I'm not a bot

I'm on the quest Revealing the unseen, objective Focus the oculory. The guy in the room tells me the crystal now needs to be "focused" using cold and heat spells. I have moved the lenses in the roof around using the oculory controls so that they are each positioned pretty close to a light beam. I also found the tomes of flames and frostbite laying on a table near said oculory controls. The problem is that after probably an hour of screwing around, I have come to the conclusion that NOTHING in this room responds in any way to either of the spells. I have literally scorched and frozen every reachable centimetre of this room, especially the lenses and focus crystal, and the light beams aren't even slightly moving. EDIT TO ADD TO THE ABOVE: I have also tried blasting all of the lenses with fire-then-ice, ice-then-fire, both at the same time, and all of the above in various combinations and durations. No effect what so ever. In addition I have both left the area and returned and restarted the game. Has the quest bugged up terribly with me or is there something I haven't thought of? STATUS UPDATE: This YouTube video shows how the objective is done. This does not work for me, so I assume that the mission is bugged. I'll mark the answer that helps me finish the objective as correct. With the vague goal of finding the Staff of Magnus set by the Augur of Dunlain set, you need to find out where it could be hidden in Skyrim. Mirabelle Ervine has a lead, suggesting that you investigate the ancient dwarven Ruins of Mzulft near Windhelm. As with all the other dwarven ruins in the province, you will have to battle your way through an immensely challenging set of enemies that will push your spellcraft to its limits The ruins are even capped off with a unique puzzle that will need you to make use of your magic to solve. Starting Revealing The Unseen This quest starts after a conversation with Arch-Mage Savos. When relaying the Augur of Dunlain's instructions to find the Staff of Magnus, at the end of Good Intentions, he will tell you that Mirabelle Ervine had spoken to him about it recently and that she would know more. She doesn't actually know where the Staff is, though she did note that a group of mages from Cyrodill representing the Synod, an Imperial organization similar to the College, had asked her for help. They mentioned going to the Ruins of Mzulft, giving you a lead. The Ruins are in a remote area between Windhelm and Riften. As you enter, you will be stopped by a dying man called Gavros Pilnius. He asks you to make it to the Oculory, deep in the ruins before dying. Loot him for the key to the Ruins and enter. Inside, you will encounter the usual selection of Dwarven Constructs such as Spiders and Spheres. They are joined with Chaurus as well. Dwarven Constructs have 25 percent resistance to magic and immunity to Frost. Bringing a melee weapon would be wise. You will eventually reach a door marked with dead Falmer. This is the entrance to the Mzulft Boilery. This area is another linear path that has you fighting more of the same enemies with Falmer joining the fight. The Boilery is home to many steam-powered mechanisms that can push you or otherwise block your path. At the end of the Boilery, you will reach the Aedrome, the final part of the dungeon. You will have to reach a central room containing many powerful Falmer. One of them has a Focusing Crystal that you need to loot. Your progress will be blocked here. Take the east door, following it all the way to the end to find a Dwarven Centurion. You will need to defeat it to loot the key to the locked door. This will take you to the Oculory. Your way will be blocked by a locked door. Gavros' colleague, Paratus Decimius is on the other side. After some quick questions, he unlocks the door to let you in, to his surprise. After some disbelief and discussion, he leads you deeper into the Oculory and to a large dwarven contraption. You will need to insert the Focusing Crystal to proceed. This puzzle consists of three focusing lenses and three rotating rings with another lens on each one. Your objective is to get one beam of light to each ring's lens. You will need to use Fire and Frost Spells to move the focusing lenses. Exposure to each element will tilt the lens. With sufficient finesse, you will be able to get one on each ring. There will be Spell Tome: Flames and Spell Tome: Frostbite close to the buttons if you need either spell. Once they're separated, go to the buttons and get a beam of light to each lens. Each button controls a different ring. Simply pressing the button until it aligns will be sufficient. With that done, the mechanism will work. Paratus will identify that the Eye of Magnus is interfering with the mechanism. While he is not helpful, he gives you enough information to return to Arch-Mage Savos. Your return, however, is cut short when you find that Ancano has taken matters into his own hands. This causes an accident that leads to the next quest, Containment. Next: Skyrim: Best Dwemer Ruins To Explore I'm on the quest Revealing the unseen, objective Focus the oculory. The guy in the room tells me the crystal now needs to be "focused" using cold and heat spells. I have moved the lenses in the roof around using the oculory controls so that they are each positioned pretty close to a light beam. I also found the tomes of flames and frostbite laying on a table near said oculory controls. The problem is that after probably an hour of screwing around, I have come to the conclusion that NOTHING in this room responds in any way to either of the spells. I have literally scorched and frozen every reachable centimetre of this room, especially the lenses and focus crystal, and the light beams aren't even slightly moving. EDIT TO ADD TO THE ABOVE: I have also tried blasting all of the lenses with fire-then-ice, ice-then-fire, both at the same time, and all of the above in various combinations and durations. No effect what so ever. In addition I have both left the area and returned and restarted the game. Has the quest bugged up terribly with me or is there something I haven't thought of? STATUS UPDATE: This YouTube video shows how the objective is done. This does not work for me, so I assume that the mission is bugged. I'll mark the answer that helps me finish the objective as correct. From the events of Good Intentions, you have learned from both the Augur of Dunlain and Savos Aren that the Staff of Magnus is a necessary part of averting the prophesied disaster. After speaking with Savos, ask Mirabelle what she knows about the Staff of Magnus and its whereabouts. She is a bit skeptical at first, but does mention that the members of a mystical group, the Synod, recently questioned her about it. While she did tell the mages that the College did not have the Staff she remembers the group talking about the Dwemer ruin Mzulft. She speculates that the Synod group may be traveling there to locate the Staff. Your Journey to Mzulft Begins[edit] Mirabelle will mark Mzulft's location on your map: southeast of Windhelm. You may reach it by traveling on the road south from Windhelm Stables toward Riften. As you enter Mzulft's interior, you will find a Synod researcher, Gavros Plinius, uttering his final words, "Crystal... gone.... Find...Paratus...in Oculory..." Search Gavros to find a research log which indicates he was sent here by the Synod Council with a "focusing crystal" needed to pursue some mysterious effort, and that the crystal needs to get to the Oculory right away. Take the Mzulft key from his corpse to unlock the adjacent door. This man Paratus seems to be an important part of this puzzle, so travel through the extensive ruin to a curious device called the Oculory. Mzulft contains a wealth of Dwemer items and multitudes of the hostile creatures and machines that typically populate Dwemer ruins. A detailed guide to the Oculory is in the table below. Getting to the Oculory A Chaurus Reaper squashed by boulders Steam piston trap, floor pressure platesProceed through the door into a room containing a number of Dwemer metallic items. Ascend a ramp at the far end of the room. Around the corner, a pressure plate on the floor activates a ceiling spike trap. Beyond this, the body of another Synod researcher lies on the floor. At the entrance to the next large room, you will encounter two Dwarven spider workers. Two more spiders will attack in the room at the top of the next ramp. Two doors open from this room. The door to the north is guarded by a floor spike trap and contains some minor loot and a moonstone ore vein. The other door takes you up a ramp and into a room where a Dwarven spider will spring from its port at the far end. From here, continue into an area illuminated by natural light. If you turn left next to the exit, jump over the rocks next to the tree, and go to the corner, you'll find a Dwarven shield. A leveled chaurus feasts on another researcher near the far end of the first cavern. The tunnel leading out has a tripwire that activates a falling boulders trap, and two more chaurus (one of them leveled) are scuttling about. At the top of the next ramp around the corner a Dwarven sphere will drop from a port just outside a locked gate. After battling the sphere, move up another ramp and through another door. Beyond this awaits another spider, and beyond that another sphere at the end of the hall. As you move further into the ruin you come to a room with stairs leading down to a pit, a corridor leading north, and a spider. In the next room, a sphere will meet you on the far side of a narrow ledge rigged with a steam piston traps and pressure plates which will only push you off into the pit below if activated. The door that leads to Mzulft Boilery is up a ramp to the east. A strong leveled Falmer roams the area at the top of the ramp beyond. You will also find another dead researcher before heading up the next ramp. At the top of the ramp, fight another leveled Falmer, and then two more in the room through an open doorway to the north. A gate to the north opens into an empty room. The way forward is through the smaller connected room to the east. Heading east will bring you to an area consisting of natural caverns. When you enter a fairly lengthy tunnel, prepare to meet a leveled chaurus. Exit the tunnel through a narrow opening to your left. You will then see to your right the opening to a cavern illuminated with a slightly bluish light. If you wait and watch, you may see the occupants of this cavern walking around: a leveled Falmer attended by a chaurus. A claw trap which swings out from the left wall and is activated by a tripwire is behind a Falmer hut. A second chaurus will probably activate the tripwire on its way to meet you. Continue through the cavern as the path twists and turns. Ahead, there is another dead Synod researcher, and if they hear you, you might encounter two more Falmer here, one of which will be the highest-level variant you can encounter at your level, and the second will likely be nearly as strong. Your next left leads into a cavern containing another Falmer hut, and another dead Synod researcher near the doorway. The tunnel out is along the north wall, but be prepared to meet another chaurus in the next room. Further on, you will face a high-leveled Falmer in a room with a master-locked door leading to a chest and a copy of the Alteration skill book The Lunar Lorkhan. On the table is a key that will open an expert-locked door just ahead. Continue west until you come to a large rectangular hall divided by a shallow pool. On the far side of the pool await two leveled Falmer. Another researcher lies just before the door in the northeast corner leading to Mzluft Aedrome. After a lengthy and adventurous journey, go through the door to the third interior area, Mzulft Aedrome. Ascend the ramp and near the top you will find a leveled Falmer and a chaurus. Continue toward a large, multi-leveled room that can be accessed through either of two open doorways. Inside prowl four leveled Falmer, including one of the strongest variant you will find at your level, and one that will be carrying the focusing crystal mentioned in Gavros's research log. You need to obtain the crystal to complete the quest. Mzulft Observatory[edit] Your objective marker will point westward from here, but you should first obtain a key that you will need. To do this, leave the room through the doorway to the east and descend the ramp, then open the door at the bottom. Cross the next room and open another door leading eastward. Proceed until you reach a room containing two dead Falmer. Beyond the next door to the east waits a Dwarven automaton. It can be a Dwarven Centurion of the strongest type you can confront at your level. A Centurion on the other side will not be able to fit through the door to attack you up close, whether the machine breaks open the door or you open the door first. Keeping a distance makes it easy to dodge its steam attacks and pick at the machine with your own ranged attacks. After destroying it, obtain the Mzulft Observatory key from the chest on the east side of the room. Retrace your steps westward, back into the large room where you battled the four Falmer. Climb the stairs to the west and open the door there with the Observatory key. Beyond this, there is another locked door which you cannot open. When you try to do so, however, you will hear a voice from the other side, and the door will be opened by Paratus Decimius, a Synod member who is expecting Gavros, the dying man you met upon entering the ruin. Paratus will be suspicious of you; but whatever the course of your conversation, when he finds out that you have the focusing crystal, he will agree to work together with you and ask you to follow him. You will note in your quest journal that you have reached the Oculory and that your plan now is to follow Paratus to investigate further. At the Oculory[edit] As he leads you forward, Paratus will explain that the Synod happened on this machine created by the Dwarves for unknown purposes, and that the Synod now intends to try to use it toward some different end. Ascend a curved ramp along a giant sphere, but be careful not to fall off, as doing so can cause you to become stuck. At the top, Paratus will marvel at the magnificence of the device there and ask you to place the crystal into the central apparatus. Insert the Crystal into the gap at the bottom of the large ring.Stand as shown (photo), and place the crystal by activating the "Dwarven Armillary". When you have done so, the ring will rotate so that the focusing crystal is positioned at the top. Your objective will become to "Focus the Oculory". You will now have two objective markers, one pointing at the device in the center of the room and another at an elevated control console at the southeast part of the room. You can ask Paratus what to do next. Focus is the Key[edit] Paratus will indicate that you should direct some fire and frost spells onto the crystal to change the way that it bends the light beams projected by the device. If you look upward, you will see that the device receives one beam of light vertically, and splits it into three beams projected in various upward directions. The ultimate goal is to converge all of the beams into a pattern that will project an image on the wall below the control console. Puzzle Solution You may wish to save your game before taking the following steps: You can climb the ramp at the southeast point in the room and obtain one or both spell tomes from the table there if you do not have both the Flames and Frostbite Destruction spells. Only the Frostbite spell will work; it won't move the beams into the correct position if you use any other type of frost spell. The Frost Breath shout will work, but only once, so you can't focus the crystal completely without the use of the Frostbite spell. Return to the same position that you assumed when placing the crystal. Notice that there are three horizontal blue bands circling the upper portion of the room, each with a round reflector positioned at some point around it. Direct a Frostbite spell into the middle of the ring where you placed the crystal. When the beams move, cast a second Frostbite spell. When the beams move again, cast a third Frostbite spell. Note that Frostbite moves the lenses to the next "forward" position and casting Flames will move them "backward". Handy if you cast Frostbite too many times. Do not use other spells. Step 5: Beam configuration after using spellsEnsure that each of the three beams of light are now pointing into the middle of each blue band (none of the beams should point to the horizontal gold rims that separate the bands). You will need to move around to check all three beams. The photo indicates a correct configuration as viewed from the control console at the top of the ramp. When the lenses are in the correct position they will shine on the center of each band, not on the edges. Walk up the ramp at the southeast point in the room and use the buttons to rotate the bands until the round reflector on each band aligns with a light beam. The left button controls the top band, so press that until the beam aimed at the center of the top band meets the reflector. Then use the middle button to do the same for the middle band, and the right button to do so for the lower band. A sequence that will result in the proper alignment is: Activate the left button once. Activate the middle button six times. Activate the right button five times. When the Oculory is correctly focused, it will appear as shown. When the Oculory is correctly focused, Paratus will be initially excited, but then begin to exclaim with distress that there is something wrong. He will communicate that the map should show more, and speculate that there is some kind of interference coming from Winterhold. He may accuse you of attempting to stall his work and suspiciously ask if you knew what they are trying to do. Talk to Paratus[edit] Paratus will be looking at a map projected onto the wall under the control console. Speak to him and he will accuse you of trying to sabotage the Synod's efforts and demand that you explain yourself. Whatever the course of the ensuing conversation, Paratus will ask if—or assume that—you have something "powerful" at your college. He will be suspicious about this and toward you, stating that he will be reporting the information to the Synod Council. You'll learn that the Synod intended to use the device to scan the continent for powerful sources of magic, "for the good of the Empire". One way or another, Paratus will let you know that the map indicates that the Staff of Magnus is in Labyrinthian. You must now report this information to the Arch-Mage, Savos Aren. Report to Savos Aren[edit] You may now take a shortcut exit or return the long way back through the ruin. To take the shortcut, leave the room containing the Oculory. A short distance ahead, just past the barrels in the hallway, there is an exit door to the right. If you turn toward it, Nerien, the Psijic Order member who appeared to you in Saarthal, will visit you again. He will warn you that you will encounter difficulties ahead, but assure you that you are on the right path and that you will prevail. He will then urge you to return to the College immediately. You will not receive Nerien's visit if you leave through the main entrance, but this will not impact your progress through the quest. Ancano casting a spell on the Eye of Magnus As you enter the Hall of the Elements, you'll find Arch-Mage Savos and Mirabelle in a panic. The gate to the room containing the Eye of Magnus is blocked by a barrier that Mirabelle speculates is some kind of ward, and the two of them implicate Ancano in possibly creating it. They will then begin casting Destruction spells at the barrier in an attempt to destroy it. If you speak to Savos, he will ask for your help in destroying the barrier, and say that they need to know what Ancano is doing in there. You can help break down the barrier with Destruction spells, but whether you do or not, the door will eventually open, and they will rush in. Savos will approach Ancano, who is casting a spell at the Eye, and command him to stop. Mirabelle will warn Savos not to go near Ancano, but Savos will begin casting a spell at him. At this point, all will go white, and the next thing you experience will be awakening in the Hall of the Elements with Mirabelle asking if you are all right and saying that she needs your help. When you reply that you think you feel well, this quest will complete and the next quest, Containment, will begin with the objective of finding the Arch-Mage, as Mirabelle requests of you. Achievements[edit] One achievement is unlocked when you complete this quest: Revealing the Unseen (10 points/Bronze) Bugs[edit] Sometimes Mirabelle is inaccessible. The quest pointer points to the courtyard but she is nowhere to be found. You can teleport her to you using the following console commands: prid 0001C1B9 moveto player If you leave the Mzulft Aedrome after inserting the crystal in the armillary but before focusing the Oculory with the spells, it won't respond to them on your next visit, making the quest unsolvable; this may also occur if you save, quit and reload after placing the crystal. Mirabelle's second dialogue option in stage 99 may not advance the quest. Additionally, Mirabelle may be stuck on a rock outside the College wall; however, she can be accessed by jumping down toward her. ? If the beams of light do not show up after placing the crystal in the Oculory, try exiting out of the game and restarting. At the end of the ruin, when you are in the Oculory, Paratus will sometimes "be busy" or will not have any new dialogue after you tell him you have the focusing crystal and again after you align the lights. ? Leave the Oculory room and take the right corridor to an exit door to Skyrim. Go out the door and re-enter and try to talk to Paratus again in the Oculory. Either Paratus will respond with new dialogue or a quest message will appear stating the stage has been completed. The audio for the conversation about Labyrinthian may not play, but the follow-up stage to "go tell Savos Aren at Winterhold" will become active. Sleeping just prior to adjusting the mirrors while having the Dark Brotherhood quest 'With Friends Like These...', active will automatically transport you to an abandoned shack in Hjaalmarch. After this, the mirrors will not adjust and pressing the buttons will not do anything. ? Reload a previous save and complete the Dark Brotherhood quest before continuing this one, or don't sleep until you complete the Oculory portion of this quest. Once you've cleared Mzulft Aedrome (final stage of the quest on "Reach the Oculory") there is a master-locked door at the bottom of the room, leading to a chest. It is possible to enter the top of the locked room and become stuck permanently, requiring you to reload your last save. ? The Mzulft map marker isn't added by the quest as the scripting for it wasn't set up properly, and Gavros will not be in the entrance to Mzulft to give you the key. Updating the game to a newer version will not solve the problem for existing saved games. The Unofficial Skyrim Patch, version 1.0, fixes this bug. After returning from Mzulft, it is possible that none of Savos Aren's dialogue options will complete the objective "Report to Savos Aren" and give the next objective, "Reach Ancano". However, the scene continues and the quest completes as normal, but Containment (the next quest) never starts, rendering continuation of the College of Winterhold quest line impossible. After meeting Paratus and the journal entry changing to "Follow Paratus," he may not move and only repeat the previous dialogue asking who you are. Kill him and resurrect him through console commands. Go to the Oculory, then use the console command "0007D41B".moveto player. This will teleport him to you where he will proceed with the quest. Attack him and lure him to the Oculory, then use a Calm spell to get him out of combat and he will proceed with the quest. Speaking with Mirabelle and accidentally exiting conversation before she finishes talking about the Staff of Magnus will forever take that dialogue option away. ? Followers may be teleported inside the Hall of the Elements after Ancano knocks everyone unconscious, even if they have been told to wait elsewhere. If you do not tell them to follow you out of the hall before leaving the College, you will be unable to rejoin them until after completing the quest. The Unofficial Skyrim Patch, version 2.0.5, fixes this bug. If you went and worked on something else prior to finishing this quest, when you go to restart it and select the quest again the map marker doesn't show up anywhere or on the map. If you fast travel back to Mzulft and go inside the doors the marker will come back. This quest will not activate if you have already cleared Mzulft by using the platter trick, console command, etc. to enter the unpickable key-locked doors. Load a previous save from before Mzulft was cleared. For the sake of trophy/achievement hunting you can restart/reload and just do the questline only to unlock them, then return to your main file. Quest Stages[edit] Revealing the Unseen (MG06) Stage Finishes Quest Journal Entry 10I've been asked to speak with Mirabelle Ervine to follow up on the Staff of Magnus. Objective 10: Speak with Mirabelle Ervine 20Mirabelle has told me that members of the Synod recently visited the College, mentioning the Staff of Magnus. They were last known to be heading towards Mzulft; they may know more about where to find the staff. Objective 20: Find the ruins of Mzulft 25Objective 25: Search for Synod researchers 30At Mirabelle's suggestion, I entered the ruins of Mzulft searching for the Synod researchers. I found one man who died, and suggested that more people may be inside at something called The Oculory. I should head further into the ruins to see what's going on. Objective 30: Reach the Oculory 32At Mirabelle's suggestion, I entered the ruins of Mzulft searching for the Synod researchers. I found Paratus Decimius, who appears to be the only surviving member of the Synod expedition, and who has insisted that a "focusing crystal" is necessary to finish his experiment but was stolen by the Falmer. Objective 32: Find the Focusing Crystal 35Exploring Mzulft while looking for information about the Staff of Magnus, I've encountered Paratus Decimius, the sole surviving member of a Synod expedition. I've found the focusing crystal he needs to finish his experiment, and should return it to him. Objective 35: Return the Crystal to Paratus 37Objective 37: Follow Paratus 40Paratus Decimius may know the location of the Staff of Magnus, but has asked for my help in completing an experiment in Mzulft. I need to follow him to the top of the ruins. Objective 40: Place the Crystal into the Oculory 50Paratus Decimius may know the location of the Staff of Magnus, but has asked for my help in completing an experiment in Mzulft. I need to use magic to attenuate Paratus' focusing crystal, and then manipulate the dwarven machinery to line up the beams of light. Objective 50: Focus the Oculory 55Objective 55: Talk to Paratus 60Traveling to Mzulft in search of the Synod, I found Paratus Decimius who helped me learn that the Staff of Magnus is located in Labyrinthian. This information needs to get back to Savos Aren at the College immediately. Objective 60: Report to Savos Aren 70After traveling to Mzulft and learning that the Staff of Magnus is located within Labyrinthian, I returned to the College to give the news to Arch-Mage Aren. Aren, however, is more concerned with the Eye of Magnus at the moment, since Ancano has locked himself in the Hall of the Elements with it. I need to help the Arch-Mage reach him at once. 200Finishes questAfter finding the Synod in Mzulft, I learned that the Staff of Magnus can be found in Labyrinthian, and brought this news to the Arch-Mage. UnknownObjective 70: Reach Ancano The following empty quest stages were omitted from the table: 0, 99. Notes Any text displayed in angle brackets (e.g.,) is dynamically set by the Radiant Quest system, and will be filled in with the appropriate word(s) when seen in game. Not all Journal Entries may appear in your journal; which entries appear and which entries do not depends on the manner in which the quest is done. Stages are not always in order of progress. This is usually the case with quests that have multiple possible outcomes or quests where certain tasks may be done in any order. Some stages may therefore repeat objectives seen in other stages. If an entry is marked as "Finishes Quest" it means the quest disappears from the Active Quest list, but you may still receive new entries for that quest. On the PC, it is possible to use the console to advance through the quest by entering setstage MG06 stage, where stage is the number of the stage you wish to complete. It is not possible to un-complete (i.e. go back) quest stages, but it is possible to clear all stages of the quest using resetquest MG06. Prev: Good Intentions Up: College of Winterhold Next: Containment Use the path leading to the upper console (screen above). Ignore it however and focus on the books on the left shelf. You should most of all take the Spell Tome: Frostbite and Spell Tome: Flames. Open your inventory, go to Books and click on each of them to make sure that you know Frostbite and Flames. Now press TAB, choose Magic and Destruction. You need to activate both of the above spells (Frostbite and Flames), each of them assigned to a different hand. For example, press the left mouse button after selecting Flames and the right button after selecting Frostbite (screen above). Close the window and return downstairs, standing beside the Oculory lens (screen above). Press BOTH mouse buttons while aiming at any lens (screen above). Note that therefore you set the whole construction in motion, causing the light beams reflected by the lens to move. You main objective in this part of the puzzle is using magic until the lens are in such a position that each of the reflected light beams points at a different part of the multi-story ceiling. In the above example, beam 1 hits the lower part of the ceiling, beam 2 the middle and beam 3 the upper part. Afterwards return to console at the upper part of the room (screen above). Note that it has three buttons and you can interact with them in any order, though I'd suggest starting with button number 1 (first from the left) to keep a certain order. Note that pressing the button caused the mirror on the ceiling to move. You need to keep repeating this until the mirror is in a position in which it reflect a light beam (screen above). You need to do the same with the two other buttons. Keep pressing button 2 (the middle one) until the middle mirror start deflecting light (screen 1). In the end start pressing button 3 (first from the right) for it to deflect a beam as well (screen 2). The full solution can be seen in the screenshot above. Beam 1 has to be deflected by the lower mirror, beam 2 by the middle and beam 3 by the upper one. New main objective: Talk to Paratus Go down and approach Paratus (screen above), who will be mad that he didn't get a satisfying result and will blame you for it, stating that the disturbance has its origin at the College. As you might have guessed, it's all because of the Eye of Magnus. In the end Paratus will mention the Labyrinthian as the possible location of the Staff of Magnus. New main objective: Report to Savos Aren Return to the only possible Oculory room exit. Head east and afterwards turn south, where you will be stopped by Nerien, who will tell you to return to the College as fast as possible (screen above). Use the southern door to return to the surface. Open the world map and head to the College of Winterhold. After getting there, go to the Hall of the Elements and note that during your absence Ancano created a protective barrier, blocking other Mages from accessing the Eye of Magnus (screen above). Approach the Arch-Mage who will ask you for help in deactivating the barrier. Use any offensive spell to help the Mages in weakening the barrier which should soon disappear. Approach Ancano (screen above). You don't need to attack him, just watch a short cinematic which will end with the main hero losing consciousness. After regaining consciousness, you will speak with Mirabelle Ervine (screen above), who will tell you that Ancano needs to be stopped. The first step will be finding the Arch-Mage who was thrown back because of the explosion and now probably needs help. College of Winterhold quest unlocked: Containment You get the quest "Revealing the Unseen" in the college of Winterhold, after completing "Good Intentions"Revealing the UnseenI've been asked to speak with Mirabelle Ervince to follow up on the Staff of MagnusObjectivesSpeak with Mirablee ErvineLocate Mirabelle Ervine at the College of Winterhold (Usually wandering near the Hall of the Elements or Hall of Attainment). Ask her if she knows anything about the Staff of Magnus. Tell her Arch-Mage Aren said she had mentioned it recently. Ask her who are the Synod. Ask her if noone here knows the location of the staff. She will suggest searching the ruins of Mzulft.Your quest log has been updated:"Mirabelle has told me that members of the Synod recently visited the College, mentioning the Staff of Magnus. They were last known to be heading towards Mzulft; They may know more about where to find the staff.ObjectivesFind the ruins of MzulftFastest way to get to the Mzulft ruins is to hire a carriage to Windhelm and head Southeast. If you follow the road past Steamcrag Camp, it should take you there. Cut Northeast when you reach the stairs leading under the arches, then climb the stairs to the east. Enter the big golden door to go into Mzulft.In the entrance, talk to Gavnus Pinius who will tell you the crystals are gone and to find Paratus in the Oculary before collapsing. Your quest journal is updated:"At Mirabelle's suggestion, I entered the ruins of Mzuft searching for the Synod researchers. I found one man who died, and suggested that more people may be inside at something called the Oculory. I should head further into the ruins to see what's going on"Your objective is to reach the Oculory.Search Gavros Plinius. He has a Mzulft key and a Research log showing he was there to deliver and focus some crystal in the Oculory. Unlock the door to the east using the Mzulft key. Go East, then North, then East, into a room with steaming pipes. Defeat the dwarven spider workers there. Go east up onto another room with cogs and spiders. Open the golden door on the east. Go up and open the gold door to the North. Kill the Chaurus in the caverns ahead. They can poison you, so be ready with some healing spells or potions. Keep going north, watch for the avalanche.Exit the caverns in the corridor to the north through another yellow door, Go North, then east. You will be attacked by a dwarven sphere. There's a dwarven treasure room with an Adept lock, so pick it if you can. Then continue North, and East, to arrive at another gold door. Keep going north, and then east, and reach a big room with some stairs. Climb down the stairs. Climb down the stairs and go south for another treasure room. Go back up the stairs, and this time take the door to the North.You will reach another big chamber. Exit it to the North. Then turn east. Go through the Mzulft Boilery door. Go east, then defeat a Falmer the North.Exit the halls to the northeast. kill another falmer and turn north. The next room will have two falmers in it so be prepared. After killing them, enter the chamber to the east and go through an opening in the wall into some caves. Go through a narrow tunnel to the north.Keep working your way north, past a cavern with a tent. Turn west after passing the tent. Follow the tunnels, then go east, then North past another tent. In the room with the glowing wall, exit it to the North. Pick the master lock if able, then continue north.Head all the way west to the end of the corridor, then down some stairs. Get to the other side of the water, then open the door on the west side of the hall. Go west then north to get to the Mzulft Aedrome.Go east, and then north. You will enter a big chamber with lots of enemies, so its better to pull them to the corridor from when you enter and kill them there one or two at a time. IMPORTANT: Make sure to loot the Falmer Gloomlurker. He has the focusing crystal you will need.From the big chamber, climb down the stairs to the east. keep going east through several doors, to finally arrive at a room with a dwarven chest containing the Mzulft observatory key. Go back up to the main chamber. This time go west, and unlock the door using the observatory key you just found. Reach another door. It's locked, but Paratus hears you and thinks you are Gavros and unlocks the door for you. Tell him Gavros is dead. Tell him you are looking for the staff of magnus. He says he cant do anything without the crystal. Tell him you will find the crystal. Check your quest journal:"At Mirabelle's suggestion, I entered the ruins of Mzulft searching for the Synod Researchers. I found Paratus Decimius who appears to be the only surviving member of the Synod Expedition, and who has insisted that a "focusing crystal" is necessary to finish his experiment but was stolen by the Falmer."Your objective is to find the focusing crystal. If you have it, give it to Paratus. Otherwise go back east to the main chamber to loot it from the falmer boss."Exploring Mzulft while looking for information about the Staff of Magnus, I've encountered Paratus Decimius, the sole surviving member of a Synod expedition. I've found the focusing crystal he needs to finish his experiment and should return it to him"Objective: Return the Crystal to Paratus.Tell him you have found the crystal. Follow him to the Oculory. Climb up the ramp. Place the crysal in the center apparatus to start the process for focusing.Place the crystal into the Oculory by going to the center and activating the dwarven armillary. Now you need to focus the Oculory. Heating or cooling the crystal will cause it to expand or contract which will change how the light passes through it. You'll need to use spells to do that. You should have fire and ice spells, but if not then there are tomes around."Paratus Decimius may know the location of the Staff of Magnus, but has asked for my help in completing an experiment in Mzulft. I need to use magic to attenuate Paratus' focusing crystal, and then manipulate the dwarven machinery to line up the beams of light.This is a PUZZLE.SOLUTION TO FOCUS CRYSTAL PUZZLE:Equip a ranged fire spell such as Flames in your right hand, and an ice spell such as frostbite in your left hand. stand underneath the lenses.Observe that there are three rings in the ceiling. Each beam should point at a different ring. If its not, shoot a fire or cold spell at the lens to adjust its position. Then, go up tp where the three buttons are. The left button controls the upper ring, the middle button controls the middle ring, while the right button controls the lower ring. Press each button to rotate the mirror on each ring so that it gets to the position of where the beam is shining on. Look at the screenshot below, from just before focusing the last lens. One beam is hitting the lens in the upper ring. A second beam is hitting the lens in the middle ring. Then what is left is to rotate the bottom ring so that the mirror is where the beam is pointing on.After you focus the Oculory, talk to Paratus. He is upset that he did not get the results he expected.Tell him to calm down and that you haven't done anything. Tell him about the eye of Magnus. Ask him to help you find the Staff of Magnus. He will tell you the Staff of Magnus is in Labyrinthian:"Traveling to Mzulft in search of the Synod, I found Paratus Decimius who helped me learn that the Staff of Magnus is located in Labyrinthian. This information needs to get back to Savos at the College immediately."Your objective: Report to Savos ArenGo down the ramp. Move east along the corridor. Suddenly the apparition of Neriel appears and tells you that you have to reach the college fast and that you will be challenged to see what you are capable of. The door in the hall to the south will now be unlocked. Exit to Skyrim and fast travel to the college of Winterhold. Go into the hall of the elements. There is a ward inside blocking the entry to the chamber with Eye of theMmagnus. Savos and Mirabelle are there, trying to break the ward. Talk to the archmage and ask him what is going on. He will tell you Ancano is in there doing something and to try and help take down the ward:"After traveling to Mzulft and learning that the Staff of Magnus is located withing Labyrinthian, I returned to the College to give news to the Arch-Mage Aren. Aren, however, is more concerened with the Eye of the Magnus at the moment, since Ancano has locked himself in the Hall of Elements with it. I need to help the Arch-Mage reach him at once"Cast spells at the ward to help Aren and Mirabelle bring it down. Enter the chamber.Aren will approach Ancano. There will be a big explosion. Mirabelle will be down on the ground. Savos is no where to be seen and must have been blown away and injured from the explosion. This ends the College of Winterhold quest "Revealing the Unseen" and starts the next one, "Containment". This article is part 5 of a 8 part series. Other articles in this series are shown below: Related Links Comment posting has been disabled on this article I'm on the quest Revealing the unseen, objective Focus the oculory. The guy in the room tells me the crystal now needs to be "focused" using cold and heat spells. I have moved the lenses in the roof around using the oculory controls so that they are each positioned pretty close to a light beam. I also found the tomes of flames and frostbite laying on a table near said oculory controls. The problem is that after probably an hour of screwing around, I have come to the conclusion that NOTHING in this room responds in any way to either of the spells. I have literally scorched and frozen every reachable centimetre of this room, especially the lenses and focus crystal, and the light beams aren't even slightly moving. EDIT TO ADD TO THE ABOVE: I have also tried blasting all of the lenses with fire-then-ice, ice-then-fire, both at the same time, and all of the above in various combinations and durations. No effect what so ever. In addition I have both left the area and returned and restarted the game. Has the quest bugged up terribly with me or is there something I haven't thought of? STATUS UPDATE: This YouTube video shows how the objective is done. 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Background You'll receive this quest at the conclusion of the quest Good Intentions. Walkthrough When you track down Mirabelle Ervine (usually found in the college courtyard or in the Hall of Attainment) and ask her about the Staff of Magnus, she'll tell you that researchers from the Synod recently came to the college looking for it, and that they were next planning to search through the dwarven ruins at Mzulft. She'll then suggest that you hurry over to Mzulft so you can claim the staff before they do. You'll find Mzulft far to the south of the college, near the town of Windhelm. Just inside the entrance to the ruins (Exit A), you'll discover a Synod researcher named Gavros Plinius dying on the ground, and he'll mumble something about a crystal, the Oculory, and another researcher named Paratus before taking his last breath. You'll need to loot Gavros' corpse for the Mzulft Key, which will allow you to proceed farther into the ruins. To reach the Oculory (#6), you'll have to follow a mostly linear path through Mzulft and the Boilery, fighting dwemer automatons -- including sp