion of Healing and a Potion of Sorcery to Claudette Perrick to get our money to buy scrolls.
- Skill books can be read whenever now since magic levels up way faster, and other skills will be trained entirely. This means that all skill books have been woven into the existing route logic so there is no longer any backtracking just to read them later.
 - The Black Arts on Trial is read when we buy scrolls from Calindil.
 - 2920, Rain's Hand (v4) is read when we get the Nirnroot in Bravil Chapel.
 - Lord Jornibret's Last Dance during Skingrad Recommendation.
 - Before the Ages of Man, Argonian Account Book 3, Fighters Guild History, 1st Ed., and Liminal Bridges are now read during Necromancer's Moon quest.
 - The Wolf Queen, v 2 and A Hypothetical Treachery are read during Information at a Price.
 - The Locked Room can be read during the Nirnroute.
 - The Warp in the West, The Refugees, and The Doors of Oblivion are now read from Martin's desk after the Blood of the Divines.
 - The Legendary Sancre Tor is read during The Master's Son.

- Immortal Blood is read during Order of the Virtuous Blood.
 - There are many more but these are just a few examples.
 - We no longer need the broken Ayleid Crown of Lindai, so we can end the quest as soon as possible instead by killing Umbacano right before we enter the ruins.
 - We no longer need to buy training every level, so in most cases we skip buying training since we can get enough at the end of the game to max out all of our stats.
 - We now have Cold Touch since we have Destruction as a major skill, so we do not need to get the snowball scroll during Bruma Recommendation.
- Gold farming is significantly faster now.
 - A variation on the Dorian Glitch that inflates his gold now allows us to farm gold faster than the previous method of selling Spelldrinker Amulets. It requires a few new additions to the route logic to set it up, but saves lots of time overall. Gold farming is now down to clicking fast, rather than tedious menu navigation.
 - During Chorrol Recommendation, we now buy Command Humanoid from Alberic Litte. We already had to buy a spell from him so this loses no time.
 - During A Mage's Staff, we now choose the Paralyze effect and take the staff. We already had to do this quest so this takes no additional time either.
 - A Mage's Staff was moved to before the Arcane University split to take advantage of Skooma as well.
 - Illusion now has to be 25 to unlock Command Humanoid effect, and our new character build automatically allows us to meet that requirement.
 - A new spell is made called D_DisposDrain which makes Dorian's disposition drop to zero instantly without counting as a crime.
 - The initial gold farm at the start of the run is now done using duped scrolls instead of jeweled amulets, saving time having to go to multiple locations to acquire starting gold.
- Oblivion Gates closing directions have been improved.
 - Added pictures for reference of which random Oblivion world to do, and which ones to reroll.
 - The map has been updated to include this new info.
 - Instant Gate Glitch does not properly reward fame, so it is only used during the Great Gate quest where Fame is not awarded anyway.
- We no longer need to use lockpicks or get keys to open most doors using a new glitch.
 - I discovered a new glitch that makes the game skip the lockpicking minigame for most doors. The setup is as follows:
 1. Quicksave before opening the goblin tutorial door.
 2. Open the door, but load the quicksave when the popup appears telling you that you used the Iron Key.
 3. Now the majority of doors will open without needing to pick them and many doors that require keys will open as well.
 - The fact that this trick lets us open doors that normally require a key means we can effectively skip certain parts of quests or do things in a new and faster order.
 - We no longer need to talk to Olav to get the key during A Brotherhood Betrayed.

- We can exit Fathis Aren's Tower during Arrow of Extrication without having to kill anything. (Technically we could complete the quest super fast by getting the arrow by entering the tower from the outside, but we still have to get the nirnroot in the cave and go to bravil castle to get a bunch of skill books anyway.)
- Cheydinhal Recommendation can essentially be skipped by getting the ring of burden and black soul gems before starting it, and then talking to Falcar, then Deetsan twice.
- We don't have to loot the Mythic Dawn greeter during Dagon Shrine to get a key.
- We no longer need to get the key to the lighthouse cellar from Ulfgar during Following a Lead.
- We don't need the key to the Desolate Mine, allowing us to complete the objective before starting the quest and avoiding losing fame from npc deaths.
- We don't need a key to get into the Blackwood Company basement, meaning that we can kill the hist tree during Infiltration and skip the entire The Hist quest.
- Several other smaller improvements that are not listed here.
- Quest which have no Fame tied to their success are failed as quickly as possible since the game counts them as a completed quest either way.
 - Fingers of the Mountain Part II is completed instantly by denying Earana's request to get the book back.
 - We kill Umbacano as soon as he becomes non-essential during Secrets of the Ayleids.
 - We kill Aelwen right after starting his quest Go Fish.
 - We kill Lithnilian after starting his quest No Stone Unturned.
 - We kill S'jirra after starting her quest The Potato Snatcher.
 - We kill Corrick Northwode after starting his quest Revenge Served Cold.
 - We kill Maeva the Buxom after starting her quest When the Vow Breaks.
 - We kill several master trainers to finish their quests, most notably to complete Alteration Trainer 5 minutes faster than before.
 - We start the Origin of the Gray Prince fight right before killing Agronak in the arena to finish the quest without actually doing it.
- The Apotheosis staff is purchased early on and is used and recharged with duped filled grand soul gems to make combat significantly faster. Almost every enemy now dies in 1 hit, and no enemy takes more than 2 total hits to die with this weapon the whole run.
 - The silver dagger has been taken out of the route as we no longer need it.
- Several NPCs that can be invested in were removed from the Investing Circuit if they were naturally encountered during quests or other route logic. This avoids several cases of backtracking.
- Many splits were merged into other splits.
 - Precautionary Marksman Training was moved to be part of the Investing Circuit. This more concise logic and the risk of this quest breaking earlier than the investing route is virtually nonexistent.
 - Mages Guild Pt. 2 was split up. A Mage's Staff was moved to the Mages Guild Recommendations split (now called Mages Guild Pt. 1) and Ulterior Motives was moved

- to Mages Guild Pt. 3 (now called Mages Guild Pt. 2). This is due to the new gold farming method requiring A Mage's Staff to be done earlier, and Ulterior Motives no longer needing to be done beforehand.
- Arcane University and Gold Farming/Armor Enchanting have been merged into Gold Farming/Arcane University.
 - Training Quests 1 was merged into Investing Circuit by moving Chorrol and Cheydinhal to before Imperial City so that Mercantile Training and Speechcraft training can be done mid circuit.
 - An Unexpected Voyage was merged into The Great Skill Grind.
 - Fingers of the Mountain, Part II was merged with Mages Guild Recommendations.
 - Side Quests Pt 1 is renamed to Side Quests since there is only one part.
 - Training Quests 2 was split up, with the Athletics Training being moved to the Investing Circuit, and Blade Training, Illusion Training, and Mysticism Training to Side Quests.
 - Fighters Guild Pt 1., Fighters Guild Expulsions, and Fighters Guild Pt. 2 are now merged into one split called Fighters Guild.
 - Mages Guild Suspensions has been merged with the new Mages Guild Pt. 2
 - Training Quests 3 and 4 have been merged with Side Quests.
 - The Arena was moved to be right after the Fighters Guild since its position doesn't matter at this point in the route and it provides a mental break from the quest grinding. Arena Pt. 1 and Pt. 2 were merged into a single The Arena split.
 - Dark Brotherhood Pt. 1, Vampire Cure/Dark Exiles, and Dark Brotherhood Pt. 2 are now one split called Dark Brotherhood.
 - Random Skill Books has been made its own split separate from The Great Skill Grind.
 - Power Leveling Pt. 1 and Pt. 2 were merged into a single Power Leveling split.
 - Daedric Shrines Pt. 1 and Pt. 2 were merged into a single Daedric Shrines split.
 - Maxing Alchemy was merged with The Great Skill Grind.
 - The Nirnroute was split into a Map Exploration section and the actual The Nirnroute section.
- The Investor Circuit was overhauled to be presented more clearly along with additional changes:
 - All maps have been remade to reflect the new layout of the Investing Circuit.
 - Each location is numbered, with the tasks for that location listed in a numbered list to avoid confusion.
 - All people to invest in are listed to make instructions clearer.
 - The icon system on the map is no longer needed.
 - No longer need to read *The Black Arts on Trial* in Calindil's shop since we already read it earlier.
 - *The Armorer's Challenge* is now read when we buy it from Phintias.
 - Added reading *A Dance in Fire, v6* in City-Swimmer's House.
 - *How Orsinium Passed to Orcs* is now read while getting the Nirnroot in the Lord's Manor.
 - NPCs that can appear in multiple places have had those locations added to the circuit so that you will not have to backtrack to find NPCs.

- Many NPCs that are not going to die are invested in at more convenient times to avoid backtracking. For example, we invest in Sigrid and Batul gro-Sharob when we go to Kvatch to do the main quest. This means we will be keeping our invest spell in the hotkey bar most of the run now. People who sell furnishings are invested in when we go finish the house quest for them now too.
- Fathis Ules was moved to when you talk to him during Sins of the Father so you don't have to hunt him down.
- Ongar the World Weary was moved to when we sell stolen goods to him during Independent Thievery.
- Orrin and a Nirnroot were moved to when we do Taking Care of Lex.
- Cities were reordered to achieve a few extra objectives, such as finishing Mercantile Training by doing Imperial City after Chorrol.
- Market District was reordered to set up the Unfriendly Competition quest better, so that all we have to do is kill Agamir later.
- Bruma was reordered to start with the castle so we can buy the home furnishings and finish the house quest during the circuit.
- A Brotherhood Betrayed is now partially completed during the Bruma circuit.
- Tutorial was overhauled and is now much faster.
 - A simplified version of the No DFS category tutorial was implemented. This involves Save Clipping to skip a few parts of the tutorial while still getting a few items we need. This simplified version utilizes much easier/consistent strategies than the regular No DFS tutorial.
 - This new tutorial route requires us to start as a Male Redguard and then switch to a Female High Elf at the end of the sewers.
 - Weak Potion of Sorcery was moved from the Mythic Dawn Agents to Goblin, and Weak Potion of Healing was replaced by a better Potion of Healing in a later chest. This removes wasted time finding these potions on the Mythic Dawn Agents, which is random which of the four has these.
- Mages Guild Recommendations are now much faster.
 - The well known Early Skooma strat is now utilized thanks to a suggestion by reddit user papa_de. We now move incredibly fast the entire early game by drinking 8 Skooma at a time for huge speed boosts. Previously we avoided this strategy because we needed to prioritize skill farming, but our new character build has all the stats we need at 25 or higher from the start.
- Main Quest has been improved in a few ways.
 - We now utilize the "Early Umbra" strategy in which you complete the Clavicus Vile quest while Martin is doing his speech to the Blades. This means we no longer have to level up before the Nirnroute or do the Azura quest during it.
 - The Great Welkynd Stone is acquired early to avoid an additional backtrack to Cloud Ruler Temple during the Miscarcand quest.
 - The Dragonfire Skip is now used to skip all of Light the Dragonfires since it does not break any of the route logic.

- Side Quests were adjusted slightly.
 - We no longer have any stolen items that we can't afford to lose, just books that we will have already read, so instructions for Two Sides of the Coin about going to the house to drop off stolen goods have been removed.
 - You get +1 Fame even if you choose to kill Anora as long as she doesn't die early, so we now kill her to avoid backtracking.
 - Canvas the Castle is done before finishing Sins of the Father to avoid backtracking.
 - Mysticism Training is now done during Tears of the Saviour and Whom Gods Annoy is weaved into the quest routing.
 - Heavy Armor Training is done at the same time as The Gravefinder's Repose.
 - Blade Training and The Potato Snatcher are done at the same time.
- Thieves Guild was modified in a few ways:
 - Improved the Ultimate Heist quest by sequence breaking through the Old Way, skipping the first several steps of the quest.
 - Hand to Hand Training is now done during Turning a Blind Eye. We cannot kill Helvius Cecia during the earlier part of the route due to him breaking this quest.
 - Removed the yield glitch from several points where it was slower than paying the gold fine.
- Daedric Shrine quests have been improved:
 - In Meridia, we now check for Black Soul Gems to potentially save time making one later.
 - We go into Howling Cave first and get the Mort Flesh during it instead of during the Tutorial.
 - Malacath objective is completed using Perma Key to sequence break the quest and skip an entire cutscene. We no longer need Troll Fat because of this.
 - Sheogorath quest was improved using sandyx's route to get the cheese and kill the sheep to avoid having to wait for the sheep to be poisoned.
- Guild quest routing improvements were carried over from our individual guild reroute WRs.
 - Mages Guild Ulterior Motives and Vahtacen's Secret are now done at the same time using the Perma Key sequence break to avoid backtracking to the Arcane University an additional time.
 - The Desolate Mine is cleared before starting the quest, which both saves a backtrack to the fighters guild and also makes it impossible to not get the full fame, which will allow us to safely load warp out in a future reroute.
 - The Hist tree in the basement is able to be killed early using perma key, allowing us to skip all of The Hist quest.
 - Dark Brotherhood does 4 of the early quests in tandem to turn several in at a time to Vicente.
 - Dark Brotherhood kills Caelia Draconis during Permanent Retirement.
- Misc. other small changes.
 - Added explicit instruction to hotkey farming spells in Arcane University split.
 - Changed Brass Topaz Ring to Brass Ring in Imperial City Market District split.

- Added emphasis on getting 75 Conjuration before doing the Summon Faded Wraith spell for Conjuration Training quest.
- Investing in Merchants/Acquiring Master Training was renamed to Investing Circuit.
- Made it so Strength perma enchants are done first since there are only 5, making it so you do not have to mentally keep track of the 29 Speed enchants.
- Added a note to put away the dagger when bribing Shum gro-Yarug since his disposition cannot reach 75+ otherwise.
- Twitch user Nandowastaken's fast Mythic Dawn 4 book discovery was implemented to speed up The Path of Dawn and skip a cutscene.
- We now buy training from Mach-Na for mercantile during Investing Circuit instead of speechcraft from Alga between main quests to avoid backtracking.
- The Cheydinhal horse is bought on the way to Lake Arrius Caverns since we don't need to fast travel here earlier when we go to Vahtacen.
- Moved the incredibly annoying to find Ectoplasm on the ground in Meridia's Shrine to looting it off a ghost during Vahtacen's Secret.
- Since you have to complete Destruction Training quest near Fort Dirich anyway, and it has Shadowbanish Wine that is faster to get than Fort Aurus, in addition to it setting up the open door for the skill book farming at Fort Dirich later, this fort has replaced Fort Aurus in the Nirnroute split.
- Improved the description for finding the Nirnroot in Fort Cedrian and Fort Roebeck.
- We now talk to Jauffre to advance the Spies quest before the Nirnroute to avoid a backtrack to Cloud Ruler Temple.
- Sancre Tor uses faster save clipping methods.
- We now wait an hour after telling Martin to open the portal to speed up the portal cutscene.
- Quick saving and quick loading are used to skip dialogue during the Chancellor Ocato cutscene.
- Alt + tab to skip the main quest ending video cutscene.
- The Ghost Ship of Anvil quest is now done after the Den of Thieves quest.
- Nirnroot in Vilena Donton's House was moved to during the Master's Son quest.
- New movement manipulation trick to make Azani Blackheart quest less buggy.
- Made the description for finding the Cheydinhal Fighters Guild simpler and a faster route.
- Mazoga the Orc quest is set up during Allies for Bruma.
- No longer need a Strong Potion of Magicka during the investing circuit.
- We now finish Marksman Training during the Nirnroute.
- We no longer sneak through the Scheduled for Execution quest, we just run to the end, go kill J'Baana to finish Security Training, and then pay the gold fine.
- Fixed an error in the previous route where Vampirism was not properly developed before starting Vampire Cure. We now wait the required 72 hours before sleeping the second time.

- Moved the Bloodgrass acquisition to the area to the right of the Kvatch Oblivion tower entrance.
- The Renegade Shadowscale is woven into the logic of Vampire Cure so we can get the blood of an argonian easier.
- We no longer need the Elven Bow from the old route logic.
- We now use the outdoor Lord's Manor entrance at Castle Skingrad to find and talk to the Count for all related quests instead of using the horribly buggy and inconsistent servant to fetch him.
- We now keep the Skeleton Key to make it take less total training to get to 100 Security.
- Situations where items are given to people specifically mention the names of those items to make reroutes easier in the future.
- Added instructions to perma enchant 50 Strength onto the character to avoid having to worry about carry weight throughout the run.
- Now that our character has a minimum of 100 magicka, we no longer need the Potion of Insight from Claudette Perrick.
- The instruction "This completes the quest." was removed from almost every quest, with the exception of quests where multiple ones are being done at the same time, or quests that are journal-filled. It is now assumed that once you reach the end of a quest's instructions that it is now complete unless otherwise specified.
- Seeking Your Roots and Alchemy Training are now done while in the West Weald Inn for the Fighters Guild quest Unfinished Business.
- The Killing Field and Separated at Birth are intertwined to reduce the total backtracking to the Grey Mare.
- Skooma is drank before going into each dungeon for Random Skill Books farming, making each loot roll faster by a lot.

Oblivion Run V2.6 Update Summary

- Improved and articulated the Light Armor/Heavy Armor/Block section of the Great Skill Grind.
 - Removed a comment that mentions you should block without a dagger until level 75. There is no benefit to switching to a dagger at that point.
 - Added an instruction to block without a dagger specifically to farm Block and an armor skill simultaneously.
 - Added an instruction to only repair once your gauntlets break since taking a hit on a broken piece of armor still yields skill exp as long as any single piece of equipped armor is not broken, and the gauntlets are the only piece you need to farm block.
- Improved farming spells significantly
 - Each farming spell created in the Arcane University section now only requires two effects instead of three. I discovered that the dummy effect to have on touch could simply be removed, instead having the on touch effect be the relevant magic school skill itself.

Since the on self Fortify Magicka effect will always work, the spell will always farm correctly.

- Conjunction is now as fast to farm as all the other spells.
 - Added a note that the order of spell effects matters. I discovered that if two magic effects have the same cost within a spell, the effect listed first determines the spell's magic school.
 - Due to the improved spell farming, less spell effects are needed, so several small routing changes have been made to streamline spell effect acquisition in the early game.
 - Several spells purchased from Calindil during the Imperial City Market District split have been replaced by other spells that are purchased in the Mages Guild Recommendation quests.
 - Minor Life Detection is replaced with Minor Dispel from Alves Uvenim.
 - Bound Helmet is replaced with Turn Undead from Alberic Litte.
 - Feather is no longer used as a dummy effect, so buying Protect from Calindil to get Alteration to 25 before getting Buoyancy from the Cheydinhal Recommendation is not necessary.
 - Protect is still purchased, but instead from Trayvond the Redguard during the Cheydinhal Recommendation.
 - The guide now recommends Acrobatics be farmed before any spells ever get farmed in order to reach spell casting while jumping sooner.
 - Starlight is still needed, but since Delphine Jend has it and we already buy Spark from her, we can just buy both from her instead.
 - With all of these changes, we have managed to eliminate the need to backtrack to Calindil during the Imperial City Market District split, saving somewhere around 15 seconds...
 - We no longer need to buy Minor Respite from Urvasa Othrelas in the Bravil Chapel since the Fortify Magicka spell effect can be used as the magic school effect for Restoration when paired with a dummy on touch effect.
 - Both the main guide and the Quest Reference Manual had to be reformatted for spacing again.
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Oblivion Run V2.5 Update Summary

- Created the Quest Reference Manual, a document that provides exact step by step instructions for how to complete every quest in the game that the main guide does not explain.
 - This cuts down significantly on the time spent wondering where to go, reading the quest journal, and googling for information.
 - The original guide has changed to reduce the redundant information between the two documents, and now lists each quest needed, not just the ones that had special instructions. Special instructions have been kept on the main guide for general objective tracking purposes.
- A Glitch Reference Guide was made for help on how to do various glitches/tech in the game.

- Number of locations is now accurate (UESP had the wrong number at the time of the first run) so we won't lose time looking for a missing location that doesn't exist.
- Thieves Guild is completely reworked, and the quest requirement for 100% is now 208 instead of 199.
 - Blood Prices can be triggered on almost every quest in this quest line, allowing you to get 9 extra quests completed, making the route technically more accomplished than before.
- Movement is now over 5 times faster (seriously).
 - A glitch that permanently adds enchantments to your character is utilized to have 355 speed from the Investing split onward.
- Skill grinding has been made more efficient.
 - Armorer is farmed by casting a spell that disintegrates armor extremely quickly, allowing farming Destruction and Armorer in tandem. The overlap of extra training levels is used on Destruction, whereas before it was completely unused.
 - An additional improvement has been made, where the Free Armorer Training spell is used before repairing to make each hammer repair as little as possible to significantly reduce the tedium of this grind.
 - Armorer is so efficient at this point that training is no longer purchased for it.
 - A note was added to hold block while farming combat skills to boost them slightly faster.
- Skill books have been streamlined further.
 - Books for Mercantile, Speechcraft, and Marksman are gathered when convenient rather than after reaching the optimal level of each skill since they are trained anyway. This saves several instances of backtracking.
 - Books that exist in containers are now collected when convenient instead of at the end since you aren't forced to read them.
 - *The Armorer's Challenge* does not actually require you to read it to finish the Armorer Training quest, so it is saved until the end.
 - Skill book locations have been added to avoid having to google them.
- Investing is more thoroughly routed and much more efficient.
 - Maps are included with an exact route through each city.
 - A glitch that results in several merchants being stuck in random places has been examined to find reliable ways of locating problem investors from before, such as Fathis Ules.
- Spells are improved to cast faster.
 - Holding block with a dagger while casting makes the animation shorter until you hit level 50 Acrobatics since you will end up cancelling the spell with a roll or dodge.
 - Spells now utilize Fortify Magicka on Self and Feather on Touch effects in conjunction with their original spell effects. Feather on Touch makes the spell animation be the on touch one, which is much faster, and Fortify Magicka makes the spell still infinitely castable by adding magicka to your pool constantly while you cast. The values of everything are fine tuned so that the spell is still in its original magic school. This in addition to the dagger blocking trick makes spells way faster than in the original run.

- The Mage Stone is added to the Mages Guild recommendation section in order to acquire the Fortify Magicka ability.
- Skill grinding management is more specific.
 - The tutorial now prioritizes getting to 25 Acrobatics rather than farming Restoration since you will be able to do both simultaneously sooner if you farm solely Acrobatics.
 - Magic is specified so that Alteration is farmed as early as possible, interrupting the Acrobatics grind, so that you can unlock the feather ability for the new spells.
 - It is specified that Destruction needs to be farmed to 75 during the Nirnroute in order to be able to cast a spell for Armorer grinding way later in the game.
- Buying skill training is more defined.
 - A specific trainer for each skill, and the nearest sleeping area, are defined each time you are instructed to buy training. Mercantile, Marksman, and Speechcraft are prioritized. Training is mapped all the way out to the end of the run rather than just until these three are fully trained.
- The attributes chosen when leveling up are more purposeful.
 - Strength is chosen for the carry weight, Endurance is chosen for the health, and Agility is chosen for its ability to lower the chance of getting knocked back by powerful enemies.
- The Arena is a lot faster using a new glitch we discovered.
 - Implemented a wall clip and save clipping glitch that allow you to fight and kill your opponent before the gates are lowered to save a lot of time.
 - When you exit the first fight as the gate is lowering, it makes the gate stay lowered for all future fights as long as you kill the opponent fast enough.
- The Nirnroute has been drastically improved and more thoroughly routed.
 - Objectives are now in an exact order, making tracking much easier.
 - A world map is included in the guide that is more accurate than previous maps, including circled locations that have additional objectives.
 - A new strategy of tackling the map exploration by grid defined sectors significantly improves the speed in which gate spawns and all locations are checked.
 - The Lifting the Vale quest is started before this section so that Serpent's Trail is discoverable.
 - A map of the wayshrines is added to avoid having to google it.
 - The location count has been updated to be accurate, since the original route went off outdated UESP information that there were more locations than there actually are.
 - Every single Nirnroot in the overworld has been photographed, with dense areas having exact cardinal directions for moving from one plant to the next.
 - The overworld Nirnroot were put through a computer algorithm that determined the optimal route through all the Nirnroot after tens of thousands of checks.
 - Maps of each Ayleid Ruin that contain statues are included with specific routes that are optimal.
- Misc.
 - The Marksman Training quest does not take the Elven Bow, so a bow is no longer needed to be collected in the tutorial for The Ultimate Heist quest.

- The tutorial has more specific item gathering instructions, with some slight adjustments to the original item list.
- Quests that are not self explanatory now have text describing what needs to be done in order to avoid having to google as many things.
- Locations have descriptions so you can find them easier on the map.
- Glitches now have step by step instructions at their first mention so you don't have to already know how to do them.
- The beggars are now listed with their general locations to avoid having to google during the Speechcraft Training quest.
- Non-journal quests have their exact requirements listed in the guide now.
- The Forgotten Chests of Pale Pass quest has an image to help locate the chests.
- Lost Boy Cavern is specifically avoided until level 23 since a glitch prevents you from finishing the route if you enter too early.
- Added a map to find the skill book *Way of the Exposed Palm* in Fieldhouse Cave.
- The minotaur horn and snowball scroll that are both stolen during the Bruma Recommendation quest have been replaced by a non stolen snowball scroll on the desk upstairs during the same quest, and a minotaur horn in a display case during Skingrad Recommendation.
- Various quests are interweaved more.
 - When talking to Malene during the Heavy Armor Training quest, we also start the Gravefinder's Repose quest to save time backtracking.
 - Julianne Fanis is spoken to at the end of Ulterior Motives to advance Tears of the Savior quest earlier in order to save a trip back to the Arcane University.
 - When going to talk to Earana during Fingers of the Mountain, we also wait to talk to Dar-Ma to trigger her going missing during A Shadow Over Hackdirt.
 - When talking to Marana Rian during Sneak Training, we also wait until she is at her home and use the wait time to trigger Ralsa Norvalo to start Order of the Virtuous Blood early.
- The guide is reformatted for readability.
 - Spacing is more concise to reduce page count.
 - A better font is used.
 - Certain types of terms are color coded and bolded.
 - Text explaining logic is smaller and indented to make it obvious that reading it is not essential to the completion of the run.
 - New splits are more visually obvious.
 - Some splits are renamed to be more accurate.
 - The outline is now functional for people using the digital version.
 - Things are now alphabetized when there are long lists of similar objectives.
 - Page numbers were added for easier navigation.
- The checklist was overhauled
 - Google finally added checkboxes so now checking things off is much easier and looks cleaner in general.

- Links to each quest's UESP page are embedded into their respective cell on the Quest page to save time googling.
- There is a new weighted points system so that you can customize how much % of the total each objective should count for.
- The Gates/Horses/Houses page and Other Requirements page have been merged into a single more readable Other page.
- Arena rank images were updated and are smaller.
- Better font choice, better spacing, and overall better aesthetic choices.
- Almost all information fits on each page without having to scroll with the exception of a few that were impossible to fit.
- Extra cells for tracking the percent have been hidden, extra cells have been deleted or greyed out for cleaner presentation to the user.