

The Sisterhood of Dibella SE – User Manual



About

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About the mod:

URL: click [Here](#) to visit it

The Temple of Dibella in Markarth has been focusing on the carnal side of Dibella at the expense of the other aspects. Eventually, you will have to restore balance in the name of the Goddess.

Features

- Assist in the initiation of an older Sybil of Dibella
- Improved Sisterhood of Dibella, with better outfits and activities
- Improvements to the Temple (beds, items, scripted altar)
- Traveling Sisters with unique services
- A new model for marks of Dibella. Redeem marks to the Sybil for perk points.
- Scripted initiation of the Sybil, with SexLab scenes
- A new Shrine of Dibella (in a warm location)
- A quest to become a Travelling Sister and collect donations for the Temple

Requirements

- **SexLab v1.63+** is required. *There is no plan for OStim at the moment.*
- **ZAZ Animation Pack v8.0+** or later
- **Fuz Ro D-oh** (Optional)

Compatibility

The mod comes as loose files with my current make up of meshes for CBBE.

You will want to refresh them with Bodyslides using these converted files:

- **SexLab Dibella Sisterhood Bodyslides**
- **Fjotra Replacer**

! SexLab_DibellaCult.esp needs to be loaded BEFORE SexLab_DibellaCult_Sisters.esp !

You can ignore the 'sisters' addon if you don't care about seeing the sisters change outfits during the quest

This mod is designed to fit in with my other mods:

- **SexLab Hormones** - The stone flowers on the altar in the temple act as in-game configuration options. One of these options enables a forced sex change after the quest to retrieve Fjotra from captivity. That sex change will only work if you have Hormones installed.
- **Sanguine Debauchery +** - Sleeping in the Temple gives you a 50% chance of visiting Sanguine's Dreamworld. Sanguine will also recognize you started the quest with the sisters and make some comments about it occasionally.

Walkthrough



Note: (M/F) indicates steps available when player is using a Male character (M) or Female character (F).

Prelude

- (F) Talk to a Traveling Sister to receive a random quest start to go and meet **Senna** at the Temple of Dibella in Markarth
- (M/F) Talk to anyone with the topic 'What do you think of the Temple of Dibella' to get some hints about what is happening to the Temple

Helping the Temple

- Once in the Temple, **Senna** will give you the usual line about not disturbing the Sisters
- (F) Asking **Senna** about joining the temple gets her to give you a task to complete until the Sisters come out of seclusion. She gives you a wreath and a satchel and tells you to collect donations for the temple. Wearing the wreath while being naked will get NPCs to give you more, but at the cost of a higher chance of sex with them.
- (M) Males are excluded from Temple activity at this point

Heart of Dibella

- (F) After talking to 10 NPCs and receiving their donations, ask **Senna** if there is anything else you can do for her. She will give you a key to the Inner Sanctum and tell you to talk to the Sisters. This will allow you to start the Heart of Dibella (vanilla) quest.
- (M) You will have to find your own way into the Inner Sanctum. There is a key hidden somewhere around the Temple. You can lockpick the door or you can try talking to Degaine (beggar around the Market)
- (M/F) Rescue the new Sybil and bring her back to the Temple safely. Once you have returned and talked to Mother Hamal about the Sybil, she will tell you to drink from the altar in the main Temple. Drink and receive the Agent of Dibella perk.
- (F) Ask **Senna** if there is anything else you can do. She will ask you to find two missing traveling sisters. Talk to NPCs in and around the Temple for clues (even outside Markarth). The sisters were sent by Mother Hamal to two Forsworn forts on the road between Markarth and Rorikstead. Read letters on the corpses of the sisters when you find them. When you return to **Senna** with the news, she will officially make you a Traveling sister.

A Sybil's journey

- (M/F) At each stage of the Sybil's development, talk to the sisters and Mother Hamal about Fjotra, the previous Sybil and the underground baths. Their answers will give you hints about the backstory of the Temple's corruption.
- (M/F) You can help out the Sybil's with her lessons. Ask her about how you can help and she will engage in one of her 'homework'. At random, her orgasms will let Dibella herself speak through her.
- (M/F) Collect Marks of Dibella by having sex with anyone from the Temple faction (including NPCs outside of the temple, like Haelga in Riften). Marks appear at random after sex, or as loot from enemies of Dibella (forsworn and Hagravens). Redeem Marks to the Sybil and get a chance to earn a Perk point as a gift from Dibella.

Gift of Charity

- (M/F) After saving the Sybil, make sure you drink from the altar to receive the Agent of Dibella perk. Talk to the Sybil and offer to help with her education (or wait until she receives two lessons from Hamal).
- (M/F) After a few lessons with the Fjotra, ask **Senna** how the Sybil is doing. She will tell you she is concerned and will ask you to help with her education. First, you will have to teach her about selflessness. Earn a Gift of Charity (by giving gold to a beggar) and talk to the Sybil while you are under the effect of the blessing.

Artistic education

- (M/F) Talk to **Senna** about the Sybil's progress. She will send you to the Bards College to learn about musical instruments so you can teach the Sybil in return.
- (M/F) Join the Bards College by restoring the festival of King's Olaf and talk to Pantea about learning a special technique about the flute. She will ask you to help retrieve three legendary instruments for the College first. Complete the three vanilla quests about the Bards College and talk to Pantea again for her technique.

- (M/F) Return to the Temple and share your newfound knowledge with the Sybil.

Book of Love

- (M/F) Talk to **Senna** about the Sybil's progress. She will send you to Riften to retrieve a book left at the Temple of Mara by the previous Mother of the temple of Dibella for safekeeping.
- (M/F) In Riften, talk to Dinya Balu. She will only give you the book once you understand the many kinds of Love and the relationship between Mara and Dibella. Help her with the three vanilla quests about the Temple of Mara.
- (M/F) Once you have the book, read it... and return to Markarth to educate the Sybil about Love.

Corruption

- (M/F) Talk to **Senna** about the Sybil.. she is deeply concerned that the Sybil is hopelessly corrupted by Mother Hamal. She will tell you to investigate the underground baths, where she saw Hamal perform rituals in front of the statues.
- (M/F) In the baths, you should find a locked box and a key. Inside the box is a letter from Haelga to Mother Hamal revealing her true colors.
- (M/F) Talk to **Senna** after finding the letter and confront Hamal with the letter.
- (M/F) Hamal will tell you all is lost and that the Temple is corrupted. Talking to **Senna** will confirm that. Your only hope is to travel back to Riften and confront Haelga.

Haelga's Game

- (M/F) Once in Riften, Haelga will deny everything. Your only chance is to find a way to pressure her.
- (M/F) Talk to her niece, Svana. She will complain about her working conditions and will offer a way to blackmail Haelga by collecting three Marks of Dibella from her aunt's lovers (vanilla quest).
- (M/F) Once you confronted Haelga with the marks, talk to Svana to complete the vanilla quest. Then talk to Haelga again to pressure her.... except she will deny everything, even under pressure.
- (M/F) Talk to Svana again for the big reveal. You are left with two choices - leaving the temple of Dibella corrupted or halting the corruption.
- (M/F) Go back to the temple in Markarth to see the results of your choice. If you chose corruption, check out the underground baths for a surprise. If you stopped the corruption, the sister's outfits will reflect the change.

Corruption

- (M/F) 5- Talk to Svana again when you are ready.
- (M/F) 10- Talk to Haelga and corrupt her
- (M/F) 19- Haelga is now in the service of Sanguine

- (M/F) 20- Go to Dawnstar and seduce **sister Moira** (*in Windpeak Inn*)
- (M/F) 21- Bring some Honningbrew Mead to keep Sister Moira warm
- (M/F) 29- Sister Moira is now Sanguine's wench
- (M/F) 30- Go to Solitude and seduce sister Ophelia (*in Temple of the Divines*)
- (M/F) 31- Talk to Rorlund about his wife
- (M/F) 32- Show Rorlund your devotion to Sanguine
- (M/F) 33- Convince Silana Petreia to become a novice of Dibella
- (M/F) 34- Convince **Sister Ophelia** to help with Rorlund
- (M/F) 35- Convince Freir to accept ancient Dibellan rites
- (M/F) 36- Talk to Rorlund again
- (M/F) 39- Sister Ophelia is now Sanguine's holy whore.
- (M/F) 40- Go to the shrine near Old Hroldan and seduce sister Marianne
- (M/F) 41- Convince Sister Marianne to strip
- (M/F) 42- Convince Sister Marianne to get bound to the pole
- (M/F) 43- Sister Marianne is now Sanguine's roadside harlot
- (M/F) 50- Once the shrines are corrupted, go to Markarth and talk to Mother Hamal to complete Fjotra's corruption
- (M/F) 51- Join Mother Hamal and the Sybil on the first floor of the Temple.
- (M/F) 59- The Sybil of Dibella is now Sanguine's Concubine

Redemption

- (M/F) 5- Talk to Haelga again when you are ready.
- (M/F) 10- Find Haelga's Traveling sister hood
- (M/F) 12- Track down Svana in the Ratways
- (M/F) 14- Bring the hood back to Haelga
- (M/F) 20- Find 10 Daggerfall clovers and bread a wreath for Sister **Senna**
- (M/F) 30- Talk to Fjotra
- (M/F) 40- Find a token from Fjotra's past in her childhood home and bring it back to her.
- (M/F) 49- Return to Fjotra
- (M/F) 50- Find a token from Sister Orla's past in Jorrvaskr and bring it back to her
- (M/F) 55- Return to Orla
- (M/F) 59- Return to Fjotra
- (M/F) 60- Find a token of Sister Anwen's past and bring it back to her.
- (M/F) 61- Anwen is too far gone. Maybe there's something in her quarters?
- (M/F) 62- Find Avrusa Sarethi and talk to her

- (M/F) 65- Return to Anwen with the replica of the Grace of Dibella
- (M/F) 69- Return to Fjotra
- (M/F) 70- Meet Sister Eda at the hot springs near Darkwater Crossing
- (M/F) 72- Find a copy of Sister Eda's lost poetry and bring it back to her.
- (M/F) 75- Return to Eda
- (M/F) 79- Return to Fjotra
- (M/F) 80- Talk to Mother Hamal when she is in the underground baths
- (M/F) 90- Talk to Fjotra about the Temple

FAQ

- **Where can I find the missing Travelling Sisters?**

Talk to NPCs in Markarth and just outside of it. They will point you to the direction of the road between Markarth and Rorisktead. The sisters vanished somewhere between those two towns.

If you are really stuck, here are the two places you should explore: ***Blind Cliff Cave*** and ***Broken Tower Redoubt***

If you find the bodies of the sisters and they are empty for some reason, you can find a copy of the letters in a dwemer chest behind Hamal's throne in the Temple Inner's Sanctum. The key to the chest is somewhere in the Sanctum as well.

- **Where is the key to the secret chest inside the underground baths?**

That key is hidden somewhere else in the baths. Check around other statues.

- **Where can I find Daggerfall Clovers in the Redemption branch of the quest?**

I added them to loot lists for uncommon and rare items for apothecaries. They should also appear in some lists of rare ingredients across the game. If you don't see them, make sure you update your bashed patch to avoid collisions with changes to these lists from other mods, or make sure the Sisterhood comes last in your load order to override these lists.

I hand placed the clovers under certain beds as a backup for these issues with loot lists.

If the clovers do not appear as rare ingredients in the inventory of apothecaries, you can search under the bed of notable Bretons in Skyrim.

Places to investigate include:

- *Angeline's Aromatics and the Bard's College in Solitude*
- *Enmon's house in Karthwasten*
- *The Treasury House and the Hags Cure in Markarth*
- *The Sleeping Giant Inn in Riverwood*
- *Belethor's store in Whiterun*
- *A farm house in Dragon's Bridge*
- Somewhere in Hob's Fall Cave

- **What does the flower next to the altar at the temple do?**

When you activate the flower, you will see an option about male character turning into female when you receive the Agent of Dibella perk.

That option only works if you have Hormones installed as well. It is a way to trigger Hormones curses as part of another story.

- **How can I customize the sister's outfits or the Agent of Dibella armor?**

Here is how you can change the Agent of Dibella outfit.

Suppose you want to change it with the armor from [Northern Priestess](#) :

- Download and install Northern Priestess. That will give you access to the full array of jewelry from that mod and it will install the textures you need.
- Go to: \Data\meshes\clothes\Northern Priestess
- Select the body pieces you want - for example Half robe
- Copy the files Robe-Half_0.nif and Robe-Half_1.nif to the Sisterhood folder: \Data\Meshes\armor\SL_Dibella
- Delete the dibella_sisterf_0.nif and dibella_sisterf_1.nif files
- Rename Robe-Half_0.nif to dibella_sisterf_0.nif
- Rename Robe-Half_1.nif to dibella_sisterf_1.nif

Reload the game and your Agent of Dibella armor should be replaced by the body armor from Northern Princess.

You can do the same to replace the meshes for the Sisters with other types of armor by looking into these folders:

\Data\Meshes\armor\SL_Dibella_Sisters\fjotra_corrupted

\Data\Meshes\armor\SL_Dibella_Sisters\fjotra_pure

\Data\Meshes\armor\SL_Dibella_Sisters\sister_corrupted

\Data\Meshes\armor\SL_Dibella_Sisters\sister_pure

- **I have encountered the NPC black / grey face problem, how to deal with it?**

The easiest way is to install the [Face Discoloration Fix](#) mod to fix this issue

- **Can I uninstall this mod mid-game?**

You better not do this or it will cause all sorts of issues like CTD when loading a game save

- **There are no quest markers on the map, is this normal?**

Yes. The author did this on purpose to make it more immersive for you.