

WALKTHROUGH

Get a helping hand on your way through the world of Skyrim! A complete walk-through for the main quest, side quests and class quests.

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0.1 Overview and Available Quests



The Main Quest begins the moment you start your adventure. Over the course of three acts, these quests involve some of the most important and wide-ranging events in Skyrim.
Once you escape the town of Helgen, you are free to continue or ignore the Main Quest whenever you wish.
However, it is recommended that you complete most of the first act sooner rather than later, as you're rewarded with several important powers (including Shouts) that can make your other adventures less fraught and more entertaining.
Remember that you can completely finish the Main Quest and then return to tackle any other quests (or just explore) without penalty.

Note

Cross-Referencing: Do you want to see maps and learn more about the traps, non-quest related items, collectibles, crafting areas, and other important rooms of note in every location during these quests? Then cross-reference the location you travel to with the information on that location contained in this guide's Atlas.

Note

The main quest also involves a number of Skyrim's other factions. For more information, consult their Quest listings. For information on Hadvar, Ralof, General Tullius, and Ulfric Stormcloak, consult the Civil War Quest Introduction.

AVAILABLE QUESTS

There are a total of 20 different Main Quests in three acts. Each quest leads directly into the next, as shown in the following table:

ACT 1

Quest Name	Prerequisites
Main Quest: Unbound	None
Main Quest: Before the Storm	Complete Main Quest: Unbound
Main Quest: Bleak Falls Barrow	Complete Main Quest: Before the Storm
Main Quest: Dragon Rising	Complete Main Quest: Bleak Falls Barrow
Main Quest: The Way of the Voice	Complete Main Quest: Dragon Rising
Main Quest: The Horn of Jurgen Windcaller	Complete Main Quest: The Way of the Voice
Main Quest: A Blade in the Dark	Complete Main Quest: The Horn of Jurgen Windcaller

ACT II

Quest Name	Prerequisites
Main Quest: Diplomatic Immunity	Complete Main Quest: A Blade in the Dark
Main Quest: A Cornered Rat	Complete Main Quest: Diplomatic Immunity
Main Quest: Alduin's Wall	Complete Main Quest: A Cornered Rat

Quest Name	Prerequisites
Main Quest: The Throat of the World	Complete Main Quest: Alduin's Wall
Main Quest: Elder Knowledge	Complete Main Quest: The Throat of the World
Main Quest: Alduin's Bane	Complete Main Quest: Elder Knowledge

ACT III

Quest Name	Prerequisites
Main Quest: The Fallen	Complete Main Quest: Alduin's Bane
Main Quest: Paarthurnax†	Complete Main Quest: Alduin's Bane
Main Quest: Season Unending‡	Complete Main Quest: Alduin's Bane
Main Quest: The World-Eater's Eyrie	Complete Main Quest: The Fallen
Main Quest: Sovngarde	Complete Main Quest: The World-Eater's Eyrie
Main Quest: Dragonslayer	Complete Main Quest: Sovngarde
Main Quest: Epilogue	Complete Main Quest: Dragonslayer

Note

† This quest is optional and can be completed at any point after Alduin's Bane, even after the Main Quest is over.
‡ This quest occurs only if the Civil War still rages across Skyrim. See its description for more details.
The Greybeards and the Blades have their own Faction Radiant Quests. Consult the section marked "Other Factions: Quests" for more information.

1.1 Unbound

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Intersecting Quests: Main Quest: Before the Storm
Locations: Helgen
Characters: Alduin, Elenwen, General Tullius, Gunjar, Gunnar, Hadvar, Haming, Imperial Captain, Imperial Soldier, Ingrid, Lokir, Matlara, Priestess of Arkay, Ralof, Stormcloak Soldier, Thalmor Soldier, Torolf, Torturer, Torturer's Assistant, §Ulfric Stormcloak, Vilod
Enemies: Cave Bear, Frostbite Spider, Imperial Soldier, Stormcloak Soldier, Torturer, Torturer's Assistant
Objectives: Make your way to the Keep, Enter the Keep with Hadvar or Ralof, Escape Helgen, Find some equipment, Loot Gunjar's body, (Optional) Search the barrel for potions, (Optional) Attempt to pick the lock to the cage

Bound for the Block



The clattering of hooves against cobblestone and the sway of the prison cart wakes you. Ralof, a Stormcloak rebel, wastes no time in talking to you. You're joined on this condemned wagon by a horse rustler named Lokir who hails from a town called Rorikstead and a large, imposing man who is bound and gagged.
After Lokir addresses the man without proper respect, Ralof tells him to watch his tongue: he's speaking to Ulfric Stormcloak, the true High King of Skyrim and leader of the Stormcloak Rebellion against the Empire!
The convoy continues toward the gates of Helgen, a fortified hamlet in Falkreath Hold. You pass by General Tullius, leader of the Imperial forces in Skyrim, and his Thalmor advisors. Ralof looks around the settlement, remembering his youthful indiscretions.
You pass a boy named Haming, who wants to watch the soldiers parading in his town. His father quickly herds him back indoors. The wagon stops. This is the end of the line. The prisoners disembark, and their names are recorded. Lokir attempts to flee but is cut down by Imperial archers. An Imperial Soldier named Hadvar beckons you forward and asks for your name.

Note

At this point, you should create the precise character you wish to adventure as. You need only choose your character's race, gender, and distinguishing features (from the size of your nose to the scars on your face). The only choice that affects your adventure is your race, as each race has specific strengths and powers. Consult the Training section of this guide for more insight. For the purposes of this guide, a Male Nord named Dovahkiin was created.



Hadvar turns to his superior and asks her what to do with you, as you're not on the list of captured rebels. The Imperial Captain tells Hadvar to ignore the list; you're going to the block. You step forward, where General Tullius has a rather one-sided discussion with Ulfric Stormcloak, interrupted only by a strange guttural sound in the distance.
A Priestess of Arkay attempts to bless the rebels before they're put to death, mentioning the "Eight Divines" (Thalmor law prohibits the worship of the Nordic god Talos, Tiber Septim; this infuriates the Stormcloaks).
After the headsman swings his axe, the first rebel is beheaded, and you're summoned to the block just as another bellow echoes through the mountains. Resting your head on the block, the headsman raises his axe...and a gigantic black creature arcs through the skies, landing heavily on Helgen's central tower and unleashing a Thu'um (or Shout) that scatters everyone, both rebel and Imperial alike!

Objective: Make your way to the Keep

The World-Eater Returns



Amid the chaos, Ralof yells for you to follow him. Oblige him (as you're still bound, and dashing about in a panic doesn't further your cause). Follow Ralof as he reconvenes with Ulfric Stormcloak inside the Keep and beckons you to follow him up the steps.
As you reach the Keep's second landing, a section of exterior wall comes crashing down, and the black dragon roasts the area with fire before flying out of view. Ralof tells you to leap across to the ruins of the town's inn. Jump across, landing in the upstairs area, then head down to ground level.
The streets are filled with fire, wreckage, and panicked citizens. Hadvar is removing the boy Haming from danger, before recommending you follow him to (relative) safety. Shadow Hadvar as you both weave through the ruins of Helgen, briefly pausing to watch hapless Imperial forces trying to bring down the dragon.
You can't help or search corpses, as your hands are still tied. Eventually, Hadvar brings you to the main Keep, where you both run into Ralof. After a short but tense standoff, they run to separate doors of the Keep and shout for you to head inside with them.
Objective: Enter the Keep with Hadvar or Ralof

Note

This quest splits into two parallel paths at this point. The general route out of Helgen through the Keep is the same, but your allies and enemies will be different. The person you join with here affects who you journey with in the next quest and sets you up with an alliance for the Civil War Quests to come. However, you can still switch sides after this quest, so it doesn't matter who you escape with.
Objective: Escape Helgen

Battle Through the Keep

Path A: Helping Hadvar



Follow Hadvar into Helgen's Keep, where he removes your bindings and recommends you search the barracks for any weapons and items you can find. Step over to the Warden's Chest, which has what you need.
Objective: Find some equipment
Items Gained:
Imperial Light Armor
Iron Sword
Imperial Light Boots
Helgen Keep Key
After searching the room (there's a weapon on the weapon rack by the wall and more items in one of the other chests), Hadvar opens the wooden grating, allowing you to continue down a corridor to a second pull chain and grating. Equip your new weapons and armor, and then slaughter the Stormcloak Soldiers in the room beyond. When they are both dead, you can ransack their bodies for items and different equipment. Unlock the gate to the west and proceed.
Path B: Rendezvous with Ralof



Follow Ralof into Helgen's Keep, where he encounters the remains of his comrade, Gunjar. After wishing him a quick journey to Sovngarde, he cuts your bonds and instructs you to take Gunjar's gear.
Objective: Loot Gunjar's body
Items Gained:
Iron War Axe
Stormcloak Cuirass
Fur Boots
After inspecting both exits (which are locked), Ralof notices some incoming Imperials and crouches down ready to ambush them. Equip your new weapons and armor, and then slaughter the Imperial Captain and Soldier.
When they are both dead, you can ransack their corpses for items and different equipment. You'll find the Helgen Keep Key on the Captain's body. Unlock the gate to the west and proceed.
Items Gained:
Helgen Keep Key

Tip

Character Development: During either Path A or Path B, you should be learning all of the following:
How to loot corpses, learning what to take and leave behind and seeing which items give you the best stat increases. The small triangle next to items in your inventory signifies that they are better than the ones you currently have equipped.
How to equip weapons and armor, as well as any spells or powers you may have because of your race.
What it feels like to wield a weapon, a spell, a weapon and shield, or two weapons. Or, take the two-handed weapon one of your enemies was carrying and use it. These help to increase different skills, which you can start doing right now!
How to ready and sheathe your weapon(s), perform regular and power attacks, and block (either with a weapon or a shield).
You can set your Favorites to a combination of weapons and powers that you enjoy, and then a second set to switch between.
You can switch between first- and third-person views to see which you prefer.
Merged Path: Helgen Escape
Follow your ally through the gate and down the steps. The dragon causes the roof to collapse, forcing you left and into a storage room. Two enemies (of the opposing faction) are in this chamber. Bring them both down, helping your ally as much or as little as you wish. He recommends you look around the room for potions; you'll need them!
Objective: (Optional) Search the barrel for potions
You can search for whatever you wish. However, simply look in the barrel indicated, collect the potions, and meet up again with your ally.
Items Gained:
Potions



Head back out into the main corridor (on the other side of the roof collapse), and follow your friend down into the torture chamber. The Torturer and his assistant (both Imperials) are fighting Stormcloaks in here. After the commotion is over, grab the items from the knapsack on the table, read or take the Book of the Dragonborn, and steal a dagger and any other weapons from the chamber.
Your ally notices that one of the torturer's cages houses the corpse of a mage and suggests you pry open the lock. You're given lockpicks for this purpose. Open the lock (Novice), and take the mage's clothing and your first Spell Tome. Then head out of the chamber.

Items Gained:
The Book of the Dragonborn
Lockpick (12)
Loose gear
Novice Hood
Novice Robes
Spell Tome: Sparks

Tip

Character Development: At this point, you should be:
Swapping, dropping, and equipping weapons that you find interesting.
Opening the two other cells to further improve your Lockpicking skill.
Reading both books and learning the Sparks spell from the Tome. Now equip this spell in one of your hands if you want to try it out.
Donning the mage's Novice Hood and Robes if their enchantment suits you better than your previous outfit.



Wind your way past the prison cells and down the steps, and be ready to combat enemies in the two-level lower dungeon. You can leave your ally to soak up most of the damage or wade in yourself. There are some particular methods of tackling the foes in here:
The terrain is narrow, meaning movement is restricted. So watch your step, as well as the foes armed with bows.
Quickly take down a foe and grab a bow and some arrows. Use those on the enemy, ideally from range and the upper level.
If you have a fire-based spell (because of your race), you can set fire to the pool of oil on the opposite side, burning some foes.
Or you can use Sparks and weaken enemies with electrical damage from a distance.
Follow your ally out of the lower dungeon to a bridge that he lowers using the lever (or you can do this if you're impatient). After crossing the bridge, a giant slab of stone crushes the structure, stopping you from backtracking. However, you can drop through the wreckage and follow the path down the rushing subterranean stream.
Follow the flow of water past a skeleton (take its coin purse) and down into a cobweb-filled cave. It is here that you're set upon by around six Frostbite Spiders. Use ranged attacks to weaken them, followed by melee strikes to finish them; this is the best way to battle them. Leave your ally to attack his own arachnids, or team up and make quick work of them.



After crossing a small natural bridge, your ally crouches and indicates the presence of a bear just ahead. He suggests two ways to get past her: sneaking so as not to disturb her, or hitting her with an arrow from the bow he gives you. The choice is yours. You can:
Crouch (which means you're sneaking) and quietly head left (southeast) down the cave into a tunnel, avoiding the bear completely.
Equip the bow (you may wish to have already set up a melee weapon or weapon and spell in your Favorites to quickly swap to), fire up to three shots before she reaches you, and then finish her off with your ally's help.
Use the weapons or spells you prefer to take down the bear. You may want to invoke your racial power in this fight, if it helps. Wood Elves, in particular, can use Command Animal to simply turn the bear into an ally and walk right by.
Or simply sprint past the bear and down the tunnel as quickly as possible.
Items Gained:
Long Bow
Iron Arrow (12)

Quest Conclusion

After the bear encounter, the cave narrows to a winding tunnel, with light streaming from the far end. This is the way out! Main Quest: Before the Storm begins immediately.

1.2 Before the Storm

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Prerequisites: Character Generation, Complete Main Quest: Unbound
Intersecting Quests: Main Quest: Unbound, Main Quest: Bleak Falls Barrow, Side Quest: The Golden Claw
Locations: Helgen, Riverwood, Alvor and Sigrid's House, Hod and Gerdur's House, Whiterun, Dragonsreach
Characters: Alvor, Dorthe, Frodnar, Gerdur, Hadvar, Hilde, Hod, Irileth, Jarl Balgruuf the Greater of Whiterun, Proventus Avenicci, Ralof, Sigrid, Sven
Enemies: Rabbit, Wolf
Objectives: Talk to Alvor in Riverwood, Talk to Gerdur in Riverwood, Talk to the Jarl of Whiterun

A Wander Down to Riverwood

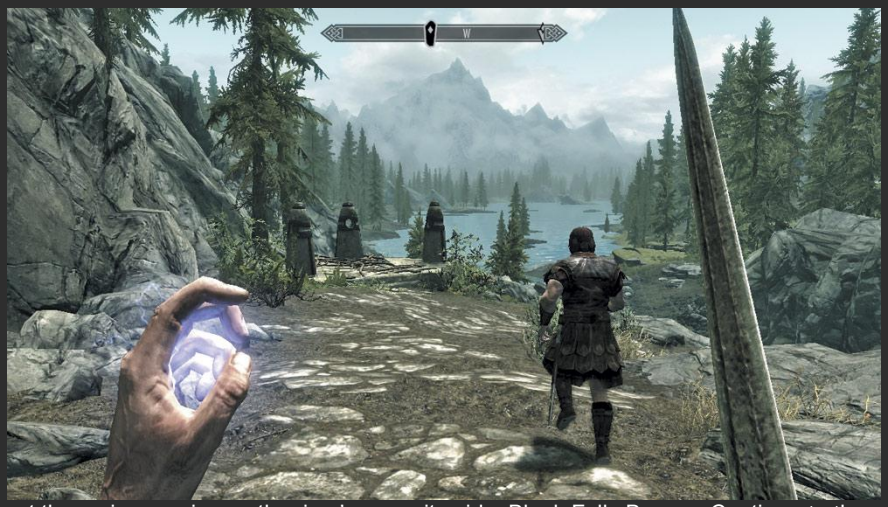
You emerge into the bright light of Falkreath Hold, north of the still-shouldering ruin of Helgen. You and your companion watch as the dragon responsible for disrupting your execution flies away to the north.



This is Hadvar. You will follow him if you befriended this Imperial soldier while escaping Helgen.



This is Ralof. You will follow him if you befriended this Stormcloak operative while escaping Helgen.
Speak to him so the objective updates. At this point, you can:
Follow him down the hillside, which is advisable if you want to complete this quest.
Head off alone, ignoring him: To continue this quest, simply meet up with Hadvar's or Ralof's contact in Riverwood, or journey to Whiterun and speak to the Jarl there.
Civil War: The lands of Skyrim are engaged in a fierce Civil War between the Imperials and Stormcloaks. In fact, if you decide to begin the long and bloody routing of the faction you oppose, consult the Civil War Quests elsewhere in this guide. The Civil War can affect some of the Main Quest after this quest, but only if you've made decisions during the Civil War Quests. Such variations are flagged throughout the Main Quest. If applicable, they give you ample time to side with your Faction if you wish.
Objective: Talk to Alvor in Riverwood
Objective: Talk to Gerdur in Riverwood
Target: Your friend's contact, in the town of Riverwood



Follow your friend down the hillside. He points out the ominous ruins on the river's opposite side: Bleak Falls Barrow. Continue to the edge of the White River, which flows from Lake Ilinalta to the west.
Your friend is talking about the current situation regarding your chosen Faction when a couple of wolves interrupt him. Join in the attack, or watch your friend defeat them. Then follow the path along the riverbank and into Riverwood, which is on the edge of Whiterun Hold.

Tip

Roaming Around: Investigate any nearby Primary Locations on your way to Riverwood. Either before or after you reach Riverwood, be sure to inspect the Guardian Stones and perhaps fight off a few bandits inside Embershard Mine. You can also spot salmon leaping the rapids, try the bow and shoot a rabbit or two, and pick any wildflowers or other ingredients growing nearby. Consult the guide's Atlas Chapter to see every nearby location, and what each contains.

Note

Compass: Nearby Primary Locations are black on your compass. After you discover them, they change to white. Once you "clear" them, this is flagged on your world map. Remember that "cleared" doesn't mean "ransacked"; you can leave the treasures inside a dungeon, and your map will still mark it as cleared.

Imperials: Alvor and Sigrid



Enter Riverwood, where Hadvar beckons you to meet his uncle. Head to the blacksmith's, where Uncle Alvor is hammering away in his forge. He seems confused and troubled by his nephew's appearance and is convinced to head inside his house to talk. Sigrid (Alvor's wife) will prepare some vittles; it looks like you could use some sustenance.
Head inside Alvor and Sigrid's House. Hadvar tells of his assignment to General Tullius's guard and the dragon attack in Helgen. Alvor accuses Hadvar of being drunk, saying the dragons were wiped out long ago. Hadvar finishes the story, telling Alvor that he owes his life to you. Hadvar wishes to leave for Solitude, but you both need food and a place to stay.
Alvor offers you a gift, while his daughter Dorthe watches silently. You can take any or all of the items offered. Then Alvor turns to you: Riverwood needs your help. Jarl Balgruuf of Whiterun needs to know if there's a dragon on the loose, as Riverwood is defenseless against it. Soldiers must be sent here. Your Quest Objective updates, along with your map, and you can ask Alvor, Sigrid, or anyone else further questions before you leave.
Items Gained:
Gift

Stormcloaks: Gerdur and Hod



Enter Riverood, where Ralof walks around the left (northern) side of the Blacksmith's to meet his sister. Sven and his mother, Hilde, can be heard arguing about the dragon she saw. Ralof shouts a greeting to his sister Gerdur, who is delighted to see him. She seems concerned, especially after learning that Ulfric Stormcloak had been captured. She is convinced to move to a quieter area away from eavesdroppers. She yells for her husband, Hod.

By the river, Hod and Gerdur (and later, Gerdur's son Frodnar) listens to Ralof as he recalls the ambush by the Imperials outside Darkwater Crossing. It was as if they knew the Stormcloaks were there. After narrowly escaping the headsman's block, and after a mistrial for Ulfric, a dragon appeared over Helgen and inadvertently saved them!

Now you both need food and a place to say. Gerdur offers you a key to her home, and a gift. Then she tells you that Riverwood is defenseless, and Jarl Balgruuf of Whiterun needs to know if there's a dragon on the loose. While Ralof and his relatives head back to Gerdur's home, you can follow them or set off. Your Quest Objective updates, along with your map. You may also ask Gerdur, Hod, or anyone else further questions before you leave.

Items Gained:

Key to Gerdur's House

Gift

Tip

Although you may choose one gift, it is advisable to take everything: The items you don't need you can sell at the Riverwood Trader across the thoroughfare. At the very least, take the Potions of Minor Healing; they are most useful.

Note

Talk Is Cheap: You are encouraged to speak to any of the townsfolk. Some have problems or tasks you can solve (known as Favors). Some offer a background to this realm. A few may embroil you in local politics. Others won't even give you the time of day. All of these conversations are optional.

Sleep Is Cheaper: You are fortunate that your friend's relatives have a place in Riverwood that you can return to. Sleep in a bed to refresh you, until you find other accommodation. Fast-Travel back to Riverwood to relieve your fatigue, aches, and pains.

Crafting Makes You Money: Alvor has a forge and other blacksmithing tools. Or try out the Alchemy Lab in the Sleeping Giant Inn just up the road.

Quest Objectives: The Quest menu lists the active quests and the related objectives, and it keeps track of miscellaneous objectives, or more minor tasks you can optionally try. To prevent confusion, use the Toggle Active feature in the Quest menu, and select only the quests you're interested in. Also, you can click over to the Objectives submenu and use the Show on Map feature so you know exactly where you're going.

Intersecting Quest: These are quests that take place in the main location you're currently in or will be visiting. We list them in this guide so you don't have to backtrack much. In this particular case, Side Quest: The Golden Claw is available if you visit the Riverwood Trader and speak to Lucan or Camilla Valerius. You can do this before or after the start of the next Main Quest: Bleak Falls Barrow.

The Fortress-City of Whiterun

Objective: Talk to the Jarl of Whiterun

Target: Jarl Balgruuf, inside Dragonsreach, in Whiterun

You must now make your way to Whiterun, the capital to the north. The optimal route is to cross the bridge as you exit Riverwood, follow the path with the waterfall rapids to your right (east), and begin a hill descent.

You may have a World Encounter on the way down. Take the left (west) path at the two bridges, on the opposite side of the stream to Chillfurrow Farm, and pass the Honningbrew Meadery. You may hear the sounds of combat coming from the outskirts of Pelagia Farm; a giant has lumbered into this area, and a group of fighters called The Companions is fighting it.

Note

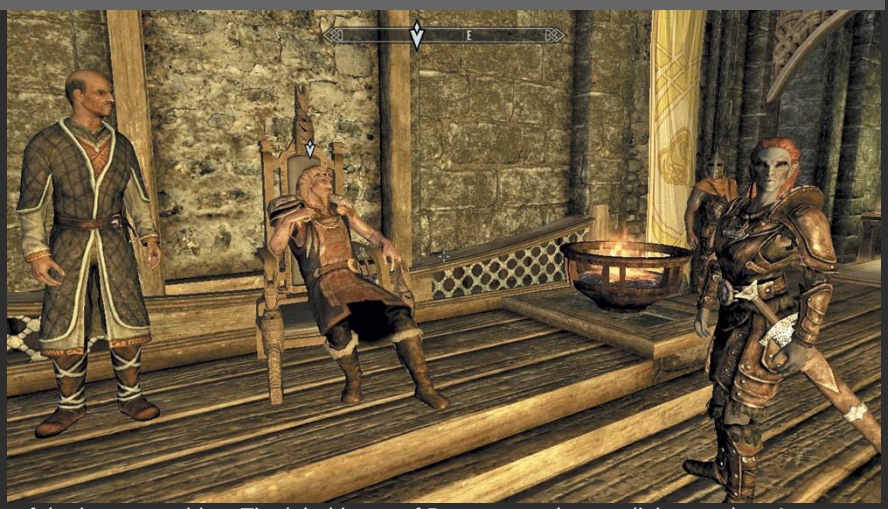
You can help the fighters out and begin The Companions Quests if you wish.



Make your way past the Whiterun Stables and then up the hill, over the drawbridge, and to the main Whiterun gate. As you approach, a guard stops you; the city is closed with the news of the dragons spreading faster than you can travel. You can:
Tell the guard that Riverwood calls for the Jarl's aid. This is the optimal plan, and only available with this quest active.
(Persuade) Or you can tell the guard you have news from Helgen about the dragon attack.
(Bribe) Or bribe the guard with a portion of your collected gold.
(Intimidate) Or order the guard to stand aside.



Once you're inside the walls of Whiterun, there is much to do and see. Don't worry about roaming this city, entering buildings, and interacting with the locals. But once you decide to complete this quest, head north, up to the hilltop that the city sits on, past the Gildergreen Tree (part of the Kynareth Temple), and the Shrine to Talos. Climb the stone steps to discover Dragonsreach, home of the Jarl.



Walk toward the huge central fire on either side of the banquet tables. The inhabitants of Dragonsreach are a little on edge. As you step forward, you are met by Irileth, Jarl Balgruuf's Housecarl.
Explain to her that you're here to see the Jarl; you can be as forthright or secretive with the information, depending on how annoyed you wish Irileth to be. After a stare-down, the Jarl requests your presence. Speak to him about the dragon that destroyed Helgen. Begin to tell the Jarl your tale; your responses result in the same course of action (assuming you don't go mad and launch into an attack inside Dragonsreach):
If you mention Alvor, Jarl Balgruuf notes that he's a reliable, solid fellow and not prone to flights of fancy.
If you mention Gerdur, Jarl Balgruuf says that she's a pillar of the community and not prone to flights of fancy.

This gives more credence to your story. You can give the Jarl as many personal details as you wish in the course of his questioning and your story. After a discussion in which Irileth wisely asks for troops to be sent to Riverwood immediately, Proventus Avenicci (the Jarl's steward) warns that the Jarl of Falkreath may see this as provocation.

Caution

The Jarl of Whiterun and his court can be attacked but not killed. It is unwise to shed their blood, as you're likely to be overwhelmed. If you employ violence, accidental or otherwise, return here after three 3 (or more) days to recommence talks.

Quest Conclusion

After Avenicci slinks off to tend to other duties, Jarl Balgruuf thanks you for your initiative and gives you a small token of his esteem, based on whichever Armor Skill (Light or Heavy) is higher.

Items Gained:

Leveled Armor

POSTQUEST ACTIVITIES

Main Quest: Bleak Falls Barrow begins immediately.

1.3 Bleak Falls Barrow

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Prerequisites: Complete Main Quest: Before the Storm
Intersecting Quests: Main Quest: Before the Storm, Main Quest: Dragon Rising, Side Quest: The Golden Claw
Locations: Bleak Falls Barrow, Bleak Falls Temple, Bleak Falls Sanctum, Riverwood, Sleeping Giant Inn, Whiterun, Dragonsreach
Characters: Camilla Valerius, Delphine, Farengar Secret-Fire, Jarl Balgruuf the Greater of Whiterun, Lucan Valerius
Enemies: Arvel the Swift, Bandits, Draugr, Frostbite Spider, Frost Troll, Skeever
Objectives: Talk to Farengar , Retrieve the Dragonstone, Deliver the Dragonstone to Farengar

Reliable Sources

Objective: Talk to Farengar



At the end of your conversation with Jarl Balgruuf the Greater, he asks you to consult with his court wizard, Farengar Secret-Fire. Follow the Jarl into Farengar's study, where the Jarl introduces you.
Farengar has a job for you almost immediately: to delve into a dangerous ruin in search of an ancient stone tablet. Ask for further information, and Farengar explains you're to look for something called a "Dragonstone," a tablet said to contain a map of the dragon burial sites across Skyrim.
Farengar believes the stone is interred in the main chamber of Bleak Falls Barrow, and he has "reliable sources" that have confirmed as much. Before you leave, you can speak to Farengar about a variety of topics to gain a deeper understanding of his role in the Jarl's court.

Note

If you've already explored Bleak Falls Barrow and found the Dragonstone, you can simply inform Farengar and hand it over, shortening this quest considerably. Skip to the "Quest Conclusion" section for your next actions.
Objective: Retrieve the Dragonstone
Target: Dragonstone, on Draugr Lord, inside Bleak Falls Barrow

Note

Traveling Options: At this point, you have three possible options to reach Riverwood, which is the closest place to Bleak Falls Barrow that you've already visited. You can:
Trek there on foot. This takes longer, but you receive more experience from any encounters along the way.
Head down to the Whiterun Stables and purchase a horse. This is faster, and occurs in "real time," but horses are pricey.
Or bring up your world map and Fast-Travel back to Riverwood. The last option avoids combat but also any encounters.
Taking a carriage from Whiterun Stables is not an option, as these trips only take you to Hold Capitals.

Tip

Intersecting Quest: Bleak Falls Barrow is the main location for Side Quest: The Golden Claw. You actually begin this quest, too, once you enter the Barrow. For more information, consult the "Side Quest: The Golden Claw" section later in this guide; begin at the Riverwood Trader and speak to the proprietors, Lucan and his sister Camilla Valerius.

Unreliable Bandits



Head up the mountain path north of Riverwood, passing the Riverwood Folly (where bandits roam). At the summit, the Nord tomb appears through the blizzard. Expect more bandit activity in this area. Locate the arched carved door leading into Bleak Falls Temple. Inside the first chamber, you hear two bandits around a campfire talking about a Dark Elf heading farther into the Barrow. End their conversation swiftly before venturing down the stairs.



Pass through the spiderwebs and the burial urns, and around the dead Skeever. Engage another bandit on your way to a ceremonial entrance room. A portcullis blocks your path, and the lever nearby is currently inactive.
In the alcoves to the left are a trio of three-sided pillars. Approach the first; they can be activated. Each side has a different animal carving: the Hawk, Whale, and Snake.
Puzzle Solution: Rotate the pillars so a Snake, Snake, and Whale face out. The carved Nord heads above the portcullis (and the fallen middle one) hold the answer in their maws.

Note

(Sneak) If you're remaining unseen as you move through this Barrow, you can follow the third bandit into the ceremonial entrance room and activate the lever on the ground. He succumbs to the dart trap immediately.



Descend the spiral steps beyond, battling a few Skeevers on your way down. As the thick spider silk begins to cover the walls, you hear a voice up ahead and to your left. Cut through the doorway covered in webbing, and enter the lair of a Giant Frostbite Spider. Attack the arachnid before venturing toward the trussed-up Dark Elf—one of the bandits from the raiding party you slaughtered previously. This is Arvel the Swift, who is carrying a Golden Claw, which is pertinent to both this quest and the Side Quest. He quickly tells you he knows how it fits into the door in the Hall of Stories. The bandit is babbling. But he needs cutting down first. Oblige him.

After a couple of weapon swipes (or magical blasts), Arvel's sticky prison gives way. He immediately flees, laughing that he won't be sharing his treasure with the likes of you. This is correct, but that's due to his imminent departure from this realm.
This can be by your hands—a quick arrow or two in the back or other ranged attack—or by the denizens that lurk deeper in this crypt.

Caution

It isn't wise to rush after Arvel; you'll soon catch up with him, and it is better to be prepared rather than rush headlong into an unknown chamber.

Knee-Deep in the Nordic Dead



Follow Arvel, passing through the crypt entrance and down into the catacombs. The Swift soon meets the dead, as Arvel falls under a flurry of Draugr attacks.
The Nord undead now turn their attention to you. Battle them back or run north toward the open spiked gate and pressure plate. Keep to the extreme left, and you can activate the swinging gate trap without being hit. Use it as a skewering device against the Draugr; then search Arvel. Among his belongings are the Golden Claw and the Dark Elf's journal. Read it for more clues on this Barrow's secret.
Items Gained:
Golden Claw
Arvel's Journal
Continue downward, battling Draugr and searching corpses, both resting and animated, as you go. At the swinging blades, sprint forward the moment the closest blade swings past you.
Brandish your weaponry but don't be overzealous with fire in the passageway with puddles; this is actually oil leaking from a hanging lamp, and the corridor erupts if flames touch the ground. Use this as a trap against your bony foes.
Eventually, you climb steps into a tall chamber with a waterfall, and another Draugr. The Barrow's secret lies past a portcullis above the rushing stream. Locate the chain next to the portcullis and activate it before splashing down the stream and into a larger cavern with an opening at the far end.
Head to a natural bridge below the waterfall, or stand atop the waterfall and fire down on the enemy below (this is either a Draugr or a Frost Troll). By the bridge, optionally scavenge on the curved path below. Then follow the path into the illuminated entrance to Bleak Falls Sanctum.



Open the Sanctum doors, and weave your way to a bladed corridor. Coax the Draugr beyond into this trap before dashing through it, into the Great Chamber. Expect attacks from Draugr bowmen on the bridge above and melee strikes from the ground.
Remember you can drop oil lamps and burn these foes as you head over the bridge and to the Iron Door leading into the long Hall of Stories and to a Nordic Puzzle Door.



Puzzle Solution: The door consists of three “rings” that rotate when you activate them. Each of them has three animals plated into the structure, and you unlock the central keyhole by using the Golden Claw itself. This puzzle is inaccessible without it.
The puzzle solution is actually on the palm of the Golden Claw; rotate it in your inventory to see the three circular petroglyph carvings on the Claw’s palm. Move the rings so the Bear, Moth, and Owl appear on the outer, middle, and inner rings, respectively. Then insert the Golden Claw into the keyhole.

Guardian of the Dragonstone





This reveals the Barrow’s secret at last: a ceremonial burial grotto with waterfalls surrounding the long-forgotten chamber. Move to the carved stone center, and check the chest and scavenge what you need; then inspect the Word Wall, where you’re granted a Word of Power!
However, this stirs a toughened Draugr from his rest, and you must defend yourself from this final Barrow guardian. After the fight, inspect the corpse of the Draugr; he is carrying the Dragonstone you seek! Grab this before taking the staircase on the chamber’s left side, activating the handle to raise a secret stone slab door out in an upper Barrow alcove, and then exit out into Skyrim.
Items Gained:
Dragonstone
Word of Power: *Unrelenting Force*

Objective: Deliver the Dragonstone to Farengar
Target: Farengar Secret-Fire, Dragonsreach, in Whiterun

Tip

The Golden Claw: Remember you still have it! If you want to complete the Side Quest, too, return it to Lucan in the Riverwood Trader first. He rewards you with a large sum of gold (the amount you receive depends on your level).

Note

Shouts are made up of Words of Power, and the one you've absorbed from the Word Wall may be your first. If you open the Magic Menu, you'll see that you can't use or equip it until you've absorbed a Dragon Soul from a dragon you've killed. Be patient—that will happen soon enough.

Tip

Equipping for Adventure: At this point, it is worth learning how to strengthen your resolve, spend your gold, or barter your unwanted equipment. You can:
Visit Riverwood and purchase or barter at the Riverwood Trader. Locate Alvor the Blacksmith for all your smithing needs. Visit the Sleeping Giant Inn and locate the Alchemy Lab Lab to craft some potions.
Visit Whiterun and peruse the market area, which has various stalls, shops, and a Blacksmith. Farengar Secret-Fire also has a handy Enchanting Workbench and sells spells.

Quest Conclusion



Return to Dragonsreach (the quickest way is to Fast-Travel directly to it), and immediately consult with Farengar. If this is the second time you've visited him, he is joined in his study by a mysterious hooded figure named Delphine—possibly the "reliable source" he referred to earlier. He is talking about the cross-referencing of texts that mention dragons.
Finally, Farengar turns to you, impressed that you didn't die in the Barrow. As you hand over the Dragonstone, he says that you're a cut above the usual brutes the Jarl sends his way. Speak to the Jarl for your reward, which occurs during the initial conversations of the next quest.

Note

If you already had the Dragonstone prior to this quest and visited Farengar only once, Delphine isn't here. Don't worry—you'll meet her soon enough!

POSTQUEST ACTIVITIES

Main Quest: Dragon Rising begins immediately.

1.4 Dragon Rising

Prerequisites: Complete Main Quest: Bleak Falls Barrow
Intersecting Quests: Main Quest: Bleak Falls Barrow, Main Quest: The Way of the Voice
Locations: Western Watchtower, Whiterun, Dragonsreach
Characters: Farengar, Hrongar, Irileth, Jarl Balgruuf the Greater, Proventus Avenicci, Whiterun Guard
Enemy: Mirmulnir ("Loyal Mortal Hunter")
Objectives: Talk to Jarl Balgruuf, Meet Irileth near the Western Watchtower, Kill the dragon, Investigate the dragon, Report back to Jarl Balgruuf, (Optional) Use your new Shout power

All Along the Watchtower

Objective: Talk to Jarl Balgruuf



As you finish your conversation about the Dragonstone with Farengar, Irileth interrupts you with some troubling news: A dragon has been sighted nearby!
Farengar seems positively giddy, while Irileth seems unsure if they could stop an attack on Whiterun. Locate the Jarl, who is questioning the Whiterun Guard who reported seeing the beast. Jarl Balgruuf orders Irileth to bolster the Western Watchtower with more men, a plan Irileth is already undertaking.
Then the Jarl turns to you, seeking your help once again. Your experience at Helgen means you're most experienced in dealing with dragons. As a token of his esteem, he's instructed Avenicci that you're permitted to purchase property in Whiterun. Assuming you're alive and have enough gold! You're also gifted something from the Jarl's personal armory:
Items Gained:
Leveled Armor
Objective: Meet Irileth near the Western Watchtower

Note

Property Purchasing: Locate Avenicci (he's usually within the walls of Dragonsreach, and within whispering distance of the Jarl), ideally after you return from your dragon slaying. A house is quite expensive—5,000 gold pieces—so be sure to have enough funds. Consult the Thane Tasks for further information.

Tip

Weaponry Purchasing: At this point, consider purchasing additional supplies, especially Healing potions (if you aren't using Healing spells), and utilizing your "Favorites" to set up both long- and melee-range offense.



As the Jarl prevents Farengar from viewing the dragon, exit Dragonsreach. If you stride through Whiterun with Irileth, she gathers some Whiterun Guards and explains the situation.
Or you can leave Whiterun. Follow the stone path that winds between the tundra plains, heading for the lone tower in the middle distance. As you get close, step up to Irileth who is hiding behind a rocky outcrop. If Irileth is behind you, you can either wait for her (and the soldiers) to arrive, or investigate the Watchtower on your own.

Note

In fact, you can skip talking to the Jarl entirely. As soon as Irileth interrupts Farengar, you can go directly to the Watchtower and trigger the dragon attack after approaching the survivor. Irileth will arrive with troops as the battle begins.

If she's with you, Irileth notes that the Western Watchtower looks to have been ferociously attacked. The small fires and rubble confirm this assertion. She believes the dragon is still skulking nearby and orders you to spread out and look for survivors.

A closer inspection supports Irileth's summation; the place has been struck and lives lost. Move into the tower. As you enter, a fearful Whiterun Guard yells that the beast is still out there and has already taken two guards named Hroki and Tor when they tried to flee!

Moments later, a bone-shaking roar announces the return of the dragon!

Objective: Kill the dragon

Dragonborn Rising





There's little time to watch the giant lizard circling overhead; you must try to kill the creature as proficiently as possible.

Dragon Slaying: Switch to whatever long-range offensive weaponry you have, ideally ranged magic or a bow and arrow.

You are fortunate that Irileth and a few Whiterun Guards are attempting to strike the dragon, too, thus keeping it from predominantly attacking you. Irileth's magic is strong, so aid her by attacking from an opposite direction. Split up so there are fewer of you to fry at once!

If you're using a bow and arrow, remember to aim (and slow time, if you have the perk) for a better chance to hit.

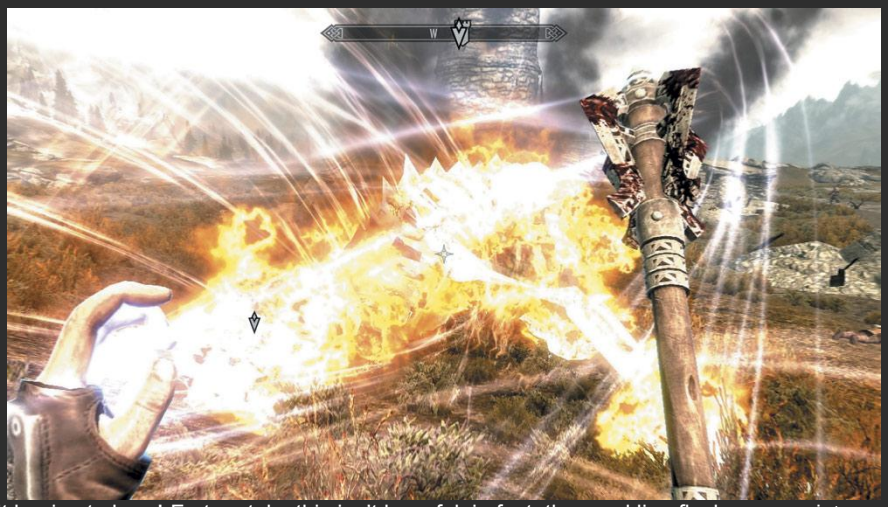
This dragon breathes fire, so consuming potions or casting magic that lessens fire-based damage (see The Inventory Chapter) is a good idea.

When the dragon drops to a hover, it is usually preparing a gout of fiery breath. Take as many ranged shots as you deem safe, and then rush under or around the creature. Fire again as the dragon flies off.

When the dragon lands, attack from the sides; ranged attacks are still just as strong, but melee attacks are now possible, as long as you try cutting down the dragon between breath attacks or from the side.

If worse comes to worst, flee into the tower and use some Health potions. You can also attack from the tower's top or use the stairs to head down, out of the dragon's breath attacks.

Objective: Investigate the dragon



Approach the dead dragon. As you get close, it begins to burn! Fortunately, this isn't harmful; in fact, the crackling flesh merges into the ethereal soul of the dragon, and a maelstrom of energy and light whirls around you. You're actively absorbing the soul of Mirmulnir!

Once the light subsides, search the dragon for some valuables. Now approach Irileth. The normally stoic Dark Elf is showing a little emotion after this battle.

Items Gained:

Dragon Soul Absorbed

Objective: Report back to Jarl Balgruuf

Objective: (Optional) Use your new Shout power

Caution

With a keen eye, it appears the dragon that attacked Helgen is not the one you just fought. This means that more than one dragon has returned—a bigger problem than first thought!

Access your Magic menu, scroll down to Shouts, and equip the Unrelenting Force Shout. You have the Dragon Soul necessary to conjure this Shout, so try it out. It isn't wise to do this on your allies (although they won't attack back), so try staggering a nearby enemy or just yelling at the tundra itself.

Your Shout then recharges; note the Compass gradually fills from blue to bright white before becoming a normal white color. With Irileth taking command at the Watchtower, you should leave for Jarl Balgruuf's at once.

Quest Conclusion

Return to Dragonsreach and approach the Jarl, who has recently been joined by his equally imposing brother, Hrongar. Explain to the Jarl that you're actually "Dragonborn" and that you absorbed some of the dragon's power when it was slain.

Jarl Balgruuf is shocked; it appears that the Masters of the Way of the Voice—known colloquially as the Greybeards—were not only correct in their predictions, but also are actively summoning you. Your reward? A trek to meet them!

POSTQUEST ACTIVITIES

Continue the conversation with Jarl Balgruuf as Main Quest: The Way of the Voice begins.

1.5 The Way of the Voice

Prerequisites: Complete Main Quest: Dragon Rising
Intersecting Quests: Main Quest: Dragon Rising, Main Quest: The Horn of Jurgen Windcaller
Locations: High Hrothgar, Ivarstead, High Hrothgar Courtyard, Whiterun, Dragonsreach
Characters: Hrongar, Jarl Balgruuf the Greater, Lydia, Master Arngeir, Master Borri, Master Einarth, Master Wulfgar, Proventus Avenicci
Enemies: Bandit, Frost Troll, Sabre Cat, Wolf
Objectives: Speak to the Greybeards, Demonstrate your “Unrelenting Force” Shout, Speak to Arngeir, Learn the Word of Power from Einarth, Demonstrate your “Unrelenting Force” Shout (3), Learn the Word of Power from Borri, Demonstrate your “Whirlwind Sprint” Shout, Speak to Arngeir for further training

Arise, Thane of Whiterun

Objective: Speak to the Greybeards



Continue to speak with Jarl Balgruuf about the Greybeards. He informs you that these venerable monks live in secluded isolation high on the slopes of the Throat of the World (the largest mountain in Skyrim).
They have the ability to focus your vital essence into a Thu’um, or Shout, and they give you the location of their monastery in High Hrothgar—atop a 7,000-step climb! After a verbal altercation between Hrongar and Proventus Avenicci over Nordic sacred traditions, Jarl Balgruuf grants you the greatest honor within his power: You are named Thane of Whiterun. You also receive a weapon from the Jarl’s armory and a Housecarl of your own.
Items Gained:
Axe of Whiterun
Follower: *Lydia (Housecarl)*

Note

Followers: Lydia may be your first Follower. You may take her with you on your trek or journey there alone. Lydia remains in Dragonsreach until you instruct her to accompany you on any adventure. Although you have an adept bodyguard, your Follower requires armor and weaponry.
Becoming Thane: This is an accomplishment to be proud of. Your new title means you’re treated with the utmost respect by the guards and many inhabitants of the city of which you’re Thane. You can also purchase property in the city.
If you ignored this meeting with the Jarl and trekked to High Hrothgar first, the Jarl will be here to reward you when you return. However, you do not witness the tension between Hrongar and Proventus Avenicci.

Journeying to Ivarstead



The route to High Hrothgar involves a lengthy, spiraling journey clockwise around the base of the throat of the World. the first stop along this path is at the base of the 7,000 steps, in the town of Ivarstead.

Exit Whiterun and trek east, passing the Honningbrew Meadery. Cross the stone bridge over the White River, and follow the marked signpost to ivarstead. Continue along this stone path past a few encounters with wolves to a fork in the paths. At this point, you can choose one of two recommended routes to Ivarstead: the long and winding road or the short and steep trail.

THE LONG AND WINDING ROAD



You may continue along the marked path, ignoring the track up to the Giants of Guldun Rock. Prepare to pay a toll (or fight) at the bandit-infested Valtheim Towers. Then descend past the waterfall, along the same path past some drystone walls and the stone trilithon at the base of a stepped side path indicating the entrance to Hillgrund's Tomb.

Cross the bridge over Darkwater River and journey south (and southeast), right past Fort Amol. Head over another bridge close to a waterfall and continue along the stone path. Beware of more animal encounters, including a Sabre Cat or two! Head over another bridge, next to an even-more impressive waterfall, and trek east up a hill, where the stone path deteriorates.

The path soon turns southwest, up a long, steep slope, past Snapleg Cave. Continue southwest, ignoring the bridge. Head into birch woodland where Sarethi Farm is located.

Expect elk, deer, a hunter's tent or two, and a view of Lake Geir from the bridge over the Treva River. Continue farther into the forest as the path winds west, past a junction and more drystone walls. Then turn right (northwest) at the small stone ruins near Honeystrand Cave. You finally reach Ivarstead after crossing another stone bridge.

THE SHORT AND STEEP TRAIL



Or you can try this shortcut. Follow the path around to the right (east) just after you pass White River Watch, and come up to The Ritual Stone on your left. Cut south close to the Whiterun stormcloak camp, and up through the snowy foothills of the mountain, up an unmarked goat trail. Be sure you're traveling southeast up a steep embankment and into the snow.

This levels out eventually, after you make several zigzags up very steep terrain above the snow line. Pass a few goats as the trail levels out and then quickly descends, joining a more recognizable trail. Head southeast and over the brow of the hill and past a copse of birch trees to the rushing rapids of Darkwater River.

Cross the river, listening for the strange chime of a Nimroot growing around the corpses of a Troll's victims at Darkwater Overhang. Fight or flee from the Troll, then trek up the left side of the roaring waterfalls and into Ivarstead.

Caution

Climbing directly up the mountain's side to reach High Hrothgar quickly results in you becoming stuck or falling to your death.

Tip

Making Inroads: At this point, you should have learned that taking a long road to an important objective (in this case, Ivarstead) isn't a journey wasted, as you uncover several Primary Locations along the way. You can explore these immediately or at your leisure. You should also learn that using the paths, trails, and rivers is the best way to understand and remember where you are in the rugged lands of Skyrim.

Road Markings: Both signposts and markers (the collections of stacked flat stones, sometimes with a primitive flag attached to them) are visual notes that indicate a nearby area of interest. Look for them.

7,000 Steps Above Ivarstead



Ivarstead is a slightly depressing place. The inhabitants are leaving for the greener (or at least, less snowy) pastures of Riften. You can stay and chat with the locals (mainly about their troubles or the supplies they need to send up to the Greybeards), or listen to them talk about the path up to High Hrothgar; they don't think the 7,000 steps are safe. You'll find out soon enough!
Your pilgrimage begins at the other side of the stone bridge. Almost immediately, you spot a small shrine. Inspect it more closely, and you'll see an Etched Tablet carved into the shrine arch. Read the emblem for the first of ten verses detailing the history of dragons and man.



Follow the winding path: At the second shrine, you may find a hunter named Barknar praying. He tells you to watch for wolves. You're now at the edge of the snow level.
Continue up the precarious path: Expect a couple of wolf attacks along the way. The third shrine is nestled on a small snowy plateau. Follow the path down and up two sets of snowbound steps; remain on the side of the mountain, as the drop is precipitous. The fourth shrine is near some stab stones and a small copse of fir trees. You may find another traveler at this shrine, a pilgrim named Karita.
Use the marker stones as you wander up, into a granite gully. A Frost Troll is likely to be guarding this area, leaping down to maul you. Retaliate or run. The fifth shrine is just beyond the Frost Troll ambush.
The blizzard is worsening; trek north down the snow steps, passing a few windswept trees to the sixth shrine, in front of a stone marker. Continue north and locate the seventh shrine jutting out to the west, on a precarious promontory. If you could see it, you'd be looking out across southern Eastmarch. Turn north, and look for the eighth shrine in front of a rocky outcrop, to your left (northwest).



The ninth shrine is below a stone statue to Talos. You'll see this as you round the bend in the path and come across the High Hrothgar monastery.

As you close in on the final set of steps (did you count 7,000?), the final shrine is set off to the right (southeast) side, by the entrance stairs. Climb the entrance steps, grab any supplies and offerings at the base of the stairs, and then ascend the left set of stairs to enter High Hrothgar.

Something to Shout About



The monastery is adorned with carvings from ancient times and banners bearing the strange symbols of the dragon language. An old monk in a long robe steps forward; this is Arngeir, the leader of the Greybeards. He knows who you are. Speak with him, and he asks for a taste of your voice. Oblige him.
Objective: Demonstrate your "Unrelenting Force" Shout
Objective: Speak to Arngeir
Target: Arngeir, inside High Hrothgar
Select the Unrelenting Force Shout from your Magic menu, and bellow at or near Arngeir. The other Greybeards, Borri, Einarth, and Wulfgar come to watch. Your fate is confirmed; speak with him again, and he welcomes you to the monastery.
Master Arngeir speaks for the Greybeards and asks why you have come. Answer any way you wish (questions lead to more information on the monastery and the Greybeards' existence). When you are ready, tell Arngeir that you're "ready to learn." Arngeir wishes to train you so you're better able to execute a Thu'um, or Shout.
Objective: Learn the Word of Power from Einarth
Master Arngeir explains that all Shouts are made up of three Words of Power. As you master each Word, your Shout becomes progressively stronger. Currently, you have only learned Fus (or "Force"), the first Word of your Unrelenting Force Shout. Master Einarth now teaches you Ro (or "Balance"), the second Word.
This allows you to focus your Thu'um more sharply. Einarth Shouts into the hallowed stone of the monastery. Step onto the dragon runes that glow from the Shout, and absorb this second word.
Items Gained:
Word of Power: *Balance, Unrelenting Force*
Your learning impresses Arngeir, but he warns you that to unlock its meaning, you must constantly practice. As part of your initiation, Master Einarth allows you to tap into his understanding of Ro. Einarth glows with an orange light, imparting his knowledge onto you, in the same way you absorb the soul of a dragon. Now comes the real test: to see how quickly you've mastered the entire Shout!
Objective: Demonstrate your Unrelenting Force Shout (3x)



The monks have three targets for you to bellow your Shout toward. As the first ghostly monk figure is conjured, execute your Shout. The trick to this Shout's strength is the length of time that you hold the Shout button down. Continuously hold the button until the Shout is omitted. Tap the button if you wish to lessen the stagger you inflict upon your foes (or in this case, your ghostly Greybeard). After you complete three Shouts to Arngeir's satisfaction, he congratulates you and motions for you to follow Master Borri into the courtyard.

Tip

Play around with the length of time you hold the button down before releasing it to strengthen or weaken your Shout, so you know how long to attempt this ability.
Objective: Learn the Word of Power from Borri



Follow Master Borri to the door to High Hrothgar Courtyard and step outside, stopping next to Borri, who is ready to teach you a new Shout—the Wuld (or "Whirlwind"). Stand over the snow that Borri has projected the Shout into, and absorb the Shout. Then approach Borri and he glows, gifting you his knowledge of the Word.

Note

The Word of Power that Borri teaches you may be different if (during the course of your adventures) you've found a Word Wall and absorbed one or two of the other parts of the phrase for the Whirlwind Sprint Shout. If you have all three Words of Power, this Shout (like all others) is much more potent.

Check the Appendices for a list of locations where all Shouts can be found.

Items Gained:

Word of Power: *Whirlwind, Whirlwind Sprint*

Objective: Demonstrate your "Whirlwind Sprint" Shout

Master Borri walks toward an iron gate. Before following him, enter the Magic > Shouts menu to change your Shout to Whirlwind Sprint (you don't want to bellow Unrelenting Force at the gate!). Stand between the two stone columns facing the gate, with Master Wulfgar in view. He demonstrates the Whirlwind Sprint, rushing at an amazing speed through the gate before it closes.

Now it is your turn: The moment the gate opens, execute the Shout and rush forward, aiming for the single stone column by the cliff edge. You should easily pass through before the gate closes. If you don't, try again.

Objective: Speak to Arngeir for further training

Quest Conclusion

Master Arngeir is astonished at your quick mastery of a new Thu'um. He tells you that the gods gave you this gift for a reason, but it is up to you to figure out how best to utilize it.

For now, though, you are ready for the final part of your trial: Retrieve the Horn of Jurgen Windcaller, the founder of the Greybeards. Arngeir tells you that the horn is in Windcaller's tomb in the ancient fane (temple) of Ustengrav. If you remain true to the Way of the Voice, you will return.

POSTQUEST ACTIVITIES

Continue to ask Arngeir questions if you wish. Main Quest: The Horn of Jurgen Windcaller has already begun!

1.6 The Horn of Jurgen Windcaller

Prerequisites: Complete Main Quest: The Way of the Voice, 10 gold pieces
Intersecting Quests: Main Quest: The Way of the Voice, Main Quest: The Horn of Jurgen Windcaller
Locations: High Hrothgar, High Hrothgar Courtyard, Riverwood, Sleeping Giant Inn, Ustengrav, Ustengrav Depths
Characters: Delphine, Master Arngeir, Master Borri, Master Einarth, Master Wulfgar, Orgnar
Enemies: Bandit, Bandit Thrall, Conjurer, Draugr, Fire Mage, Frostbite Spider, Necromancer , Skeleton
Objectives: Retrieve the horn, Meet with whoever took the horn, Return the horn to Arngeir, Learn the Word of Power from Wulfgar, Receive the Greybeards' greeting

Underground in Ustengrav

Objective: Retrieve the horn
Target: Horn of Jurgen Windcaller, inside Ustengrav



Once Arngeir gives you this quest, you may ask him about the Greybeards, why dragons are returning, who Jurgen Windcaller is, and other conversation topics. Turn to your world map and locate Ustengrav on the eastern edge of the great marsh, northeast of Morthal in Hjaalmarch Hold. Your first task is to descend from High Hrothgar.

Tip

Your descent can be done on foot or by horse (if you came on a steed), but a much quicker plan is to halve the distance between here at Ustengrav and Fast-Travel to Whiterun, the Western Watchtower, or any location closest to the temple tomb. Don't forget to use your new Whirlwind Sprint Shout to cover distances more swiftly than before!
When you finally reach Ustengrav, you may find a small campfire and lean-to by the circular barrow entrance. Expect a confrontation with bandits and a necromancer. Then descend the barrow steps and open the door to Ustengrav.



Heading down the wide steps, into the gloom of the ancient temple, you stumble upon a group of mages and conjurers picking clean the remains of a thwarted bandit attack. You can slink by using Sneak or engage the magicians in combat.

Tip

The Bandit Thralls are being controlled by a necromancer—kill him, and the thralls die too.
Locate the opening in the northeast wall of the temple entrance, and follow the trail of lanterns down the steps. This soon becomes a trail of mage corpses, as you watch a group of Draugr demolish the wizards and make a run at you.
Cut down the Draugr, or use whatever cunning magic or sneaking you wish, before continuing into the first burial crypt. Scavenge whatever you wish, then head east and turn south, down a passage lit by candles.
There are steps down to your right (west), leading to a small crypt. Grab the items and yank the pull-chain. A section of wall rumbles open, leading you down a cramped tunnel to a secret dead-end chamber and a treasure chest.
Retrace your steps. Enter the great hall, with a stone bridge ahead of and above you. Fend off the Draugr that clamber out of their vertical tombs. Then climb the interior stairwell, and cross the bridge you just passed under. Locate the iron door and enter the Ustengrav Depths.

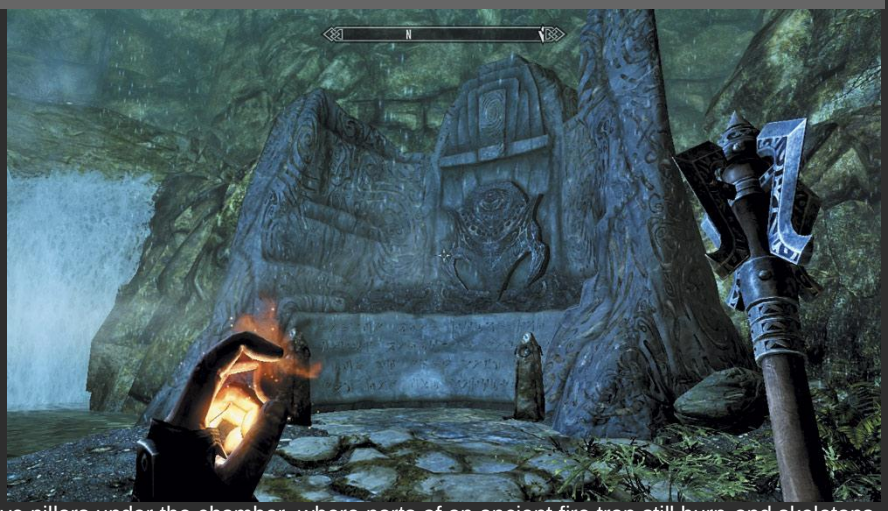


Head down the winding tunnel until it opens into a gigantic, multilevel grotto. It is immense enough to have trees, a waterfall, and a Word Wall! Continue down the tree-root ledge and tunnel, heading south and then east.

You appear on a bridge overlooking an ancient banqueting hall. Follow the steps down, eliminating Draugr as you go. To the east are the remains of a food-preparation area running parallel to the hall. Head south, up more stairs, and cross a second bridge to exit the hall.

The tunnel to the southwest widens into an entrance room with a middle pillar. To the left is a double portcullis (open it with two wall handles; one is farther along the southwest wall) behind which is a small room with treasure. Take this and optionally shoot the lamp down onto the oil below to burn any Draugr that come to investigate you.

Head west through a gap in the wall. Here, there are steps up to a small preparation alcove, and more importantly, an earthen and rock corridor that leads into the gigantic grotto.



Follow the collapsed bridge down to the massive pillars under the chamber, where parts of an ancient fire trap still burn and skeletons roam. Cut down all the bony fiends in this two-floor area, inspect the throne area (with another skeleton to slaughter), and then run northeast around the perimeter wall ledge, down to the rocky base of the grotto. Moments later, you learn a word from the Become Ethereal Shout.

Afterward, you fight with a Draugr over a treasure chest behind the waterfall. Before you leave, try your Whirlwind Sprint Shout and traverse the collapsed bridges in this area, leading to a small chamber you can loot.

Items Gained:

***Word of Power**: Become Ethereal*

The Tomb Raider



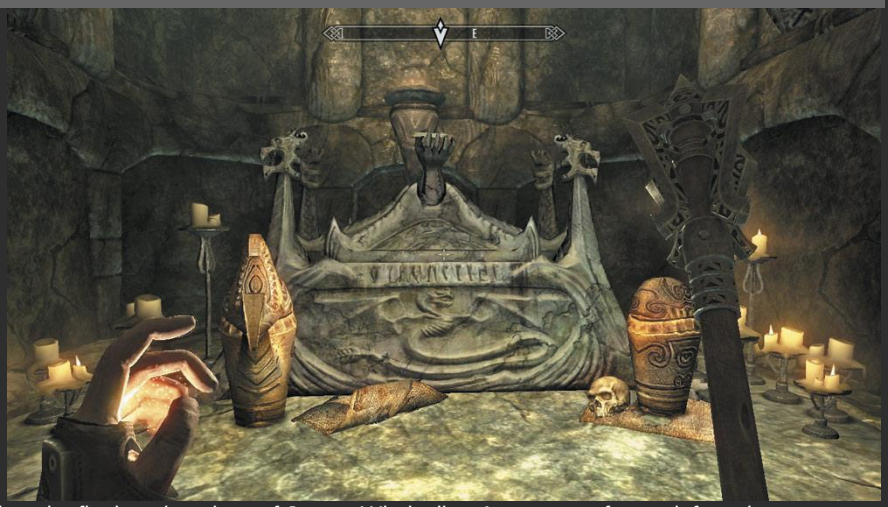
Backtrack to the throne area where you fought the skeletons, and look to your east. Cross the large natural bridge that spans the grotto, to a second two-floor underchamber on the eastern side. First, clear out the skeletons from the balcony above, and then inspect a set of three strange stones back on the lower underchamber area.

Puzzle Solution: If you stand close to each one of the three stones, they pulse with an eerie, magical glow. This has the added effect of opening one of three portcullises in the tunnel to the east.

However, after a second or two, the light switches off, blocking your path. This is the only way the portcullises open. If you get through one or two of them, you must turn back; all three must be raised for you to continue. The trick here is to line yourself up on the western side of the stones, as shown in the preceding picture with the stones between you and the portcullises. Then execute a Whirlwind Sprint Shout, followed by another to make sure you dash past the stones and the opening portcullises immediately.



Continue east, jumping to the natural rock on either side of the circular floor tiles, as they blast gouts of fire when you stand on them. This can prove handy when you reach the raised section of floor in the room of alcoves—a pack of Frostbite Spiders descends from the ceiling to attack. Optionally back up so the spiders scuttle onto the floor tiles and are burned along with your own attacks. Exit by hacking the cobwebs from the doorway to the east. Then open the wooden door.



Pull the chain to raise the portcullis that leads into the final resting place of Jurgen Windcaller. As you step forward, four dragon statue heads rumble up from the water.

Continue across the bridge over the flooded lower floor and approach the ornate tomb. The horn should be still clutched by the carved arm of Jurgen in his sarcophagus...but it isn't! Instead, there's a small piece of paper. Take and read it. The damned thief who took the horn has left you a note; it requests that you rent the attic room at the Sleeping Giant Inn in Riverwood, and it is signed "A friend."

Items Gained:
Mysterious Note
Objective Failed: Retrieve the horn
Objective: Meet with whoever took the horn
Target: "A friend" inside Sleeping Giant Inn, in Riverwood

Caution

This may be the first time that you've failed an objective. This is mandatory; you cannot succeed at this particular objective at the moment.

A Mysterious Stranger

You'd think "a friend" wouldn't want you risking your life in a Draugr dungeon! Stifle any indignant rage you may be experiencing, and console yourself with any treasure you find through the wooden door behind the sarcophagus.
There is an exit tunnel in the left (north) wall, offering a shortcut to an iron door, and a lever that lowers a section of stone wall, allowing you to step into the initial crypt, up into the temple entrance, and out of Ustengrav.



Fast-Travel (or trek back) to Riverwood, and follow the instructions of the Mysterious Note. Locate the Sleeping Giant Inn, enter, and locate Delphine, who owns the place with her slightly dense friend Orgnar.
Step up to Delphine and ask to rent the attic room for 10 gold. After the money changes hands, she tells you the Sleeping Giant doesn't have an attic room, but you can take the room on the left. Enter the room, and after a few moments, Delphine joins you. Apparently you're the Dragonborn she's been hearing so much about. As a way of a peace offering, she hands you the horn that you seek.
Items Gained:
Horn of Jurgen Windcaller
Main Quest: A Blade in the Dark begins
Objective: Return the horn to Arngeir
Target: Master Arngeir, in High Hrothgar
You now have two Main Quests active. In order to finish this one, you must return to High Hrothgar. You can attempt this at any time, but it is usually advisable to speak with Delphine first (the initial part of the next Main Quest). Once you leave the Sleeping Giant, trek (or Fast-Travel) back to High Hrothgar.

Quest Conclusion



Enter High Hrothgar, and head through the monastery until you spot Arngeir. He already knows you have returned with the Horn of Jurgen Windcaller and remarks that the time has come for the Greybeards to recognize you formally as Dragonborn.
Objective: Learn the Word of Power from Wulfgar
Target: Master Wulfgar, in High Hrothgar
Return to the central chamber inside High Hrothgar as the Greybeards assemble. Master Wulfgar approaches the center of the floor and bellows the word Dah ("Push") into the granite. Step onto the glowing runes and absorb the Word of Power. You can now utilize the Shout Unrelenting Force with maximum potency! Absorb the learning from Wulfgar as well.

Items Gained:
Word of Power: *Push, Unrelenting Force*
Objective: Receive the Greybeards' greeting
Remain in the center of the room. The Greybeards stand at each point of the diamond paving, and Arngeir greets you with a ferocious chant in dragon tongue. You withstand the blast, which pleases and impresses Arngeir. You've tasted the Voice of the Greybeards and passed through unscathed. High Hrothgar is now open to you!

POSTQUEST ACTIVITIES

There are two tasks you can attempt with the Greybeards from this point on. Look up the Other Faction Quests. Also remember that Main Quest: A Blade in the Dark is already under way!
Return to Ustengrav and activate Jurgen Windcaller's tomb. The horn returns to its rightful resting place, and you receive a bonus Dragon Soul.
Items Gained:
Dragon Soul

1.7 A Blade in the Dark

Minor Spoilers

Prerequisites: Complete Main Quest: The Horn of Jurgen Windcaller
Intersecting Quests: Main Quest: The Horn of Jurgen Windcaller, Main Quest: Diplomatic Immunity
Locations: Kynesgrove, Kynesgrove Dragon Mound, Riverwood, Sleeping Giant Inn
Characters: Delphine, Iddra, Orgnar
Enemies: Alduin ("World Eater"), Sahloknir ("Phantom Sky Hunter")
Objectives: Talk to Delphine, Locate the dragon burial site, Kill the dragon Sahloknir, Talk to Delphine

Grave Concerns

Objective: Talk to Delphine
Target: Delphine, the Sleeping Giant Inn, in Riverwood



Once Delphine has given you the Horn of Jurgen Windcaller, she requests that you follow her. Oblige her, walking across the inn to the bedroom opposite, where Delphine opens a cabinet and pushes the fake back, revealing a secret set of cellar steps.
This leads to a war room of sorts, complete with a map of Skyrim on a central table and various potions and items you can take. Delphine mentions the Dragonborn, and through conversation choices (answer as you wish), you realize Delphine was the one who took the horn (she was Farengar Secret-Fire's "reliable source" back in Dragonsreach who found the location of the Dragonstone). She knows that Thalmor spies are everywhere, so she took precautions to arrange this meeting.



Delphine is part of a group that has been searching for someone like you—a Dragonborn—for a very long time. Delphine needs to know if you can devour a dragon's soul, as you'll have a chance to prove it soon enough. She also holds a low opinion of the Greybeards.
Finally, she reveals the reasons for her agitation: She's discovered that dragons aren't just coming back—they're coming back to life! It seems that the dragons weren't banished; they were extinguished from this land, and now something is bringing them back from the dead.
Using a pattern she discovered on the Dragonstone you found, Delphine has deciphered the location where she believes the next dragon will rise from the dead, and she needs you to help her stop it. The location is Kynesgrove in Eastmarch.
Objective: Locate the dragon burial site
Target: Dragon mound above Kynesgrove

Tip

After speaking with Delphine, you should head to High Hrothgar once you emerge from the Sleeping Giant Inn so you complete the previous Main Quest as quickly as possible.
Use the annotated map bearing all of the dragon burial sites as the basis for tracking and killing all the dragons that may return to Skyrim.



Once you tell Delphine that you're ready, she dons her leathers, informs Orgnar that she's traveling, and sets off on the long walk to Kynesgrove. This settlement is in the northern part of Eastmarch Hold, just southwest of Windhelm. To reach there, you can do the following:

Take the journey on foot. You can either keep up with Delphine or you can fight your way alone. Stay on the roads, prepare for world encounters, and discover as many Primary Locations along the way as possible (that you can return to and explore later). Remember to also use your Whirlwind Sprint for a faster pace.

Or, if you've already made some discoveries in the area in and around Kynesgrove (by visiting Windhelm, for example), you may wish to Fast-Travel to the nearest unlocked location and then travel to Kynesgrove.

Or, you can take a horse for a slightly faster journey.

When you reach Kynesgrove, Delphine should be ahead of you (if she isn't, wait for her). She senses something is wrong; this is soon proven correct when Iddra (a resident of the hamlet) runs over, shouting that there's a dragon attacking at the top of the hill! Delphine starts sprinting.

A Terrible Resurrection



Delphine slows to an incredulous stumble as a huge black dragon with piercing red eyes hovers above a dragon mound at the top of the hill. It bellows a guttural roar in dragon tongue.

The dragon mound where Alduin concentrated his Shout begins to swirl with a strange energy, not unlike the ethereal material you've absorbed during previous dragon confrontations. The next moment, the mound bursts open, and a huge skeletal dragon begins to emerge from deathly slumber. The dragons speak quickly to each other, before Alduin turns, mocks your claim to be "dovahkiin," and departs the area as quickly as he arrives.

Tip

You may interrupt this resurrection and attack the newly returned dragon as quickly as you wish.

Objective: Kill the dragon Sahloknir





The skeletal Sahloknir clambers out of his grave and is resurrected by Alduin's powerful magic. Before Sahloknir's skin can gather around his bones and he regains his powers, race in with your most impressive melee implements and deliver a series of attacks to weaken the dragon's health.

Tip

Remember! Attacking a skeletal dragon before it grows flesh and wings to fly is a much easier battle: Get in early and quickly with your weapons.

Delphine fires arrows, then rushes in with melee attacks when the dragon lands; you should demonstrate your offensive powers too. Follow the same set of tactics laid out during Main Quest: Dragon Rising, when you faced Mirmulnir the "Loyal Mortal Hunter." One overriding plan is to ensure that Sahloknir's life is as short as possible!

When Sahloknir has been reduced back into a pile of bones, the beast splits apart into hundreds of scaly shards, and you absorb another Dragon Soul. Search the dragon, and then head over to Delphine for her promised revelations.

Items Gained:

Dragon Soul absorbed

Objective: Talk to Delphine

Quest Conclusion

Delphine lives up to her promise and answers any questions you have. Most importantly, she reveals herself to be one of the last members of the Blades. Long ago, the Blades were dragonslayers, serving the Dragonborn, the greatest dragonslayer. For 200 years, the Blades have been searching for a purpose.

Now that purpose is clear. You may mention that you've seen Alduin before; he rampaged through Helgen and prevented your execution. Delphine finds this interesting but is annoyed that she's still blundering around in the dark.

Your next move is to find out who is controlling these dragons, and the Thalmor—the faction that rules the Aldmeri Dominion—are the best lead. Even if they aren't involved, they'll know who is.

Delphine believes that there are no worse enemy to humankind than the Thalmor. She also has some ideas for getting you into the Thalmor Embassy, but she needs time to plan. You receive her secret Key and are told to meet her back in Riverwood.

Items Gained:

Delphine's Secret Door Key

POSTQUEST ACTIVITIES

Delphine's Secret Door Key opens the cabinet in her room in the Sleeping Giant Inn. Return to Riverwood when you wish to begin Main Quest: Diplomatic Immunity. Act I now concludes.

2.1 Diplomatic Immunity

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Prerequisites: Complete Main Quest: A Blade in the Dark
Intersecting Quests: Main Quest: A Blade in the Dark, Civil War Quest: Message to Whiterun, Dark Brotherhood Quest: Bound Until Death, Thieves Guild Quest: Dampened Spirits, Miscellaneous Objective: Malborn's Long Shadow*
Locations: Riverwood, Sleeping Giant Inn, Solitude, Winking Skeever, Thalmor Embassy, Reeking Cave, Thalmor Embassy, Elenwen's Solar, Dungeon
Characters: Brelas, Delphine, Erikur, Etienne Rarnis, General Tullius, Illdi, Malborn, Jarl Balgruuf, Jarl Elisif the Fair, Jarl Idgrod Ravencrone, Jarl Igmund, Jarl Siddgeir, Maven Black-Briar, Ondolemar, Orthus Endario, Proventus Avenicci, Razelan, Tsavani, Vittoria Vici
Enemies: Elenwen, Frost Troll, Gissur, Rulindil, Thalmor Guard, Thalmor Soldier, Thalmor Wizard
Objectives: Meet Delphine in Riverwood, Meet Malborn in Solitude, Give Malborn the equipment, Meet Delphine at the stables, Create a distraction and get away from the party, (Optional) Retrieve your gear, Search for information about the dragons returning, Escape the Thalmor Embassy, Talk to Delphine, Recover your equipment

Note

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.

The Thinking Schemer

Objective: Meet Delphine in Riverwood
Target: The Sleeping Giant Inn, in Riverwood



When you are ready to continue prying into the secretive and powerful Thalmor faction, return to Riverwood and seek out Delphine in her usual resting spot—the cellar of the Sleeping Giant Inn.
She has crafted a plan to infiltrate you into the Thalmor Embassy, mainly because you're unknown to their organization, while Delphine would stand out like a Stormcloak in Solitude. She tells you that the Thalmor ambassador, Elenwen, is renowned for throwing parties where the rich and connected hobnob with the Thalmor. Once you inflitrate the Embassy, you'll excuse yourself from the glad-handing and attempt to find any of Elenwen's secret files.
Delphine has a contact—a Wood Elf named Malborn—inside the Embassy who can help but who doesn't want any exposure. You're to meet him at the Winking Skeever. You can bombard Delphine with several questions about the contact, how you'll get into the party, and other matters if you wish.
Objective: Meet Malborn in Solitude
Objective: Give Malborn the equipment
Target: Malborn, inside the Winking Skeever, in Solitude





Journey to Solitude, and locate the Winking Skeever tavern, close to the main gates. Step inside and find the shifty-looking character, Malborn. Tell him that a mutual friend sent you, and he says that he can smuggle some equipment into the Embassy that you can pick up once you're inside, just in case you need a weapon or two if you're accidentally discovered or if the plan becomes problematic. He tells you to hand over what you can't live without, and he'll have it ready to grab once you're inside.

Tip

What to Bring: Follow Malborn's advice, and bring items that aid your sneaking, such as a dagger you can inflict sneak attacks with; items that soften your footfalls; and potions or augmentations that can keep you healthy (or full of Stamina or Magicka) during combat. If you stink at sneaking, simply load Malborn up with your favorite weapons, some potions, and a full suit of armor. You can hand over anything you wish to him.

After you hand over your preferred equipment to Malborn, he tells you that he'll seek you out at the party, and says to meet up with Delphine, who has some appropriate attire and an invitation to the event.

Objective: Meet Delphine at the stables

Target: Delphine, at Katla's Farm



Travel to Katla's Farm, halfway up the hill on which Solitude sits. As the Thalmor Guards will notice an adventuring type who's armed to the teeth, Delphine gives you more suitable attire for socializing with the noblemen of Skyrim. She also hands you an Invitation to Elenwen's Reception and says that she'll keep the rest of your gear safe until you return.

When you're inside, you'll have only what Malborn smuggled in and whatever there is to hand in the Embassy. Don the outfit that Delphine gave you; remove any gauntlets, helmets, or shields you're carrying (although amulets and rings are fine to wear).

Delphine gives you a quick once-over and asks if you're ready to take the carriage to the Thalmor Embassy. Agree when you wish to continue. The remaining equipment is now removed.

Items Gained:

Party Clothes

Party Boots

Invitation to Elenwen's Reception



You disembark from the carriage in the snowy courtyard within the walls of the Thalmor Embassy compound. As you're heading toward the steps and a Thalmor Guard, you hear a man murmuring behind you. Optionally turn and listen to Razelan, who's late for the party and in a slightly rambunctious mood. He's certain there's not enough drinking going on in the world today.
Politely leave him, and amble over to talk with the Thalmor Guard and show him your invitation. You have other conversation options, but you can't proceed until the invitation is shown. Head up the steps, past the guard and into the Embassy.

Caution

Be warned! From this moment until the end of this quest, you cannot Fast-Travel. You also cannot draw or use weapons until you've left the party with Malborn.

Tip

You may explore the grounds of the Embassy (with some deft sneaking), but it's not practical, nor necessary—there's ample opportunity to move around the grounds in a few moments.
Objective: Create a distraction and get away from the party
Target: Various, then Malborn, at the Thalmor Embassy

Scene, Not Heard



Elenwen greets you as you enter. Make small talk for a few moments (your conversation topics range from asking for a drink to other pleasantries), and before Elenwen's suspicions are raised by any strange or mistaken answers you give her, Malborn calls her from the bar counter, saying that he's run out of the Alto Wine.
You now know where Malborn is stationed and can quickly slip away from Elenwen as she says she'll catch up to you later and greets Razelan. Mingle in the main chamber. Here, you'll bump into several important dignitaries from across Skyrim:
Erikur, the conniving, greedy, and vain owner of the lumber mill in Solitude.
General Tullius, the right hand of the Emperor in charge of Skyrim's Imperials.
Jarl Balgruuf, the key Imperial ally and Nord leader of Whiterun.
Jarl Elisif the Fair, the naive and patriotic new Jarl of Solitude.
Jarl Idgrod Ravencrone, the odd, hunched crone and leader of Morthal.
Jarl Igmund, the leader of Markarth and staunch supporter of the Imperials.
Jarl Siddgeir, the self-assured, entitled bully of a leader of Falkreath.
Maven Black-Briar, the shrewd family matriarch and meadery owner in Riften.
Ondolemar, the haughty Thalmor liasion to the Imperial Justicars in Markath.
Orthus Endario, who runs the East Empire Company's office in Windhelm.
Proventus Avenicci, the political and inept steward for the Jarl of Whiterun.
Vittoria Vici, the owner of the East Empire Company and cousin of the Emperor.
Brelas, a respectful and self-effacing Embassy servant who works the other bar.
Illdi, the hired bard, offering timid and underwhelming performances.

Note

Depending on who you've killed or how the Civil War is progressing, the partygoers may change from the ones shown in the preceding list. Here's who to expect:

A guest will not be here if you've killed them, or if they are hostile to you for any reason.
None of the guests are here if you've been openly hostile to them previously and are not on friendly terms.
The Imperial Jarls won't make an appearance if their Hold Cities have been captured by the Stormcloaks.
Vittoria Vici will not be here if Dark Brotherhood Quest: Bound Until Death is active.
Maven Black-Briar will not be here if Thieves Guild Quest: Dampened Spirits is active.
General Tullius isn't here if Civil War Quest: Message to Whiterun hasn't been completed. He is also missing if a city siege is under way.
Proventus Avenicci and Jarl Balgruuf will not be here if Civil War Quest: Message to Whiterun is active or if has been completed.
With the party already under way, you have a few different options to try when attempting a disturbance:

RAZING A RUCKUS



The loudmouthed fellow you met outside is usually sitting down, away from the mingling. Strike up a conversation with the reprobate, and he'll ask for a drink.
Return to Malborn or head over to Brelas and order a drink; then return to Razelan and hand the drink over. He thanks you for it; you then ask if he can cause a distraction. Sure enough, he wanders into the throng and commences a ruckus. Head to Malborn quickly!
Items Gained:
Colovian Brandy

A FRACTIOUS FAVOR



You may spot a good friend among the assembled guests. Possible friendships include Vittoria Vici, Maven Black-Briar, Ondolemar, or any of the Jarls, depending on your previous interactions with them. Begin a quiet chat with one of them and ask if they would cause a small disturbance.
When they agree, back away toward Malborn, and watch your friend cause a scene with Razelan, despite the drunkard's innocence. Head to Malborn quickly!

Tip

You'll know if you're friendly with a guest, as you'll be able to ask them to do something for you when you speak with them. If you're reading this prior to the quest commencing, refer to the Favor Quests for information about how to win Favor with these guests. Some of your "friends" may require a Speech-based Persuasion to agree to cause a distraction:
These friends will act without Persuasion: Jarl Idgrod Ravencrone, Maven Black-Briar, Jarl Balgruuf, or Orthus Endario.
These friends will act once you Persuade them: Jarl Igmund, Jarl Elisif, Jarl Siddgeir, or Ondolemar.
Vittoria Vici is never a friend but can be Persuaded to cause a distraction.
Ondolemar is furious with your actions after you Persuade him and becomes your enemy after this quest.

YOU CAN'T GET THE STAFF THESE DAYS



Speak to Erikur at the party, and you'll see that he has his eye on Brelas, one of the waitstaff. Speak to Erikur and offer to talk to Brelas to see whether she's interested in a clandestine rendezvous with Erikur. Brelas, being of high morals (and taste), declines the offer. Return to Erikur and tell him:
(Lie) That she's interested, or
That she isn't interested at all.
Either response makes Erikur accost Brelas, causing a distraction and allowing you to head to Malborn, and quickly!
During any of these distractions, Malborn heads to the door leading into the kitchens and waits for you to approach. He'll then open the door and close it behind you.
Objective: (Optional) Retrieve your gear
Target: Chest, in the Thalmor Embassy larder
Objective: Search for information about the dragons returning
Target 1: Small chests (2), Thalmor Embassy, Elenwen's Solar and Dungeon
Target 2: Etienne Rarnis, Thalmor Embassy, Dungeon

Embassy Evidence



Enter the kitchens, now that no one saw you slip away. While Malborn preoccupies Tsavani the cook, open the next door on the left side of the kitchen and enter the larder.
The wooden chest on the left has the equipment you gave Malborn back at the Winking Skeever. Take the exit door opposite the chest and begin a clandestine sweep of the Embassy chambers.
Items Gained:
Smuggled Equipment



In reality, the sweep doesn't have to be that sneaky, as long as you're prepared for a fight with the well-armed Thalmor Soldiers patrolling the building. From the first corridor, face south, and check the room to your left (east), into a long hallway with two Thalmor Guards.
You may engage them in combat, or stay out of sight (behind the doorway, or via a spell or sneaking) and wait for them to leave so you can sneak past them, or shut the door and easily sneak by. Use the small storage room or the room divider to hide behind, if necessary.

Thalmor Theatrics

(Sneak) Locate the room on your right as you begin this infiltration. It contains a spare set of Thalmor Robes. Donning these robes allows you to sneak around the Embassy buildings a little more easily. Guards now attack only if they see your face and you're close enough (within around ten feet) to draw their suspicions. Just how easily spotted you are depends on your race:
Beast races, such as Orcs, Khajiit, or Argonians are easily spotted by guards.
Human races, such as Nords, Bretons, or Redguard, have a slightly easier time.
Wood and Dark Elves have a better chance at passing through without drawing suspicion.
High Elves are almost able to wander the Embassy with impunity!
Items Gained:
Thalmor Robes
From the long hallway, you can head east and open the door to the exterior courtyard (western side). Or you can maneuver around the bar, up the stairs to the upper floor, and creep past (or bludgeon) the guard patrolling this area.
To your right (east) is a corridor leading to a dining area (with wine, poisons, and potions to pilfer). To the left (west) is a bedroom, which is on your right (north) and an office to the left (south), which also has a door leading to the exterior courtyard (eastern side). Pick either of the exits and head outside.

Note

From this point on, you have a choice regarding how you find the information the objective has requested:
Plan 1: You can search the solar and the dungeon for written materials from the Thalmor. This allows you to leave without interacting with the prisoner.
Plan 2: You can move through the solar, down to the dungeon, and then free Etienne Rarnis. This is the prisoner a Thalmor spy named Gissur picked up. He has been viciously tortured by a Thalmor named Rulindil. He then escapes with you.
Plan 3: Or you can execute both plans, as the following section reveals:



Creep through the snow, along the perimeter of the Thalmor Embassy grounds, taking care not to be seen by the patrolling guards (or rush in and attack them if you don't believe in the element of surprise).
Either perimeter path allows you access into the snow-laden garden, and the door into Elenwen's Solar. Enter that door as soon as you can.
(Sneak) If you're disguised or sneaking, there's usually a Thalmor Mage guarding this door.
(High Elf) If you're a High Elf and wearing Thalmor Robes, you can actually trick the guard into leaving his post with a quick conversation!
When you enter the solar, you hear a Thalmor called Rulindil (one of the spymasters responsible for receiving and utilizing clandestine chatter) talking to one of his spies, a weasely man named Gissur. They mention an interrogation room below. Beware of a

patrolling guard here as you move quietly to the bar and storage room (if you're hiding), or into the withdrawing room that has multiple exits.
Upstairs are two bedrooms and a small storage area. Aside from a variety of expensive items (that aren't critical to your quest), there's nothing to take up here.
Instead, remain on the ground floor and sneak (or rush) into the northwest office, next to Rulindil's study. There are books to check out, and a small chest holds some evidence: a Dragon Investigation document (which notes a prisoner in the cellar dungeon who is the key to unlocking the dragon phenomenon), the Interrogation Chamber Key, and two dossiers—one on Delphine and the other on Ulfric Stormcloak. It all makes for some very interesting reading.
If you're just considering the prisoner, you can also head west and challenge Rulindil in his study. You can spring into an attack or try to pickpocket Rulindil (which is difficult) for the Interrogation Chamber Key.
Items Gained:
Interrogation Chamber Key (2)
Dragon Investigation: *Current Status*
Thalmor Dossier: *Delphine*
Thalmor Dossier: *Ulfric Stormcloak*



There are two staircases leading down; both lead to a similar-looking door to the Embassy Dungeon (which can also be picked [Expert]). You can head through either door, but the stairs and door to the northeast place you on a balcony where you can see a single guard patrolling.
If you entered this area via Elenwen's Study (the one farthest from Rulindil), then you can sneak down here and watch Rulindil descend the steps from his office and begin a rather unpleasant interrogation. Otherwise, he is likely to have attacked you, or been killed already, along with his spy, Gissur.
Fewer guards make it easier to sneak down the steps, move past the rack, and execute the guard with a sneak attack. Before you investigate that moaning, check the small chest by the table with the rolls of paper on it; there's another dossier, this one on a gentleman named Esbern. Now read all the materials you've gathered (the Dragon Investigation and all three dossiers) to complete your objective.
Items Gained:
halmor Dossier: *Esbern*



You may talk to the prisoner moaning in the first cell (and Brelas if you used her as a party distraction). The prisoner's name is Etienne Rarnis, and if you speak to him, he reveals that he may have mentioned the location of a man named Esbern who may shed some light on the resurrected dragons returning to Skyrim. The Thalmor are certainly interested in him. As you release the prisoner, two Thalmor Soldiers and Malborn appear, so fight off the Thalmor if they attack. Take down any guards and search them for the Trap Door Key (there are two available); otherwise you won't be able to escape.
Items Gained:
Trap Door Key (2)
Objective: Escape the Thalmor Embassy
Target: Reeking Cave exit

Drop through the trapdoor—with Malborn, Etienne, and Brelas by your side if they are alive and freed—and enter the Reeking Cave (so named because of the stench of the Frost Troll who lives here who slaughters travelers and brings them back here to consume). You can attack the troll before dropping down so he can't strike you back. Watch out; Etienne or Brelas can die fighting or fleeing from this creature. The cave itself is small; locate the exit, where Malborn, Etienne, and Brelas all flee. You don't need to follow them.
Objective: Talk to Delphine
Objective: Recover your equipment
Target: Sleeping Giant Inn, in Riverwood

Quest Conclusion

Delphine is waiting for you in the secret cellar downstairs in the Sleeping Giant Inn. Return here and locate the large chest on the left (north) wall to obtain all the equipment you gave her before visiting the Embassy.
Delphine wants to know if you've found out anything useful. Mention that the Thalmor are looking for someone named Esbern. Delphine seems to instantly know who this "crazy old man" is. She reveals Esbern is a Blade archivist who is an expert on the ancient dragonlore of the Blades.
From your earned knowledge, it seems Esbern is hiding out somewhere in the city of Riften. Perhaps a well-connected man named Brynjolf can help. To get him to trust you, ask him to remember the 30th of Frostfall.

POSTQUEST ACTIVITIES

Time is racing; you must now hunt down Esbern, convince him to help your cause, and hope the Thalmor don't get there first! Main Quest: A Cornered Rat begins now. If you visit Windhelm, and Malborn is still alive, you can find him inside the Gnisis Corner Club and begin Miscellaneous Objective: Malborn's Long Shadow.

2.2 A Cornered Rat

Next Page >

Prerequisites: Complete Main Quest: Diplomatic Immunity
Intersecting Quests: Main Quest: Diplomatic Immunity, Main Quest: Alduin's Wall, Thieves Guild Quest: A Chance Arrangement
Locations: Riften, The Bee and Barb, The Ragged Flagon, The Ratway, The Ratway Vaults, The Ratway Warrens, Riftweald Manor, Riverwood, Sleeping Giant Inn
Characters: Brand-Shei, Brynjolf, Delphine , Esbern , Keerava, Madesi, Riften Guard, Salvianus, Vekel the Man
Enemies: Drahff, Gissur, Hefid the Deaf, Hewnon
Black-Skeever, Knjakr, Shavari, Skeever, Thalmor Soldier, Thalmor Wizard
Objectives: Talk to Brynjolf, Search the Ratway for Esbern's hideout , Find Esbern in the Ratway Warrens, Talk to Esbern

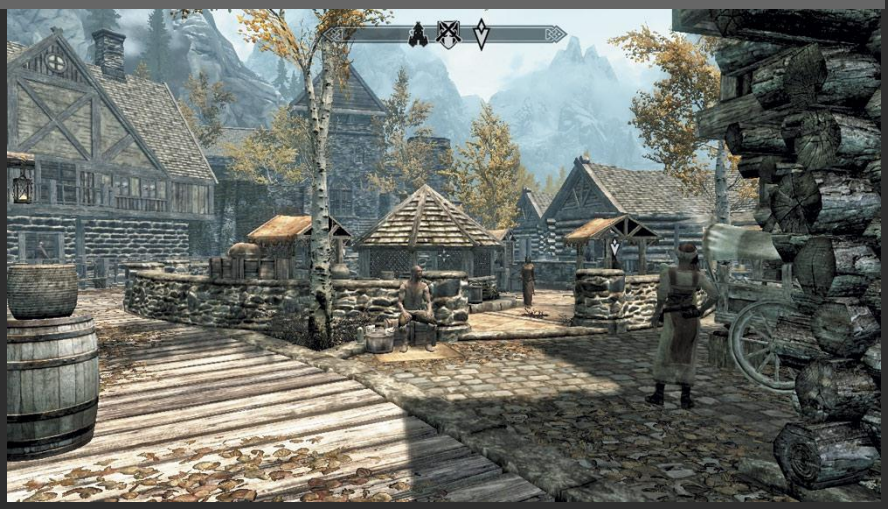
A Den of Iniquity



Objective: Talk to Brynjolf
Target: Brynjolf, in Riften
Delphine instructs you to meet with her contact, a member of the Thieves Guild named Brynjolf. However, before you go, ask her about your birthright. You can also ask why the Blades are on the run.
Turns out it's because the Thalmor were systematically hunting them down thanks to the White-Gold Concordat, which was signed with the Empire. It ended the war but gave the Thalmor free rein to stomp out the worship of Talos.
You may also ask about the Thalmor, the arrogant and extreme rulers of the Aldmeri Dominion, or what used to be the Imperial provinces of Summerset Isle and Valenwood. When you've heard enough, leave the Sleeping Giant Inn and travel to Riften.

Tip

Remember the equipment you just gathered from where Delphine deposited it? If you need to equip any of it or arrange your Favorites, do this right now.
When you arrive at either of the city's gates for the first time, a guard halts you and attempts to shake you down for a "visitor's tax." You can:
(Persuade) Realize this for what it is.
(Gold) Realize this for what it is but pay up (the amount varies, depending on how poor you are)
(Intimidate) Threaten that you kill thieves
Any of these options (if successful) allows the guard to open the door. Butchering the guard also gets you into Riften, after dramatically increasing your bounty and forcing you to spend time in the jail.





You meet a mysterious character in the Grand Plaza (during daylight hours) or inside the Bee and Barb the first time you look around the Grand Plaza in Riften.
First-time Thief: If you're meeting Brynjolf for the first time, and if you have some general skills in concealment or silent stealth or you've dealt with the guard at the Riften gate without resorting to violence, a man named Brynjolf strikes up a conversation with you. He may have an errand for you to perform to test your skills and may reward you with gold. **Thieves Guild Quest:** A Chance Arrangement must now be completed before Brynjolf releases the knowledge of where Esbern is hiding out.
(Persuade) Or you can use your verbal charms to reveal the location of Esbern, without playing Brynjolf's little game. If so, you can skip A Chance Arrangement.
Guild Member: If you're meeting Brynjolf and you've already proved yourself skilled by completing Thieves Guild Quest: A Chance Arrangement, Brynjolf is happy to point you in the direction of where Esbern is hiding out, once you ask him about these matters.

Tip

You don't have to playalong with Brynjolf's schemes, though.
(Persuade) You can speak to Keerava inside the Bee and Barb to learn about the Ragged Flagon, which gets you part way there. Or you can skip ahead to 'The Ratway Hidey-hole' and just follow the directions straight to Esbern.

Interlude: A Chance Arrangement

He tells you to pilfer a silver ring from a stall owned by Madesi in the marketplace while he creates a distraction. Place it in the pocket of a Dark Elf vendor named Brand-Shei. If you're caught, you're on your own, but if you succeed, he'll have some better-paying schemes.
If you've met Brynjolf during the evening or night, he'll be waiting between eight in the morning and eight in the evening for you. If you met Brynjolf at night, wait until daylight and meet up again.
A Chance Arrangement Objective: Meet Brynjolf during daytime
Target: Brynjolf, Grand Plaza in Riften
A Chance Arrangement Objective: Steal Madesi's Ring
Target: Madesi's stand, Grand Plaza in Riften



Brynjolf is waiting for you by his own plaza stand, where he's about to hawk his "amazing" Falmerblood Elixir. Naturally, this patter is designed to draw a crowd (including Madesi and Brand-Shei), allowing you to quickly move around the plaza's perimeter via the stone wall and crouch behind Madesi's stall.
(Lockpick [Novice]) Produce your lockpicks, and unlock the sliding door under the stall counter. Quickly rummage around inside Madesi's strongbox.
You can happily help yourself to any of the items here, but the valuable you're concerned with is the Silver Ring. Steal it quickly, before any of the city guards spot you.

Caution

You must attempt to pick this lock only after any city guards pass you, and you're hidden from view while sneaking.
Items Gained:
Madesi's Silver Ring

A Chance Arrangement Objective: Plant Madesi's Ring
Target: Brand-Shei, Grand Plaza in Riften
Creep around so the assembled beggars and storekeepers don't see you, and position yourself behind Brand-Shei.
(Sneak) You must now "reverse-pickpocket" the Dark Elf. This involves pickpocketing, choosing your own Apparel menu, selecting Madesi's Silver Ring, and giving it to Brand-Shei to finish the technique. Remember, no one must see you attempt this!
If you're successful, Brand-Shei is mistaken for a thief and hauled away to Riften prison. Your paths may cross again in the future....
A Chance Arrangement Objective: Speak to Brynjolf
Target: Brynjolf, Grand Plaza in Riften

Caution

If you're arrested, or you leave Riften and wait more than half a day to complete Brynjolf's Objective, or you murder someone during his distraction, Thieves Guild Quest: A Chance Arrangement still completes. However, this is no reward, and Brynjolf isn't pleased with your inadequacies. This is not the way to impress a future mentor!
Speak to Brynjolf after the ring-plant misdirection, and he congratulates (and rewards) you. You receive no monetary gain if you failed. Then he mentions his organization has been having some bad luck but mentions that there's more money to earn if you can handle it. Reply that you can, and Brynjolf recommends you meet him at the Ragged Flagon tavern, deep inside Riften's subterranean Ratway. He also points you in the direction of Esbern when you ask him; he's down in the Ratway.
Items Gained:
100 gold pieces
Objective: Search the Ratway for Esbern's hideout
Target: Ragged Flagon, inside the Ratway, in Riften

Tip

This is an optimal time to strike up a friendship with other members of the Thieves Guild and perhaps begin a series of quests with them. Consult the Thieves Guild Quests for all the pertinent information.

The Ratway Hidey-hole



Open the barred gate by the water's edge and go into the sewers that run the length and breadth of Riften. Down the first tunnel, you may stumble across two equally odious characters: Drahff and Hewnon Black-Skeever. They attempt to mug you for all your equipment. You can:
(Persuade) Try to let Drahff know that you've killed dozens like him.
Any other option results in violence. This doesn't impact your standing in Riften and is the recommended choice.
Now continue through this small maze of interlocking sewage tunnels. Watch for hanging oil traps, and a bear trap along the way. If your Lockpick skill is high enough, there's a chamber to check out, but your main purpose is finding the Ragged Flagon.





The tavern is unique, being constructed on and above a sewage conduit chamber. When you spot Brynjolf, he is talking with the barkeep (Vekel the Man), speaking about Brynjolf's predicament with his "organization."



Speak to Vekel the Man, or seek out another Thieves Guild member named Dirge and ask either of them if they've seen "an old guy, hiding out" somewhere in Riften. Both Vekel's and Dirge's minds are cloudy, so you may need to clear them by:
(Persuade) Appealing to his sense of urgency and telling your contact that Esbern's life is in danger.
(Gold) Appealing to his sense of greed and offering gold so he remembers.
(Brawl) Appealing to his boisterous side and proving your might with a bare-knuckle fight. No weapons, or this suddenly gets a lot less friendly!
When one of these choices succeeds, Vekel or Dirge tells you that Esbern is holed up in the Ratway Warrens and hardly ever leaves the place.
If you're already a full-fledged member of the Thieves Guild, which requires you to have Thieves Guild Quest: Loud and Clear active and to have been awarded your thief's clothing, Vekel and Dirge also point you in the direction of the Ratway Warrens.
Objective: Find Esbern in the Ratway Warrens
Target: Esbern, inside the Ratway, in Riften



Crossing the Thalmor: Gissur's Revenge

Dispatching Gissur back at the Embassy prevents him from shadowing your movements.

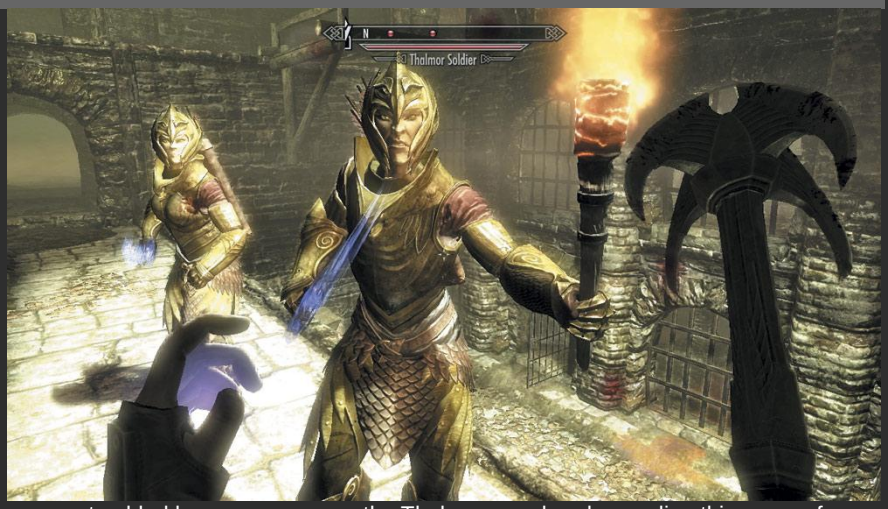
If you left Spymaster Rulindil's spy Gissur alive during the previous quest, you may spot him in the Ragged Flagon. You can slay him or leave him alone.
If you speak with either Dirge or Vekel, Gissur eavesdrops and sneaks out of the Ragged Flagon, into the Ratway. If you (carefully) follow him, you can eavesdrop as he tells the Thalmor troops where you are. You may wish to attack at any time, or:
You can remain hidden, as the Thalmor enter the Ragged Flagon, confront Dirge or Vekel, and are given a menacing brush-off by the Thieves Guild.
Or, you can reveal yourself (accidentally or otherwise) and turn the Ragged Flagon into a slaughterhouse. Leave no Thalmor alive!



Crossing the Thalmor: Shavari the Assassin

The Thalmor are hiring proficient assassins to track and kill you.
Unbeknownst to you, once you escaped the Thalmor Embassy, Elenwen placed a bounty on your head, which attracted the attention of a Khajiit assassin named Shavari. As soon as you enter the Ragged Flagon or the Ratway Vaults, she enters the Ratway after you. Be quick if you spot an unknown Khajiit in these parts; slay her before she can fulfill her task. Inspect her corpse for a note from "E" that proves the Thalmor plot against you.
Items Gained:
Shavari's Note

Remembering the 30th of Frostfall



If you were directed into the Ratway Warrens or even stumbled here on your own, the Thalmor are already prowling this maze of connecting corridors around a central hub room (which you've just entered).
However, if Dirge or Vekel directed you to the Warrens, you are forewarned about the Thalmor ambush, allowing you to expect any attacks and even trying to ambush the guards and gain the upper hand. Either way, unless your sneaking ability is exceptional, expect to fight around four of these enemies throughout your navigation of the Warrens.
From either entrance into the Warrens, there are two possible routes:
The first is to navigate around the interconnected corridors and chambers, sneaking past or fighting Thalmor enemies and a few Skeever along the way. This is the long route, but it allows you to remain hidden, or at least clear the Warrens of foes for the moment.
Or, you can appear on the upper balcony of the multifloored central hub room, which is well lit and has a cart and hay bale at the base of it. Drop to the open gate on the eastern side of the bottom floor. The entrance to the Ratway Vaults is just south of this point, at the bottom of the Warrens.





Open the wooden door and enter the Ratway Vaults. The Thalmor haven't found this area yet, and it is rarely trafficked. One of the reasons may be the lunatics who populate the chambers here.
Beware of Hefid the Deaf, and Knjakr the mad chef, as both of them get violent when they spot you. You'll also have to contend with a brain-addled man named Salvianus, who talks to himself. But you're actually here to locate the well-locked door on the upper balcony of the hub chamber, in the southwest corner.
Sidle up to the door and activate it, and you'll hear an old man shouting for you to go away. Persist, and the door's shutter slides open and a pair of eyes peer out. They are attached to a man who claims to not know who Esbern is.
No amount of persuasion or pleading gets the man to unlock the door. Use the quote Delphine told you to tell the man: "remember the 30th of Frostfall." Only then does the man reveal himself to be Esbern and unlock the door.
If you haven't spoken to Delphine after escaping the Thalmor Embassy, you can inform Esbern that you're Dragonborn, which is enough to pique his interest.
Objective: Talk to Esbern

Quest Conclusion

Once you're inside Esbern's hidey-hole, he asks how Delphine is after all these years, regarding the situation as "hopeless." He tells you that Alduin has returned, just as the prophecy said. Esbern believes it to be the end of the world. In fact, the only glimmer of hope would be if a Dragonborn returned....

POSTQUEST ACTIVITIES

During the conversation, Main Quest: Alduin's Wall begins immediately.

2.3 Alduin's Wall

Minor Spoilers

Prerequisites: Complete Main Quest: A Cornered Rat
Intersecting Quests: Main Quest: A Cornered Rat, Main Quest: The Throat of the World
Locations: Karthspire, Riften, The Ragged Flagon, The Ratway, The Ratway Warrens, Riverwood, Sleeping Giant Inn, Sky Haven Temple, Alduin's Wall
Characters: Delphine, Esbern, Orgnar
Enemies: Forsworn, Thalmor Soldier, Thalmor Wizard
Objectives: Escort Esbern to Riverwood, Talk to Esbern, Gain entrance to Sky Haven Temple, Learn the secret of Alduin's Wall

History and Prophecy

Objective: Escort Esbern to Riverwood
Target: The Sleeping Giant Inn, in Riverwood



Now that Brynjolf and the Thieves Guild have helped you locate the slightly deranged Esbern, it is your job to chaperone him to Riverwood. Ask him if he knows the way out of here, and he sets off running. Follow him out of his hidey-hole or request that he follow you. Head down the stairs in the sewer junction chamber.
As you both enter the sewer passages, Thalmor agents begin to appear. Defeat them. Combat continues as you push up the stairs and into the Ratway Warrens. Let Esbern fight the Thalmor Soldiers that may appear; Esbern is a powerful wizard and can handle himself in a fight.
Head west, through the open gate in the hub room and into the connecting sewer tunnel. Go north past the tree routes and up the stairs by the dining chamber. Next, travel around to the south, above the hub room. Cross the middle balcony of the hub room, and go to the upper balcony overlooking this same hub room chamber. Head west into the Ragged Flagon.
From here, head west, into the Ratway mead-tasting room; then turn right (north) and use the wall lever to lower the wooden bridge if you haven't done this already. From here, you're one winding corridor away from exiting into Riften. At this point, you can Fast-Travel or trek back to Riverwood and the Sleeping Giant Inn.

Tip

Esbern simply crouches when overwhelmed by enemy attacks and then rises again. Don't worry about him being killed.
Objective: Talk to Esbern



Inform Delphine that you've found Esbern, and she's most thankful, taking you both down into her secret cellar.
Esbern reveals a particularly important historical location: Sky Haven Temple, constructed around one of the main Akaviri military camps in the Reach, during the conquest of Skyrim. He also places a book on the table. Read it at your leisure for some history.
Items Gained:
Annals of the Dragonguard
Delphine isn't impressed until Esbern informs you both that the Sky Haven Temple is where Alduin's Wall was built to set in stone all their accumulated dragonlore. But the location of the wall, one of the wonders of the ancient world, was lost.

Fortunately, Esbern knows where it is and why the three of you should journey there: The ancient Blades recorded both history and prophecy on Aduin's Wall. With any luck, it may reveal how to defeat Alduin himself.
Objective: Gain entrance to Sky Haven Temple

Forsworn and Forsaken



Delphine knows that Esbern's description fits an area of Skyrim called Karthspire, in the Karth River Canyon. She asks whether you should all travel there together or whether you should meet them at the Sky Haven Temple entrance. The choice is yours. You can:
Fast-Travel to the nearest location closest to the temple, and then walk there. Or Fast-Travel to the temple entrance itself, if you've already discovered it.
Travel the path along Falkreath Hold, which involves fending off any enemies along the way and fighting as a trio. This takes longer but allows you to raise levels and watch your teammates' considerable fighting talents. Neither of them can die from enemy attacks, so you can back them up in combat if that's your style.
Take the same, lengthy route on your own or on horseback. You won't need to wait around, but you have no backup during any fights. Catch a carriage from Whiterun to Markarth, and then approach on foot from the west, as Delphine recommends.
After the meeting, Delphine says her last good-byes to Orgnar the barkeep and leaves the Sleeping Giant Inn for good.



The Forsworn—primitive tribesmen fighting to drive the Nords out of this western hold—are active in this area. They are formidable warriors and mages, especially in groups as large as those you find at the Karthspire exterior.
Depending on your play style and whether you're traveling alone or with Delphine and Esbern, expect a protracted and furious battle across the sprawling wooden and stone battlements as you cross the platforms spanning the Karth River. After some fine sneaking or impressive combat, seek the inky-black cave entrance and enter Karthspire interior.

Tip

If you lose Delphine and Esbern during the journey to the Sky Haven Temple, they appear when you enter the Karthspire interior. If you told them to go ahead, they will be waiting on the road close to the entrance, near the Karthspire Forsworn Camp (unless you reach there first).



Fighting continues inside Karthspire as you head through a Forsworn camp and into a narrow ascension chamber, with stone buttresses and temple columns carved by the early Akaviri.
There is an entrance high above you to the west, but it is currently impassable. There is a trick to releasing the two raised bridges that cross the width of the chamber. Move up to the three tricornered small pillars atop the dirt ramp.
Puzzle Solution: The square tile in the middle of each column is significant; study the hieroglyph in each one. One looks like an eye with a pair of horns above it. One looks like a ceremonial bowl with stylized fire. The third looks like two dragon heads facing each other and an arrow pointing down. This is the symbol of the Dragonborn. Activate the pillars so the “Dragonborn” tile is shown and the line atop each pillar points east to west. The bridge to your left (south) lowers with a rumble.
Cross the bridge and wait for Esbern to give his opinion on the tiled floor in the connecting chamber. Expect a fiery death if you step on the incorrect pressure plate. But there is a method to this madness:
Puzzle Solution: Look for the plates that have the “Dragonborn” hieroglyph on them. Step only on those plates to wind your way across the floor, before you finally reach a carved dragon head and a lever. Pull the lever, and the second crossing lowers. This has the added bonus of switching off the pressure-plate trap.

Allegory and Mythic Symbolism



Head north across the two lowered bridges and into the Sky Haven Temple entrance, a large and remarkably well-preserved chamber. Esbern strides toward a big stone head at the far (west) end. Speak to Esbern about the entrance. He studies the circular floor carvings, murmuring something about them being a “blood seal.” The mechanism needs blood to activate: your blood.
The ancient Blades revered Reman Cyrodiil, and the whole place appears to be a shrine to him. Esbern explains the historical significance of this site. Listen for as long as you wish, but when you are ready, stand in the center of the circular floor carving and activate the blood seal. You cut your palm, dripping blood into the floor seal, and Reman Cyrodiil’s giant carved head lifts open.
Objective: Learn the secret of Alduin’s Wall

Quest Conclusion



You may wish to run on ahead or witness Esbern's excited discovery of Akaviri bas-reliefs. But the main chamber holds the real prize. While Delphine waits impatiently, Esbern explores the entirety of Alduin's Wall, which dominates this chamber.

In the middle of the wall, Esbern discovers that the ancient Nords used a Shout to defeat Alduin. Delphine asks if you know of such a Shout. Answer that the Greybeards might know. Delphine responds with a few choice words about the Greybeards; she believes they shrank from their responsibilities and destiny. She recommends you head off to see them while she remains; Esbern is likely to be here a while.

"When misrule takes its place at the eight corners of the world,
When the Brass Tower walks and Time is reshaped,
When the thrice-blessed fail and the Red Tower trembles,
When the Dragonborn Ruler loses his throne, and the White Tower falls,
When the Snow Tower lies sundered, kingless, bleeding,
The World-Eater wakes, and the Wheel turns upon the Last Dragonborn."

POSTQUEST ACTIVITIES

Esbern continues to inspect Alduin's Wall as Main Quest: The Throat of the World begins. In addition, you can start to befriend Delphine and Esbern inside the Sky Haven Temple and complete the four Blades Factions Quests, earning you Followers, items, dragons to kill, and blessings from Esbern. Consult that Chapter for details.

2.4 The Throat of the World

Minor Spoilers

Prerequisites: Complete Main Quest: Alduin's Wall
Intersecting Quests: Main Quest: Alduin's Wall, Main Quest: Elder Knowledge Favorites, Main Quest: Paarthurnax
Locations: High Hrothgar, High Hrothgar Courtyard, Sky Haven Temple, Throat of the World
Characters: Delphine, Esbern, Master Arngeir, Master Einarth, Paarthurnax
Enemies: Ice Wraith, Troll
Objectives: Talk to Arngeir, Learn the Clear Skies Shout, Use the Clear Skies Shout to open the path, Talk to Paarthurnax, Learn the Word of Power from Paarthurnax, Use your Fire Breath Shout on Paarthurnax, Talk to Paarthurnax

Sky Above, Voice Within

Objective: Talk to Arngeir
Target: Master Arngeir, High Hrothgar



While Esbern inspects the third panel of Alduin's Wall (and offers his opinion of it if you wish to listen), you should exit Sky Haven Temple. Head up and north, and exit through any of the "dragon arrow" doors to an outside ruin offering excellent views over the Reach.
You have a long trek back toward Whiterun, and then must navigate the 7,000 steps again to High Hrothgar. You should Fast-Travel if you're feeling impatient. Seek out Master Arngeir, and inform him that you need to learn the Shout that was used to defeat Alduin. The Greybeard is angered by your request, blaming the meddling Blades for their reckless arrogance.
Arngeir ends the conversation (no matter what you say) by admonishing you for straying from the path of wisdom.
Master Einarth murmurs something to Arngeir in dragon tongue, and Arngeir calls for you to stop. He apologizes for his outburst and informs you that the Shout is called "Dragonrend." It is unknown, even to the Greybeards of High Hrothgar, as it is deemed evil.
Only the master of the Greybeards—Paarthurnax—can answer your questions. You are beckoned into the courtyard and are taught another Shout that will open the way to Paarthurnax.
Objective: Learn the Clear Skies Shout
Target: Master Arngeir, High Hrothgar Courtyard
Follow Arngeir toward the ceremonial fire pit on the raised area of the courtyard, where he bellows three glowing, runic words into the carved stone on the ground below. Step onto and absorb each of them, so your Clear Skies Shout is the strongest it can be.
Then absorb the knowledge from the glowing Master Arngeir. You learn Lok ("Sky"), Vah ("Spring"), and Koor ("Summer"). Then enter your Magic > Shout Inventory menu, and select this Shout.
Items Gained:
Word of Power: *Sky, Clear Skies*
Word of Power: *Spring, Clear Skies*
Word of Power: *Summer, Clear Skies*
Objective: Use the Clear Skies Shout to open the path
Target: The mountain fog, atop the High Hrothgar steps

Clearing the Throat



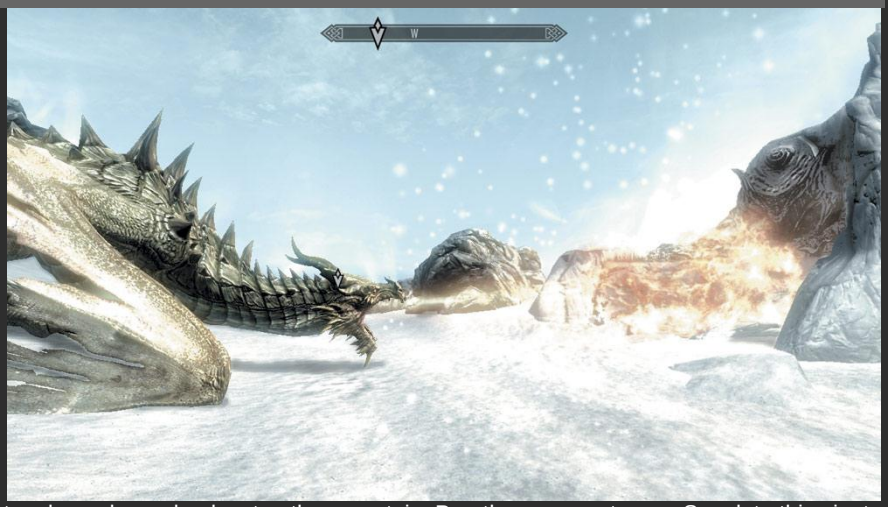
With the Shout selected, turn and depart from High Hrothgar, heading up the steps from the fire pit to the southeast. You are greeted by a perimeter arch, through which is an impenetrable fog.
Execute the Clear Skies Shout and the fog dissipates for a few seconds before blanketing the mountain again. This gives you a clear view of the path to the mountaintop.
Objective: Talk to Paarthurnax
Target: Paarthurnax, the Throat of the World summit



Continue up the path until you reach the edge of the fog bank. If the fog returns, then Shout again. As you progress up the zigzagging path, look out for the marker stones and the flags affixed to them.
The pace is slow, but you eventually emerge above the fog bank and discover the Throat of the World—the summit of the largest mountain in Skyrim.

Caution

Don't wander around blindly in the gray mist; this is dangerous. Lingering in the fog can drain your Stamina, and you'll have to contend with Ice Wraiths and possibly a troll along the way.



A deep booming voice echoes around the giant rocks and snowbanks atop the mountain. Paarthurnax greets you. Speak to this giant white dragon, who asks why you intrude upon his meditation.
Explain that you need to learn the Dragonrend Shout. He responds that patience is required and that formalities must be observed. Paarthurnax lands on the ground nearby and encourages you to hear his Thu'um and respond—if you are truly Dovahkiin! He opens his maw and scorches a nearby rock in a great gout of fire!

Objective: Learn the Word of Power from Paarthurnax
The rock soon glows with a runic Word of Power. Take this as the gift it is intended to be, and absorb another new Word of the Fire Breath Shout. You then absorb Paarthurnax's knowledge of the Word...except the beast is still alive and doesn't need slaying.
Items Gained
Word of Power: Fire Breath
Objective: Use your Fire Breath Shout on Paarthurnax
Paarthurnax now wishes you to greet him, not as a mortal but as a dovah ("dragon"). Select the Fire Breath Shout from your inventory, and yell it directly into the dragon, bathing him in your fiery blast. Paarthurnax doesn't become hostile; this is the ceremonial greeting he was expecting.

Caution

Of course, don't follow this up with actual combat, or Paarthurnax actually becomes hostile, and you can't kill him now.
Objective: Talk to Paarthurnax

Watcher at the Time-Wound

Paarthurnax is happy to make your acquaintance and asks what you wish of him. When you repeat your request to learn the Dragonrend Shout, Paarthurnax has been expecting this. After further conversation, the great dragon says that even he does not know the Thu'um that you seek.
After another question, he asks why you want to learn the Shout. Reply with any answer you wish, but do tell him you need to stop Alduin. Paarthurnax describes his elder brother as "troublesome." This hermit soon asks you why he lives up here.
Your answers won't be correct, so he tells you he meditates at this spot, as it was where Alduin was defeated by the ancient Tongues. But even the Dragonrend Shout wasn't enough; they had to employ the Kel—or Elder Scroll—to create a Tiid-Ahraan, or Time-Wound, and cast him adrift on the currents of Time.
If you ask, he explains what an Elder Scroll is and reveals he has been waiting: For thousands of years, until Alduin began to emerge from Time. This is important to your cause. If you found an Elder Scroll at this exact location, you might be able to cast yourself back to the other end of the time break—and learn Dragonrend from those who created it!

Quest Conclusion

You're left with one overwhelming question...
POSTQUEST ACTIVITIES
...which is answered during Main Quest: Elder Knowledge!

2.5 Elder Knowledge

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Minor Spoilers

Prerequisites: Complete Main Quest: The Throat of the World
Intersecting Quests: Main Quest: The Throat of the World, Main Quest: Alduin's Bane, Main Quest: Paarthurnax, Daedric Quest: Discerning the Transmundane, Other Faction Quests (The Greybeards Quests): Word Wall Revelations*, Other Faction Quests (The Greybeards Quests): Meditations on Words of Power*, College of Winterhold Quest: First Lessons
Locations: Alftand, Alftand Animonculory, Alftand Cathedral, Alftand Glacial Ruins, Alftand Ruined Tower , Blackreach, College of Winterhold, Hall of the Elements, The Arcanaeum, High Hrothgar , High Hrothgar Courtyard, Septimus Signus's Outpost, Sky Haven Temple, Throat of the World, Tower of Mzark, Oculory
Characters: Esbern, Faralda, Master Arngeir, Paarthurnax, Septimus Signus, Urag gro-Shub
Enemies: Dwarven Centurion, Dwarven Sphere, Dwarven Spider, Falmer, Frostbite Spider, Horker, Ice Wolf, J'darr, Skeever, Wolf
Objectives: Learn the location of the Elder Scroll, (Optional) Talk to Esbern, OR (Optional) Talk to Arngeir, Objective: Recover the Elder Scroll

Note

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.

Higher Learning

Objective: Learn the location of the Elder Scroll
Target: College of Winterhold
Objective: (Optional) Talk to Esbern
Target: Esbern, at the Sky Haven Temple
Objective: OR (Optional) Talk to Arngeir
Target: Master Arngeir, at High Hrothgar
Finish your conversation with Paarthurnax by asking him to impart all the information about the Elder Scroll that he can. According to him, when you return with the Scroll, you shall meet Hakon, Gormlaith, and Felldir—the first mortals to whom Paarthurnax taught the Thu'um and who led the rebellion against Alduin.
Complete your talk with Paarthurnax, and then leave to locate the Elder Scroll, if you haven't found it yet. There are two optional clues that point you in the correct direction.

Note

Do you already have the Elder Scroll in your possession? This is possible, if you've completed Daedric Quest: Discerning the Transmundane. If so, you can skip this quest and begin Main Quest: Alduin's Bane.

Note

Remember that, you can still return to him to meditate on Words of Power. Consult Other Factions Quests (The Greybeards Quests): Meditations on Words of Power for more details. This quest becomes available once you complete Main Quest: The Horn of Jurgen Windcaller.
Talking to Esbern: To learn more about your Elder Scroll search, you may wish to return to the Sky Haven Temple. Esbern is usually standing outside, atop the mountain the temple is dug into, gazing over the Reach. Approach the temple pavilion and speak to him. He recommends you visit the College of Winterhold. Your map updates.
Talking to Arngeir: To learn more about your Elder Scroll search, you can visit High Hrothgar and speak with Master Arngeir. The Greybeards do not concern themselves with the Scrolls, but such blasphemies have always been the stock-in-trade of the mages of Winterhold. He suggests you try their College. Your map updates.

Note

At this point, you can speak to Arngeir and learn the locations of additional Words of Power. Consult Other Factions Quests (The Greybeards Quests): Word Wall Revelations for more details.

Insane Ruminations



Begin your journey to the city of Winterhold. The College is linked to it by a bridge. At the bridge's near end, a High Elf wizard guards the entrance. She stops you, warning that it's not safe to cross the bridge and that you will be denied entrance to the city.
She will become hostile if you take a swing at her. Although she has some complaints about the College, which you can ask her about, you really just want to enter the College. Ask if this is possible, and she asks why. Choose the answer that best suits your demeanor. She requires that you take a test to show you're at least competent in the use of magic. You can:
Walk right in without dealing with Faralda, if you're already a member of the College of Winterhold and started that line of Side Quests.

(Persuade) Tell her that you both know you'll be successful.
Agree to take the test. When the test begins, Faralda requests you aim a spell at the seal on the ground near to her.
Ask if she would grant entry to the Dragonborn. Faralda asks if you really have the Voice. Show her any Shout you have.
Spell Casting: Bring up your Magic menu and choose the spell Faralda has requested. She can choose Firebolt, Magelight, Fury, Conjure Flame Atronach, or Healing Hands, depending on your available spells and knowledge of particular magic styles. Aim at the seal and cast the spell. After a successful casting, Faralda tells you to find Mirabelle Ervine inside the College.
Dragon Shouting: Bring up your Shout inventory, choose any Shout (a good choice is Fire Breath), aim it at the seal, and bellow. After you strike the seal, Faralda tells you that there is much you both can learn from each other and that you'd be a superb addition to the College.
You can now ask Faralda more questions about Mirabelle and the College, or even receive training in the arts of Destruction Magic.
College of Winterhold Quest: First Lessons is now active, and you are told to report to Mirabelle Ervine. However, this objective is not required or part of the Main Quest. Cross the bridge, enter the College's exterior courtyard, open the grand doors, and enter the Hall of the Elements. Immediately make a right (east) turn and enter the Arcanaeum.

Caution

Be extremely careful where you wave your fingers! Don't aim (accidentally or otherwise) at Faralda or choose a spell (or Shout) that has a large area of effect. If you cast a wider flame-based attack, you risk setting Faralda on fire, effectively ending your tryout as an apprentice mage!

Tip

Do you want to mingle with other mages? Then consult the College of Winterhold Quests for further information on the denizens of this epicenter of magic in Skyrim. This is also a great time to start their quests, if you haven't done so already.

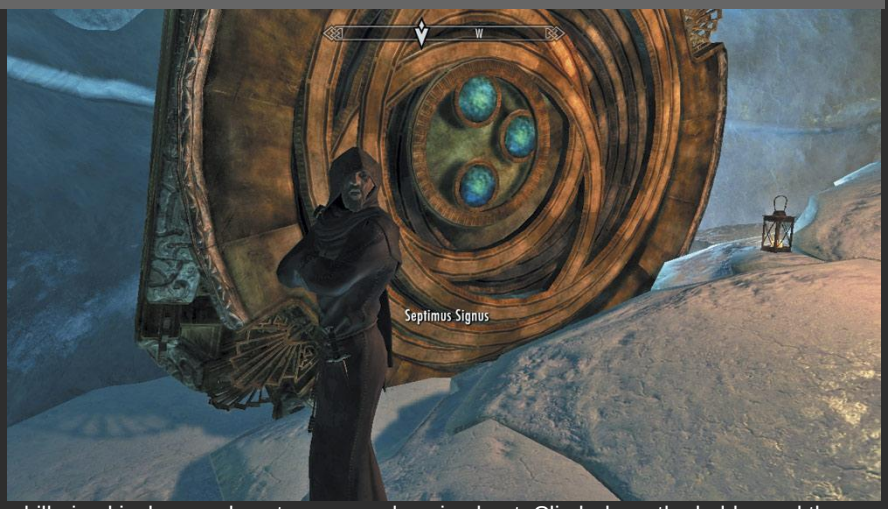


Look for the Orc Mage named Urag gro-Shub, who runs the Arcanaeum. Although you can ask to assist him in College business (which allows you to accomplish several College-related tasks unrelated to this quest) and can ask about the Arcanaeum library, you're here to ask him about the Elder Scroll.
Urag isn't too happy with you offhandedly asking about such a powerful artifact. You may listen to an overview of the Scrolls before asking if there's an Elder Scroll you could use. Urag laughs at this question; he wouldn't show the likes of you, even if he obtained one.
Ask if he at least has any information on them. He agrees to locate a couple of arcane tomes that may have some clues. But mostly they contain lies leavened with rumors.
Urag gro-Shub locates and places two tomes on the nearby desk: Effects of the Elder Scrolls and Ruminations on the Elder Scrolls. After reading both books (which you may keep or leave on the desk), you find that the Ruminations tome is the work of a madman. **Daedric Quest:** Discerning the Transmundane now begins.
Items Gained:
Effects of the Elder Scrolls
Ruminations on the Elder Scrolls
Daedric Quest Objective: Ask Urag about the insane book
Return to Urag and let him know that the Ruminations book is incomprehensible. He doesn't seem surprised; after all, this book was the work of Septimus Signus.
Although Signus is the world's master of the nature of Elder Scrolls, Urag tells you he's "been gone for a long while." You suspect he means both mentally and physically. He currently resides north of the College in the treacherous Ice Fields.
Daedric Quest Objective: Find Septimus Signus
Target: Septimus Signus's Outpost

The Hermit of Hermaeus Mora



The giant chunks of ice floating off the Northern Coast are your next destination. Exit the College and run down to the frigid coastal waters. Hop across any floating ice that you can, navigating your way north. Expect to slice into a few Horkers along the way, and you may encounter wolves and Ice Wolves.



Septimus Signus's Outpost is cut into one of the hill-sized icebergs, close to a moored rowing boat. Climb down the ladder and the slope to reach a lone mage in a chamber of ice. He appears to be guarding some kind of Dwemer box about the size of a house. Asking Septimus about the Elder Scrolls results in a torrent of knowledge. Ask where the Scroll is, and after receiving moderately useless information, ask once more (either pleasantly or with a more threatening tone). Septimus agrees to tell you, but in return, you must venture into Blackreach, a strange underground Dwemer city that lies below Alftand.
Ask about getting into Blackreach. Septimus keeps up his riddle-based prattling and hands you two items: The first is an odd-edged lexicon, used by the Dwemer for inscribing. The second is an Attunement Sphere, which apparently "sings" when you near an important Dwemer door.
Once these are in your grasp, your Main Quest updates. Stay and speak further with Septimus if your sanity can stand it.
Items Gained:
Attunement Sphere
Blank Lexicon
Daedric Quest Objective: Transcribe the Lexicon
Target: Tower of Mzark
Objective: Recover the Elder Scroll
Target: Tower of Mzark

Trek to the Tower

Tip

You must have the Attunement Sphere on your person in order to continue; otherwise, you cannot access the route necessary to reach the Elder Scroll.
The following location is one of a few entrances to a giant underground city called Blackreach. This is the optimal path, but there are others. Consult the Atlas to see all the ways to enter this subterranean citadel and the Tower of Mzark.



Alftand is located on the glacial mountains southwest of Winterhold. Your trek there is usually interrupted by wild animal attacks. The exterior of Alftand is a series of dotted structures, both Dwarven and Nordic in nature. Below the glaciers is the Alftand Ruined Tower, which offers a dangerous route to the glacier's top.

A much better way is to stay outside to reach the two windswept huts, an inaccessible Dwarven tower, and a precarious platform that winds down and around the rooftops, on the side of the glacier. Head down the planked bridges until you reach the entrance to the Alftand Glacial Ruins. This is the way to go.



Wind through the glacial tunnels that have been mined out and left in a real mess, with debris and cooking equipment strewn about, and the signs of fighting everywhere you look.

Follow the tunnel down until you reach the beginnings of the Dwarven architecture, a stone tunnel that ends in a connecting room with a stone table, and a large barred doorway to the north. This can only be unlocked from the other side.

On the nearby table you'll find Research Notes. Whoever wrote it thought he saw a strange human figure on the other side of the barred doorway.

Items Gained:

Research Notes

At this point, the passage west heads up a ramp and down the other side, into another glacial intrusion. Watch for attacks from a Dwarven Spider as you go. A Skooma-addled Khajiit is shouting about being trapped here and attacks if he sees you. Drop him, and continue down into the start of the main Dwarven ruins.

The ceilings tower above you as you reach a cog and piston room with a raised center and two Dwarven Spheres appearing from their wall holes to attack. Continue north to a vent chamber with a locked gate (Novice) leading to a few scraps of treasure. Head through the gold door and up to a Dwarven Spider–infested passage stretching south.

This leads to a locked (Apprentice) gold door with items to steal behind it, and a main path around to the east, which brings you back into the cog and piston room. This time, you're above the raised center. Navigate the pistons (jump over them, or you risk being pushed off by them) in a counterclockwise route to the short corridor and door to the Alftand Animonculory.

Tip

There are many trinkets of Dwemer origin to pick up (and sell once you leave). Among the vendors across Skyrim, a wizard named Calcelmo in Markarth's Understone Keep is most interested in these items and gives a good price, although you can sell them to any merchant or vendor who wants them.



Move through the green-tinged corridor to an opening on your left (east). This leads to a large pipeworks corridor. Avoid two Dwarven Spheres by staying on the low ground, and head through the gap in the gold fencing to the left of the stone steps.

Otherwise, head up the steps, over the pipes, and up the ramp with the central slit. Walk on the slit so you don't trigger a blade trap by stepping on the pressure plates. At the barred doorway, use the lever on your right to lower the bars. The lever behind the bars raises them, which isn't necessary unless you're being pursued and want to halt your attackers.

Step out into the grand Animonculory shaft—a long vertical drop you need to descend without falling. Remove any Dwarven Spider threats, and head down the sloping stone walkway to an arched entrance platform. The gold door here (Apprentice) just leads to a dead end and more treasure.



Peer over the edge of the stone platform facing into the shaft. The walkway below has crumbled, forcing you to drop onto the jutting gold pipe and then the rubble platform.

There is a walkway to the west, heading up to a precarious ledge, a Dwarven Spider battle, and a piston that can push you over the edge. The way forward and downward is to the northeast. Look for the lantern and falling water, as the sloping walkway is hidden.

As you descend, something horrific shuffles out of the shadows: an eyeless figure, thought to be myth. These are Falmer, the degenerate remnants of the original Elven inhabitants of Skyrim!

Dispatch four of them as you follow the winding platform down. Take care not to lose your footing and fall to your death. Next, face the jet of fire blasting the entrance to a gold door. Dart through or around, and enter a Falmer nest.

Falmer appear from their huts, forcing you to fight or sneak by. Follow the passage down to a second set of Falmer in a boiler chamber. Watch for those rattling, hanging bones if you're sneaking, as these startle the Falmer into finding you.

Head down the steps, watching for Skeever attacks, and look for a gold door on the southeast wall. This is the way onward, but you may wish to turn to the northwest, open a gate, and enter an ancient Dwarven Elevator. Pull the lever and you ascend to the Alftand Glacial Ruins.

Step around the rubble and to the barred doorway where you found the Research Notes. Pull a wall lever here, so the bars retract. This allows you to easily navigate up and down the Animonculory if you explore here in the future. For now, use the elevator to head back down, and open the gold door in the southeast wall.

This leads down the sloping walkway to the shaft's bottom, where you encounter another Falmer attack and face a Frostbite Spider. From here, you have only one set of corridor steps and a claw trap (move around the trip wire) before you enter the Alftand Cathedral.



Battle a Falmer and navigate some floor trigger plates to reach a gold door that leads out into the main cathedral chamber—a massive echoing cavern with a central structure and a doorway barred with spears.

Check the area for Falmer and the steps to your left (south) before heading to a gold lever above the entrance from which you came. This raises the spears, enabling you to enter the cathedral platform, where a giant steam-powered mechanical monster roars into life. This Dwarven Centurion is a frightening form, but you should defeat it, as it carries a handy key.

Items Gained:

Key to Alftand Lift



Climb to the gate (southwest) at the platform's top, open it, and then listen to the arguments of two thieves, Sulla and Umana. You must slay them, as there's no reasoning with them.

Now open the gate beyond the strange Dwarven Mechanism. This leads up to the top of the Alftand glacier, and a tower you couldn't access when you first reached here. Open the gate from the inside using the wall lever (so you can access the cathedral directly from the surface during future adventures); then travel back down to the cathedral.

Approach the Dwarven Mechanism now, and insert the Attunement Sphere Septimus gave you. The floor parts, revealing stairs down to a hidden gold door and an entrance into the mysterious undercity of Blackreach.

Note

Take a moment to adjust to the vastness of this cavern. Aside from firing a Dwarven crossbow using an adjacent lever and investigating the small stone building to the southwest (Sinderion's Field Laboratory, where you can start collecting Crimson Nirnroot and begin Side Quest: A Return to Your Roots), there is a sprawling area to adventure through.

Consult the Atlas for information on the entire area; this walkthrough points you directly to the exit necessary to reach the Elder Scroll.



Exiting Blackreach using the appropriate Dwarven Elevator involves a romp west. First, though, you may wish to head southeast, to a golden button encased on a Dwarven head pedestal. Press it, and the elevator behind lights up, allowing you to ascend and exit back outside. Open the gate, allowing you to enter from the Great Lift of Alftand (a new tower entrance northeast of Nightgate Inn).
Return to Blackreach and find the cobblestone path heading roughly west. Follow it past ancient structures and towering luminescent fungi. Continue with a giant lake and cascading waterfalls to your left (south), heading over a stone bridge. Go west and turn left (south) to reach a colossal elevator that allows you to ascend into the Tower of Mzark, your destination.

Oculory Operation



Venture along a corridor with a burst steam pipe and small camping area, and through gold doors into a gigantic, circular Aedrome chamber. The chamber is dominated by a huge sphere.

This appears to be some kind of massive Oculory, with a variety of focusing lenses and other golden machinery attached. Head to the cluster of controls on the platform above the Oculory.

The controls are comprised of five cylindrical devices: a Lexicon Receptacle and four positioning buttons embedded in pedestals. There is a certain way to use these devices to produce something hidden in one of the lenses.
Puzzle solution: Activate the Lexicon Receptacle, so the Blank Lexicon rests on top of it. The two pedestals to the Receptacle's right—the only ones currently active—open and close the Oculory lenses. Press the taller of the two pedestals (right of the middle one with the lens chart on it) three or four times, until the pedestal with the blue button to the left of the middle one starts to glow. Move to this new pedestal (at this point, the Blank Lexicon may be glowing blue). The two pedestals to the left of the Receptacle—the taller of which is now active—control the ceiling lens array. Press the button of the taller, left pedestal twice, until the button on the far left, smaller pedestal begins to glow. Now press that button, and a large set of lens crystals descends from the ceiling and stops. The main crystal rotates and splits apart to reveal a tubelike carrying device.

Quest Conclusion

Drop down from the balcony controls and approach the open lens crystal. Take the Elder Scroll from its elaborate compartment. Then exit using the door under the Lexicon Receptacle. This leads to one final Dwarven Elevator, which allows you to open the gate from the Tower of Mzark, step out into the exterior, and add another possible entrance to Blackreach, if you decide to return.
Items Gained:
Elder Scroll

POSTQUEST ACTIVITIES

As soon as you take the Elder Scroll, Main Quest: Alduin's Bane begins. In addition, you are able to return to the giant underground city of Blackreach and can continue Daedric Quest: Discerning the Transmundane from this point on. Consult that quest for further information.

2.6 Alduin's Bane

Major Spoilers

Prerequisites: Complete Main Quest: Elder Knowledge
Intersecting Quests: Main Quest: Elder Knowledge, Main Quest: The Fallen, Main Quest: Paarthurnax, Other Faction Quests (The Greybeards Quests): Meditations on Words of Power*, Other Faction Quests (The Greybeards Quests): Words of Power*, College of Winterhold Quest: First Lessons
Locations: Throat of the World, Tower of Mzark, Oculory
Characters: Felldir, Gormlaith, Hakon, Paarthurnax
Enemies: Alduin
Objectives: Read the Elder Scroll at the Time-Wound , Learn the Dragonrend Shout from the Nord heroes, Defeat Alduin

Note

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.

A Blast from the Past

Objective: Read the Elder Scroll at the Time-Wound
Target: Throat of the World (mountain summit)

Caution

Be sure you use the correct elevator to leave the Tower of Mzark. The one you access via the corridor under the balcony controls returns you to Skyrim's surface, whereas the one located on the lower part of the Oculory, accessed down the stone ramp and short corridor, leaves you exploring the terrifying Blackreach, which is only necessary during Daedric Quest: Discerning the Transmundane!



Once you've taken the Elder Scroll from the Oculory inside the Tower of Mzark, simply return to the Dwarven Elevator and head outside.
Once you're back on Skyrim's surface, you can travel (by your preferred means) to the Throat of the World, where Paarthurmax is perched on his rock, watching you intently
Move near the Time-Wound, which glows brighter as you advance upon it, and read the Elder Scroll from your inventory.
Objective: Learn the Dragonrend Shout from the Nord heroes
Target: Hakon, Gormlaith, and Felldir, through the Elder Scroll



Your vision pitches back into the past, thousands of years ago, when the Nord heroes of old first fought Alduin and his dragon brethren.
But Gormlaith, Hakon, and Felldir are seen as if you could reach out and touch them. You cannot move while watching this memory play out. You watch as Gormlaith and Hakon deliver a series of killing blows to a dragon, with Hakon worrying that Alduin may not appear and fall into the trap they have set for him.
Felldir has seen none of his kin stand against Alduin, not Galthor, Sorri, or Birkir. Gormlaith replies that they did not have Dragonrend. But as Alduin cannot be slain like a lesser dragon, Felldir has brought something to even the odds—an Elder Scroll!

The giant black dragon soon descends on the trio of Nord warriors. As planned, the three heroes bellow out Joor (“Mortal”), Zah (“Finite”), Frul (“Temporary”)!
At the same moment in present time, you absorb the knowledge of this Shout yourself. Alduin is confused, and sees fear for the first time. While Gormlaith is torn and tossed about by an enraged Alduin, Hakon yells to Felldir to use the Elder Scroll.
After Felldir yells the incantation, Alduin is consumed by a massive ball of energy, sucked into the Elder Scroll, and is banished from the world of Skyrim...of the past. But what of the present?
Items Gained:
Word of Power: *Mortal, Dragonrend*
Word of Power: *Finite, Dragonrend*
Word of Power: *Temporary, Dragonrend*
Objective: Defeat Alduin
Target: Alduin, Throat of the World

Rending the World-Eater Asunder



Something black and jagged arcs through the blizzard. Alduin has seen your attempts at reading the Elder Scroll but arrives too late to prevent you from learning the Shout that may be his downfall. Paarthurnax attempts to intercept Alduin’s attack but is cut down and lands heavily near you. He tells you to use the Dragonrend Shout if you can.
Dragon Slaying: Immediately select Dragonrend from the Shouts, and target the Thu’um directly at Alduin as he flies down to a hover, swoops past, or lands.
Try to lengthen the attack of the Shout (by holding down the Shout button). When he lands heavily, utilize your favored attack (which can be a second or third Shout as well as your magic and ranged or melee weapons).
If Alduin takes to the skies, use Dragonrend again; it is the only guaranteed way of dropping him back down to earth.

Caution

Warning! Alduin is completely invincible except when he’s affected by Dragonrend!
Continue combat, which is the most difficult that you’ve likely faced, and make use of any Health, Magicka, or Stamina potions that you’ve acquired for this battle.

Quest Conclusion

The battle ends only after you’ve depleted Alduin’s health, or he’s savaged you to death; there is no respite. Kill or be killed!

POSTQUEST ACTIVITIES

Once you’ve dealt a final blow to Alduin, Main Quest: The Fallen begins.

3.1 The Fallen

Prerequisites: Complete Main Quest: Alduin's Bane
Intersecting Quests: Main Quest: The Fallen, Main Quest: Paarthurnax, Other Faction Quests (The Greybeards Quests): Word Wall Revelations*, Other Faction Quests (The Greybeards Quests): Meditations on Words of Power*
Locations: Whiterun, Dragonsreach
Characters: Esbern, General Tullius, Jarl Balgruuf the Greater, Jarl Vignar the Revered, Master Arngeir, Paarthurnax, Ulfric Stormcloak
Enemies: Alduin, Odahviing
Objectives: Talk to Paarthurnax, OR Talk to Arngeir, OR Talk to Esbern, Talk to the Jarl of Whiterun, Learn Shout to call Odahviing, Prepare trap for Odahviing, Call Odahviing to Dragonsreach, Defeat and trap Odahviing, Interrogate Odahviing

Note

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.

Part 1: Expert Mediation

Objective: Talk to Paarthurnax
Target: Throat of the World
Objective: OR Talk to Arngeir
Target: High Hrothgar
Objective: OR Talk to Esbern
Target: Sky Haven Temple



Alduin collapses to the ground after you deal him a particularly impressive blow. But the arch-dragon isn't some common serpent; he is firstborn of Akatosh! He cannot be slain here, even by you.
He takes to the skies, and even your Dragonrend cannot stop him. He seems weakened; he's down but not out. Now you must seek the guidance of your chosen ally. You have three to choose from:

1. PAARTHURNAX



If you are favoring the kinship of the Greybeards over the Blades, you may seek council with Paarthurnax. Mention that you need to find out where Alduin went, and the dragon ponders this. Perhaps an ally of his could be convinced to betray him.
Paarthurnax mentions that the palace in Whiterun—Dragonsreach—was originally built to house a captive dovah (dragon). It would be a fine place to trap an Alduin ally. You mention that the Jarl might need some convincing (as the quest updates). Then Paarthurnax tells you the story of how the place came to be named Dragonsreach.

2. ARNGEIR



You may visit Master Arngeir, who heard the Dragonrend Shout from High Hrothgar. Arngeir tells you that Alduin can travel to Sovngarde to devour the souls of the dead, but no one knows how this is achieved.
You reply that one of his dragon allies might reveal this. But there is one possibility: Dragonsreach, which was originally built to hold a captive dragon. This did indeed occur in the time of Olaf One-Eye, thousands of years ago. You might be able to trap a dragon there, once you have the Jarl's cooperation.

3. ESBERN



Or you can return to Esbern at the Sky Temple pavilion outside, and he asks what happened. He believes Alduin returned to Sovngarde to feed on the souls of the dead, and if you don't find him soon, he'll return stronger than ever.
When you mention that his dragon allies might know where the portal to Sovngarde is, Esbern agrees and asks you about Dragonsreach. Apparently it was built to hold a captive dragon, back before the Akaviri crusaders cleansed Skyrim of dragons. You could trap a dragon there, but getting the Jarl to use his palace as a dragon trap might be impossible.
Objective: Talk to the Jarl of Whiterun
Target: The Jarl of Whiterun, in Dragonsreach, in Whiterun

Note

Esbern has another problem if you speak with him. He's discovered who the Greybeards' leader really is—a dragon responsible for many atrocities during the ancient Dragon War. On behalf of the Blades, he demands that Paarthurnax die for these crimes. Furthermore, Esbern's oath as a Blade prevents him from offering you aid or comfort until this dragon is slain.

Note

Main Quest: Paarthurnax begins officially at this point. Consult Main Quest: Paarthurnax for further information. It can also occur if you speak to Delphine. You must complete this quest to access help at the Sky Haven Temple from the Blades; otherwise Delphine and Esbern will speak but offer no assistance to you, which takes the form of the four Other Factions Quests involving the Blades.
Return to Whiterun and visit Dragonsreach within its walls. Approach the Jarl, who is usually sitting under Numinex's skull. Numinex is the dragon that Jarl Olaf One-Eye brought back to Whiterun.
Request that the Jarl help you, as you require a trap to snare a dragon in the Jarl's palace. The Jarl's responses, and even the Jarl himself differs, depending on how the Civil War is progressing:



Jarl Balgruuf the Greater is the Jarl if the Imperials still have this Hold during the Civil War or if you haven't decided to start the Civil War.
If the Stormcloaks have one Hold left or have been completely wiped out, and the Imperials (to which Jarl Balgruuf has pledged loyalty) have emerged victorious in the Civil War, the Jarl begrudgingly agrees to let you try out your insane dragon-trapping plan. You can skip Main Quest: Season Unending (which occurs in the middle of this quest), and continue your plan on the Dragonsreach balcony. Main Quest: The Fallen (Part 2) begins.
If the Stormcloaks have more than one Hold left during the Civil War, or you haven't started any of the Civil War Quests yet, the Jarl has more pressing matters than your lunatic schemes: Quest Conclusion Part 1 begins.
Jarl Vignar the Revered is the Jarl if you've attacked Whiterun and driven out the forces loyal to Jarl Balgruuf and the Imperials and slaughtered those who defended the city.
If the Imperials have one Hold left or have been completely obliterated from the Holds' major cities, and the Stormcloaks (who have installed this newly appointed Jarl) are victorious in the Civil War, the Jarl reluctantly agrees to let you perform your dragon-snaring act. You can skip Main Quest: Season Unending (which occurs in the middle of this quest), and continue the plan on the Dragonsreach balcony. Main Quest: The Fallen (Part 2) begins.
If the Imperials have more than one Hold left during the Civil War, but the Civil War is under way and Whiterun has fallen to the Stormcloaks, the Jarl has problems with the ongoing Civil War conflict. Quest Conclusion Part 1 begins.

Quest Conclusion Part 1

The Jarl has no time (or additional men) to spare to trap a dragon. Explain that this is the only way to find Alduin. The Jarl says he wants to help, but he requires your aid first.
Ulfric Stormcloak and General Tullius are both waiting for the Jarl to make the wrong move, and the Jarl's enemies won't sit idly by while a dragon slaughters the Jarl's forces.
The Jarl cannot weaken the city while the threat of enemy attacks is looming. That threat would have to be nullified, even temporarily, for the Jarl to agree to your plan. For this to happen, both sides must agree to a truce, but the Jarl feels the bitterness runs too deep. But all is not lost. The Greybeards might be willing to hold a peace council, and then perhaps Ulfric and Tullius will listen. You're told to negotiate a peace deal, and so begins Main Quest: Season Unending.
Main Quest: Season Unending
Objective: Get Greybeards' help in negotiating a truce
Target: Master Arngeir, in High Hrothgar

Part 2: Epic Entanglement

Objective: Learn Shout to call Odahviing
Target: Esbern, in the Sky Haven Temple
Target: OR Paarthurnax, at the Throat of the World



Once you have convinced the Jarl to aid you, you still need a way to lure a dragon into your trap. You have a choice of teachers:
Esbern: who has been busy in the Sky Haven Temple library. It appears that the ancient Blades recorded many of the names of the dragons they slew. By cross-referencing the burial-site map that Delphine created from the Dragonstone, Esbern has identified one of Alduin's raised dragons.

Paarthurnax: whose arcane knowledge and commanding expertise of Shouts enables him to easily inform you of the Shout that you seek.
Because the names of dragons are always three Words of Power (Shouts), the dragon will hear and come to you when his name is bellowed. Your teacher has the name of Od-Ah-Viing ("Winged Snow Hunter"), and you learn the Shout to call Odahviing.
Items Gained:
Word of Power: *Snow, Call Dragon*
Word of Power: *Hunter, Call Dragon*
Word of Power: *Wing, Call Dragon*

Note

Delphine, if she's with Esbern, now has a bone to pick with you. She assures you that the Blades won't be nearly as accommodating if you don't slay Paarthurnax up at the Throat of the World. This is another hint to start Main Quest: Paarthurnax. Once again, it is purely optional. Consult that quest for more information.
Objective: Prepare trap for Odahviing
Target: Jarl of Whiterun, in Dragonsreach



Now that you've learned the Call Dragon Shout, you can try it out anywhere. Odahviing appears in the skies, but he's too far away to bring down using Dragonrend.
As there's no way to capture Odahviing until you reach Dragonsreach, return to Whiterun and speak with the Jarl. He is ready, so inform him you're prepared to catch a dragon. Follow the Jarl up the steps to the side of his throne and out the doors to the northeast.
Objective: Call Odahviing to Dragonsreach
Target: Battlements, atop Dragonsreach
You emerge on the large stone battlements, which have a dragon-sized porch area. Move to the crenellations at the structure's northeast edge, where the Jarl tells you to call; his men are ready.
Execute the Call Dragon Shout and wait a few moments. The ominous sound of leathery wings echoes across the tundra.
Objective: Defeat and trap Odahviing
The mighty red beast soars up and attacks the battlements. At this point, you must bring Odahviing down and spring the trap:
Dragon Trapping: It is important to note that you're trapping—and not killing—Odahviing. Attacking with ranged spells or arrows usually annoys Odahviing enough for him to swoop and land on the battlements.
An easier plan is to yell the Dragonrend Shout at Odahviing. This hampers his flying and makes him drop onto the battlements without having to lengthen this already-difficult battle.
When he drops onto Dragonsreach, Odahviing advances on his wings, furious at being forced to land. Back up (to the southwest) so Odahviing enters the giant hallway and passes between the two huge chains attached to the giant stocks contraption. When the dragon moves forward, the stocks slam down, trapping Odahviing!
Objective: Interrogate Odahviing

Caution

Remember, you're interrogating, not killing, Odahviing. You cannot dispatch him, so concentrate on trapping him.



Odahviing feels humiliated and is perhaps a little impressed by your trapping talents. Ask where Alduin is hiding (and then ask again), and Odahviing reveals Alduin has traveled to Sovngarde to regain his strength.
The door to Sovngarde is located at Skuldafn, one of his ancient fanes (temples) high in the eastern mountains. After answering your questions, Odahviing asks to be freed. Answer that he must serve you. Odahviing initially refuses but remembers one important detail he forgot to mention...

Quest Conclusion Part 2

It seems that Skuldafn can be entered only by flying. Odahviing offers to fly you there, but only after you free him. This conundrum is concluded at the start of the next quest.

POSTQUEST ACTIVITIES

Once you're pondering how to reach Skuldafn and setting Odahviing free, Main Quest: The World-Eater's Eyrie begins.

3.2 Paarthurnax

Minor Spoilers

Prerequisites: Complete Main Quest: Alduin's Bane
Intersecting Quests: Main Quest: Alduin's Bane, Other Faction Quests (The Greybeards Quests): Word Wall Revelations* , Other Faction Quests (The Greybeards Quests): Meditations on Words of Power*, College of Winterhold Quest: First Lessons
Locations: Riverwood, Sleeping Giant Inn, Sky Haven Temple, Throat of the World
Characters: Delphine, Esbern, Master Arngeir
Enemies: Paarthurnax
Objectives: Kill Paarthurnax, Talk to Delphine or Esbern

Note

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.

Slaying the Summit's Hermit

Objective: Kill Paarthurnax
Target: Throat of the World (mountain summit)



Your alliance with the Blades sits uneasily upon a knife edge. They refuse to help you (which basically means you cannot access their Other Faction Quests) until you've defeated the monster at the Throat of the World.
Reasoning with them that Paarthurnax has changed his ways and now embodies peace and meditation falls on deaf ears. They simply want you to remove Paarthurnax, as they perceive him to be partly responsible for the many deaths of their ancestral clan members.

Caution

Remember! This quest is completely optional. You will lose standing with the Greybeards if you complete this task, so it is time to pick a side.

Note

Killing Paarthurnax does not affect the future Main Quests; you will still be able to complete your task of killing Paarthurnax's brother, Alduin, without any complications.
Return to the Throat of the World (or remain here after the end of Main Quest: Alduin's Bane) and approach Paarthurnax. Kill him using your favorite weaponry.
One method is to launch Fire Breath (the Shout he actually taught you) into him until he starts to flinch and takes to the skies. Then wound and bring him down to the ground with Dragonrend. Finish with your other attacks, using a bow, magic, or melee weapons. Gather the gold and bones from Paarthurnax's corpse, but only after absorbing his soul.
Items Gained:
Dragon's Soul
Objective: Talk to Delphine or Esbern
Target: Riverwood or Sky Haven Temple

Quest Conclusion

Return to Delphine or to Esbern. Depending on when you killed Paarthurnax or who gave you this quest, expect a similar response from either of them: They are extremely happy; the ancient evil is avenged, and the shades of many Blades salute you this day!
Return to Master Arngeir, and the greeting is slightly colder. You are lucky the Greybeards are men of peace, as you've tested their philosophy beyond the breaking point. You've thrown your lot in with a cabal of Akaviri barbarians. You are no longer welcome in High Hrothgar.

Tip

To gain the most knowledge and help from both the Greybeards and the Blades, complete both of the Other Factions Greybeards Quests to your satisfaction, and then complete this quest. After that, you have limited contact with the Greybeards but are on excellent terms with the Blades. You can complete the four different (and some repeatable) Other Factions Blade Quests afterward.

POSTQUEST ACTIVITIES

Your other Main Quests continue as normal. Contact with the Greybeards is now kept to a minimum; they want nothing more to do with the likes of you. The Blades welcome you into their fold. You may begin any of their Other Faction Quests after speaking to Esbern or Delphine.

3.3 Season Unending

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Prerequisites: Partial Complete Main Quest: The Fallen
Intersecting Quests: Main Quest: The Fallen, Main Quest: Paarthurnax, Other Faction Quests (The Greybeards Quests): Word Wall Revelations*, Other Faction Quests (The Greybeards Quests): Meditations on Words of Power*
Locations: High Hrothgar, Solitude, Castle Dour, Whiterun, Dragonsreach, Windhelm, Palace of the Kings
Characters: Delphine, Elenwen, Esbern, Galmar Stone-Fist, General Tullius, Jarl Balgruuf the Greater, Jarl Elisif the Fair, Jarl Vignar the Revered , Legate Rikke, Master Arngeir, Ulfric Stormcloak
Enemies: None
Objectives: Get Greybeards' help in negotiating a truce, Talk to Arngeir, Talk to General Tullius, Talk to Ulfric Stormcloak, Talk to Arngeir, Take your seat, Negotiate a truce

Note

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.

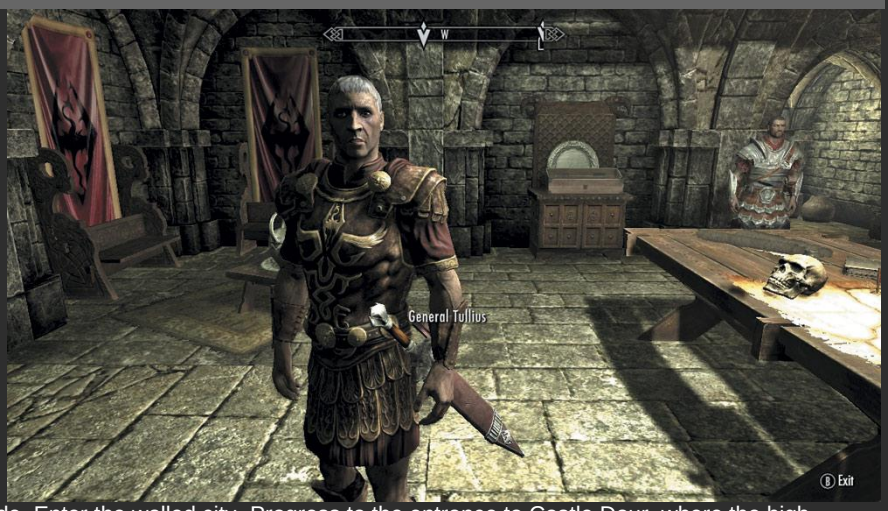
Note

Season Unending only occurs if the Civil War still rages across Skyrim; consult the previous quest for more details. In order to convince General Tullius and Jarl Ulfric to attend, you may need to finish your current Civil War quest.

Once both have agreed to attend the council, the Civil War effectively comes to a halt, and you cannot obtain any more Civil War Quests until you finish the Main Quest.

A Modicum of Civility

Objective:Get Greybeards' help in negotiating a truce
Objective: Talk to Arngeir
TargetMaster Arngeir, in High Hrothgar
Return to High Hrothgar and seek out Master Arngeir. Initially, he talks about the difficulties in capturing a dragon. Inform him that you're actually here to get his help stopping the Civil War.
Arngeir reluctantly agrees to this and requests that you journey to Ulfric Stormcloak and General Tullius, and tell them that the Greybeards wish to speak to them. You may approach the leader of the Stormcloaks and the Imperials in either order.
Objective: Talk to General Tullius
Target: Castle Dour, in Solitude
Objective: Talk to Ulfric Stormcloak
Target: Palace of the Kings, in Windhelm



General Tullius: Plot a path and trek to Solitude. Enter the walled city. Progress to the entrance to Castle Dour, where the high-ranking Imperials command the ongoing war efforts.
Approach General Tullius. He has a different greeting depending on how the Civil War is progressing and whose side you've chosen, but he certainly remembers you from Helgen.
Speak to the general again if he fobs you off and tell him you have a message from the Greybeards—they are convening a peace council at High Hrothgar. You can attempt to persuade Tullius, tell him that Ulfric has already agreed (if this is the case) or convince him with answers that you choose: Eventually he agrees to the treaty.



Ulfric Stormcloak: Figure out a favored route and journey to Windhelm. Step inside the walled city. Move to the entrance to the Palace of the Kings, where the Stormcloak chieftains plan their ongoing raids.
Approach Ulfric Stormcloak. His opinion on you differs, depending on how the Civil War is progressing and the side you've chosen, but he can't forget his time at Helgen.
Inform him of the message from the Greybeards, that they have requested a peace council at High Hrothgar. You can try persuading Ulfric, letting him know Tullius has already agreed (if this has happened), or bring him around with answers of your choosing. Finally, he agrees to the sit-down treaty meeting.
Objective: Talk to Arngeir
Target: Master Arngeir, in High Hrothgar

War and Peace



Journey back to High Hrothgar and locate Master Arngeir. As you arrive, Delphine and Esbern are having a heated discussion with the Greybeards, demanding to be part of the meeting.
If you've completed Main Quest: Paarthurnax, the conversation is slightly different, depending on how you've dealt with the dragon. The conversation ends, Arngeir expresses further concerns to you—especially that this place was built and dedicated to peace—before all parties are requested to take their seats for the council.
Objective: Take your seat



Enter the grand hall in High Hrothgar, and take your seat opposite the entrance. The various members of the factions attending this meeting are as follows:

Legate Rikke, a loyal and disciplined second-in-command and a true believer in the rightness of the Imperial cause.
Jarl Elisif the Fair, the figurehead of Solitude who defers to Tullius.
General Tullius, the leader of the Imperial forces in Skyrim. He is practical but impatient and unimaginative.
Jarl Balgruuf the Greater, of Whiterun. A strong, noble, and valiant leader, he attends if he still rules his city.
Elenwen, a steely, determined, and ruthless head of the Thalmor observers. She sits near the Imperials, but her machinations are more complex.
Arngeir, Delphine, and Esbern sit in the adjacent chairs, opposite you. Their alliances are disparate but well known to you.
Ulfric Stormcloak, the fiery and charismatic Jarl of Windhelm, is attempting to win Skyrim's independence.
Galmar Stone-Fist is Ulfric's grizzled, hard-bitten, and fearless housecarl. Importantly, he is also completely loyal.
Jarl Vignar of Whiterun, if the Civil War has progressed and the Stormcloaks have Whiterun under their control.
Objective: Negotiate a truce

OPENING REMARKS

The negotiations now begin. Due to the variations that your previous choices have already had on this peace process, there are several variations and discussions. But it is vitally important for your own machinations that you understand what you should be seeking to accomplish from this:

Failure is not an option

The good news is, unless you start brandishing a weapon and slashing dignitaries, there is no way to "fail" in this meeting. But you must tailor the agreements to your personal wishes. Here's how this all breaks down:
Every time you're asked your opinion, you need to favor a faction, either the Imperials or the Stormcloaks. Logically, you should side with the faction you are helping (or wanting to help) in the Civil War; strongly agree with all their statements.
Or, you can favor the opposing faction. This is counterintuitive, as it will only anger your allies and (if you're interested in the Civil War) will force you to retake any Holds you gave away thanks to your terrible negotiations.
You can favor one faction a little or a lot. Read the answers you're about to give to determine what are strongly or weakly favored responses.
Or, you can favor neither side if the Civil War doesn't interest you, the Civil War Quests haven't started yet, or you wish to simply be impartial. This has no real effects on the faction you may be leaning toward.

Negotiations Begin: Whose Side Are You On?



HOLD IMPORTANCE

First, you should understand how the Holds of Skyrim are broken down, in terms of "type," for this meeting. The following table shows which Holds are strongholds (the base of operations for a faction), which are major Holds (important), and which are minor Holds (less important):

Name of Hold	Capital City	Hold Type
Haarfingar	Solitude	Stronghold: Imperials
Hjaalmarch	Morthal	Minor
The Pale	Dawnstar	Minor
Winterhold	Winterhold	Minor
The Reach	Markarth	Major
Whiterun	Whiterun	Major
Eastmarch	Windhelm	Stronghold: Stormcloaks
Falkreath	Falkreath	Minor
The Rift	Riften	Major

NEGOTIATION 1: ELENWEN

As soon as the negotiations begin, Ulfric raises objections about Elenwen even being involved in this council. Tullius or Ulfric asks you what your thoughts are:
To agree with Ulfric and kick out this unwanted entity
To disagree with Ulfric and keep Elenwen in the meeting

NEGOTIATION 2: MARKARTH OR RIFTEN

The next item to discuss is giving up a major Hold. If you take the Stormcloak side, General Tullius will demand that Riften be turned over to the Empire. Otherwise, Ulfric will demand Markarth be surrendered to the Stormcloaks. The opposing faction's reaction depends on the state of the Civil War:

The faction that controls Markarth or Riften asks you what you think is a fair trade for the city. Your answer is always one of two choices:

An exchange of a major Hold the opposition has

An exchange of a minor Hold the opposition has

The council goes along with whatever choice you make. Bear in mind that the side that controls Markarth or Riften will be unhappy if it is bargained for a minor Hold!

NEGOTIATION 3: THE ARCHIVIST SPEAKS

At this point, one of the factions threatens to leave the bargaining table. This is always the faction that is most unhappy at the moment (the one you have favored the least). Esbern restores order with an impassioned speech about the greater danger, and both sides grudgingly agree to continue.

NEGOTIATION 4: CONCESSIONS

It is now time for the faction that you've favored less (and thus "losing" the negotiations) to ask for additional concessions.

For each demand, you can choose whether to agree to the concession. This continues until the side demanding a concession from you receives it or they run out of concessions to ask for (which requires you to refuse all their demands).

Tip

This is an excellent opportunity to really stick it to the side you aren't allied with! Remember that any changes you agree to (such as a hold changing hands) from here on will affect any Civil War Quests that are currently active.

Quest Conclusion

The council now concludes. If you've favored the enemy over your initial allies, you will be scolded by your allies. The quest then concludes.

POSTQUEST ACTIVITIES

At this point, Main Quest: The Fallen begins. Consult Part 2 of this quest (shown previously) for more information.

3.4 The World-Eater's Eyrie

Minor Spoilers

Prerequisites: Complete Main Quest: The Fallen
Intersecting Quests: Main Quest: The Fallen, Main Quest: Sovngarde, Main Quest: Paarthurnax, Other Faction Quests (The Greybeards Quests): Word Wall Revelations* , Other Faction Quests (The Greybeards Quests): Meditations on Words of Power*, Side Quest: Masks of the Dragon Priests*
Locations: Skuldafn, Skuldafn North Tower, Skuldafn South Tower , Skuldafn Temple, Whiterun, Dragonsreach
Characters: Jarl Balgruuf the Greater, Jarl Vignar the Revered, Odahviing ("Winged Snow Hunter"), Whiterun Guard
Enemies: Dragon, Draugr, Frostbite Spider, Nahkriin the Dragon Priest
Objectives: Set Odahviing free, Talk to Odahviing, Reach Alduin's portal to Sovngarde, Enter Sovngarde

Note

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.

Eastward, to the Afterlife

Objective: Set Odahviing free
Target: Odanviing, Dragonsreach in Whiterun



Although you're right to be suspicious, the only way to reach Skuldafn is to agree to free Odahviing, on the condition that he transport you there.
You may also witness Irileth's and Farengar Secret-Fire's reactions and questioning of the dragon. Then climb the steps to the side of the hall where Odahviing is waiting.
Instruct the guard to open the trap. The guard isn't too happy, so confirm these are your wishes. If you don't wish to wait, you may activate the pull-chain yourself.
Objective: Talk to Odahviing
When you return to the dragon, he turns and lumbers to the parapet and waits for your arrival. Odahviing is awaiting your command. When you are ready (and fully equipped for this final adventure), tell Odahviing you're ready to be taken to Skuldafn. You clamber aboard the dragon and set off for a flight across the eastern mountains.
Objective: Reach Alduin's portal to Sovngarde
Target: Exterior portal, the roof of Skuldafn Temple



Odahviing deposits you on the edge of the Skuldafn fane (temple) and departs; this is as far as he can take you. Bring up your map; you're on the eastern side of the Velothi Mountains, out of the Skyrim realm.
Edge through the first of two giant stone arches and cross the bridge. You're likely to be set upon by a dragon at this point, but it may depart the area before you can take it down (or utilize Dragonrend).
Don't overstretch yourself fighting it if it flees (or use Dragonrend if you want it to flee). After passing through the second archway on the bridge's opposite side, there are other foes to concern yourself with.



The first of these are Draugr that clatter down the stone steps as you intercept (or sneak past) them. Continue south, into a cracked courtyard with temple outbuildings to investigate.
But first, the dragon returns to try and finish you. As with your other dragon battles, employ the tactics already learned: down the beast with Dragonrend, and then dispatch it with your favorite killing implements or augmentations.
You absorb the Dragon Soul after you slay the creature. There is little time to rest; another dragon attacks only moments later. Deal with it in a similar fashion. Should you wish to flee, the only areas suitable are the side temples, filled with Draugr. Absorb another Dragon Soul before continuing your Draugr dispatching.
Items Gained:
Dragon Soul (2)



Take a moment to survey the scenery: This sprawling fane is comprised of a South Temple Tower, a north temple tower, and a main temple interior, which is the likely location to head to when looking for Alduin's Portal.
Before you climb the main stone stairs, split by a torch and a stone column, inspect the Skuldafn South Tower. Inside is a spiral staircase and a small chamber with items to gather.
A second chamber is atop the stairs and has a chest and a few other items. Expect at least six Draugrs as you battle through this tower. Two upper exits allow you to safely check the main temple and the courtyard from which you just came.



Head back down to the courtyard. Move east up either of the two stone staircases and under either arch to a small open folly with a treasure chest at the top. Next, head north, under another arch, before beginning a pitched battle (or a sneaking maneuver) against the remains of the Nord dead.

The Draugr continue to appear as you encroach up the main stairs toward the main temple sanctum. When you're fighting up the stairs, beware of Draugr perched atop the temple's roof, as they can strike you with ranged fire. Fight back using your own projectile attacks, or move to the door so the rooftop foes can't aim at you.
Before entering the main temple, you can optionally turn around and head south, down the eastern platform overlooking the ruined outer buildings you just navigated, to the entrance of Skuldafn North Tower. This provides more Draugr for you to defeat.
Take the spiral staircase to an upper chamber and exterior balcony. The balcony leads back to an otherwise-inaccessible interior corridor with a treasure chest to raid.
After you emerge back on the eastern platform, investigate the exterior steps to the southwest, which leads to an altar and a battle with a particularly powerful Draugr. Open the treasure chest on the altar, then use the aqueduct bridge and head north. Finally you reach and open the door to Skuldafn Temple.

Prelude to the Maelstrom



You are greeted by ancient Nordic architecture and a central ceremonial buttress with an embalming table to your right. Venture down either corridor (the right has a chest to open, while the left as a floor trigger and a dart trap).
Engage the Draugr guarding the connecting passages ahead of you, surrounding a second embalming table. Ascend either set of steps to an upper chamber, where the vertical Draugr coffin lids fly open, and out spills more emaciated bags of bones for you to thwart.
After eliminating the Draugr, you'll notice the two archways ahead are blocked by portcullises. Investigate the pillars and lever to continue your progress.
Puzzle Solution Part 1: A lever raises the portcullises, but it is currently not attached to the mechanism. In the upper chamber, there are three pillars with carved animal petroglyphs on them. Investigate the two outer pillars first. On the outside of the ceremonial arch structure they are sitting under is a second carving, which is resting in the mouth of a stone head. Move the pillar on the western side so the Whale glyph is facing the chamber's western side (in the same direction as the carving above the pillar). Move the pillar on the eastern side so the Snake glyph is facing the chamber's eastern side. The mechanism is now attached.
Puzzle Solution Part 2: Before you move the middle pillar, peer at the two portcullises. Above each is a stone head, and in the mouth of each head is another glyph, partially obscured by the stone crossbeam. The left (northwest) mouth has a Snake. The right (northeast) has a Hawk. Now rotate the middle pillar so the Snake or the Hawk faces the lever pedestal. Then pull the lever, and the portcullis corresponding to the Snake or Hawk opens. You can have only one portcullis open at a time.
Take the steps through the left portcullis up to a hallway (as the right one leads to a blocked area and small chest), and drop to the altar and embalming table below.
Fight through cobwebs and Frostbite Spiders, and climb some stairs (some cobwebbed alcoves reveal a hidden chest or some egg sacs).
Locate an iron double door leading to a second puzzle chamber. Clear the chamber of Draugr and ransack any treasure chests before you concentrate on the animal petroglyphs.
Puzzle Solution: Begin on the ground floor. Head east, and walk around the room until you spot a carved head with a Snake petroglyph in its mouth. Return to the pillar facing the double doors you entered, and turn it so the Snake faces the doors (west). Ascend to the bridge area above. Locate the second carved head with a Hawk in its mouth. Match that so the Hawk is facing the same direction (outward or to the north) in the alcove underneath this head. Turn around (to the north), and match the Whale on the pedestal in the opposite alcove, with the final head above it. Then pull the lever on the pedestal. This lowers the bridge, allowing you to exit.



Follow the corridor around to another embalming room with steps up to a gallery and a bridge to cross into the next chamber. Demolish Draugr along the way.
Beware of the spiral steps; there's a pressure plate directly in front of you that releases darts and an oil lamp that falls onto flammable oil. Gather any items before climbing the steps, bring down more Draugr in the connecting chamber with the blocked portcullis exit, and then enter the antechamber with a chest and a lever pedestal to raise the portcullis.
Now follow the wide ceremonial corridor up, watching for oil-lamp traps. Continue toward a Nordic Puzzle Door, guarded by a high-ranking Draugr. Fight this fiend until he collapses; his corpse holds the Diamond Claw, the key to exiting this place.
Items Gained:
Diamond Claw
Puzzle Solution: Approach the Nordic Puzzle Door, but first inspect the palm of the Diamond Claw you just picked up. The three symbols etched into the palm are Wolf, Moth, and Dragon. These correspond to the animal symbols on the door's outer, middle, and inner rings, respectively.
The door rumbles down, allowing you to step into a huge main crypt. The place is silent compared to the Draugr infestations you've beaten back previously.
Approach the Word Wall at the crypt's far end and absorb another—and extremely potent—Word of Power. Then depart the temple interior, optionally checking an embalming chamber to the side, before opening the double wooden doors to the temple exterior.
Items Gained:
Word of Power: Storm Call



You appear on the roof of the temple you've just navigated. Deliver some killing blows to any remaining Draugr you failed to cull while on the lower ground.
Although there's some side battlements to investigate, there's little to find. Instead, locate the stone steps and the jet of molten fire roaring into the skies.
Objective: Enter Sovngarde
Two large dragons flank you, sitting atop carved columns to your left and right. In the courtyard's center are steps where a Dragon Priest is attempting to close the portal using dragon tongue incantations.
The priest's name is Nahkriin, and he carries a staff that opens the maw he's just closed (although it is possible to kill him before this chant is completed). Engage Nahkriin in battle, but beware of his electrical prowess; use the arches and stairs as cover if you need to, and watch for the dragons that intermittently swoop in to attack.
Fight back with Dragonrend, and slay each dragon before turning your attention to the priest. Fight him until all that remains is a pile of dust. Aside from some sizable gold, you receive Nahkriin's Mask (useful for Side Quest: Masks of the Dragon Priests*) and the Dragon Priest Staff.
Items Gained:
Dragon Soul (2)
Dragon Priest Staff
Nahkriin

Quest Conclusion

Ascend the ceremonial steps. Activate the Dragon Seal at the top of the steps, and you jam the staff's shaft into the seal's center. A great gout of fire blasts forth from a whirling vortex—a gateway to the Aetherius realm, where Alduin cheats death and feeds off the souls of heroes past. Step down into the light and into Sovngarde!

POSTQUEST ACTIVITIES

After you step into this writhing gateway, Main Quest: Sovngarde begins. Before you enter, know that you can never explore Skuldafn again. If there are items you wish to collect, do so before entering the gateway.

3.5 Sovngarde

Major Spoilers

Prerequisites: Complete Main Quest: The World-Eater's Eyrie
Intersecting Quests: Main Quest: The World-Eater's Eyrie, Main Quest: Dragonslayer
Locations: Sovngarde, Hall of Valor, Shadowed Vale, Whalebone Bridge
Characters: Erlendr the Quick, Felldir, Gormlaith Golden-Hilt, Hakon, Hunroor the Agile, Jurgen Windcaller ("The Calm") , Olaf One-Eye, Stormcloak Soldier, Tsun, Ulfgar the Unending, Ysgramor, and many others.
Enemies: Alduin
Objectives: Find out how to defeat Alduin, Gain admittance to the Hall of Valor, Talk to the heroes of Sovngarde

Terror in the Shadowed Vale

Objective: Find out how to defeat Alduin
Target: Lost soul, in the Shadowed Vale

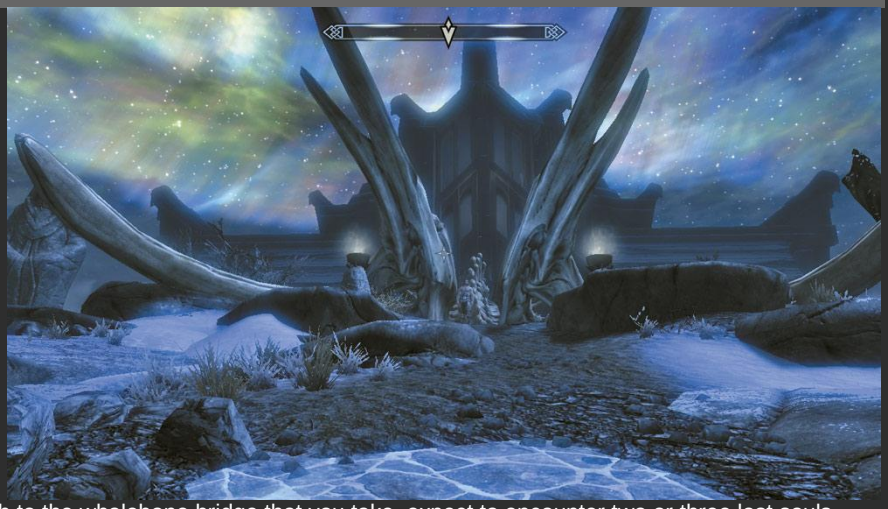


You have crossed the threshold of the living and entered the afterlife, the realm of Aetherius.
Alduin's presence is powerful here; indeed, you can see the dragon in the distance, below the red glow of the eternal sunset. Follow the pathway down (north), passing between the mammoth tusks and the monolithic cowled statues and into the valley of mists—the Shadowed Vale.



The mists—created by Alduin—begin to thicken, impeding your path and vision. Use the Clear Skies Shout to clear the fog back for a few moments.
Look at the winding path through the misty valley, which is interspersed with runic stones and blue torchlight that indicates the main route to take.
Soon you make out a figure, a Stormcloak Soldier, lost and terrified. He pleads with you to turn back. The fellow splutters out a riddle: "vain is all courage against the peril that guards the way." You surmise he's talking about Alduin.
He tells the tale of his own demise but is even more terrified of Alduin, whose hunger is insatiable.
The dragon hunts the lost souls snared within this shadowed valley, feasts upon them to regain his power, and returns to Tamriel.
The soldier pleads with you to take him to Shor's Hall, where the heroes of old await their eternity in safety from Alduin's hunt. Answer him in any way you wish. Perhaps you might seek some help inside this Hall of Valor?
Objective: Gain admittance to the Hall of Valor
Target: Tsun, in Sovngarde
Execute the Clear Skies Shout once more to spot the Hall of Valor silhouetted against the gloomy skies in the distance to the north.
Venture farther into the valley, and the path splits, continuing around both sides of a central rock outcrop.
You can climb the steps cut into the outcrop. Watch Alduin as he swoops about in the middle distance, plucking souls lost in the fog and devouring them. Atop this central outcrop, above the fog, you can also view the entrance to the Hall of Valor, a gigantic whale skeleton that spans a bottomless chasm void.

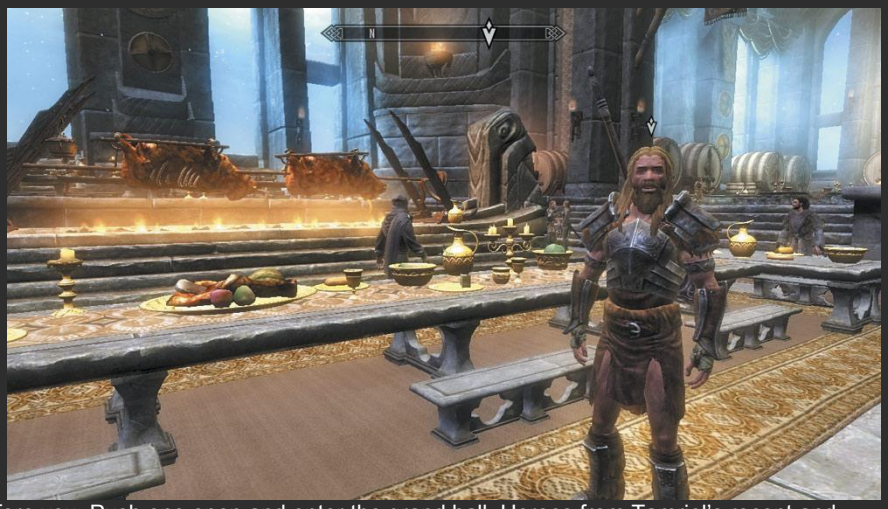
Seeking Valor



Return to the path below. No matter which path to the whalebone bridge that you take, expect to encounter two or three lost souls caught forever in the fog. Expect both Stormcloaks and Imperials here, along with those you may have dispatched during your adventure.
Along the left-hand path, you can also meet High King Torygg, whose death at the hands of Ulfric Stormcloak plunged Skyrim into civil war. All fear the World-Eater. Emerge from Shadowed Vale and approach the steps leading to the whalebone bridge, where a mighty figure stands before you.



Approach Tsun. If you've studied your Tamriel history, you'll know he is a hero of ancient times, the brother of Stendarr, shield-thane to Shor, and a warrior of supreme quality.
To Nords, he is revered as the greatest warrior who ever lived. As you approach, he asks what brings you to Sovngarde. You can:
Ignore him and attempt to cross the bridge without his permission. It takes but a moment for Tsun to catch you in this maneuver, and lightning is summoned from the skies. It strikes you repeatedly, forcing you to stop, die, or leap from the bridge and to your death.
Speak to Tsun. When you ask, he tells you that he judges those fit to join the fellowship of honor inside the Hall of Valor. After further posturing, inform Tsun that you seek to enter the Hall and that you have a right of birth; you are Dragonborn.
Tsun greets you with a series of verses. This warrior poetry is filled with illuminating, rugged beauty. You receive a separate response if you've achieved any (or all) of the following:
Become the leader of the Companions.
Become the head of the College of Winterhold.
Achieved the status as the head of the Dark Brotherhood.
Achieved the status as the leader of the Thieves Guild.
Tsun agrees to let you into the Hall, but only after you pass the warrior's test. Tsun unsheathes his two-handed battle-ax and advances upon you!
This battle need not be difficult. You may utilize any of the Shouts that you've learned that damage foes in combat (Fire Breath is a good choice). Back these ranged attacks with your favored offensive weaponry. Once you wound Tsun enough, he halts the attack, judges that you fought well, and steps aside, allowing you to cross the Whalebone Bridge. Don't fall off the bridge as you cross!
Objective: Talk to the heroes of Sovngarde
Targets: Gormlaith Golden-Hilt, Felldir, and Hakon, in the Hall of Valor



The giant doors to the Hall of Valor appear before you. Push one open and enter the grand hall. Heroes from Tamriel's recent and distant past walk this Hall, which is dominated by mead and meat: A banquet, including a huge spit-roast is underway, and Shor's subjects make merry, awaiting his summons to the last battle.
You are greeted by the mighty warrior who adapted Nordic writing from the elves, Ysgramor. This revered ancestor of the Companions tells you that three warriors stand ready, awaiting your word to loose their fury upon the perilous foe. Their names are Gormlaith the Fearless, Hakon the Valiant, and Felldir the Old.
You may remember them as the Nordic warriors you saw in your Elder Scrolls vision. Seek them out among the other heroes of Sovngarde.
The following heroic fighters from yore are among the honored guests in the Hall of Valor:
Erlendr the Quick, a friend of Ulfgar, who was turned into a stone pillar by a mage named Grimkell.
Jurgen Windcaller ("The Calm"), the founder of the Way of the Voice. The Greybeards honor him.
Hunroor the Agile, a companion of Ulfgar, who was turned into a stone pillar by a mage called Grimkell.
Ulfgar the Unending, a Nord barbarian who has finally found his way home, along with his brethren.
Olaf One-Eye, a first-era king who helped capture a mighty dragon named Numinex and housed him in Dragonsreach.

Quest Conclusion



When you're done wandering among the heroes, locate the three Nordic warriors who defeated Alduin the first time around: Gormlaith Golden-Hilt, Hakon One-Eye, and Felldir the Old.
Gormlaith is raring to seal Alduin's doom, but hold council before the battle begins. They agree that Alduin's mist is more than a snare; it is his shield and cloak.
With the four voices of the heroes and Dragonborn joined in unison, the mist can be removed and Alduin brought to battle. The World-Eater fears you, Dragonborn!

POSTQUEST ACTIVITIES

Once the Nordic heroes agree to fight Alduin, Main Quest: Dragonslayer begins.

3.6 Dragonslayer

Major Spoilers

Prerequisites: Complete Main Quest: Sovngarde
Intersecting Quests: Main Quest: Sovngarde, Main Quest: Epilogue
Locations: Sovngarde, Hall of Valor, Shadowed Vale, Whalebone Bridge
Characters: Gormlaith Golden-Hilt, Hakon One-Eye, and Felldir the Old
Enemies: Alduin
Objectives: Help the heroes of Sovngarde dispel Alduin's mist, Defeat Alduin

"I've Waited an Eternity for This Day"

Objective: Help the heroes of Sovngarde dispel Alduin's mist
Target: Nordic heroes, Shadowed Vale, in Sovngarde



Leave the Hall of Valor and cross the Whalebone Bridge to the edge of the Shadowed Vale, where your Nordic brethren are gathered. They are eager to slay Alduin for a second time, while the World-Eater roars away in this mist.
When the three heroes have assembled, use your Clear Skies Shout to blow away the nearby mist – your allies will join you. Alduin bellows back with a Shout of his own, and the mist descends once again. Continue your Shouts until Alduin's might is broken.

Tip

Have all your favorite weapons, spells, and Shouts set up so you can switch between them quickly, depending on how combat goes.
Objective: Defeat Alduin



With the mists permanently dispelled, Alduin's massive, jagged form swoops down into the vale. He begins to launch a barrage of fire attacks at you, the Nords, and any of the lost souls that have been freed from their permanent fog. The time has come to finish Alduin forever!



Dragon Slaying: Alduin is a lot less mobile when he's writhing in agony and having to land after a Dragonrend attack strikes him. Make this your earliest priority, and dodge any attacks he launches from his mouth.

Utilizing the Dragonrend is imperative; Alduin is invulnerable unless he's writhing and descending to the ground or unless he's on the ground after being affected by Dragonrend. If he isn't bathed in the blue light from this attack, he's impervious to your weapons.

Stand close to your fellow fighters so you can vary the attacks and so you don't face Alduin on your own. If your coordinated attacks come from different directions, Alduin won't focus all his attention on you. Meanwhile, you have the luxury of striking only him.

You need only one Dragonrend to down Alduin; you can switch to another Shout (such as Fire Breath) and attack with that and with your favored weapons. Use any that you've employed successfully against dragons in the past. But remember to attempt this only when Dragonrend is still affecting him.

Quest Conclusion

After you strike the killing blow, Alduin writhes in agony and his soul begins to dissipate….

POSTQUEST ACTIVITIES

After you strike the killing blow, Main Quest: Epilogue begins.

3.7 Epilogue

Major Spoilers

Prerequisites: Complete Main Quest: Dragonslayer
Intersecting Quests: Main Quest: Dragonslayer, Main Quest: Paarthurnax
Locations: High Hrothgar, Sky Haven Temple, Sovngarde, Hall of Valor, Shadowed Vale, Whalebone Bridge, Throat of the World
Characters: Delphine, Esbern, Felldir, Gormlaith Golden-Hilt, Hakon, Master Arngeir, Odahviing, Paarthurnax, Tsun
Enemies: Alduin
Objectives: Speak to Tsun to return to Skyrim

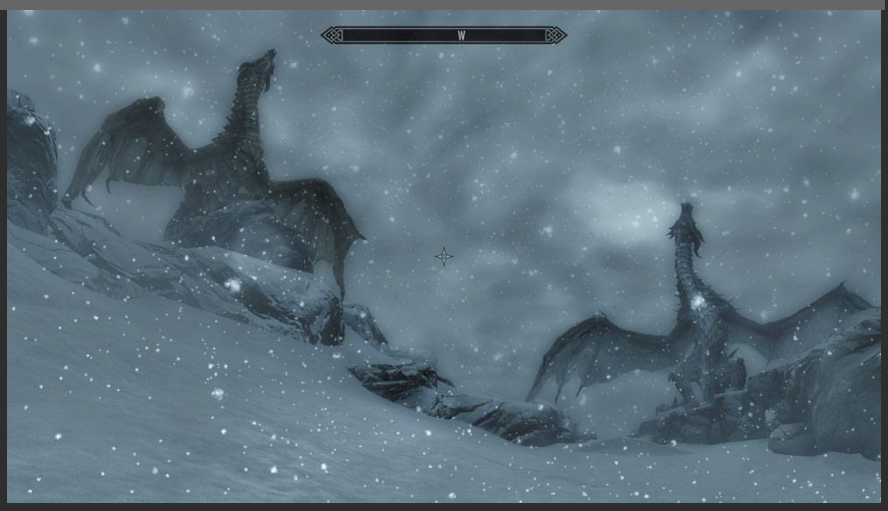
Banishment: Ziil gro dovah ulse!

Note

Once you complete Main Quest: Dragonslayer, this quest automatically begins.
Objective: Speak to Tsun to return to Skyrim
Target: Tsun, Whalebone Bridge, in Sovngarde



Alduin thrashes on the ground as his soul leaves his corporeal form. With a final, thunderous spasm, Alduin is torn apart; not even his skeleton remains in this afterlife.
Tsun is the first to congratulate you on your mighty deed; you have cleansed Sovngarde of Alduin's evil snare. They will sing of this battle in the Hall of Valor! You may speak to any of the heroes who helped you in battle.
When you're ready to leave, only Tsun can transport you from this place. Tsun summons Shor's Might and returns you to the Throat of the World. First, though, he grants you a Shout, one that brings a hero from Sovngarde to your side in your hour of need.
Items Gained:
Word of Power: *Hero, Call of Valor*
Word of Power: *Champion, Call of Valor*
Word of Power: *Legend, Call of Valor*



Quest Conclusion

You return to the Throat of the World, with a full complement of dragons perched on the mountaintop at your arrival. The two recognizable beasts are Odahviing and Paarthurnax (if he is still alive).
These beasts roar in a death chant for their fallen god—their leader, Alduin, and then take to the skies.
Should you attack, they depart without fighting back. Paarthurnax greets you, impressed by your feats. Then he, too, flies away, leaving only Odahviing. Speak with him, and he informs you that he is now in your service.

Note

The Call Dragon Shout now summons him to do your bidding.
Return to High Hrothgar and speak with Master Arngeir. Inform him of your actions; he believes Alduin may yet rise again, but that is for the gods to decide.

If you return to Sky Haven Temple, Delphine asks whether you have good news. But there's still the matter of Paarthurnax, if he lives. The Blades are grateful but are certainly more appreciative if Alduin's brother is also slain.

POSTQUEST ACTIVITIES

Once you return to the Throat of the World, you can continue exploring Skyrim and finish any other quests.

4.1 Overview

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Optimal Quest Start

You can start the Companions Quests when you arrive at Whiterun for the first time, or at any point thereafter. Warriors may wish to join sooner rather than later for access to a wide range of combat skill trainers.

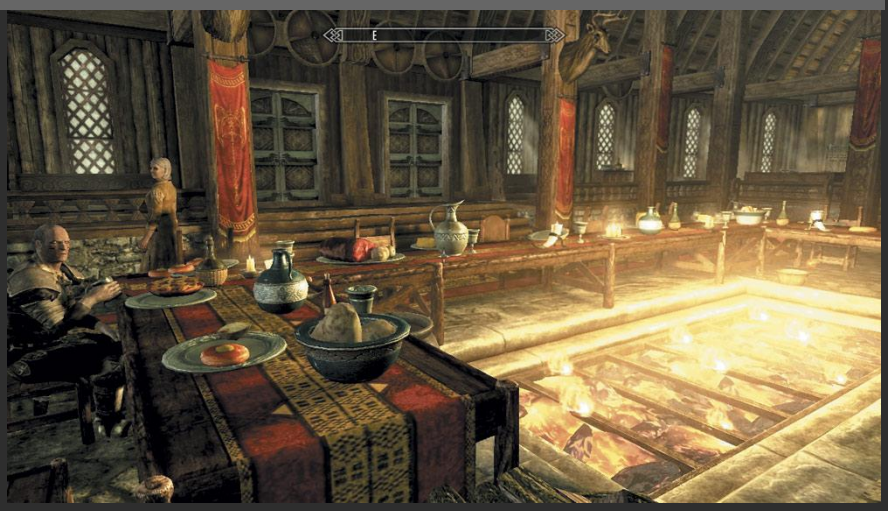
Note

Cross-Referencing: Do you want to see maps and learn more about the traps, non-quest-related items, collectibles, crafting areas, and other important rooms in every location during these quests? Then remember to cross-reference the location you travel to with the information contained in the Atlas.

Sanctuary: Jorrvaskr, in Whiterun



Jorrvaskr exterior, as seen from the Whiterun Plaza.



Jorrvaskr interior, during a drinking session.

The Companions' sanctuary is the Nordic longhouse adjacent to Dragonsreach, on the upper end of Whiterun. This is an ancient and honored mead hall where generations of Companions have met.

According to local legend, Jorrvaskr is actually the oldest building in all of Whiterun. It existed alone on the mountain while the city was built up around it over the centuries. It features a main dining area, below which are the living quarters for the whelps and for the Circle and Harbinger.

Outside, there is a training area, and close by is the Skyforge, where the Companions' weapons are formed. The forge itself is large, ancient, and built outside on a mountain, close to the sky. Below the Skyforge is a ceremonial area known as the Underforge, which is out of bounds except on rare occasions.

Important Characters

FOUNDER: YSGRAMOR



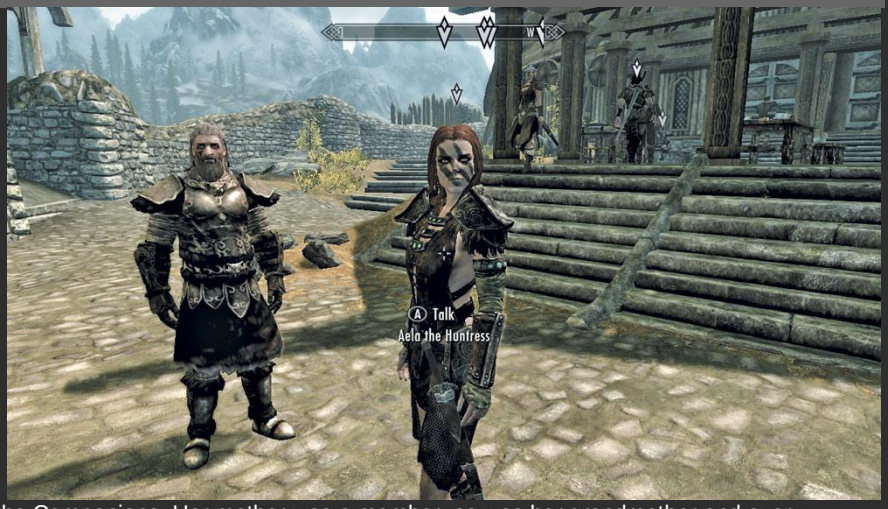
Ysgramor was born in Atmora, the ancestral land for all humans. He and two of his sons were the only survivors of the Night of Tears, when the elves attacked Saarthal and killed all the other inhabitants.
Ysgramor retreated to Atmora, rallied an army of Five Hundred Companions, and led them to vanquish the elves and drive them out of Skyrim.

HARBINGER: KODLAK WHITEMANE



For 20 years now, Kodlak has commanded the Companions, balancing his tactical skill, ferocity in combat, and commanding presence. But those days are drawing to a close.
A year ago, Kodlak contracted the rot and his condition has rapidly diminished. He has become weak in body, and his frustration shows. He's taken to locking himself behind closed doors, poring over old documents, desperate to cure himself of lycanthropy.

THE CIRCLE: AELA THE HUNTRESS



Aela is the latest in a long family of women in the Companions. Her mother was a member, as was her grandmother and every woman in her family for generations.
Aela claims that her line runs back to Hrotti Blackblade, one of the original Five Hundred Companions. Aela was not raised in the Companions like Vilkas and Farkas were, but it has been a fixture in her life from a very early age.
Trainer (Archery: Expert): Aela the Huntress

THE CIRCLE: FARKAS



Farkas and his twin brother, Vilkas, were both raised in the Companions by a man named Jergen, who rescued them from a circle of necromancers.
Farkas is a bit cavalier with his Beast Form and a bit loose with his tongue, even to his superiors. This is not a big deal in the Companions, but he shows more disrespect to the older members than others do. Farkas is also...a bit slow.
Trainer (Heavy Armor: Master): Farkas

THE CIRCLE: VILKAS



Vilkas and his twin brother, Farkas, were raised in Jorrvaskr—a place not accustomed to the sight of children. Only Tilma the Haggard offered them anything in the way of comfort.
Several years ago, Jergen was killed in a battle with brigands near Dawnstar. Vilkas serves as the Master at Arms and is in charge of training younger members in weapon combat. He is hard on his students but is an excellent teacher.
Trainer (Two-Handed: Master): Vilkas

THE CIRCLE: SKJOR THE SCARRED



Skjor's early life was one common among the Companions. He fought in the Great War and returned to Skyrim after the Empire's defeat. He earned a reputation as being a sword for hire and was eventually recruited by the Companions.
Skjor has always seen his role as the steady and loyal friend to those in power. He has few ambitions of his own, beyond supporting and standing by those to whom he has sworn loyalty. There is no one in the Companions with a greater sense of duty and honor.

MEMBER: ATHIS



Adept in one-handed weaponry, Athis is a Dark Elf who keeps quiet most of the time. He is civil and loyal, but never at the forefront of any battles.
Trainer (One-Handed: Expert): Athis
MEMBER: NJADA STONEARM



An impressive brawler and expert at blocking, but with an unpleasant attitude and uncaring disposition, Njada has few friends, which is just how she likes it.
Trainer (Block: Expert): Njada Stonearm
MEMBER: RIA



Ria is the youngest of the whelp recruits and is determined to fight and die alongside her Shield-Brothers. She is especially in awe of Aela the Huntress.
MEMBER: TORVAR



Torvar is a recent whelp and isn't taking well to the intensive training. He grows ever weary and anxious; the thought of dying in battle terrifies him.

MEMBER: VIGNAR THE REVERED



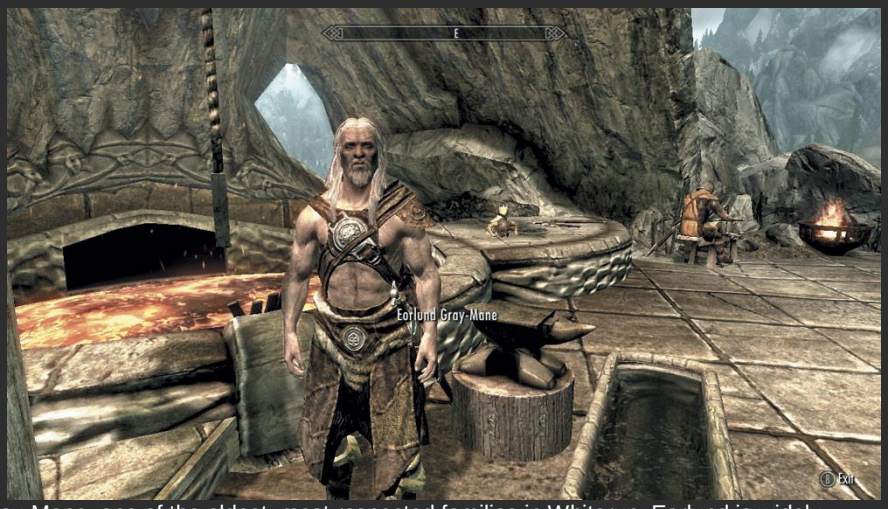
Vignar the Revered was once a general and commander in the Legion during the Great War. He led brave warriors for nearly 30 years. That was a long time ago, though, and now Vignar lives a life of peace and relative quiet. He holds a place of honor among the Companions, and the group welcomes his council.

HOUSEKEEPER: TILMA THE HAGGARD



Tilma the Haggard has been the single servant of Jorrvaskr for as long as anyone can remember. The Companions joke that they built the mead hall around her. To an outsider, it may seem as if Tilma is little more than a slave. But she is definitely there by choice and is committed to her duties and the warriors of Jorrvaskr.

BLACKSMITH: EORLUND GRAY-MANE



Eorlund Gray-Mane is the patriarch of Clan Gray-Mane, one of the oldest, most respected families in Whiterun. Eorlund is widely known to be the best blacksmith in all of Skyrim.
Although not a Companion himself, his wares have become the stuff of legend and are especially prized by the Companions. Eorlund is very old (and has a brilliant mane of long gray hair), but his long hours working the Skyforge have kept him incredibly fit.
Trainer (Smithing: Master):
Eorlund Gray-Mane

Tip

Forging Ahead: Once you complete Companions Quest: Glory of the Dead, the Skyforge can forge a unique set of Nord Hero weapons. Skyforge steel weaponry is slightly better than normal steel.

Note

Intimate Companionship: Farkas, Vilkas, Aela, Athis, Ria, Njada, and Torvar are all able to be married once Companions Quest: Glory of the Dead is over. Consult Temple Side Quest: The Bonds of Matrimony for more details.

Training

The main members of this guild of fighters are extremely talented in a particular skill. Speak to each of them and increase the chosen skill by a point, to a maximum of five points before you level up. If you have enough gold, you can complete this numerous times:

Skill	Rank	Trainer
Archery	Expert	Aela the Huntress
Block	Expert	Njada Stonearm
Heavy Armor	Master	Farkas
One-Handed	Expert	Athis
Smithing	Master	Eorlund Gray-Mane
Two-Handed	Master	Vilkas

Available Quests

There are a total of 19 quests available with the Companions. Six of these are Critical Path Quests, and 13 are Radiant Quests.

CRITICAL PATH QUESTS

Simply referred to as “quests,” these are the main quests you attempt with the Companions. All but the first quest have one or more prerequisites, as shown in the following table:

Quest Name	Prerequisites
Companions Quest: Take Up Arms	None
Companions Quest: Proving Honor	Complete Companions Quest: Take Up Arms, and one or more Radiant Quests.
Companions Quest: The Silver Hand	Complete Companions Quest: Proving Honor, and one or more Radiant Quests.
Companions Quest: Blood’s Honor	Complete Companions Quest: The Silver Hand, and three or more Radiant Quests.
Companions Quest: Purity of Revenge	Complete Companions Quest: Blood’s Honor.
Companions Quest: Glory of the Dead	Complete Companions Quest: Purity of Revenge.

RADIANT QUESTS

These are usually smaller quests that require you to complete a task for a particular Companion. The Initial Wave Radiant Quests are available first, and remain available after the critical path quests are complete.
The Second Wave quests are next; you must complete two to begin Companions Quest: Blood’s Honor. The Final Wave quests only become available after all of the critical path quests are complete.
In each case, the objectives of a Radiant Quest are usually random. They are listed in more detail after the Critical Path Quests, but consult the following table to learn the prerequisites required to begin every Radiant Quest:

Chronology	Quest Giver	Radiant Quest Name	Prerequisites
Initial Wave	Aela	Animal Extermination (I)	Once the Companions Quest: Take Up Arms has been completed.
Initial Wave	Aela	Animal Extermination (II)	Once the Companions Quest: Take Up Arms has been completed.
Initial Wave	Farkas	Hired Muscle	Once the Companions Quest: Take Up Arms has been completed.
Initial Wave	Farkas	Trouble in Skyrim	Once the Companions Quest: Take Up Arms has been completed.
Initial Wave	Skjor or Vilkas	Family Heirloom	Once the Companions Quest: Take Up Arms has been completed.
Initial Wave	Skjor or Vilkas	Escaped Criminal	Once the Companions Quest: Take Up Arms has been completed.
Initial Wave	Skjor or Vilkas	Rescue Mission	Once the Companions Quest: Take Up Arms has been completed.
Second Wave	Aela	Striking the Heart	Once the Companions Quest: The Silver Hand has been completed but before Blood’s Honor begins.
Second Wave	Aela	Stealing Plans	Once the Companions Quest: The Silver Hand has been completed but before Blood’s Honor begins.
Second Wave	Aela	Retrieval	Once the Companions Quest: The Silver Hand has been completed but before Blood’s Honor begins.
Final Wave	Aela	Totems of Hircine	Once the Companions Quest: Glory of the Dead has been completed.
Final Wave	Farkas or Vilkas	Purity	Once the Companions Quest: Glory of the Dead has been completed.
Final Wave	Farkas or Vilkas	Dragon Seekers	Once both the Companions Quest: Glory of the Dead and Main Quest: A Blade in the Dark have been completed.

4.2 Take up Arms

Prerequisites: None
Intersecting Quests: Companions Quest: Proving Honor, Companions Radiant Quests
Locations: Pelagia Farm, Whiterun, Jorrvaskr, Living Quarters, Skyforge
Characters: Aela the Huntress, Athis, Eorlund Gray-Mane, Farkas, Kodlak Whitemane, Njada Stonearm, Ria, Skjor, Vilkas
Enemies: Giant
Objectives: Speak to Kodlak Whitemane, Train with Vilkas, Give Vilkas's sword to Eorlund, Bring Aela her shield, Follow Farkas to your quarters

Training the Whelp



You hear the sounds of a pitched battle across the plains, close to Pelagia Farm, within the outskirts of Whiterun. Come closer to the fight, and you'll witness two warriors attempting to topple a giant who was trespassing too far into the farmland.
You may watch or join the fracas. After the giant is killed (you can search him without penalty), you may speak with Aela the Huntress, Ria, or Farkas, the warriors who slew the giant. They explain who the Companions are and how you may join their Guild: Head to Jorrvaskr if you're worth anything in a fight.



Enter the city of Whiterun and climb the streets until you reach the steps leading up to Jorrvaskr, the Companions' longhouse. When you step inside, you'll likely see a training fight in progress, with two recruits (Athis and Njada Stonearm) brawling. The other Companions watching the melee offer words of encouragement.
The sparring is overseen by an intimidating, one-eyed man named Skjor. Speak to him when you wish to proceed with important knowledge about this Guild. He explains the Companions are known by many names, and not all of them complimentary. The battle switches to fists, and Njada Stonearm lives up to her last name, finishing her opponent and ending the fight.
You may speak with her and listen to her rude replies. But when you ask her (or other Companions) who is in charge, she mentions someone named Kodlak Whitemane, who is the Harbinger; this is the closest to a leader this rabble have and to whom they pledge their loyalty. Once you learn about Kodlak, this quest officially commences.
Objective: Speak to Kodlak Whitemane



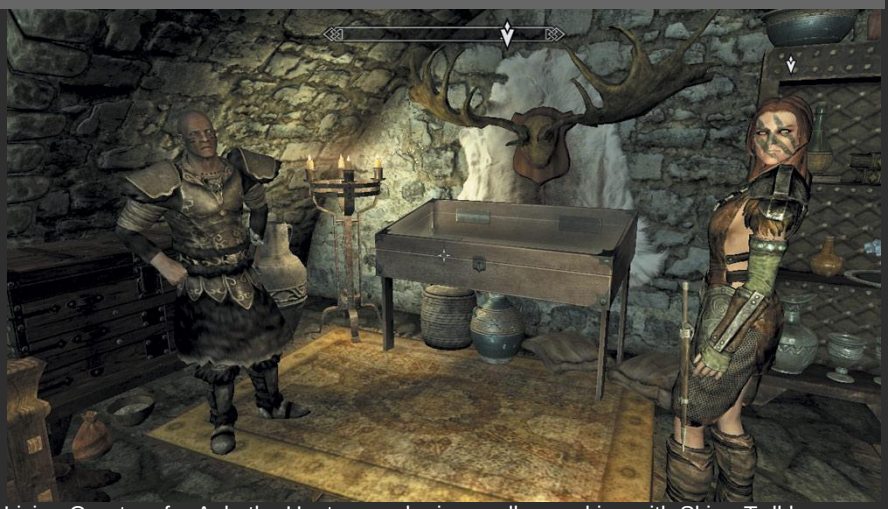
Head to the longhouse's south end, down the stairs, and open the doors to the Living Quarters. Head along the main lower-floor corridor to reach Kodlak. He is usually speaking with Vilkas, who still hears the call of the blood, which Kodlak calls "a burden to bear." They finish speaking and look at you: There is a stranger in their hall.
You can ask Kodlak who the Companions are, why he joined them, where they stand on the Civil War, and, most importantly for this quest, if you can join them. Although Vilkas voices his disapproval, Kodlak says that Jorrvaskr has some empty beds for those with a fire burning in their hearts.
He then asks how you are in battle. You may answer how you wish; it results in Kodlak requesting that Vilkas take you outside to see how you handle yourself.
Objective: Train with Vilkas



Exit Jorrvaskr and head into the courtyard to the structure's rear. Vilkas instructs you to take a few swings at him. Oblige by unsheathing your favored melee weapon and striking Vilkas, who expertly blocks with his shield. Stop your attacks when instructed (or you'll soon learn why crossing the Companions isn't a good idea).
Vilkas seems to think you have an inkling of promise, but you're still considered a whelp to them. In the meantime, you have some orders to take care of: Vilkas wants you to take his sword up to Eorlund Gray-Mane, who is waiting to sharpen it.
Items Gained:
Skyforge Steel Sword
Objective: Give Vilkas's sword to Eorlund
Target: Skyforge, in Whiterun



Take the sword (optionally testing it out in an unrelated adventure or two), and bring it up the steps hewn into the rocky outcrop to the north of Jorrvaskr. You reach the Skyforge, an impressively large forge where Eorlund Gray-Mane works the steel. Inform Eorlund of your errand.
Depending on your answers, Eorlund tells you to remember that nobody rules anyone in the Companions, so subservient attitudes aren't necessary. They haven't had any leaders since Ysgramor. Eorlund isn't a Companion, but he's an expert in working the Skyforge, which produces the best steel in all of Skyrim.
Before you go, Eorlund has a request: He wants you to take a shield to Aela the Huntress. Seeing the irony of this request is optional.
Itrems Gained:
Steel Shield
Objective: Bring Aela her shield
Target: Aela the Huntress, in Jorrvaskr in Whiterun



Return to Jorrvaskr, and search the hall or the Living Quarters for Aela the Huntress, who is usually speaking with Skjor. Tell her you have her shield, and she gratefully receives it.
She learns who you are and of your fight with Vilkas. She asks how you'd handle yourself in a real fight with him. Answer how you wish, although she won't like it if you threaten violence to a Shield-Brother. She tells you to speak to Farkas, who arrives at the end of this conversation.
Objective: Follow Farkas to your quarters

Quest Conclusion

Farkas seems pleasant enough; in fact, he's glad of the company. He takes you down the main hall of the Living Quarters, to the dormitory you'll be sharing. You can pick any bed that isn't being slept in. The quest concludes.

POSTQUEST ACTIVITIES

Farkas ends the conversation, asking whether you might help with a problem they are having. You may speak to him or ignore him and seek out employment from another Companion: And so begins your Faction Radiant Quests (consult the quest name that appears after agreeing to the task, and cross-reference it with the Radiant Quest in this chapter). You'll need to complete at least one of these before Companions Quest: Proving Honor begins.

4.3 Proving Honor

Minor Spoilers

Prerequisites: Complete the Companions Quest: Take up Arms, Complete one Faction Radiant Quest
Intersecting Quests: The Companions Quest: Take up Arms, The Companions Quest: Proving Honor , The Companions Quest: Brotherhood, The Companions Quest: The Silver Hand, The Companions Radiant Quests
Locations: Dustman's Cairn, Whiterun, Jorrvaskr
Characters: Farkas, Skjor
Enemies: Draugr, Frostbite Spider, Giant Frostbite Spider, Silver Hand, Skeever
Objectives: Talk to Skjor, Speak to Farkas, Retrieve the fragment, Return to Jorrvaskr

Trial of the Cohort

Objective: Talk to Skjor



The Companions have witnessed your previous work ethic, and once you revisit Whiterun, enter Jorrvaskr, and search out Skjor, you are greeted more warmly.
He has a more interesting task for you to help with. It appears a scholar visited the Companions a week ago, explaining where they could find another fragment of Ysgramor's Blade. Seeking out the fragment is considered a trial; do well, and you can consider yourself a member of the Companions. Farkas is your Shield-Sibling for this adventure.
Objective: Speak to Farkas



Farkas is usually within Jorrvaskr and is ready to retrieve the fragment when you are. You may speak also to Farkas about personal matters if you wish.
Objective: Retrieve the fragment
Target: Fragment of Ysgramor's Blade, inside Dustman's Cairn

Ysgramor's Blessing





After a trek through the wilderness with Farkas, navigate northwest of Whiterun and up to Dustman's Cairn. Drop below the standing stones.
Arm yourself and begin to navigate through these catacombs, and listen for Farkas's advice. Take any treasure as you descend past the loose burial stones. Continue deeper into a ceremonial hub chamber with multiple archways and a couple of thrones.



The way forward is blocked. The only area of interest is an archway with a raised portcullis, which leads to a small alcove with a lever. Activate it, and the portcullis drops, trapping you inside but raising the portcullis of a nearby archway.
Farkas looks in and tells you he'll find the release, but as he does, he is surrounded by the members of the Silver Hand! Severely outnumbered, Farkas backs up before letting out a guttural growl and transforming into a massive werewolf that slaughters the Silver Hand where they cower!
After freeing you, speak to Farkas, who explains his metamorphosis (known colloquially as his Beast Form)is a blessing bestowed upon some of the Companions.



Press on through the archway Farkas just opened. You face multiple Draugr and Silver Hand as you descend into this elongated crypt.
Beware of occasional dart traps (watch for pressure stones beneath your feet that trigger them), and continue the slaughtering up until you reach the large crypt chamber with a locked iron door at the eastern end. Check the burial urns nearby for a key that opens this door.
Items Gained:
Dustman's Cairn Key



Quickly deal with the Skeever problem once you're through the door, passing interconnecting chambers and stone passageways. A battle against a Giant Frostbite Spider occurs soon afterward.
Continue through another bank of crypts, until you reach the major tomb room, where a Draugr Wight is buried. Strange chanting draws you to the area behind the raised tomb; this is a Word Wall, and a Word of Power is drummed into your subconscious! With the chant fresh in your memory, inspect the raised tomb and take the fragment lying on top of it (along with any other spoils you wish).
Items Gained:
***Word of Power**: Fire Breath*
Fragment of Ysgramor's Blade
Objective: Return to Jorrvaskr
Target: Jorrvaskr, in Whiterun



If you check your map (or the map provided in the Atlas), you'll spot an exit corridor off to the side of this tomb room, behind the raised stone alcove.
Alas, when you attempt to breach it, the burial stones will not shift, but the Draugr begin to attack. Drop into the main chamber, where a protracted battle with at least 20 Draugr (including a dreaded high-ranking Draugr that clambers out of the raised tomb) takes place. Keep moving, retreat to safety if you need to, and don't leave Farkas to fend for himself! A final Draugr crashes through the burial stone, allowing access up a tight side tunnel. At the tunnel's end is a lever, which opens a secret rock door leading back to the cairn's entrance.

Quest Conclusion: Brotherhood



From here, it is a simple matter of returning to Jorrvaskr and seeking out Skjor, who gladly takes the fragment of Ysgramor's Blade from you. Vilkas is also waiting, having heard how well you did as a Shield-Sibling.
The Companions are assembled in the rear courtyard. They are concluding a circle of judgment, and Kodlak informs you that you are now a member of the Companions. You are welcomed into the fold, but you still need to prove yourself.

POSTQUEST ACTIVITIES

Speak to Aela, Farkas, Skjor, or Vilkas, and tell them you're looking for work to begin any other Faction Radiant Quests.

4.4 The Silver Hand

Minor Spoilers

Prerequisites: Complete the Companions Quest: Proving Honor, Complete one Faction Radiant Quest
Intersecting Quests: The Companions Quest: Proving Honor, The Companions Radiant Quests
Locations: Gallows Rock, Whiterun, Jorrvaskr, Skyforge, Underforge
Characters: Aela the Huntress, Farkas, Skjor, Werewolf
Enemies: Krev the Skinner, Silver Hand, Skeever
Objectives: Talk to Skjor, Meet with Skjor at night, Enter the Underforge, Participate in the blood ritual, Talk to Aela, Kill the werewolf hunters, Talk to Aela

Forging the Lycanthrope

Objective: Talk to Skjor



After completing the Companions Quest: Proving Honor, Skjor has spent enough time judging your worthiness to become one of the Companions. When you find Skjor, he says he has something a little different planned for your next task and requests you meet him at the entrance to the Underforge after nightfall.
Objective: Meet with Skjor at night
Objective: Enter the Underforge
Target: Underforge, in Whiterun



Once the sun has set (any time between 06:00 p.m. and 08:00 a.m.), head around the left (north) side of Jorrvaskr building and meet with Skjor by a massive protrusion of stone, below the Skyforge.
Skjor explains this is the most ancient part of Whiterun and that the Underforge taps a vein of magic older than men or elves. Skjor beckons for you to open the rock wall that shifts apart, allowing entrance into the Underforge.



Skjor enters the Underforge with you. Aela the Huntress has taken a lupine form and is waiting around the Sacred Font.
Skjor explains the ceremony you will undertake is to be done in secret, as Kodlak is busy trying to throw away the gift the Companions have been granted; he thinks it a curse rather than a blessing. Now join in the shared blood of the wolf and activate the Sacred Font.
Objective: Participate in the blood ritual
You experience a tremendous change in your body structure. Your vision is much improved. Your speed is like that of the wolf. Your social standing with the locals is possibly not worth testing out at the moment. Soon, your eyes close and everything turns to black.
Objective: Talk to Aela
Target: Aela the Huntress, on the moors outside Gallows Rock

Tip

As a werewolf, any crime you commit will not count against you, as your identity is not known.
However, everyone (except for the Companions) is hostile and will fight or flee from you. If you kill anyone, they remain dead (so don't slay a merchant accidentally!). You can howl and sprint places on all fours for an even quicker dash. You may turn into a werewolf once per day.

Clawing the Silver Hand



You wake up on the moors, clad in little more than your modesty. Aela the Huntress is with you and explains that your transformation was not easy but successful.
To celebrate becoming part of the Companions, you are to slaughter a pack of werewolf hunters known as the Silver Hand, who are camped nearby. But first, ask Aela any questions about your "condition" that you wish. Then place your armor and clothing back on, and arm up for the assault.
Objective: Kill the werewolf hunters
Target: Silver Hand clan, in Gallows Rock



Charge or prowl around the exterior battlements of the Gallows Rock fortification before slaying the two Silver Hand guarding the entrance. Then step inside.

Judging by the spear bars on the doorway, the Silver Hand must have locked the place down once Skjor charged in. Activate the lever and head down the stairs. Make sure Aela accompanies you, as she's helpful in combat as a Shield-Sibling.

Continue through this complex of stone corridors, removing Skeever vermin and Silver Hand as you go.

Tip

Remember you can use your Beast Form during this quest. Access it via your Magic menu.



Many of your brethren lie dead in the cells; release any who are alive so they can savage their captors. Then push down the stairs, into a stone hall with skinned pelt hangings.

Battle through and down the stairs to the circular chamber with the columns. This is the lair of Krev the Skinner, the Silver Hand leader in these parts. He is flanked by two lackeys. Muster your combat potential and savagely dispatch them all. Then ransack the chamber (and optionally, the entire area) for loot.

Objective: Talk to Aela

Quest Conclusion

There are no rewards here, only sadness. Alas, Aela has seen the body of Skjor. He is dead; he should not have come here without a Shield-Brother. Skjor will be avenged. The plot to kill all of those responsible for this outrage begins now!

POSTQUEST ACTIVITIES

You must now complete two additional Radiant Quests for Aela (and her only) to begin The Companions Quest: Blood's Honor.

4.5 Blood's Honor

Major Spoilers

Prerequisites: Complete the Companions Quest: The Silver Hand, Complete two Companions Radiant Quests
Intersecting Quests: The Companions Quest: The Silver Hand, The Companions Quest: Purity of Revenge, The Companions Radiant Quests
Locations: Glenmoril Coven, Whiterun, Jorrvaskr, Jorrvaskr Living Quarters
Characters: Aela the Huntress, Kodlak Whitemane, Vilkas
Enemies: Frostbite Spider, Glenmoril Witch, Silver Hand, Skeever
Objectives: Collect a Glenmoril Witch's head, (Optional) Wipe out the Glenmoril Witches, Return to Kodlak

Hircine's Curse



After completing the Companions Quest: Proving Honor and then tending to other business, visit Kodlak, who is usually down in his Living Quarters in Jorrvaskr. Sit next to him and begin to talk.
After telling him what you've been up to, Kodlak asks if you've heard the story of how the Companions became werewolves. The Order of the Companions is almost 5,000 years old, but the beastblood has only "troubled" them for a few hundred.
One of Kodlak's predecessors made a bargain with the witches of Glenmoril Coven; if the Companions were to hunt in the name of their lord, Hircine, they would be granted great power. But there was deception!
Although in wolf form the Companions are powerful, the disease of lycanthropy seeps into the spirit, and upon death, werewolves are claimed by Hircine for his Hunting Grounds. For some, the eternal chase and capture is a boon, but for a true Nord like Kodlak, it is a curse, for he wishes Sovngarde to be his spirit home.
Rather than resigning himself to a wolf's death, Kodlak has spent his twilight years trying to find a cure. The answer lies in the same magic that the witches used to ensnare the Companions. You are to go to their coven and strike down all witches. Return with their heads—the seat of their abilities.
Objective: Collect a Glenmoril Witch's head
Objective: (Optional) Wipe out the Glenmoril Witches
Target: Glenmoril Witch, in Glenmoril Coven



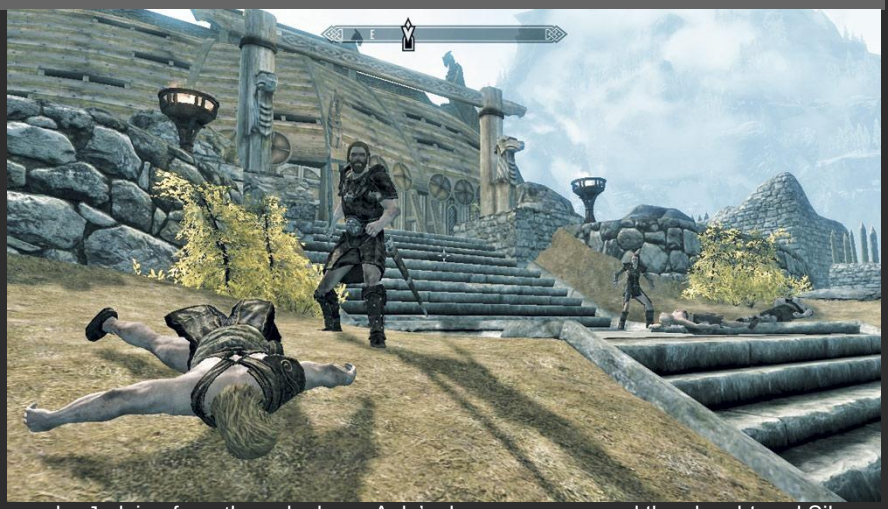
Trek across the tundra plains and southwest, into the mountains, keeping below the snow line. The trappings of witchcraft hang from the gnarled trees at the Coven's entrance.
Enter the Coven, which is formed around a central hub cavern, where a Glenmoril Witch awaits. Strike her with sneak, ranged, or melee attacks. Beware of her frost spells and her familiar.
Continue combat until one of you falls—be sure it's the crone! Then inspect the withered corpse and collect the head (as well as any Hagraven Feathers you may need for crafting).
Items Gained:
Glenmoril Witch Head
Objective: Return to Kodlak



At this point, you are prompted to return to Kodlak. Before you return (which is a critical part of this quest), you can also hunt down the four other Glenmoril Witches who inhabit this coven.

Tip

If you're having trouble locating any of the witches' chambers, carefully inspect the hub chamber (where the first witch was), as some connecting tunnels can be hard to spot.



Journey back to Whiterun, and head toward Jorrvaskr. Judging from the onlookers, Aela's drawn weapon, and the slaughtered Silver Hand at her feet, the longhouse was the scene of a vicious Silver Hand attack while you were away.
Enter Jorrvaskr and speak with Vilkas. He has some sorrowful news; Kodlak was killed during the fighting.

Quest Conclusion

The Silver Hand made off with all the fragments of Wuuthrad that you had collected. Vilkas vows that you and he will bring the battle to their chief camp. Kodlak will be avenged.

POSTQUEST ACTIVITIES

The Companions Quest: Purity of Revenge begins immediately. There are now no Radiant Quests available, due to the recent Silver Hand attack. Although you may think the Witch Heads aren't of use, they become important during Companions Quest: Glory of the Dead and afterward.

4.6 Purity of Revenge

Minor Spoilers

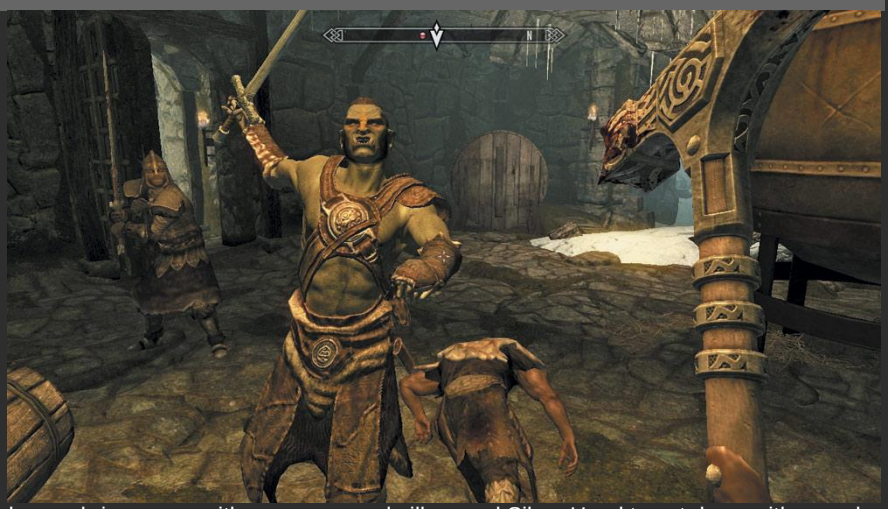
Prerequisites: Complete the Companions Quest: Blood's Honor
Intersecting Quests: The Companions Quest: Blood's Honor, The Companions Quest: Glory of the Dead, The Companions Radiant Quests
Locations: Driftshade Refuge, Driftshade Cellar, Whiterun , Jorrvaskr
Characters: Vilkas, Werewolf
Enemies: Silver Hand
Objectives: Retrieve the fragments of Wuuthrad, (Optional) Wipe out the Silver Hand, Return to Jorrvaskr

Severing the Silver Hand

Objective: Retrieve the fragments of Wuuthrad
Objective: (Optional) Wipe out the Silver Hand
Target: Wuuthrad fragments, inside Driftshade Refuge



Vilkas wishes to immediately depart for the Silver Hand stronghold of Driftshade Refuge and accompanies you as your Shield-Brother. Purchase any equipment if necessary, and then journey north into the Mountains of Winterhold, to the southeast of Dawnstar. Combat begins immediately. Sneaking is inadvisable for a Companion, especially one with an optional objective to fulfill and a recently slain advisor. Dispatch the foes guarding the entrance to the Refuge. Kill the one on the roof with ranged weapons, or sneak up the steps to the rear of the entrance.



Descend the stone-stepped corridor and into a lower shrine room, with moss-covered pillars and Silver Hand to cut down with speed and ferociousness.
Make a systematic sweep of every chamber via the connecting corridors, culling foes as you go. Leave no one alive, lest you mock the death of the beloved Kodlak! Eventually, you reach a chamber with vertical spears blocking an entrance. Activate the lever just to the right of the spears, and they retract, allowing you into Driftshade Cellar.



Fight your way past the stacked wood and barrels, watching for the pressure plate lest you receive a swinging gate trap in the face—a fate you can attempt for any foes if you wish.
*Venture farther into the cellar, and split open the Silver Hand guarding a large distillery tank of mead. Exit via a hole in the stone wall and into a snow tunnel. You appear in a small cavern complete with holding cells.
Release any werewolves still alive (they are locals afflicted with lycanthropy, rather than Companions). The snow tunnel connects back into the cellar.



Pass the remains of a werewolf and shred the foes in the torture room. Enter the remains of the cellar's grand hall, now full of collapsed masonry. After more Silver Hand slaughtering, head south, up the steps and back into the refuge area. Enter the small dungeon room, then turn left and bound up the stairs. The remaining Silver Hand are in this chamber.
Kill them all. Your optional objective should complete at this point. Then inspect the table on the elevated dining area, where all the fragments of Ysgramor's Blade can be found...again. Take them before resting for a moment with Vilkas, who seems to have finally realized your prowess as a fighter.
Items Gained:
Fragments of Wuuthrad
Objective: Return to Jorrvaskr

Quest Conclusion

Head south out of Driftshade Refuge, back outside, and then to Whiterun and your longhouse home. As you near Jorrvaskr, Vilkas remarks that your brethren should have finished preparing the funeral of Kodlak by now.

POSTQUEST ACTIVITIES

The Companions Quest: Glory of the Dead begins immediately. There are now no Radiant Quests available, due to the preparations for Kodlak's departure.

4.7 Glory of the Dead

Major Spoilers

Prerequisites: Complete the Companions Quest: Purity of Revenge
Intersecting Quests: The Companions Quest: Purity of Revenge, The Companions Radiant Quests
Locations: Whiterun, Jorrvaskr, Jorrvaskr Living Quarters, Skyforge, Underforge, Ysgramor's Tomb
Characters: Aela the Huntress, Danica Pure-Spring, Eorlund Gray-Mane, Farkas, Jarl of Whiterun, Kodlak Whitemane, Vilkas
Enemies: Companion Ghost, Frostbite Spider, Kodlak's Wolf Spirit, Skeever
Objectives: Attend Kodlak's funeral, Retrieve Kodlak's fragment, Give the final fragment to Eorlund, Meet the Circle, Go to Ysgramor's Tomb with the Circle, Return Wuuthrad to Ysgramor, Get to the burial chamber, Speak to Kodlak, Put witch head into fire, Defeat the wolf spirit, Speak to Kodlak

Out of the Strong Comes Forth Steel

Objective: Attend Kodlak's funeral
Target: Skyforge, north of Jorrvaskr, in Whiterun



Upon your return to Jorrvaskr, there is no one inside the building; they are all at the Skyforge, where Eorlund has prepared the pyre for Kodlak's funeral.
The Companions are there, along with some of Whiterun's population, including the Jarl and the priestess Danica Pure-Spring. Aela steps forward to join Eorlund and Vilkas in a simple, strong-hearted eulogy. Aela lights the pyre, and Kodlak's body is set ablaze. With his spirit departed, she requests that the members of the Circle should withdraw to the Underforge to grieve together. Before you leave with them, Eorlund asks whether you have the Fragments of Wuuthrad; he needs to prepare them for mounting back in Jorrvaskr.
There is a final piece of the Wuuthrad that Kodlak always kept close. Eorlund requests that you go to Kodlak's chambers and bring the piece back for him.
Objective: Retrieve Kodlak's fragment
Target: Living Quarters, in Jorrvaskr in Whiterun



Enter Jorrvaskr and descend into the Living Quarters. Head north, past the chair where you and Kodlak sat and talked. His bedroom is to the right (east). Check the bedside table and grab the two items within.
One is the fragment Eorlund mentioned, and the other is Kodlak's Journal. You may optionally read it. Kodlak's wishes for your role within the Companions are detailed in it.
Items Gained:
Fragment of Ysgramor's Blade
Kodlak's Journal
Objective: Give the final fragment to Eorlund
Return to Eorlund, who is usually at the Skyforge, and hand over the fragment. He thanks you and says the Companions are waiting for you inside the Underforge.

Objective: Meet the Circle
Target: Underforge, in Whiterun



Open the loose rock wall below the Skyforge and enter the place where you were once baptized into the moon-born. Vilkas and Aela are having a heated discussion over Kodlak's final wishes.
Although Aela is at one with her Beast Form, Vilkas knows that Kodlak wished to meet Ysgramor and know the glories of Sovngarde and the Hall of Valor. The curse of lycanthropy took that from him. Aela relents, understanding that Kodlak's wishes are to be respected.
Vilkas then tells you of the Tomb of Ysgramor, where the souls of Harbingers past heed the call of northern steel. But the tomb cannot be entered because Ysgramor's Blade is in pieces. Eorlund informs them that tools are meant to be broken...and repaired!
This is the first time that all pieces of the Blade have been returned together, and the flames of Kodlak fuel the rebirth of Wuuthrad! Eorlund hands you the blade, which is now in one piece, and the Circle of Companions set off to enter the tomb and help cast Kodlak off into the Nordic realm of the afterlife.
Items Gained:
Wuuthrad
Objective: Go to Ysgramor's Tomb with the Circle
Target: Entrance to Ysgramor's Tomb



Northwest of Winterhold, in the ice fields of the Sea of Ghosts, lies the Nordic cairn indicating the entrance to Ysgramor's Tomb. Climb over the lip of the cairn and open the iron door that leads into the tomb interior.
Your Shield-Siblings are already inspecting the weaponless statue at the tomb's entrance plinth. Vilkas says this is the resting place of Ysgramor and his most trusted generals, and you should be cautious.
Then Vilkas reveals that he won't be accompanying you on this final mission; his mind is too fogged and his heart grieved. He then instructs you to grant Ysgramor's statue its rightful blade.
Objective: Return Wuuthrad to Ysgramor
Approach the statue of Ysgramor and place the Wuuthrad in the statue's grip. The tomb entrance behind (north of) the statue slides open. You, Farkas, and Aela the Huntress will now meet Ysgramor's guardians and fight your way to the resting place of Ysgramor.
Objective: Get to the burial chamber



Brush aside the cobwebs and investigate the tunnel beyond, which turns west and ends at a double door with an alcove on either side. From each alcove, a Companion Ghost appears, ready to test your mettle.
Slay them as if they were enemies; you are proving yourself to them in battle, and there is no greater honor. Open the double doors and enter the entrance hall, where three more ghosts appear to thwart you. Tackle them, checking on your Shield-Siblings in case they need your support.
Head south, down another level, and into the hall of crypts. Return several more Companion Ghosts to Sovngarde as they emerge from their vertical tombs, then head south, hacking at the entrance filled with cobwebs.
Farkas parts company with you at this point. The cobwebs lead to two connected chambers filled with Frostbite Spiders (expect at least one to be Giant). Dispatch them all before activating the chain by the portcullis to the south.
Venture into the main tomb. At least six more Companion Ghosts appear to stop you between here and the corridor and the steps up to an iron door.
Open the door to reach a long hall with a pedestal at its far end. Atop the pedestal is a handle. Pull it to open the portcullis in the sunken corridor on your left (north). Head down into a giant ceremonial chamber, with the skull of a mammoth dominating the central embalming table.
At least four more Companion Ghosts appear. Stick your bladed weapon into their ethereal forms. When the fight is over, you may climb the final steps, open the double doors, and enter Ysgramor's burial chamber.
Objective: Speak to Kodlak

And So Slain the Beast Inside



Stride over to meet the spirit of Kodlak, who (along with his fellow Harbingers from history) have been warming themselves in this chamber and trying to evade Hircine.
Although you can see only Kodlak's spirit, he assures you his predecessors are with you, in this most sacred of chambers.
Tell Kodlak that Vilkas mentioned a cure was still possible, and Kodlak instructs you to take one of the witches' heads and throw it into the blue fire. It will release their magic—for him at least.
Objective: Put witch head into fire
Objective: Defeat the wolf spirit



Approach the Flame of the Harbinger and drop a witch's head into it. The moment the blue flames begin to devour the head and the witch's magical grip loosens, Kodlak's Wolf Spirt appears. You must destroy it in combat.
Objective: Speak to Kodlak

Quest Conclusion

Return to Kodlak's spirit and tell him you killed his beast spirit. He thanks you for this gift, one tainted by sadness that the other Harbingers remain trapped by Hircine.
Perhaps a battle for their souls could be waged from Sovngarde. For today, however, you must triumph in your victory and lead the Companions to further glory!

POSTQUEST ACTIVITIES

Locate any treasure chests you wish to plunder. Pull the chain and exit via the raised area on the chamber's eastern side. Head up the spiral stairs to a second chain that removes a section of rock wall.
Return to the entrance chamber where Ysgramor's statue is standing. You may now return to Jorrvaskr at your leisure. Although your critical Companions Quests are over, there are now three additional Radiant Quests available (along with the initial ones).You enjoy the companionship of your Shield-Brothers and Sisters as you return, victorious, as Harbinger!
Items Gained:
Word of Power: *Animal Allegiance*

Tip

You may wish to take Wuuthrad from Ysgramor's statue before you leave, and use this weapon.
Forging Ahead: The Skyforge, burning with Kodlak's Spirit, can now forge a unique set of Nord Hero weapons if you have the skill to craft them.

Note

Intimate Companionship: Farkas, Vilkas, Aela, Athis, Ria, Njada, and Torvar are all able to be married once Companions Quest: Glory of the Dead is over. Consult Temple Side Quest: The Bonds of Matrimony for more details.

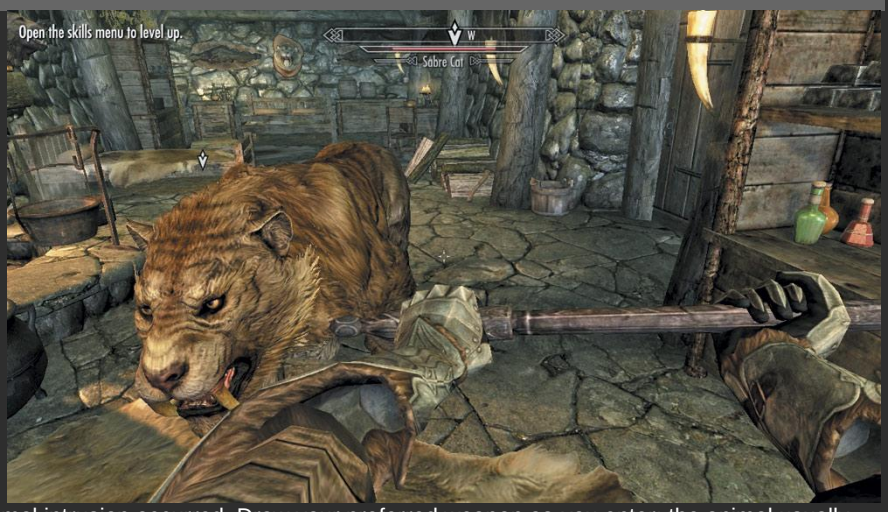
5.1 Initial Wave

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The following 13 Radiant Quests occur between (and after) the critical Companions Quests and typically offer you a random task to accomplish. These tasks are available in three different “waves,” depending on how far you are in the critical Companions Quests. For a complete list of how to unlock each Radiant Quest, consult the Introduction to the Companions Quests, at the start of this chapter.

Initial Wave: Animal Extermination (I)

Quest giver: Aela
Speak to Aela and request some work. It seems that someone has a problem with a wild animal loose in their dwelling and has requested a Companion to help eradicate the menace. Aela orders you to locate the animal and kill it quickly.
Objective: Kill the [random animal]
Target: Random animal, random location



Journey to the dwelling where the reported animal intrusion occurred. Draw your preferred weapon as you enter; the animal usually strikes once you’re inside the premises. Cut down the animal, obtaining its pelt if you wish.
Objective: Return to Aela

Quest Conclusion

Return to Jorrvaskr, and seek out Aela. Inform her of the quick and noble death you’ve given the creature. You’re given some coin for your troubles.
Items Gained:
Gold pieces (leveled)

POSTQUEST ACTIVITIES

You may now speak to another Companion and begin another Radiant Quest (or access the critical Companions Quest if you haven’t already).

Initial Wave: Animal Extermination (II)

Quest giver: Aela
Speak to Aela and request some work. It seems that there is an animal den located close to a group of friends of the Companions, and periodically, the animals attack them. Aela orders you to eradicate the threat; you are to find all the animals within the den and dispatch them.
Objective: Clear out the [random animal den]
Target: Random animal den, random location



Trek to the animal den indicated on your world map, and draw your weapons. Investigate all areas of this location. Whenever you encounter an animal, kill it. Continue with your animal slaughter (obtaining pelts if you wish, and if applicable) until the quest updates.
Objective: Return to Aela

Quest Conclusion

Return to Jorrvaskr and seek out Aela. Inform her that you've dealt with the animals within the den. You're given some coin for your troubles.

Items Gained:

Gold pieces (leveled)

POSTQUEST ACTIVITIES

You may now speak to another Companion and begin another Radiant Quest (or access the critical Companions Quest if you haven't already).

Initial Wave: Hired Muscle

Quest giver: Farkas

Tell Farkas that you're looking for work. As it happens, he has received a letter requesting some "muscle." Farkas doesn't know what the fight is about, and it isn't the Companions' business anyway, but he needs you to head to the place of the altercation and scare the ruffian into submission. This is to be a roughing up, not a killing!

Objective: Intimidate a [random troublemaker] in a [random location]

Target: Random target, random location



(Brawl) Journey to the location where the troublemaker is causing a fuss, Journey to the location where the troublemaker is causing a fuss. Step up to the annoyance, and explain that you're here to resolve a dispute. Then pummel them in a brawl until they collapse to the ground. Do not kill them, as this reduces your reward.

Objective: Return to Farkas

Quest Conclusion

Return to Jorrvaskr and seek out Farkas. Inform him of your success at pummeling some sense into the troublemaker. You're given some coin for your troubles.

Items Gained:

Gold pieces (leveled)

POSTQUEST ACTIVITIES

You may now speak to another Companion and begin another Radiant Quest (or access the critical Companions Quest if you haven't already).

Initial Wave: Trouble in Skyrim

Quest giver: Farkas

Tell Farkas you're looking for work. Fortunately, he has a job that requires your immediate attention. Farkas has received word that a group of aggressors are causing a disturbance and must be dealt with using your combat mettle. He needs you to journey to the place where the problem has arisen and slay those responsible. This is to be a killing; take no prisoners!

Objective: Kill the leader of a [random location]

Target: Random target, random location



Travel to the place indicated on your world map where a group of enemies is causing problems for one of the Companions' clients. Locate the leader. Proceed to slay this enemy as swiftly as possible. You can dispatch anyone who attempts to stop you, although you need kill only the leader for this quest to complete. This is a simple slaying mission.
Objective: Return to Farkas

Quest Conclusion

Return to Jorrvaskr and seek out Farkas. Inform him of your success at massacring those who sought to upset the Companions' clients. You're given some coin for your heroics.
Items Gained:
Gold pieces (leveled)

POSTQUEST ACTIVITIES

You may now speak to another Companion and begin another Radiant Quest (or access the critical Companions Quest if you haven't already).

Initial Wave: Family Heirloom

Quest giver: Skjor **Quest giver:** Vilkas
Speak with either Skjor or Vilkas, and they inform you that they have work that involves locating and retrieving a valuable family heirloom, lost to a high-ranking family or other well-connected faction that the Companions are friendly with. You are to find the heirloom, said to be hidden somewhere in a Primary Location in Skyrim, and bring it back to the quest giver.
Objective: Retrieve the [valuable heirloom] from a [random location]
Target: Random item, random location



Journey to the random location, and utilize your sneaking or combat abilities on any entity blocking your path, both before and after you enter the interior of the place, which is usually a castle, keep, or dungeon.
Creep or carve your way to the location flagged on your local map, and pry the item away from the enemies; it is usually hidden in a chest. Finding the item is your only task; no bloodshed need occur, although it is encouraged!
Objective: Return to Skjor or Vilkas

Quest Conclusion

Return to Jorrvaskr, and seek out Skjor or Vilkas to inform him that you've located the heirloom. Hand it over. You're given gold pieces for your time.
Items Gained:
Gold pieces (leveled)

POSTQUEST ACTIVITIES

You may now speak to another Companion and begin another Radiant Quest (or access the critical Companions Quest if you haven't already).

Initial Wave: Escaped Criminal

Quest giver: Skjor **Quest giver:** Vilkas
Speak with either Skjor or Vilkas, and he informs you that a wanted fugitive is fleeing from authorities, who are able to pay for the killing of the criminal. You are to locate this ne'er-do-well, face him in combat, and make sure he dies.
Objective: Kill the [random criminal]
Target: Random criminal, random location



Set off to the location indicated on your world map, with the express intention of slaying this criminal. As the troublemaker may be flanked by foes who normally reside in this location, prepare for attacks throughout the criminal's hideout. When you finally reach the criminal in question, there's no pleading and no stalling, just a quick and justified death.
Objective: Return to Skjor or Vilkas

Quest Conclusion

Return to Jorrvaskr and seek out Skjor or Vilkas. Inform him that the criminal has been brought to justice—Companion justice—and he is satisfied with your progress. You receive a cut of the reward.
Items Gained:
Gold pieces (leveled)
POSTQUEST ACTIVITIES
You may now speak to another Companion and begin another Radiant Quest (or access the critical Companions Quest if you haven't already).

Initial Wave: Rescue Mission

Quest giver: Skjor **Quest giver:** Vilkas
Speak with either Skjor or Vilkas, and he lets you know that a member of an important family or organization with ties to the Companions has been kidnapped. Those responsible have taken the victim to a hiding place.
You are to find the victim and return him to the location from which they were kidnapped. Obviously, the victim's health is of paramount importance.
Objective: Rescue a [random victim] from a [random location]
Target: Random victim, random location



Journey to the location where the enemies took the victim. Begin to battle your way toward the victim's location.
The target is usually close to any enemy leader or imprisoned in a cell or a cage. Unlock them if necessary, using Lockpick, searching any nearby foes you've slain for a key, or finding a lever to release the victim from their prison.
Objective: Return the [random victim] to [where they were kidnapped from]
Target: Random victim, random location
With the victim found and released, they become a Follower, and you must emerge from your current location with them in tow.
Once you reach the surface, having protected the target throughout the rest of the escape, Fast-Travel to the safe location indicated or the nearest already-discovered location and walk the rest of the way, defending the victim from any further attacks.
Objective: Return to Skjor or Vilkas

Quest Conclusion

Return to Jorrvaskr and seek out Skjor or Vilkas to inform him you recovered the kidnapping victim alive and chaperoned them back to a safe place. Your quest-giver is pleased with this outcome, and you receive some of the reward.
Items Gained:
Gold pieces (leveled)
POSTQUEST ACTIVITIES

You may now speak to another Companion and begin another Radiant Quest (or access the critical Companions Quest if you haven't already).

5.2 Second Wave

Second Wave: Striking the Heart

Quest giver: Aela the Huntress
Speak with Aela and ask what her targets are. She mentions a group of Silver Hand, holed up in a fortification. You're to assault this location and slaughter the Silver Hand leader inside.
Objective: Assassinate the Silver Hand leader
Target: Silver Hand leader, [random location]



Journey to the settlement Aela has indicated and begin a systematic slaughter of the Silver Hand foes within, along with any indigenous foes that attack. This battle culminates in a confrontation with the Silver Hand lieutenant.
Cut the fiend down with a final offensive flourish. The location of the Silver Hand leader is important; you may not need to scour the entire fortification to find him. As always, utilize your local map to learn where the leader is holed up and to learn any shortcuts to his location. But it is just as satisfying to plow through the leader's troops first!
Objective: Return to Aela

Quest Conclusion

With the blood of the Silver Hand leader still coating your melee weapon, head back to Jorrvaskr, inside Whiterun, and let Aela know of your victory. You receive no reward; just your vengeance satiated.

POSTQUEST ACTIVITIES

If this was your first Second Wave quest, Aela will present your next target. If you have now completed two of these quests, Companions Quest: Blood's Honor will begin.

Second Wave: Stealing Plans

Quest giver: Aela the Huntress
Speak with Aela and ask whether she has additional work for you. She's heard rumors of a Silver Hand camp, with a set of plans somewhere inside that could contain information helpful to the Companions; for example, it could enable a Silver Hand lieutenant to be tracked and killed. You're tasked with obtaining the plans.
Objective: Steal the plans from a [random Silver Hand camp]



Locate the Silver Hand camp specified by Aela (these are usually keeps, caves, or other fortifications known to house bandits), and cut a swathe through the defending enemies inside (or attempt a sneaky infiltration).
The plans are usually resting on or under a table or other furniture, rather than inside a chest. Look carefully for the Stratagem, then depart with it.
Items Gained:
Silver Hand Stratagem
Objective: Return to Aela
Target: Aela the Huntress, Jorrvaskr, Whiterun

Quest Conclusion

Return to Jorrvaskr, inside Whiterun, and inform Aela that you've been successful. Aside from furthering this quest line and a verbal congratulations from Aela, there are no rewards.

POSTQUEST ACTIVITIES

If this was your first Second Wave quest, Aela will present your next target. If you have now completed two of these quests, Companions Quest: Blood's Honor will begin.

Second Wave: Retrieval

Quest giver: Aela the Huntress

Speak with Aela and ask what her targets are. She mentions a fragment of the Wuuthrad, hidden somewhere in Skyrim.

Objective: Retrieve the fragment of Wuuthrad

Target: Fragment of Ysgramor's Blade, in a [random location]



Journey to the location Aela has indicated, and slay the Silver Hand forces inside, along with any foes lurking at this locale. The fragments of the blade are usually inside a treasure chest or on a piece of furniture. It is almost always in the same chamber where you found the leader of the Silver Hand. Retrieve the fragments immediately.

Items Gained:

Fragment of Ysgramor's Blade

Objective: Return to Aela

Target: Aela the Huntress, Jorrvaskr, Whiterun

Quest Conclusion

With the Fragment of Ysgramor's Blade in your possession, journey back to Jorrvaskr, inside Whiterun, and inform Aela that you've been successful. Aside from furthering this quest line and receiving a verbal congratulations from Aela, there are no rewards.

POSTQUEST ACTIVITIES

If this was your first Second Wave quest, Aela will present your next target. If you have now completed two of these quests, Companions Quest: Blood's Honor will begin.

5.3 Final Wave

Final Wave: Totems of Hircine

Quest giver: Aela the Huntress
Speak with Aela and ask what additional work there is to achieve. She mentions a powerful object – a Totem of Hircine – that could channel the power of the Companions' Beast Forms in a new direction. Aela instructs you to head to a particular location to find it.
Objective: Retrieve the Totem of Hircine
Target: Totem of Hircine, in a [random location]



Journey to the location Aela has indicated (with Aela as your Shield-Sister), and slay the foes lurking around. The Totem is located inside a treasure chest or on a piece of furniture in the chamber farthest away from the location's entrance. Battle to this point and take the Totem.
Items Gained:
Totem of Hircine
Objective: Take the Totem to the Underforge
Target: Underforge, Whiterun

Quest Conclusion

With the Totem of Hircine in your possession, journey back to Jorrvaskr, inside Whiterun, and head to the Underforge. Place the Totem on this stand. The Totem allows you to change your Werewolf Power. Repeat this quest for more Totems.
Items Gained:
Totem of the Hunt (Detect Life)
Totem of Brotherhood (Summon Spirit Wolves)

POSTQUEST ACTIVITIES

You may now speak to another Companion and begin another Radiant Quest.

Final Wave: Purity

Quest giver: Farkas **Quest giver:** Vilkas
Talk to Farkas or Vilkas. They are worried that when they pass from this realm, they, too, will share the same fate that befell Kodlak—trapped in a purgatory and desperately avoiding Hircine's Hunting Grounds. The quest giver wants the curse of lycanthropy to be purged from his spirit and asks for your help in acquiring the necessary ingredients to make this possible.
Objective: Collect a Glenmoril Witch Head
Target: Glenmoril Witch Head, Glenmoril Coven



There are two options at this point: If you have already culled the Glenmoril Coven of all five witches, you should have a spare Witch Head in your inventory. If you don't, you should journey to the Glenmoril Coven, sever another Witch Head, and return to Farkas's or Vilkas's location.

Items Gained:
Glenmoril Witch Head
Objective: Cleanse [the quest giver] of beastblood



Only one location has the necessary magic to thwart the power of Hircine, and that is Ysgramor's Tomb. Follow the route set out in the Companions Quest: Glory of the Dead (with the quest giver as your Shield-Brother) until you reach the chamber with the Flame of the Harbinger. At this point, you have two objectives to complete:
Objective: Collect a Glenmoril Witch Head
Objective: Kill [the quest giver's] wolf spirit

Quest Conclusion

Place one of the Witch Heads into the flickering blue flame, and then defeat the wolf spirit that leaves the body. Once this combat is over, Farkas or Vilkas is effectively "cured" of lycanthropy. You can also drop a head into the flames and cure yourself. But be warned: Once cured, you lose your Beast Form ability forever.

POSTQUEST ACTIVITIES

You may now speak to another Companion and begin another Radiant Quest.

Final Wave: Dragon Seekers

Quest giver: Farkas **Quest giver:** Vilkas
Either Farkas or Vilkas tells you that a dragon is terrorizing a nearby Hold. The exact details are scarce, but this would be a fine and victorious combat victory and would help keep the denizens of Skyrim safe. You are given instructions on where this dragon's lair may be.
Objective: Kill the dragon at [a random dragon's lair]



Walk the path to the dragon's location (with the quest giver as your Shield-Brother), and begin combat with this monstrous beast. Depending on how far through the Main Quest you are, the Shouts you have learned can very much help in this epic confrontation. Defeat the dragon and claim its soul for your own.

Tip

If you require more information on how to defeat the dragon, consult the tactics listed in Main Quest: Dragon Rising or Main Quest: A Blade in the Dark. If you've learned the Dragonrend Shout (after completing Main Quest: Alduin's Bane), fighting with melee weapons suddenly becomes a whole lot easier.
Items Gained:
Dragon Soul
Objective: Talk to [the quest giver]

Quest Conclusion

Farkasor Vilkas are impressed by your dragon-slaying abilities. You are truly the Harbinger of the Companions!

POSTQUEST ACTIVITIES

You may now speak to another Companion and begin another Radiant Quest.

6.1 Overview

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Optimal Quest Start

The College of Winterhold Quests begin when you arrive at the College for the first time. They give you access to trainers and vendors that considerably increase your magical abilities and skills. You can join the College whenever you like, although Magic-focused characters may want to join sooner rather than later to gain access to this ready source of spells. Most other characters will come to the College much later, as part of Main Quest: Elder Knowledge.

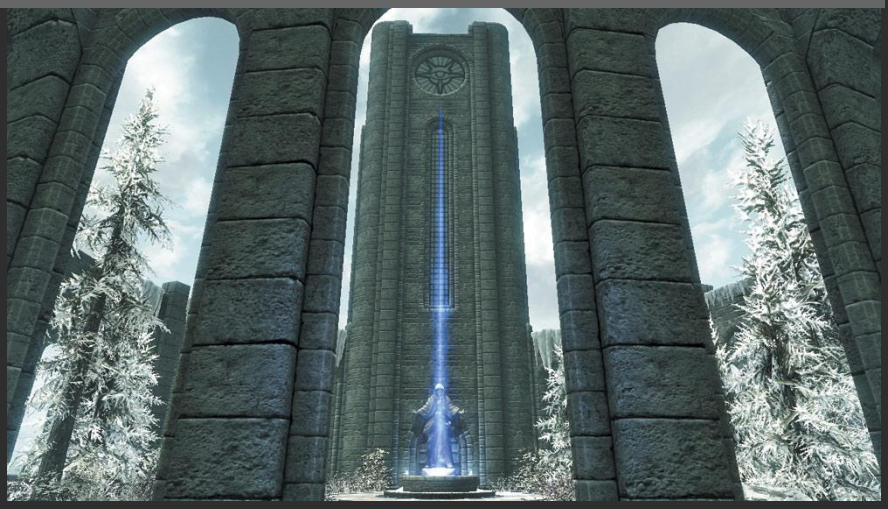
Note

Cross-Referencing: Do you want to see maps and learn more about the traps, non-quest-related items, collectibles, crafting areas, and other important rooms of note in every location during these quests? Then cross-reference the location you travel to with the information on that location contained in this guide's Atlas.

Sanctuary: College of Winterhold



The College of Winterhold, perched on its pillar of rock.



Inside the College, where mages perfect their magic.

The threadbare Hold City of Winterhold has seen most of its population driven away. The center of life in these parts nowadays is the College of Winterhold.

Once a prominent, influential location in Skyrim, Winterhold has fallen on hard times but is still a haven for mages in Skyrim, a safe refuge from distrustful Nords.

Largely self-sufficient, the College of Winterhold is quite content to be isolated from the rest of the province, although a more peaceful coexistence with the outside world is always preferred.

The College of Winterhold is situated on a cliff overlooking the Sea of Ghosts. Over the years, the cliff has fallen into the sea, taking nearly all of the original city with it. Only a few buildings remain, though somehow the College of Winterhold has largely been untouched by the damage.

It now resides on a free-standing crag of rock and ice. Inside, the College is split into three distinctive towers: Halls of Countenance and Attainment where apprentices and senior mages reside; the Hall of the Elements, where the Arch-Mage resides, gatherings are held, and the Arcanaeum (the College's great library) is kept. Below the College lies the Midden, a warren of icy tunnels where the remnants of long-forgotten experiments reside.

Important Characters

ARCH-MAGE: SAVOS AREN



Savos has been the Arch-Mage of the College for a very long time and tried to assure the people that the College was not responsible for the Great Collapse. He took threats seriously after the White-Gold Concordat and helped secure the grounds of the College. Through it all, he's managed to maintain his good demeanor and his faith in humanity. He has little concern for public perception these days, believing that if the mages of the College keep to themselves, no one will bother them. As such, he has every intention of staying out of the Civil War and the Thalmor's rise to power.

THALMOR ADVISOR: ANCANO



A Thalmor agent currently residing at the College of Winterhold, acting in an "advisory" position, Ancano's patronizing tone and haughtiness have made this High Elf into a hated figure. Feeling he has no one to answer to, Ancano is using his time at the College to find out any secrets he can and relay them to his masters back at the Embassy in Haafingar. He isn't winning any popularity awards in the College.

MASTER-WIZARD: MIRABELLE ERVINE



Mirabelle may be second-in-command, but she's the one who really runs the College. The day-to-day operations are under her jurisdiction, which doesn't make her popular, but she knows someone has to do the job. Mirabelle is frustrated that the College is seen as a black mark, that magic in general is shunned, and takes very seriously any allegations of wrongdoing leveled at the College or its members. She has no use for either the Psijics or the Thalmor—they're all just getting in the way and giving the College a bad reputation.

WIZARD: SERGIUS TURRIANUS



Well aware of the contempt Nirya and Faralda have for one another, Sergius takes time from his duties as Enchanting instructor to instigate conflict between the two women, in the hopes that Faralda will turn to him for comfort. While he's sure this is going to backfire on him eventually, he's going to enjoy it while he can.
Trainer (Enchanting: Expert): Sergius Turrianus

WIZARD: DREVIS NELOREN



Drevis is a strange duck. Quite versed in Illusion, he's well liked by the apprentices but has little presence outside his class. His colleagues barely seem to acknowledge him; he floats through the day leaving little mark on anything. If they were paying attention, one might question whether he's really there at all....Drevis has a habit of wandering into the Arcanaeum and talking Urag gro-Shub's ear off, largely because Urag can't get away.
Vendor: Illusion spells
Trainer (Illusion: Master): Drevis Neloren

WIZARD: FARALDA



Faralda has her eye on Mirabelle Ervine's position, a stepping stone on her way to being Arch-Mage. Recently she's noticed that Nirya seems to have her sights set on the same position, and the two have developed a bitter rivalry over it. Rumors of sabotaged experiments and undermined research provide plenty of gossip for the other mages. When upset over something Nirya has done, Faralda goes running to Sergius Turrianus, who is in fact playing up both sides of this conflict to get close to Faralda.
Vendor: Destruction spells
Trainer (Destruction: Expert): Faralda

WIZARD: PHINIS GESTOR



Phinis has little concern for the affairs of mortals. He's a wizard who conjures creatures from the Beyond—what else matters? Phinis is also interested in Necromancy and takes solace in the notion that the College is one of the few places he can get away with honing his art without being stoned to death in the process. He regularly relies on Enthir to procure some of the more sensitive items his conjurations require, but only interacts socially with Arniel Gane, the one person in the College who doesn't seem nervous when speaking to him.

Vendor: Conjuration spells

Trainer (Conjuration: Expert): Phinis Gestor

SCHOLAR: ARNIEL GANE



Arniel is a small, frail little man who's never been entirely comfortable in his own skin. He feels weak and helpless, and while turning to magic has alleviated some of that, he wants to take it a step further. His ultimate (and very secret) goal is to research dwarven artifacts and figure out why the civilization disappeared. To that end, he occasionally procures the services of Enthir for some controversial items.

SCHOLAR: COLETTE MARENCE



Colette is the Restoration teacher at the College and is well aware that she's been labeled as a peace-loving star-gazing Spriggan-hugger. Having made repeated attempts to break out of that role and finding that everyone treated her even worse when she no longer fit the image they'd created for her, she's finally given in and accepted that no one will ever see her differently.

Vendor: Restoration spells
Trainer (Restoration: Expert): Colette Marence

SCHOLAR: ENTHIR



Enthir is the “man who knows how to obtain materials” in the College. While the College has very flexible rules on what’s acceptable research and what’s not, there are some reagents and spell components that just can’t be acquired through legal means. Enthir, working with Birna in Winterhold, is the elf who takes care of that. He also becomes a Fence in Winterhold during the Thieves Guild Quests.

Fence (Thieves Guild)

SCHOLAR: NIRYA



Nirya is supremely confident of her abilities and is far more interested in jostling for a leadership position than improving her skills. As Faralda seems to be the only other mage to share these ambitions, she’s decided to take her down. Sergius provides insight as to how to go about doing this, and while Nirya has a sense that he may be using her, she can’t imagine what his motivation is and so she doesn’t worry about it.

WIZARD: TOLFDIR



Tolfdir is old. Very old. And while it’s easy for the others to write him off as a doddering old fool, he is actually one of the few real masters of Alteration magic. He loves his work, offering to give new apprentices their first taste of the College, and is always available

to help if it's needed and if it doesn't involve too much physical activity. Despite his elderly nature, those with perceptive qualities know to treat him as the venerable mentor and advisor that his years have taught him to be.
Vendor: Alteration spells
Trainer (Alteration: Master): Tolfdir

LOREKEEPER: URAG GRO-SHUB



Urag's never been a "normal" Orc, preferring books and spells to blades and war paint. He put on a good show for as long as he could, then quietly snuck off to the College of Winterhold when he had the chance. While he's very good at what he does and loves it, he's still somewhat conflicted by how contrary this is to what's perceived as typical Orc behavior. As such, he feels it necessary to attempt to maintain a gruff, serious exterior. He's actually developed a close relationship with Savos Aren and with Drevis Neloren (against his better judgment), largely because Drevis seems oblivious at Urag's attempts to drive him away.
Vendor: Books

APPRENTICE: BRELYNA MARYON



Brelyna comes from a line of Telvanni wizards, well known for their proficiency. However, she is struggling with magic and has opted to study at the College, out of sight of her friends and relatives. Her plan is to get over whatever problem she's having and then return to Solstheim to finish her studies—and do so as quickly as possible.
Follower: Brelyna Maryon

APPRENTICE: J'ZARGO



Encouraged by his peers to seek greater magical knowledge, he's traveled to Skyrim to learn what the Nords have to offer about magic. J'Zargo is not intimidated to be the only of his kind at the College; rather, he takes this as a sign that he's an exceptional mage. He believes himself superior to his fellow apprentices and thinks the only reason he hasn't already been made a scholar (or higher) is protocol.

Follower: J'Zargo

APPRENTICE: ONMUND



As a Nord, Onmund's natural magical ability was seriously frowned upon by his family. Coming from a difficult childhood as a result, he's happy to finally be someplace where everyone is more like him. Unfortunately, no one seems quite as happy as he is, which he finds to be very puzzling. His frequent attempts to make friends and engage in social activities often fall flat, but this has not dampened his enthusiasm.

Follower: Onmund

AUGUR OF DUNLAIN



Formerly a mage from Dunlain in High Rock, Augur was working on some unapproved experiments in the Midden and wound up fused to the magical energies that flow through the College. Now incorporeal, he has sequestered himself in a locked room in the Midden but keeps tabs on everything going on in the College.

PSIJIC MONK: QUARANIR



Quaranir is a member of the Psijic Order, a group that teaches a philosophy called the Elder Way, peaceful meditation to reach a higher state of consciousness and manipulation of the living world. These monks have been known to guide particularly adept mages, and Quaranir believes that his guidance is needed now.

Training and other Notes

In addition to a warm bed and like-minded brethren, some of the members of this College of mages are extremely talented in a particular skill. Speak to each of them and increase the chosen skill by a point, to a maximum of five points before you level up. If you have enough gold, you can complete this numerous times:

Skill	Rank	Trainer
Alteration	Master	Tolfdir
Conjuration	Expert	Phinis Gestor
Destruction	Master	Faralda
Illusion	Master	Drevis Neloren
Restoration	Expert	Colette Marence
Enchanting	Expert	Sergius Turrianus

FOLLOWERS AND MARRIAGE

Any of the three Apprentices—Brelyna, Onmund, and J'Zargo—can become Followers once you complete their Faction Radiant Quests. In addition, Onmund and Brelyna are candidates for marriage. Consult Side Quest: The Bonds of Matrimony for more details on the nuptials.

MAGIC ROBES

Scour the College for a series of different-colored variations of College Robes; these are the finest premade enchanted robes you can obtain and are rarely found as loot. You can find them from merchants and randomly lying around in chests, wardrobes, or other containers.

Available Quests

There are 29 different quests available with the College of Winterhold. Eight of these are Critical Path Quests; 21 are Radiant Quests.

CRITICAL PATH QUESTS

Simply referred to as "quests," these are the main quests you attempt. All but the first quest have one or more prerequisites, as shown in the following table:

Quest Name	Prerequisites
College of Winterhold Quest: First Lessons	None
College of Winterhold Quest: Under Saarthal	Complete College of Winterhold Quest: First Lessons
College of Winterhold Quest: Hitting the Books	Complete College of Winterhold Quest: Under Saarthal
College of Winterhold Quest: Good Intentions	Complete College of Winterhold Quest: Hitting the Books
College of Winterhold Quest: Revealing the Unseen	Complete College of Winterhold Quest: Good Intentions
College of Winterhold Quest: Containment	Complete College of Winterhold Quest: Revealing the Unseen
College of Winterhold Quest: The Staff of Magnus	Complete College of Winterhold Quest: Containment
College of Winterhold Quest: The Eye of Magnus	Complete College of Winterhold Quest: The Staff of Magnus

RADIANT QUESTS

Also known as "Faction Radiant Quests," these are usually smaller quests that require you to complete an objective for a particular person. New quests of this nature appear as you progress through the Critical Path Quests. In most cases, the objectives of a Radiant Quest are randomized. They are listed in more detail after the Critical Path Quests, but for the prerequisites required to begin every Radiant Quest, consult the following table:

Quest Name	Quest Giver	Prerequisites
Radiant Quest: Rejoining the College	N/A	Complete College of Winterhold Quest: First Lessons, violence against a member
Radiant Quest: Tolfdir's Alembic*	Tolfdir	Complete College of Winterhold Quest: First Lessons

Quest Name	Quest Giver	Prerequisites
Radiant Quest: Out of Balance*	Drevis Neloren	Complete College of Winterhold Quest: First Lessons
Radiant Quest: An Enchanted Journey*	Sergius Turrianus	Complete College of Winterhold Quest: First Lessons
Radiant Quest: Restocking Soul Gems*	Sergius Turrianus	Complete College of Winterhold Quest: First Lessons
Radiant Quest: Valuable Book Procurement*	Urag gro-Shub	Complete College of Winterhold Quest: First Lessons
Radiant Quest: Shalidor's Insights	Urag gro-Shub	Complete College of Winterhold Quest: First Lessons
Radiant Quest: The Atronach Forge*	N/A	Complete College of Winterhold Quest: First Lessons; Ritual Spell Quests: Conjuration Ritual Spell to unlock the forge's full potential.
Radiant Quest: Forgotten Names*	N/A	Complete College of Winterhold Quest: First Lessons
Radiant Quest: Aftershock	Tolfdir	Complete College of Winterhold Quest: The Eye of Magnus
Radiant Quest: Rogue Wizard	Tolfdir	Complete College of Winterhold Quest: The Eye of Magnus
Arniel's Endeavors: Arniel's Endeavor (Part 1)	Arniel Gane	Complete College of Winterhold: Under Saarthal
Arniel's Endeavors: Arniel's Endeavor (Part 2)	Arniel Gane	Complete College of Arniel's Endeavors: Arniel's Endeavor (Part 1)
Arniel's Endeavors: Arniel's Endeavor (Part 3)	Arniel Gane	Complete College of Arniel's Endeavors: Arniel's Endeavor (Part 2), and College of Winterhold Quest: The Eye of Magnus
Arniel's Endeavors: Arniel's Endeavor (Part 4)	Arniel Gane	Complete College of Arniel's Endeavors: Arniel's Endeavor (Part 3) and College of Winterhold Quest: The Eye of Magnus
Apprentice Radiant Quest: Brelyna's Practice	Brelyna Maryon	Complete College of Winterhold: Under Saarthal
Apprentice Radiant Quest: J'Zargo's Experiment	J'Zargo	Complete College of Winterhold: Under Saarthal
Apprentice Radiant Quest: Onmund's Request	Onmund	Complete College of Winterhold: Under Saarthal
Ritual Spell Quests: Destruction Ritual Spell	Faralda	Destruction Skill of 90
Ritual Spell Quests: Illusion Ritual Spell	Drevis Neloren	Illusion Skill of 90
Ritual Spell Quests: Conjuration Ritual Spell	Phinis Gestor	Conjuration Skill of 90
Ritual Spell Quests: Restoration Ritual Spell	Colette Marence	Restoration Skill of 90
Ritual Spell Quests: Alteration Ritual Spell	Tolfdir	Alteration Skill of 90

Note

* Indicates the quest name does not appear in your Quest menu; check the "Miscellaneous" area for objectives that may appear.

6.2 First Lessons

Prerequisites: None
Intersecting Quests: The College of Winterhold Quest: Under Saarthal, Main Quest: Elder Knowledge
Locations: College of Winterhold, Hall of Attainment, Hall of Countenance, Hall of the Elements, Winterhold
Characters: Brelyna Maryon, Faralda, J'Zargo, Mirabelle Ervine, Onmund, Tolfdir
Enemies: None
Objectives: Visit the College of Winterhold, Cast a [chosen] spell, Report to Mirabelle Ervine, Tour the College of Winterhold, Listen to Tolfdir

A Cold to a Warm Reception

During your adventuring, you soon learn of a great college to the north, adjacent to the Hold City of Winterhold. You can speak to various folk across Skyrim and receive the following objective. Denizens include:
Innkeepers or barkeeps in each of the Hold's inns or taverns
Court wizards in the Jarl's service in each Hold City, where available
Ambarys Rendar in Windhelm
Corpulus Vinius in Solitude
Dagur in Winterhold
Dravynea in Kynesgrove
Elda in Windhelm
Faida in Dragon Bridge
Frabbi in Markarth
Hadring in Nightgate Inn
Haelga in Riften
Hulda in Whiterun
Iddra in Kynesgrove
Jonna in Morthal
Keerava in Riften
Kleppr in Markarth
Madena in Dawnstar
Melaran in Solitude
Mralki in Rorikstead
Orgnar in Riverwood
Skuli in Old Hroldan Inn
Sybille Stentor in Solitude
Valga Vinicia in Falkreath
Vilod in Helgen
Wilhelm in Ivarstead
Wylandriah in Riften
Objective: Visit the College of Winterhold
Alternatively, you can simply journey to Winterhold and approach the bridge spanning from the city to the College.



At the near end of the bridge that links Winterhold to the College, a High Elf wizard guards the entrance.
She stops you (and warns you to stop if you ignore her or try to gain entry into the sealed College without her approval). Although she has some complaints about the College (which you can ask her about), your real reason for being here is to enter the College.
Ask if this is possible, and she asks why. Choose the answer that best suits you. She requires that you take a test to show you're at least possibly competent in the use of magic. You can:
(Persuasion) Attempt to gain entry without completing her unnecessary test.
Agree to take the test. When the test begins, Faralda requests you aim a spell at the seal on the ground near her.
Objective: Cast a [chosen] spell
Target: Marker stone, College of Winterhold entrance
Ask if she would grant entry to the Dragonborn. Faralda asks if you really have the Voice. Show her using your Fire Breath (or any other) Shout.
Spell-casting: Bring up your Magic menu and choose the spell Faralda has requested. She can choose Firebolt, Magelight, Fury, Conjure Flame Atronach, or Healing Hands, depending on your available spells and knowledge of particular Magic styles. Aim at the seal, and cast the spell. After your successful casting, Faralda tells you to find Mirabelle Ervine inside the College.

Tip
If you don't have any spells, Faralda offers to sell you one for 30 gold pieces. This is a great way to obtain an Apprentice-level spell for a cheap price!
Caution
Be extremely careful where you're waving your fingers! Don't aim at Faralda or choose a spell (or Shout) that has a large area of effect. If you cast a wider flame-based attack, you risk setting Faralda on fire, effectively ending your tryout as an apprentice mage!
Dragon Shouting: Bring up your Shout inventory, choose any Shout (a good choice is Fire Breath), and bellow. After you strike the seal, Faralda walks over and tells you that there is much you both can learn from each other and that you'd be a superb addition to the College.
You can now ask Faralda more questions about Mirabelle and the College, and you can even receive training in the arts of Destruction magic. College of Winterhold Quest: First Lessons is now active, and you are told to report to Mirabelle Ervine.
Objective: Report to Mirabelle Ervine.
Target: Mirabelle Ervine, College of Winterhold courtyard

The Makings of a Mage



Walk across the bridge to the impressive stone edifice, a fortress both highly defensible and remote enough for its students to concentrate on their studies.
Head into the outer exterior courtyard, and meet with Mirabelle Ervine. She greets you and hands you the garb of a mage (which you can wear if you wish). She then begins a tour of the College, and you are most definitely encouraged to follow her.
Items Gained:
Apprentice Hood of Magicka
Apprentice Robes of Destruction
Boots
Objective: Tour the College of Winterhold
Mirabelle explains that the Hall of the Elements is the primary location for lectures, practice sessions, and meetings. She also points out that the Arch-Mage's quarters are adjacent but are strictly off-limits to students.
Follow Mirabelle to the living quarters. She talks about recent problems the College has been having with Nords. Newest members stay in the Hall of Countenance, where students may be working on spell-casting or experiments. Mirabelle then takes you to the Hall of the Elements.
She tells you that your teacher is likely to be Tolfdir, who is probably already addressing the new Apprentices. She encourages you to report any problems to a senior member before handing you off to Tolfdir.
Items Gained:
College of Winterhold: Bed
Objective: Listen to Tolfdir
Target: Tolfdir, in the Hall of the Elements
Note
The entire tour of the College is optional; you can ignore it and run straight into the Hall of the Elements and find Tolfdir.
Find Tolfdir, who tells you that the lesson has just started. Mingle with the other students —Brelyna Maryon, J'Zargo, and Onmund— and heed Tolfdir's advice, although a few of the apprentices are more keen on mage dueling than on hearing a verbal lesson.
Tolfdir advises them against impulsive behavior and seeks your thoughts. You may answer with an unsure, practical, or safety-based response. Soon enough, Tolfdir agrees to a practical lesson in the art of Wards.
Wards are protective spells that block magic. Tolfdir has made sure no one within the Hall of the Elements will be hurt and then turns to you and asks if you know a Ward spell. You can answer with one of these options:
You don't have a Ward spell; Tolfdir immediately teaches you Lesser Ward.
You have a Ward spell but don't know how to use it. Tolfdir then explains how they work.
You have a Ward spell and know how to use it. Tolfdir begins a practical demonstration, which eventually happens no matter which answer you choose.
Items Gained:
Spell: Lesser Ward



Select a Ward spell from your list and activate it. Tolfdir throws a fire-based spell at you, which you absorb.
Once you complete this, Tolfdir seems more confident in the newcomers' abilities and says that he will be leaving soon and taking the Apprentices to Saathal, a Draugr tomb and the site of an ongoing excavation by the College of Winterhold. He expects you to meet him there in a few hours. The lesson now ends.

Quest Conclusion

You are now a member of the College and are free to roam the College of Winterhold.

POSTQUEST ACTIVITIES

The College of Winterhold Quest: Under Saarthal begins immediately. You can also begin to complete Faction Radiant Quests for the College's many mages.

6.3 Under Saarthal

Minor Spoilers

Prerequisites: Complete the College of Winterhold Quest: First Lessons
Intersecting Quests: The College of Winterhold Quest: First Lessons, The College of Winterhold Quest: Hitting the Books, Side Quest: Forbidden Legend
Locations: College of Winterhold, Hall of Countenance, Hall of the Elements, Saarthal, Saarthal Excavation
Characters: Arniel Gane, Brelyna Maryon, J'Zargo, Onmund, Nerien, Savos Aren, Tolfdir
Enemies: Draugr, Jyrik Gauldurson
Objectives: Meet Tolfdir outside Saarthal, Follow Tolfdir, Find Arniel Gane, Search for magical artifacts (4), Use the Saarthal Amulet to escape the trap, Follow Tolfdir, Tell Tolfdir about the vision, Follow Tolfdir, Find the danger within Saarthal, Talk to the Arch-Mage

A New Vision for Saarthal

This quest begins immediately after you complete the College of Winterhold Quest: First Lessons. Completing this is also part of Side Quest: Forbidden Legend. Check that quest for more information.
Objective: Meet Tolfdir outside Saarthal



Tolfdir has already made preparations to take his Apprentices (including you) to Saarthal—the remains of an ancient Nordic burial site of great importance and unknown depths and the site of an ongoing excavation by the College. Saarthal is southwest of Winterhold, in a treacherous part of the mountains where wolves like to roam. If you reach the entrance first, wait for the others; they may have been held up by an unexpected encounter. You may converse with any or all of them, but let Tolfdir know when you're ready to begin the exploration. Find out more about the site by asking him, too. Then follow him into the Saarthal Excavation.
Objective: Follow Tolfdir

Note

The Saarthal Excavation door is firmly sealed and opened only during this quest.



Tolfdir descends the rickety steps into the entrance chamber, explaining that Saarthal was one of the earliest Nord settlements in Skyrim, and the largest.
It was sacked during the infamous Night of Tears, but little else is known about what happened to the settlement. After some further instruction, ask Tolfdir what he needs, and he asks you to help Arniel Gane catalog some finds and locate enchanted items.
Objective: Find Arniel Gane
Follow the path of lanterns along the passages and into a multifloored chamber with wooden scaffolding. Drop from the bridge, and find Arniel Gane in a side corridor. He instructs you to look around the chambers to his north and to be careful.
Objective: Search for magical artifacts (4)



The intersecting passages north of Arniel Gane aren't dangerous, but the enchanted items dotted around here may be difficult to spot. Make slow, deliberate sweeps of each area until you find the items in question.
Once you have the first three easy-to-spot items, head to this strange, torch-lit carved arch with the Saarthal Amulet on it. Grab it, and you immediately hear strange, scraping sounds. You triggered a spear trap. Tolfdir appears to see if you're all right. Explain what happened, and he suggests using it in some way.
Items Gained:
Enchanted Ring (3)
Saarthal Amulet
Objective: Use the Saarthal Amulet to escape the trap
Objective: Follow Tolfdir
Select the Saarthal Amulet from your inventory and wear it. Tolfdir remarks that the wall from which you took the amulet may be susceptible to your magic. Launch a Firebolt (or other target-based spell) at the carved wall section, and it shatters back into an unexplored passage.
The spear trap recedes. Instead of rushing through, wait for Tolfdir to approach, and follow him into the rocky tunnel. As Tolfdir plods ahead, he wonders why this place was sealed off. You both step into a small mausoleum chamber, where Tolfdir tells you to be on your guard.

The Saarthal Discovery



A moment later, an apparition named Nerien appears in a startling vision. He is unknown to you, and you appear to be the only one who is communicating with him. He mutters a warning that the events you've set in motion cannot be undone.
But judgment on you will be based on your forthcoming actions and how you deal with the dangers ahead. The Psijic Order believes in you. You alone have the ability to prevent disaster. Take great care, and know that the Order is watching....
Objective: Tell Tolfdir about the vision
Objective: Follow Tolfdir
Immediately inform Tolfdir about your vision, and the message. Tolfdir thinks this is all very odd, as the Psijics have no connection to these ruins, and no one has seen their order in a long time.
He suspects the coffins embedded around this room are connected to deeper chambers. His excavation techniques are quickly abandoned as a Draugr breaks through from the other side. After dispatching the Draugr, follow Tolfdir into another newly discovered passage beyond.
Pull the lever at the bottom of the passage to open the portcullis. This leads into a grand, circular chamber with a bridge crossing a chasm. Fortunately, grating prevents you from plummeting to your death.
Around the chamber are coffin alcoves. The Draugr start to stir. Back Tolfdir up as you bring your magic (or other attacks) to bear on the advancing undead. Once you down the Draugr, Tolfdir begins inspecting the chamber in greater detail and wishes to remain here. You're tasked with finding out what terrible dangers the Psijic Order mentioned in your vision. On your own...
Objective: Find the danger within Saarthal

Awakening the Scourge of Skyrim

Head north, removing the spear bars and portcullis from the iron door by activating a lever on both sides of the door. Step into Saarthal itself, and work your way through a grand burial crypt. You awaken the Draugr, so expect them to step out of their wall coffins as you progress.

Head up the wooden steps, inspect the raised sarcophagus near the iron door, and pass through into a sloping stone burial tunnel. Watch for traps of a flame and dart-based nature. Then enter the crypt corridor of carvings.

At this corridor's far end is a barred archway with a lever on a pedestal. Activate the lever, and you're struck by darts. Along the sides of the corridor are a total of six pillars, each with a trio of animal petroglyphs carved into them.

Puzzle solution: The trick here is to notice a smaller carving above each pillar. Make sure that the pillar below matches this smaller carving. Along the north wall from left to right, adjust the pillars so the following animal forms are facing out: Whale, Snake, and Hawk. Along the south wall from left to right: Hawk, Hawk, and Whale.

Inside the two-level ceremony room beyond, you encounter a power Draugr close to the wooden side steps. Battle it, then take the upper door exit past the treasure chest. Avoid the runic traps and reach a second puzzle passage. Expect a dart trap if you pull the lever before correctly positioning the four carved pillars.

Puzzle solution: The four correct positions are displayed in the large carved mouths on each side of the passage and behind each movable pillar. On the west wall from left right: Hawk and Whale. On the east wall from left to right: Snake and Whale. Each pillar makes several other pillars move too. This causes no end of adjustment problems if you don't know how many pillars move during each activation (look at the nearby picture, which has each pillar numbered):



Pillar 1 (Whale): Activate it to move all four pillars.
Pillar 2 (Snake): Activate it to move pillars 2, 3, and 4.
Pillar 3 (Hawk): Activate it to move pillars 3 and 4.
Pillar 4 (Whale): Activate it and only it moves.

The solution is deceptively simple: Turn the pillar that rotates the most number of pillars first, and continue activating pillars that rotate consecutively fewer pillars until the puzzle is solved. That way you affect fewer pillars as you go. Face the portcullis archway (to the south):

Activate pillar 1 to show the Whale.
Activate pillar 2 to show the Snake.
Activate pillar 3 to show the Hawk.
Activate pillar 4 to show the Whale.



Watch for more runic and dart traps as Tolfdir catches up with you. He finds all of this fascinating. You can ask him further questions about the Psijic Order and then continue exploring. Open the iron door and enter the chamber of Jyrik Gauldurson.

Tolfdir is transfixed by a massive ten-foot glowing orb, floating in a bubble of writhing magic, at the room's opposite end. It is pulsing and made of some strange, unknown material. Tolfdir averts his gaze when a ferocious-looking Draugr rises from his eternal throne chair; you're about to face Jyrik Gauldurson. This most evil of Nords was sealed down here to prevent his reanimation. Not anymore!



Jyrik Gauldurson is coursing with evil magic, and for the first ten seconds of the battle, he is utterly impervious to any attacks. Use this time to step behind cover, or let any summoned creatures or Followers bear the brunt of his attacks.
Eventually, Tolfdir realizes that all your combined offensive capabilities aren't having an effect, so he turns to the Eye and focuses his attacks on the crackling globe. A few seconds later, he yells that Jyrik is vulnerable. Attack!
To further complicate matters, Jyrik is bathed in an elemental shield that cycles through the different elements; he is impervious to attacks from the same element. So, if he's bathed in fire, then any Flame-based spells have no effect on him. Use attacks from any other element instead.
If you have only one type of elemental magic (i.e., only Fire), wait a few seconds until Jyric's shielding changes elements and then strike!

Tip

Jyrik is extremely vulnerable to frost damage when he's on fire, and when encased in a frost shield, he's very vulnerable to fire. Use this to your advantage!
Objective: Talk to the Arch-Mage

Quest Conclusion

With Jyrik Gauldurson gurgling his last curse, turn your attention to the giant orb. Tolfdir agrees that the Arch-Mage at the College of Winterhold should be informed immediately. Use the iron door behind the orb to exit the chamber, which leads to a fern-filled grotto and an ancient Word Wall. Absorb the power before you return to the excavation site, releasing the portcullis exit with a wall handle, and leave Saarthal.
Items Gained:
Gauldur Amulet Fragment
Word of Power: Ice Storm
Writ of Sealing
Staff of Jyrik Gauldurson

Tip

Be sure to take the Gauldur Amulet Fragment, as it imbues you with +30 Magicka! Read the Writ of Sealing, and you begin Side Quest: Forbidden Legend. It seems there are two other Gauldurson brothers to face elsewhere in Skyrim! Consult Side Quest: Forbidden Legend quest for more information.
Return to the College and seek out Savos Aren, either in the Hall of Countenance or Hall of the Elements. You may ask him about the Psijic Order, but you're here to speak to him about the Saarthal discovery. Savos Aren is taken aback by your findings and believes more research is needed while he journeys to Saarthal to inspect the orb. You are rewarded for your efforts.
Items Gained:
Staff of Magelight

POSTQUEST ACTIVITIES

The College of Winterhold Quest: Hitting the Books begins immediately. You can now speak to each of Tolfdir's three students and Arniel, and engage in some more Radiant Quests from this point on.

6.4 Hitting the Books

Prerequisites: Complete the College of Winterhold Quest: Under Saarthal
Intersecting Quests: The College of Winterhold Quest: Under Saarthal, The College of Winterhold Quest: Good Intentions, The College of Winterhold Faction Radiant Quests
Locations: College of Winterhold, Arcanaeum, Hall of Countenance, Hall of the Elements, Fellglow Keep, Fellglow Keep Dungeons, Fellglow Keep Ritual Chamber
Characters: Orthorn, Savos Aren, Urag gro-Shub
Enemies: Atronach, The Caller, Conjurer, Fire Mage, Frost Atronach, Frostbite Spider, Ice Mage, Necromancer, Skeleton, Storm Atronach, Storm Mage, Vampire, Wolf
Objectives: Speak with Urag gro-Shub, Find the stolen books (3), (Optional) Free Orthorn, Return the books

Tardy Bookkeeping

This quest begins immediately after you complete the College of Winterhold Quest: Under Saarthal.
Objective: Speak with Urag gro-Shub
Target: Urag gro-Shub, in the Arcanaeum





Arch-Mage Savos Aren will form a plan for dealing with the large undulating orb you found in the depths of Saarthal. In the meantime, locate the Arcanaeum off the Hall of the Elements. Seek out Urag gro-Shub the Lorekeeper in his library.
There are several questions you can ask him, and you can help him find special books (aside from this quest). But to further this quest, tell him you need to learn about the orb that was found in Saarthal. Urag has no information on the matter.
However, he is aware of some missing texts, taken from the library by a student and never returned. One of these may have some knowledge to impart. The student's name was Orthorn.
If you ask about him, Urag tells you the books were stolen so Orthorn could ingratiate himself with a group of warlocks who left the College long ago over a "difference of opinion." You may ask more about where Urag believes Orthorn is holed up—a place called Fellglow Keep.
Objective: Find the stolen books (3)
Target: Ritual Chamber, inside Fellglow Keep
Before you leave the Arcanaeum, Ancano the Thalmor adviser appears. He's showing considerable interest in what was found at Saarthal and asks about it. Answer him however you wish. Many mages feel he's not to be trusted.

Assault on the Warlocks



Fellglow Keep is east of Whiterun, on the edge of the Tundra just below the snow line. This crumbling fortification has a group of Fire and Ice Mages watching from the remains of a beacon and the ramparts.
The Keep's front door is locked, so follow your quest target to the stone spiral steps in the foundations of the west tower. As there's an Atronach close to the top of the stairs, combat is favored over sneaking.
Make your way through the ankle-deep flooded chambers, and engage the first warlock and his two "pet" spiders in the chamber with the crumbling support pillar. Watch for dart traps as you exit via the upper passage and head through a small maze of passages into the dungeon chamber with cells.
Once you've defeated the jailer, you can unlock the cells or just pull the levers on the wall nearby to release the captive vampires, who rush forward into the next room to attack the warlocks there. Join the melee or sneak past it; then head down a cobwebbed corridor to a second circular prison chamber. Levers in the middle unlock the cells around the perimeter.

Tip

If you don't attack the vampires, they won't attack you. If they manage to kill the warlocks in the next room (with or without your help), they'll flee the dungeon. It's not really worth the trouble to kill them—as prisoners, they don't have any loot worth taking.
As you enter the prison chamber, the warlock on the room's far side spots you and rushes for the levers. If he reaches them, he'll release the two wolves in the far cell, which makes combat here more difficult. Rush him or take him out with an arrow to the head before that can happen.



The former student Orthorn is one of the captured souls inside a cell. You can speak with him. He appears remorseful and pleads with you to release him; he'll lead you straight to the books you seek. Pull the middle lever to free him, or you can kill him, tell him his services aren't needed, or ask him to accompany you.
Objective: (Optional) Free Orthorn
Follower: Orthorn (temporary)
Whether Orthorn is backing you up or not, descend past the root cellar and tackle the mages practicing their magical attacks in the firing range. Then continue up into the undercroft, where two necromancers set upon you and beckon skeletons from the coffins on either side of the chamber. The door at the end of this crypt allows further access into the Keep area.



Expect a fierce battle if you aggressively attack the mages in the ruined chapel. Don't forget to grab the Conjuration skill book from the podium before moving on into the dining room and great hall where further combat can commence. Storm Mages and other warlocks attempt to thwart your progress.

After climbing the stairs in the great hall, loot the workroom on the right, then take the eastern exit up to a circular library. From there you find a corridor with a giant boulder in it and the entrance to the Keep tower. Climb the candlelit staircase, loot the shelves at the top, and enter the Ritual Chamber.

Tip

The shelves before the Ritual Chamber have several extremely useful items, such as Fire Resist potions, Ice Spike Scrolls, and Health potions. Gather them all, as you'll need them for the battle to come, especially at low levels.

Items Gained:

Shelving Loot

Silencing the Caller



Speak to the Caller, who is most put out that you've disrupted her plans during your Keep infiltration. If Orthorn has made it this far, you can arrange a trade—she gives you the books, and you give her Orthorn (who, naturally, is less than pleased with this arrangement).

Carefully collect the books and leave the way you came. There's no need to trek back through the dungeons; collect the front door key from any of the mages on the upper level, then leave through the double doors in the great hall.

Otherwise, you have no choice but to fight. The Caller summons one or two Atronachs (the type and number depend on your level) and attacks. When she takes damage, she uses a unique spell to teleport away, often shifting one of her summoned Atronachs into her previous position.

At low levels, the Atronachs are especially dangerous. Take them out quickly, and the Caller's teleporting can actually work in your favor: When she warps away, it buys you a few seconds to heal and regroup.

At higher levels, you may find yourself facing two Frost Atronachs or (if you're particularly unlucky) Storm Atronachs! At this point, the Caller is the easier target. Ignore the Atronachs as best you can and focus all your offensive fire on her to bring her down.

When the Caller finally falls, search her corpse for a key, and scour the chamber for the three missing tomes. Then unlock the door in the northwest wall, scavenging any treasure from the room beyond before using the trapdoor that leads back down to the barred door in the great hall and an exit outside. If alive, Orthorn thanks you but will not follow you.

Items Gained:

Fellglow Ritual Chamber Key
Fragment: On Artaeum
Night of Tears
The Last King of the Ayleids

Objective: Return the books

Target: Urag gro-Shub, in the Arcanaeum

Quest Conclusion

Back at the College of Winterhold, locate Urag gro-Shub (who is usually in the Arcanaeum) and hand over the books. Urag reminisces about the tomes and surmises that there is much to learn from them that may help your cause. This will take some time, however. For now, you are rewarded with a small library of books, all of which increase magic skills once you read them. Do that now!

Tip

Once you've acquired the skill increases from the books, return to Urag and sell the books back to him for some considerable coin. This is doubly rewarding!

Items Gained:

Withershins
Daughter of the Niben
The Doors of Oblivion
Enchanter's Primer
Horrors of Castle Xyr
Incident at Necrom

POSTQUEST ACTIVITIES

The College of Winterhold Quest: Good Intentions begins immediately.

6.5 Good Intentions

Minor Spoilers

Prerequisites: Complete the College of Winterhold Quest: Hitting the Books
Intersecting Quests: The College of Winterhold Quest: Hitting the Books, The College of Winterhold Quest: Revealing the Unseen, The College of Winterhold Faction Radiant Quests
Locations: College of Winterhold, Arcanaeum, Arch-Mage's Quarters, Hall of Countenance, Hall of the Elements, Midden, The Midden Dark
Characters: Ancano, Arch-Mage Savos Aren, Arniel Gane, Augur of Dunlain, Colette Marence, Enthir, Faralda, Mirabelle Ervine, Nirya, Phinis Gestor, Quaranir, Tolfdin, Urag gro-Shub
Enemies: Draugr, Flame Atronach
Objectives: Speak with Tolfdir , Listen to Tolfdir, Follow Ancano, Find the Augur of Dunlain, Report to Savos Aren

Witnessing the Eye of Magnus

Objective: Follow Ancano



This quest begins immediately after you complete the College of Winterhold Quest: Hitting the Books.
Objective: Speak with Tolfdir
Target: Tolfdir, in the College of Winterhold
Tolfdir has returned from Saarthal and with the help of the Arch-Mage has moved the giant floating orb of crackling energy into the Hall of the Elements. Tolfdir is nearby.
You can ask him if he has any lower-priority tasks for you to complete (beginning any of the College's additional quests), be sure to tell him that Urag suggested you come see him and that you found a book entitled Night of Tears.
He tells you he'll have to read it, but he's having difficulty tearing himself away from the beauty of the orb, which some people have called the Eye of Magnus. If you'll permit him (and you should), he wishes to make a few observations.
Objective: Listen to Tolfdir
He observes that the markings are quite unlike anything seen before; not even Falmer runes are a match. The object is also radiating Magicka, and this has caused the Arch-Mage to fully commit to researching the orb.
Tolfdir is about to continue, when he is interrupted by Ancano, a gaunt High Elf with a highfalutin attitude that riles Tolfdir. He reluctantly agrees to let you leave with Ancano, who has important information to impart.
Objective: Follow Ancano



Ancano says that someone from the Psijic Order has appeared at the College and is asking for you by name. Ask Ancano for further information if you wish.
Then follow him out of the Hall of the Elements and into the Arch-Mage's Quarters. You have little time to speak with Savos Aren or Ancano; the cowled figure wearing the same robes as the initial mage you saw in your vision pauses time and introduces himself as Quaranir.

Time is fleeting, so he is quick to impart that the Order has had little success in contacting you previously and that this is probably because of the Eye of Magnus.
According to Quaranir, the longer the Eye remains in the College, the more dangerous the situation becomes. They expect dire consequences if the Eye isn't banished, but the future is obscure, and the Psijic Order is unsure how you must act. Seeking out the Augur of Dunlain is the next logical step. Moments later, there is a flash of light, and time resumes as normal.
Objective: Find the Augur of Dunlain
Target: Augur of Dunlain, in the Midden, below the College

Forgotten Experiments

Ancano is furious at the Psijic Order's interruption and vows to get to the bottom of this matter. Begin searching out the mages within the College and asking them about the Augur of Dunlain (if you don't wish to immediately journey to his location). No one is aware of the stoppage of time except you. Here's what the main inhabitants of the College know (or reveal) about the Augur:
Ancano is rather cagey, professing to know nothing about the Augur.
Savos Aren is rather annoyed that Tolfdir has been telling stories again, and he hopes you'll instruct the old fellow to knock it off.
Colette Marence relates a tragic story of an experiment gone horribly wrong; the ghost of the unfortunate College member is said to still roam the halls.
Urag gro-Shub has little to say on the subject.
Mirabelle Ervine says that the Augur is nothing that need concern you and remains tight-lipped about whatever was going on.
(Persuade) Mirabelle can be persuaded to reveal the location of the Augur if you speak
with her.
Arniel, Enthir, and the other Apprentices say they don't know anything, but suggest you speak to Tolfdir about it.
Nirya is more concerned with her animosity with Faralda. Other mages in the Hall of Countenance and around the College are professing to know nothing about the Augur.

Hidden in the Midden



The most trustworthy of your close colleagues has the information you require. Ask Tolfdir about the Augur of Dunlain, and he tells you it has been years since he's spoken with him. The Augur is down in the Midden. Now seek either of the entrances and descend into the Midden. The icy and dank dungeons known as the Midden are beneath the College. It consists of a series of passages and stairs. The remains of innumerable experiments are scattered about and long forgotten. Unhappy Draugr and Atronachs roam these gloomy corridors, so expect a few fights along the way.



As you cross an icy bridge, you begin to hear the voice of the Augur, echoing through the tunnels. He tells you there is nothing for you here and that your perseverance will only lead to disappointment. The sealed door to the Augur's chamber is locked. Try it, and your persistence is rewarded; the Augur lets you into his grim oubliette.
Speak to this maelstrom of writhing oddness and flame, who believes events are too late to change. You also find out that you aren't the only one who's visited the Augur recently. A Thalmor named Ancano has been here too.
Thinking that Ancano was simply here to strengthen his own hand, the Augur neglected to tell him that the Eye of Magnus is extremely dangerous, and a staff of great power is required to mitigate this threat. Find the Staff of Magnus at the earliest opportunity.

Objective: Report to Savos Aren
Target: Arch-Mage Savos Aren, in his quarters or Hall of the Elements

Quest Conclusion

Return to Savos Aren, who is probably gazing at the Eye of Magnus. Tell him you have important information. He initially scoffs at your request to find the Staff of Magnus, but after you mention who gave you this information, his tune changes. He is impressed with your initiative and wants someone to follow up on locating the staff. He means you. He remembers Mirabelle Ervine mentioning something about the staff, but that was a while ago. Receive the Arch-Mage's gratitude:

Items Gained:

Mage's Circlet

POSTQUEST ACTIVITIES

The College of Winterhold Quest: Revealing the Unseen begins immediately. Shorter additional quests are also available.

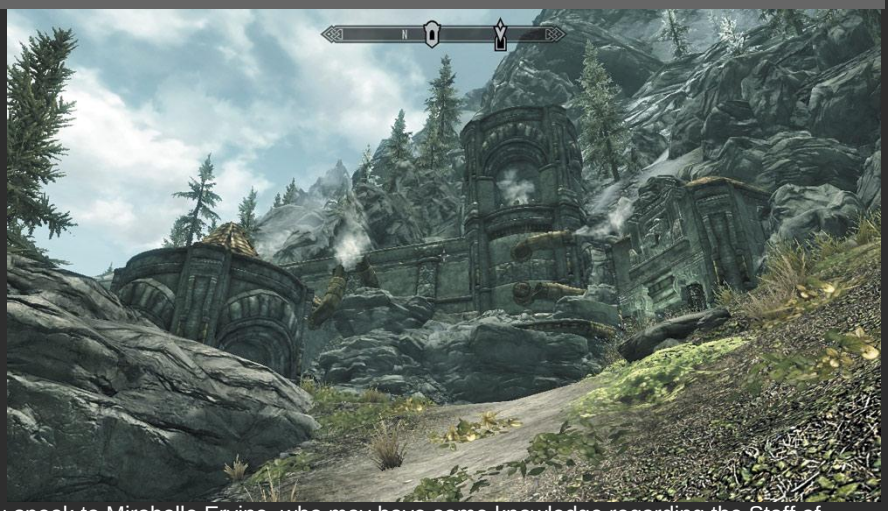
6.6 Revealing the Unseen

Minor Spoilers

Prerequisites: Complete the College of Winterhold Quest: Good Intentions
Intersecting Quests: The College of Winterhold Quest: Good Intentions, The College of Winterhold Quest: Containment, The College of Winterhold Faction Radiant Quests
Locations: College of Winterhold, Hall of the Elements, Mzulft, Mzulft Aedrome, Mzulft Boilery, Oculory
Characters: Ancano, Arch-Mage Savos Aren, Gavros Plinius, Mirabelle Ervine, Paratus Decimius, Quaranir, Synod Researcher
Enemies: Chaurus, Dwarven Sphere, Dwarven Spider, Falmer, Gloomlurker
Objectives: Speak with Mirabelle Ervine, Find the ruins of Mzulft, Search for Synod researchers, Reach the Oculory, Find the Focusing Crystal, Return the Crystal to Paratus, Follow Paratus, Place the Crystal into the Oculory, Focus the Oculory, Talk to Paratus, Report to Savos Aren

Secrets of the Synod

This quest begins immediately after you complete the College of Winterhold Quest: Good Intentions.
Objective: Speak with Mirabelle Ervine
Target: Mirabelle Ervine, in the College of Winterhold



Arch-Mage Savos Aren has requested that you speak to Mirabelle Ervine, who may have some knowledge regarding the Staff of Magnus. You may find her wandering the Hall of the Elements or in the exterior courtyard within the College.
Ask her about the staff, and after a few roundabout conversations, Mirabelle recalls that some Imperials from the Synod were interested in it and came to the College to question them.
Leaving empty-handed, it appears they had a secondary plan: to head toward the sprawling dwarven ruins of Mzulft, which apparently has a derelict observatory that would somehow help locate the staff.
Objective: Find the ruins of Mzulft
In the foothills by the edge of the mountains that carve through Eastmarch Hold, south and a little east of Windhelm, you come across ancient carved stone columns and archway entrances and a spectacular stone-and-pipework facade with steam still hissing from the hillside. Enter the huge golden door and step inside.
Objective: Search for Synod researchers
Target: Gavros Plinius, inside Mzulft



Slumped to the right of the second interior door is an Imperial named Gavros Plinius. He was ambushed while attempting to reach the Oculory, where another member of the Synod, Paratus, is holed up.
Before collapsing, he murmurs something about a crystal being stolen. Search his robes for a couple of important items: a key so you can enter Mzulft and a Research Log. Reading the log allows you to understand who exactly was here (an attendant on behalf of the First Adjunct Oronrel) and what he was doing (delivering a new Focusing Crystal to the Oculory). Unfortunately, the crystal that is mentioned is nowhere to be found. Now use the key to open the second door.

Items Gained:
Mzulft Key
Research Log
Objective: Reach the Oculory
Target: Mzulft Aedrome

Onward and Upward



Enter this dwarven labyrinth, heading along the corridor and checking the body of a Synod Researcher. As you reach a connecting corridor of belching steam pipes, tough mechanical Dwarven Spiders attack you. These pester you as you continue up the linked corridors.
Soon you're met by more Dwarven Spiders and a huge gold door. Head through into a more natural cavern, but with elements of dwarven architecture still visible.
In a natural rock cavern, engage your first Chaurus. Use the wooden scaffold to escape it during this war of attrition. Your third and fourth dead Synod Researchers are found here, at the foot and the top of the ramped scaffold.
Beware of a trip wire releasing a pile of rocks as you move through into a second, much taller cavern with a mammoth skeleton, more Chaurus, and an arched granite entrance. Enter another ramped corridor and expect Dwarven Spheres to elongate and attack at the top.
Then continue up, pausing to dispatch Dwarven Spiders along a mechanical corridor. Head past a sunken chamber with stone steps until you reach a pipe-pillar room, where you tackle more dwarven creations. Your internal mountain climb continues, past the corpses of a dead Falmer or two, and finally to the gold doors leading into the Mzulft Boilery.

Tip

You may wish to sprint (or sneak) past the enemies in these corridors, if they are proving too difficult to defeat.

Gaining Focus

The upper chambers inside the Boilery are less tall and have had periodic rockfalls in the past, where ferns now grow. Falmer roam these halls. Dispatch them. Continue into a hub room with cage doors. Go through the open doors to the east, across a raised platform, and through a gap in the wall, caused by Falmer tunneling. This continues past a chest; expect further Chaurus and Falmer incursions. As the tunnels take on a more eerie glow caused by fungus, battle (or sneak past) a small Falmer camp, and ascend farther up into another broken wall. Step back into the dwarven-built chambers.
The ceilings are higher and the chambers more impressive as you reach a huge gallery with a sunken central area. Falmer are swarming about in this location. Search any chests you wish, but be sure to head up the steps in the west wall and into one last corridor. The doors at this corridor's end lead to the Mzulft Aedrome.



The Aedrome is comprised of three giant chambers connected by corridors of ornate pillars and snaking pipes (the locked door [Master] to the north ends abruptly with a Falmer chest).
The central chamber has numerous Falmer, but one is especially important: a boss that carries a Focusing Crystal Pry it from its corpse (or pickpocket it if you're being extremely stealthy), and then head east, passing the plinth with dwarven metal resting on it,

into a dead-end chamber dotted with Falmer corpses and a powerful automaton. There is an important chest here; it contains the key that will open the important chambers on this level. This brings up the following two quest objectives:
Objective: Find the Focusing Crystal
Target: Falmer Boss, Mzulft Aedrome
Objective: Return the Crystal to Paratus
Target: Paratus Decimius, Mzulft Aedrome
Items Gained:
Focusing Crystal
Mzulft Observatory Key

Oculory Jocularity



Paratus Decimius is behind a closed door up the western corridor ramp, accessed via the key. He is expecting Gavros (the Synod Researcher you found dead at the entrance) and is displeased by your presence. Inform him you have the Crystal, and Paratus strolls along the corridor leading to a giant Dwarven Armillary.
Objective: Follow Paratus
Paratus isn't sure what the dwarves called this huge focusing globe, but from the Synod's research, the machinery appears to have been made to collect starlight, for an as-yet-unknown purpose. Paratus replaced one of the elements with his crystal, after months of perfecting it. Using the Focusing Crystal will allow the Synod's research to continue. And you're the one who has to activate the giant, tumbling machinery!
Objective: Place the Crystal into the Oculory
After you follow Paratus into the Armillary chamber (and optionally speak to him about related matters), you are instructed to approach the Oculory, the giant series of lenses atop the Armillary. Activate the Dwarven Armillary.
Objective: Focus the Oculory



Gaze around the curved observatory chamber, and you'll notice a series of circular blue focusing mirrors on the ceiling panels around you. Directly above the center of the Oculory are three focusing lenses.
A stream of bright light bounces off them, onto the ceiling. Some of the blue focusing mirrors are lit with starlight, as is the main circular mirror in the center of the ceiling. Head up either ramp and look to the stone table, upon which is a number of valuable items:
Items Gained:
Antecedents of Dwemer Law
Dwemer Cog (3)
Dwemer History and Culture
Dwemer Inquiries Vol. I
Dwemer Inquiries Vol. II
Dwemer Inquiries Vol. III
Spell Tome: Flames
Spell Tome: Frostbite

Puzzle Solution: You may read all the tomes, but the ones you must memorize (if you haven't already) are the Flames and Frostbite spells. However, any ranged fire and frost spells you already use are just as effective. Brandish both spells, one in each hand, and stand underneath or within range of the lenses. Now accurately shoot both fire and ice projectiles at the lens until the beam of light each one has captured hits the middle of each of the horizontal panels with the blue mirrors in them.

Tip

Make sure the three light beams are each hitting the center of a separate panel.

Now move the blue mirrors. Each of the dwarven pedestals atop the ramp rotate one of the three horizontal ceiling panels. The trick is to press the button on each pedestal so the panels shift sideways until one of the blue mirrors lines up with the light beam. The beam then ricochets off and up to the ceiling mirror. When all three light beams hit the ceiling, you know the Oculary is focused properly.

Objective: Talk to Paratus

As a map of the northern part of Tamriel is projected onto the wall underneath the buttons, Paratus is initially excited to watch the results of his months of work. However, this is tempered slightly as the results come in: Something is creating a huge amount of interference, something at Winterhold.

You can speak to Paratus (and be as honest or as cagey as you like), but he is highly suspicious of the mages. He angrily wants to know what you did and thinks you have something at your College. Whether you tell him about the Eye of Magnus or not, steer the conversation to the Staff of Magnus's location. Paratus finally reveals its location: Labyrinthian! Now leave before Paratus gets any more testy.

Objective: Report to Savos Aren

Target: Arch-Mage Savos Aren, College of Winterhold

Quaranir appears from a side corridor to tell you that trying times are ahead. It is imperative that you return to your College immediately. You must take swift action and show what you're capable of. He believes you will prevail.

Now exit through the pair of doors Quaranir was standing behind (the latter of which you unlock with the Mzulft Observatory Key), and step outside into the inclement weather. Unless you fancy a precarious descent, Fast-Travel back to the College.

Quest Conclusion



Arch-Mage Savos Aren is in a vexed state when you return, and this situation is about to take a turn for the explosive. Ancano—the erstwhile conspirator and now a full-fledged traitor—has magically barricaded himself in the Hall of the Elements, with the Eye of Magnus! The Arch-Mage, having little time to talk about your quest to find the Staff of Magnus, is embroiled in a battle to break through Ancano's magical barrier and confront him. As Aren closes, there is a huge flash and an explosion. Everything fades to white. Your reward is escaping with your life (and with the spells and books you uncovered during your exploration)!

POSTQUEST ACTIVITIES

Through the smoke and dust, you find Mirabelle Ervine lying on the ground. The College of Winterhold Quest: Containment begins immediately. There are shorter, additional Radiant Quests to complete, too.

6.7 Containment

Major Spoilers

Prerequisites: Complete the College of Winterhold Quest: Revealing the Unseen
Intersecting Quests: The College of Winterhold Quest: Revealing the Unseen, The College of Winterhold Quest: The Staff of Magnus, The College of Winterhold Faction Radiant Quests
Locations: College of Winterhold, Hall of the Elements, Winterhold
Characters: Arch-Mage Savos Aren, Arniel Gane, Faralda, Mirabelle Ervine, Tolfdir
Enemies: Ancano, Magic Anomaly
Objectives: Find the Arch-Mage, Protect the town of Winterhold, Defeat the creatures infesting Winterhold (10), Report to Mirabelle Ervine

A Plague on Winterhold

This quest begins immediately after you complete the College of Winterhold Quest: Revealing the Unseen.
Objective: Find the Arch-Mage
Target: Exterior courtyard, in the College of Winterhold
Mirabelle Ervine rouses you from the battle-scarred Hall of the Elements, where strange magics are emanating from the Eye of Magnus. Ancano remains with the Eye, protected by bonded magic too strong to pierce.
Mirabelle's most pressing concern is finding the Arch-Mage, who was knocked away by the explosion. Rendezvous in the exterior courtyard, where a crowd is forming around the crumpled form of Savos Aren.
Tolfdir confirms the shocking news; Savos Aren has succumbed to the wounds he suffered during the battle with Ancano. But the time for mourning will come later; Winterhold is being overrun with entities summoned by the Eye!
Objective: Protect the town of Winterhold
Target: The bridge to Winterhold



The danger present in Winterhold is threatening the entire town. A plague of odd, wisplike balls of terror are attacking the townsfolk! Although optional, it's worth stopping on the bridge to tell Faralda of the situation. Ask her to help; she gladly brings her considerable magic to bear on the enemy and manages to coax Arniel Gane into the fight as well. The three of you should help even the odds once you cross the bridge into Winterhold.
Objective: Defeat the creatures infesting Winterhold (10)
Target: The streets of Winterhold
The ten Magic Anomalies are easily spotted and quickly removed. Ranged magic is a good choice, but pinpoint spells that don't hit the townsfolk who are under Anomalies attack work best; you don't want collateral damage killing off the very people you're here to protect!
You may wish to rush over to any groups of these magical entities and leave Faralda and Arniel to deal with them; this allows you to coax as many of them away from the townsfolk as possible.
If Faralda is here when the ten magical foes are dead, she shouts that she'll stay here and check for any more incursions. Pick up any Soul Gems that the Magic Anomalies dropped when they were dispatched.

Caution

Although the chance is small, the attacking Anomalies may kill one or more of Winterhold's townsfolk, and it may not be possible to save them. This may affect other quests, so exhaust your talking options with the inhabitants of the town prior to their infestation problem.
Objective: Report to Mirabelle Ervine
Target: Mirabelle Ervine, the College of Winterhold

Quest Conclusion

Return to the College and seek out Mirabelle Ervine, letting her know that Winterhold is safe for now. She wishes she could say the same for the College.
While she attempts to keep the Eye of Magnus contained with her fellow mages, you are to locate the Staff of Magnus once and for all.
Mention that you're off to Labyrinthian, and Mirabelle is taken aback: The Arch-Mage gave her an item from this place and told her she'd know what to do with it. She hands the following items over to you and tells you to leave. Quickly.
Items Gained:
Torc of Labyrinthian
Savos Aren's Amulet

POSTQUEST ACTIVITIES

The College of Winterhold Quest: The Staff of Magnus begins immediately. The Amulet is great to wear, as it boosts Magicka regeneration.

6.8 The Staff of Magnus

Major Spoilers

Prerequisites: Complete the College of Winterhold Quest: Containment
Intersecting Quests: The College of Winterhold Quest: Containment, The College of Winterhold Quest: The Eye of Magnus, The College of Winterhold Faction Radiant Quests, Side Quest: Masks of the Dragon Priests*
Locations: College of Winterhold, Hall of the Elements, Labyrinthian, Labyrinthian Chasm, Labyrinthian Thoroughfare, Labyrinthian, Tribune
Characters: Atmah (Ghost), Elvali Veren (Ghost), Girduin (Ghost), Hafnar Ice-Fist (Ghost), Mirabelle Ervine, Savos Aren (Ghost), Takes-in-Light (Ghost), Tolfdir
Enemies: Dragon Priest Morokei, Draugr, Estormo, Frost Troll, Skeletal Dragon , Skeleton, Troll, Wisp, Wispmother, Wizard Thrall
Objectives: Entrance to Labyrinthian, Find the Staff of Magnus, Return to Tolfdir

Note

* Quest names marked with this symbol do not appear in your Quest menu list, although objectives may.

Getting Lost in Labyrinthian

This quest begins immediately after you complete the College of Winterhold Quest: Containment. Be sure you have the Torc of Labyrinthian (given to you by Mirabelle Ervine at the end of College of Winterhold Quest: Containment).
Objective: Enter Labyrinthian
Target: Entrance to Labyrinthian, Hjaalmarch Hold
Mirabelle and Tolfdir have retreated back, unable to halt the tide of magic sweeping across the College. The Staff of Magnus is needed, and now! Trek west—the mountain crags to the south and east of Morthal is where the vast and sprawling remains of this ancient Nordic city are located. Enter the surface courtyards from the mountains above, or the forest below, using the stairs and the dried aqueducts.





Ignore the Lost Valkygg area to the east as well as the ceremonial buildings, steps, and statuary; focus on the Frost Trolls and the giant low arch of the Labyrinthian entrance. Look for the strange, glowing figures standing beneath the giant overhang.
The spirit of Savos Aren is here. You can't speak to him or to the other ghosts standing in front of Labyrinthian's entrance—Girduin, Hafnar Ice-Fist, Atmah, Elvali Veren, and Takes-in-Light. This appears to be a recording from a time before Savos Aren became the Arch-Mage, an imprint from the past.
The party is wondering about entering the place. Once they disappear, move to the Ceremonial Door and activate it. You automatically remove the Torc of Labyrinthian and slot it into the door. The entrance rumbles apart.

Chilled to the Bone



Walk forward from the entrance, and Savos Aren's spectral party appears once again, hoping to find enchanted weapons and lost spell books. After they depart again, open the double doors and activate the lever to raise the portcullis.
This allows you into a tremendously epic main chamber. The rattling of old bones announces the animation of a group of skeletons guarding this huge temple hall. There are bowmen in the distance, and a massive Skeletal Dragon rises from the earth and attempts to thwart you!
Dodge the incoming attacks, concentrating on the Skeletal Dragon (and any skeleton you're close enough to strike), and prepare for a lengthy battle.

Tip

The massive stone columns in this chamber are most helpful; take cover and recharge behind them.
This Skeletal Dragon was summoned by dark magic within this place and doesn't have a soul to steal. Continue east, down the tunnel to an Etched Tablet, where Savos Aren's specters appear again, confused after losing one of their own.
They vow to continue on, and so should you. The Tablet has a suitably troubling verse to dissuade tomb robbers. Now head down and open the doors to Labyrinthian Chasm.
Objective: Find the Staff of Magnus
Target: Staff of Magnus, carried by Dragon Priest Morokei



Pass the nightshade plant and gnarled tree, and check the left, caved-in tunnel for trinkets; then take the right tunnel to continue. As you reach a door sealed by ice to your right (west), you hear a strange voice rasping the tongue of dragons. Draugr appear.
Dispatch any that trouble you before checking the arched alcove, where a pedestal holds a Spell Tome. Pick up Flames if you haven't learned it already, and read the book at once. Equip Flames as an offensive spell, and blast the door sealed by ice. When it slides open, step through into a precarious path of descent.
Items Gained:
Spell Tome: *Flames*

Carnage in the Chasm

The voice echoes this chamber again, and Draugr begin to stir. Avoid or fight these bony fiends while navigating the narrow cliff path down to a junction. A side passage to the south leads to steps, several Draugr, and a tunnel collapse that prevents progress.
However, in a side chamber, you find the remains of a conjurer, a Spell Tome (which you should learn immediately), an Alchemy Lab, and an Arcane Enchanter. This is your last opportunity to utilize these crafting facilities before unearthing the deeper secrets of Labyrinthian!
Now return to the path of descent, face west, and continue down the bridges across the chasm. The voice in the dark now speaks to you in your native tongue and seems to be growing impatient.
Items Gained:
Spell Tome: *Equilibrium*
You may head to the bottom of the chasm, where a Nirnroot grows and a fast-flowing underground stream coaxes you toward an Iron Door. Or you can exit via the tunnel above, cross the remains of a bridge, and head into a great hall of alcoves.
Expect Draugr foes as you head down the steps, out into a rocky fissure, and reach the fast-flowing stream from this direction. The voice mentions the return of Aren as you open the door to Labyrinthian Thoroughfare.

Thoroughfare Fights

There are two routes to choose from, and both take you through some waiting skeletons. One has a gate (Novice) to unlock and a stream to follow to an exit above an open archway. The other way requires less lockpicking and more combat. Follow the running water into the pens, where you may encounter a troll or two.

Ahead are three grated windows you cannot budge. Instead, tackle the troll and use the side passage to exit the pens. The voice in the dark mocks you. In the main thoroughfare, you have more skeletons to disassemble. The voice calls again, noting you're not Aren but were sent in his place.



Head west across a bridge, to a side cave where trolls and treasure can be found. Then move north, cutting down more skeletons. You also encounter the turquoise glow of wisps as you reach a series of small standing stones and a flaming basin.

You can face the Wispmother or flee from it on the raised end of the thoroughfare. Cross the wooden bridge to the northeast. The voice in the dark mocks your power. The door at the bridge's far side is sealed with fire. Utilize an ice-based spell (such as Frostbite) to open it.

Open the gate to the north and stumble upon the spectral party, now down to four members. They have grave concerns, but Savos Aren urges them to push on. You're unable to access the spiral steps they were standing by, as they are blocked. Instead, dispatch the skeletons at the end of the cylindrical sewage corridor and pick one of two routes heading down:

The Watery Fall: Stand on the trapdoor by the waterfall and open it, aiming to land on the series of crossbeams so you don't suffer falling damage. A troll is usually attacking a Draugr. You can wait for them to damage each other and drop in to finish the straggler, or wait on a crossbeam and launch ranged attacks on them both. The exit from this circular room is through the archway to the west, ending in an Iron Door.

The Side Chambers: Or you can walk over the trapdoor and head through the opening to the east. Follow the tunnel as it dries up and ends at a balcony guarded by Draugr. Drop to the adjacent earthen floor and open the wooden door to the west. The dark and narrow corridor leads down to the circular room where the troll and Draugr are fighting. Use the same western archway to exit to the Iron Door.

Prelude to a Dragon Priest

The tunnel is riddled with tree roots and the long-dead remains of Nordic warriors. As you reach an open double door to your right (west), expect more Draugr attacks. Before you head down the connecting passage, take the Spell Tome on the pedestal if you haven't learned Steadfast Ward yet.

Now head into the corridor, watching for crackling electrical attacks from Soul Gem Pedestal traps and Floor Runes. Take the Soul Gems from the pedestals to deactivate them, or use the Steadfast Ward to shield yourself.

Head up the tower steps to an outside ramp. You encounter more Draugr if you inspect the chest at the top. Otherwise, locate the tunnel to the west.

Items Gained:

Spell Tome: *Steadfast Ward*

Pass the locked gate (or optionally open it to find some impressive loot) and head through the small torture dungeon and the double doors. Expect vicious combat with a high-ranking Draugr, sitting on his throne and guarding a Word Wall.

Absorb another Word of Power and optionally use it in the columned hall to the west. Several Draugr and skeletons roam here, so use the columns to dodge them and seek cover if necessary. Then meet up with the ghostly Savos Aren and his two remaining followers. They stare at a door: This is it, they say!

Items Gained:

Word of Power: *Slow Time*

Caution

Although your progress is encouraging with a newly learned Word of Power, it is also tempered by the strange voice of a powerful Dragon Priest echoing in your ears. This foe speaks in the language of dragons and then in your native tongue, initially believing you to be Savos Aren.

Each time you hear him, he completely drains you of all your Magicka! Depending on your augmentations and equipment, your Magicka can return slowly or quickly; either way, this leaves you at a disadvantage for a few seconds. When you hear the voice, seek an empty area and wait, or switch to nonmagical attacks.

Within Your Clutches



Fling the doors open, and enter the ceremonial chamber where Morokei has been sealed in an impenetrable magic ward by two Wizard Thralls.

Dragon Priest Slaying: There is a beam supporting Morokei's barrier, and the barrier gives the Dragon Priest invulnerability to your attacks. Interrupt the thralls from their ritual by striking or killing them (either one or both) to break the beam. Once the barrier falls, Morokei becomes vulnerable and attacks you. Retaliate, using the chamber's topography to hide, dodge, or face the fearsome foe out in the open using your favored offensive weaponry.

Tip

When you deal the final blow to the Dragon Priest, be sure to inspect his crumpled form: He carries the Staff of Magnus! You can also pry off his mask, which is extremely important when completing Side Quest: Masks of the Dragon Priests.

Items Gained:

Staff of Magnus

Morokei

Objective: Return to Tolfdir

Target: Tolfdir, College of Winterhold



Exit from the ceremonial chamber via the eastern doors. After a final encounter with the ghost of Savos Aren, who sealed Morokei, you can continue up the stairs, opening the portcullis using the wall lever.

As you step through, a Thalmor agent named Estormo appears and informs you that Ancano was correct; you are a threat. He wants the staff and wants you dead!

So begins another battle. Muster your remaining magic and deal a death blow to Estormo before navigating your way out of one final crypt, up the southern steps, and outside. You are back at labyrinthian's sprawling exterior. Avoid or face the Frost Trolls and head back to the College.

Quest Conclusion

Back at the College, the surviving members have pulled back to the bridge from Winterhold. Sadly, when you ask Tolfdir where Mirabelle is, he tells you she didn't make it; she died to save the others. Tolfdir is now in charge, but none of the College members can come close to countering the magic at Ancano's disposal. Agree to face Ancano with the Staff of Magnus in hand. There may be a way to stop him yet!

POSTQUEST ACTIVITIES

The College of Winterhold Quest: The Eye of Magnus begins immediately.

6.9 The Eye of Magnus

Major Spoilers

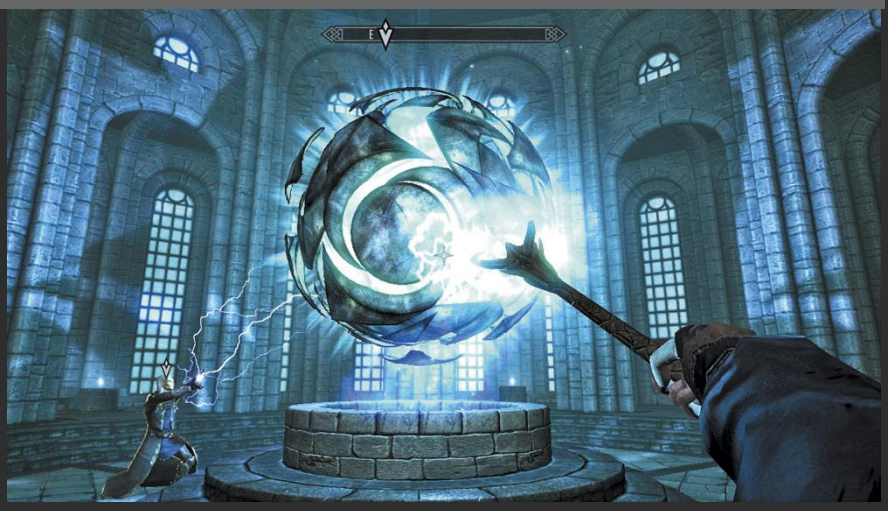
Prerequisites: Complete the College of Winterhold Quest: The Staff of Magnus
Intersecting Quests: The College of Winterhold Quest: The Eye of Magnus, The College of Winterhold Faction Radiant Quests
Locations: College of Winterhold, Hall of the Elements
Characters: Gelebros, Quaranir, Tandil, Tolfdir
Enemies: Ancano
Objectives: Use the Staff of Magnus to enter the College of Winterhold, Reach the Hall of the Elements, Defeat Ancano, Talk to Tolfdir, Speak with Quaranir

Into the Eye of the Maelstrom

This quest begins immediately after you complete the College of Winterhold Quest: The Staff of Magnus.
Objective: Use the Staff of Magnus to enter the College of Winterhold
Objective: Reach the Hall of the Elements



Approach the College of Winterhold, now caught in an increasingly unstable maelstrom of magic. Equip the Staff of Magnus, and use it to force your way across the courtyard and into the Hall of the Elements. Ancano is waiting within the mass of crackling and ethereal discharge. Face Ancano and attack the Eye of Magnus and the Thalmor traitor directly.
Objective: Defeat Ancano





Upon arriving at the Hall of the Elements, Ancano is well aware of your presence. The mad elf spots you and Tolfdir, taunting you and crowing that he's so far beyond your pitiful attempts at magic that you cannot even touch him.
Unfortunately, this is true, as you both find out when Tolfdir's aimed fireball dissipates harmlessly. The old mage has just enough time to tell you to bring out the Staff of Magnus and use it on the Eye before an enraged Ancano strikes him—and anyone else (such as Followers) in your vicinity—with a Mass Paralysis spell, leaving you standing alone.
Ancano decides to finish you himself, opening the Eye of Magnus and tapping into its full and incredible power.
Defeating Ancano: While Ancano opens the Eye, he's still invincible. Wait until the Eye is fully open. When this occurs, a casting from your Staff of Magnus absorbs its energy, and the Eye begins to close.
Now is the time to thwart Ancano! Strike often and hard, because eventually the Eye reopens and Ancano becomes invincible again. When the Eye is pried open a second time, several Magic Anomalies are also let loose. Although you must deal with them, their presence has the potential to be very useful, as the Soul Gems they drop can recharge the staff if it is out of charge.
Use the chamber's topography to your advantage, keeping your distance from Ancano, which gives you more time to maneuver around his spells. If possible, stand behind one of the chamber's many pillars, or the Eye itself, blocking the full force of Ancano's attacks. Your own summoned creatures can also provide temporary distractions.
Switching between Favorites and utilizing your different weapon combinations is imperative, too. However, equip the Staff of Magnus in one hand to remove Ancano's invulnerability and power up a spell in your other hand, readying it for the moment you can hit Ancano.
Then immediately switch to spells in both hands to deal the maximum amount of damage before the Eye reopens. Keep this up, and you may rid the College of this enormous anomaly!

The Nick of Time

Objective: Talk to Tolfdir
Objective: Speak with Quaranir
With the hated High Elf now dispatched for good, you can return to Tolfdir. He is thankful you have stopped Ancano but has no idea how to dispel the gathering crescendo of power that the Eye of Magnus is magnifying. Fortunately, Quaranir has appeared just in the nick of time.
Speak to him, and although he is as cryptic as ever, he tells you that the Psijic Order always believed in you, and your actions have proved that you are ready to lead the College of Winterhold. Now that the Eye has grown unstable, it may not only destroy the College, but also the entire world!
Ancano's actions proved that this world is not ready for such power; Quaranir prepares to secure the Eye. The Psijic Order will maintain the Eye for now, and he summons his brethren, Gelebros and Tandil, to perform a binding ritual. The monks and the Eye soon disappear from this world.

Quest Conclusion

Now that you have been appointed as the new Arch-Mage, return to Tolfdir and speak with him.

POSTQUEST ACTIVITIES

You should now complete as many outstanding additional Faction Radiant Quests as you wish, including a couple of newly available ones. Tolfdir presents you with the key to the Arch-Mage's Quarters and your own robe and hood. You also receive a 10 percent discount when purchasing from College vendors.
Items Gained:
Key to Arch-Mage's Quarters
Arch-Mage's Hood
Arch-Mage's Robe

7.1 Rejoining the College & Tolfdir's Alembic

The following Radiant Quests occur throughout (and between) the critical College of Winterhold Quests and offer you a (sometimes random) task to accomplish.
These objectives become available based on two factors: where you are in the critical College Quests and your skill in the five Schools of Magic.
For a complete list of how to unlock each Radiant Quest, consult the Introduction to the College of Winterhold Quests, at the start of this chapter.

Note

Task names marked with an asterisk (*) do not appear in your Quest menu list, although objectives may.

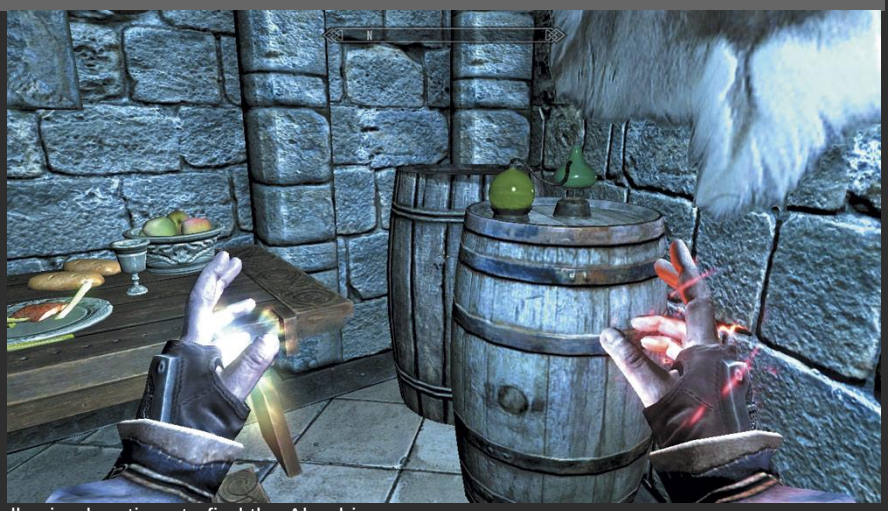
Rejoining the College

If you commit a minor crime, such as accidentally striking a College member or pickpocketing them, you're usually let off with a warning.
However, if you commit a serious crime, such as assaulting or murdering one of the College members, all of them become hostile and will attack you.
At this point, you can:
Continue on the killing spree, which doesn't result in much else besides dead bodies and fewer places to sell or train.
Yield by sheathing your weapons, or flee the College, wait three days, and return. Don't expect the College members to be hostile, but they won't be friendly toward you either.
If you speak to Tolfdir, he is concerned but a little more understanding. However, he requires a sum of gold be paid to the College before you can rejoin.
Pay up, and you become firm friends again.
Refuse, and expect to be ostracized until you pay the fine. You must pay 250 gold for your first offense, 500 gold for the second, and 1,000 gold for every subsequent offense.

Tolfdir's Alembic*

Note

This Radiant Quest becomes available as soon as you join the College. You can complete it once per day. It is always given to you by Tolfdir.
Start a conversation with Tolfdir, and tell him that he looks like he could use a hand.
He sheepishly admits to misplacing his Alembic, an alchemic still (two vessels connected by a tube).
He's hoping you might find it, as it has sentimental value for him. If you see it, will you bring it back to him?



Visit the Hall of Countenance and search the following locations to find the Alembic:
Top floor, in the chamber directly across from the stairs, on top of a barrel.
In the chamber with the Arcane Enchanter, under a display case.
Ground floor, in the room with the large cask, on top of a crate.
Items gained:
Tolfdir's Alembic

QUEST CONCLUSION

When you have the Alembic, return to Tolfdir and tell him you found what he was looking for. He thanks you for your help and rewards you.
Items gained:
30 gold pieces
Filled Soul Gem (random)

POSTQUEST ACTIVITIES

You may now speak to Tolfdir or another mage and begin another Radiant Quest. You can repeat this quest once a day.

7.2 Out of Balance & An Enchanted Journey

Out of Balance*

Note

This Radiant Quest becomes available as soon as you join the College.
It is repeatable, but once you complete it, you must wait two or three days for it to become available again. It is always given to you by Drevis Neloren and always randomly.
Talk to Drevis Neloren, and he's initially astonished that you can see him; his illusion spell still needs a little tinkering.
If you ask about College business that you can help with, he tells you that the various points of focus for magic energies around the College have become polluted.
Agree to help with their cleansing, and he hands you a special pair of enchanted gloves that allow you to delve into these focal points.
He warns you of possible "consequences" that this cleansing may have on you, and urges caution.
Items gained:
Mystic Tuning Gloves
Objective: Cleanse the focal points for magical energies around the College.



The Mystic Focal Points—pillars of light with a strange glow—were visible to you previously but are easy to spot now you're attuned to them.
There is one in the courtyard's center, one in the middle of the Hall of Attainment, and one in the middle of the Hall of Countenance.
Beware of a random and sometimes beneficial or slightly harmful discharge as you purify these points.
These are completely random and range from items to damage-causing effects.
Objective: Return to Drevis Neloren

QUEST CONCLUSION:

Once you cleanse the three focal points, return to Drevis Neloren, who is already feeling the difference you've made. He congratulates you and removes the gloves from your person.

POSTQUEST ACTIVITIES

You may now speak to another mage and begin another Radiant Quest.

An Enchanted Journey*

This Radiant Quest becomes available as soon as you join the College. You can repeat it multiple times. It is always given to you by Sergius and always randomly.
Speak to Sergius the Enchanter to check whether there's College business you can be part of.
Sergius earns a steady income enchanting weapons for local residents of Skyrim, who aren't happy about mages inhabiting their lands but seem to have no qualms utilizing their services.
Sergius has already set up an interested party, but it falls to you to take the item back to Sergius for enchanting.
Objective: Go to [the indicated random person] in [a random location] and pick up the item
Head over to the person indicated when your objective updated (the objective is in your Miscellaneous list).
They are usually in one of the nine major Hold cities. Talk to them, asking about the item they want enchanted. The person hands it over to you.
Items gained:
A [random item] for enchanting
Objective: Return the item to Sergius Turrianus

QUEST CONCLUSION

Back at the College of Winterhold, Sergius takes the item from you. He'll get around to that enchanting when he's good and ready. He hands over some coins for your troubles.
Items gained:
100 to 200 gold pieces

POSTQUEST ACTIVITIES

You may now speak to him again or to another mage and begin another Radiant Quest.

7.3 Restocking Soul Gems & Valuable Book Procurement



Restocking Soul Gems*

This Radiant Quest becomes available as soon as you join the College. You can repeat it multiple times.
It is always given to you by Sergius and always randomly.
Speak to Sergius the Enchanter, and ask if there is any College business you can assist with.
Sergius tells you he's running low on Soul Gems and requires you to retrieve some more for him.
He'll pay you when you collect the ones he specifies.
Objective*: Collect [a random number] of [a random type of] Soul Gems

QUEST CONCLUSION

The type (Lesser, Common, Greater, etc.) and number are random. Sergius won't be interested in your collecting antics until you have the exact number (or more) of the Soul Gems he has specified.
Then return and give them over. He's relatively pleased and rewards you.
Items gained:
Gold pieces
Sergius even takes Soul Gems you find lining the shelves across the College (as long as you aren't stealing them), reducing your traveling considerably!

POSTQUEST ACTIVITIES

You may now speak to him again or to another mage, and begin another Radiant Quest. The gold pieces you are awarded are 120 percent of the value of the gems you delivered, making this worth your time.

Valuable Book Procurement*

This Radiant Quest becomes available as soon as you join the College. You can repeat it multiple times. It is always given to you by Urag gro-Shub. It is separate from Radiant Quest: Shalidor's Insights.
Talk with Urag gro-Shub in the College's Arcanaeum, and ask whether there's any College business you can help him with. He's always wanting more books for the library and pays for those collected from more dangerous areas. Agree to this work, and Urag updates your map and objective with the last known location of a particularly important tome.
Objective: Find the copy of [a random book]
Target: [A random book] in [a random location]

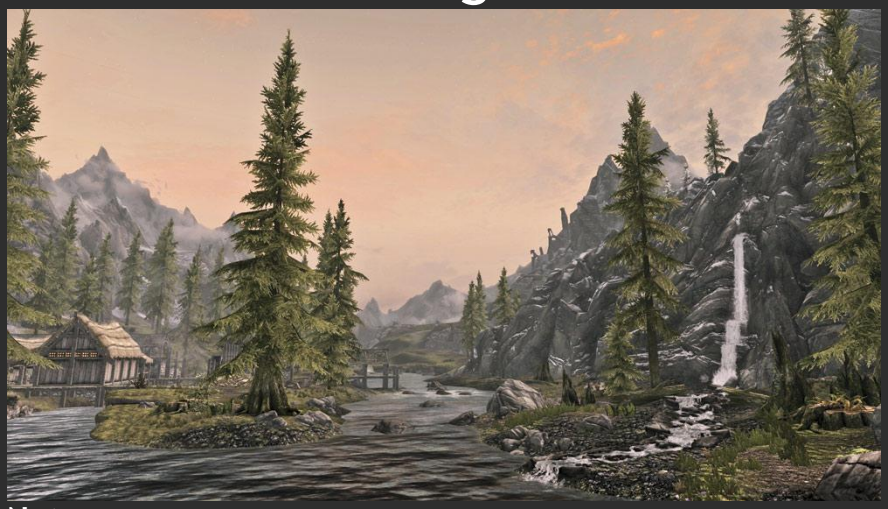
QUEST CONCLUSION

Journey to the location indicated on your in-game world map, which can be any dungeon or fortification that has a large treasure chest within its walls. Battle through the enemies until you reach the book's location: a large treasure chest.
Items gained:
[A random book]
Objective: Return the book to Urag gro-Shub
Take the book, head back to the Arcanaeum, and tell Urag you have the book he was looking for. He is pleased with your progress and offers a reward for your troubles.
Items gained:
Gold pieces

POSTQUEST ACTIVITIES

You may now speak to him again or to another mage and begin another Radiant Quest. The gold pieces you are awarded are 120 percent of the value of the books you delivered. Continue this indefinitely, as you wish.

7.4 Shalidor's Insights



Note

This Radiant Quest becomes available as soon as you join the College.
It is repeatable, but once you complete it, you must wait two or three days for it to become available again.
It is always given to you by Urag gro-Shub and is separate from Radiant Quest: Valuable Book Procurement.*
Speak to Urag gro-Shub in the College's Arcanaeum.
During the conversation, ask him if there are any special books he's looking for. He mentions Shalidor, a powerful mage from the First Era.
His writings are scattered across Skyrim, and only Urag can translate them.
He's heard whispers that more of his work has turned up, and he wants you to find it.
Objective: Find Shalidor's writings
Target: Shalidor's Insights, in [a random location]

QUEST CONCLUSION

Head to the location indicated on your in-game world map, which can be any dungeon or fortification with a large treasure chest.
Battle through the denizens there until you reach the book's location: inside a large treasure chest.
Items gained:
Shalidor's Insights
Objective: Talk to Urag gro-Shub
Take the book, head back to the Arcanaeum, and give the book over.
Then return after 48 hours, which gives Urag enough time to translate the script within the tome.
As a reward, he (randomly) gives you three of any of the following scrolls or increases one of your magic skills:
Shalidor's Insights: Alteration (3) or
Shalidor's Insights: Conjuration (3) or
Shalidor's Insights: Destruction (3) or
Shalidor's Insights: Illusion (3) or
Shalidor's Insights: Restoration (3) or
Shalidor's Insights: Magicka (3)
+1 to Alteration, Conjuration, Destruction, Illusion, or Restoration skill

Note

The Alteration, Conjuration, Destruction, Illusion, and Restoration scrolls halve the Magicka cost of spells of that specific skill and double their duration.
This lasts two minutes. The Magicka scroll fortifies Magicka by 100 and doubles regeneration for two minutes.

POSTQUEST ACTIVITIES

You may now speak to Urag gro-Shub again or to another mage and begin another Radiant Quest.

7.5 The Atronach Forge*



While exploring the forgotten catacombs beneath Winterhold College, you'll probably stumble upon a large dais in a chamber seemingly reserved for conjuration...and possibly darker arts!
This is the Atronach forge, an arcane device capable of converting mundane items into various relics from beyond Oblivion.
A nearby book provides details on the forge and on a few basic recipes for conjuring Atronachs at the forge.
However, the real power of the forge lies in its ability to turn several mundane items into something much more potent and arcane.

Caution

Beware! These aren't the subservient Atronachs you'll control with a typical Conjuration spell; they attack on sight.
Items gained
Book: *The Atronach Forge*

Note

Once you meet the Augur during the College of Winterhold Quests, additional recipes can be found while exploring Skyrim, especially when battling magic-using enemies.
Loot containers or corpses to find more of them. Or simply read on!
Basic Recipes: To create an arcane item, place the required mundane items for a specific recipe into the golden offering box and activate the nearby pull bar.
The forge combines and consumes the items for the first complete recipe it finds.
The created item (or creature) then appears on the dais.
Daedric Recipes—Hail Sigil!: After completing the Conjuration Ritual Spell Quest, you're awarded with a Sigil Stone.
That item can upgrade the Atronach forge, and with the Sigil Stone in place, more powerful Daedric items can be crafted!
These recipes are also found as rare loot but appear only after you receive the Sigil Stone.

BASIC RECIPES

Arcane Item (to be created)	Mundane Item 1	Mundane Item 2	Mundane Item 3	Mundane Item 4
Atronach, Flame	Fire Salts	Gem Ruby		
Atronach, Frost	Frost Salts	Gem Sapphire		
Atronach, Storm	Void Salts	Gem Amethyst		
Conjurer's Elixir	Empty Bottle	Ectoplasm	Soul Gem (any)	
Fire Salts	Salt	Gem Ruby	Soul Gem (any)	
Frost Salts	Salt	Gem Sapphire	Soul Gem (any)	
Void Salts	Salt	Gem Amethyst	Soul Gem (any)	
Scroll: Flame Atronach	Fire Salts	Charcoal	Paper Roll	
Scroll: Frost Atronach	Frost Salts	Charcoal	Paper Roll	
Scroll: Storm Atronach	Void Salts	Charcoal	Paper Roll	
Staff: Flame Atronach	Fire Salts	Great/Grand/Black Soul Gem	Broom	Corundum Ingot/Ore
Staff: Frost Atronach	Frost Salts	Great/Grand/Black Soul Gem	Broom	Moonstone Ingot/Ore
Staff: Storm Atronach	Void Salts	Great/Grand/Black Soul Gem	Broom	Orichalum Ingot/Ore
Tome: Flame Atronach	Fire Salts	Ruined Book	Dragon's Tongue	Bear Pelt
Tome: Frost Atronach	Frost Salts	Ruined Book	Frost Mirriam	Ice Wolf Pelt
Tome: Storm Atronach	Void Salts	Ruined Book	Deathbell	Mammoth Tusk

Arcane Item (to be created)	Mundane Item 1	Mundane Item 2	Mundane Item 3	Mundane Item 4
Tome: Soul Trap	Salt	Ruined Book	Soul Gem (any)	Torchbug Thorax

DAEDRIC RECIPES

Arcane Item (to be created)	Mundane Item 1	Mundane Item 2	Mundane Item 3	Mundane Item 4
Daedric Boots	Ebony Boots	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Cuirass	Ebony Cuirass	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Gauntlets	Ebony Gauntlets	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Helmet	Ebony Helmet	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Shield	Ebony Shield	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Battleaxe	Ebony Battleaxe	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Bow	Ebony Bow	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Dagger	Ebony Dagger	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Greatsword	Ebony Greatsword	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Mace	Ebony Mace	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Sword	Ebony Sword	Daedra Heart	Black Soul Gem	Centurion Core
Daedric War Axe	Ebony War Axe	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Warhammer	Ebony Warhammer	Daedra Heart	Black Soul Gem	Centurion Core
Daedric Armor (Random and Enchanted)	Ebony Ingot	Daedra Heart	Void Salts	Filled Soul Gem (Greater/Grand/Black)
Daedric Weapon (Random and Enchanted)	Ebony Ingot	Daedra Heart	Silver Sword	Filled Soul Gem (Greater/Grand/Black)
Daedra Heart	Human Heart	Black Soul Gem		
Dremora	Daedra Heart	Raw Meat**	Raw Meat**	Human Skull

Note

** Raw Meat is any raw meat found on a dead dog, goat, horker, horse, or mammoth.

7.6 Forgotten Names & Aftershock



Venture into the deepest reaches of the Midden Dark and find the bizarre remnants of magical experiments gone awry. Among those is a relic in the shape of a Daedric Gauntlet emblazoned with the Sigil of Oblivion.
Nearby is a key and journal that once belonged to a mage who was investigating the disappearance of four students.
Items gained:
Book (relating to Daedric Relic)
Key to Arcanaeum Chest
Read the book to learn that there was little trace of the missing students, but four mysterious ringlike relics were recovered from the gauntlet and locked away in the Arcanaeum, where they still remain.
Try to avoid being noticed as you reclaim these from an Investigation Chest on the north wall of the library.
(Pickpocket) Or, simply pick the lock and steal the rings; if you're expedient, you can attempt this before entering the Midden.
Items gained:
Ceremonial Rings (4)
Return to the Midden Dark with the ceremonial rings, and attempt to match each ring to its corresponding finger. There's no penalty for guessing incorrectly.
Pithiken's ring belongs on the little finger, Balwen's fits the ring finger, Treoy's ring belongs on the middle finger, and Katarina's fits the index finger. When all four rings are fitted, the fingers of the relic curl shut, and a disoriented Dremora is summoned into the chamber with you!
This is Velehk Sain, who the students unwittingly permitted into the world. He's since made himself a legendary pirate of the Abecean Sea and will offer a share of his booty if you'll release him. Otherwise, prepare yourself to tangle with an ethereal foe from beyond!
If you release the Dremora, a treasure map appears in your inventory. The treasure is magically concealed and only reveals when the map comes within its range. You can find this stash to the west of Winterhold College, at the foot of a shelf below a large Talos shrine. Look for it on a small, coastal island just offshore.
Items gained:
Velehk's Treasure Map
Velehk's Stash

Aftershock

Note

This Radiant Quest becomes available once you complete College of Winterhold Quest: The Eye of Magnus. You can repeat it multiple times.
It is always given to you by Tolfdir.
Once the events of the Eye of the Magnus have subsided, converse with Tolfdir.
He informs you there have been reports of some kind of magical anomaly appearing in Skyrim.
He fears this may be a side effect of Ancano's meddling with the Eye of Magnus and requests that you find out what is going on.
He also recommends bringing along the Staff of Magnus.
Objective: Close the rupture
Target: Rupture, in [a random location]



Journey to the outdoor location with the perceived rift (which can be anywhere on Skyrim's exterior surface, in any Hold), and battle any entities you see prowling the area close by.
Brandish your Staff of Magnus, and destroy the three Magic Anomalies surrounding the rupture.
This seals it away and restores what passes for normality around these parts.
Objective: Talk to Tolfidr

QUEST CONCLUSION

Return to the College of Winterhold and speak with Tolfdir, confirming that the rupture was there, and you dealt with it.
You are not rewarded if the rift occurred in Winterhold Hold, as this was part of the College's problem and needed to be covered up before the already-angry population got any more furious with mages.
If the rift occurred in any other Hold, you're given the following:
Items gained
300 to 500 gold pieces

POSTQUEST ACTIVITIES

You may now speak to Tolfdir again or to another mage and begin another Radiant Quest.

7.7 Rogue Wizard & Arniel's Endeavors

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Note

This Radiant Quest becomes available once you complete College of Winterhold Quest: The Eye of Magnus. You can repeat it multiple times. It is always given to you by Tolfdir.
When the events of the Eye of the Magnus have quieted down, converse with Tolfdir. The venerable mage says that he has received word of a troublesome mage who is hell-bent on wrecking havoc in the realm.
The sorcerer in question is formidable and may have felt the effects of the Eye closing.
Objective: Deal with the rogue wizard
Target: Rogue wizard, in [a random location]
Head to the dungeon or building where the enemy mage was last sighted, and battle your way to a confrontation. The Insane College Wizard is usually powerful and may have strong allies to defeat, too.
The wizard is always wearing the College's robes. He is hardly a good role model for the organization, considering its ongoing struggles for acceptance in Nordic Skyrim.
Finish the foe off, grabbing any nearby loot that is dropped or on the corpse.



Objective: Talk to Tolfidr

QUEST CONCLUSION

Return to the College of Winterhold and speak with Tolfdir, letting him know you have defeated this appalling advertisement for the College. Your only reward is thanks from the College.

POSTQUEST ACTIVITIES

You may now speak to Tolfdir again or to another mage and begin another Radiant Quest.

Arniel's Endeavors

These four Radiant Quests are available from Arniel, a reclusive and timid experimenter within the College.

Arniel's Endeavor (Part 1)

Note

This Radiant Quest becomes available after you complete College of Winterhold: Under Saarthal. It is given to you only by Arniel, and you can complete it only once.
Locate Arniel Gane and ask if there's any College business you can assist him with. There's nothing officially, the nervous mage tells you, but he does mention a "project" that he's been working on
. He refuses to divulge any information about it, but he requires you to bring him 10 Dwemer Cogs. He needs to examine them.
Objective: Bring Arniel Gane Dwemer Cogs (10)



The Dwemer Cogs in question are golden, and many are scattered throughout the Dwarven Ruins and dungeons of Skyrim. Check every stone table, chest, and dwarven machinery for possible cogs to gather.
Be patient, as this takes some time. You may wish to combine your searching with other quests (such as Main Quest: Elder Knowledge).

Tip

Another option is to visit Understone Keep in Marthal, search the ruins of Nchuand-Zel, and then sneak into Calcelmo's Museum (or get his permission to visit) and steal any cogs you haven't found—or grab all ten from there.
There's obvious hostility consequences if you're caught trying to enter the museum, though.
Items gained:
Dwemer Cog (10)
Objective: Deliver the Dwemer Cogs to Arniel Gane

QUEST CONCLUSION

He is most pleased and rewards you with some gold.
Items gained:
[Leveled] gold pieces

POSTQUEST ACTIVITIES

Arniel continues his research, but it is three entire days before it produces results.

Arniel's Endeavor (Part 2)

Note

This Radiant Quest becomes available after you complete Arniel's Endeavor (Part 1) and wait three days. It is given to you only by Arniel and can be completed only once.
After you hand over the Dwemer Cogs Arniel had requested, he thanks you, and you can ask if he requires further assistance. He needs more help with his project, but this involves a fellow wizard.
Enthir is refusing to follow through on a trade regarding an important item Arniel needs for his work. He hopes you'll talk to Enthir on his behalf.
Objective: Speak to Enthir
When you find Enthir and ask about the item, he tells you Arniel misinformed you; he was going to sell the item to Arniel but decided against it.
You can have the item, but Enthir needs you to find a staff one of Enthir's "friends" (likely himself) wishes to acquire. The staff is in the hands of unfriendly folks. If you bring Enthir the staff, he'll consider it payment for Arniel's item.
Objective: Acquire the Staff
Target: Staff of Tandil, in [a random dungeon]
Set off to the dungeon or fortification Enthir specified (on your world map), and battle a hardy foe for the staff, which is usually on his or her corpse.
Items gained:
Staff of Tandil
Objective: Deliver the staff to Enthir

QUEST CONCLUSION

Return to the College and hand over the staff you obtained. Enthir honors his end of the deal and gives you a gem Arniel was after. Find Arniel, speak to him to give over the Soul Gem Enthir just handed you, and he thanks you profusely.
Items gained:
Warped Soul Gem
Postquest Activities
Arniel continues his research, but it may be a while before it produces results. Complete the indicated quests to begin the third part.

Arniel's Endeavor (Part 3)

Note

This Radiant Quest becomes available after you complete Arniel's Endeavor (Part 2) and after the College of Winterhold Quest: The Eye of Magnus ends. You can complete it only once, and it is given to you only by Arniel.
In the aftermath of the battle for the College of Winterhold, Arniel has been beavering away on his secret project. Ask how the project is coming along, and the news isn't good.
He's destroyed a prototype and explains that the Dwemer technology he's tinkering with was put together by a race of beings that mastered magic in a way that is inconceivable to current mages.
He's trying to re-create the circumstances of the failure to see what he can learn. While the Dwemer tapped power from the Heart of Lorkhan (a dead god), Arniel is making do with a Warped Soul Gem.
But the Gem needs to be purified in a Dwarven Convector, which Arniel constructed and recently destroyed.
If you're willing to help, the Convector machines that exist deep within the dwarven ruins could be used to heat the Gem. Arniel even teaches you the spell to heat a Convector to the correct temperature.
You are to find a Dwarven Convector, place the Warped Soul Gem inside, and heat it for at least three seconds. Approximately three Convectors will be needed, so this is a quest that requires much trekking.
Items gained:
Warped Soul Gem
Spell: Arniel's Convection
Objective: Place the Warped Soul Gem into a Convector
Target: Dwarven Convector, [in a random location]



Your journey into Dwarven Ruins begins now! Follow your Quest Targets and fight or sneak through the indicated locations until you reach a Convector. Convectors can be found in the following locations:
Inside the first interior location of Mzulft
Inside a small dungeon located near the main entrance to Mzulft
Out in the wilderness southwest of Shor's Stone
Outside the entrance to Bthalft
Outdoors near Deep Folk Crossing
Along the river, northeast of Druadach Redoubt
You find each Convector easily, as it has a quest target on your compass. When you finally arrive at the Convector, access it and store the Warped Soul Gem in the Convector. Remember to store it first! Your objective updates:
Objective: Heat the Convector
Objective: Retrieve the Soul Gem
Now equip Arniel's Convection spell and blast the Convector for three seconds to heat it up. The Soul Gem becomes superheated, while its extremities remain oddly cold to the touch.
Take the Soul Gem from the Convector and begin a lengthy trek to the next Convector scattered around Skyrim; it will be pinpointed on your world map.
When you've superheated the Warped Soul Gem in three separate Convectors, the Gem finally becomes potent enough to be used in whatever clandestine experiment Arniel is conducting.
Objective: Return to Arniel Gane
QUEST CONCLUSION
Return to Arniel's location, and hand over the Warped Soul Gem. The single-minded tinkerer thanks you for your help. Perhaps you'll see his actual experiment at some point?
POSTQUEST ACTIVITIES
Arniel continues his research, but it may be a while before it produces results.

Arniel's Endeavor (Part 4)

Note

This Radiant Quest becomes available after you complete Arniel's Endeavor (Part 3) and the College of Winterhold Quest: The Eye of Magnus ends. You can complete it only once, and it is given to you only by Arniel.
Wait 30 hours and speak to Arniel once again. Although he's been having success using your Warped Soul Gem, he still requires an incredibly important piece of this puzzle (which you still haven't seen yet), and that pesky Enthir is failing to uphold an agreement to deliver the item.
Arniel asks you to sort this problem out.
Objective: Talk to Enthir
Enthir is usually in the College or the Hold City of Winterhold. When you quiz him about the package Arniel wants, he appears a little exasperated, explaining that he doesn't need money—Arniel overpaid for the item—but the courier never arrived from Morrowind.
He has little idea where the courier is but knows the package is likely to be with the courier.
Objective: Find the courier
Target: Courier, in [a random dungeon]



Journey to the location indicated on your world map, and begin a systematic search of the area until you find the Courier, who's looking a little worse for wear. Fortunately, whatever killed him ignored the package he was seeking to deliver. Remove a strange-looking dwarven dagger named Keening.

Items gained:

Keening

Objective: Deliver the package to Arniel

Tip

You can try out the dagger against foes if you wish.

Head back to Arniel's location at the College. Inform him you have the dagger that he wanted. He is both excited and worried; it seems the courier company didn't even wrap the item correctly!

Note

Arniel is right to be worried: Keening is a blade made infamous during the adventures of a champion of Morrowind. At the time, this weapon was an immensely powerful and dangerous artifact that could kill the wielder if used without the proper equipment.

This explains why Arniel is concerned about the state it has arrived in and why he didn't inform Enthir of the true value of this fabled artifact!

Objective: Observe Arniel's experiment

QUEST CONCLUSION



Ask Arniel if he has everything he needs, and he excitedly exclaims that he does. Keening was one of the great tools of the dwarves and a nearly priceless artifact.

It was used to tap into the Heart of Lorkahn. With this dagger, Arniel can test his theories regarding why the dwarves disappeared.

This grand experiment was to re-create those events and thus unravel the mystery.

Arniel begins the experiment.

Watch as nothing continues to happen, until Arniel applies some considerable pressure, loses his temper, and then blinks out of existence completely!

POSTQUEST ACTIVITIES

Arniel has disappeared! He leaves Keening behind. Keep it as a memento (it absorbs Health, Magicka, and Stamina). Who knows if he'll ever be seen again? Well, actually you do; you are granted a new spell.

Try this out and see who arrives and what he has to say....

Items gained:

Spell: Summon Arniel's Shade

8.1 Brelyna's Practice & J'zargo's Experiment

These three Radiant Quests are available from the Apprentices you trained with under Mage Tolfdir.

Brelyna’s Practice

Note

This Apprentice Radiant Quest becomes available after you complete the College of Winterhold Quest: Under Saarthal. You can complete it only once, and it is given to you only by Brelyna.
After a couple of chats with Brelyna, she asks if you have a moment to help her with something.
Agree, and she says the reason she’s here is to become a better mage, just like the rest of you. But she needs a willing volunteer she can cast practice spells on. Apparently, they aren’t dangerous.
You can refuse, agree, or ask what’s in it for you, and she begrudgingly offers you an amulet if you’ll help. Stand still in front of her, and Brelyna releases a spell that turns everything green.



Her reassurances that this wasn’t supposed to happen aren’t reassuring. Wait until the spell’s effects wear off and you can see properly again.
Then return to Brelyna. Agree to more aural punishment, as she tries a “variation” on the first spell. You transform into a cow. Then you appear as a horse and a dog. Finally, you return to normal.
She isn’t convinced this has worked any better and suggests it’s probably better to stop.

QUEST CONCLUSION

After those spell failures, Brelyna is thankful that you helped her test out her spells and offers to help you on your travels.
Items gained:
Follower: *Brelyna*
Enchanted Necklace (random)

J’Zargo’s Experiment

Note

This Apprentice Radiant Quest becomes available after you complete the College of Winterhold Quest: Under Saarthal. You can complete it only once, and it is given to you only by J’Zargo.
After a few conversations with J’Zargo, he asks if you could possibly help him. Ask what he needs, and he tells you he’s been working hard learning new spells but has little time to test them.
If he gives you scrolls with a spell he’s inscribed, you’re to use them and report back with the results. Agree, and J’Zargo tells you about the excellent variation on a Flame Cloak spell, with special potency against the undead.
He hands them over.
Items gained
J’Zargo’s Flame Cloak Scroll (10)
Objective: Test J’Zargo’s Flame Cloak spell on the undead (3)
Target: Draugr, in [any Draugr-infested location]



Journey to any Nordic crypt where the Draugr are restless. You can do this while other, more crucial quests are in progress.
When you conjure the Flame Cloak, you're submerged in writhing fire, which promptly explodes, causing damage to everything living and undead in a six-foot radius from you.
Try coaxing three Draugr close to you so you need cast this only once. If you run out of scrolls without burning three Draugr, you can ask J'Zargo for more.

Tip

Using the scrolls is a lot faster if you select them as "Favorites" and quickly flick between a scroll and your usual weaponry. Also use items or spells to reduce your fire damage (or have a healing spell close at hand).
Remember that this is has most of the properties of a Flame Cloak spell, except it explodes when you near undead (and only undead).

Caution

The damage inflicted on you by this Flame Cloak can be severe. It isn't wise to employ it when multiple Draugr are near!
Objective: Test Speak to J'Zargo

QUEST CONCLUSION

After that burning sensation, J'Zargo apologizes. He is grateful that you helped him test out his spell and offers to help you on your adventures.
Follower: J'Zargo

8.2 Onmund's Request



Note

This Apprentice Radiant Quest becomes available after you complete the College of Winterhold Quest: Under Saarthal. You can complete it only once, and it is given to you only by Onmund.
After a couple of conversations with Onmund, he asks you for help regarding a private matter. When you ask what is wrong, he tells you he's entered into an "agreement" with Enthir.
Onmund has mistakenly traded an amulet that belongs to his family, and he regrets parting with it. He hopes you can talk to him and get it back. Ask him more questions about the amulet if you wish before heading off to find Enthir.
Objective: Speak with Enthir
Head to Enthir's room in the Hall of Attainment, or elsewhere in the College if he's wandering, and tell him that he has something of Onmund's, who wants it back. Enthir scoffs and tells you his trades are firm and final.
Apparently, there's nothing more to be said. You can:
(Persuade) Tell him it's in everyone's best interest if he returns the amulet.
Or ask him if there's something you can do to change his mind.
Enthir isn't interested in you buying the amulet, and the persuasion is difficult (but not impossible). Usually, you're left with a task Enthir wishes you to complete: He tells you a story about someone (him) who traded some valuables for a staff.
Afterward, that someone (Enthir) realized the staff might be misused. This would make that person (him) look bad. So he wants the staff back and fails to see any irony in this task. Agree to this.
Objective: Find the staff for Enthir
Target: Grand Staff of Charming, in [a random location]
The staff is located randomly, somewhere in one of Skyrim's dungeons or crypts. Find it on your world map, enter the location, and fight your way to the staff, which is always in a large treasure chest.
Items gained:
Grand Staff of Charming
Objective: Deliver the staff to Enthir

QUEST CONCLUSION

Return to Enthir and make the swap.
Items gained:
Onmund's Amulet
Objective: Deliver the amulet to Onmund
Now find Onmund and return the amulet to him. He thanks you and now values you as a true friend. He offers to help you on your travels.
Items gained:
Follower: *Onmund*

9.1 Destruction Ritual and Spell & Illusion Ritual Spell

Destruction Ritual Spell

Prerequisites: Destruction Skill of 90
Intersecting Quests: None
This Ritual Spell Quest becomes available as soon as your Destruction skill reaches 90. It is always given to you by Faralda.
Talk to Faralda inside the College, and ask her if there's anything else to be learned regarding Destruction magic. But of course there is a fabled tome known as the Power of the Elements, which Faralda hands to you.
It is imbued with power, but most of the magical text inscribed on it is missing. Faralda wishes you to travel to various locations within Skyrim to finish imbuing the tome to increase its potency. Return with the completed book.
Items gained:
Power of the Elements
Objective: Complete the book Powers of the Elements
Target: Windward Ruins, North Skybound Watch, Four Skulls



Power Convergence: When you examine the book, a vague description points you to a source of power for this tome: Windward Ruins. Journey there and locate the pedestal.
Place the book on it and begin your imbuing by casting any flame-based spell at the book. Instead of burning, there's a small explosion. Pick the book up, and there is additional writing.
Study this and the tome points you toward North Skybound Watch. Find the pedestal here and place the book on it once more; this time, cast any frost-based spell.
After another explosion and more writing appearing, your journey points you to Four Skulls. Find the final pedestal here, and cast any shock-based magic at it.
When you pick the book up this time, its secrets are revealed:
Items gained:
Power of the Elements (completed)
Spell: Fire Storm
Objective: Return to Faralda

QUEST CONCLUSION

Return to Faralda and show her the Power of the Elements. She is pleased with both your abilities and the Destruction spells she can study and learn.

POSTQUEST ACTIVITIES

Along with the Fire Storm spell, Faralda now has the following spells for sale, should you wish to buy any:
Spell: Blizzard
Spell: Lightning Storm

Illusion Ritual Spell

Prerequisites: Illusion Skill of 90
Intersecting Quests: None

Note

This Ritual Spell Quest becomes available as soon as your Illusion skill reaches 90. It is always given to you by Drevis Neloren.
Talk to Drevis Neloren inside the College, and ask him if there's anything else to be learned regarding Illusion magic.
Indeed there is; there are several books that Urag isn't even aware of, hidden tomes completely invisible to the naked eye, that are scattered around the College.
They contain information that, when read together, may unlock some as-yet-unknown Illusion spells. You are granted a spell that enhances your vision—the only possible method of finding these books.
Return with the books. Ask further questions if you need to.
Items gained:
Spell: Vision of the Tenth Eye
Objective: Bring the Four Master Illusion Texts to Drevis Neloren
Target: Master Illusion Texts, within College of Winterhold



Focusing the Tenth Eye: Begin a careful search of the entire College of Winterhold. There are four texts to find, and they are reasonably easier to spot if you're being thorough, checking on top of barrels, below benches, on tables, or bookshelves.



It also helps to know where each of the texts resides: There is book in the Arcanaeum, one in the Hall of Countenance, one in the Hall of Attainment, and one in the Midden. Search each area thoroughly.

Items gained:

Master Illusion Text (4)

Objective: Bring the Four Master Illusion Texts to Drevis Neloren

QUEST CONCLUSION

Return to Drevis Neloren and reveal the four Master Illusion Texts in your possession. He is impressed and immediately awards you with a spell:

Items gained:

Spell Tome: Hysteria

POSTQUEST ACTIVITIES

Along with the Hysteria spell, Drevis Neloren now has the following spells for sale, should you wish to buy any:

Items gained:

Spell: Call to Arms
Spell: Harmony
Spell: Mayhem

9.2 Conjuration Ritual Spell & Restoration Ritual Spell

Conjuration Ritual Spell

Prerequisites: Conjuration Skill of 90
Intersecting Quests: Radiant Quest: The Atronach Forge*

Note

This Ritual Spell Quest becomes available as soon as your Conjuration skill reaches 90.
It is always given to you by Phinis Gestor. Completing this allows you to create more powerful items as you upgrade the Atronach forge.
Speak to Phinis Gestor inside the College, and ask him if there's anything else to be learned regarding Conjuration magic.
Indeed there is: powerful spells that can more closely and permanently bind creatures to your will.
One of the riskiest involves summoning and commanding an Unbound Dremora. Phinis agrees to teach you the summoning spell, but it will work only in a properly prepared location.
When you summon the Dremora, you must order it to deliver you a Sigil Stone from an Oblivion gate.
Return with the stone, and Phinis will inscribe the spells you've yet to learn. Ask further questions if you need to.
Items gained:
Summon Unbound Dremora
Objective: Summon and subdue an Unbound Dremora
Target: Unbound Dremora, top of the Hall of Attainment, College of Winterhold



Binding the Unbound: Once you're on the roof of the Hall of Attainment, approach the area Phinis has prepared and attempt the spell. When the Dremora appears, it is extremely angry at your impertinence and refuses to yield to you. Quickly change your weapons to those you favor when fighting foes, and battle the Dremora.
Dispatch it, banishing it back to Oblivion. Rest if you need to and summon the Dremora again. Seething with rage, it again refuses to yield. Kill it so it is banished once more.
When you summon the Dremora for a third time, its demeanor is somewhat subdued. Speak to it, commanding it to bend to your will. Summon it one more time. On this fourth occasion, it grudgingly obliges your wishes: Order it to retrieve the Sigil Stone. It disappears and returns with the Sigil Stone.
Items gained:
Sigil Stone
Objective: Return to Phinis Gestor

QUEST CONCLUSION

Return to Phinis and present him with the Sigil Stone. He is pleased with both your abilities and the Conjuration spells he can release. In return, he hands you back the Sigil Stone and teaches you a new spell.
Items gained:
Spell: Flame Thrall
Postquest Activities
Along with the Flame Thrall spell, Phinis now has the following spells for sale, should you wish to buy any:
Spell: Dead Thrall
Spell: Frost Thrall
Spell: Storm Thrall
In addition, you can plug the Sigil Stone into the Atronach forge in the Midden. Otherwise, this is a very pretty paperweight.

Restoration Ritual Spell

Prerequisites: Restoration Skill of 90
Intersecting Quests: None

Note

This Ritual Spell Quest becomes available as soon as your Restoration skill reaches 90 and after you meet the Augur during College of Winterhold Quest: Good Intentions.
It is always given to you by Colette Marence.
Talk to Colette Marence inside the College, and question her about what else there is to learn about Restoration magic.
She's comforted that you've not dismissed this art, unlike the other College members.
It seems you are ready to speak with the Augur, who was especially gifted when it came to Restoration magic.

He's very particular about who he shares his knowledge with. You need his approval first.
Objective: Gain the Augur's approval
Target: Augur of Dunlain, in the Midden, in the College of Winterhold
Journey into the Midden under the College, and seek out the Augur of Dunlain's circular chamber. This sage already knew you were coming to seek something and that he has it.
He asks if you are prepared. Answer how you wish, and the Augur explains that you're about to be tested not on your belongings, scrolls, or potions, but on what lies within. Are you ready to step into the light? Confirm you are with the Augur.



The Augur conjures a portal, and you must step through it. At that very moment, you are stripped of all your equipment, including melee weapons, potions, armor, and any clothing.
The door to the Augur's chamber is sealed.
The only protection you have are your Restoration spells. Use these to survive as a ghost appears in this chamber.
After the first ghost appears, a second one manifests after ten seconds, and then a third appears after ten more seconds.
All are invincible to any other attacks. After ten more seconds, all the ghosts disappear.

QUEST CONCLUSION

The Augur appears after a few moments and is impressed by your learning of magic. He returns all of your equipment and rewards you with the following spell:
Items gained:
Spell Tome: Bane of the Undead

POSTQUEST ACTIVITIES

Colette now has the following spell for sale, should you wish to purchase it:
Items gained:
Spell: Guardian Circle

9.3 Alteration Ritual Spell

Prerequisites: Alteration Skill of 90
Intersecting Quests: None

Note

This Ritual Spell Quest becomes available as soon as your Alteration skill reaches 90. It is always given to you by Tolfdir.
Speak to Tolfdir inside the College, and ask if there's anything more you can learn about Alteration magic.
As it happens, Tolfdir has been working on an improvement on the Ebonyflesh spell and has hit a snag.
He requires dragon scales for his incantations, as he uses their essence, but they lack potency.
From ancient records, he's discovered references to dragon "Heartscales." In addition, there are stories of a dagger called "Kavohzein's Fang," which is sharp enough to carve these scales off a dragon.
You are to retrieve the dagger, use it to carve off a few Heartscales from a dragon's corpse, and return the scales to him.
Objective: Use Kavohzein's Fang to collect Heartscales
Target: Kavohzein's Fang, inside [a Dragon Priest's dungeon]
Finding the Fang: The dagger is randomly located in one of the large dungeon crypts and guarded by a fearsome Dragon Priest.
Battle through the dungeon, slay the Dragon Priest, and locate the treasure chest close to its corpse.
The chest contains Kavohzein's Fang. The following table shows the possible locations to try:

Click here to see the table
(Will extend across screen)

Items gained:
Kavohzein's Fang

Note

For more information on Dragon Priests, consult Side Quest: Masks of the Dragon Priests.*



Scavenging the Scales: Now that you have the dagger, you need to find a dragon. If you haven't completed Main Quest: Dragon Rising, do so now. Otherwise:
Battle a dragon with any and all offensive weaponry you have.
After you kill it, approach the dragon's corpse and equip Kavohzein's Fang.
You don't have to fight the dragon with the dagger; only search the corpse with it in your hand. Among the other items, you receive Heartscales from the corpse.
Or, simply return to any dragon you've previously killed, and search the corpse. This is a much quicker and easier option!
Items gained:
Heartscales
Objective: Return to Tolfdir

QUEST CONCLUSION

Meet Tolfdir again, and inform him that you have the dragon Heartscales that he requires. He is most excited about this and crafts a brand-new spell.

Items gained:

Spell: Dragonskin

POSTQUEST ACTIVITIES

Along with the Dragonskin spell, Tolfdir now has the following spell for sale, should you wish to purchase it:

Items gained:

Spell: *Mass Paralysis*

10.1 Thieves Guild Quests Overview

Next Page >

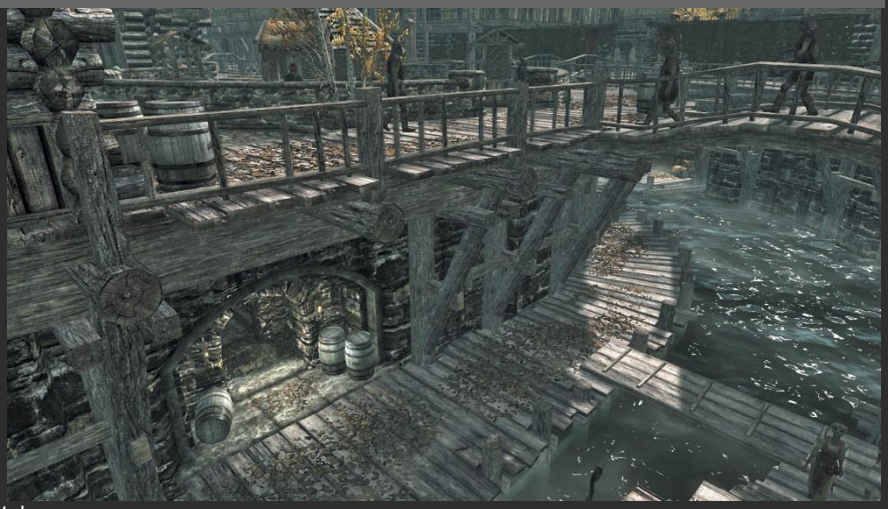
Optimal Quest Start

The Thieves Guild Quests begin when you arrive at Riften for the first time.
You can join the Guild whenever you like, although Stealth-focused characters may want to join sooner rather than later to gain access to this ready source of missions and trainers.
Most of the other characters will encounter the Guild much later, as part of Main Quest: A Cornered Rat.

Note

Cross-Referencing: Do you want to see maps and learn more about the traps, non-quest-related items, collectibles, crafting areas, and other important rooms of note in every location during these quests?
Then cross-reference the location you travel to with the information on that location contained in this guide's Atlas.

Sanctuary: The Ragged Flagon, under Riften



The Ratway's main entrance, under the marketplace.



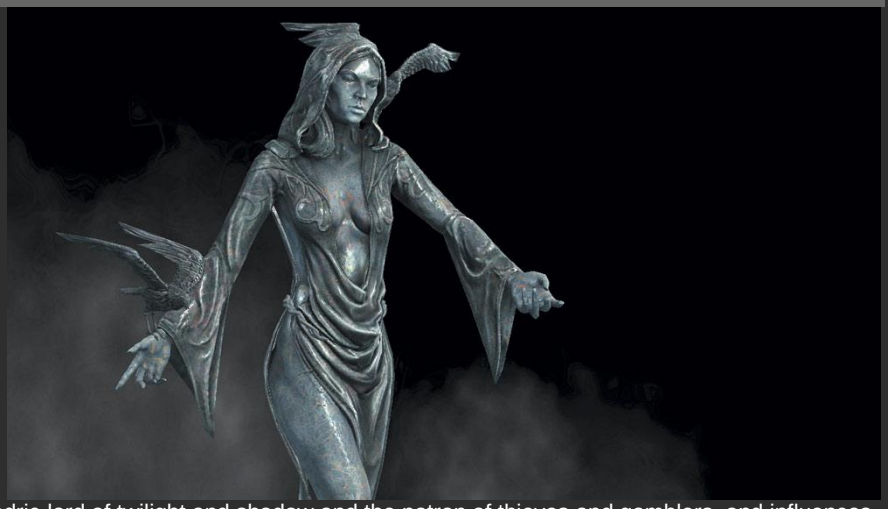
The Ragged Flagon, a hub of thievery and camaraderie.
The Ratway is the underbelly of Riften, both literally and figuratively.
It is a cross-section of old avenues, buildings, and catacombs buried beneath the shifting surface of the city.
After navigating these treacherous tunnels, fending off beggars, muggers, and Skeevers, you reach the Ragged Flagon, where mead and machinations run wild.
The Ragged Flagon is retrofitted into the Cistern located beneath the well in the center of Riften's marketplace; it's the market beneath the market.
This is the central part of the Ratway, and offers access into the Warrens (where only the most deranged of madfolk dwell) and the inner chambers of the Cistern.



The Cistern, where the senior Guild members reside.
Currently hidden in the woodland south of Riften, away from those who aren't blessed by Nocturnal herself, Nightingale Hall is the source of power and residence for the Nightingales, a strange and secretive subsect of the Thieves Guild.
No one knows quite what these powerful individuals are up to, but many scholars have speculated that Nightingales carry out the wishes of Nocturnal.

Important Characters

PATRON: NOCTURNAL



Nocturnal, the Mistress of Shadows, is the daedric lord of twilight and shadow and the patron of thieves and gamblers, and influences luck throughout the realm.
Her passiveness in the affairs of man only deepen her mystery.
On the occasions where she deals directly with mortals, such as in the case of the Nightingales, she usually refers to everything in almost businesslike terms, calling oaths "transactions" and making "deals" with her followers.

GUILD MASTER: MERCER FREY



Mercer grew up with Delvin Mallory in the Guild but climbed the ladder a little faster and was able to attain his rank in the Guild through manipulation and skill.
He is the current head of the Thieves Guild of Skyrim. Frey is very clever, and even though he is a bit older, he is certainly not weak, maintaining a calm veneer and never appearing troubled or agitated.

GUILD SECOND: BRYNJOLF



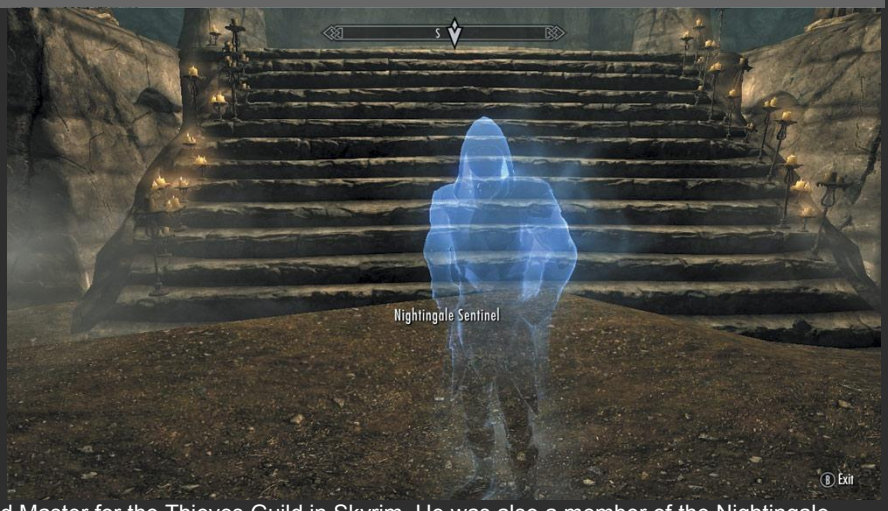
Brynjolf is a go-between, passing Mercer Frey's rulings down to the newer recruits, whom he mentors and is fiercely proud of.
He is extremely loyal to the Thieves Guild and has a reputation for being a problem solver, especially within Riften, where he maintains an excellent rapport with those who cooperate with them.
When not in the Guild itself, he is often at the Ragged Flagon or the marketplace topside, scoping out possibilities for new recruits.

FORMER GUILD SECOND (OUTCAST): KARLIAH



Karliah, a female Dunmer, was exiled from Riften after being accused of murdering Gallus.
Her exile was self-imposed, under duress. She has been keeping an ear open for the right opportunity to arise and repay certain Guild members for their treachery.
At first glance, Karliah is very cold and withdrawn.
She isn't used to much company, keeping herself in isolation. But those who warm to her will find Karliah to be quite cunning and agile.

FORMER GUILD MASTER (DECEASED): GALLUS DESIDENIUS



Gallus was Mercer Frey's predecessor as Guild Master for the Thieves Guild in Skyrim. He was also a member of the Nightingale Trinity along with Karliah. Gallus was killed under suspicious circumstances.

GUILD THIRD: DELVIN MALLORY



Delvin grew up in Riften's Honorhall Orphanage. He was taken in by Gallus, but Delvin accidentally killed a man while on a robbery. Gallus arranged to have Delvin stay with the Dark Brotherhood, and he remained in hiding in their sanctuary for a year.
While there, Delvin gained a new respect for the shadowy organization.
After the death was long forgotten, Delvin Mallory returned to Riften, and the embrace of the Thieves Guild, but never forgot his friends in the Dark Brotherhood (and his lover, Astrid).
Additional Jobs Giver
Fence
Trainer (Stealth: Master): Delvin Mallory

GUILD THIRD: VEX



One of the newer members of the Thieves Guild, Vex is quiet and rarely shares in the normal camaraderie of her fellow guildmates. Since she refuses to give her real name and based on her actions, others began to call her "Vex."
She is an exceptional thief and is well aware that her behavior alienates her. And she likes it that way.
Of all the Guild members, she is the best combatant (save for Mercer Frey). Accosting her in the Ragged Flagon was the last mistake several of its non-Guild denizens ever made.
Additional Jobs Giver
Trainer (Lockpicking: Master): Vex

GUILD MATRON: MAVEN BLACK-BRIAR



A powerful businesswoman, Maven is virtually unapproachable and elitist.

Maven's wealth, power, and influence in Riften make her an important asset to the Thieves Guild.
She holds the actual pulse of Riften within her crushing grasp; nothing gets done without her say-so.
She's well connected within the Empire and Skyrim alike. Anyone who crosses her usually ends up dead or in prison—even her son, Sibbi Black-Briar.

GUILD MEMBER: ETIENNE RARNIS



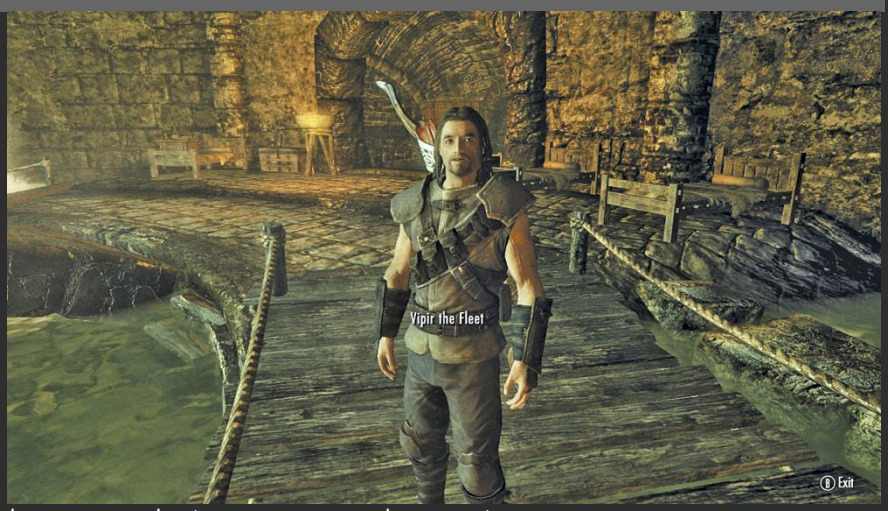
Defiant, tough, but ultimately broken by the Thalmor, Etienne was responsible for revealing the location of Esbern's hideout during Main Quest: Diplomatic Immunity.
He seeks revenge on the man that caused his arrest; a ne'er-do-well spy named Gissur.

GUILD MEMBER: DIRGE



Dirge is a hulking behemoth of an Imperial who serves as the bouncer and general crowd control for the Ragged Flagon.
Dirge earned his nickname because his voice is the last thing people hear before they die. He has been good friends with Vekel the Man for years.

GUILD MEMBER: VIPIR THE FLEET



Vipir earned his name from the speed at which he can run and outmaneuver armored opponents.
He plays to his strength and is most adept at pickpocketing and snatch-and-grab robberies.
Of all the Thieves Guild members, Vipir is the most down-to-earth.

He rarely acts condescendingly and is never overly rude or brash, but he can still handle himself when backed into a corner. He's quite approachable and excellent for learning what's new around the Guild.
Trainer (Pickpocket: Master): Vipir the Fleet

GUILD MEMBER: NIRUIN



Niruin wandered into the Ragged Flagon with a well-worn travel cloak and a huge sack of coin that he "gifted" to Mercer Frey.
He grew up in Valenwood as the son of a very wealthy Wood Elf Lord but very quickly grew tired of the pomp and circumstance that was expected of him. Thinking himself quite cavalier, he raided his father's treasury and joined the Guild but possesses very little aptitude for actual theft.
The only thing that has kept Niruin in the Guild's good graces is his gift of gab.
Trainer (Archery: Master): Niruin

GUILD MEMBER: SAPPHIRE



Sapphire (the name she goes by within the Guild) left the Dark Brotherhood several years ago to satisfy her lust for wealth.
Joining the Thieves Guild, she instantly became a natural at larceny, specializing in lifting the valuable (and favored) gemstones bearing her name.
Sapphire is extraordinarily withdrawn, spending her time day training, always honing her skills with both the bow and the blade.

GUILD MEMBER: CYNRIC ENDELL



Cynric is an older member of the Thieves Guild, joining shortly after Brynjolf and Delvin Mallory.

He's quiet, reserved, and generally not as boisterous as the rest of his fellow Guild members, but once in conversation, his extreme cynicism surfaces.
His specialty is break-ins, which he executes with his superior lockpicking abilities.
He's never been a problem for the Guild but tends to shy away from leadership, explaining why Vex surpassed him as a Guild Third.

GUILD MEMBER: THRYNN



Thrynn ran with a group of bandits for years until they forced him to slaughter a farming village full of women and children. He couldn't take that way of life anymore.
He wandered Skyrim and bumped into Brynjolf in Riften. Despite his attitude, Brynjolf saw Thrynn's potential with a blade and allowed him to join. Thrynn has little experience as a stealthy thief.
However, when the Guild needs a troubleshooter and brute force is necessary, Thrynn is generally the first one selected to carry out the assignment.

GUILD MEMBER: RUNE



As a child, Rune was rescued from a sinking ship in the Sea of Ghosts. He was taken in by a fisherman who discovered a small stone covered in unidentifiable runes.
It took Rune several weeks to recover, only to discover that he couldn't remember who he was. Shown the mysterious stone, Rune vowed someday to discover his identity.
He lived a happy childhood with the fisherman. When he reached the age of 16, Rune set out on adventure and met Brynjolf.

GUILD MEMBER: GARTHAR



Appearing in the Guild with an attitude problem but ready to help out and make a bit of money, Garthar considers himself a problem-solver.
When something needs to get done and heads need to be knocked together, he's the person others call upon.
Even though he has a large frame and looks like quite the brute, Garthar is actually rather smart and is quite adept at stealth, lockpicking, and pickpocketing; he is quite a unique asset for the Thieves Guild.

Note

Garthar appears once your Thieves Guild growth reaches Stage 3‡.

Note

‡ For more information on the "Stages" of the Thieves Guild, refer to the section City Influence Quests: Ultimate Rewards.

GUILD MEMBER: RAVYN IMYAN



Ravyn was a member of the Morag Tong (Morrowind's assassin's guild and bitter rivals of the Dark Brotherhood) and left it when the Red Mountain erupted and the great evacuation of Morrowind occurred.
He is in the Guild biding his time until the Tong one day re-forms.

Note

Ravyn Imyan appears once your Thieves Guild growth reaches Stage 4‡.

GUILD VENDOR: VEKEL THE MAN



A sly Nord who owns and operates the Ragged Flagon tavern, Vekel was once a resident of the Honorhall Orphanage and continually got into trouble for concocting strange and powerful alcoholic drinks that kept his fellow orphans in a near continual stupor.

He eventually ran away and saved enough from his burgeoning pickpocketing career to afford the tavern. He is loved and respected by his fellow thieves, partly because of his confidence, but also because of his amazing skills as a brewer.

Vendor (Bartender)

GUILD VENDOR: SYNDUS



Syndus has strung bows for as long as he could remember. He has spent most of his life plying his trade in various places all over Tamriel, until finally settling in Solitude.

After the city fell back under the Thieves Guild's influence, Syndus decided to apply his knowledge of the ranged weapons for the darker side of the law and made contact with the Guild hoping to strike up a relationship.

Vendor (Fletcher)

Note

Syndus appears once your Thieves Guild growth reaches Stage 1‡.

GUILD VENDOR: HERLUIN LOTHAIRE



Herluin is young but is a very sharp apothecary with unique skills who can aid the Thieves Guild through his unusual concoctions. He is always preoccupied, a bit off into space when being spoken to, but that shouldn't be mistaken for absentmindedness.
Vendor (Apothecary)

Note

Herluin Lothaire appears once your Thieves Guild growth reaches Stage 2‡.

GUILD VENDOR: ARNSKAR EMBER-MASTER



Arnskar's imposing appearance and boisterous Nordic temperament masks a shrewd and cheery man with an impressive skill at the forge.
Vendor (Blacksmith)

Note

Arnskar Ember-Master appears once your Thieves Guild growth reaches Stage 3‡.

GUILD VENDOR: VANRYTH GATHARIAN



Vanryth is the Guild's light armor vendor. He's dismissive and a bit rude but is an expert craftsman when it comes to armor and armor repair.
Vendor (Light Armor)

Note

Vanryth Gatharian appears once your Thieves Guild growth reaches Stage 4‡.

GUILD FENCE (RIFTEN): TONILIA



Tonilia is a fetching Redguard who is the Thieves Guild's main fence. She's pretty, sure of herself, and quite cocky at times.
Fence

Note

Tonilia appears immediately but becomes a Fence after you complete Thieves Guild Quest: Loud and Clear.

GUILD FENCE (SOLITUDE): GULUM-EI



Gulum-Ei has long been a contact for the Thieves Guild in the East Empire Company but has become quite greedy and rarely pays the proper respects to the Guild any longer.
He's greedy and has set up an entire smuggling operation of his own in Brinewater Grotto.
Fence (Solitude)

Note

Gulum-Ei becomes a Fence if he survives Thieves Guild Quest: Scoundrel's Folly.

GUILD FENCE (WHITERUN): MALLUS MACCIUS



Mallus left Cyrodiil many years ago to seek his fortunes in Skyrim. All he got for his trouble was an empty coin purse and a menial job at the Honningbrew Meadery.

The owner, Sabjorn, saw an opportunity to exploit Mallus when he walked through the door to the meadery that first day, a way to place poor Mallus in debt and make him work it off very slowly over time.

Note

Mallus fell in with Maven Black-Briar, and together they hatched a plan to take Sabjorn out of the picture.
Fence (Whiterun)

Note

Mallus Maccius becomes a Fence if he survives Thieves Guild Quest: Dampened Spirits.

GUILD FENCE (WINTERHOLD): ENTHIR



Enthir is the “man who knows how to get things” in the College. While the College has very flexible rules on what’s acceptable research and what’s not, there are some reagents and spell components they don’t acquire through exactly legal means.
Enthir, working with Birna in Winterhold, is the mage who takes care of that. He fancies himself a ladies’ man and believes that Birna helps him because she’s in love with him.
Enthir and Gallus were good friends for a very long time (Gallus always fancied himself as somewhat of a scholar).
Fence (Winterhold)

Note

Enthir becomes a Fence once you complete Thieves Guild Quest: Hard Answers.

GUILD FENCE (WINDHELM): NIRANYE



A beautiful High Elf who runs a stall in the Stone Quarter, many attribute her fortune to membership in the Thieves Guild, so they keep a wide berth.
In actuality, Niranye is the Fence for the Summerset Shadows Thieves Guild. Linwe is the leader, and they maintain a small headquarters of about a dozen Altmer thieves in Uttering Hills Cave.
Fence (Windhelm)

Note

Niranye becomes a Fence if she survives (and once you complete) City Influence Quest: Summerset Shadows.

GUILD FENCE (MARKARTH): ENDON



Endon is a silversmith in Markarth, like his forefathers and mothers before him.
He is proud of the long cosmopolitan tradition in Markarth (unlike most of the rest of Skyrim), which is not widely known, and he deplores the sad state that the feuding of the Nords and Reachmen (known as the Forsworn) has brought the city.
Endon works out of his small but tidy house in Dryside. His wife, Kerah, works with him, and also sells their jewelry in the market during the day. His daughter Adara is his apprentice.
Fence (Markarth)

Note

Endon becomes a Fence if he survives (and once you complete) City Influence Quest: Silver Lining.

GUILD FENCE (CARAVAN): RI'SAAD



Ri'saad is the patriarch of Skyrim's Khajiit Caravans. A skilled merchant and gifted leader, he has organized a small syndicate of independent merchant caravans that travel the roads and cities of Skyrim.

GUILD FENCE (CARAVAN): ATAHBA



Ri'saad's first wife is a shrewd businesswoman in her own right. She's with Ri'saad mostly because he's the shrewdest Khajiit in Skyrim and had more money than anyone else she knew, but she's also grown to love him over the years. She refuses to talk about her past.
Fence (Caravan)

Note

Ri’saad and Atahba become a Fence once your Thieves Guild growth reaches Stage 3‡ and you complete Quest: Moon Sugar Rush*.

GUILD FENCE (CARAVAN): MA’JHAD



Ma’jahd is a bodyguard in Ma’dran’s caravan, which travels the roads between Windhelm and Solitude. He is a seasoned safecracker, and is always willing to train customers in the fine art of Lockpicking.

Fence (Caravan)

Trainer (Lockpicking: Expert): Ma’jhad

Note

Ma’jhad becomes a Fence once your Thieves Guild growth reaches Stage 3‡ and you complete Quest: Moon Sugar Rush*.

GUILD FENCE (CARAVAN): ZAYNABI



Struck by wanderlust, Zaynabi has traveled far and wide. She’s seen her fair share of troubles, but nothing seems to phase her go-lucky attitude. She has become quite the archer. She occasionally freelances out her scouting services and offers her services as a bowyer and fletcher.

Fence (Caravan)

Note

Zaynabi becomes a Fence once your Thieves Guild growth reaches Stage 3‡ and you complete Quest: Moon Sugar Rush*.\

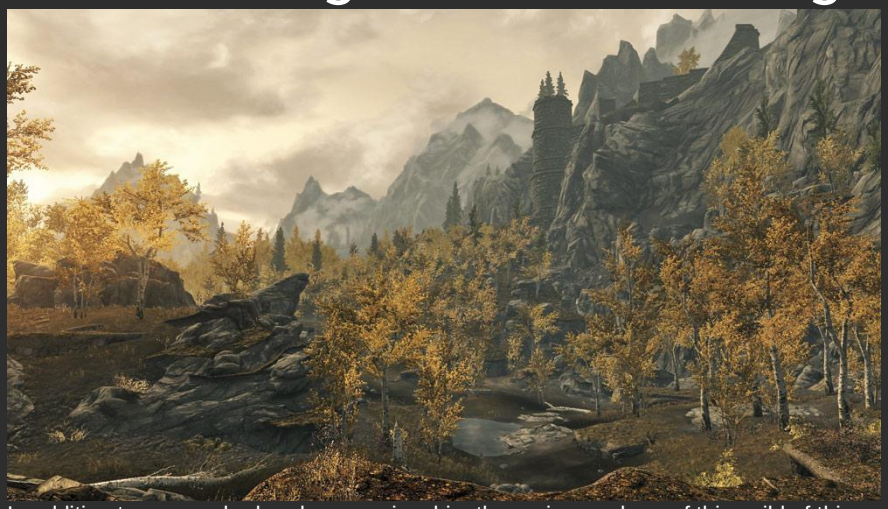
10.2 An Influx of Immigrants



The following table details the names, occupations, and quest prerequisites (or Stage that the Thieves Guild needs to be at) for allies of the Thieves Guild to arrive at the Ragged Flagon or Cistern or to set up in a Hold City:

Name of New Guild Member (and Location)	Occupation	Prerequisite
Tonilia	Fence	Thieves Guild Quest: Loud and Clear
Gulum-Ei (in Solitude)	Fence	Thieves Guild Quest: Scoundrel's Folly
Mallus Maccius (in Whiterun)	Fence	Thieves Guild Quest: Dampened Spirits
Enthir (Winterhold)	Fence	Thieves Guild Quest: Hard Answers
Niranye (Windhelm)	Fence	City Influence Quest: Summerset Shadows
Endon (Markarth)	Fence	City Influence Quest: Silver Lining
Syndus	Vendor (Fletcher)	Stage 1
Herluin Lothaire	Vendor (Apothecary)	Stage 2
Arnskar Ember-Master	Vendor (Blacksmith)	Stage 3
Atahba (Caravan)	Fence	Stage 3
Garthar	Member	Stage 3
Ma'jhad (Caravan)	Fence	Stage 3
Ri'saad (Caravan)	Fence	Stage 3
Zaynabi (Caravan)	Fence	Stage 3
Ravyn Imyan	Member	Stage 4
Vanryth Gatharian	Vendor (Light Armor)	Stage 4

10.3 Training & Other Advantages



In addition to a warm bed and companionship, the main members of this guild of thieves and their associates are extremely talented in particular skills.

Skill	Rank	Trainer
Archery	Master	Niruin
Pickpocket	Master	Vipir the Fleet
Lockpicking	Master	Vex
Lockpicking	Expert	Ma'jhad
Sneak	Master	Delvin Mallory

Other Advantages

GUILD CHESTS

In addition to your kinsmen and an influx of like-minded ne'er-do-wells joining the Guild as news spreads of its power and influence, there are other advantages of being a Thieves Guild member.
In the Cistern, there are a group of "Guild Chests" that you can loot: They contain useful items such as lockpicks, potions, and gold. But the real advantage is that you can use the chests to store your items, without fear of them being lost.
Use this as a dumping ground for extra equipment you wish to sell, craft, or otherwise dispose of.

MERCER'S BOOKCASES

The shelving behind Mercer's desk in the Cistern slowly fills with trophies relevant to your exploits and with any Larceny Targets you may recover and sell to Delvin.
As you finish the Additional Jobs that Vex and Delvin give you, trophies of recovered items begin to fill the shelves too:
Jeweled Candlesticks appear after you complete five jobs.
An Ornate Drinking Horn appears after you complete 15 jobs.
A Golden Ship Model appears after you complete 25 jobs.
A Golden Urn appears after you complete 35 jobs.
A Jeweled Goblet appears after you complete 45 jobs.
A Jeweled Pitcher appears after you complete 55 jobs.
A Jeweled Flagon appears after you complete 75 jobs.
A safe appears along the back wall, next to the bookcases, after you complete 125 jobs. It contains gems, gold, and some very useful customized Thief potions!
If you complete Thieves Guild Radiant Quest: No Stone Unturned, the Crown will appear on the bust and pedestal behind the desk, between the bookshelves.
If you complete Thieves Guild Quest: Darkness Returns, a Shrine of Nocturnal appears in the Cistern.
This is the same as the other temple shrines scattered across Skyrim, which cure diseases. This bestows a Sneak Blessing.
If you become the Guild Master, a tribute chest appears in front of the desk in the Cistern. It contains gold and gems and is periodically restocked.
The Guild has four visible Stages of growth. As the Stages progress, you will witness more opulent furnishings; additional boxes, barrels, and banners; and the occasional new Guild member.
A new vendor appears in the Ragged Flagon in an empty niche, one per Stage.
Alas, no one in the Thieves Guild is the marrying type.

10.4 Available Quests



There are 29 different quests available within the Thieves Guild. Twelve of these are Critical Path Quests, while 17 are Radiant Quests or Additional Objectives.

Critical Path Quests

Simply referred to as “quests,” these are the main quests you attempt. All but the first quest require one or more prerequisites, as shown in the following table:

Quest Name	Prerequisites
Thieves Guild Quest: A Chance Arrangement	None
Thieves Guild Quest: Taking Care of Business	Complete Thieves Guild Quest: A Chance Arrangement
Thieves Guild Quest: Loud and Clear	Complete Thieves Guild Quest: Taking Care of Business
Thieves Guild Quest: Meet the Family*	Complete Thieves Guild Quest: Loud and Clear
Thieves Guild Quest: Dampened Spirits	Complete Thieves Guild Quest: Loud and Clear
Thieves Guild Quest: Scoundrel’s Folly	Complete Thieves Guild Quest: Dampened Spirits
Thieves Guild Quest: Speaking with Silence	Complete Thieves Guild Quest: Scoundrel’s Folly
Thieves Guild Quest: Hard Answers	Complete Thieves Guild Quest: Speaking with Silence
Thieves Guild Quest: The Pursuit	Complete Thieves Guild Quest: Hard Answers
Thieves Guild Quest: Trinity Restored	Complete Thieves Guild Quest: The Pursuit
Thieves Guild Quest: Blindsighted	Complete Trinity Restored
Thieves Guild Quest: Darkness Returns	Complete Blindsighted

Radiant Quests

These are usually smaller quests and are split into three subsections. There are “Radiant Quests,” which you can opt to attempt and are grouped together as they affect your relationships with the Guild. There are additional objectives that you can complete to strengthen the ties the Thieves Guild have across Skyrim. Finally, there are City Influence Quests (culminating in you becoming the Guild Leader), which complete your Guild domination across this realm, as merchants and new thieves flock to your sewer.
In some cases, the Additional Objectives are randomized. The prerequisites required to begin every Radiant Quest is in the following table:

Quest Name	Prerequisites
Radiant Quest: No Stone Unturned	None
Radiant Quest: Reparations‡	Complete Thieves Guild Quest: Taking Care of Business
Radiant Quest: Moon Sugar Rush*	Complete Thieves Guild Quest: Meet the Family
Radiant Quest: Armor Exchange*	Complete Thieves Guild Quest: Scoundrel’s Folly
Radiant Quest: The Litany of Larceny*	Complete Thieves Guild Quest: Meet the Family (and finding a Larceny Target in a subsequent quest

‡ Indicates you must have been kicked out of the Guild to begin this Radiant Quest.

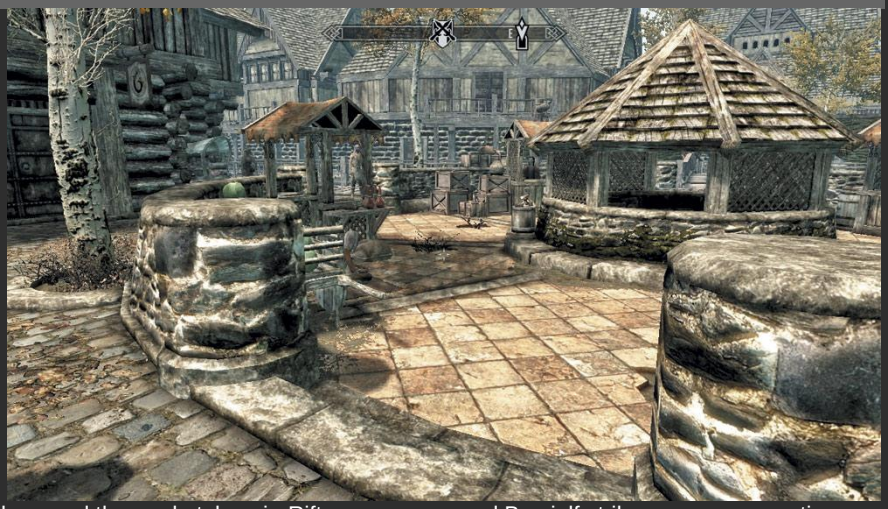
Quest Name	Prerequisites
Additional Job: The Numbers Job	Complete Thieves Guild Quest: Meet the Family
Additional Job: The Fishing Job	Complete Thieves Guild Quest: Meet the Family
Additional Job: The Bedlam Job	Complete Thieves Guild Quest: Meet the Family
Additional Job: The Burglary Job	Complete Thieves Guild Quest: Meet the Family
Additional Job: The Shill Job	Complete Thieves Guild Quest: Meet the Family
Additional Job: The Sweep Job	Complete Thieves Guild Quest: Meet the Family
Additional Job: The Heist Job	Complete Thieves Guild Quest: Meet the Family
City Influence Quest: Silver Lining	Complete Thieves Guild Quest: Meet the Family and 5 Additional Jobs in Markarth
City Influence Quest: The Dainty Sload	Complete Thieves Guild Quest: Meet the Family and 5 Additional Jobs in Solitude
City Influence Quest: Imitation Amnesty	Complete Thieves Guild Quest: Meet the Family and 5 Additional Jobs in Whiterun
City Influence Quest: Summerset Shadows	Complete Thieves Guild Quest: Meet the Family and 5 Additional Jobs in Windhelm
Leadership Quest: Under New Management	Complete Thieves Guild Quest: Darkness Returns and all four City Influence Quests

* = Indicates the quest name does not appear in your Quest menu; check the “Miscellaneous” area for objectives that may appear.

10.5 A Chance Arrangement

Prerequisites: None
Intersecting Quests: Main Quest: A Cornered Rat, Thieves Guild Quest: Taking Care of Business, Thieves Guild Quest: No Stone Unturned
Locations: Riften, The Bee and Barb, Marketplace
Characters: Brand-Shei, Brynjolf, Madesi,
Enemies: None
Objectives: Meet Brynjolf during daytime, Steal Madesi's Ring, Plant Madesi's Ring, Speak to Brynjolf

Sizing up Your Mark



The first time you visit the Bee and Barb or look around the marketplace in Riften, a man named Brynjolf strikes up a conversation with you.



He has an errand he wants your help with, and will reward you with gold.
He tells you to pilfer a silver ring from Madesi's stall in the marketplace while he creates a distraction. You are then to place it in the pocket of a Dark Elf vendor named Brand-Shei.
If you're caught, you're on your own; if you succeed, Brynjolf will have some better-paying schemes. If you've met Brynjolf during the evening or night, he'll be waiting between eight in the morning and eight in the evening for you.
If you met Brynjolf during the night, wait until daylight and meet up again.
Objective: Meet Brynjolf during daytime
Target: Brynjolf, marketplace in Riften
Objective: Steal Madesi's Ring
Target: Madesi's stand, marketplace in Riften

Making Your Mark



Brynjolf is waiting for you by his plaza stand, where he's about to hawk his "amazing" Falmerblood Elixir.
Naturally, this patter is designed to draw a crowd (including Madesi and Brand-Shei), allowing you to quickly move around the plaza's perimeter stone wall and crouch behind Madesi's stall.
(Lockpick [Novice]) Produce your lockpicks and unlock the sliding door under the stall counter; then unlock Madesi's strongbox and quickly rummage around inside.
You can help yourself to any of the items here, but the valuable you're concerned with is Madesi's Silver Ring. Steal it quickly, before any of the city guards spot you.
Attempt this Lockpick only after any city guards pass you by, and you're hidden from view while sneaking.

Madesi's Silver Ring

Objective: Plant Madesi's Ring
Target: Brand-Shei, marketplace in Riften
Creep around so you're unseen by most of the assembled beggars and storekeepers, and position yourself behind Brand-Shei.
(Sneak and Pickpocket) You must now "reverse-pickpocket" the Dark Elf.
This involves Pickpocketing, choosing your own Apparel menu, selecting Madesi's Silver Ring, and giving it to Brand-Shei to finish the technique, without being seen by anyone.
As this is likely your first attempt at such an action, you have a slight boost to your Pickpocket skill, but don't expect this to happen again!
If you're successful, Brand-Shei is mistaken for a thief and hauled away to Riften prison. Your paths may cross again in the future....
Objective: Speak to Brynjolf
Target: Brynjolf, marketplace in Riften

Caution

If you're arrested, you leave Riften, wait more than half a day to complete Brynjolf's objective, or you murder someone during his distraction. Thieves Guild Quest: A Chance Arrangement still completes.
However, there is no reward, and Brynjolf isn't pleased with your inadequacy. This is not the way to impress a future mentor!
Quest Conclusion
Speak to Brynjolf after the misdirection goes down, and he congratulates (and rewards) you if the plan was a success. You receive no monetary gain if you failed.
Then he mentions his organization has been having a run of bad luck, but quickly mentions that there's more money to earn if you can handle it.
Reply that you can, and Brynjolf recommends you meet him at the Ragged Flagon tavern, deep inside Riften's subterranean Ratway.
Items obtained:
100 gold pieces

POSTQUEST ACTIVITIES

Thieves Guild Quest: Taking Care of Business is now active. After this quest concludes, stay for a moment and watch the guard arrest Brand-Shei.
He's hauled off toward Mistveil Keep and spends a week there before being released back into Riften. Visit him during this time if you like, but he doesn't have much to say to the likes of you!
If you encountered a man named Maul close to Riften's north gate, you have another chance to get to know the Thieves Guild, but only if you're carrying an Unusual Gem you may have found scattered around Skyrim.
Consult Thieves Guild Quest: No Stone Unturned for more information. Maul points you toward Brynjolf if you're not yet a member of the Thieves Guild.

10.6 Taking Care of Business

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Prerequisites: Complete Thieves Guild Quest: A Chance Arrangement
Intersecting Quests: Thieves Guild Quest: Loud and Clear
Locations: Riften, The Bee and Barb, Haelga's Bunkhouse, Pawned Prawn, Ragged Flagon, Ratway
Characters: Bersi Honey-Hand, Brynjolf, Haelga, Keerava, Talen-Jei, Vekel the Man,
Enemies: Drahff, Hewnon Black-Skeever
Objectives: Locate Brynjolf at the Ragged Flagon, Collect Keerava's debt, Collect Bersi Honey-Hand's debt, Collect Haelga's debt, (Optional) Use Talen-Jei to get to Keerava, (Optional) Smash Bersi's prized Dwarven Urn, (Optional) Steal Haelga's Statue of Dibella, Return to Brynjolf

To the Tavern

Objective: Locate Brynjolf at the Ragged Flagon
Target: Ragged Flagon, in the Ratway in Riften



Begin with this objective already active. Search for the entrance to the Ratway, which is under the Grand Plaza by the water's edge, on the town's south side.
Once you're through the iron gate, prepare to stumble across a couple of inept thugs looking for a victim to mug. You can sneak by them if you wait until Drahff patrols the Ratway entrance and Hewnon has his back to you.
Now continue through this small maze of interlocking sewage tunnels. Watch for a hanging oil trap and a bear trap along the way. If your Lockpick skill is high enough, there's a chamber to check out, but your main purpose is finding the Ragged Flagon.



The tavern has a unique floorplan, being constructed within the space below Riften's central well.
When you spot Brynjolf, he is conversing with the barkeep, Vekel the Man, about Brynjolf's predicament with his "organization."
Speak to Brynjolf, and he asks if you'd be interested in handling a few deadbeats for him. Do a good job, and Brynjolf predicts a permanent place in his guild.
Ask how to collect the dues owed, and Brynjolf recommends anything short of killing them.
Objective: Collect Keerava's debt
Target: Keerava, in the Bee and Barb in Riften
Objective: Collect Bersi Honey-Hand's debt
Target: Bersi Honey-Hand, in the Pawned Prawn, in Riften
Objective: Collect Haelga's debt
Target: Haelga, in Haelga's Bunkhouse in Riften
(Optional) Remain in the Ragged Flagon for a moment and quiz Brynjolf on each of the targets to gain more information.
You learn about Keerava's lover Talen-Jei, Bersi's love of dwarven pottery, and Haelga's devotion to the goddess Dibella. Be sure your quest updates with the following:
Objective: (Optional) Use Talen-Jei to get to Keerava
Objective: (Optional) Smash Bersi's prized Dwarven Urn

Objective: (Optional) Steal Haelga's Statue of Dibella

Shopkeeper Shakedowns

Return to the surface, ensuring you activate the lever in the Ratway that lowers the bridge, enabling a fast exit. Now visit each of the three shopkeepers on Brynjolf's list, while remembering the following:
You can approach any of the three shopkeepers in any order. Apply the information you've learned...
You may impose your unarmed prowess against them but can do so only the first time you talk to your target. Be sure you begin this from a conversation, or you'll have the whole town against you!
Once two of the three shopkeepers have paid up, the third has heard of your intimidation and hands over their payment without any fuss.
You must collect all three payments before returning to Brynjolf to complete the quest. Brynjolf is essentially expecting 300 gold.
If you spend some of the payments the shopkeepers gave you (dropping your total below 300), Brynjolf won't be satisfied until you bring the entire amount. No skimming!

Keerava's Comeuppance



Enter the Bee and Barb, and venture toward Keerava. You may:
(Brawl) Speak to her before pummeling her with your fists. Once she's knocked down, she pays up.
Or tell her you've finished wasting your time talking to her. Then seek out Talen-Jei.
Talen-Jei is usually inside the tavern, close to his lover. Converse with him and tell him to talk some sense into Keerava. He lets you in on the location of Keerava's family.
This is something you can use to your advantage. Return to her and threaten to visit "that farm in Morrowind." Her bravery falters. She begs you not to hurt her family and then pays up.



Items gained:
100 gold pieces

Bersi's Reimbursement



Enter the Pawned Prawn and locate Bersi Honey-Hand at the counter. You can:
(Brawl) Tell him to shut his mouth, and beat him down with your fists until he pays his dues.
Or tell him you've had enough of this banter and look around the room for something to break.



Behind you is a rather fine example of dwarven pottery. Produce your favored smashing implement and strike the urn until it shatters. Ignore the yells from Bersi and his wife.
When the pottery is in pieces, return to Bersi and ask if he wants anything else broken. This does the trick, and he hands over the gold he owes.
Items gained:
100 gold pieces

Haelga's Hostage



Step into Haelga's Bunkhouse and find the proprietor. You're able to:
(Brawl) Tell her that she'll have to pay in more than just coin, and beat her into agreement.
Or inform her that the Guild has run out of patience with her. Gaze around the interior for something to steal.



On the wall near the door is a small shrine dedicated to the goddess of women, Dibella. Steal the Statue of Dibella, then return to Haelga and threaten to drop it down a well.
Soon the monies owed appears in your hands.
Items gained:
100 gold pieces
Objective: Return to Brynjolf
Target: Ragged Flagon, in the Ratway in Riften
The Ripper of Riften: Remember all that talk about keeping the targets alive? Well, you can completely disregard that and murder any or all of the targets!
Aside from forfeiting the potion rewards, you receive a severe dressing-down from Brynjolf, who takes exception to your actions. But the quest still completes.

QUEST CONCLUSION

Find Brynjolf back in the Ragged Flagon. He's impressed you managed to both acquire the gold and keep it "clean"—not resorting to bloodshed. In return for your services, he gives you a cut of the gold you've collected and offers you the following:
Items gained:
One Poison [random]
One Healing potion [random and leveled]
Fortify Stealth Skill potion [random and leveled]
Brynjolf recognizes the telltale signs of a practiced thief in you and thinks you'll fit in with the rest of the team. After telling you not to worry about the rough patch the Guild has been in, Brynjolf offers to show you what the Thieves Guild is all about.

POSTQUEST ACTIVITIES

Thieves Guild Quest: Loud and Clear is now active.

10.7 Loud and Clear

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Prerequisites: Complete Thieves Guild Quest: Taking Care of Business
Intersecting Quests: Thieves Guild Quest: Additional Jobs, Thieves Guild Quest: Larceny Targets, Thieves Guild Quest: Dampened Spirits
Locations: Goldenglow Estate, Goldenglow Estate Basement, Goldenglow Estate Second Floor, Riften, Ragged Flagon, Cistern, Ratway
Characters: Brynjolf, Delvin Mallory, Maven Black-Briar, Mercer Frey, Tonilia, Vex,
Enemies: Aringoth, Mercenaries, Skeevers
Objectives: Follow Brynjolf, Listen to Mercer Frey, Talk to Brynjolf, Burn three beehives, Clear out Aringoth's safe, (Optional) Speak to Vex about, Goldenglow Estate, Meet the Family: Learn more about the Thieves Guild from Vex, Meet the Family: Learn more about the Thieves Guild from Delvin, Meet the Family: Retrieve your Thieves Guild Armor from Tonilia, (Optional) Enter Goldenglow using the sewer, (Optional) Obtain the key to Aringoth's safe, Return to Brynjolf

Do as You're Told, and Keep Your Blade Clean

Objective: Follow Brynjolf
Target: Ragged Flagon, in the Ratway in Riften



You begin this quest with the previous objective already active. Follow Brynjolf into the Ragged Flagon's Cistern. The time has come to meet the rest of his team, including the leader of this small operation—Mercer Frey.
Objective: Listen to Mercer Frey
Objective: Talk to Brynjolf
Target: Mercer Frey and Brynjolf, in the Cistern in Riften
Mercer Frey is initially suspicious of you and tells you that acting like a maverick will result in a docking of your pay. You may be with thieves, but there is a code to uphold.
Once you agree, Mercer Frey has a job for you, one that Brynjolf is worried may be much too difficult.
It involves infiltrating Goldenglow Estate, just outside of town; even one of Mercer's own found this job too dangerous.
The farm's proprietor is no longer honoring his bargain with the Guild; you must go there to teach him a lesson.
Brynjolf suggests you speak to more of the Guild members to gain a better perspective of both your task and the Guild in general.
Objective: Burn three beehives
Objective: Clear out Aringoth's safe
Target: Beehives, Goldenglow Estate
Ask Brynjolf about the Goldenglow job. The farm is owned by some smart-mouthed Wood Elf named Aringoth. Honey production is a valuable commodity on the farm, so setting fire to some of the hives there is your first instruction.
Then clear out the safe inside the main house. You can't set the whole place ablaze, though, as an important client with ties to Goldenglow Estate would be furious.
Ask for more information, and Brynjolf mentions the estate is guarded by mercenaries; the entire island is fortified, and Brynjolf recommends you find out more from Vex, who already scouted the area and narrowly missed being killed.
Objective: (Optional) Speak to Vex about Goldenglow Estate
Objective: Meet the Family: Learn more about the Thieves Guild from Vex
Objective: Meet the Family: Learn more about the Thieves Guild from Delvin
Objective: Meet the Family: Retrieve your Thieves Guild Armor from Tonilia
Target: Ragged Flagon, in the Ratway in Riften
Back in the Ragged Flagon, seek out Vex, who sees the recent Guild problems as a run of bad luck.
You can speak to her about some extra work: This starts the Thieves Guild Quest: Additional Jobs (consult this quest for more information). You can also pay her to train you in Lockpicking if you have the coin.
Lastly, if you ask her about Goldenglow, she mentions a sewer access point running under the estate, which could be a more clandestine way of entering the premises.
Objective: (Optional) Enter Goldenglow using the sewer
Target: Goldenglow Estate
A few years ago, the Ragged Flagon was as busy as an Imperial City, but speak to Delvin Mallory and he firmly believes a curse was responsible for the Guild's downfall.
Speak to him, and he offers you the chance to earn more coin: This starts the Thieves Guild Quest: Additional Jobs (consult this quest for more information).
He can also train you in the art of Sneaking, provided you have the gold to pay him.
Speak with Tonilia, who gives a "warts and all" review of this little Guild—you're only as good as the gold you're bringing in.

She buys and sells, but on this one occasion, she has something for free; you're given your Thieves Guild attire. You can now begin your first major infiltration!

Items gained:

Thieves Guild Boots (Fortify Pickpocket)
Thieves Guild Armor (Fortify Carry)
Thieves Guild Gloves (Fortify Lockpicking)
Thieves Guild Hood (Fortify Speech)

Compare the statistical increases of this attire to your normal apparel and see which you favor; the magical bonuses offered by the Thieves Guild clothing makes them extremely useful.

Goldenglow Estate: Reconnoiter



The Goldenglow Estate consists of three connected islands in the middle of a lake. How you choose to access this location influences how dangerous this task becomes.

Bear in mind any or all of the following plans before you set foot on Aringoth's property.



To enter the property, you can:

Slay the gate guard at the main gates and search his corpse for the key to the main gates. Use this to unlock the main gates for an easier way onto the island.

Fire on the mercenaries from a distance and take down any you can before setting foot on the islands.

Swim around to the jetty behind the main building, and sneak up to the house from this point.

Locate the sewer entrance on the northwest side as Vex described. Drop down and follow it to the back entrance of the estate house.

There are other helpful methods of completing this task. You can:

Infiltrate the estate under cover of darkness; this makes you less likely to be spotted by the mercenary guards.

Complete the beehive destruction first, as this lures more mercenaries out of the estate house, helping your main infiltration.

Throw caution to the wind and wade into the establishment. Although not normally tolerated, killing any mercenaries. This isn't a problem.

(Sneak) You may also utilize Sneak throughout this task, creeping around to either estate entrance and moving through the house, launching Sneak attacks on enemies you cannot pass before hiding and continuing on.

There is a locked rear entrance to the estate building just near the exit from the sewers. It's a difficult lock but a great way to slip inside unseen.

BEEHIVE BURN



Set the bees ablaze, but don't snuff out all the hives. Do this at any time, but coaxing more mercenaries out of the house before you enter the dwelling means you can fight them in an open area and at distance, which is easier.
Burn the hives before or after alerting the mercenaries. You can:
Use a ranged fire attack (such as a fireball or arrow fired from a flame-enchanted bow).
Use a melee-range fire attack (such as a torch).
Continue with this ransacking until three of the hives are alight. Ignore the other hives or face a dock in your reward and an annoyed Brynjolf if you set more than three ablaze.

SNEAK TO THE SAFE
Objective: (Optional) Obtain the key to Aringoth's safe
Target: Aringoth, Goldenglow Estate



No matter which route (or entrance) you took to infiltrate the estate house, once inside, an additional objective becomes available: As Aringoth's safe is tricky to unlock, you may wish to seek out Aringoth and take both of his keys.
If you want them, head up to the second floor and search for the Wood Elf. You may be able to avoid further bloodshed. You can:
(Persuade) Try a little light threatening to make him hand over the key.
(Fight) Or use violent bloodshed, a normally frowned-upon plan but one sanctioned for this task.
(Sneak) You may also be able to sneak up to his room and pickpocket the key from him.
Items gained:
Goldenglow Cellar Key
Goldenglow Safe Key

Quest: Larceny Target

Aside from helping yourself to any valuables you find throughout your estate infiltration, keep a lookout for your first Larceny Target: The Queen Bee Statue is found on a bedside table upstairs in Aringoth's bedroom.
Sell it to Delvin or keep it if you wish. Consult the Thieves Guild Quest: Larceny Targets for further information.
Items gained:
Queen Bee Statue



If you don’t want the hassle of confronting Aringoth for the keys, head to the gate door that leads to the cellar. You can:
(Lockpick [Novice]) Unlock it using your skills.
Or utilize the Goldenglow Cellar Key.
After navigating down more steps and encountering additional mercenaries, you finally locate the safe. You can:
(Lockpick [Expert]) Utilize your talents and open the safe.
Or use the Goldenglow Safe Key, which you pried from Aringoth.
Inside the safe is the Goldenglow Bill of Sale and some gold. Take everything!
Items gained:
Goldenglow Bill of Sale
Objective: Return to Brynjolf
Target: Ragged Flagon, in the Ratway in Riften
QUEST CONCLUSION
Locate Brynjolf in the Ragged Flagon and hand the Bill of Sale over to him. Assuming you burned the correct number of beehives, he rewards you with gold for your troubles.
The Bill of Sale is of particular interest, as it reveals that the estate was purchased by an unidentified buyer who seems to be aligning against the Thieves Guild!
The note has a strange dagger symbol on it, but no one is certain what it means. Maven Black-Briar will be furious now that she’s been cut out of a deal. Brynjolf rewards you and then tells you it is time to meet the real power behind the Guild.
Items gained:
Leveled gold pieces
POSTQUEST ACTIVITIES: MEET THE FAMILY

Note

Thieves Guild Quest: Dampened Spirits is now active. After your induction into the Thieves Guild, you are requested to speak to Vex and Delvin Mallory about Thieves Guild Quest: Additional Jobs.
* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.
Now that Mercer Frey has fully inducted you into the Thieves Guild, there are now several benefits of having close ties to this organization, which are available to you from this point on:
The Caches hidden in Riften are now available. Consult the City Influence Quests: Ultimate Rewards table to learn more about these.
The hidden Hall of the Dead Mausoleum entrance for the Thieves Guild is now accessible from the graveyard. Press the button on the face of the mausoleum.
The entire slab slides into the wall, leading to some steps to a hatch and into the Cistern. This means you need not traverse the Ratway any longer and can Fast-Travel directly to this location, as it becomes a map marker!
You can now bribe and pay off Guards in The Rift, giving you more options for dealing with any bounties you may acquire. See the Crime and Punishment section for details.
You are now part of the Thieves Guild faction! Everything contained within the Cistern (including Guild chests, books, and anything else you may have wanted to steal) can now be looted!

10.8 Dampened Spirits

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Prerequisites: Complete Thieves Guild Quest: Loud and Clear
Intersecting Quests: Thieves Guild Quest: Additional Jobs, Thieves Guild Quest: Larceny Targets, Thieves Guild Quest: Scoundrel's Folly
Locations: Honningbrew Meadery, Honningbrew Basement, Honningbrew Boilery, Riften, The Bee and Barb, Black-Briar Manor, Cistern, Ratway, The Ragged Flagon, Whiterun, The Bannered Mare
Characters: Brynjolf, Commander Caius (if Imperials hold Whiterun), Mallus Maccius, Maven Black-Briar, Sabjorn, Sinmir (if Stormcloaks hold Whiterun)
Enemies: Frostbite Spider, Hamelyn, Venomfang Skeever,
Objectives: Speak to Maven Black-Briar, Speak to Mallus Maccius, Speak to Sabjorn, Poison the Nest, Poison the Honningbrew Vat, Return to Sabjorn, Attend the tasting ceremony, Speak to Mallus Maccius, Identify Sabjorn's silent partner, Return to Maven Black-Briar, Return to Brynjolf

A Plan Is Brewing

Objective: Speak to Maven Black-Briar
Target: Black-Briar Manor or the Bee and Barb in Riften



You begin this quest with the previous objective already active. Leave the Ragged Flagon and find Maven.



You can be as flippant or sycophantic as you like in your responses to this ale baroness; she still has a particular role for you to undertake once you agree to it.
This involves her only real competition in Skyrim: the Honningbrew Meadery located close to Whiterun.
With the mead production of the Goldenglow Farm being interrupted, this has a knock-on effect with her production too.
Her rival, a Nord named Sabjorn who owns the Honningbrew Meadery, cannot be allowed to up his production and cut into her profits.
You're to head to Whiterun and seek out Mallus Maccius, Sabjorn's disgruntled assistant (and unofficial contact for Maven), and hatch a plan to bring Sabjorn down.
Maven is also keen to learn who backed Sabjorn financially.
Objective: Speak to Mallus Maccius
Target: The Bannered Mare in Whiterun



Enter Whiterun and the Bannered Mare, before locating the weasel-like Mallus Maccius. He has already formulated a plan to bring Sabjorn down:



The Honningbrew Meadery has a well-known Skeever infestation (partly because he told the townsfolk about it).
The vermin are interfering with Sabjorn's latest batch of "Honningbrew Reserve," which is being readied for Whiterun's Captain of the Guard.
A tasting ceremony cannot be held until the meadery is cleared of Skeevers. This is where you come in.
You're to pose as a helper, ready to poison the rodents, but you'll also sabotage the brewing vats too.
Objective: Speak to Sabjorn
Target: Honningbrew Meadery

Caution

This upcoming plan is one of infiltration, not violence: Do not target Sabjorn or Mallus in battle.

Sabjorn's Subjugation



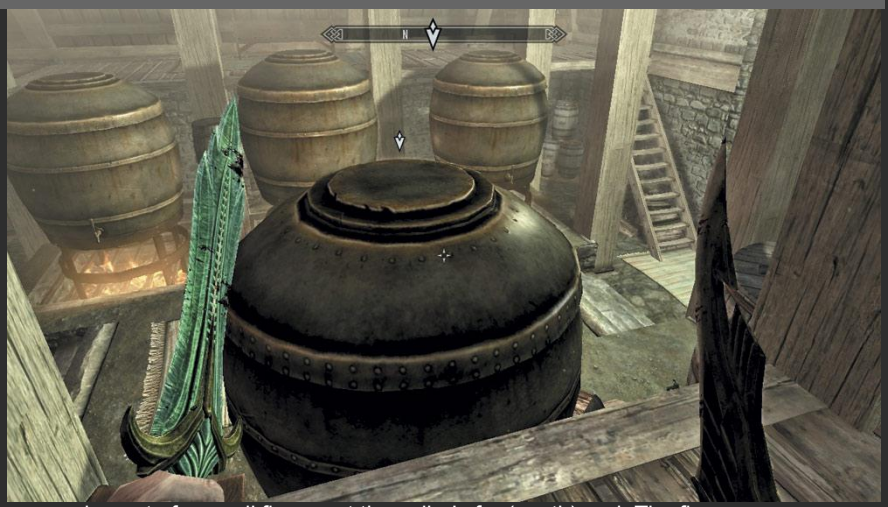
You can ask Mallus further questions to gain more understanding of the situation if you wish. Then travel a short distance to the meadery and enter the main building.
Sabjorn is just inside, worried about his Skeever problem and annoyed that his no-good assistant Mallus isn't around to help. After agreeing to help, you can:



(Persuade) Request payment in advance.
(Intimidate) Threaten him to obtain a payment in advance.
Agree to receive the payment once the job is done. This isn't the most prudent of options.
If you're successful in your Persuasion or Intimidation, Sabjorn agrees to pay you half your reward (500 gold pieces) now.
Items gained:
Honningbrew Meadery Key
Pest Poison
500 gold pieces
Objective: Poison the Nest
Objective: Poison the Honningbrew Vat
Target: Nest and vat, inside Honningbrew Meadery



Head into the barrel storage room and venture into Honningbrew Basement. The door is only accessible once Sabjorn gives you the key.



Watch for bear traps and a Venomfang Skeever scurrying out of a small fissure at the cellar's far (south) end. The fissure opens up into underground warrens.
Bring down any Venomfang Skeevers and a small family of Frostbite Spiders as you continue south. Locate the mound of straw and the chest. Poison this nest.
During this frenzied clearing, you should begin to uncover the source of the Venomfang Skeever infestation:
It didn't begin by accident but rather is the result of a series of macabre experiments undertaken by a mad mage named Hamelyn.

He had constructed a makeshift laboratory at the nest site, where he has been creating these fiends.
If you slay him, you can read his journal, which speaks of his exile from Winterhold and his strange notion of being a “parent” to his army of Skeever.
However, to defeat him, you’ll need to attack with cunning, as he’s tough. Check any nearby chests for some particularly satisfying loot.
Continue farther into the warrens and up into a second cellar. Open the door in the eastern wall leading into the Honningbrew Boilery.
Step up to the Honningbrew Reserve vat and poison it.
You need poison only one vat. Then leave via the door leading outside.
Objective: Return to Sabjorn
Back in the meadery tasting room, inform Sabjorn that the job is finished, and claim the rest (or all) of your reward. Alas, Sabjorn isn’t prepared to pay you until after the tasting ceremony.
Objective: Attend the tasting ceremony
Target: Honningbrew Meadery



Step back and watch the Captain of the Guards—Commander Caius (if Whiterun is under Imperial rule) or Commander Sinmir (if Whiterun is under Stormcloak control during the Civil War)—as he impatiently asks for a flagon of Sabjorn’s latest reserve.
After Sabjorn proudly plonks it down, the Commander drinks from the poisoned reserve and certainly finds the taste not to his liking. He escorts a bewildered Sabjorn out of the building, with the intention of imprisoning him in Whiterun’s Dragonsreach prison for almost poisoning him, and temporarily puts Mallus in charge of the meadery!

Tip

Success or not, you don’t receive any additional payment from Sabjorn. Remember to shake him down earlier for half the proposed payment!
Objective: Speak to Mallus Maccius
Target: Honningbrew Meadery

Keeping the Mead Flowing

Find Mallus Maccius skulking around the meadery. He can’t believe how well the plan went. Tell him you need to look at Sabjorn’s books. He hands you a key and tells you to look upstairs, in Sabjorn’s desk:
Items gained:
Sabjorn’s Dresser Key
Objective: Identify Sabjorn’s silent partner
Target: Sabjorn’s dresser, inside Honningbrew Meadery



After speaking to Mallus about future operations for this meadery (it is now effectively in Black-Briar hands), head upstairs from the barrel storage room and use the Honningbrew Meadery Key to open the bedroom door (which is otherwise [Adept] level to unlock). Now open the dresser with Sabjorn’s Dresser Key. There’s a Promissory Note inside.
Items gained:
Promissory Note
Objective: Return to Maven Black-Briar

Target: Black-Briar Manor or the Bee and Barb, in Riften

Quest: Larceny Target

You'd do well to unlock the door (Hard) inside Sabjorn's bedroom just after obtaining the Promissory Note. There's a Honningbrew Decanter on the table inside the room.

Take the Decanter and hand it to Delvin Mallory for a cash reward. Consult the Thieves Guild Quest: Larceny Targets for further information.

Items gained:

Honningbrew Decanter

QUEST CONCLUSION

Head back to Riften and seek out Maven, handing over the Promissory Note when she asks. The strange marking (a dagger symbol) you saw on the Goldenglow Estate deed is also on this note.

Maven wants you to bring this information to the Thieves Guild immediately. Then you're given your payment.

Items gained:

Leveled Enchanted Weapon

Objective: Return to Brynjolf

Target: The Ragged Flagon, inside the Ratway in Riften

Locate Brynjolf (either in the Ragged Flagon or the adjacent Cistern). He already knows about the fate of Sabjorn; in fact, he thinks this is a good example of how the Thieves Guild's system works.

But there is something else; the strange symbol is beyond coincidence. Brynjolf believes someone is trying to drive a wedge between Maven and the Guild.

A furious Mercer believes he's figured out how to reveal this new thorn in the Guild's side and wants to meet you right away.

POSTQUEST ACTIVITIES

Thieves Guild Quest: Scoundrel's Folly is now active. Optionally speak to Vex and Delvin Mallory and continue Thieves Guild Quest: Additional Jobs.

Optionally visit Mallus at the Honningbrew Meadery; he is now the bartender and a Fence, allowing you to sell him stolen goods.

The first time you return to the meadery, all of the external signs have been changed to "Black-Briar" and all the Honningbrew Mead is gone, replaced by Black-Briar Mead. Maven works with a swiftness that matches her machinations and cunning!

Items gained:

Mallus: Fence

10.9 Scoundrel's Folly

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Minor Spoilers

Prerequisites: Complete Thieves Guild Quest: Dampened Spirits
Intersecting Quests: Thieves Guild Quest: Additional Jobs, Thieves Guild Quest: Larceny Targets, Thieves Guild Quest: Speaking With Silence
Locations: East Empire Company, East Empire Company Warehouse, Brinewater Grotto, Riften, Cistern, Ratway, The Ragged Flagon, Solitude, Blue Palace, The Winking Skeever
Characters: Brynjolf, Delvin Mallory, Gulum-Ei, Mercer Frey, Tonilia
Enemies: Bandit, East Empire Dockworker, East Empire Warden, Horker
Objectives: Speak to Mercer Frey, (Optional) Speak to Brynjolf, Speak to Gulum-Ei, Steal case of Firebrand Wine, Get information from Gulum-Ei, Shadow Gulum-Ei, Confront Gulum-Ei, Return to Mercer Frey, Speak to Tonilia about exchanging a piece of armor, Find an Alternative Source of Information

An Argonian with Answers

Objective: Speak to Mercer Frey
Target: Cistern or the Ragged Flagon, in the Ratway in Riften
You commence this quest with the previous objective already active.
Speak to Mercer, who reckons the entity responsible for weakening the Thieves Guild is certainly cunning and shares similar methods to his own!
But the Promissory Note refers to a name that Mercer knows as a nom de plume of an Argonian named Gulum-Ei.
He's the Guild's inside man at the East Empire Company and needs to be shaken down regarding his role in this nefarious plot.
Objective: (Optional) Speak to Brynjolf
Target: Cistern or the Ragged Flagon, in the Ratway in Riften
Objective: Speak to Gulum-Ei
Target: Gulum-Ei, in Solitude
Find Brynjolf, who seems surprised that an Argonian as hapless as Gulum-Ei could be involved in such schemes.
Gulum-Ei is an adept scammer but lacks the brains to devise a plan to weaken the Guild. Still, this lizard is stubborn. You'll likely need to buy him off or follow him to see what he's up to.
But you must keep him alive; killing someone as valuable to the Guild as Gulum-Ei is not an option. Before you leave, you can learn more about the East Empire Company and the Argonian by further conversation.



Track Gulum-Ei down to a location within the walls of Solitude. His usual haunt is the Winking Skeever tavern (indeed, he remains here once this quest concludes, providing he survives to the end of this quest).



Gulum-Ei seems overly dismissive, denying involvement with the Goldenglow Estate; he says he only deals in goods.

But when you use the “code name” of Gajul-Lei (that was in the Promissory Note), he softens a bit but can’t remember every detail. Jog his memory by:
(Persuade) Asking him to identify the buyer, after which the Guild will forget his involvement.
(Bribe) Asking him what it would take to identify the buyer.
(Intimidate) Threatening to kill him.
If the first or third plans are successful (or when you return the Firebrand Wine Case, below), Gulum-Ei reveals that he was approached by a woman who wanted him to act as a broker for the Goldenglow Estate purchase.
The only other information he gives is she was quite angry at Mercer Frey but never mentioned why. But for the bribe, the lizard is after something more than gold: a case of Firebrand Wine.
(Gulum-Ei is really not being helpful here. He’s sidestepping the truth and showing his true colors as a scam artist. You will ultimately have no choice but to follow him and see if he’s up to something.)

Tip

You may wish to choose bribery over other techniques, as Gulum-Ei rewards you with Soul Gems if you retrieve the wine, and these are always helpful to have!
Objective: Steal case of Firebrand Wine
Objective: Get information from Gulum-Ei
Target: Blue Palace, in Solitude



Bribery: Finding the Firebrand Wire

If you choose bribery when speaking to Gulum-Ei, he requests a case of Firebrand Wine that he knows is kept in the Blue Palace. Travel there (it is still within the walls of Solitude), and head to Elisif’s room to pick up the case.
The quest updates, and you should return to him. Hand over the case and receive a reward for your troubles.
Items gained:
Firebrand Wine Case
Leveled Soul Gem (3)
Gulum-Ei finally reveals that he was approached by a woman who wanted to use Gulum-Ei as a broker for “something big”: the Goldenglow Farm deeds.
He didn’t ask too many questions, but the woman did seem angry and directed much of the anger toward Mercer Frey.
You won’t get anything more from Gulum-Ei, and as you’re under strict instructions not to spill any Argonian blood, there’s only one other pertinent action to take: follow him.
Objective: Shadow Gulum-Ei

Down on the Docks

With the conversation over, Gulum-Ei leaves for the East Empire Company. Follow him at a safe distance.
If he notices you following, he’ll wave you off and ask you to stop, but this will not hinder his progress toward the warehouse.
Instead, keep farther back or dive into cover and remain at a greater distance as he continues down onto the docks, onto the main waterside jetty, past the warehouse store, and into the warehouse itself.
This is where your proper shadowing begins.



Once inside the warehouse, continue to sneak, keeping your distance. If Gulum-Ei spots you and yells for help, engage any East Empire Wardens who react violently to your trespassing.
Just past the guard station, you can walk up a log leaning against the shelves, and gain some height. This provides a good view of the warehouse and keeps you out of the guards' path.
You can also swim across, but be careful nobody sees you when you emerge on the warehouse's other side.
Whether you're keeping this shadowing clandestine (without combat) or carnage-filled (after Gulum-Ei raises the alarm), the Argonian continues to the same place and seems to disappear into the storage bays.
Depending on whether you've been spotted, he runs frantically or strolls into the water underneath the large barrel and stairs along the north side of the gigantic warehouse cavern.
Be careful when he walks close to the large door at the front of the warehouse, as he changes the ledger and doubles back shortly, making you easy to spot if you take this opportunity to move.
Gulum-Ei now heads up a ramp and enters the Brinewater Grotto. Before you follow him inside, visit the foreman's office and obtain the East Empire Shipping Map.
Objective: Confront Gulum-Ei
Target: Gulum-Ei, in Brinewater Gully

Tip

The art of shadowing occurs once Gulum-Ei enters the East Empire Warehouse. The wardens inside are hostile when they see you. They are not Solitude Guards, so you won't increase your Crime in Haafingar Hold.
However, it is far better to sneak through here without being detected.

Quest: Larceny Target

Inside the East Empire Company Warehouse is a dock overseer's hut, on the higher ground in the northwest corner.
Climb up to it and take what you wish to steal, but make sure one of these items is the East Empire Shipping Map. Remember to return it to Delvin Mallory for a cash reward.
Items gained:
East Empire Shipping Map

Gulum-Ei's Grotto Confession



Inside the grotto, be ever mindful of the trip-wire traps at your feet, unless you want a mace to the face.
Expect to face bandits in this location, which continues along an underground river to a storage area and a Horker pen.
Witnessing your dogged determination, Gulum-Ei suddenly becomes a lot more forthcoming with information, claiming he was approached by a Dunmer named "Karliah" who murdered someone named Gallus and was headed to "where the end began."
He hands over the Bill of Sale as further proof, and a goodwill gesture. This exhausts your interrogation tactics. Remember to keep Gulum-Ei alive afterwards!
Items gained:
Goldenglow Bill of Sale.

Tip

Killing Gulum-Ei is both unwise and foolish, as he becomes a Fence for the Thieves Guild from this point on. You'll find him based out of the Winking Skeever in Solitude.

Objective: Return to Mercer Frey

Target: Cistern or the Ragged Flagon, in the Ratway in Riften

Depart for Riften. Once you're back in the Cistern, reveal your information to Mercer Frey. Frey's demeanor changes for the first time; he seems shocked and stammers when you mention Karliah's name.

Mercer tells you Karliah is a murderess, killing Mercer's former colleague Gallus in cold blood. Then she vanished...until now!

Mercer is sure she's back to kill him, as the only remaining Guild member from the old days.

Mercer knows she must be at Snow Veil Sanctum, and you must venture there to kill her before she disappears again. Now ready yourself by obtaining some additional armor as a reward.

Objective: Speak to Tonilia about exchanging a piece of armor

Target: Tonilia, at the Ragged Flagon, in the Ratway in Riften

AN EARLY ARGONIAN ENDING

Was Gulum-Ei slain during this quest before he revealed any information about Karliah? Then the objectives change. "Shadow Gulum-Ei" or "Confront Gulum-Ei" now fail.

Objective: Find an Alternative Source of Information

You must journey via the route that Gulum-Ei takes to a chest located in Brinewater Grotto. Inside is a note.

Items gained:

Note: *Gulum-Ei's Confession*

The note is written by Gulum-Ei to his brother. It, too, reveals the name of Karliah, her murder of Gallus, and the fact that she's after Mercer Frey, heading to "where the end began."

You are now instructed to return to Brynjolf. As expected, killing Gulum-Ei results in a severely negative reaction from both Brynjolf and Mercer, and you won't be able to exchange any of your armor.

Follow instructions, won't you!

QUEST CONCLUSION

This is purely optional: Visit Tonilia and choose which section of Guild clothing you wish to trade for the new (and improved) section. You receive an enhanced version of only one of the following:

Items gained:

Thieves Guild Boots (Improve Pickpocket 25%)
Thieves Guild Armor (+35 Carry Weight)
Thieves Guild Gloves (Improve Lockpick 25%)
Thieves Guild Hood (Improve Prices 15%)

POSTQUEST ACTIVITIES

Thieves Guild Quest: Speaking with Silence is now active. Continue Thieves Guild Quest: Additional Jobs; it is in your best interest to increase the Guild's influence over many Holds in Skyrim.

10.10 Speaking with Silence

Major Spoilers

Prerequisites: Complete Thieves Guild Quest: Scoundrel's Folly
Intersecting Quests: Thieves Guild Quest: Additional Jobs, Thieves Guild Quest: Larceny Targets, Thieves Guild Quest: Hard Answers
Locations: Riften, Cistern, Ratway, The Ragged Flagon, Snow Veil Sanctum,Snow Veil Catacombs
Characters: Karliah, Mercer Frey
Enemies: Draugr
Objectives: Meet Mercer Frey outside Snow Veil Sanctum, Enter Snow Veil Sanctum, Find Karliah, Speak to Karliah

A Crypt of Snares and Traps

Objective: Meet Mercer Frey outside Snow Veil Sanctum
Objective: Enter Snow Veil Sanctum
Target: Mercer Frey, outside Snow Veil Sanctum



You commence this quest with the previous objective already active. Travel to the icy Tundra and locate Mercer standing outside the cairn entrance to the Sanctum.
He wants you to lead him into the underground catacombs.
Before you head inside, speak to Mercer to gain more information about how Gallus died, about Karliah, and about other matters that are informative but not critical to this quest.
After you drop into the circular depression, wait for Mercer to open the door into the Snow Veil Catacombs.
Objective: Find Karliah
Target: Karliah, in Snow Veil Sanctum



Ready your favored offensive equipment or magic, and venture into the vast connecting crypts filled with burial urns and intermittent Draugr attacks.
Be constantly on the lookout for traps, such as the swinging gate just to the right of the first portcullis chain in the first coffin chamber.
As the Draugr dislodge from the wall, you may also rely on Mercer to follow up with his own (exceptional) strikes; he appears to be supremely adept at bladed combat.
Deeper into this dungeon, beware of bear traps, a hanging oil lamp with which to burn Draugr (but hopefully not yourself), and a trip wire to trigger further Draugr incursions.
Watch for the rattling bone chimes; brushing against them summons more Draugr. When you reach the upper caged stone paths, you're close to entering the actual Sanctum.

Quest: Larceny Target

Just before the corridor to the upper caged stone paths, there's a large open chamber with several Draugr to fight and a low central platform with two coffins on it.
Head south, up the wooden steps. Follow the corridor south and around to the north, to an upper balcony and pedestal.

Your Larceny Target is either resting on the pedestal or has fallen off it. Remember to return it to Delvin Mallory for a cash reward.
Items gained:
Ship Model

A Silent Shout



The Sanctum's crypts are taller and the Draugr more restless than ever. Beware of bone trip wires that summon more corpses, although this keeps Mercer's weapons bloody.
Progress deeper still, opening the portcullis that knocks over a cluster of jars, and fight your way to the double Iron Door, where a more mighty Draugr rises from his slumber.
Strike him and his cohorts down before approaching a Word Wall on the opposite side of the raised burial crypt and learning a new Word of Power.
Items gained:
Word of Power: Disarm
With the Word of Power ringing in your ears, venture down a final corridor that leads to one of the infamous Nordic Puzzle Doors. Avoid the bear traps and let Mercer approach the puzzle.
Puzzle Solution: Mercer figures that Karliah has probably taken the necessary Key Claw and that the door has a specific weak spot only Mercer can exploit.
He opens the door without your help or the need for puzzle-solving.
The two of you arrive in the central burial chamber where Karliah supposedly murdered Gallus. It takes a moment before you realize you've been poisoned.

Song of the Nightingales



An arrow arcs through the black crypt. Your vision blurs and you black out. You awaken on the ground. You cannot move, and you're still smarting from the poison-laced missile.
Stepping out of the darkness, Karliah notches another arrow, approaches Mercer, and the two begin a startling exchange.
Revelations Abound: The conversation turns Mercer's story on its head; Gallus was actually slain by Mercer Frey, but he blamed Karliah for it, causing her exile from the Thieves Guild.
Karliah also mentions a mysterious group known as the "Nightingales," alluding that both Mercer and Karliah were part of it.
Although you're expecting combat, Karliah places a potion to her lips and sips, slipping back into the shadows without firing. She seems to know she's no match for Mercer.
After a few choice words (and blades) leveled at you, Mercer seems satisfied that he's finished you off. Your vision turns to black once again.
Objective: Speak to Karliah
Target: Karliah, outside Snow Veil Sanctum



You awaken in a wobbly state outside Snow Veil Sanctum, looking straight at Karliah. She explains that aside from saving your life and dragging you from the catacombs, she requires your help in tracking down Mercer.
The traitor must be brought before the Guild to answer for his crimes: He must be hunted like she was. She was at the Sanctum for two reasons.
The first was to capture Mercer using her special paralyzing poison arrow.
However, she elected to use it on you instead, foiling the first half of her mission but saving your life in the process.
The other reason she visited Snow Veil Sanctum was to locate a journal penned by Gallus, the third Nightingale.
She believes this book may contain information you both could bring to the Guild as proof of Mercer's foul deeds.
But the journal is written in an unrecognizable language. You must journey to Winterhold and find Enthir, a good friend of Gallus, who may be able to decipher it.

QUEST CONCLUSION

You are given the journal to take to Enthir, and you receive four doses of a random Leveled Poison. It appears Karliah's attributes extend to that of alchemist too.

Items gained:
Gallus's Encoded Journal
Leveled Poison [random] (4)

POSTQUEST ACTIVITIES

After some optional additional questions about Gallus's and Karliah's movements, Thieves Guild Quest: Hard Answers is now available to start.
In addition, the Thieves Guild's reach should extend to the main Holds in Skyrim as you progress through Thieves Guild Quest: Additional Jobs.

10.11 Hard Answers

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Minor Spoilers

Prerequisites: Complete Thieves Guild Quest: Speaking with Silence
Intersecting Quests: Temple Quest: The Book of Love, Miscellaneous Objective: Calcelmo's Ring*, Miscellaneous Objective: Neutralizing Nimhe*, Thieves Guild Quest: Additional Jobs, Thieves Guild Quest: Larceny Targets, Thieves Guild Quest: The Pursuit
Locations: Markarth, Understone Keep, Calcelmo's Laboratory, Calcelmo's Tower, Dwemer Museum, Markarth Wizards' Balcony, Winterhold, The Frozen Hearth
Characters: Aicantar, Calcelmo, Enthir, Karliah
Enemies: Captain Aquilius, Markarth City Guard, Wizard's Guard
Objectives: Speak with Enthir, Speak with Calcelmo, Gain entry to Calcelmo's Museum, (Optional) Obtain the key to Calcelmo's Museum, Obtain Calcelmo's Falmer Translating Guide, Duplicate the writing on Calcelmo's Stone, Return to Enthir, Speak to Enthir, Speak to Karliah

Calcelmo's Secrets

Objective: Speak with Enthir
Target: The Frozen Hearth, in Winterhold



You commence this quest with the objective already active. Trudge up to Winterhold, where you can find Enthir in the cellar of the Frozen Hearth Inn (usually he wanders the College of Winterhold).



After you speak with him, he reveals Gallus's Journal to be written in Ancient Falmer, a long-dead language of the Snow Elves.
Even he won't be able to translate this, but he believes that Calcelmo, the court wizard of Markarth, may have the materials needed for the translation.
But he warns you that Calcelmo guards his research fiercely, and getting the information won't be easy.
You can also ask Enthir about Gallus, what the Falmer actually were, and other related questions before stepping out into the cold.
Objective: Speak with Calcelmo
Target: Understone Keep, in Markarth



Make your way west toward the canyon city of Markarth. Once through the front gates, scale the stone steps to reach Understone Keep, the site of major excavation work.



You'll find Calcelmo to the left (west), checking over artifacts and the progression of the dig inside a gigantic Dwemer entrance chamber.
Alas, Calcelmo is extremely overworked and uncooperative (even if you helped him during Temple Quest: The Book of Love).
He says your idea to view his work on the Falmer tongue is "preposterous," and he won't allow anyone to view it before it is completed. You can:
(Persuade) Inform him you're a great admirer of his work. With a high enough Persuade, Calcelmo allows you access to the Museum part of his quarters but still keeps the Laboratory off-limits.
You also receive a key to the Museum, which is reasonably handy for this quest but still means you must break into the Laboratory.
(Bribe) Ask what it'll cost to change his mind. He isn't interested in personal wealth, so this option leads you nowhere.
(Intimidate) Threaten him. He isn't interested in your threats, so this fails as well.
Calcelmo also remembers if you've helped him before but points out he's already given you access to the Museum.
Alas, none of these options allow you access to Calcelmo's research, which is likely to be ready in several more years. You need another plan.
The only way you're getting into that laboratory is by clandestine sneaking, lockpicking, out-and-out brutality, or a mixture of these.

Trespasser in the Keep (Part 1)

Objective: Gain entry to Calcelmo's Museum
Objective: (Optional) Obtain the key to Calcelmo's Museum
Target: Understone Keep, in Markarth
If you've helped Calcelmo in the past, you may already have access to his Museum (both Temple Quest: The Book of Love and Miscellaneous Objective: Neutralizing Nimhe* award you the key and his permission to enter the Museum). I
f not, you can do either of those quests now. Having legitimate access to the Museum will make the next part of this quest much easier, especially if you have a low Sneak skill.
Alternately, you can steal a key. Your quest target points you to one on the low plinth nearby, hidden among Calcelmo's artifacts. Both Calcelmo and the guard near the Museum entrance (at the top of the stairs in the keep's entry chamber) have keys you can pickpocket.
Or you can simply pick the Adept Lock on the Museum door and slip in while the guard's back is turned.
Items gained:
Dwemer Museum Key
Objective: Obtain Calcelmo's Falmer Translating Guide
Target: Calcelmo's Tower, inside Understone Keep in Markarth



As you enter the Museum, creep forward to overhear a conversation between two of the guards.
This eavesdropping gives you a preview of your objectives to come; it sounds as if Calcelmo has called in every one of his favors to populate and secure the upper level using his own private expedition team.
As Calcelmo's overriding plan is to ensure his research is protected, your tasks just got a lot tougher. From the Museum, you have three options:
Plan A: Walk on through with nonchalance. If Calcelmo gave you the key and permission to visit the Museum, the guards have already been informed and won't ask any questions.
Provided you don't try to steal anything, you can head through, take in the sights, and then continue through the western door to the second level. This is both straightforward, safe, and direct.
Plan B: Blind, ugly violence. Despite all the valuables, Calcelmo's Museum is protected by just three city guards.
Depending on your level, you may be able to take them out with melee strikes or (preferably) with some well-placed arrows, allowing you to loot the room at your leisure.
When you're done here, continue to the western door. Note that these are Markarth Guards, so you'll pick up a hefty Bounty (3,000+ in Crime Gold) for their murders.
Plan C: Stealth. The museum is large, well lit, open, and patrolled by three guards, so expect a significant challenge here.
All the usual tips on Sneaking still apply—use anything you have to increase your Sneak; use spells, potions, abilities, or items that give you Invisibility or Muffle, and take off those heavy boots.
Then, when you're ready, carefully take the following path:
From the entryway, observe the guard on the north side. When he passes by, carefully sneak along behind him and crouch behind the spider display in the room's northeastern corner.
When the northern guard steps into the room's center, carefully head west. This time, watch the guard in the center. When he faces back south, duck into the northern hallway.
Wait for the northern guard to begin another loop, then creep west. When the center guard turns away again, carefully sneak into the western hallway (ducking behind the pillar if necessary on the way).
If you've chosen Plan A or B, it's worth spending some time in the Museum. There are more lockpicking opportunities in this room than anywhere else in Skyrim, making this a fantastic place to improve your skills.
Also, the loot here is exceptional (provided you don't get caught). The two side rooms off the main chamber are also worth exploring.
Your ultimate target is the door at the Museum's west end. This leads to Calcelmo's Laboratory. You can:
Unlock the door with the Museum Key, which you may already have, or you can pickpocket/loot from any of the guards in this room. (Lockpick [Adept]) Or pick the lock on the door if you don't.

Trespasser in the Keep (Part 2)

Note

Much of this section of Understone Keep is accessible only during this quest, so it is worth fully exploring this entire area.



Enter the Laboratory and note the scene between Aicantar and the soldier up ahead. You're not facing city guards any longer.
Calcelmo's men have orders to kill intruders on sight and will call for reinforcements if they spot you.
Your permission from Calcelmo doesn't extend to this floor of the Keep, so you'll have to sneak or fight your way through.
Initial Two Chambers

There are two guards in this first area. One already patrols the second room to the west; the other enters after a minute or two through the previously sealed eastern door, once Aicantar has finished with him. You can:
Try to sneak by. This is all but impossible without Invisibility, as the western guard keeps a close eye on the exit.
Fight them head-on. They're tough, and they'll call for reinforcements if they spot you—one guard who enters from the far eastern door.
Take them out with the traps in this space. You have plenty of options to choose from: The first room has a large pool of flammable oil and a row of dart traps.
The second room has a wall trap, a set of threshers, and a ballista in the hallway littered with rubble.
But by far the most unusual (and entertaining) option is just to your left as you enter the first room. On the table in this small chamber is a unique item: Aicantar's Spider Control Rod and a journal that explains it.
When you take the Rod, a Dwemer Spider drops in, ready to help you take on the guards.
Items gained:
Spider Control Rod
Aicantar's Lab Journal
The door on the western end of the second room is locked (unless you triggered the reinforcements). You can:
(Lockpicking [Adept]) Pick the lock.
Or unlock the door with one of the Laboratory Keys. All of the Wizards' Guards carry a key, or you can find one in Calcelmo's bedroom on the north side of the second chamber.
Items gained:
Calcelmo's Laboratory Key (2)
Dwemer Museum Key

The Steam Hall

Two guards patrol the steam hall and comment on one of the traps there as you approach. As before, you can try to sneak by them (which is extremely difficult) or fight them and their reinforcements (with or without the help of the Dwarven Spider).
A better option is to continue past them and take the ramp to the lower level, where the hallway is blocked by clouds of noxious steam.
Sneak through here, out of sight of the guards, stopping on the pressure plates as necessary to turn off the gas and allow your health to recover.
If the spider is following you, direct it onto the pressure plate to keep the gas off, allowing you to walk through.
Back on the upper level, the valve at the hall's far end will turn on the thresher traps, easily wiping out the guards. Loot them and the treasure in the side rooms before continuing on.

The Statue Room



The next chamber, decorated with two Dwarven Sphere statues, is relatively easy to sneak through. Just wait until the guard by the eastern door leaves his post. Or, as always, you can fight your way through.
Aicantar's chamber offers one final set of options. Once again, sneaking here is difficult: Aicantar keeps close watch on the exit.
You can certainly fight him, the guard, and a pair of reinforcements (optionally with your spider). But a better option is to sneak into the control booth on the walkway and turn the valve.
Chaos breaks out below. All the traps in the room turn on, and Aicantar and the guard panic, yelling for everyone to flee the Laboratory. They and any surviving guards in the Laboratory make a break for the Museum.
They may not get far, as Aicantar's robes have a nasty tendency to get caught in the thresher....

Quest: Larceny Target

Before you struggle out of the Laboratory, check the alcove on your right, which has a Dwemer Puzzle Box on display. Snag it now, as you won't be returning this way. Hand it to Delvin Mallory for a cash reward.
Consult the Thieves Guild Quest: Larceny Targets for further information.
Items gained:
Dwemer Puzzle Cube
Continue out onto the Markarth wizards' balcony.

There's the Rub



After marveling at the impressive vista, clamber up the steps and enter Calcelmo's Tower.
On this room's upper level, you can see an ornate stone covered in hieroglyphics: there appear to be verses written in Ancient Falmer and Dwemer.
This looks to be the guide to translating Gallus's Journal! However, getting it back may pose a challenge....
Continue up the stairs on the left (east) and enter Calcelmo's private office, packed with artifacts and rubbings. A door from the office leads out to the stone. But interacting with it won't get you far: The stone is much too heavy to lift.
Objective: Duplicate the writing on Calcelmo's Stone
Target: Calcelmo's Tower, in Understone Keep in Markarth
Puzzle Solution: Sift through the valuables and check the main table. Calcelmo has been making some rubbings on paper, and these are scattered everywhere.
Take a roll of paper and some charcoal from a side table. Return to Calcelmo's Stone and make a rubbing of the text there. (It's possible to find the roll of paper and charcoal in the world prior to this quest, but it isn't necessary; there's plenty of it around.)
Items gained:
Roll of Paper
Charcoal
Calcelmo's Stone Rubbing
Objective: Return to Enthir
Target: The Frozen Hearth in Winterhold

Nocturnal's Quisling



Now for the small matter of an escape plan. Mere moments after you make the rubbing, the doors to the tower open and a group of soldiers enter, led by Captain Aquilius of the Wizards' Guard.
They are joined by Aicantar (if he's still alive). After a brief argument, they spread out to scour the tower.
You can try to fight or run past them. With an excellent Sneak skill, you may even be able to get out undetected: drop onto the platform to the west and head up the stairs. At the gap, leap onto the narrow metal catwalk and race for the door.
Out on the balcony, you have a choice: You can try to backtrack through the Laboratory, Museum, and Keep, but between the Wizards' Guards and the city guard, you've probably made some enemies by now.
Your quest target suggests a better option: On the balcony's east side, some of the stonework has fallen away, exposing a narrow stone path. Follow it, leap into the waterfall at the end, and make your getaway.
Fast-Travel back to Winterhold at your earliest convenience.
Back inside the Frozen Hearth, hand the stone rubbing to Enthir and tell him it should help with the translation. Karliah will be here when you arrive with the rubbing.
As Enthir pores over the rubbing and Gallus's Journal, he reveals the disturbing truth:
Gallus suspected Mercer's wavering allegiance to the Thieves Guild for months; this included a vast expenditure on a lavish lifestyle of gold and trinkets.
Mercer was apparently paying for this by removing valuables from the Guild's treasure vaults without anyone's knowledge!
There is also talk of Mercer desecrating something known as the Twilight Sepulcher, which disgusts Karliah.
Objective: Speak to Enthir

Objective: Speak to Karliah
Target: The Frozen Hearth, in Winterhold

QUEST CONCLUSION

Speak to Enthir again, and he urges you to help Karliah and reveal the traitor to your brethren.
He also thanks you for your help and tells you that if you're ever in this area again, he can fence any goods you may have gathered via slightly nefarious means.

Items gained:
Gallus's Translated Journal (Item)
Vendor (Fence): Enthir

Locate Karliah nearby, who tells you the Twilight Sepulcher is the sacred temple to Nocturnal, the patron of thieves and gamblers. Defiling the sacred ground he swore to protect, Mercer is now revealed as an insidious fiend.
But getting the rest of the Guild on your side may require more than simple guile. For your part, Karliah rewards you with Gallus's old weapon.

Items gained:
Nightingale Blade

POSTQUEST ACTIVITIES

The Nightingale Blade is a leveled weapon, with an Absorb Health and Drain Stamina enchantment on it. After some optional additional questions, Thieves Guild Quest: The Pursuit commences.
Build up influence in more cities by continuing Thieves Guild Quest: Additional Jobs. You may want to return to Markarth, especially if you've slain the museum guards, and brush up on your Lockpicking before cleaning the place out, as there's a wealth of loot to pick over.

10.12 The Pursuit

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Major Spoilers

Prerequisites: Complete Thieves Guild Quest: Hard Answers
Intersecting Quests: Thieves Guild Quest: Additional Jobs, Thieves Guild Quest: Larceny Targets, Thieves Guild Quest: Trinity Restored
Locations: Lake Honrich, Riften, The Bee and Barb, Black-Briar Manor, Mercer's House, The Ratway, Cistern, The Ragged Flagon, The Ratway Sewers, Riftweald Manor
Characters: Brynjolf, Delvin Mallory, Karliah, Maven Black-Briar, Vex
Enemies: Bandit, Mjoll the Lioness, Thug, Vald
Objectives: Meet Karliah at the Ragged Flagon, Follow Karliah, Speak to Brynjolf, Infiltrate Mercer's House, (Optional) Shoot the mechanism to lower the ramp, (Optional) Speak to Vex about Vald, Miscellaneous Objective: (Optional) Talk to Maven about Vald's debt, Miscellaneous Objective: Locate the Quill of Gemination under Lake Honrich, Miscellaneous Objective: Bring the Quill of Gemination to Maven, Discover evidence of Mercer's location, Speak to Brynjolf

Note

The quests listed as "Miscellaneous Objective" do not appear within "The Pursuit" quest but are here in case you wish to perform this optional plan.

A Perfect Heist

Objective: Meet Karliah at the Ragged Flagon
Objective: Follow Karliah
Target: Inside the Ratway, in Riften
This quest begins with the first objective already in play. Return to the familiar grounds of the Thieves Guild, and you'll find your usual entrance point by the Hall of the Dead Mausoleum is locked.
You must navigate the sights (and smells) of the Ratway, down to the Ragged Flagon, where you'll meet Karliah. She has Gallus's translated journal ready to show the Guild members who require convincing.
Agree to back her up and move into the Cistern. As expected, Brynjolf (flanked by Vex and Delvin Mallory) draws his blade and sharply asks why you're here with "a murderer."
Armed with proof of Mercer's betrayal, Karliah hands over Gallus's Journal.
Objective: Speak to Brynjolf

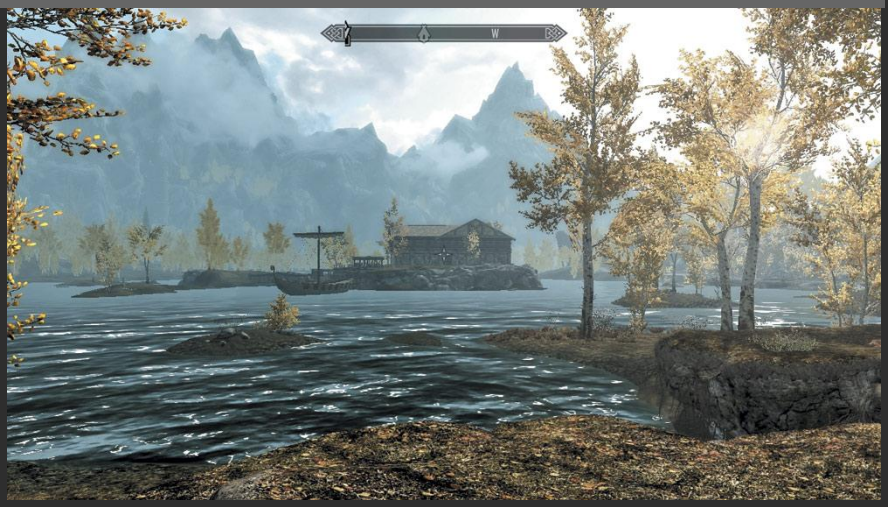


Brynjolf cannot believe Mercer has been stealing from the Guild, so he orders Delvin to open the vault. The gold, the jewels...they're all gone! It takes two keys to unlock the vault.
Delvin, Brynjolf, and Mercer are the only ones who carry such keys, so how did Mercer break into the vault alone? The answer is a mystery (even though Karliah quietly has her suspicions).
Although vindicated, Karliah is just as angered by this as the rest of the Guild, except perhaps for the seething Vex, who vows to kill Mercer immediately.
Brynjolf's cooler head prevails, and he orders Vex and Delvin to guard the Ragged Flagon. Then he turns to you and asks what you've learned from Karliah.
Explain that Mercer killed Gallus, that the three of them were Nightingales, and that Karliah was behind Goldenglow and Honningbrew (a cunning plan to try and make Mercer look weak in front of Maven Black-Briar).
Then Brynjolf has an important task for you: Break into Mercer's Riften house—Riftweald Manor—and gather any information that may indicate where the traitor has gone.
Before you leave Brynjolf, ask him what is the best way into Riftweald Manor. You receive information about a "watchdog" and an exterior ramp with a mechanism to lower it, which could aid in your escape.
Then ask about the "watchdog" named Vald. Brynjolf indicates Vex may have more information to provide. These grant you two optional objectives.
Objective: Infiltrate Mercer's House
Objective: (Optional) Shoot the mechanism to lower the ramp
Objective: (Optional) Speak to Vex about Vald
Target: Riftweald Manor, in Riften
Locate Vex in the Cistern or Ragged Flagon, and ask her about Vald. She tells you he's only interested in gold, so buying him off is a possibility.
But even Vald might not betray Mercer Frey (as he wouldn't live long enough to spend his bribe). Instead, Vex suggests you speak to Maven Black-Briar about erasing Vald's debt.
Or you could run him through with your blade...Vex doesn't care either way.

Objective: (Optional) Talk to Maven about Vald's debt
Target: Maven Black-Briar, in Riften

Optional: Erasing Vald's Debt

Locate Maven Black-Briar in the Bee and Barb, the marketplace, or Black-Briar Manor. Tell her you'd like to remove Vald's debt. Maven isn't receptive to this; she tells you she commissioned a unique Quill, and Vald was hired to ensure it reached her safely. Because of his blundering, it ended up at the bottom of Lake Honrich, and she's very keen to have it retrieved. She'll call the debt satisfied if you'll fish it out.
You can also ask her about the properties of this fabled Quill and how it ended up in the lake.
Finally, Maven can also give you vague directions to the Quill's location if you ask if she has ideas where to look for it: underwater, and close to one of the small islands in the lake.
Objective: Locate the Quill of Gemination under Lake Honrich
Target: Beneath a small island, in Lake Honrich



The sunken rowboat's location isn't on your world or local maps, so consult the adjacent picture.
The "current location" shows the exact spot where the rowboat sank, south of a small island and halfway between Riften (to the east) and Goldenglow Farm (to the west).
The murky water makes finding this extremely tricky, but it isn't that far down. When you find the half-embedded boat, search for Vald's Strongbox [Average], and use your Lockpick skill to open it.
Grab the gold and the Quill, and swim back to Riften.
Items gained:
Quill of Gemination
Objective: Bring the Quill of Gemination to Maven
Find Maven and hand over the Quill. She gives you a document absolving Vald of his debt, but she doesn't want to ever see him in Riften again. Rejoin the main part of this quest.
Items gained:
Vald's Debt

Note

If you wish, you can keep this Quill, complete this quest, and then sell it for around 150 gold pieces.

Ransacking Riftweald Manor



Whether or not you went swimming for a Quill, you should figure out how best to enter Mercer Frey's abode. All of the ground-level doors are barred from the inside and are never accessible.
The only way in is the door off the balcony.
Head to the rear gate and speak to Vald. He is immune to Bribery or Intimidation, and ignores you unless you present him with Vald's debt document.
He agrees to flee the area, unlocks the (otherwise impassable) side gate, and gives you the key to Mercer's house.

A successful Persuade will trick him into leaving you to guard the house, and he'll present you with the key to the house. He'll then walk away from the house and you are free to bring down the ramp.
(Lockpick [Expert]) Or, you can lockpick the rear gate. You need to deal with Vald, but remember that killing him in cold blood doesn't win over the local guards and increases your Bounty.
The moment you enter the backyard in this manner, Vald will become hostile and attack.
For those less inclined to lockpick: Vald's patrol causes him to pause with his back to the gate. It's possible to pick his pocket and grab the key right off of him, but you may still have to deal with him if he detects you once you pop the lock and enter the yard!
Items gained:
Mercer's House Key

Note

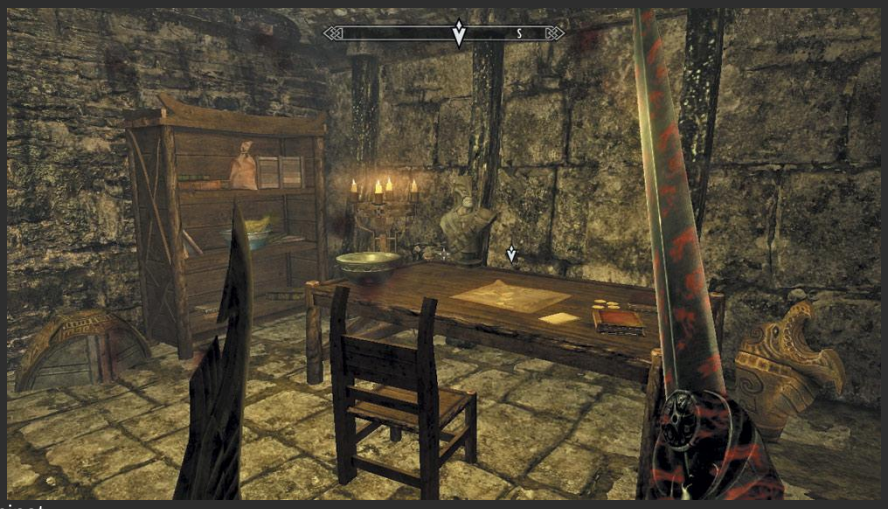
This key unlocks the upper rear entrance to Mercer's House and both the side and rear gates.



Time for a spot of precision archery: Aim your arrow at the mechanism just below and to the left of the upper balcony, and fire.
This releases the ramp, allowing you a much more stealthy way into the residence, instead of through the front door. Climb the ramp, and use the house key to unlock the otherwise-difficult-to-open door (Lockpick [Expert]).
Objective: Discover evidence of Mercer's location
Target: Mercer's House, in Riften



Head through Mercer's House, electing to sneak by or slaughter any bandits guarding the location. Progress downstairs and find the room with the bench table and single chair.



Adjacent to the barred door is a suspicious cabinet.
Open it and activate the false back panel. Step into a secret room with stairs leading down into a subterranean cellar; this is part of the sewer system linking to the Ratway.
Head through, watching for dart, fire, and swinging traps, and open the door into Mercer's hidden office. Gather some gold and his plans.
Before you leave, attempt to open the display case (Master), which houses Mercer's exceptional frost sword!
Items gained:
Mercer's Plans
Chillrend

Quest: Larceny Target

While you're rummaging around in Mercer's private office, snag that expensive-looking bust up onto the bookshelf. Consult the Thieves Guild Quest: Larceny Targets for further information.
Items gained:
Bust of the Gray Fox
Objective: Speak to Brynjolf
Target: The Ragged Flagon or Cistern, in the Ratway
Either retrace your steps back to the surface or (better yet) head into the Ratway Sewers, which offer you a quick route back to the Ragged Flagon.

QUEST CONCLUSION

Return to Brynjolf, who hasn't had any luck in tracking Mercer down. But after you produce the plans, these reveal that Mercer is intent on taking the Eyes of the Falmer, a heist Gallus had been planning for years.
The only course of action is clear: to pursue this cur into an ancient Falmer dungeon and intercept him before he can take this invaluable item!
Aside from Chillrend, there are no other rewards, only a summoning to meet Karliah at once.

POSTQUEST ACTIVITIES

Thieves Guild Quest: Trinity Restored now commences.

10.13 Trinity Restored

Major Spoilers

Prerequisites: Complete Thieves Guild Quest: The Pursuit
Intersecting Quests: Thieves Guild Quest: Additional Jobs, Thieves Guild Quest: Larceny Targets, Thieves Guild Quest: Blindsighted
Locations: Nightingale Hall , Twilight Sepulcher , Riften, The Ragged Flagon, Cistern, The Ratway
Characters: Brynjolf, Karliah
Objectives: Listen to Karliah, Meet Karliah at the Standing Stone, Follow Karliah, Activate the Armor Stone, Equip the Nightingale Armor, Follow Karliah, Stand on vacant floor glyph, Speak to Karliah, Speak to Brynjolf

An Audience with Lady Nocturnal

Objective: Listen to Karliah
Target: Inside the Ratway, in Riften
This quest begins with the first objective already under way. Although Karliah is a Nightingale, it falls to the current acting leader of the Thieves Guild to order the murder of Mercer.
Brynjolf has no qualms about this, but Karliah points out that great care must be taken; after all, Mercer is a Nightingale, and an agent of Nocturnal. She suggests meeting Mercer on equal footing.
Just outside Riften is a clearing and an old standing stone. She cryptically asks that you meet there.
Objective: Meet Karliah at the Standing Stone
Target: Nightingale Hall, just southwest of Riften



Take the southwest exit from Riften and walk the path until you see the large petroglyph stone among the silver birch trees. Both Brynjolf and Karliah are waiting for you.
Karliah explains this is the headquarters of the Nightingales, and you're here to seek an edge in the forthcoming fight with Mercer. You may ask her further questions, but she says she'll tell you more once you're inside Nightingale Hall. Follow her inside. A secret door in the face of the rocky cliff will open, revealing a door into Nightingale Hall.
Objective: Follow Karliah



Step through the still air of the entrance tunnel. Brynjolf can't believe this place existed but doesn't know why he's here. Karliah reveals you are the first of the uninitiated to set foot in here in over a century.
You are to accompany Karliah to the armory to don the armor of a Nightingale and begin the oath. Your roles should now become increasingly clear.
Objective: Activate the Armor Stone
Objective: Equip the Nightingale Armor
Cross the bridge, and through the archway are plinths with the same petroglyph carvings—that of the Nightingale and dark moon. Activate the Armor Stone, and the armor will be added to your inventory.
Then go into your apparel and equip the armor to continue.
Items gained:

Nightingale Armor
Nightingale Boots
Nightingale Gloves
Nightingale Hood
Objective: Follow Karliah
Objective: Stand on vacant floor glyph

Nocturnal at Our Backs



Stride toward the entrance to the Welkinsight Chamber, where Karliah explains the steps to becoming a Nightingale.
After some hesitation on Brynjolf's part, follow the procession forward as the gate opens, and stand on the ancient circle glyph inscribed into the ground.
Karliah performs the oath, and a dialogue with Lady Nocturnal begins. (Her voice emanates from a ball of energy. She doesn't appear in person at this point.)
Objective: Speak to Karliah
Objective: Speak to Brynjolf
Once the ceremony is over, Karliah reveals the last secret of the Nightingales: Their purpose is to guard not only the Twilight Sepulcher, but also the secret kept within—the Skeleton Key of Nocturnal.
Mercer stole this key, which opens any lock (indeed, the artifact allowed him to bypass the otherwise-sealed locks on the Guild's vault doors), and the powers of the key may have imbued him with powers beyond normal reckoning.

QUEST CONCLUSION

Brynjolf tells you that due to the circumstances that have befallen the Thieves Guild, there is no one qualified to lead the forces except for you.
At this point, if you've completed all of the City Influence Quests, Brynjolf indicates that after this whole sorry affair is over, you are to become Guild Master.
At this point, if you haven't completed all of the City Influence Quests, Brynjolf says that as soon as Delvin tells him the Guild has regained a foothold in Skyrim, you are to become Guild Master.

POSTQUEST ACTIVITIES

Thieves Guild Quest: Blindsighted begins now!

10.14 Blindsighted

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Major Spoilers

Prerequisites: Complete Thieves Guild Quest: Trinity Restored
Intersecting Quests: Thieves Guild Quest: Additional Jobs, Thieves Guild Quest: Larceny Targets, Thieves Guild Quest: Trinity Restored
Locations: Bronze Water Cave, Irkngthand, Irkngthand Arcanex, Irkngthand Grand Cavern, Irkngthand Sanctuary, Irkngthand Slave Pens
Characters: Brynjolf, Karliah
Enemies: Bandit, Chaurus, Dwarven Centurion, Dwarven Sphere, Dwarven Spider, Falmer, Frostbite Spider, Mercer Frey
Objectives: Travel to Irkngthand, Speak to Karliah, Locate Mercer Frey, Slay Mercer Frey, Retrieve the Skeleton Key, Escape from Irkngthand, Speak to Karliah

Infiltration of Irkngthand

Objective: Travel to Irkngthand
Target: Entrance to Irkngthand Arcanex



This quest begins with the first objective already under way. Head to Irkngthand, in the mountains above Lake Yorgrim.
The exterior is a sprawling jumble of fallen dwarven ruins, a sealed gate, and a complement of bandits you must sneak past or slay.
Ignore the gate with the bars and instead head right (west), under the fallen columns, and to the stone steps near some bear traps.
Step onto the upper ledge next to the dwarven exterior, and head southeast.
Follow the ledge to a corridor in the right wall, watching for the spear trap as you exit.
Find the rickety wooden steps and follow this precarious path across the domed rooftops and over two wood bridges to the upper entrance of the main structure, Irkngthand Arcanex.
Another option is to locate a lever along the path that drops the gate, allowing an easier access in and out.
Objective: Speak to Karliah
Target: Entrance to Irkngthand Grand Cavern



Step into the golden gloom. Pass the bloodstained camp, moving southwest into a ceremonial pool chamber with more strewn dwarven machinery. A sphere springs to life here.
Head into a chamber of faint green mist, and quickly avoid the numerous fire pillars, following the path among the rubble to the southeast gate.
Once through the gate, locate the Dwarven Elevator and ride it down to the Grand Cavern. You meet Karliah and Brynjolf down the steps. Mention the bandits Mercer slew, and commence your hunt for Mercer Frey.
Objective: Locate Mercer Frey
Target: Irkngthand Sanctuary
Moving around to the large balcony overlooking the last chamber in this area, Karliah spots Mercer Frey skulking close to the exit.

You can't directly access this lower stepped chamber, so head through the door and along the winding corridors to a giant chamber of dwarven ruins.
Cut down the Falmer that inhabit these parts before moving west along the ledge. There's a locked (Master) cage where an ancient ballista can be fired on foes down below.
Head to a ledge with a lever. There is a second lever on the room's opposite side. Brynjolf mentions that these levers hold the key to your progress:
Puzzle Solution: Both the levers must be pulled to lower the bars that block your passage. Each lever is on either side of the raised area.
If you aren't quick enough, the levers reset, so remove the enemy threats first. Then pull the lever farthest from the exit, and quickly rush to the opposite side and pull the other.
This gives you the most amount of time to reach the exit. Both lamps by the door should be lit for you to proceed. Now descend to the earthen floor, fighting Falmer and Dwarven Spheres, and head through the exit you created.

Tip

You can run off on your own if you wish; Karliah and Brynjolf will join you in a subsequent section of this place. If you get too far from them, they will attempt to catch up.
The subsequent chamber is in an even more dilapidated state. Climb atop the rubble and rooftops, fighting Falmer as you go. Head west to the stone ramps and up to the gold door.
Beyond is a small study area and a gate to the southeast. Although Mercer has already ransacked this area, he neglected to grab a couple of Detect Life Scrolls strewn in this room; grab them, as they are useful later during your battle with him.
Items gained:
Scroll: *Detect Life (3)*
Enter the gate, and your route opens up into a massive grand cavern. This is actually the location you saw from the balcony, which is in this chamber.
Now you can battle through the Falmer to the opposite side, optionally challenging a Dwarven Centurion to fight if you wish or jumping off the small bridge and pressing the button on the console to release the Centurion on the hapless Falmer.
Climb the stone ramp and run across the ledge to reach the upper Falmer camp. Exit into the Irkngthand Slave Pens.
Brynjolf notices the stench in these parts; you're going to be encountering several Falmer and their nasty pets, the Chaurus.
First, though, destroy a Dwarven Spider or two, pass a locked gate (Apprentice), and head down the steps into a Dwarven Torture Chamber with bone chimes that alert the Falmer of your movements.
If you sneak up on them, you can use the lever on the overlook to unleash a dwarven thresher trap on the Falmer below.
Journey down the corridor, turning right (south) into a Falmer camp. Slaughter (or sneak) your way east and south, opening the Chaurus pens to reach a chamber of pipes.
Take the low road or high ledge to the drop-down at the eastern end, which leads to your ultimate destination: the Irkngthand Sanctuary.
Or you can sneak across the dwarven pipes that run along the ceiling in one area, allowing you to cross most of this large expanse undetected.

No Mercy: Into the Frey!



A giant Falmer statue greets you from the opposite side of this huge Sanctuary chamber. Mercer has set about defiling it already, and Falmer blood has been spilled.
Although Karliah and Brynjolf attempt silence, Mercer Frey finishes prying out the statue's massive eyes, notices you all, and casts a shock-wave-type spell that disrupts and destabilizes the massive chamber.
The pipes in the ceiling burst, and water floods the chamber to about ankle depth. There's an immediate rumbling as you tumble down from the ledge, which splits apart, leaving your brethren stranded.
You must face Mercer Frey alone! He speaks to you from your fallen position. You can speak to Frey about Nocturnal and the key, but there's only one way this ends: with one of you at the end of a blade!
Objective: Slay Mercer Frey
Target: Mercer Frey.
Mercer is a vicious swordsman. He is nimble and dextrous and can turn himself invisible.
Even before you fight him, he uses one of his stolen Nightingale powers to Frenzy Brynjolf, who turns on Karliah, effectively keeping them from helping you in this battle.
This causes no end of problems, especially as the chamber you're on is getting wetter and is very steep. There are steps around the statue, and you can cross the statue's lap.
Mercer Frey may be invisible for most of the fight, but keep an eye on the water, as it will ripple when Mercer runs through it.
If you grabbed the Detect Life Scrolls or have a spell of the same name, now would be an exceptionally good time to use it!
Strike Mercer with your Nightingale Blade. This drains him and leaves a shimmering trail from him, even when he's invisible. Use that to your advantage.

Keep moving so he can't sneak up on you, and keep your back to a wall so he can't hit you from behind.
Mercer's form is shimmering and isn't completely invisible; strike out quickly when you see this shape.
If you're attacking at melee range, remember you can still block and then counterattack immediately.
This helps when fighting blind. Spells with ongoing effects also help, such as Flames, which coat Mercer in fire, allowing you to see him more clearly.
After the shadows take him, search Mercer Frey quickly. Among his belongings, you can claim the two Eyes of the Falmer and the Skeleton Key Karliah spoke of.
Now is the time to make good your escape!
Objective: Retrieve the Skeleton Key
Objective: Escape from Irkngthand
Target: Bronze Water Cave
Items gained:
Eye of the Falmer (2)
Skeleton Key
The statue chamber becomes increasingly unstable, with torrents of water cascading down from an increasing number of holes in the ceiling.
Karliah yells that there must be a way out, and yet the water still rises. Stay calm, and after snagging your final Larceny Target, turn and face the chamber's southeastern side, just above the head of the Falmer Statue.
Right before the cavern completely fills with water, a cluster of rocks dislodge, revealing a tunnel opening—but only if you have the power of the Skeleton Key, so be sure to grab it off Mercer's corpse. Don't waste any more time; scramble up into the tunnel and escape!

Quest: Larceny Target

Make sure to bring these enormous gems to Delvin. Consult Thieves Guild Quest: Larceny Targets for more information.
Objective: Speak to Karliah

QUEST CONCLUSION

You emerge into the Bronze Water Cave, on the shore of Lake Yorgrim.
Brynjolf has matters to attend to, but Karliah speaks with you for a few moments, realizing her 25-year exile is over and presenting you with a token of her esteem.
Now it is time to return the Skeleton Key to its rightful place, by traversing the Pilgrim's Path in the Twilight Sepulcher. This is a journey you'll be taking alone.
Items gained:
Nightingale Bow

POSTQUEST ACTIVITIES

This is a leveled bow that deals Frost and Shock damage and slows the target slightly. Thieves Guild Quest: Darkness Returns begins now!

Tip

From the point you obtain the Skeleton Key to the end of the next quest, you have an unbreakable Lockpick!
This means you can try your hand to any lock for as long as you like with no fear of snapping a pick! You may wish to unlock some particularly troublesome locks across Skyrim before continuing!

10.15 Darkness Returns

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Major Spoilers

Prerequisites: Complete Thieves Guild Quest: Blindsighted
Intersecting Quests: Thieves Guild Quest: Additional Jobs, Thieves Guild Quest: Larceny Targets, Thieves Guild Quest: Under New Management
Locations: Twilight Sepulcher, Ebonmere, Twilight Sepulcher Inner Sanctum
Characters: Gallus, Karliah, Nocturnal
Enemies: Nightingale Sentinel
Objectives: Enter the Twilight Sepulcher, Speak to the Nightingale Sentinel, Follow the Pilgrim's Path, (Optional) Retrieve Nystrom's Journal , Return the Skeleton Key to the Ebonmere, Listen to Nocturnal, Speak to Karliah, Choose Nightingale Role

A Dark Journey: Pilgrim's Path

Objective: Enter the Twilight Sepulcher
Objective: Speak to the Nightingale Sentinel



This quest begins with the first objective already under way. Journey to the mountains to the west of Falkreath, and find the entrance to the Twilight Sepulcher, close to a rushing mountain stream.



Open the ornate Iron Door, and step into this sacred site. The large entrance cavern is dominated by an arched entrance ahead (south) of you. Waiting for you at the steps below the entrance is a ghostly figure.
Speak to the last of the Nightingale Sentinels, who blames himself for this predicament after allowing Mercer Frey to lure him to his fate and steal the Skeleton Key.
You recognize this entity to be Gallus, although this spirit hasn't gone by that name in a long time. Explain you have the key.
Continue the conversation, mentioning Karliah is still alive and telling him the key has been returned. Alas, Gallus cannot help you, as this place holds the Ebonmere—a conduit to Nocturnal's realm of Evergloam.
When Mercer removed the key, it closed the conduit, weakening the guardians of this place and causing them to forget their true purpose. To rectify this situation, you must take the Pilgrim's Path.
Objective: Follow the Pilgrim's Path
Target: Entrance to Evergloam, in Twilight Sepulcher Inner Sanctum
You can ask Gallus more questions about what is wrong with the other Sentinels, how the Ebonmere affects you, and what you'll face along Pilgrim's Path.
For this question, the spirit recommends you read the journal of a long-dead adventurer who had hoped to take the Path.
Objective: (Optional) Retrieve Nystrom's Journal
Nystrom's skeletal remains lie in this chamber, to the east. Search him and check out his weapon, but the real prize is the journal on his corpse.
Items gained:

Nystrom's Journal

The Five Tests of Pilgrim's Path

The journal mentions five tests, giving obtuse advice on each of them:
1. "Shadows of their former selves, sentinels of the dark. They wander ever more and deal swift death to defilers."
2. "Above all they stand, vigilance everlasting. Beholden to the murk yet contentious of the glow."
3. "Offer what She desires most, but reject the material. For her greatest want is that which cannot be seen, felt or carried."
4. "Direct and yet indirect. The path to salvation a route cunning with fortune betraying the foolish."
5. "The journey is complete, the Empress's embrace awaits the fallen. Hesitate not if you wish to gift her your eternal devotion."

Puzzle Solution: The five clues refer to the following sections of your forthcoming quest:
1. This refers to the Sentinels guarding this place.
2. This refers to the chamber with the areas of light and darkness and the archers that fire upon you, and that the light is damaging.
3. This refers to the offering room with the basin; Nocturnal desires darkness more than anything else, so the basin is a red herring; extinguish all of the braziers to create darkness.
4. This refers to the long gauntlet of traps in the narrow passage that can be bypassed by picking the lock and avoiding it.
5. This refers to the shaft with no exit.

Party of the First Part: Sentinels



Head up the stairs, weaving your way past a sealed grating and down through an Iron Door, into a candlelit crypt. Nightingale Sentinels are poised here to repel intruders and cannot be reasoned with.
Slay those you encounter, pausing only to sift through any books in the upper library. Next, squeeze past the central pedestal, past a floor trigger in the next corridor, and head west to an Iron Door.

Party of the Second Part: Shadows

Caution

Beware! This chamber of shadows can burn you to a crisp in moments. You may wish to save your game before proceeding!



Enter a chamber of shadows. Urns glow with inhuman light. Stone plateaus and a weaving path coax you forward.
Then the burning starts! You begin to lose health at an alarming rate as you walk through this collection of cursed passages and platforms.
Puzzle Solution: Walk into the lit areas, and your health plummets. The darker the areas, the less your health diminishes.
As you enter, run west (and slightly north, to the right) and climb atop the first platform, dodging any dart traps you trigger. Wait up here to regain your health.
Turn southwest and rush behind the next structure, and use the wooden steps to climb up after a sharp left (east) turn. Next, rush over the wooden bridge, stepping to the right to avoid more darts.
Run up the wooden steps, past the cauldron of light, to the dark edge of the ledge. Regain your health and look southwest. Drop down, running south up the dark middle of the steps to the exit door.

Party of the Third Part: Struck



Walk through the crypt to a pedestal of Nocturnal with a dead bandit at the foot of it. The two ornate wall torches are each hiding the pull chain; yank this to reveal a false wall that rumbles open.
Weave through the corridor, heading west, to a group of swinging axes blocking your path. Look left to see a locked door. Pick the lock (Lockpick [Master]) and you can bypass all the traps and head straight to the fourth part).
Or, watch for a floor trigger that launches darts. Sprint between them to the Iron Door, avoiding another floor trigger that skewers you with spears by the door.
Wait as the door opens and a battering ram swings at you. Step to the right to avoid it, and run under it as it repositions.
You can enter the Inner Sanctum from here, or optionally investigate a ghostly banquet hall with items to scavenge and two more Sentinels to dispatch.

Party of the Fourth Part: Skeleton

Amble through a candlelit hallway with a faint purple mist in the air. This leads to a nasty drop down a circular well. At the bottom are the skeletal remains of Anders, an adventurer.
Read his message if you wish, before realizing you're well and truly stuck down this well.
Puzzle solution: After a few moments of sweating, you produce the Skeleton Key automatically; the arcane device seems to "know" what you want to unlock and allows you to pass through the floor and into the Ebonmere chamber.
Items gained:
Anders's Message

Party of the Fifth Part: Summoning



After producing the Skeleton Key and dropping the down the well and into the entrance to Evergloam, you have but one choice: Return the Skeleton Key to the Ebonmere.
Objective: Return the Skeleton Key to the Ebonmere
Objective: Listen to Nocturnal
Objective: Speak to Karliah
A circle of impossibly deep blue vapors congeals around the Ebonmere, a three-pronged portal to Evergloam. A flock of black nightingales departs, announcing the arrival of Nocturnal.
She notes that a champion has returned the Skeleton Key to the Sepulcher and the Ebonmere is restored.
You shall have your trinkets of reward and must drink deeply from the Ebonmere to become an Agent of Nocturnal! It seems this Skeleton Key unlocks more than just doors; it also reveals inner potential.
Once you choose the power, you can now freely and quickly leave the temple. This ends the Thieves Guild critical path quests.

QUEST CONCLUSION

You have done well in the eyes of Nocturnal. Karliah has also appeared. She is visited by the spirit of Gallus one final time; his tormented imprisonment has been lifted, and he leaves his love to walk with the shadows.
Speak with Karliah, and she gives you more information about the circles at the base of the Ebonmere. These imbue you with powers befitting a Nightingale Agent.

The symbol is of the waxing and waning moon. You can return here once every 24 hours to change your ability, and one day you may be forced back to defend this place; this is your pact with Nocturnal.
For now, though, there are pockets brimming with coin and coffers ripe for the picking all across Skyrim!
Objective: Choose Nightingale Role
Items gained:
Agent of Shadow: For two minutes, you are invisible when sneaking. Note that attacking or activating something makes you appear, just as with standard invisibility. You simply need to begin to sneak again, and the invisibility will instantly reactivate. This is a power, so you can use it only once per day.
Agent of Subterfuge: You can cast a massive Fury spell that can Frenzy any target regardless of its level. This is a power, so you can use it only once per day.
Agent of Strife: You can cast a huge blast of energy that damages the health of the target for 100 points and grants this same health to you. This is a power, so you can use it only once per day.

POSTQUEST ACTIVITIES

Karliah makes Nightingale Hall her home, and you can visit her there. Activate the portal to reach the Sepulcher's entrance hall, and head back to finish any remaining additional jobs.
This allows you to finally assume the leadership of the Thieves Guild. But your Critical Path Quests are now over.

11.1 No Stone Unturned



The following 18 Radiant Quests, Additional Jobs, and City Influence Quests occur throughout (and between) the critical Thieves Guild Quests and offer you a different task to accomplish, usually with a sizable reward.
Additional Jobs can be completed multiple times. These are available depending on how far along through the critical quests you are.
For a complete list of how to unlock each quest, consult the Introduction to the Thieves Guild Quests, at the start of this chapter.

No Stone Unturned

Prerequisites: None
Intersecting Quests: Dark Brotherhood Quest: With Friends Like These... , Dark Brotherhood Quest: Destroy the Dark Brotherhood!, Main Quest: Diplomatic Immunity, Thieves Guild City Influence Quest: Silver Lining
Objectives: Objective: Bring the Unusual Gem to an appraiser of stolen goods, Objective: Bring the Unusual Gem to Vex in the Thieves Guild, Objective: Recover the Stones of Barenziah (24), Objective: Recover the Crown of Barenziah, Objective: Return to Vex

A Crowning Achievement

During your adventures, you may stumble upon an odd-looking but possibly extremely valuable gemstone. This particular valuable stands out from the rest and is called an “Unusual Gem.”
Any other precious stone is irrelevant to this quest. Once you take (or steal) the gem, the quest begins and one of two objectives appear. The first occurs if you haven’t yet joined the Thieves Guild.
Items gained:
Unusual Gem
Objective: Bring the Unusual Gem to an appraiser of stolen goods
Objective: Bring the Unusual Gem to Vex in the Thieves Guild

Note

If you haven’t met any Thieves Guild members yet, journey to Riften’s Stables and enter via the northern gate.
A lout named Maul (the brother of Guild member Dirge) accosts you as you enter Riften. You can speak with him, using Persuasion, Bribing, or Brawling to test his mettle.
Then ask about the Unusual Gem you have, and you’re directed toward Vex (although he doesn’t mention her by name until you’re a full member of the Thieves Guild).
If Maul has died or you’ve angered him to the point that you’re not on speaking terms, you must simply stumble upon Vex.
Once you know to speak with Vex, meet her at the Ragged Flagon in Riften. Ask her if the Unusual Gem you found is worth anything, and she tells you the gem is a Stone of Barenziah.
Although it isn’t worth anything in its current state, it is one of 24 prized gems pried off Barenziah’s ceremonial crown. Many have attempted to collect all the gems but have failed.
Until now! She will pay for a full set of gems and asks you to talk to her again once you’ve found all 24.
Objective: Recover the Stones of Barenziah (24)

Note

Any Unusual Gems (including any you’ve already found) are called “Stones of Barenziah.”
You must now begin to collect the remaining Stones of Barenziah. There are 24 total, minus any you’ve already found (which must be a minimum of one to trigger this quest).
Consult the following table for guidance regarding every Stone’s location:

Number	Zone #	Location	Description	Prerequisite
[1/24]	[1.00]	Solitude (Proudspire Manor)	In the master bedroom of Proudspire Manor	Proudspire Manor purchased
[2/24]	[1.00]	Solitude (Blue Palace)	On a shelf in Jarl Elisif the Fair’s quarters.	None
[3/24]	[1.21]	Thalmor Embassy	In Elenwen's Solar in the Thalmor Embassy, in one of the bedrooms.	During or after Main Quest: Diplomatic Immunity
[4/24]	[1.27]	Dainty Sload	On a small table in the Captain’s Quarters of the Dainty Sload, moored near Solitude.	None

Number	Zone #	Location	Description	Prerequisite
[5/24]	[4.00]	College of Winterhold	On a shelf in the Arch-Mage's Quarters.	None
[6/24]	[4.02]	Yngvild	In the Throne Room area of Yngvild, in the chamber behind the throne.	None
[7/24]	[4.05]	Hob's Fall Cave	In the necromancers' sleeping area.	None
[8/24]	[5.00]	Markarth (Treasury House)	On a nightstand next to the bed in the master bedroom.	None
[9/24]	[5.00]	Markarth (Understone Keep)	On a table in a locked side room of the Dwemer Museum.	None
[10/24]	[5.36]	Dead Crone Rock	On a makeshift altar at Dead Crone Rock.	None
[11/24]	[6.00]	Whiterun (Jorrvaskr)	In Kodlak Whitemane's bedroom.	None
[12/24]	[6.00]	Whiterun (Hall of the Dead)	In one of the wall crypts at the foot of a skeleton.	None
[13/24]	[6.00]	Whiterun (Dragonsreach)	In the Jarl's bedroom area of the Jarl's Quarters.	None
[14/24]	[6.09]	Rannveig's Fast	On a table near the watery prison within Rannveig's Fast.	None
[15/24]	[6.29]	Fellglow Keep	On a counter in the workroom at the top of the front foyer.	None
[16/24]	[7.00]	Windhelm (House of Clan Shatter-Shield)	In a bedroom of the Shatter-Shield home.	None
[17/24]	[7.00]	Windhelm (Palace of the Kings)	On a table in Wuunferth the Unliving's quarters.	None
[18/24]	[7.36]	Stony Creek Cave	In the Bandit Wizard's cavern in Stony Creek Cave.	None
[19/24]	[7.38]	Ansilvund	Near Fjori's ghost in the burial chambers of Ansilvund.	None
[20/24]	[8.02]	Sunderstone Gorge	On the altar in front of the Word Wall.	None
[21/24]	[8.22]	Dark Brotherhood Sanctuary	On the dresser in Astrid's room.	During or after Dark Brotherhood Quest: With Friends Like These... OR Dark Brotherhood Quest: Destroy the Dark Brotherhood!
[22/24]	[8.28]	Pinewatch	In a locked treasure room in the Pinewatch Bandit Sanctuary.	None
[23/24]	[9.00]	Riften (Mistveil Keep)	In the Jarl's Chambers in Mistveil Keep, on the bedside table.	None
[24/24]	[9.35]	Riften (Black-Briar Lodge)	In the upstairs master bedroom of Black-Briar Lodge.	None

Objective: Recover the Crown of Barenziah
After you collect all 24 Stones of Barenziah, return to Vex, and she lets you in on a little secret: She knows the location of the Crown of Barenziah, and she'll pay handsomely if you bring it back.
Naturally, this involves a long and dangerous trek through Tolvald's Cave, to the southwest of Riften. This place is infested with wild animals and worse—Falmer and their horrific pets, the Chaurus.
Battle through this maze of caves to Tolvald's Crossing, moving to a large, dead-end chamber. There's a refuse pile at the end of the path that winds to the right, just after the waterfall. Sort through the pile for the crown.
Items gained:
Crown of Barenziah
Objective: Return to Vex

QUEST CONCLUSION

Back at the Ragged Flagon, tell Vex you've found the Crown of Barenziah.
She's suitably impressed and rewards you with the Prowler's Profit perk, which vastly increases the chances of finding gems while scavenging dungeons.
You can then sell these for substantial sums of gold. The completed crown with gems is in the Guild behind Mercer's desk once you complete the quest.
Items gained:
Perk: *Prowler's Profit*

11.2 Reparations & Shadowmarks



If you commit a minor crime, such as accidentally striking a Guild member or pickpocketing them, you're usually let off with a warning (if you're caught).
However, if you commit a serious crime, such as assaulting or murdering a Thieves Guild member, all of them become hostile and will attack you. At this point, you can:
Continue on the killing spree, which doesn't result in much else besides dead bodies and fewer places to sell or train. Note that Vex, Delvin, Brynjolf, and Mercer are essential, so surviving in this state is going to be exceedingly difficult!
Yield by sheathing your weapons, or flee the Ragged Flagon, wait three days, and return. Expect the Guild to be unfriendly but not hostile toward you.
Speak to Vex. She requires the princely sum of 1,000 gold pieces paid to the Guild as reparations. Pay up, and you become firm friends again.
Refuse, and expect to be ostracized until you pay the fine. This halts all quest progress, including Additional Quests and City Influence Quests. Until reparations are made, you are all alone.

Shadowmarks*

Note

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.
Eagle-eyed members of the Thieves Guild may notice certain locations across Skyrim are marked with strange little pictorial signs. These inscriptions, which are unknown markings to outsiders, are actually a cryptolect that the Guild uses to flag locations that members feel are particularly safe or dangerous or that have entities that may be helpful or problematic.
The symbols are known as Shadowmarks.
To learn more about Shadowmarks, search the Thieves Guild premises for a particularly well-researched book called Shadowmarks, written by Delvin Mallory.
It contains all the markings the Thieves Guild uses.
Items gained:
Shadowmarks

GLOSSARY OF SHADOWMARKS

The following Shadowmarks appear throughout the realm of Skyrim. Here's what they mean:

Shadowmark	Description	
	"The Guild"	This place is as safe as the Flagon's Cistern. Someone from the Guild is nearby for certain.
	"Safe"	A safe way around an obstacle, such as a hallway without traps or a house already cleared out. Head the way it is pointing to be safe.
	"Danger"	Head the other way or take your life in your hands. Danger lurks beyond this point!

Shadowmark	Description	
	“Escape Route”	If you find yourself in jail, look for this marking and find an escape route nearby.
	“Protected”	Don’t go here when thieving; the people at this location are under the Guild’s protection and should never be robbed or assaulted.
	“Fence”	This should become your favorite landmark; expect to sell your hard-earned stolen goods here at a fair price.
	“Thieves’ Cache”	Find this on a chest or barrel; expect a gift. Membership has its privileges.
	“Loot”	There’s something near here worth stealing.
	“Empty”	Pass over this place, as there’s nothing of note inside.

These markings can reveal (for example) who they consider a Fence, so if you’re prowling a new town, you can learn where friends, foes, thieving opportunities, and like-minded souls reside.
This can also help during certain Jobs so you know what’s likely to be inside a house before you enter it; every one of the five largest Hold Cities (Solitude, Markarth, Whiterun, Windhelm, and Riften) has these markings to find.
Also note that Guild Cache barrels are clearly emblazoned with the Thieves Cache Shadowmark, making them easier to spot for eagle-eyed thieves exploring the five largest capitals.

11.3 Moon Sugar Rush & Armor Exchange

Moon Sugar Rush*



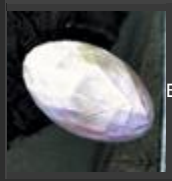
When you speak with Tonilla after being inducted into the Guild, she tells you that she has something for you to do. The Guild is lacking a reliable way to transport merchandise across Skyrim.
Tonilia reckons the shrewd Khajiit caravaneers might want a cut of the profits for selling (and fencing) for the Guild. Their leader, Ri'saad, should make a deal if you present him with the satchel of Moon Sugar she gives you.
Items gained:
Satchel of Moon Sugar
Objective: Deliver Moon Sugar to Ri'saad
Take this unrefined narcotic to Ri'saad, and tell him you bring an offer from the Thieves Guild. Hand over the Moon Sugar, and he's swayed into an agreement.
From this point on, any Khajiit Caravan you meet across Skyrim will be happy to purchase your stolen goods for a fair sum. Ask him further questions and barter with him if you wish.
Objective: Return to Tonilia
Head back to the Ragged Flagon, inform Tonilia of your success, and she gives you some gold for your troubles. Much more importantly, you can sell stolen property to the following Fences, in each of the Caravans!
Items gained:
Leveled gold pieces
Fence (Caravan): Atahba
Fence (Caravan): Majhad
Fence (Caravan): Zaynabi
Fence (Caravan): Ri'saad

Armor Exchange*

Once you successfully complete Thieves Guild Quest: Scoundrel's Folly, Brynjolf mentions that Tonilia has a special piece of armor that you can exchange.
When you speak to her, she offers to exchange one of your four pieces of Thieves Armor for a piece that's more enhanced. Choose from the hood, cuirass, gloves, or boots.
You can choose only one and can't go back on your choice. The quest then concludes.
Items gained:
Thieves Guild Armor (+35 Carry Weight)
Thieves Guild Boots (Improve Pickpocket 25%)
Thieves Guild Gloves (Improve Lockpick 25%)
Thieves Guild Hood (Improve Prices 15%)

11.4 Larceny Targets

Throughout almost all of the Thieves Guild Critical Path Quests, you'll find a valuable item to steal, with the express intention of making a little money from it.
The exact location of each Larceny Target is detailed in each specific quest.
Return and speak to Delvin about cashing in your stolen goods for gold. The following table lists all available Larceny Targets and the quests they appear in:

Larceny Target	Thieves Guild Quest	Location	Description
	Queen Bee Statue	Loud and Clear	Goldenglow Estate second floor	On a bedside table upstairs in Aringoth's bedroom
	Honningbrew Decanter	Dampened Spirits	Honningbrew Meadery	Locked upstairs office belonging to Sabjorn
	East Empire Shipping Map	Scoundrel's Folly	East Empire Trading Company Warehouse	In the dock overseer's hut, northwest corner
	Model Ship	Speaking with Silence	Snow Veil Sanctum	Fallen from a pedestal, deep in the dungeon
	Dwemer Puzzle Cube	Hard Answers	Calcelmo's Laboratory	In an alcove, near Calcelmo's assistant Aicantar
	Bust of the Gray Fox	The Pursuit	Mercer's House	In Mercer Frey's cellar office, in his house in Riften
	Eye of the Falmer (Second Gem)	Blindsighted	Irkngthand Sanctuary	Taken from Mercer Frey's corpse.

Tip

Did you miss one of these trinkets? Then return to the location and snag it; all should still be there.
Also look for sold Larceny Targets to appear as trophies on one of the bookcases behind Mercer's desk in the Cistern and for the bust of the Gray Fox on the desk.
Items gained:
150 to 300 gold pieces (per item)

11.5 Additional Jobs

An Overview

Ready for some extra work? Once Brynjolf instructs you to speak with Vex and Delvin Mallory about additional work they may have for you (after you complete Thieves Guild Quest: Taking Care of Business and you “officially” join the Guild), immediately chat with either of your new brethren.
Aside from offering you training in Lockpicking (Vex) and Sneaking (Delvin), ask them to explain the jobs they have to offer you, and then begin any you wish.
You can have one Additional Job from each of them active at any given time.
The Guild frowns on you quitting jobs you may be finding too difficult, but this is possible too. When you successfully finish a certain number (and variety) of Additional Jobs, Part 3: City Influence Quests become accessible (see below).

Leveled gold pieces

Job Giver	Type of Job
Delvin Mallory	The Numbers Job
Delvin Mallory	The Fishing Job
Delvin Mallory	The Bedlam Job
Vex	The Burglary Job
Vex	The Shill Job
Vex	The Sweep Job
Vex	The Heist Job

The following gives general information on all seven types of jobs and provides a particular example of each. You can continue to choose jobs for as long as you like; there’s no upper limit.
Be warned! Killing witnesses or the owners of any object you are pilfering is against the Thieves Guild code and fails the active job. Thieves steal valuables, not lives! Even worse, once the job fails, there is no gold reward, and the job does not count toward unlocking the City Influence Quests!

Delvin’s Additional Jobs

THE NUMBERS JOB

Objective: Make changes in the ledger at [business name] in a Hold City
Objective: Return to Delvin



Delvin is concerned with skimming a little off the top: To this end, he requires you to visit a store somewhere in the realm and make some subtle changes to the ledger. Enter the establishment, find the ledger, and fix it.
You only need to complete the ledger changes without being spotted, although some ledgers are in the same room as a vendor, meaning you need to enter at night or use Sneak abilities.

THE FISHING JOB

Objective: Retrieve [item] from [mark] in [Hold City].
Objective: Return the valuable to Delvin.



Delvin has numerous jobs to test one of the oldest and most important skills that a thief must possess: a penchant for pickpocketing! Move to the location indicated and observe the person.
Check the route they take and be patient; then quickly crouch and follow them. Swipe the valuable before they can react or even know it's gone! Augmentations both magical and skillful help here.

THE BEDLAM JOB

Objective: Steal [a set amount of] gold in goods, from a Hold city
Objective: Return the valuables to Delvin



Delvin's third job involves surreptitiously entering a city and emptying it of a set number of valuables up to a value in gold pieces that Delvin has determined.
The trick here is to know where in the city you can pillage (everywhere within the local map but not adjacent locations such as the Blue Palace in Solitude or Understone Keep in Markarth) and to take items only while you're hidden; therefore, crouch and check every time, just before you make the snatch.
If you are seen taking an object, it doesn't count toward the total, so make sure you are completely hidden. Basically, keep stealing until the quest triggers that you're done!

Tip

The best locations to pilfer from are stores, marketplaces, and private residences. The Dwemer Museum in Markarth does not count. Any additional stolen goods can be sold to Tonilia, as this is the one job where you're allowed to keep the items at the end!

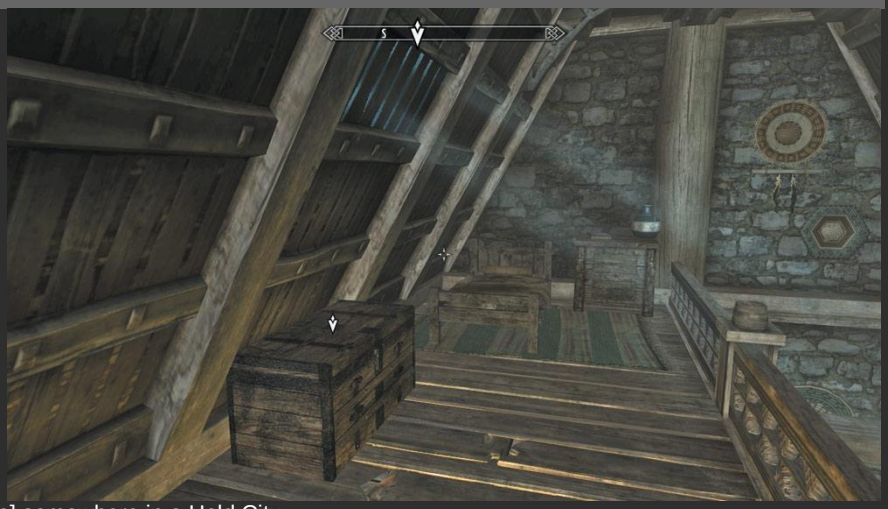
Vex's Additional Jobs

THE BURGLARY JOB



Objective: Retrieve [an item] from [a wealthy home] somewhere in a Hold city
Objective: Return the valuable to Vex
Vex requires you to break into a location (usually the residence of a high-ranking or wealthy person) and steal a valuable object that the Thieves Guild can sell.
This almost always requires you to wait until any residents of the location have left or to utilize your Sneak and Lockpick talents to unlock one of the location's doors, steal the valuable, and leave quickly.

THE SHILL JOB



Objective: Plant [evidence] in [a wealthy home] somewhere in a Hold City
Objective: Return to Vex
Vex wants you to take a stolen item acquired by the Guild and place it inside the home of a high-ranking person, in order to implicate them in a crime.
Aside from taking the usual precautions when entering and exiting the building (ensuring no one sees you inside or out), you must locate a chest or other object that holds items and place the stolen item in it.
Remember; only place the specific item you're carrying!

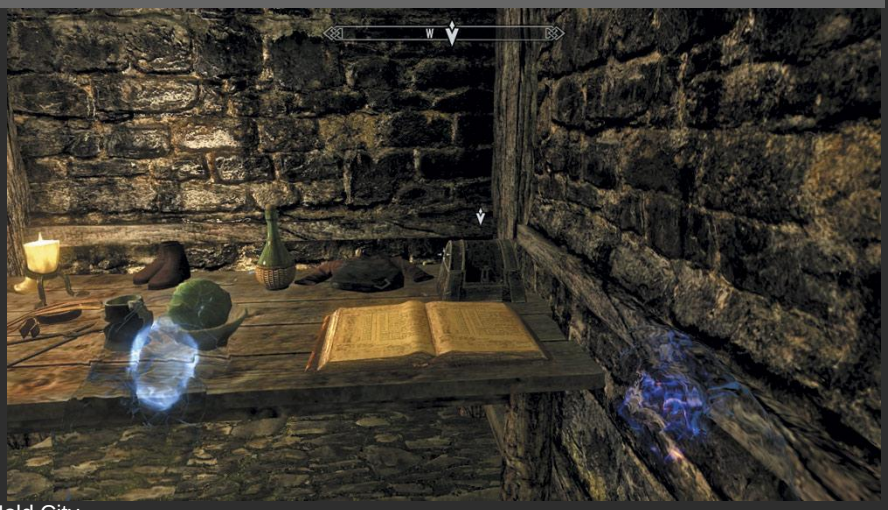
THE SWEEP JOB



Objective: Clear [a wealthy home], somewhere in a Hold City, of [valuables]
Objective: Return the valuables to Vex

Vex orders you to head to a location the Guild has staked out and believes has numerous high-quality items. You must enter the premises unseen.
Once inside, you are to clear the house of a specific number of valuables (and optionally, anything else you can get away with, although this isn't necessary for this quest).
Then return to Vex without arousing suspicion at any time.

THE HEIST JOB



Objective: Steal [an item] from [a store] in a Hold City
Objective: Return [the item] to Vex
The last type of job Vex has is similar to burglary but with an important difference: You're taking a valuable item from a store rather than a private residence.
As there's usually someone in a store and in a storeroom where a strongbox usually holds the valuable item, proficient sneaking, usually at nighttime, is the only way to avoid angering the locals and increasing your Bounty (which can occur but is not recommended).

Tip

Common sense should prevail when you're trying to complete jobs without being caught:
Burglarize stores when they are closed so the vendors don't see you.
Stake out private residences and watch when the inhabitants leave; when the house is empty, pick the lock and steal without the possibility of discovery.
The more risk you take by attempting crimes with vendors or residents gazing at you, the harder you're making it for yourself.
There's no reason to rush; spend time staking places out and learning where the targets are, and come back later to attempt the deed.

12.1 Growing the Guild and Gaining Influence & Various Quests

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Growing the Guild and Gaining Influence

AN OVERVIEW

As you become continuously successful with your jobs, you can inquire during conversations with Delvin Mallory or Vex about the reasons for these jobs and how they help the Guild.
The reasons are simple: Years ago, the Guild had a foothold in every major city in Skyrim—folks wouldn't dare lifting an apple without checking with the Guild first—but as the Guild collapsed, they lost Fences, influential contacts, and, most importantly, respect.
With your help, the Guild can be taken seriously and start to take the cities back again.
Thanks to Maven Black-Briar, you have some pull in Riften, but if you're caught in a nefarious act in Whiterun or another Skyrim city, you should expect an extended jail stay.
But once you complete a unique job for an influential and powerful individual within each prominent city, you can expect a much more lenient attitude.
However, these city leaders won't approach the Guild until numerous smaller "jobs" have been completed—the tasks you're undertaking already.
To activate the following City Influence Quests (one per city), you must complete a total of 5 Additional Jobs within that city.
After you successfully finish 5 Additional Jobs in a particular city, contact Delvin Mallory inside the Ragged Flagon and begin one or more of the following jobs.
Continue to complete Additional Jobs until you successfully finish 5 or more in every city. Obviously, with the random nature of the jobs, you may have to complete more than 10 before receiving a job for a city you haven't finished all the necessary jobs in yet.
The cities that the Thieves Guild wishes to gain influence in are:
Markarth

Name of City	Additional Jobs Completed?	Available Quest
5	Silver Lining	
Solitude	5	The Dainty Sload
Whiterun	5	Imitation Amnesty
Windhelm	5	Summerset Shadows
Riften	0	None†

Note

† Additional Jobs are available but no additional quest is available. You can perform jobs there, but they don't contribute to the City Influence Quests.
The rewards you receive for spreading the Thieves Guild's influence across Skyrim are detailed after the following four City Influence Quests.

Silver Lining

Prerequisites: Complete Thieves Guild Quests: Additional Jobs in Markarth (5)
Intersecting Quests: All further Thieves Guild Quests
Locations: Pinewatch, Pinewatch Bandit's Sanctuary, Riften, Ratway, Cistern, The Ragged Flagon
Characters: Adora, Delvin Mallory, Endon, Rhorlak
Enemies: Bandit, Rigel Strong-Arm
Objectives: Speak to Endon the Silversmith, Enter Pinewatch, Recover Endon's Silver Mold, Return to Endon

MOLDING ENDON'S ALLIANCE

Objective: Speak to Endon the Silversmith
Target: Endon, in Markarth
After you complete 5 (or more) successful Additional Jobs in Markarth, Delvin Mallory receives word that one of the finest Silversmiths in all of Skyrim, a man named Endon, has ordered a special mold from far-off Valenwood but it never arrived at his shop.
Meet Endon (and his daughter, Adora) and tell him Delvin sent you. He informs you that bandits were most likely to blame. As Markarth's other resources are stretched thin, he has requested that the Thieves Guild handle this.
Endon promises both his loyalty and some of his wealth in exchange for returning the invaluable mold.
Objective: Enter Pinewatch



Journey to the remote farmhouse known as Pinewatch in the middle of the pine forest, and pick the lock of the door (Average). Step inside, and your objective updates.
Objective: Recover Endon's Silver Mold
Target: Inside the Pinewatch Bandit's Sanctuary, in Pinewatch



The lone farmhouse is deceptively small. Head to the cellar and locate (or wake up) Rhorlak. To progress further, try one of the following:
Choose to kill him. Search the cellar, find the note on the table and read it, and locate the secret trigger button.
(Bribe) Offer to loosen his tongue with money. He mentions a secret trigger button in the cellar wall.
Or simply ignore Rhorlak (the cheapest, nonviolent option) and simply find the button in the wall, with or without reading the note.
Or find the note tacked onto the wall with a dagger, by the door to the wilderness.
Across from the cellar fireplace is a suspiciously empty shelving cabinet. Check to the right of it for a button, above a basket. Press it. The cabinet swings out, revealing a tunnel behind it.
Items gained:
Note to Rhorlak
Cross the wooden bridges and through the roughly hewn connecting tunnels, as Pinewatch's underground maze opens up before you.
Bandits are guarding this area, so approach each chamber with your armaments at the ready. Continue past a large collection of barrels, down the craggy path, and fight more bandits to reach a door leading to the Pinewatch Bandit's Sanctuary.
In the first Sanctuary chamber, use the stacked barrels as cover when fighting off (or sneaking past) another group of bandits. Look for the opening in the upper western wall.
Go past the cage room and up the stone steps to a wooden door and a small crypt room. The dead Draugr inform you that bandits are farther inside these catacombs; travel into the makeshift camp where you'll encounter more fighting.
Head into the chamber with the hanging bone chimes; brush into them if you wish to alert Rigel Strong-Arm, the leader of this motley crew. Search (or pickpocket) her for the necessary keys to enter all additional chambers.
Items gained:
Pinewatch Key
Pinewatch Treasure Room Key



At the next wooden door, pick the lock (Very Hard) or use the Pinewatch Treasure Room Key. Just beyond is an iron door leading across a precarious pair of wooden beams with dart traps on either side.
Sprint across, open another wooden door, and watch for two trigger stones in the floor; they both release traps—swinging blades and a battering ram, respectively—as you progress to the main crypt.
You're greeted with a mace trap to the face, so take a step back and duck into the chamber. Sitting in the despoiled sarcophagus is the unique item you've been tasked to find.
Take it, any coin, and the Silver Candlestick (which you can fence back at the Ragged Flagon). The treasure chest is worth prying open, too!
Items gained:
Endon's Silver Mold
Silver Candlestick
Objective: Return to Endon
Target: Endon, in Markarth

Tip

Pinewatch is not locked prior to this quest, and you can actually obtain the Silver Mold at any time, carrying it with you throughout your adventures until this quest begins. In this event, you can immediately give the item to Endon when you first meet him, completing the quest almost immediately.

QUEST CONCLUSION

Open the door with the bar on it, which is a shortcut back to the cellar and out into Skyrim. Travel back to Markarth, and speak with Endon. He takes the mold and is now an influential ally in Markarth and a Fence in the city if you wish to sell stolen goods.
Items gained:
Fence: Endon
Leveled Enchanted Light Armor

The Dainty Sload

Prerequisites: Complete Thieves Guild Quests: Additional Jobs in Solitude (5)
Intersecting Quests: All further Thieves Guild Quests
Locations: The Dainty Sload, East Empire Company Warehouse, Red Wave, Riften, Ratway, Cistern, The Ragged Flagon, Solitude, Blue Palace, Erikur's House
Characters: Delvin Mallory, Erikur, Sabine Nytte
Enemies: First Mate, Sailor
Objectives: Speak to Erikur, Acquire Balmora Blue, Plant the Balmora Blue, Return to Erikur

ERIKUR'S DEVIOUS DELIVERY

Objective: Speak to Erikur
Target: Erikur, in Solitude



After completing 5 (or more) Additional Jobs in Solitude, Delvin Mallory informs you about a matter regarding Erikur, a businessman in Solitude. Find this Thane in the Blue Palace or near his impressive home.

Whether it is by hook or by crook, as long as his business affairs flourish, Erikur is not afraid to get a little dirty. Recently, Captain Volf of the cargo ship The Dainty Sload has defaulted on a trade agreement he had with the Thane.
The details of the agreement aren't clear, but whatever happened, Erikur stands to lose quite a bit of money. This, and the Captain's stubbornness, have made Erikur decide to contact the Thieves Guild for assistance on the matter.
The Guild has worked with Erikur before, and matters usually ended mutually beneficial for both parties.
Trying to resolve the matters through legal channels would prove difficult, as the Captain of the vessel has covered his bases.
To this end, Erikur has requested that you plant a substance known as "Balmora Blue" aboard the ship, framing the Captain as a smuggler.
You'll find the source of the contraband close to a second vessel, the Red Wave, moored in the harbor below Solitude.
Objective: Acquire Balmora Blue
Target: Sabine Nytte, on the Red Wave, East Empire Company Warehouse



Your contact is a deckhand named Sabine Nytte. Travel to the East Empire Company Warehouse, and look for a large ship moored off the jetty outside the East Empire store.
Board the ship and speak to Sabine (she'll always be up on deck during this quest). She has the merchandise you require, but it's going to cost you! You can:
(1,500 gold) Pay Sabine a large amount of gold and receive the Balmora Blue immediately.
Ask if there's another way to earn it. There isn't.
(Pickpocket) Oh, but there is! Carefully pick her pockets and obtain the key.
Protest at the price. Sabine isn't budging, and she isn't stupid. She isn't carrying the contraband for you to steal!
(Sneak, Pickpocket) Or, you can find a second key on Sabine, pickpocket it, and then head into the bowels of the Red Wave to a safe. Inside the safe is a note pinpointing the location of the Balmora Blue Chest.
Execute this plan if you've annoyed Sabine to the point of her refusing to speak to you or if you prefer a stealthy route to reach this objective.
Or you can ignore Sabine completely and use this guide to pinpoint the hidden footlocker, swim down, and save yourself some coin!
Once you pay the money, Sabine hands you a key and explains where the stash is located: underwater, and close by.
Items gained:
Sabine's Footlocker Key
Sabine's Red Wave Key
Sabine's contraband is sealed inside a footlocker below the jetty adjacent to the Red Wave. Dive down and locate the chest, using either Lockpick (Hard) or your key to open it.
Items gained:
Balmora Blue
Objective: Plant the Balmora Blue
Target: Captain's Chest, below deck aboard the Dainty Sload



Journey to the Dainty Sload and attempt to sneak aboard, or utilize your magic to enter the hold.
The sailors stationed here will attack on sight. Sprint past the sailors as you head counterclockwise through the ship's interior to the hold stairs. Or simply use Invisibility and Pacify.

Once inside the hold, cross to the opposite side, pass the first mate, and drop the Balmora Blue into the Captain's Chest after you first unlock it (Average).
Objective: Return to Erikur
Target: Erikur, in Solitude

QUEST CONCLUSION

When you return to Erikur to announce your success, he has already heard about it. He gives you something for your troubles and is now happy to reopen any doors the Guild needs in the city of Solitude. You receive the following from him:
Items gained:
Spell Tome (Leveled)

12.2 Additional Quests and Rewards

Next Page >

Imitation Amnesty

Prerequisites: Complete Thieves Guild Quests: Additional Jobs in Whiterun (5)
Intersecting Quests: All further Thieves Guild Quests
Locations: Riften, Ratway, Cistern, The Ragged Flagon, Whiterun, Dragonsreach, Dragonsreach Jarl's Quarters
Characters: Irileth, Olfrid Battle-Born
Enemies: None
Objectives: Speak to Olfrid Battle-Born, Steal the letter incriminating Arn, Forge the prison registry, Return to Olfrid Battle-Born

LETTER OF INTENT

Objective: Speak to Olfrid Battle-Born
Target: Olfrid Battle-Born, in Whiterun



After finishing 5 (or more) successful Additional Jobs in Whiterun, Delvin Mallory receives an urgent missive from Olfrid Battle-Born, a wealthy Nord residing in Whiterun.
It appears that Arn, an old friend of Olfrid, was incarcerated inside Whiterun's prison for a serious crime he committed in Solitude, a crime that will result in his execution.
Fortunately, the Whiterun authorities are not aware of his friend's identity; he was arrested on the simple charge of drunken and lewd behavior.
The problem is that the authorities in Solitude recently dispatched a letter to the Jarl of Whiterun, outlining criminals for whom they are searching. If the Jarl reads the letter and makes the connection with Olfrid's friend, he'll be sent to his death.
Olfrid proposes that you infiltrate the Jarl's private quarters in Whiterun and steal the letter. While you're at it, you might as well make a change in the prison logbook with his friend's identity written inside.
Objective: Steal the letter incriminating Arn
Target: Bedroom, in the Dragonsreach Jarl's Quarters
Objective: Forge the prison registry
Target: Study, in the Dragonsreach Jarl's Quarters
Such a brazen act of trespass won't be tolerated by the leaders of Whiterun, so be sure you're carrying the proper cloaking attire or magical accoutrements to make your infiltration successful.
After some additional conversation with Olfrid to pinpoint the letter's location (and other, optional information), head into the imposing Dragonsreach.
Once inside, if you're simply wandering around in full view of the guards, Irileth usually stops you. Simply mention that you want to see the Jarl, and you're given a very temporary reprieve.
If the guards or other dwellers turn hostile, do not engage them in battle, as killing those you seek to win the influence of is a terrible idea.



Head northwest from the great hall's entrance stairs. Go down the side steps and into the Dragonsreach Jarl's Quarters. The prison registry is on a table in the corner of a bedroom on the other side.



Continue through the Jarl's personal chambers, heading in a roughly southwest direction until you open the doors into the Jarl's study. On the table is a letter from Solitude. Grab that, and then flee the area, ideally without being spotted or murdering anyone.
Items gained:
Letter from Solitude
Objective: Return to Olfrid Battle-Born
Target: Olfrid Battle-Born, in Whiterun

Caution

You're taking your life into your own hands thinking you'll better the sheer number of guards and tough folks roaming these parts; it is better to remain with weapons sheathed, and exit without combat.

QUEST CONCLUSION

Scour the streets of Whiterun for Olfrid Battle-Born, who may be wandering about or hanging inside a dwelling.
Although he keeps quiet about Arn, he's happy to receive the letter and tells you to let Delvin know the Guild will be "quite pleased" with what Olfrid can do to influence the powers that run this city.
You are also given the an Enchanted Ring.
Items gained:
Enchanted Ring (Leveled)

Summerset Shadows

Prerequisites: Complete Thieves Guild Quests: Additional Jobs in Windhelm (5)
Intersecting Quests: All further Thieves Guild Quests
Locations: Riften, Ratway, Cistern, The Ragged Flagon, Uttering Hills Caves, Windhelm, House of Clan Cruel-Sea
Characters: Fjotli, Niranye, Torsten Cruel-Sea
Enemies: Linwe, Summerset Shadow
Objectives: Speak to Torsten Cruel-Sea , Speak to Niranye, (Optional) Discover leverage to sway Niranye, Travel to Uttering Hills Cave, Recover Fjolti's Silver Locket, (Optional) Destroy the Summerset Shadow's Banner, Return to Torsten Cruel-Sea

SNUFFING OUT A RIVAL SECT

Objective: Speak to Torsten Cruel-Sea
Target: Torsten Cruel-Sea, in Windhelm



After wrapping up 5 (or more) successful Additional Jobs in Windhelm, Delvin Mallory has information from a wealthy merchant farmer named Torsten Cruel-Sea, who resides in Windhelm.
Travel to Windhelm and find the merchant in the area near the House of Clan Cruel-Sea. Torsten has been lamenting the murder of his jewelry adorned daughter Fjotli, whose body was left without a sentimental Silver Locket.
Through detective work, the potential culprit has been tracked down, an Altmer (High Elf) named Niranye. Strangely, Torsten's sources say Niranye is part of a rival Thieves Guild, which Delvin Mallory has denied his part in to Torsten.
You are to hunt down this locket—a Cruel-Sea family heirloom—and he suggests searching Niranye's house first.

You now have two possible locations to search: the market stall in the southwest corner of Windhelm where Niranye plies her wares (usually during the daytime) or her house in the southeast corner of town.
Objective: Speak to Niranye
Target: Niranye, in Windhelm



Niranye herself: Whether you meet her in her house or within the walls of Windhelm, Niranye tries to pretend she's still shocked by Fjotli's death, until you tell her to drop the act. You can:
(Persuade) Comment on her awful acting abilities.
(Intimidate) Threaten a similar ending to Fjotli's.
Or just kill her for wasting your time, which yields the note to Uttering Hills Cave.
If you're unable to intimidate or persuade her, you can simply respond "My mistake." This opens the following objective:
(Optional) Objective: Discover leverage to sway Niranye
In the safe in her hidden basement is a note you can use as leverage. Show it to Niranye after she's clammed up, and she'll start to talk, clearing the objective. Unless there are no other witnesses, the third option (to kill her) may be problematic.
If you use verbal sparring, Niranye speaks about a small group of Altmer thieves who call themselves the "Summerset Shadows" and have a base inside the Uttering Hills Caves.
She warns you about the craziness of their leader, Linwe, who is infamous for robbing the dead of their valuables.
Items gained:
Second Letter from Linwe
Niranye's House Key
Objective: Travel to Uttering Hills Cave
Objective: Recover Fjolti's Silver Locket
Target: Linwe, inside Uttering Hills Cave



Journey across the snow-laden ground toward the Uttering Hills Cave, and prepare for a violent welcome from two Summerset Shadow guards close to the campfire and the entrance embedded into the mountain.
Once you're inside, the objective updates and you must find the locket. Head through the snowy tunnel, passing or attacking additional Summerset Shadow thieves, until you reach a circular stone tower staircase.
Head down a connecting corridor at the tower's base and into the Shadows' sanctum. There's a banner in the largest of the rooms, where the thieves gather to eat.
Objective: (Optional) Destroy the Summerset Shadows' Banner



Before you investigate any further, light the burner underneath the banner until it begins to burn; snuffing out any trace of a rival Thieves Guild should be of utmost importance! Locate Linwe, the pretender thief master himself, in an adjacent room.
The very fact that he's wearing the garb of a Thief should be cause enough to cut him down! Defeat this charlatan and claim the following from his corpse:
Items gained:
Fjotli's Silver Locket
Linwe's Armor
Linwe's Boots
Linwe's Gauntlets
Linwe's Helmet
Objective: Return to Torsten Cruel-Sea
Target: Torsten Cruel-Sea, in Windhelm

QUEST CONCLUSION

Return to Windhelm and find Torsten Cruel-Sea. Return the locket, and Torsten is most pleased, even a little envious of your adventuring life. But he makes sure you know that he is a trusted ally in this city.
He isn't the only one; Niranye becomes a helpful Fence in this city, assuming you didn't kill her.
Items gained:
Vendor (Fence): Niranye
Enchanted Jewelry (Amulet, Ring, or Necklace; Leveled; if you burned the banner)
Leveled gold pieces

City Influence Quests: Ultimate Rewards

STAGES OF INFLUENCE

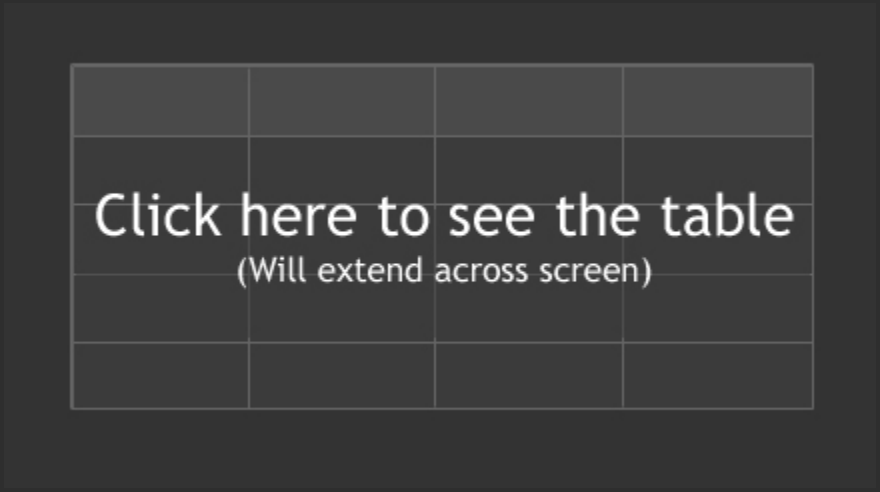
Building the Thieves Guild's influence across Skyrim is the key to continued success and wealth. The can be measured, based in stages. The following table shows how each of the stages are triggered:
Stage 0

Click here to see the table
(Will extend across screen)

‡ This is one prerequisite to becoming Thieves Guild Master.

REWARD 1: ADDITIONAL VISITORS AND VENDORS

As your influence grows, additional visitors appear (they offer little more than conversation), and vendors take up residence in the niches across from the Ragged Flagon, plying a variety of special or themed wares.
Be sure to inspect, barter, and purchase from them. The following table shows who turns up, and when.
Stage 1



REWARD 2: GUILD FENCE GOLD

As you should be aware, Tonila—and every other Fence you bring into the cause—fences any items you may have "appropriated" from across Skyrim, as most other merchants don't touch stolen goods.
The amount of available gold they offer for items you wish to fence increased depending on your City Influence stage, as shown:
Stage 0

Stage Number	Available Gold
1,000 gold pieces	
Stage 1	1,500 gold pieces
Stage 2	2,250 gold pieces
Stage 3	3,000 gold pieces
Stage 4	4,000 gold pieces

REWARD 3: CRIME AMNESTY

When you enter one of the Holds that has a completed City Influence Quest—The Rift (Riften), The Reach (Markarth), Haafingar (Solitude), Whiterun (Whiterun), and Eastmarch (Windhelm)—and a guard from one of those cities attempts to arrest you for a crime you've caused, you have two additional options:
You can pay the guard to overlook the crime this once.
This won't work on violent crimes (murder), but it's a great way to prevent getting arrested for theft when you have a bag full of stolen loot you'd hate to lose.
This only works on a given guard once per day.
Also note that the bounty on your head remains in place; nothing is cleared. Therefore, if you reengage another guard in dialogue, they might just try and arrest you again.
If your pockets are brimming with gold, you can immediately pay off your bounty for that Hold, regardless of the crime. This will also allow the guard to overlook the crime.
The amount of gold required to pay off the crime is equal to half your bounty.
The advantage to either option above is twofold:
You aren't moved to the Keep (unless you were trespassing—then you are still moved to the Keep) as if you were released from jail.
Best of all, none of your stolen loot is confiscated. Normally, when you're arrested, all stolen loot is completely stripped, never to return. In these instances, the thief can avoid that inconvenience!

REWARD 4: GUILD GROWTH

For every stage that the Thieves Guild attains, it visibly changes: You should start to notice more containers that can be looted, more expensive and lavish furnishings, and of course, the arrival of the aforementioned vendors.
Their "shops" now appear in the Ragged Flagon area, in one of the wall niches across from the bar.

REWARD 5: THIEF CACHES

When you complete a City Influence Quest, "Thief Caches" appear in that Hold's Capital City. These are wooden barrels emblazoned with the "Thieves' Cache" Shadowmark.
Each city has three such barrels hidden somewhere within the city walls. The chart below reveals their locations:

Cache	Location
1	In the small courtyard on the side of Niranye's house.
2	Right next to the door to Sadri's used wares.

Cache	Location
3	Tucked at the end of a tiny alley to the left of Hjerim's entrance

MARKARTH THIEF CACHES

Cache	Location
1	In the small courtyard on the side of Niranye's house.
2	Right next to the door to Sadri's used wares.
3	Tucked at the end of a tiny alley to the left of Hjerim's entrance

WHITERUN THIEF CACHES

Cache	Location
1	In the small courtyard on the side of Niranye's house.
2	Right next to the door to Sadri's used wares.
3	Tucked at the end of a tiny alley to the left of Hjerim's entrance

WINDHELM THIEF CACHES

Cache	Location
1	In the small courtyard on the side of Niranye's house.
2	Right next to the door to Sadri's used wares.
3	Tucked at the end of a tiny alley to the left of Hjerim's entrance

RIFTEN THIEF CACHES

Cache	Location
1	On the lower walkway along the canal, almost directly across from Valindor's house.
2	In a corner on the balcony walkway overlooking the training grounds at Mistveil Keep.
3	In the garden area of Honeyside, against the city wall.

These caches are occasionally restocked, so they are well worth checking out: A cache always contains a random number of lockpicks and arrows and may contain the following (randomly, and leveled):
Items gained:

Potions
Gems
Enchanted Weapon, Light Armor, or Bow

Leadership Quest: Under New Management

Minor Spoilers

Prerequisites: Complete Thieves Guild Quests: Additional Jobs in all Holds (20), Complete Thieves Guild Quests: City Influence Quests in all Holds (4), Complete Thieves Guild Quest: Darkness Returns
Objectives: Speak to Brynjolf about becoming the Guild Master, Proceed to the center of Cistern, Become Guild Master for the Thieves Guild, Speak to Brynjolf about being Guild Master, Retrieve your Guild Leader Armor from Tonilia

A REAL HONOR AMONG THIEVES

This is likely to be the final quest during your time at the Thieves Guild, as the prerequisites are lengthy:
You need to have finished all of the Additional Jobs necessary to trigger the four City Influence Quests and have completed those quests too.
In addition, you must have finished all of the Critical Path Quests and finished Thieves Guild Quest: Darkness Returns.
Objective: Speak to Brynjolf about becoming the Guild Master



Move into the Cistern and converse with your old friend and mentor. Brynjolf is in the training area, and he tells you that the time has come for you to lead this merry band of ne'er-do-wells based on your continuous hard work and impressive performances.
He wishes you to head to the Cistern so the ceremony can begin.
Objective: Proceed to the center of Cistern
Objective: Become Guild Master for the Thieves Guild
Objective: Speak to Brynjolf about being Guild Master
You receive a full welcome from all of the main Thieves Guild members (except Mercer Frey of course), including Maven Black-Briar.
The ceremony begins, and your virtues are extolled, with Delvin, Vex, and Karliah all agreeing that you'd make an excellent leader.
With the new honor bestowed upon you, speak to Brynjolf again. After further congratulations, he hands over a couple of prized possessions, as tradition dictates. Then he recommends you speak to Tonilia, who has a special gift for you.
Items gained:
Amulet of Articulation
Tribute Chest Key

Note

The Amulet of Articulation has two functions: First, it has a Speech enchantment, ranging from 5 to 25 percent (leveled to when you receive it).
Second, when you wear the Amulet, your Persuade will succeed almost every time, regardless of difficulty. Although there are a few select Persuade Checks that won't work, these are few and far between.
However, the vast majority of the time, you can persuade anyone to do your bidding, including guards when talking your way out of nonviolent crimes!
Objective: Retrieve your Guild Leader Armor from Tonilia

QUEST CONCLUSION

Your status-raising ceremony concludes with a full set of Guild Leader Armor. Take these from Tonilia and wear them as you wish.
The Tribute Chest contains gold and gems (leveled).
Keep checking it, as it is sometimes replenished. At this point, some of your crew may refer to you as "boss."
Items gained:
Guild Leader Armor
Guild Leader Boots
Guild Leader Gloves
Guild Leader Hood

13.1 Overview

Next Page >

Interaction with the Dark Brotherhood is never explicitly felt. You may hear rumors about the Brotherhood and may even encounter an assassin who has in their possession a mysterious contract to kill you. But to experience as much of the Dark Brotherhood as you can, begin your investigations by locating the broken cart with the odd little jester, close to the Loreius Farm, on the road north of Whiterun.

Dark Brotherhood Sanctuary



The Black Door, approached from the fetid pond.



Sanctuary interior, inside the grotto area.

The Dark Brotherhood Sanctuary is located off the road, in an eerie area of woodland within the southern Pine Forest of Falkreath Hold. The Black Door is not visible to travelers; only those inquisitive enough to venture off the beaten path will see it.

The Black Door guards the Dark Brotherhood sanctuary and is magically sealed from intruders. It asks visitors for a passphrase, which they must already know in order to enter.

The initial area houses Astrid's study and bedroom and a secret door (that will open later). Down the main stairs is the grotto cavern, containing Arnbjorn's forge, an area for combat practice, and a waterfall pool with a Word Wall where you'll learn an impressive Shout called Marked for Death.

Farther into the linked cave tunnels are the various bedrooms of the Dark Brotherhood Family, a dining chamber, and a laboratory that connects back to the grotto. In addition, Cicero's room and a chapel—home to a strange little man and an odd sarcophagus—are also available to explore.

Items gained:

Word of Power: *Marked for Death*

Important Characters

THE NIGHT MOTHER



Existing in the physical realm as an emaciated corpse drained and half-mummified, resting inside an iron sarcophagus, the Night Mother was brought to Skyrim by her keeper, Cicero. During the Dark Brotherhood's prime, the Listener had the honored ability to hear her frightening voice as fragmented snippets. She receives the call of the Black Sacrament, and disperses the information to her "Children."

LEADER: ASTRID



Astrid is the loving and caring leader of the Skyrim Sanctuary. She is very open about her feelings, and she will be loyal to the Dark Brotherhood until her dying breath. Astrid is married to Arnbjorn, and the two have as healthy a relationship as two Dark Brotherhood assassins can. She is the primary quest-giver.

ASSASSIN: FESTUS KREX



Krex is old, cranky, and completely unsociable. He is also the one member of the Sanctuary who prefers to use spells over cold steel. Impressively unapproachable, the rest of the Dark Brotherhood accept him as an especially touchy member of the Family and do their best to shrug off his curmudgeonly nature. He does keep an ear to the ground about interesting happenings across Skyrim, which he very occasionally shares.

ASSASSIN: NAZIR



Nazir is a Redguard who wields a giant scimitar. He is older than many of the other assassins and serves as a father figure to them. He is noble, humorous, and tactical in his thinking and actions. He always ponders decisions before making them. He is also extremely talented in the Light Armor skill, and hands out minor contracts when the Black Sacrament has been completed somewhere in Skyrim. Check with Nazir for these side contracts when Astrid doesn't have anything available.

Trainer (Light Armor): *Nazir*

ASSASSIN: GABRIELLA



Gabriella is a quiet, mysterious member of the Dark Brotherhood, who much prefers the company of her pet Frostbite Spider. After you complete a contract to kill Gaius Maro (and complete the bonus objective), you receive a token from Gabriella to have your fortune read by her dear friend Olava in Whiterun.

ASSASSIN: BABETTE



A happy and accommodating ten-year-old girl and an obviously respected member, Babette is also obsessed with Alchemy, which she will sell to you, along with many other useful items. She seems wise well beyond her years, due to the fact she is actually a nearly two-hundred-year-old vampire. She is extremely adept at Alchemy magic.

Trainer (Alchemy): *Babette*
Vendor (Potions): *Babette*

KEEPER: CICERO



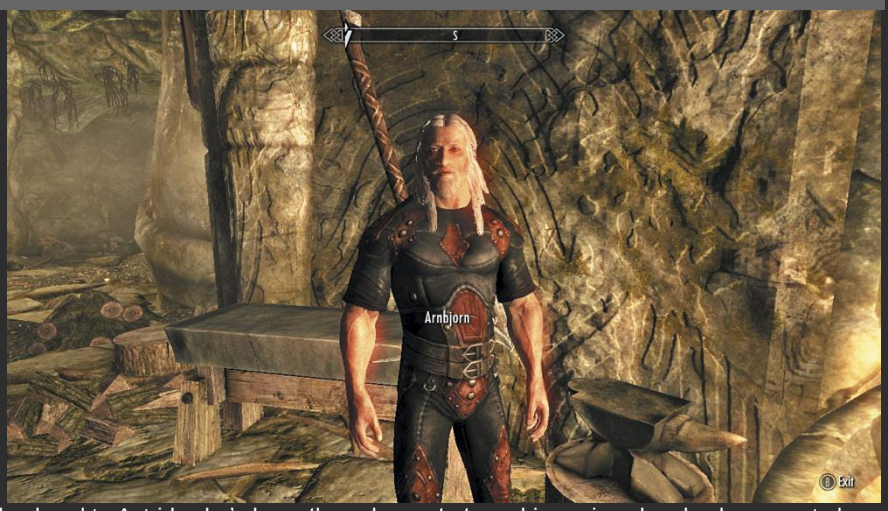
Cicero, the “Fool of Hearts,” is a psychotic, singsong speaking, knife-wielding jester. He is also the Keeper of the Night Mother and arrives at the Sanctuary with her body. Overly paranoid, he constantly speaks with “Mother” and furiously protects her. If he ever hears of a threat to the Brotherhood, he acts quickly and impulsively.

SHADOWSCALE: VEEZARA



Veezara is a Shadowscale, an Argonian born under the sign of the Shadow. For years he served the king of High Marsh. When he was honorably released from service, he wandered Tamriel and eventually made his way to the Sanctuary in Skyrim. He is friendly and somewhat quiet, but extremely skilled.

ASSASSIN AND BLACKSMITH: ARNBJORN



Arnbjorn is a boisterous Nordic barbarian and husband to Astrid, who’s been the only one to tame him—since he also happens to be a werewolf. His loyalty to her is unwavering and unquestioning. He was once a Companion, but his barbaric ways and eagerness for killing made it an uneasy association. After wandering the paths of Skyrim, he found this shadowy organization a much better fit for him. He sometimes works the forge inside the Sanctuary.

Blacksmith: *Arnbjorn*

FAMILIAR: LIS



More of a pet than a familiar, Gabriella's Frostbite Spider, Lis, is a permanent resident and unofficial mascot of the Dark Brotherhood Sanctuary. Don't confuse this with a wild spider; it is friendly to members, and it would be a shame if someone slew it out of spite or perverse amusement...especially as all the other Dark Brotherhood members turn hostile if you're foolish enough to slay such a fine and furry beast!

13.2 Assassinations and Training

ASSASSINATION EFFECTS

Before you enter the world of clandestine murder, check the targets you are terminating. Some of them may have other quest-related objectives that change or disappear completely after you assassinate them. Although this never prevents you from completing essential quests, checking the Atlas and the Index prior to taking a victim down is worthwhile.



SKILLS TO LEARN

Entering buildings, finding a target, quietly slaying them, and leaving without raising the alarm (or even being seen) requires proficiency in the following skills, which you should think about improving through training and constant use:
One-Handed: for daggers and stealth attacks
Archery: for removing foes from long range without causing a ruckus
Light Armor: so you can sneak and still take damage
Sneak: arguably the most important skill if you're taking a clandestine approach to assassinations
Lockpicking: helpful when trespassing in a locked a building
Illusion spells: such as Invisibility to help you sneak, and Fear or Pacify for an easier getaway
Alchemy: for creating poisons to tip your weapons with
Occasional other spells: such as Detect Life when you're looking for foes, friends, or targets

THE ASSASSINATION ITSELF

Tip

The following are some overall tactics that are worth thinking about employing:
The basic kill: Find the target. Produce your preferred melee weapon. Hit the target with it until he or she expires. Then fight or flee out of the location (if you're spotted), and damn the consequences!
The ranged kill: If you prefer longer-ranged magic or bows, utilize them when attacking the target. If you can fire from cover and without being seen (crouch to check), so much the better.
The stealth kill: Increase your Sneak using augmentations to decrease your visibility, attack in the dead of night and from behind, and then merge back into the shadows if you're spotted.
The poison kill: When culling your target, you obviously want to complete the task as quickly as possible, so coat your assassination weapon in poison so your target dies with one swipe.

TRAINING

In addition to a comfy bed and like-minded attitudes, the main members of this assassin guild are dazzlingly proficient in a particular skill. Speak to each of them, and increase the chosen skill by a point. If you have the gold, you can complete this numerous times:

Skill	Rank	Trainer
Light Armor	Master	Nazir
Alchemy	Master	Babette

Available Quests and Tasks

There are 37 different quests available with the Dark Brotherhood. Thirteen of these are Critical Path Quests (plus an additional introductory quest involving Cicero). Twelve are Side Contract Quests. The remaining 11 are additional quests.

CRITICAL PATH QUESTS

Simply referred to as "quests," these are the main missions you attempt for the Dark Brotherhood. All but the first quest have one or more prerequisites, as shown in the following table:

Quest Name	Prerequisites
Dark Brotherhood Quest: Delayed Burial	None
Dark Brotherhood Quest: Innocence Lost	None
Dark Brotherhood Quest: With Friends Like These...	Complete Dark Brotherhood Quest: Innocence Lost

Quest Name	Prerequisites
Dark Brotherhood Quest: Sanctuary	Complete Dark Brotherhood Quest: With Friends Like These...
Dark Brotherhood Quest: Sentenced to Death	Complete Dark Brotherhood Quest: Sanctuary
Dark Brotherhood Quest: Whispers in the Dark	Complete Dark Brotherhood Quest: Sentenced to Death
Dark Brotherhood Quest: The Silence Has Been Broken	Complete Dark Brotherhood Quest: Whispers in the Dark
Dark Brotherhood Quest: Bound Until Death	Complete Dark Brotherhood Quest: The Silence Has Been Broken
Dark Brotherhood Quest: Breaching Security	Complete Dark Brotherhood Quest: Bound Until Death
Dark Brotherhood Quest: The Cure for Madness	Complete Dark Brotherhood Quest: Breaching Security
Dark Brotherhood Quest: Recipe for Disaster	Complete Dark Brotherhood Quest: The Cure for Madness
Dark Brotherhood Quest: To Kill an Empire	Complete Dark Brotherhood Quest: Recipe for Disaster
Dark Brotherhood Quest: Death Incarnate	Complete Dark Brotherhood Quest: To Kill an Empire
Dark Brotherhood Quest: Hail Sithis!	Complete Dark Brotherhood Quest: Death Incarnate

SIDE CONTRACT QUESTS

Referred to as “Side Contracts,” these are assassinations you complete for Nazir, in six parts. Sometimes you are given two or more targets and sometimes only one. Here’s how you access them:

Quest Name	Prerequisites
Quest Name	Prerequisites
Side Contract: Kill Narfi	Complete Dark Brotherhood Quest: Sanctuary. Unavailable during Dark Brotherhood Quest: Death Incarnate.
Side Contract: Kill Ennodius Papius	Complete Dark Brotherhood Quest: Sanctuary. Unavailable during Dark Brotherhood Quest: Death Incarnate.
Side Contract: Kill Beitild	Complete Dark Brotherhood Quest: Sanctuary. Unavailable during Dark Brotherhood Quest: Death Incarnate.
Side Contract: Kill Hern	Complete first three Side Contracts. Available during Dark Brotherhood Quest: Whispers in the Dark. Unavailable during Dark Brotherhood Quest: Death Incarnate.
Side Contract: Kill Lurbuk	Complete first three Side Contracts. Available during Dark Brotherhood Quest: Whispers in the Dark. Unavailable during Dark Brotherhood Quest: Death Incarnate.
Side Contract: Kill Deekus	Complete first five Side Contracts. Available during Dark Brotherhood Quest: The Silence Has Been Broken. Unavailable during Dark Brotherhood Quest: Death Incarnate.
Side Contract: Kill Ma’randru-jo	Complete first five Side Contracts. Available during Dark Brotherhood Quest: The Silence Has Been Broken. Unavailable during Dark Brotherhood Quest: Death Incarnate.
Side Contract: Kill Anoriath	Complete first five Side Contracts. Available during Dark Brotherhood Quest: The Silence Has Been Broken. Unavailable during Dark Brotherhood Quest: Death Incarnate.
Side Contract: Kill Agnis	Complete the eight previous Side Contracts. Available after completion of Dark Brotherhood Quest: The Silence Has Been Broken. Unavailable during Dark Brotherhood Quest: Death Incarnate.
Side Contract: Kill Maluril	Complete the nine previous Side Contracts. Unavailable during Dark Brotherhood Quest: Death Incarnate.
Side Contract: Kill Helvard	Complete the nine previous Side Contracts. Unavailable during Dark Brotherhood Quest: Death Incarnate.
Side Contract: Kill Safia	Complete all previous Side Contracts. Unavailable during Dark Brotherhood Quest: Death Incarnate.

RADIANT QUESTS

Any other objectives or jobs with the Dark Brotherhood are listed here. A few of them have random targets, items, or other interactions. They are listed in more detail after the Critical Path Quests, but for the prerequisites required to begin every additional quest, consult the following table:

Radiant Quests	Prerequisites
Radiant Quests	Prerequisites
Destroy the Dark Brotherhood!	Complete Dark Brotherhood Quest: Innocence Lost, and kill Astrid
Honor Thy Family	Complete Dark Brotherhood Quest: With Friends Like These...
The Feeble Fortune*	Complete Dark Brotherhood Quest: Breaching Security, and earn the bonus

Radiant Quests	Prerequisites
Where You Hang Your Enemy's Head...	Complete Dark Brotherhood Quest: Hail Sithis!
Welcome to the Brotherhood†	Complete Dark Brotherhood Quest: Hail Sithis!
Cicero's Return*	Complete Dark Brotherhood Quest: Hail Sithis!
The Dark Brotherhood Forever!	Complete Dark Brotherhood Quest: Hail Sithis!
The Torturer's Treasure: Part I*	Complete Radiant Quest: Where You Hang Your Enemy's Head...
The Torturer's Treasure: Part II*	Complete Radiant Quest: Where You Hang Your Enemy's Head...
The Torturer's Treasure: Part III*	Complete Radiant Quest: Where You Hang Your Enemy's Head...
The Torturer's Treasure: Part IV*	Complete Radiant Quest: Where You Hang Your Enemy's Head...

* = Indicates the quest name does not appear in your menu; check the "Miscellaneous" area for objectives that may appear.

13.3 Delayed Burial

Prerequisites: None
Intersecting Quests: Dark Brotherhood Quest: Innocence Lost
Locations: Loreius Farm
Characters: Cicero, Curwe, Roadside Guard, Vantus Loreius
Enemies: None
Objectives: Convince Loreius to fix the wheel, Convince Loreius OR report Cicero, Talk to Cicero, OR talk to Loreius

Tip

It is recommended you complete this quest before beginning Dark Brotherhood Quest: With Friends Like These... and joining the Dark Brotherhood, as Cicero has some additional words for you, depending on your actions during this quest. You may also gain additional flavor depending on your actions here.

SURELY YOU JEST



The road north of Whiterun is sometimes treacherous. Should you follow this path north from the city or visit Shimmermist Cave and journey due northwest from that location, you encounter a strange little man dressed as a jester, standing by a horse-drawn cart. Inspect the cart, and you'll see one of its wheels has detached from the axle. On the cart is a hefty-looking wooden crate.



The jester is named Cicero. He seems to be a little crazy but does need some help. He says the crate contains the body of his dear, departed mother. They were on their way from Cyrodiil to her new resting place, but the wheel on the cart broke. Although the farmer nearby must have proper tools to repair the cart, he refuses to, likely because of Cicero's strange demeanor and dress. Cicero asks you to speak with Vantus Loreius the farmer on his behalf. There's coin in it for you, too.
Objective: Convince Loreius to fix the wheel
Target: Vantus Loreius, in Loreius Farm



Head roughly west toward the Loreius Farm and locate the farmer and his wife, Curwe. Speak with Vantus Loreius and explain Cicero's predicament. Loreius is extremely suspicious of Cicero, from his outfit to the contents of the crate he insists is his mother, and he doesn't want to be caught up in anything. You can steer the conversation toward siding with Loreius or talking him into helping Cicero. As the conversation progresses, you realize you have two choices: convincing Loreius or reporting Cicero.
Objective: Convince Loreius **OR** report Cicero
Target: Vantus Loreius, **OR** Roadside Guard



Convincing Loreius: Vantus Loreius is easily convinced that his suspicions are unfounded and that Cicero is simply an unfortunate character in need of his wheelwright prowess. Be sure Loreius agrees to this, and then return to Cicero to tell him the good news.
Reporting Cicero: If Loreius has convinced you that Cicero is a suspicious character, head back down to the road and locate the Roadside Guard patrolling close by. Speak to the guard and make up any tall tale that is detrimental to Cicero's character. The guard promptly strides off to arrest Cicero, and you can return to Loreius to celebrate framing a weird (but possibly innocent) man.



Objective: Talk to Cicero, **OR** Talk to Loreius

QUEST CONCLUSION

You receive gold as a reward no matter who you side with.
Items recieved:
50 gold pieces

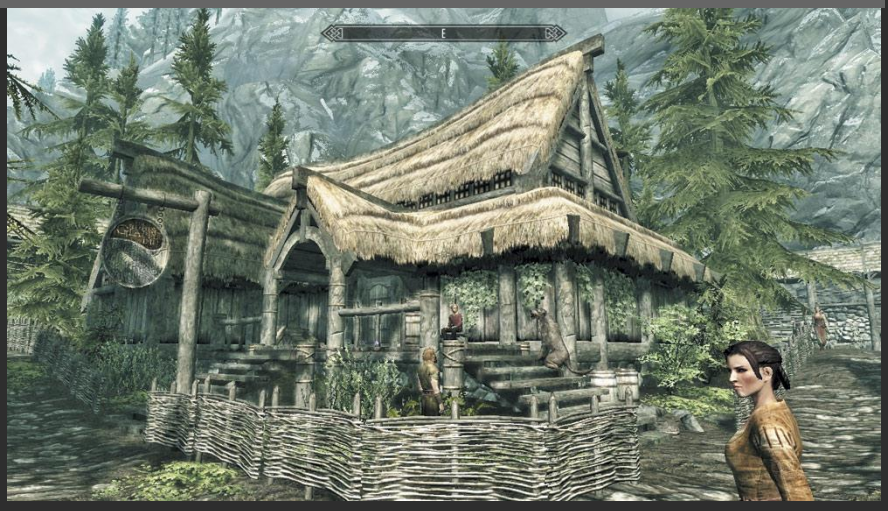
POSTQUEST ACTIVITIES

If you side with Loreius and inform the guard, once you join the Dark Brotherhood and return to see Vantus Loreius and his wife again, you'll find them murdered on their farm. The culprit is unknown, although you have your suspicions....

13.4 Innocence Lost

Prerequisites: None
Intersecting Quests: Dark Brotherhood Quest: With Friends Like These...
Locations: Riften, Honorhall Orphanage, Windhelm, Aretino Residence
Characters: Aventus Aretino, Constance Michel, Francois Beaufort, Grimvar Cruel-Sea, Hroar, Idesa Sadri, Runa Fair-Shield, Samuel
Enemies: Grelod the Kind
Objectives: Talk to Aventus Aretino, Kill Grelod the Kind, Tell Aventus Aretino that Grelod is dead

THE BLACK SACRAMENT ENACTED



Begin this quest in a number of different ways:
You can hear a rumor that mentions a boy named Aventus Aretino if you visit any of the inns or taverns across Skyrim. The nearest to your starting location in Helgen is the Sleeping Giant Inn in Riverwood.
The one closest to this quest is Candlehearth Hall in Windhelm. Keep asking about rumors until Aventus's name is mentioned; then follow up on this information.
Or, you can visit the Honorhall Orphanage in Riften. Enter the premises and watch as Grelod the Kind doesn't live up to her name. Once the harridan has ordered her children to bed, speak with any of the "guttersnipes."
Francois Beaufort, Samuel, Runa Fair-Shield, or Hroar all point you in the direction of the escaped orphan, Aventus Aretino, and his location in Windhelm.



Or, if you're already in Windhelm, the first city guard you speak to mentions something about the ritual going on in a building inside this settlement.
If you're close to the Aretino Residence, you can witness a conversation between Grimvar Cruel-Sea and Idesa Sadri; speak to them about this "cursed" child who some have heard reciting the "Black Sacrament." As the house is close by, you can easily check whether these stories hold weight.



Objective: Talk to Aventus Aretino
Target: Aretino Residence, in Windhelm

THE SADIST HEADMISTRESS REDACTED



It appears the rumors are true; Aventus Aretino, a recently orphaned child, has fled from Riften and headed back to his family home. **(Lockpick [Novice])** The only way into the dwelling is to pick the lock. Once inside, you find Aventus in a trancelike state, reciting the Black Sacrament—the means by which those wishing revenge are said to contact the Dark Brotherhood.
Aventus isn't concerned that you've found him out; in fact, he's thrilled that a Dark Brotherhood assassin has come to arrange a murder! Even if this wasn't your intention, Aventus doesn't listen; he wants the cruel and sadistic headmistress of the Honorhall Orphanage dead, mainly to save the other children from her violence and so her more compassionate subordinate, Constance Michel, can take over.
Objective: Kill Grelod the Kind
Target: Honorhall Orphanage, in Riften
Travel to the Honorhall Orphanage and speak with Grelod the Kind. You may reveal as little or as much of your plan as you want. Immediately afterward, you must kill her for her crimes against children.



Objective: Tell Aventus Aretino that Grelod is dead
Target: Aretino Residence, in Windhelm

Caution

Beware that once you murder Grelod the Kind, your bounty level in this Hold is raised significantly if anyone witnessed this dark deed.

(**Sneak**) Just like any murder you commit as part of the Dark Brotherhood, slaying your target while remaining stealthy is preferred so nobody witnesses the crime. With Grelod, this can involve waiting until she's sleeping. However, Grelod will scream when she dies, alerting the children and Constance, and everyone becomes suspicious of you, even if your Bounty hasn't increased in the Rift.

QUEST CONCLUSION

Travel back to Aventus and inform him that the assassination is complete. He is thrilled and rewards you with a fancy family trinket. It appears this quest is over.

Items gained:

Aretino Family Heirloom

POSTQUEST ACTIVITIES

An odd occurrence gives you pause. Once you leave Windhelm and enter any other city in Skyrim, a courier approaches you (assuming you don't run past him). He was told to deliver a message. Examine the black handprint and the words inside that state simply, "We know." The commencement of Dark Brotherhood Quest: With Friends Like These... will follow.

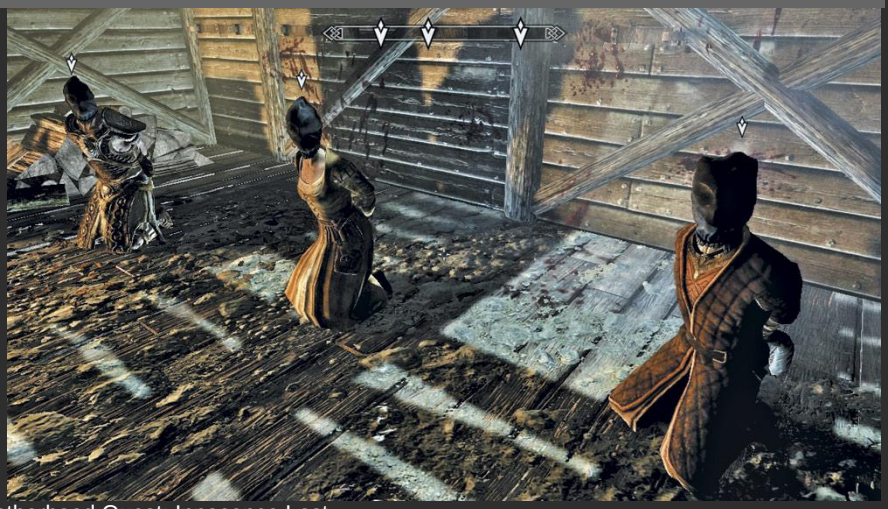
Tip

You don't have to wait for a courier to appear for the next quest to commence: Simply find a bed to sleep in (outside Windhelm) and have your dreams interrupted by an assassin named Astrid.

13.5 With Friends Like These

Prerequisites: Complete Dark Brotherhood Quest: Innocence Lost
Intersecting Quests: Dark Brotherhood Quest: Innocence Lost, Dark Brotherhood Quest: Sanctuary
Locations: Abandoned Shack, Dark Brotherhood Sanctuary
Characters: Alea Quintus, Astrid, Fultheim the Fearless, Nazir, Vasha
Enemies: None
Objectives: Kill one of the captives, Enter the Dark Brotherhood Sanctuary

A WAKING NIGHTMARE

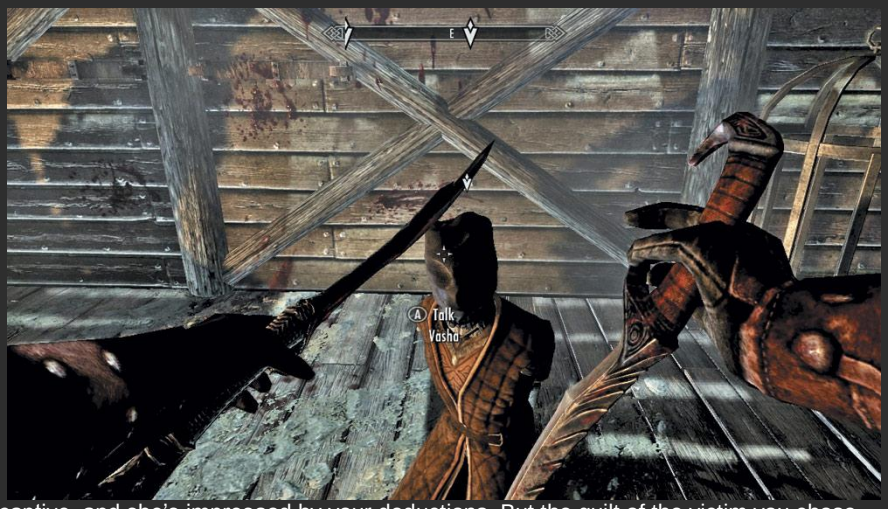


This quest begins once you complete Dark Brotherhood Quest: Innocence Lost.
The Dark Brotherhood has their eye on you. You cannot flee from their gaze, a fact that becomes increasingly obvious the next time you decide to sleep. Instead of waking up where you were, you appear inside a strange shack in the northern reaches of Skyrim. Your only option is to converse with a mysterious veiled figure in black.
The woman introduces herself as Astrid, representative for the Dark Brotherhood. Although you've demonstrated an aptitude for deathcraft and would be an asset to the Brotherhood, you've created a problem. The person you slew—Grelod the Kind—was one of the Brotherhood's legitimate targets. Therefore, you owe the Dark Brotherhood a kill.



Astrid tells you there are three bound captives in this shack. One of them has a contract on their life. You're tasked with figuring out which one and then slaying them. Only after the bloodshed will Astrid give you the necessary key to unlock the Abandoned Shack, allowing you to leave.
Objective: Kill one of the captives
Target: Any captive in Abandoned Shack
As soon as Astrid finishes her speech, you can attack and kill her, obtaining the Shack Key and fleeing the scene; however, you won't be able to continue any further down this line of quests. This begins a new task: Dark Brotherhood Quest: Destroy the Dark Brotherhood!
(Intimidate; Persuade) With each captive, you have a possible Intimidate or Persuade check you can make. Then make your choice and kill the captive you think is guilty:
Captive 1: Fultheim the Fearless. This giant Nord warrior becomes more of a sniveling coward the more you question him.
Captive 2: Alea Quintus. This mother of six children has certain anger issues. She'd kill you with her bare hands if given the chance.
Captive 3: Vasha: A Khajiit crime lord who utilizes both threats and negotiation in order to win his release.

GUILT. INNOCENCE. RIGHT. WRONG. IRRELEVANT?



Spoiler Alert: Return to Astrid after killing the captive, and she's impressed by your deductions. But the guilt of the victim you chose wasn't important—after all, each captive was innocent. It was the loyalty and unquestioning nature of your kill that has repaid your debt. You are free to leave. But why part ways? Astrid officially extends an invitation to join her family and gives you a passphrase to use to enter the Dark Brotherhood's Sanctuary.

Items gained:

Abandoned Shack Key

Objective: Enter the Dark Brotherhood Sanctuary

QUEST CONCLUSION

Journey south to the Pine Forest and locate the door marked with the skull. When prompted, reply with, "Silence, my brother." The door unlocks, allowing you under the road and into the Sanctuary. Astrid welcomes you as part of the Family and hands you the Shrouded Armor. She is preparing a target for you, as well as the arrival of the Night Mother, but for now Nazir has some side missions to undertake for fun and profit. Head deeper into the Sanctuary and meet your new brethren. You can listen in on a conversation where the Family members share some of their exploits.

Items gained:

Shrouded Armor
Shrouded Boots
Shrouded Gloves
Shrouded Helmet

POSTQUEST ACTIVITIES

Dark Brotherhood Quest: Sanctuary begins immediately.

Shrouded Armor: This is arguably the ultimate attire for an assassin, as it has enchantments that boost those murderous skills you'll be using. There's some ancient Shrouded Armor (which is even more impressive) available in Hag's End, but you'll have to complete more missions for this organization before you can attempt to find it. See Dark Brotherhood Quest: The Feeble Fortune* in the Essentials section for more information.

13.6 Sanctuary

Prerequisites: Complete Dark Brotherhood Quest: With Friends Like These...
Intersecting Quests: Dark Brotherhood Quest: With Friends Like These..., Dark Brotherhood Quest: Side Contract: Kill Narfi, Dark Brotherhood Quest: Side Contract: Kill Ennodius Papius, Dark Brotherhood Quest: Side Contract: Kill Beitild, Dark Brotherhood Quest: Sentenced to Death
Locations: Dark Brotherhood Sanctuary
Characters: Arnbjorn , Astrid, Babette, Cicero , Festus Krex, Gabriella , Nazir , The Night Mother, Veezara
Enemies: None
Objectives: Speak with Nazir, Receive the first set of contracts from Nazir

YOUR BROTHERHOOD BRETHREN

This quest begins once you complete Dark Brotherhood Quest: With Friends Like These....
Objective: Speak with Nazir



Heed Astrid's instructions, and venture deeper into the Dark Brotherhood's Sanctuary, where Nazir and the rest of the Brotherhood are talking about their clandestine activities with an air of mirth.
You can speak to the other members, but your only critical contact is Nazir. This man has some side contracts you may be interested in fulfilling. Nazir is also a Trainer and can teach you how to be more effective when wearing Light Armor.
Trainer (Light Armor): Nazir
Objective: Receive the first set of contracts from Nazir

Meeting the Brotherhood

In addition to Astrid and Nazir, you can converse with (and inquire about) other Brotherhood members—Arnbjorn, Babette, Cicero, Festus Krex, Gabriella, Nazir, the Night Mother, and Veezara—who offer you advice on any future quest related to this faction (speak to each between Dark Brotherhood Quests).
For more information on these Dark Brotherhood members, check the "Overview" section at the start of this chapter.

Note

At this point, the Dark Brotherhood Quest: Side Contracts also begin. They are given by Nazir. Consult the "Dark Brotherhood Radiant Quests" and "Dark Brotherhood Quest: Side Contracts" sections of this chapter. These detail every contract and how to obtain them.

QUEST CONCLUSION



After completing one or more of Nazir's side contracts, when you return to the Dark Brotherhood Sanctuary and move into the grotto area, there's a flurry of activity as Cicero has arrived with his mother; check the next quest for all of the details. After speaking with Astrid, head to Nazir if you're collecting payment for any of the first three contracts.

POSTQUEST ACTIVITIES

You usually return to Nazir once Dark Brotherhood Quest: Sentenced to Death has already begun.

13.7 Sentenced to Death

Prerequisites: Complete Dark Brotherhood Quest: Sanctuary
Intersecting Quests: Dark Brotherhood Quest: Sanctuary, Dark Brotherhood Quest: Whispers in the Dark
Locations: Dark Brotherhood Sanctuary , Markarth, The Hag's Cure, Raldbthar, Raldbthar Consortium, Windhelm, The White Phial, Blacksmith Quarters
Characters: Arnbjorn, Astrid, Babette, Cicero, Festus Krex, Gabriella, Muiri, Nazir, The Night Mother, Veezara
Enemies: Alain Dufont , Bandits, Nilsine Shatter-Shield
Objectives: Talk to Muiri, Kill Alain Dufont, (Optional) Kill Nilsine Shatter-Shield, Talk to Muiri, Report back to Astrid

CLOWNING AROUND



This quest begins once you complete Dark Brotherhood Quest: Sanctuary.
After returning from your first side contract (or later), it appears the Dark Brotherhood are welcoming a new visitor. Cicero and his oversized coffin have arrived; you'll find them in the grotto. Cicero is engaged in a slightly tense conversation with Arnbjorn. Astrid isn't overly fond of the jester but still welcomes him into the fold, along with his cargo. Ask Astrid about a contract, and she gives you instructions. An Apothecary's Apprentice over in Markarth has completed the Black Sacrament. Find her and follow her wishes. You can ask Astrid about the Night Mother (the corpse Cicero has hauled in with him), advice on the contracts, and other rules to follow if you desire.
Objective: Talk to Muiri
Target: The Hag's Cure, in Markarth

Note

Cicero is a psychotic, knife-wielding jester. He is also the Keeper of the Night Mother. He is grateful if you helped convince Vantus Loreius to fix his wagon during Dark Brotherhood Quest: Delayed Burial but is most put out if you didn't. You can ask him about himself, the Night Mother, and a variety of other topics, but you may wish to watch this fellow; he could be unpredictable.

THE HAG'S HELPER

Journey to Markarth and seek out Muiri, who may be hanging around inside the Silver-Blood Inn, walking nearby, or heading toward the Hag's Cure apothecary shop (or already inside).



Tell her that you've come, and she speaks conspiratorially about her problem: While visiting the wealthy Shatter-Shield family in Windhelm—who were old and dear friends and recently lost their daughter to a murderer—Muiri went to the local tavern to drown her sorrows; there she fell in love with a dashing stranger named Alain Dufont.
What Muiri didn't know at the time was that Alain was actually using her so he could infiltrate the family and rob them blind. Alain, who turned out to be a local bandit leader, made off with an impressive haul.
The Shatter-Shields blame Muiri, and the family matriarch (who once viewed Muiri as another daughter) now wants nothing more to do with her. So, not only has Muiri been betrayed by the man she thought loved her, but she's also been disowned by the Shatter-Shields.



What does Muiri want? Revenge. Twice over! She wants you to travel to where Alain and his bandits are holded up and kill the thieving liar. But she also offers you an optional objective: to kill Nilsine Shatter-Shield. With both of her real daughters now dead, family matriarch Tova will surely accept Muiri once more as her surrogate daughter.
Or so her addled mind believes. Before you go, Muiri offers you some doses of a particularly potent poison, which you can use on your targets if you wish.
Items gained:
Lotus Extract (2)
Objective: Kill Alain Dufont
Target: Alain Dufont, in Raldbthar
Objective: (Optional) Kill Nilsine Shatter-Shield
Target: Nilsine Shatter-Shield, in Windhelm

Note

The following two assassinations may occur in whichever order you wish.

CONTRACT: ALAIN DUFONT



Plod through the snow until you reach the spectacular carved dwarven stronghold. If you aren't being particularly sneaky (and you don't need to be), prepare for bandit attacks as you ascend the outer stairs. Deal with these light threats and open the door leading to Raldbthar Consortium.
Enter the Consortium level. Cut down the bandits you see as you navigate the fire trap and head down the sloping corridor to a giant chamber of crumbling columns. Alain Dufont's bandit clan are having a conference. A single arrow dipped in Lotus Extract is a professional method of taking Alain out, or you can wade in with your favored offensive spells or melee weapons.



Don't forget to poison your weapon before it strikes Alain to drop him in a single strike. Afterward, take his unique weapon, Aegisbane, before you depart. This weapon is the stolen family symbol of Clan Shatter-Shield. You can:
Continue to explore this stronghold
Journey back to Muiri
Or continue your assassinations by tackling the optional target, Nilsine Shatter-Shield.
Items gained:
Unique Weapon: Aegisbane

NILSINE SHATTER-SHIELD (OPTIONAL)



Set off to Windhelm and search out the location of Nilsine, who is usually in the market area between the White Phial and the Blacksmith Quarters. You can speak to her about the recent death of her twin sister, but that isn't the reason you're here. You're here to kill her (ideally after coating your blade or arrow with a dose of Lotus Extract). If you're spotted, it is usually better to flee than be overwhelmed by the city guard.
In the Shadows: It is safer to wait until nightfall and follow Nilsine to a secluded location, such as her home or an area en route to her house with no other onlookers, before completing the despicable deed.
Objective: Talk to Muiri
Target: The Hag's Cure, in Markarth

QUEST CONCLUSION

Trek back to Markarth and explain to Muiri who you've killed. She is pleased with the demise of Alain Dufont and is ecstatic if you also carried out her optional wishes. She rewards you accordingly:
Items gained:
50 gold pieces (Alain Dufont)
Muiri's Ring (Nilsine Shatter-Shield)
Objective: Report back to Astrid
Target: Dark Brotherhood Sanctuary

POSTQUEST ACTIVITIES

Return to the Dark Brotherhood Sanctuary and locate Astrid. She is happy that you finished your contract, but she needs your help with a matter of a more personal nature. Although she may be paranoid, you're sure that jester is part of it! Dark Brotherhood Quest: Whispers in the Dark now begins.

13.8 Whispers in the Dark

Minor Spoilers

Prerequisites: Complete Dark Brotherhood Quest: Sentenced to Death
Intersecting Quests: Dark Brotherhood Quest: Sentenced to Death, Dark Brotherhood Quest: Side Contract: Kill Hern, Dark Brotherhood Quest: Side Contract: Kill Lurbuk, Dark Brotherhood Quest: The Silence Has Been Broken
Locations: Dark Brotherhood Sanctuary
Characters: Astrid, Cicero, Nazir, Night Mother
Enemies: None
Objectives: Hide in the Night Mother's coffin, Talk to Cicero, Talk to Astrid, Receive a side contract from Nazir

LISTEN TO YOUR MOTHER

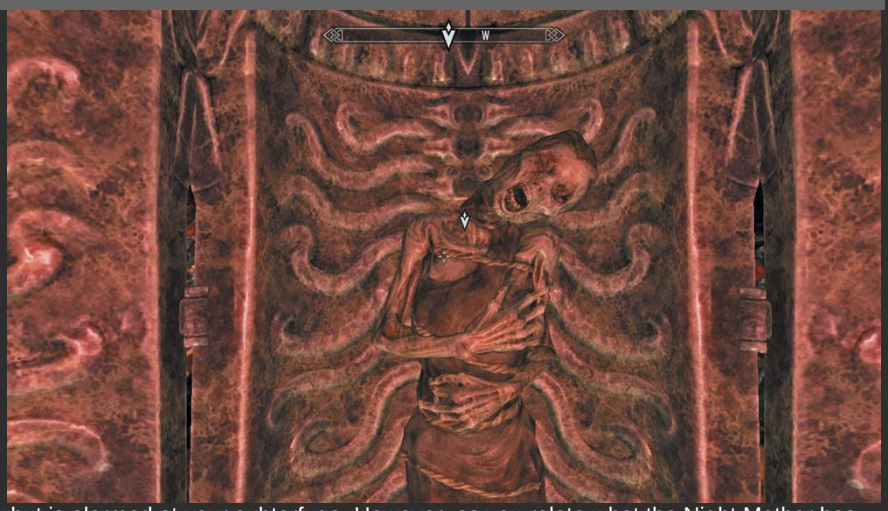


This quest begins once you complete Dark Brotherhood Quest: Sentenced to Death.
Back at the Dark Brotherhood Sanctuary, Astrid tells you about a personal matter she's worried about: It seems Cicero is acting erratically, locking himself inside the chamber where the Night Mother is stored, and she hears whispering voices.
She fears a conspiracy, but who is he talking to? Feel free to ask more questions after you agree to eavesdrop from the most secure location in the room: inside the Night Mother's coffin!
Objective: Hide in the Night Mother's coffin
Target: Dark Brotherhood Sanctuary
The coffin is now out of its carrying crate and is installed just behind the circular stained-glass window. Unlock it and step inside; there's just enough room between you and the Night Mother's remains. With the doors shut behind you, you can hear Cicero engaged in conversation with the corpse.
There's no conspiracy talk here, just one-sided chatter from the jester about keeping the Night Mother safe and finding the "Listener." Then something odd happens; the face of the Night Mother begins to glow, and a voice appears inside your head! She informs you that "you're the one," and the coffin doors swing open.
Objective: Talk to Cicero
Objective: Talk to Astrid

Meeting the Brotherhood

The Night Mother

In the physical realm, the Night Mother exists as a mummified corpse, resting inside a large sarcophagus. Her Keeper, Cicero, brought her here. She exists as a voice inside your head; at first it's just fragmented snippets, but later you receive more structured communications.



"Defiler!" Cicero stops short of an all-out attack but is alarmed at your subterfuge. However, as you relate what the Night Mother has told you, the jester's anger dissipates and is replaced with excitement that he's found "the Listener." After you convince Cicero, Astrid enters the chamber, wanting to know what the commotion is about.

You relay the events and the Night Mother's request that you speak with someone named Amaund Motierre in Volunruud. Astrid needs time to think about this possible contract from a long-dead matriarch and instructs you to attempt other work in the meantime.
Objective: Receive a side contract from Nazir

Note

You can visit Amaund in Volunruud before speaking to Astrid, and receive the items you need to hand over to her, but you must speak with Astrid eventually (during the next Quest).
You may tell Nazir about the recent occurrences, but be sure to ask about some additional work. You must finish the previous three side contracts before receiving information on two more targets for you to swiftly dispatch: a fearsome vampire named Hern and a bard called Lurbuk. Tackle either target in any order you wish.

Note

Consult the "Dark Brotherhood Radiant Quests" and "Dark Brotherhood Quest: Side Contracts" sections of this chapter. These detail every contract and how to obtain them.

QUEST CONCLUSION

Return to the Dark Brotherhood Sanctuary. After a conversation with Astrid (detailed in the next quest), locate Nazir to collect any additional payments for side contracts you've finished. You may wish to finish any outstanding assassinations at this point, too.

POSTQUEST ACTIVITIES

You usually return to Nazir once Dark Brotherhood Quest: The Silence Has Been Broken begins.

13.9 The Silence Has Been Broken

Prerequisites: Complete Dark Brotherhood Quest: Whispers in the Dark
Intersecting Quests: Dark Brotherhood Quest: Whispers in the Dark, Dark Brotherhood Quest: Bound Until Death
Locations: Dark Brotherhood Sanctuary, Riften, Ratway, The Ragged Flagon, Volunruud
Characters: Amaund Motierre, Astrid, Delvin Mallory, Nazir, Rexus
Enemies: Draugr
Objectives: Speak with Amaund Motierre, Talk to Rexus, Deliver the letter and amulet to Astrid, Show the amulet to Delvin Mallory, Report back to Astrid

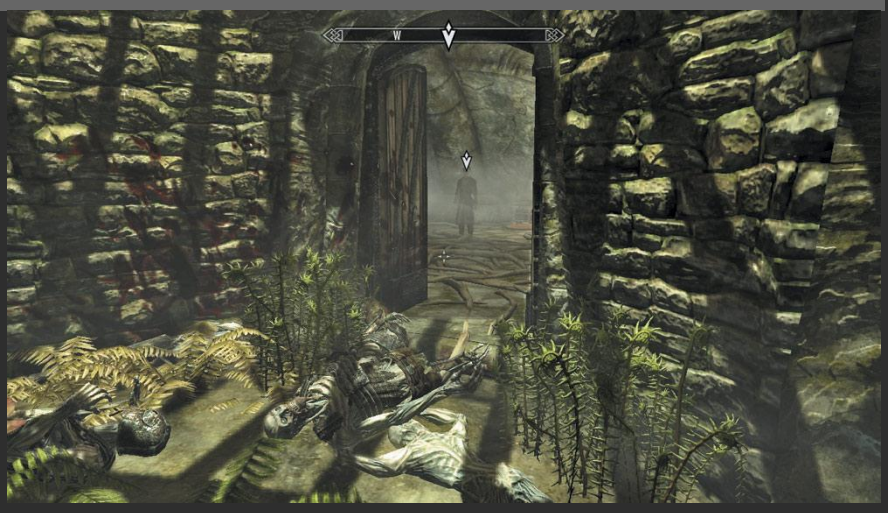
DARK MACHINATIONS



This quest begins once you complete Dark Brotherhood Quest: Whispers in the Dark and the two side contracts, and after you speak with Astrid.
The next time you visit the Dark Brotherhood Sanctuary, Astrid stops you to talk. Although she isn't sure what's happening with you and the voices inside your head, she feels it would be beneficial for you to complete the liaison with the contact the Night Mother mentioned to you. You're to set off for Volunruud, a crypt to the northeast, at your earliest convenience.



Afterward, conclude any business you may have with your side contracts by visiting Nazir. Talk to the Brotherhood members about this quest if you wish, and then set off.



Objective: Speak with Amaund Motierre
Objective: Talk to Rexus
Target: Inside Volunruud
Travel to the earthen mound with the entrance over the embankment guarded by standing stones, and ready your weapon for a small altercation with Draugr warriors. Although there are many rooms and tunnels throughout this complex, you need only reach the bottom of the first set of stairs, turn left, and walk southwest to a small antechamber with Draugr corpses among the ferns.



In the room beyond is Amaund Motierre and his bodyguard, Rexus. Motierre's revelations are astonishing; he wishes to hire the Dark Brotherhood to remove several people, culminating with an assassination of the Emperor of Tamriel! He ends his diatribe by motioning to Rexus, who strides forward to hand over the following items:
Items gained:
Sealed Letter
Jeweled Amulet
Objective: Deliver the letter and amulet to Astrid
Target: Dark Brotherhood Sanctuary
Motierre explains the Amulet can be used for purchasing necessities for the forthcoming contracts, and the Sealed Letter is an agreement with the Dark Brotherhood; both are for Astrid.
Optionally investigate further into Volunruud, then exit and return to Astrid. She's understandably incredulous. Show her the items, and she begins to believe. Surely the Night Mother wouldn't misdirect the Brotherhood....
For the moment, Astrid will take the letter, while you journey to Riften and locate a fence and friend of the Brotherhood called Delvin Mallory, who should be able to appraise the Amulet. He's a trusted ally and is holed up in the underbelly of the town.
Objective: Show the amulet to Delvin Mallory
Target: The Ragged Flagon, inside the Ratway in Riften

ON THE FENCE



Trek to Riften and find the entrance to the Ratway, by the water's edge underneath the Scorched Hammer. Navigate the maze of sewer tunnels until you find the door into the Ragged Flagon, and then tell Delvin Mallory that the Dark Brotherhood requires his services. He asks how Astrid is, and then you hand over the Jeweled Amulet (via conversation rather than inventory access).



Mallory inspects the Amulet and identifies it as belonging to the Emperor's Elder Council. Although worried about who the Brotherhood had to murder to obtain it, when you ask him to purchase it, he eagerly hands over a letter of credit to cover any expenses Astrid requires.

Item gained:

Letter of Credit

Note

You may already be familiar with Delvin Mallory if you're engaged in the Thieves Guild Faction Quests. He has some additional dialogue if you're partway through those missions.

Objective: Report back to Astrid

Target: The Dark Brotherhood Sanctuary

QUEST REWARDS

Back in the Sanctuary, once you explain the credit Delvin Mallory just opened, your only reward from Astrid are the beginnings of Amaund Motierre's most devious of plans, which are now being put into action: She hopes you have something fancy to wear; you're going to a wedding....

Note

Astrid reprimands you at this point if you broke the seal to read the letter, which contains a list of forthcoming targets, but this doesn't have a lasting effect on your relationship.

POSTQUEST ACTIVITIES

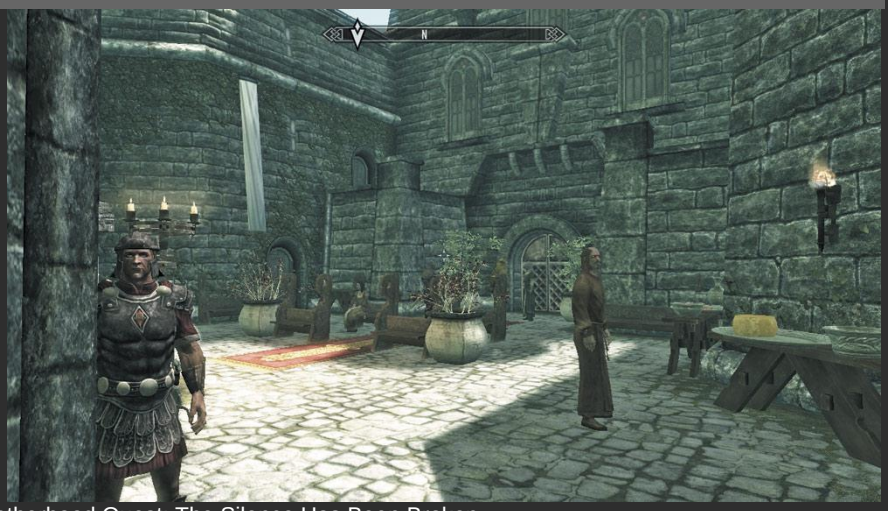
Dark Brotherhood Quest: Bound Until Death begins immediately. In addition, more side contracts are now available from Nazir.

13.10 Bound Until Death

Minor Spoilers

Prerequisites: Complete Dark Brotherhood Quest: The Silence Has Been Broken
Intersecting Quests: Dark Brotherhood Quest: The Silence Has Been Broken, Dark Brotherhood Quest: Breaching Security
Locations: Dark Brotherhood Sanctuary, Solitude, Temple of the Divines
Characters: Alexia Vici, Asgeir Snow-Shod, Astrid, Babette, Gabriella, Jarl Elisif the Fair, Kayd, Lodi, Noster Eagle-Eye, Nura Snow-Shod, Pantea Ateia, Veezara, Vivienne Onis, Vuwulf Snow-Shod
Enemies: Vittoria Vici
Objectives: Kill Vittoria Vici, Report back to Astrid

A MARRIAGE OF INCONVENIENCE



This quest begins once you complete Dark Brotherhood Quest: The Silence Has Been Broken.
Upon completion of your previous Dark Brotherhood Quest, a rendezvous with Astrid reveals more about the first of Amaund Motierre's list of targets: Vittoria Vici, an Imperial with pro-Empire sentiments.
She is set to be married to her Nord fiancé, Asgeir Snow-Shod, who has strong ties to the Stormcloaks. Although invited, the Emperor respectfully declined. But no matter; his family will be directly affected, for Vittoria Vici is the Emperor's first cousin. The current animosity in the region means that the assassination of the Emperor's cousin will force him into involvement in the Civil War.
Objective: Kill Vittoria Vici
Target: Vittoria Vici, Temple of the Divines, in Solitude

Tip

Converse with Astrid, Babette, and Gabriella. Astrid insists that this assassination must be a daring public display, messy and loud. There is no hiding in the shadows on this occasion! Babette and Gabriella mention two different ways you can slay Vittoria. Consult the next section for more information.

DIVINES RETRIBUTION

Locate the imposing rock fortress of Solitude and enter the city. Pass through the outer bailey of market shops and houses and into the large inner courtyard to the northeast, which is adjacent to the Temple of the Divines. Step through either archway, and you'll see the ceremony reception is already under way.



You can chat with any number of guests: Noster Eagle-Eye, Vivienne Onis, Vuwulf Snow-Shod, Kayd, Alexia Vici, Nura Snow-Shod, Jarl Elisif the Fair, Pantea Ateia, and Lodi. You may even wish to give your regards to the bride and groom for flavor and fun.

Tip

Consult the map of Solitude in the Atlas, and trace a route back to an exit. Run back there once or twice before you make the kill so you know exactly where to escape.
With the ceremony under way, you have numerous methods of removing Vittoria Vici:

Fire from afar: Take to the battlements via the stone steps in the adjacent courtyard, working your way up and around to the crenellations above the temple and then striking Vittoria with a well-aimed arrow or magical attack (dip an arrow in Lotus Extract to ensure a one-hit kill). This allows you to escape more easily.



Babette's advice: She mentions an old statue that rests rather precariously over the balcony where Vittoria will be giving her speech. Take one of the side doors or the crenellations to the statue and push it off so it lands on Vittoria's head.
Gabriella's advice: She tells you of a small parapet (accessed via a side door near the reception courtyard) directly across from the balcony where the speech will be given. She's already left a present: arrows and a special enchanted bow named Firiniel's End. Locate the parapet, and use this bow instead of your own.
A more messy death: Of course, you can run her through with your pointy weapon, bludgeon her to death with a warhammer, or attack her from close quarters. This has few advantages other than seeing your victim die in close proximity to you.

Tip

Remember to time your killing so that Vittoria collapses during her speech, where the assembled throng is at its most attentive: There's a bonus in it for you.
Items gained:
Firiniel's End
Objective: Report back to Astrid
Target: Dark Brotherhood Sanctuary
As you might expect, your bounty in Haafingar has risen considerably. Expect all guards to be hostile as you flee Solitude.

ESCAPING SOLITUDE



Now that the marriage is over and the reception ruined, you must make good your escape. Along the way, you may run into Veezara, who Astrid has sent to keep an eye on you. He tells you to run while he holds off the enemy.
Oblige him rather than sticking around to face overwhelming odds; Veezara can take care of himself. Rush to an exit, flee the city, and continue into the countryside until you aren't chased anymore. Fast-Travel (or trek) back to the Dark Brotherhood Sanctuary.

QUEST CONCLUSION

Rendezvous with Astrid, and once you confirm the bride's demise, Astrid seems quite excited at the path you've trodden and rewards you with an impressive spell. If you killed Vittoria as she addressed the crowd, you are given additional gold pieces. Then Astrid requests you go speak to Gabriella; she has some information on your next quest.
Items gained:
Summon Spectral Assassin (Power)
Gold pieces (bonus)

POSTQUEST ACTIVITIES

Dark Brotherhood Quest: Breaching Security begins immediately.

Tip

A Ghost of LaChance: The Spectral Assassin you're now able to conjure from the afterlife is none other than Lucien LaChance, the Dark Brotherhood speaker from Oblivion! Not only will he fight by your side (summon him once per day), but also you can converse with him. He'll offer advice on your current quest or the location you're visiting. Be sure to meet this legend!

13.11 Breaching Security

Prerequisites: Complete Dark Brotherhood Quest: Bound Until Death
Intersecting Quests: Dark Brotherhood Quest: Bound Until Death, Dark Brotherhood Quest: The Cure for Madness
Locations: Dark Brotherhood Sanctuary, Dragon Bridge, Penitus Oculatus Outpost, Markarth, Guard Tower, Understone Keep, Riften, Mistveil Keep, Solitude, Castle Dour, Emperor's Tower, Windhelm, Bloodworks, Palace of the Kings, Whiterun, The Bannered Mare, Dragonsreach
Characters: Astrid, Cicero, Gabriella
Enemies: Gaius Maro
Objectives: Speak with Gabriella, Kill Gaius Maro, (Optional) Steal Gaius Maro's travel schedule, Plant the Incriminating Letter on Gaius Maro's body, Report back to Gabriella

EYES ON THE PENITUS OCULATUS



This quest begins once you complete Dark Brotherhood Quest: Bound Until Death.
Objective: Speak with Gabriella
After your talk with Astrid, she recommends you speak with Gabriella, who was also working on the details of the next contract while you were away.
Optionally pass by Veezara (who you can speak with regarding his help during the escape from Solitude); then converse with Gabriella, who tells you your next target, a man named Gaius Maro—apparently an agent of the Emperor's security force known as the Penitus Oculatus.
Gaius's superior officer (and father)—Commander Maro—has given his son instructions to check the security of every major settlement in Skyrim, in preparation for the Emperor's visit.
Your task is to implicate him in a plot to kill the Emperor by dispatching him and planting an incriminating letter on his corpse. This should distract Commander Maro and make the Penitus Oculatus think the only threat to the Emperor has been quashed.
Gaius Maro is also the only man who knows the identity of the "Gourmet," a famous chef scheduled to cook for the Emperor at a private dinner. Gabriella also reveals the possibility of a travel schedule, allowing you to kill Gaius while he is away from the garrison town of Dragon Bridge and earn a bonus. Speak to her for a little more information.
Items gained:
Incriminating Letter
Objective: Kill Gaius Maro
Objective: (Optional) Steal Gaius Maro's travel schedule
Target: Gaius Maro, in Dragon Bridge (or various locations)

Note

At this point, there are two plans to try. The first is easier but does not net you a bonus. The second is longer, requires some waiting, and could take multiple days to accomplish, but it is more rewarding.
In either plan, you must travel to Dragon Bridge. Note that the "quest target" on your in-game compass and map appears differently depending on your actions: If you steal the travel schedule, you can see where Gaius Maro is, wherever you are. If you haven't, his quest target marker appears only when you're in his general vicinity.

PLAN A: DEATH AT DRAGON BRIDGE

When you reach the spectacular carved bridge over the Karth River, stop and survey the settlement. If you journeyed here from the Dark Brotherhood Sanctuary, Gaius Maro is usually on the main thoroughfare, talking with his father, Commander Maro, and then his "love," Faida. He then sets off on foot.
Simply plant an arrow or melee strike into him, poison-tipped or not. Then promptly flee the scene. You don't need the travel schedule if you aren't interested in the bonus.

PLAN B: THE STALKING ASSASSIN



Your first task is to try locating the travel schedule, which is on a table inside the Penitus Oculatus Outpost. You can sneak in there; the guards will say you are in the wrong place but won't attack you. Be sure to read and take the schedule so you can refer to it during your stalking of Maro.

Items gained

Gaius Maro's Schedule

THE SCHEDULE OF GAIUS MAROS

Snagging the schedule allows you to plan an assassination based on the day of the week and your other active quests. Use the list below to see the general time and location of Gaius Maro:

Day of the Week	Location	Building Name
Morndas	Solitude	The Emperor's Tower
Morndas evening	Solitude	Castle Dour (food and sleep)
Tirdas	Windhelm	The Palace of the Kings
Tirdas evening	Windhelm	Barracks (food and sleep)
Middas	Riften	Mistveil Keep
Turdas	Whiterun	Dragonsreach
Turdas evening	Whiterun	The Bannered Mare (food and sleep)
Fredas	Markarth	Understone Keep
Fredas evening	Markarth	Guard Tower (food and sleep)
Loredas and Sundas	Riften	The Bee and Barb

Tip

When you rest or sleep, the Rest menu displays the exact day, time, and date. Figure out when to strike based off this information. For the exact locations of each structure within a city, consult this guide's Atlas.

With the schedule in hand, you can now time your arrival at any of the major cities in Skyrim to coincide with Gaius's visit. You may, for example, wish to complete other quests or business, or simply wait (or sleep) until the appropriate day and time. When you finally wish to face Gaius, there are a few matters to bear in mind:

To gain the bonus, do not kill Gaius Maro in Dragon Bridge or on the road as he travels between cities.



The various assassination techniques listed when you started the side contracts during Dark Brotherhood Quest: Sanctuary apply here, too. Check that section for possible execution plans.
Find the unlocked chamber where Gaius is, and then murder him while he sleeps. This is one reason why nighttime assassinations are recommended.
Or, use simple combat followed by placing the letter and then fleeing from authorities.
Finally, you can head to Dragon Bridge and follow him at a discreet distance as he walks to a Hold City. To be sure of claiming your bonus, wait until he enters the city to kill him. You may be able to kill him just outside the gates… but if he runs, you'll lose credit for the bonus.
Objective: Plant the Incriminating Letter on Gaius Maro's body
No matter where Gaius finally rests, be sure you stop to place on his body the Incriminating Letter that Gabriella gave you.
Objective: Report back to Gabriella
Target: Gabriella, in Dark Brotherhood Sanctuary

QUEST CONCLUSION

Gabriella is anxiously awaiting your return. She already knows you did the deed and quickly rewards you accordingly. Then she immediately informs you of a more pressing matter. There has been an "incident" involving Cicero. Astrid will explain.



Items gained:
100 gold pieces
Dark Brotherhood Quest: The Feeble Fortune* begins (Bonus)
* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.

POSTQUEST ACTIVITIES

Dark Brotherhood Quest: The Cure for Madness begins immediately. Remember to consult with Olava the Feeble in Whiterun and listen to your fortune

13.12 The Cure For Madness

Minor Spoilers

Prerequisites: Complete Dark Brotherhood Quest: Breaching Security
Intersecting Quests: Dark Brotherhood Quest: Breaching Security, Dark Brotherhood Quest: Side Contract: Kill Deekus, Dark Brotherhood Quest: Side Contract: Kill Ma'randru-jo, Dark Brotherhood Quest: Side Contract: Kill Anoriath, Dark Brotherhood Quest: Side Contract: Kill Agnis, Dark Brotherhood Quest: Side Contract: Kill Maluril, Dark Brotherhood Quest: Side Contract: Kill Helvard, Dark Brotherhood Quest: Side Contract: Kill Safia, Dark Brotherhood Quest: Recipe for Disaster
Locations: Dark Brotherhood Sanctuary, Dawnstar Sanctuary
Characters: Arnbjorn, Astrid, Festus Krex, Gabriella, Nazir, Shadowmere, Veezara
Enemies: Cicero, Sanctuary Guardian, Udefrykte
Objectives: Talk to Astrid, Search Cicero's Room, Talk to Astrid, Behold Shadowmere, Locate Arnbjorn, Talk to Arnbjorn, Enter the Dawnstar Sanctuary, Kill Cicero , Kill Cicero or leave the Sanctuary, Report back to Astrid

THE SAVAGERY OF CICERO

This quest begins once you complete Dark Brotherhood Quest: Breaching Security.



Objective: Talk to Astrid
Inside the main grotto chamber of the Sanctuary, the Dark Brotherhood are gathered around Veezara, who was bleeding from a deep wound. Speak to Astrid, and she reveals that Cicero has gone mad. She says the maniac didn't like some remarks Astrid had made regarding the Night Mother and attempted to kill her.
Veezara stopped him but was wounded. Cicero fled into the forest. Arnbjorn gave chase and hasn't been seen since. Astrid is worried for her husband's safety. She is also calling on you to kill Cicero for this treachery! She suggests you find evidence in Cicero's chamber.

Note

Although this may not seem like the most opportune time to start some side contracts, all the remaining targets are now available. There are three active targets, followed by one, then another two, and then the final assassination. Advice on these seven tasks are listed after Cicero has been dealt with, in the "Dark Brotherhood Quest: Side Contracts" section.
Objective: Search Cicero's Room
Search the Sanctuary until you find Cicero's chamber and the Journal on top of the barrel. Pick up the Journal to read about Cicero's exploits upon his arrival in Skyrim and his knowledge of another, older Sanctuary near Dawnstar. The book also has the passphrase to enter the Sanctuary and some evidence of what (and who) resides inside. Also revealed is Cicero's distaste for Astrid and her "new ways."
Items gained:
Cicero's Journal, Final Volume



Objective: Talk to Astrid
Return to Astrid, and she orders you to the Dawnstar Sanctuary as quickly as possible; in fact, she has secured a steed named Shadowmere to quicken your progress to your destination if you wish.

Objective: Behold Shadowmere
Target: Fetid pond, outside Dawnstar Sanctuary
Objective: Locate Arnbjorn
Objective: Talk to Arnbjorn
Target: Dawnstar Sanctuary



Race, by foot, horse, or Fast-Travel to Dawnstar, to the Black Door cut into the beachside cliffs. Just outside you'll find the crumpled form of Arnbjorn. It seems the jester is a deft hand with his "butter knife," as Arnbjorn calls it, indicating the nasty wound.
Arnbjorn reckons he wounded Cicero, too, judging by the trail of blood the fool left behind as he entered the Dawnstar Sanctuary. Arnbjorn would have followed but couldn't open the Black Door. Convince Arnbjorn to return to Astrid, while you follow the blood.
Puzzle Solution: At the Black Door, when it asks, "What is life's greatest illusion?" answer "Innocence, by Brother." You'll know this if you read Cicero's Journal.
Objective: Enter the Dawnstar Sanctuary
Objective: Kill Cicero

A FOOL'S ERRAND

Head down the stairs, and you can hear Cicero deeper in the maze of connecting chambers, saying that Astrid has "sent the best" to defeat him. He is hurt; notice the intermittent puddles and drops of blood on the floor and walls.



Follow the trail to Cicero. Draw your weapons as you move through the rooms; there are Sanctuary Guardians to kill as you continue deeper down. Note the gold haul you usually find in their remains. Then ready yourself for the traps:
Spear Trapped Bridge: Approach this bridge carefully; three spears shoot out from the right. You should also strike the hanging oil lamps either side of the bridge to lessen the severity of a trap in the oil room directly below.



Oil Room: Set fire to the oil on the floor before you enter this room, or the oil lamps on either side of the bridge drop and roast you alive. Deal with the Sanctuary Guardians from a distance, coaxing them into frying in the room.
Bear Traps: Pass through the broken circular window into the ice tunnels, but watch yourself by the dead goat; there are bear traps to maneuver over or around.
Udefrykte: The beast Cicero wrote about in his journal waits for you inside the ice tunnels. Slay this demented troll with a mixture of ranged attacks, swipes, and dodges around the narrow cave with the chest in it.

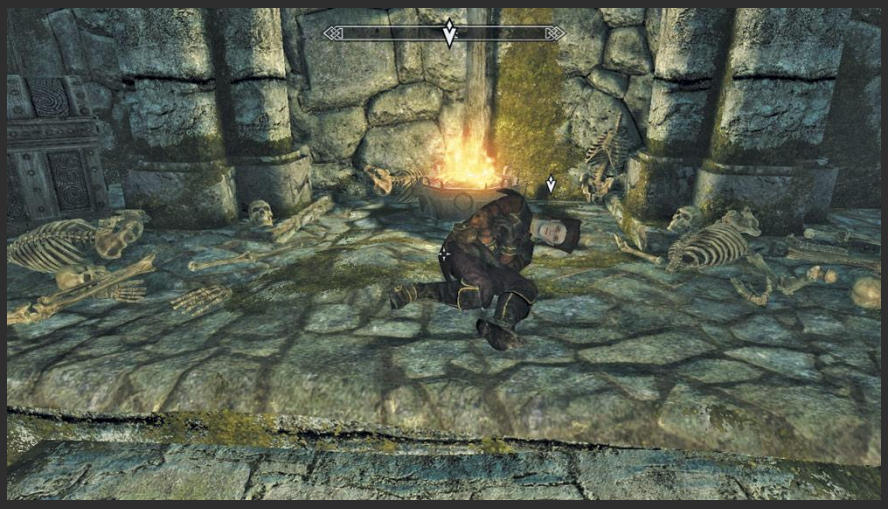


Sanctuary Crypt: Retract the vertical spears by using the pull chain. Head down the stairs and face more Sanctuary Guardians as Cicero asks whether you'll let bygones by bygones. Then climb the stairs opposite, lift the door bar so you can easily exit the Sanctuary after facing Cicero, then open the door to the torture room.



KEEPER OF THE OLD WAYS

Flanked by two dead skeletons, Cicero awaits your fury. You can immediately attack or remain silent and let Cicero explain himself; after all, you are the Listener. While lacking in clarity, Cicero tells you Astrid is a "pretender" who had no right to "blaspheme" the Night Mother; he was simply compelled through his sense of duty as the Keeper. Or this could be the rambling nonsense of a Fool of Hearts. You have a choice to make: kill him or leave the Sanctuary.



Objective: Kill Cicero, or leave the Sanctuary
Choose to slay this battle-hardened fool, who isn't quite as wounded as he may have let on; you have a real fight on your hands! Or, follow Cicero's advice and leave the Sanctuary, lifting the door bar and exiting quickly via the central chamber. As you step out onto the beach, your quest updates.
Objective: Report back to Astrid

QUEST CONCLUSION

Back at the first Sanctuary, Astrid is anxious about the news of Cicero's demise. You let her know the jester is dead, either telling her the truth (if you killed him) or lying (if you left him alone). Leave Cicero alive, and an additional quest, Cicero's Return, can occur at the end of this series of quests. For now, there are other matters to attend to and important fellows to murder. Consult with Festus Krex for further details.

POSTQUEST ACTIVITIES

Dark Brotherhood Quest: Recipe for Disaster begins immediately. Your remaining side contracts are also available, and it is wise to attempt as many of these as you wish as early as possible.

13.13 Recipe For Disaster

Prerequisites: Complete Dark Brotherhood Quest: The Cure for Madness
Intersecting Quests: Dark Brotherhood Quest: The Cure for Madness, Dark Brotherhood Side Contract Quests, Dark Brotherhood Quest: To Kill an Empire, Side Quest: No One Escapes Cidhna Mine, Thane of the Reach
Locations: Dark Brotherhood Sanctuary, Markarth, Understone Keep, Nightgate Inn, Nightgate Inn Cellar
Characters: Astrid, Festus Krex
Enemies: Anton Virane, Balagog gro-Nolob, Markarth Guard
Objectives: Report to Festus Krex, Question Anton Virane, Kill Anton Virane, Kill Balagog gro-Nolob, (Optional) Drag Balagog's body to a hiding place, Report back to Festus Krex

CARVING THE COOK



This quest begins once you complete Dark Brotherhood Quest: The Cure for Madness.
Objective: Report to Festus Krex
Astrid mentions there is one more target for you before the strike against the Emperor; she asks if you've heard of the "Gourmet," a chef and author of a realm-famous cookbook. The Gourmet is scheduled to cook for the Emperor. But not after you kill him, steal his Writ of Passage, and assume his role of master chef. Follow Astrid's advice and talk to Festus Krex for further details. When you visit Krex deeper in the Sanctuary, he tells you the mission is slightly more tricky than a simple slice-and-dice; the Dark Brotherhood don't actually know who the Gourmet is.
Krex then shows you a cookbook signed by the Gourmet; it is signed to a man named Anton Virane, who has been tracked to the keep in Markarth. Virane is the cook there. You are to find Virane, have him tell you who and where the Gourmet really is, and then tie up any "loose ends": You'll be assassinating two cooks for this task. After you kill the Gourmet, Krex hopes that you'll hide the body so any authorities take longer to reveal the Gourmet's identity and what you've done. You can ask any additional questions you wish (more about the Gourmet, the cookbook, or the Gourmet's location in Skyrim) before departing.
***Items gained*:**
Uncommon Taste—Signed
Objective: Question Anton Virane
Target: Anton Virane, Understone Keep, in Markarth

Note

Technically, you can head to the Gourmet's hiding place right away and kill him. However, when you return to Festus Krex, he still requires you to assassinate Anton Virane, so attempting this in order is recommended.
Travel to Markarth, enter the canyon city, and scale the precarious stone steps to the Understone Keep. Head west, between the two guards, and turn left before you reach the stairs to the Jarl's chamber.
Enter the kitchens to the south, where Anton Virane and his two helpers are located. When you speak with Anton (you must pry information from him before the murder), he insists he's a Breton; he's been previously accused of being a Reachman—and with the Forsworn activity in this Hold, this isn't the highest of compliments. But no matter; you're here to ask Anton who and where the Gourmet is.
After initially refusing to divulge this information, Anton changes his tune after you intimidate him and he realizes who you work for. He reveals the Gourmet is an Orc named Balagog gro-Nolob, who is staying at the Nightgate Inn.
Then Anton nervously asks that you let him go. You can lie and tell him he's safe, or begin the execution right away. The only reason to lie is if you aren't quite prepared to assassinate Anton or if you want to mess with him.



Objective: Kill Anton Virane
Draw your blade and plunge it into Anton. Don't stop until he's dead. Do this only after he imparts the necessary information. You may use any weapon you wish (including magic or Shouts), and from your previous assassination experience, you should be aware that this attack is going to cause you problems within Markarth's walls. You can get around this by completing one of the following:
Kill Anton and then flee the city. Keep going until you outrun the guards. However, your bounty will still be high, and Markarth's guards will remember you if you return.
Become Thane of Markarth by completing the Thane Quest at this Capital City (detailed later in this guide). After the murder, you can explain to the guard who you are, and they let you off with a warning.
Elect to pay off your debts or give yourself up, since killing every guard in Markarth is impossible.
Or, you can rely on your trusted Sneak, attacking from behind or waiting and attacking him while he sleeps or when he's on his own.

Note

For further details on committing murder in a Hold City, consult the Crime and Punishment section of this guide.
Objective: Kill Balagog gro-Nolob
Target: Balagog gro-Nolob, Nightgate Inn Cellar



NEEDS MORE ASSAULT
Offering pristine views of Yorgrim Lake to the west of Windhelm, Nightgate Inn is a perfect spot for a reclusive chef to write his books. Or for an assassin to commit murder. Journey to this out-of-the-way spot and search the side of the building for a trapdoor. Open it and drop into the Nightgate Inn Cellar. Balagog gro-Nolob is usually sitting in the bedroom down here, close to the mead barrels. Frighten him with a flourish of prose or cut him down without conversation. Whatever you choose, your fight ends with Balagog gro-Nolob dying on the stone cellar floor. With no one else about, this murder is far easier to commit than that of Anton Virane. Pocket the Writ of Passage when you search his corpse. Balagog also goes outside and stands by the lake, so you can kill him outside as well. Do that, and the hiding place for the body is the lake.



Items gained:
Gourmet's Writ of Passage
Objective: (Optional) Drag Balagog's body to a hiding place
Target: Hiding place, Nightgate Inn Cellar
Hiding the corpse is an optional but recommended objective to complete, as it is straightforward and nets you a bonus at the end of this quest. Simply grab the corpse and move it to any of the indicated target spots in the cellar: behind a mead barrel or in an alcove. Your objective updates after you place it in a correct spot, of which there are plenty.
Objective: Report back to Festus Krex
Target: Festus Krex, Dark Brotherhood Sanctuary



QUEST CONCLUSION

Return to Festus Krex at the Dark Brotherhood Sanctuary, and inform him the deed has been done. Depending on your actions, he is impressed by your competence (if you killed both cooks and hid Balagog's corpse), and a little less so if Balagog's body is still lying where you killed him. Festus offers you a reward: gold for completing the quest, and the bonus of a ring if you hid the corpse. Then he suggests you see Astrid to commence the final stage of this grand and glorious operation.
Items gained:
300 gold pieces
Nightweaver's Band (Bonus only)

POSTQUEST ACTIVITIES

Dark Brotherhood Quest: To Kill an Empire begins immediately. Your remaining side contracts are also available.

13.14 To Kill an Empire

Major Spoilers

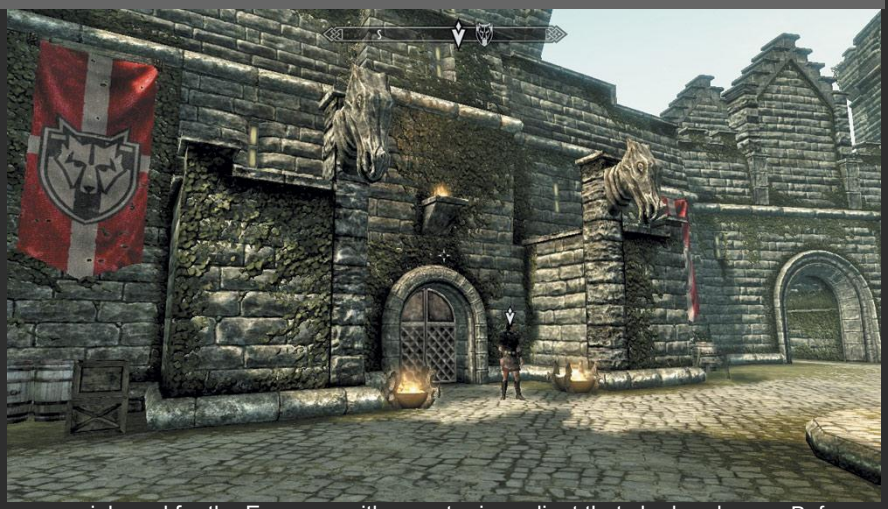
Prerequisites: Complete Dark Brotherhood Quest: Recipe for Disaster
Intersecting Quests: Dark Brotherhood Quest: Recipe for Disaster, Dark Brotherhood Side Contract Quests, Dark Brotherhood Quest: Death Incarnate, Thane of Haafingar
Locations: Dark Brotherhood Sanctuary, Solitude, Castle Dour, Castle Dour, Emperor's Tower
Characters: Astrid, Festus Krex, Gianna, Nobleman
Enemies: Commander Maro, Emperor Titus Mede II, Penitus Oculatus Agent, Solitude Guard
Objectives: Report to Astrid, Report to Commander Maro, Report to Gianna, Report to Gianna while wearing a chef's hat, Make the Potage le Magnifique, Follow Gianna to the dining room, Kill the Emperor, Escape the Tower!, Return to the Sanctuary

THE LAST SUPPER

This quest begins once you complete Dark Brotherhood Quest: Recipe for Disaster.
Objective: Report to Astrid

Tip

Don't forget to wear the Nightweaver's Band if you acquired it during the previous quest!
Astrid realizes what you've accomplished and prepares you for the honor of assassinating the Emperor. You're to head to Castle Dour in Solitude and present the Gourmet's Writ of Passage to the officer in charge, Commander Maro.



Astrid then tells you that you're going to prepare a special meal for the Emperor, with an extra ingredient that she hands you. Before you depart, you can ask for more details on Jarrin Root and other information. (Astrid tells you one taste of Jarrin Root is deadly, and she means it. Go to your inventory and eat it, and you'll drop dead.)
Item gained:
Jarrin Root
Objective: Report to Commander Maro
Target: Castle Dour courtyard, in Solitude
Journey to Solitude and locate the sprawling Castle Dour atop the hill. Step into the large courtyard and find Commander Maro waiting by the tower entrance. He certainly isn't going to let anyone in with the Emperor staying.
There's no need to use violence or sneaking; instead, speak to Maro and show him the Gourmet's Writ of Passage. Maro reads the missive and is promptly most apologetic, realizing you're the "Gourmet."
He allows you into the Emperor's Tower and requests you meet the castle chef, Gianna. Outside you can also eavesdrop on a conversation between two Penitus Oculatus Agents, talking about Commander Maro and his state of mind, now that his son is not only dead, but also apparently a traitor.
Objective: Report to Gianna
Target: Castle Dour kitchens, in Solitude

THIS SOUP IS TO DIE FOR



Enter the tower. Head left (east) and then right along (south) the corridor to reach the kitchens. Gianna is busily preparing the banquet feast and mistakes you for a delivery person. She is extremely apologetic when you reveal that you are the “Gourmet”! She requests that you don the proper attire; you can’t very well cook without a chef’s hat.
Objective: Report to Gianna while wearing a chef’s hat
The shelves with the hanging garlic to your left (east) have a selection of chef’s hats you can wear. Take one, and then replace your current headgear with it. Then speak to Gianna again.
She would be honored to prepare your signature dish, the Potage le Magnifique, to your exacting specifications. Gianna now asks you for a series of ingredients you can add to the base broth.
Item gained:
Chef’s Hat
Objective: Make the Potage le Magnifique
Begin to choose the ingredients. You can:
Answer with expected ingredients, such as carrots, a splash of mead, Nirnroot, or diced Horker meat.
Answer with more “esoteric” ingredients, such as a sweetroll, Vampire Dust, a Giant Toe, or a septim.
Or remain silent and let Gianna figure out what she would add, as a “test” for her.
You can add as many expected or odd ingredients as you wish. When she asks whether the soup is done, tell her there is one final ingredient and hand over the Jarrin Root. Although she’s unsure, your “special ingredient” makes it into the broth. She takes the soup in a stew pot to the dining room.

Note

You may elect not to poison the soup and plan a (usually) more violent method of slaying the Emperor, once the soup is served.
Objective: Follow Gianna to the dining room



Follow Gianna across the throne room, up the stairs, and along to the dining room, where you can hear Emperor Titus Mede II talking to three noble guests and taking a rather blasé attitude toward the murder of his cousin, Vittoria Vici. After Gianna takes a deep breath and prepares to present the Potage, you have this opportunity to strike.
Objective: Kill the Emperor
The Emperor prepares to have the first taste of the Potage le Magnifique, takes a few slurps, comments on its deliciousness, and then keels over dead.
The same effect can be achieved if you quickly attack him. Either way, your bounty suddenly skyrockets, the Penitus Oculatus Agent yells for some help, and general pandemonium breaks out.
If you’ve poisoned the Potage, when the Emperor dies, one of the Penitus Oculatus Agents yells that you and the cook have done the dirty deed, and poor Gianna is also attacked in the confusion. Fortunately, this can serve as a distraction while you escape.
Objective: Escape the Tower!
Target: Tower battlements, above Solitude

DUPE LE MAGNIFIQUE



In the midst of the commotion, dodge any of the guests milling about and disappear out of the entrance to the south, which is only a few steps away. You appear on the Tower battlements, where a cluster of guards and a greeting from Commander Maro stops you.

Instead of fury, Maro greets you with a contemptible glee. It appears you've killed a decoy of the Emperor; a member of your "Family" tipped off Maro about the operation!
You were traded for the Dark Brotherhood's continued well-being, but Maro has grown tired of this little operation and now vows to butcher all of your clan—starting with you.
Objective: Return to the Sanctuary
Target: Dark Brotherhood Sanctuary
To flee Solitude, you can simply dash past the Penitus Oculatus on the stairs, and then quickly descend the tower's spiral stairs to the ground level (don't exit into Solitude itself, unless you're trying to hide and blend in with the population, or you're using a spell or Sneak to obscure yourself). Continue down the stairs until you reach a lower exit out into Skyrim and the harbor under the gigantic stone arch.

QUEST CONCLUSION

The Brotherhood Sanctuary has disappeared from your world map, making a direct Fast-Travel impossible. Instead, Fast-Travel to Falkreath and head along the road until you spot Penitus Oculatus carts on the road.
Or, sneak through the backwoods for a stealthier approach. This quest concludes as you approach the hidden entrance. You hear the sounds of fighting, and Imperials swarm the area. Has the Sanctuary been compromised?

Note

Remember that the Penitus Oculatus is a separate and distinct faction from the Imperial Legion. Your dealings with the Penitus Oculatus will not harm your standing with the Legion if you're siding with them during the Civil War.

POSTQUEST ACTIVITIES

Dark Brotherhood Quest: Death Incarnate begins immediately.

13.15 Death Incarnate

Major Spoilers

Prerequisites: Complete Dark Brotherhood Quest: To Kill an Empire
Intersecting Quests: Dark Brotherhood Quest: To Kill an Empire, Dark Brotherhood Quest: Hail Sithis!
Locations: Dark Brotherhood Sanctuary
Characters: Babette, Nazir, The Night Mother
Enemies: Arcturus, Penitus Oculatus Agent
Objectives: Enter the Sanctuary, Search for survivors, Kill Nazir's attacker!, Speak with Nazir, Escape the Sanctuary, Embrace the Night Mother, Talk to Astrid, Kill Astrid, (Optional) Retrieve the Blade of Woe, Return to the Night Mother

THE BROTHERHOOD BURNS



This quest begins once you complete Dark Brotherhood Quest: To Kill an Empire.
Objective: Enter the Sanctuary
Commander Maro's men have found your secret sanctuary and are currently ransacking it. This terrible sight becomes all-too real as you enter the road close by the Sanctuary entrance, where at least four Penitus Oculatus Agents are milling about. You can:
Engage them in furious and brutal combat, slaying them all where they stand for desecrating your home.
(**Sneak**) Or, you can sneak to the Sanctuary entrance without being spotted, ignoring the enemy so you can save your fury for the foes inside the Sanctuary. Head for the Black Door and quickly enter your home.
Objective: Search for survivors
There is a thick sheen to the air. Force (**or sneak**) your way down to where you usually meet Astrid. Here, you'll face two Penitus Oculatus Agents.



If you're silent, you can overhear them talking about the spreading fire inside the Sanctuary and how an agent named Arcturus led some men deeper into the Sanctuary.
Kill the foes quickly, and watch out when you're using fire-based attacks; the area is awash in spilled oil. The only way is down, into the flaming grotto, with more fighting against agents.
You'll see the last moments of Arnbjorn's life; now in werewolf form, he tears into two agents before being felled by arrows. There is nothing you can do to save him. Quickly locate the dining hall, where Nazir (the only remaining Dark Brotherhood member you've found alive so far) is battling with more agents.
Objective: Kill Nazir's attacker!
Objective: Speak with Nazir



Arcturus, one of Maro's henchmen, is attempting to murder Nazir, so bound over to Nazir's location and help him dispatch this Imperial swine. Show no mercy! Next, kill any other agents who are near to either of you; then quickly stop to tell Nazir about the setup. Nazir had already figured this out. There's little time for chitchatting; you need to flee the Sanctuary before you're roasted alive!
Objective: Escape the Sanctuary
Objective: Embrace the Night Mother
Follow Nazir to the southeast, into the connecting corridor above the stained-glass window. Amid the turmoil and flames, the Night Mother calls to you. She tells you to embrace her, as she is your only salvation.
Cut down any foes on your way to opening the iron door to the south, and enter the Night Mother's chamber. Open her sarcophagus, step inside, and fall asleep. The Night Mother causes her coffin to fall through the window.



You survive in the coffin, and that gives Nazir a way out. It appears Nazir and Babette are maneuvering the coffin into an upright position. Just before the doors open, the Night Mother tells you to speak with Astrid, here in the Sanctuary.
Objective: Talk to Astrid

THE DREAD LORD BECKONS

As you step out of the coffin, Nazir tells you to slow down. You can reply in whatever way you wish, but moments later, you should move out of the grotto and up the stone stairs to the south, past the charred remains of the entrance chamber.
Turn right (west) and head north, where Astrid is waiting. Or more accurately, burned beyond recognition, surrounded by a flickering candle configuration used in the Black Sacrament. Astrid is almost unrecognizable but has much to say, and only moments left to say it. She betrayed you to the Penitus Oculatus, in return for their promise to spare the Dark Brotherhood.



You may react with seething rage, pity, or silence. Astrid knows what she has done was an unforgiveable mistake, and the Dread Lord Sithis shall judge her accordingly. She also knows that there is still a chance, that you could rebuild the Dark Brotherhood and start over again.
She enacted a Black Sacrament and prayed for a contract. You lead this family now. Her Blade of Woe is yours, to see through the transfer of power, which is achieved by killing her.
Objective: Kill Astrid
Objective: (Optional) Retrieve the Blade of Woe
Objective: Return to the Night Mother

QUEST CONCLUSION

Step over to Astrid's ruined form and swiftly end her life. Although she wishes you to take the Blade of Woe, it isn't necessary to kill her with it (but the weapon is well worth using from this point on). Once Astrid has found redemption in the Void, return to the Night Mother's sarcophagus. Your rebuilding of the Dark Brotherhood begins now.
Items gained:
Blade of Woe

POSTQUEST ACTIVITIES

Dark Brotherhood Quest: Hail Sithis! begins immediately. Alas, all the members of the Dark Brotherhood, save for Babette and Nazir, perished in the battle.

13.16 Hail Sithis!

Major Spoilers

Prerequisites: Complete Dark Brotherhood Quest: Death Incarnate
Intersecting Quests: Dark Brotherhood Quest: Death Incarnate, Dark Brotherhood Quest: Where You Hang Your Enemy's Head...
Locations: Dark Brotherhood Sanctuary, East Empire Company Warehouse, Katariah, Volunruud , Whiterun, Bannered Mare
Characters: Amaund Motierre, Babette, Nazir, The Night Mother
Enemies: Captain Avidius, Commander Maro, Emperor Titus Mede II, Lieutenant Salvarus, Penitus Oculatus Agent, Sailor, Solitude Guard
Objectives: Talk to Nazir, Talk to Amaund Motierre, Board the Katariah, (Optional) Kill Commander Maro, Kill the Emperor!, Report to Amaund Motierre, Retrieve the payment, (Optional) Kill Amaund Motierre, Report to Nazir

DEATH TO THE EMPEROR



This quest begins once you complete Dark Brotherhood Quest: Death Incarnate.
Objective: Talk to Nazir
Only Nazir and Babette remain, as you come to grips with your Family's slaughter. Babette will follow Nazir's lead, so speak with him; he dejectedly believes this is the end for the Dark Brotherhood.
But tell him the Night Mother has spoken to you again, and the original contract must be carried out. You're to speak with Amaund Motierre, and the true Emperor must be assassinated.



While you muster a second attempt at regicide, Nazir recommends moving the Dark Brotherhood's Sanctuary to the one near Dawnstar, where you followed Cicero. You'll meet Nazir there afterward, ideally with a barrel full of gold.
Objective: Talk to Amaund Motierre
Target: Amaund Motierre, Bannered Mare, in Whiterun
Amaund Motierre has taken up residence in the Bannered Mare, over in Whiterun. Travel there, and open the door to the room at the rear of the tavern. He's more than a little startled at your arrival, considering the news about the sacking of the Sanctuary.
He babbles about having nothing to do with the violence to your Family and still wants the Emperor dead. You are here to honor your contract, so ask him where the Emperor is.
Amaund tells you he's aboard his ship, the Katariah, now moored in the Solitude inlet. Upon your return after a successful assassination, Amaund will reveal the location of the dead drop that holds your payment.
Ask him additional questions (about security and getting aboard the ship) if you wish. Demanding to know where Commander Maro is nets you an optional objective.
Objective: Board the Katariah
Target: Katariah ship, Solitude inlet
Objective: (Optional) Kill Commander Maro
Target: Wharf of Solitude docks, near East Empire Company Warehouse

(OPTIONAL) ADDITIONAL EXECUTIONS I



BRINGING DOWN AN EMPIRE

Travel to Solitude's inlet, under the giant arch that the city rests upon, and locate the impressive galleon moored in the waters here. Swim alongside the vessel, dipping down underwater as you search for the anchor chain. Grab this, and haul yourself aboard the Katariah. You actually load into the cargo hold; don't climb the chain to the deck.

Objective: Kill the Emperor!

Target: Emperor Titus Mede II, Emperor's Quarters, on the Katariah

Tip

The Katariah is anchored in the Solitude inlet when this quest began and remains here for the rest of your adventure. You may wish to give the ship a thorough search for valuable items. Consult the Atlas for the important areas to check.

You clamber into the hold of the Katariah, and your quest updates. At this point, your usual infiltration plans commence. You may explore this ship using magical augmentations that make you harder to see or the enemies less alert. You can also sneak (see below) or simply wade through and clobber anyone who gets it your way.



You don't need to return to this ship, so inspect every chamber for items you may wish to claim. Work your way south along the lower deck, into the large central dining galley. Climb the steps and expect more enemies as you reach the jail area. You're attacking both sailors and Penitus Oculatus Agents. This floor also has a small armory and dormitories; additional foes and items can be found here. Your first critical foe to face is Captain Avidius, who is usually in his cabin by the storeroom and ladder. Kill (or pickpocket) them, and secure the Katariah Master Key from his corpse; this makes navigating the locked doors much more straightforward. Otherwise, you'll need extremely impressive Lockpick abilities.



Items gained:
Katariah Master Key
The ladder up to the deck isn't necessary; instead, move north to the gold door that was locked previously (Expert), and open it—either with your Lockpick ability or the Key.
Repel the foes in this dormitory area, and sneak past or destroy Lieutenant Salvarus, who is stationed behind the gold door at the northern end of this floor. Climb up the nearby steps, and you're a room away from meeting the Emperor. The real one this time!

Tip

Sneaking to the Emperor's Quarters: From the initial room, follow the sailor as he meets his friend and wanders into the galley. When they enter, wait for another sailor to exit from the barracks at the hall's end, and head into the galley as well. Now wait for the guard to move away from the bar, and then sneak around to the chamber's right side. The bard with the flute moves out of the way, allowing a clear path to the stairs. At the top of the stairs, pick the locked door (Expert). You don't have to deal with the captain or the two soldiers in the central room!

Tip

Further Fighting: If you're in the mood for more combat, use the ladder up to the trapdoor near Captain Avidius's cabin, or the gold door opposite the door to the Emperor's Quarters. Exit out onto the Katariah's exterior deck. Here, you can slice into the Emperor's agents if you wish. This is one option as an escape route, too. If you want to avoid fighting the captain, you can sneak across the deck. It's much harder (try it at night), but you can go this way if you want to.
Approach the door to the Emperor's Quarters (Master). This requires an impressive Lockpick or the use of the Katariah Master Key. (If you didn't get it from the captain, Lieutenant Salvarus downstairs has another.) Step forward, and the Emperor greets you: Not with a blade or a string of curses but with a well-mannered speech. He knew Commander Maro to be a fool; one cannot stop the Dark Brotherhood!



You can:
Execute the Emperor immediately.
Or speak with him and give him a moment to say a few words before you run him through. He asks for a favor. Not as part of a Black Sacrament, but as an old man's dying wish. There is one who set this assassination forth, and the Emperor wants him punished for his treachery. You are to kill that person. You need not commit to this deed. Now the Emperor turns and waits for death. Oblige him.
Items gained:
Emperor's Robes
Katariah Master Key
Objective: Report to Amaund Motierre
Target: Amaund Motierre, Bannered Mare, in Whiterun
Ransack the Emperor's Quarters for any books or other items you wish; the Emperor's chest in his bedroom has some good loot. Leave via the door in the northeast wall that leads to an exterior balcony, allowing you to dive into the waters and swim to safety, or backtrack and enter the deck, if you want more fighting.
Whatever your route, travel back to Whiterun, enter the Bannered Mare once again. Speak with Amaund, and inform him that Titus Mede II lies dead. Amaund has just heard this information himself and is extremely pleased: As you shall be; there is a considerable payment inside an urn, in the chamber where you first met, back in Volunruud. Amaund wants you to leave now and never cross paths with him again.
Objective: Retrieve the payment
Target: Urn, in Volunruud
Objective: (Optional) Kill Amaund Motierre
(Optional) Additional Executions II
If you wish to kill Amaund and honor the Emperor's wishes, you can tell him there's just one more matter to clear up and then tell him you're doing a favor for an honorable man. Or, you can choose to answer him differently (or remain silent) and attack him anyway!



Turn your blade into him and dispatch this aloof traitor (grab his pocketful of gems). Your bounty in Whiterun skyrockets, so expect Guards to confront you moments after the murder.

QUEST CONCLUSION

Amaund Motierre lived up to his part of the bargain; travel to Volunruud, dismantle any skeletal foes that greet you, and search the initial room where you met previously. Inside the urn is a considerable sum of gold!

Items gained:

20,000 gold pieces

Objective: Report to Nazir

Target: Nazir, Dawnstar Sanctuary

Now journey to the Darkstar Sanctuary and approach the Black Door. The door opens, allowing you down into the main chamber with the smashed circular window and large fireplace. Nazir is waiting for word on the Emperor.

Inform him that you've done the deed, and tell him how much gold you were paid as a reward. You can be truthful or lie (it doesn't matter). Nazir recommends you go to Riften and search out a man named Delvin Mallory, someone Astrid already had you visit previously.

This time, though, the "obtainer of goods" will refit this Sanctuary, using the money you earned, and make a true home for this Family once again.

POSTQUEST ACTIVITIES

Dark Brotherhood Quest: Where You Hang Your Enemy's Head... begins immediately, along with additional quests.

Where You Hang Your Enemy's Head...

Prerequisites: Complete Dark Brotherhood Quest: Hail Sithis!

Intersecting Quests: Dark Brotherhood Quest: Hail Sithis!

Locations: Dawnstar Sanctuary, Riften , The Ratway, The Ragged Flagon

Characters: Babette , Cicero , Delvin Mallory , Nazir

Enemies: None

Objective: Employ Delvin Mallory's services

THAT'S YOUR HOME

This quest begins once you complete Dark Brotherhood Quest: Hail Sithis!

Objective: Employ Delvin Mallory's services

Nazir says that you can use the large haul of gold you received from your previous quest to modify the Dawnstar Sanctuary. If you spend the funds on this place rather than on yourself and your inventory, set off to Riften and follow the Ratway to the Ragged Flagon, where the Thieves Guild members reside.

You may run into Cicero as you exit the Dawnstar Sanctuary for the first time after Nazir and Babette move there. Consult the Dark Brotherhood Radiant Quests: Cicero's Return for more details.

Find Delvin and ask if he can repair and refit the Dawnstar Sanctuary. He says it will cost you, but he can help. Spruce up the place with any of the possible repairs:

Improvement	Description	Cost
New Banners	The black hand of the Dark Brotherhood now adorns many a wall.	1,000 gold pieces
Poisoner's Nook	An Alchemy Lab, complete with potions and special plants (that regrow and can be used in poisons) is installed near the tiny plant allotment upstairs.	5,000 gold pieces
Torture Chamber	Four prisoners hang here, shackled and ready to reveal the locations of their hidden caches.	5,000 gold pieces
Secret Entrance	Travel to and from the rocky ground above the sanctuary. The exterior entrance is next to the Dawnstar Fast-Travel marker, which makes it even easier to get in and out of the Sanctuary.	5,000 gold pieces
Master Bedroom	In addition to a place to hang your weapons and sleep, you gain some special items fit for a Listener.	3,000 gold pieces
	Total:	19,000 gold pieces

QUEST CONCLUSION

The next time you return to the Dawnstar Sanctuary, any improvements will be made, which you can inspect.

POSTQUEST ACTIVITIES

Your critical quests are now over. As the leader of the Dark Brotherhood, there are Radiant Quests to complete from this point and an old friend to possibly meet up with....

13.17 Side Contracts 1-3

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The following 12 Side Contract Quests occur throughout the critical Dark Brotherhood Quests, and offer you several targets to assassinate. Some are accessible earlier than others, and all have a limited window of opportunity. For a complete list of how to unlock each Side Contract Quest, consult the Introduction to the Dark Brotherhood Quests, at the start of this chapter.

Side Contracts: Overview

The contracts Nazir gives you are the first in a long line of assassinations you can (and should) elect to attempt in the name of the Dark Brotherhood. Each requires you to seek out the targets, kill them, and then report back to Nazir (either in between or after completing any other quests).
Consult the section called Crime and Punishment for a complete overview of how crimes, bounty, and assassinations work.

Side Contracts: Part 1



CONTRACT: NARFI
Objective: Kill Narfi
Target: Narfi, in Ivarstead



Narfi is a beggar with unpaid debts. When you reach Ivarstead, cross by the rapids (or sneak around via the base of the mountain on the river's opposite side), and deliver a swift death to this unfortunate soul. You're out in the open and easily spotted, so be careful (or fleet of foot).

Contract: Ennodius Papius



Objective: Kill Ennodius Papius
Target: Ennodius Papius, at Anga's Mill



Ennodius is usually found outside the settlement of Anga's Mill, near or inside a small tent close to the stream. You may converse with the paranoid layabout or simply end his life. Then check his corpse and possessions for items of interest, and depart.

Contract: Beitild



Objective: Kill Beitild
Target: Beitild, in Dawnstar



Beitild is in Darkstar, either inside her house or on the thoroughfare. The guards don't take kindly to a massacre on their doorstep, so be careful (or run quickly afterward). Slay Beitild and take her house key; ransack the residence if you wish (mainly for the gold), and then leave.

Items gained:

Key to Beitild's House

QUEST CONCLUSIONS

Objective: Report back to Nazir

When you return to the Dark Brotherhood Sanctuary, move into the grotto area. Find Nazir to collect your payment for the first three contracts. Nazir is often in the banquet hall but could be anywhere in the Sanctuary.

Items gained:

Leveled gold (Narfi)

Leveled gold (Ennodius Papius)

Leveled gold (Beitild)

POSTQUEST ACTIVITIES

You usually return to Nazir once Dark Brotherhood Quest: Mourning Never Comes begins.

Side Contracts: Part 2

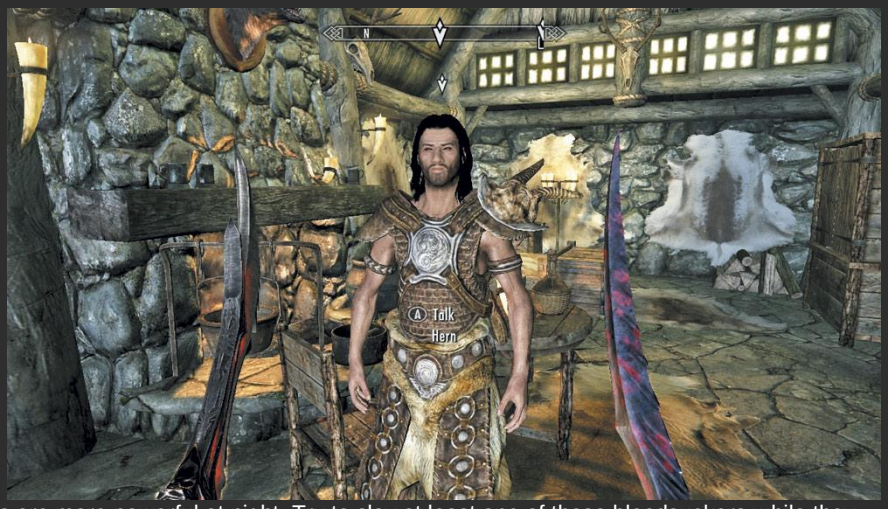


CONTRACT: HERN

Objective: Kill Hern

Target: Hern, at Half-Moon Mill

Journey to Half-Moon Mill and scout the small cluster of buildings for one with the vampire Hern in or outside it. Then deliver a quick and killing blow (ideally using any remaining Lotus Extract) for a one-strike death. Beware of Hern's vampire wife, Hert, as she fights to the death, too. Optionally ransack the Mill afterward.



Attacking during the day is helpful, as vampires are more powerful at night. Try to slay at least one of these bloodsuckers while they sleep, which usually requires sneaking rather than mayhem! For more information on vampirism (including a possible cure), consult the information in the Training section of this guide.

CONTRACT: LURBUK



Objective: Kill Lurbuk
Target: Lurbuk, in Morthal



Set off toward the town of Morthal, on the edge of the Karth River delta. Investigate the buildings until you reach the Moorside Inn, a known location where Lurbuk has sung before. When you find him, you can optionally request a “song of fear and death” before you run him through with an implement of your choosing.

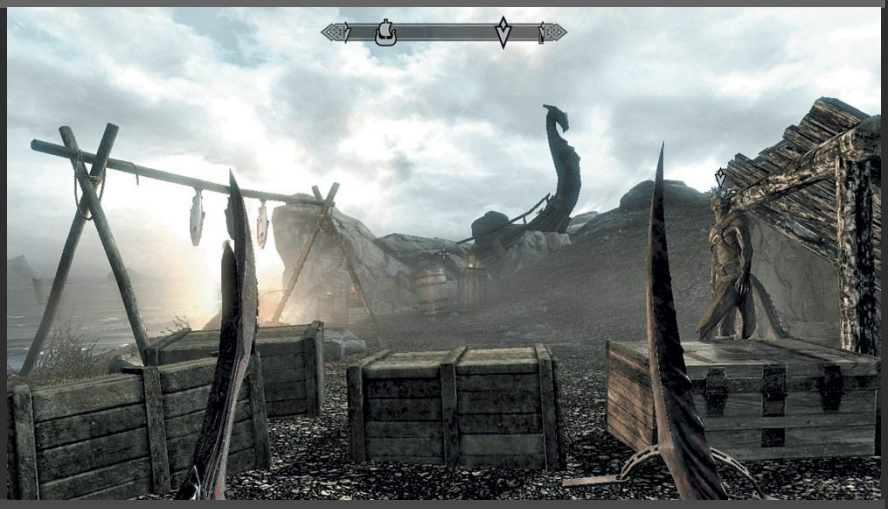
QUEST CONCLUSIONS

Objective: Report back to Nazir
Return to the Dark Brotherhood Sanctuary and locate Nazir. Collect your additional payments for side contracts four and five.
Items gained:
Leveled gold (Hern)
Leveled gold (Lurbuk)

POSTQUEST ACTIVITIES

You usually return to Nazir after Dark Brotherhood Quest: The Silence Has Been Broken begins.

Side Contracts: Part 3



CONTRACT: DEEKUS
Objective: Kill Deekus
Target: Deekus, by Hela's Folly



Deekus left his old life and spends his time eking out an existence at a small camp with scattered stolen trinkets, close to the shipwreck Hela's Folly (which is near Yngvild), and braving the frigid waters of the Northern Coast.
There isn't anyone near to hear Deekus's screams; this is an easy kill. Loot both the possessions, and the contents of Hela's Folly afterward, if you wish.

CONTRACT: MA'RANDRU-JO



Objective: Kill Ma'randru-jo
Target: Ma'randru-jo, near Solitude



This Khajiit is a member of Ri'saad's caravan, so the two are friends and will react accordingly if you attack. Ma'randru-jo is always found traveling with the caravan itself. Expect nearby friends of Ma'randru-jo to defend him when you pounce; longer-range assassinations are safe in this case.

CONTRACT: ANORIATH



Objective: Kill Anoriath
Target: Anoriath, in Whiterun



Anoriath and his brother Elrindir, have made a successful archery business in Whiterun, and they have a market store selling fresh venison. He's likely to be either hanging out at the Drunken Huntsman or selling at the marketplace close to the Bannered Mare. Although it may be fitting to kill him using your bow, melee strikes or other takedowns work, too. Beware of combat in cities; prepare to run once your bounty rises!
Objective: Report back to Nazir

NAZIR'S REWARDS

Once you have fulfilled these three side contracts, return to Nazir and receive your payment. Then ask about any other contracts, and Nazir tells you about Agnis, your next kill.
Items gained:
Leveled gold (Deekus)
Leveled gold (Ma'randru-jo)
Leveled gold (Anoriath)

13.18 Side Contracts 4-6

CONTRACT: AGNIS



Objective: Kill Agnis
Target: Agnis, in Fort Greymoor



Set off for Fort Greymoor and assault this stronghold, which is initially teeming with bandits. Although sneaking is an option, your hunt usually degenerates into combat pretty quickly. Slay the bandits (or other enemies, should this location have been taken over) as you progress through the prison until you reach Agnis the cleaning servant, who is easily cut down.
If you are ensconced in the ongoing turmoil of the Civil War Quests, this fortification is a key location. Instead of bandits, there are soldiers of the faction that controls Whiterun Hold (which starts in Imperial hands). If you're on the same side as the soldiers, you need not fight them, making this task a lot easier!
Objective: Report back to Nazir

NAZIR'S REWARDS

Agnis is a single side contract; you must return to Nazir and inform him of your success before he offers you the next two contracts. Don't forget to train in Light Armor with him, if you have the coin.
Items gained:
Leveled gold (Agnis)

Side Contracts: Part 5



CONTRACT: MALURIL

Objective: Kill Maluril
Target: Maluril, in Mzinchaleft



Prepare for a dungeon crawl and set off for the ancient and spectacular Mzinchaleft, introducing the assorted bandits to your style of combat and entering the giant underground structure. Battle down to a locked door and a guard outside. Search the guard for a key if you're having trouble opening the door.
(Lockpick [Average]) Use your prowess to open it, confront Maluril as he pours over Dwemer artifacts, and kill the wizard.

CONTRACT: HELVARD



Objective: Kill Helvard
Target: Helvard, in Falkreath

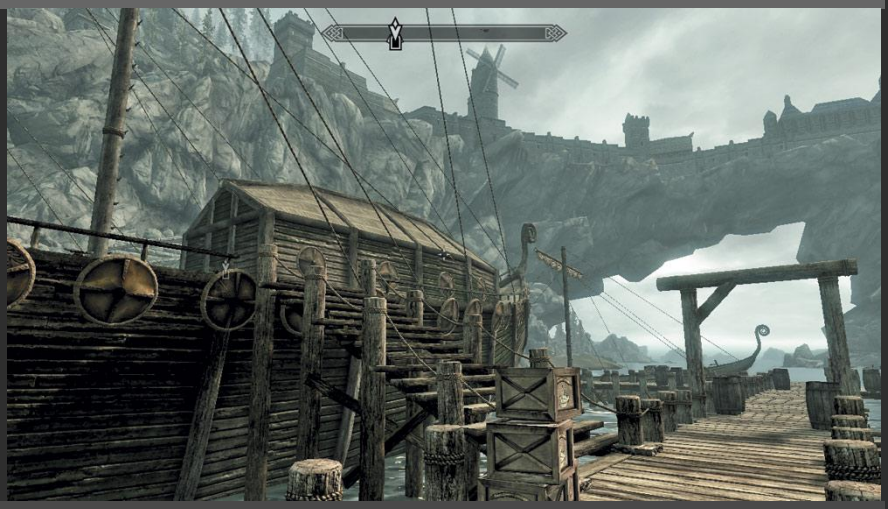


Helvard is the Housecarl in the service of the Jarl of Falkreath. He is either striding about town or planning actions inside the Jarl's Longhouse with Siddgeir. Helvard doesn't feel Siddgeir is up to the task, which is probably why you're here. It may be wise to coat your blade in poison, as Helvard's quick death means you can flee without slaughtering the high-ranking town officials. Unless you want to.
The Jarl cannot be killed, and the only way to survive this with your integrity (and equipment) intact is to complete the assassination. And then run!
Objective: Report back to Nazir

NAZIR'S REWARDS

Back at the Dark Brotherhood Sanctuary, Nazir is rapidly running out of targets for you to cull. But he has one last assassination, that of a formidable pirate known as Safia.
Items gained:
Leveled gold (Maluril)
Leveled gold (Helvard)

Side Contracts: Part 6



CONTRACT: SAFIA

Objective: Kill Safia
Target: Safia, moored near the East Empire Company Warehouse
Journey to the East Empire Company Warehouse and look for the Red Wave, a pirate ship docked on the main jetty.



(Lockpick [Novice]) Pick the lock and enter the vessel after boarding it. Safia is in the hold at the ship's bottom. She seems to have predicted your arrival (if you speak with her) and prepares for a fight, with intermittent fleeing. Cut her down!
Items gained:
Leveled weapon
Objective: Report back to Nazir

QUEST REWARDS

With the cutthroat defeated, you may return to Nazir and receive the final payment for your last side contract.
Items gained:
Leveled gold (Safia)

POSTQUEST ACTIVITIES

This concludes Nazir's business for now, although once Dark Brotherhood Quest: Hail Sithis! has been completed, you may receive further work...just not from Nazir.

13.19 Destroy the Dark Brotherhood

Prerequisites: Commencement of Dark Brotherhood Quest: With Friends Like These...
Intersecting Quests: Dark Brotherhood Quest: With Friends Like These...
Locations: Abandoned Shack, Dark Brotherhood Sanctuary, Dragon Bridge, Penitus Oculatus Outpost
Characters: Alea Quintus, Commander Maro, Fultheim the Fearless, Vasha
Enemies: Arnbjorn, Astrid, Festus Krex, Gabriella, Lis, Nazir, Veezara
Objectives: Report Astrid's death to a guard, Speak with Commander Maro, Kill everyone in the Sanctuary!, Report back to Commander Maro

FAIL, SITHIS!

Note

This quest begins only after you start Dark Brotherhood Quest: With Friends Like These...

Caution

Completing this quest will make any remaining Dark Brotherhood Quests inaccessible to you.
When Astrid first captures you and forces you to kill one of the three hostages in the Abandoned Shack, she notes that "someone isn't leaving here alive." That "someone" doesn't need to be pleading for their life with a bag on their head. Instead of spilling innocent blood, you can turn and attack Astrid.



She is very strong, so ensure you get as many attacks in as possible before she drops from her perch and begins attacking you. When Astrid drops dead, gurgling "well done" as she falls, search her for the items listed here. Before you leave, you have the option to untie the three prisoners.
Items gained:
Abandoned Shack Key
Blade of Woe
Objective: Report Astrid's death to a guard
Target: Any Guard
Step out of the Abandoned Shack, situate yourself after your kidnap, and then decide where to journey to find a guard. One easy example is to head to Solitude and speak to any guard there.



Or, if you don't want to travel, simply go to Dragon Bridge. Inform a guard that you killed the leader of the Dark Brotherhood, and they are stunned. You're told to report this action to Commander Maro immediately.



Objective: Speak with Commander Maro
Target: Command Maro, inside the Penitus Oculatus Outpost, in Dragon Bridge
Journey to the Imperial settlement of Dragon Bridge and find the straw-roofed dwelling with Imperial banners out front, used as a Penitus Oculatus Outpost. Once inside, speak to Commander Maro, who is ecstatic at this turn of events and realizes it's time to strike against the Dark Brotherhood. He wants you to pay them a visit.
Use the passphrase "Silence, my brother," and murder every assassin in that hole! Return to Maro afterward and expect considerable compensation.
Objective: Kill everyone in the Sanctuary!
Target: All assassins, Dark Brotherhood Sanctuary

MASS MURDER IN THE SANCTUARY

Journey to the Dark Brotherhood Sanctuary in Falkreath, and step up to the Black Door. Answer the question "What is the music of life?" with the passphrase you just learned from Maro. If Maro hasn't told you the passphrase yet, this isn't available as an answer. Head down the steps into the Sanctuary, and begin the first of a series of fraught battles with each member of the Dark Brotherhood (Babette does not fight and is nowhere to be found). They instantly recognize you as an intruder and begin to attack.



These toughened assassins are specialized fighters, and you won't just cut through them. Running through the Sanctuary is like signing your own death warrant. If you beckon more than one attacker at a time, you'll run into a large amount of trouble. Face them one at a time!
You meet the Dark Brotherhood in the following order:
Arnbjorn is in his chamber, prior to entering the grotto. He carries an enchanted warhammer and attacks with the ferocity of a wolf man.
Veezara is in the main grotto area and wields two weapons with amazing dexterity. He is a force to be reckoned with and should be approached with caution.
Gabriella (and Lis the spider) are in the laboratory area. Both are formidable foes. At this point, you can backtrack to the previously explored areas for a breather, if necessary.
Nazir carries a scimitar and isn't afraid to stick it between your ribs. He's holed up in the dining room chamber, which can be difficult to maneuver through.
Festus is the final member of the Dark Brotherhood to fall to your might. He guards the Chapel and has several nasty spells he doesn't mind casting on you.
Eventually, when the last assassin falls or between combat altercations, you may search the dead Brotherhood and ransack their hideout for more Shrouded outfits, weapons, and other common items.
Items gained:
Potions (various)
Enchanted and Leveled Weapons
Leveled Armor and Outfits
You can't waltz into the Sanctuary and carve up the Dark Brotherhood once you finish Dark Brotherhood Quest: With Friends Like These... The Dark Brotherhood simply murder you if you try an assassination within the ranks.
Is this wanton carnage too much for you? Then you can flee the Sanctuary, only to return and finish the job at your leisure.
Objective: Report back to Commander Maro

QUEST CONCLUSION

Head back to Dragon Bridge and inform Commander Maro of your penchant for assassination. He congratulates you on striking a blow against the Dark Brotherhood, which they aren't likely to recover from. Accept your blood money.

Items gained:

3,000 gold pieces

POSTQUEST ACTIVITIES

All the remaining Dark Brotherhood Quests are now inaccessible to you.

13.20 Where You Hang Your Enemy's Head...

Prerequisites: Complete Dark Brotherhood Quest: Hail Sithis!
Intersecting Quests: Dark Brotherhood Quest: Hail Sithis!
Locations: Dawnstar Sanctuary, Riften , The Ratway, The Ragged Flagon
Characters: Babette , Cicero , Delvin Mallory , Nazir
Enemies: None
Objective: Employ Delvin Mallory's services

That's Your Home

This quest begins once you complete Dark Brotherhood Quest: Hail Sithis!
Objective: Employ Delvin Mallory's services
Nazir says that you can use the large haul of gold you received from your previous quest to modify the Dawnstar Sanctuary.



If you spend the funds on this place rather than on yourself and your inventory, set off to Riften and follow the Ratway to the Ragged Flagon, where the Thieves Guild members reside.

Note

You may run into Cicero as you exit the Dawnstar Sanctuary for the first time after Nazir and Babette move there. Consult the Dark Brotherhood Radiant Quests: Cicero's Return for more details.



Find Delvin and ask if he can repair and refit the Dawnstar Sanctuary.



He says it will cost you, but he can help. Spruce up the place with any of the possible repairs:

Improvement	Description	Cost
New Banners	The black hand of the Dark Brotherhood now adorns many a wall.	1,000 gold pieces
Poisoner's Nook	An Alchemy Lab, complete with potions and special plants (that regrow and can be used in poisons) is installed near the tiny plant allotment upstairs.	5,000 gold pieces
Torture Chamber	Four prisoners hang here, shackled and ready to reveal the locations of their hidden caches.	5,000 gold pieces
Secret Entrance	Travel to and from the rocky ground above the sanctuary. The exterior entrance is next to the Dawnstar Fast-Travel marker, which makes it even easier to get in and out of the Sanctuary.	5,000 gold pieces
Master Bedroom	In addition to a place to hang your weapons and sleep, you gain some special items fit for a Listener.	3,000 gold pieces
	Total:	19,000 gold pieces

QUEST CONCLUSION

The next time you return to the Dawnstar Sanctuary, any improvements will be made, which you can inspect.

POSTQUEST ACTIVITIES

Your critical quests are now over. As the leader of the Dark Brotherhood, there are Radiant Quests to complete from this point and an old friend to possibly meet up with....

14.1 The Brotherhood

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In addition to the Dark Brotherhood Contract Quests, the following jobs or quests occur throughout (and between) the critical Dark Brotherhood Quests and offer you a variety of objectives to accomplish. Some are accessible earlier than others. For a complete list of how each additional quest is unlocked, consult the Introduction to the Dark Brotherhood Quests at the start of this chapter.

Honor Thy Family

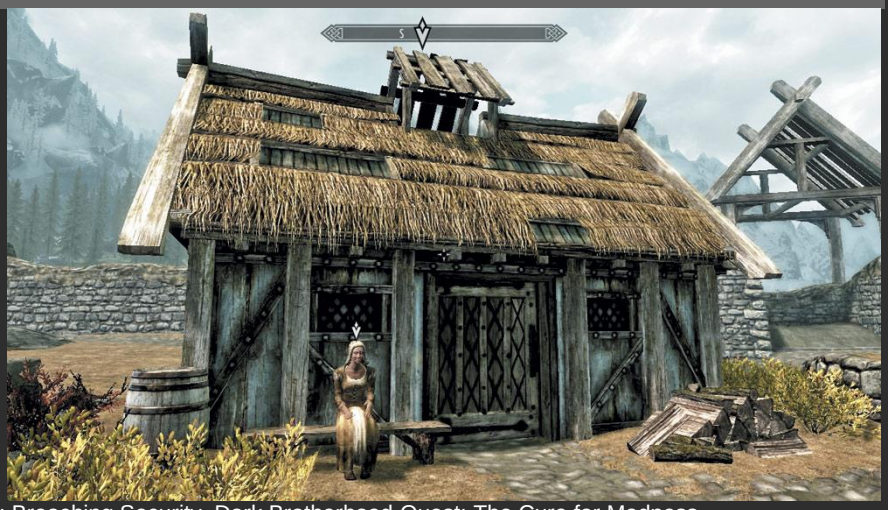
Have you slighted a member of the Dark Brotherhood Family? They aren't concerned with you stealing anything from the Sanctuary, but they draw the line at violence. This objective triggers if you strike (accidentally or otherwise) any Family member once and then sheath your weapon.



This is important; continue to brandish your weapon, and the whole Family turns hostile! After you calm down, you are instructed to speak with Nazir and pay the fine imposed for your behavior. Return with 500 gold pieces, and you may continue working with the Dark Brotherhood.

THE FEEBLE FORTUNE*

Prerequisites: Complete Dark Brotherhood Quest: Breaching Security (with bonus)



Intersecting Quests: Dark Brotherhood Quest: Breaching Security, Dark Brotherhood Quest: The Cure for Madness
Locations: Dark Brotherhood Sanctuary, Deepwood Redoubt, Deepwood Vale, Hag's End, Whiterun, Olava the Feeble's House
Characters: Dark Brotherhood Assassin, Gabriella, Olava the Feeble
Enemies: Forsworn, Frostbite Spider, Hagraven, Witch
Objectives: Receive a reading from Olava the Feeble, Locate the assassin of old

A TOKEN GESTURE

Assuming you've killed Gaius Maro by following Gabriella's instructions to the letter and securing the bonus, when you speak to her at the Dark Brotherhood Sanctuary, she hands you a token, mentions a fortune-teller named Olava, and suggests you visit her for a reading.

She quickly tells you about the problems that occur at the start of Dark Brotherhood Quest: The Cure for Madness. When you have a spare moment, head to see Olava.

Objective: Receive a reading from Olava the Feeble
Target: Olava the Feeble's House, in Whiterun

Journey to Whiterun and locate Olava the Feeble's House, off the main path in the southern part of the city. Tell her you have a token for her, and she shakes off her bad mood, realizes you're a friend of Gabriella's, and agrees to give you a reading. She sees a Sanctuary but with snow and lit by the star of dawn.

There are other shadowy figures she spies in the ether, and before you are Family, she sees a great spillage of blood. But before that, she sees a ruin ripe for the plunder—Deepwood Redoubt. Through there is a place named Hag's End, where an assassin of old bequeaths his ancient earthly possessions to you!

Objective: Locate the assassin of old

Target: Dark Brotherhood Assassin (dead), behind rock panel inside Hag's End

DANGER AT DEEPWOOD

Trek to the mountains west of Dragon Bridge, using any path to the north of Hag's End. The path disappears, forcing you to hike to the perimeter, which is flanked by a few large snow-capped stones. Head up the stairs and find the illuminated iron door in the southeast overhang dug into the mountains. There's a campfire to your left and an altar to your right. Forsworn instantly attack if they spot you. The iron door leads to Deepwood Redoubt's interior.



Pass a few tomb corpses and head through a gate and up some stairs, watching out for a dart trap (check the floor and step over the trigger plate). Turn left (southeast) and begin fighting through more Forsworn.

There are bowmen on the bridge, so head right, through an old Nord crypt entrance (watching for swinging axes, which you can switch off using the lever at the end) and into a ruined embalming room. There is an iron door here and three Rune Traps. The iron door is locked (Expert); unlock it using your Lockpick skill or the key you find on the corpse of the Forsworn you must fight in the adjacent bedroom.

For such Rune Traps, try to avoid them or try to trigger them by coaxing an enemy onto them, dragging a body onto them, or summoning a creature onto them. In this example, the Forsworn in the bedroom is an excellent victim to lure onto the runes.

Items gained:

Deepwood Redoubt Key

Once through the door, check the floor for a trigger plate to avoid getting hit by a wall trap, open the iron door, and cross the bridge you saw earlier. Head northeast. Move up the stairs to a larger iron door. This brings you into Deepwood Vale.

This hidden vale is a large, multileveled entrance to Hag's End. You'll probably face around ten Forsworn on the various balconies, turrets, and upper ledges as you progress. You may systematically check everywhere while fighting through these foes, race for the entrance to Hag's End, or take a more long-range approach, sneaking along the sides and firing your bow from range.

There are wooden steps below a slightly sunken arch; use those, climb up the arch span instead, or use the stone steps farther south. Deal with the Forsworn boss on the upper level, then continue up and locate the iron door leading into Hag's End.

Tip

A frontal assault is highly dangerous, and the main entrance is a death trap. You're likely to be mobbed by four or five Forsworn, but this is an option for those with a thirst for blood (and health potions). Heading right, picking the lock of the lower door on the right tower, and sneaking in from the side allows you to sneak (or dash) to the stairs. Combat is safer on this side of the vale.

Heading left, hop across the cliffs around the left tower and enter from this side. Although you must fight across the whole camp, the way the enemies meet you means you're in less danger than running up the middle with a sword and a death wish.

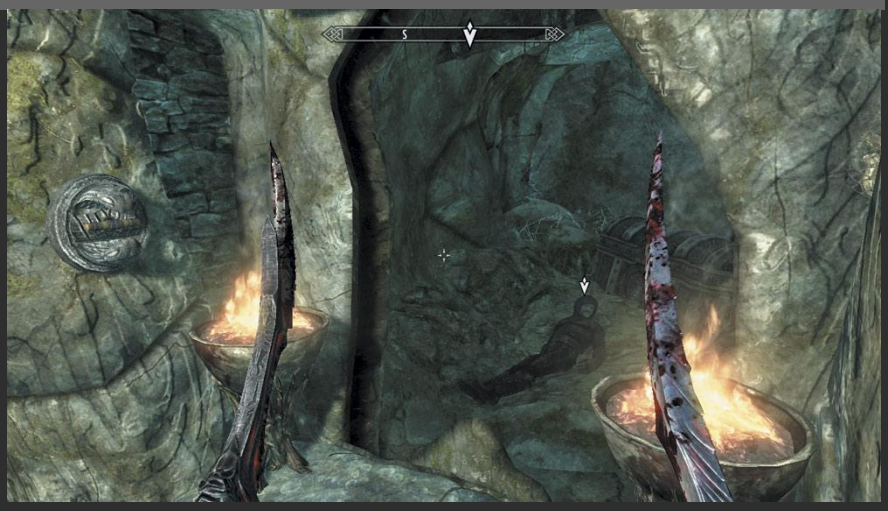


Open the double doors to the northeast and enter a witches' banqueting hall. To continue, dispatch three witches and a Hagraven. When you damage or pass the Hagraven, she will teleport away; you'll have to fight her again later. Open the door at the hall's opposite end; this leads to a dead-end room with more ice traps.

Look right (southeast) and climb the stairs, watching out for a trigger plate that launches a battering ram from the left. Disarm the hinge trigger to open the chest on the shelf in this area.

Turn right (southwest), and battle your way through two more witches and the Hagraven in the alcove throne room. Ignore the raised bridge for the moment, and check for a handle on the wall behind the throne. Pull that, and a section of wall opens, revealing a hidden

alcove. This is where the slain Dark Brotherhood Assassin lies. Take whatever treasure you wish from the corpse and nearby chest. The assassin's outfit is of particular interest.



Items gained:
Ancient Shrouded Armor
Ancient Shrouded Boots
Ancient Shrouded Gloves
Ancient Shrouded Helmet

Caution

You can't simply wander to this secret rock panel and use the handle to open it. The handle doesn't appear until Olava has read your fortune.

Note

At this point, you can finish your exploration of Hag's End or retrace your steps.
Assuming you wish to complete your investigation of Hag's End, use the lever next to the bridge to lower it. Cross and fight a witch, then ascend more stairs to a junction with a gate (Master) leading to a treasure chest and fire trap. Open this using the Hag's End Key, located on the mantel in the Hagraven's bedroom (in this hall) or on the Hagraven once you kill her.
On your right (northeast) is a handle. Pull it, and three portcullises open. Wait for the spear traps to recede before moving into a circular chamber with spilled oil. Treat the Hagraven and two witches to a burning (there's an oil lamp in the dragon statue's teeth), before yanking the chain attached to the statue, opening another portcullis, and exiting up into a grand hall, where the Nordic voices call you to a Word Wall!
Items gained:
Word of Power: *Slow Time*

CONCLUSION

With a new Shout learned, open the door to Deepwood Vale. You emerge on a high ledge overlooking the exterior area. Your final Hagraven battle occurs here; watch for her "pets"—Skeevers, Frostbite Spiders, or even Trolls—that you must tackle before you can cut the old crone down.



Inspect the Hagraven, as she carries the Hag's End Key, which can open the gate you saw earlier. Also check the sacrificed witch on the altar; here you'll find the impressive Bloodthorn dagger. Then face the waterfall, drop to the Hag's End entrance, and retrace your steps back into the wilds of Skyrim.

Tip

Wait! From the upper platform atop Hag's End, look for a little valley from which the waterfalls descend. Employ a Whirlwind Sprint Shout to reach this valley, and locate the chest with a pair of Unique boots.
Items gained:
Hag's End Key
Bloodthorn
Predator's Grace Boots

Welcome to the Brotherhood*

Note

This objective becomes available as soon as Dark Brotherhood Quest: Hail Sithis! concludes.
When you return to the Dawnstar Sanctuary, ideally after refurbishment, Nazir has managed to attract two Dark Brotherhood Initiates. You can select either of them to accompany you on your adventures; it would be an honor for them to serve the Listener. Further Initiates arrive if any are slain during the course of a more hectic exploration.
Follower: *Dark Brotherhood Initiate*

Cicero's Return*

Note

Previously, you've had at least two opportunities to fight Cicero, most prominently during Dark Brotherhood Quest: Delayed Burial and The Cure for Madness. If you didn't defeat him during the latter quest, this is active.



If you kept Cicero alive (even if that meant lying to Astrid), he usually gives you a startling greeting outside Dawnstar Sanctuary the first time you leave the premises.
After one more jest, Cicero says he's here to serve the Night Mother. From this point on, you'll find him inside the Sanctuary, where you can ignore or speak to him. You may keep him alive for the hilarity, or you may bring him on an adventure. Whether he returns from that adventure, of course, depends on what you equip him with and how helpful you are during a combat situation....
Follower: Cicero
Cicero has a particular prowess at melee fighting. You can give him orders, and he comments when you visit certain locations and sings songs to himself.

The Dark Brotherhood Forever!

Objectives: Approach the Night Mother, Speak with the contact, Kill the target
MURDER FOR MOTHER



Objective: Approach the Night Mother
When you reach the newly claimed Dawnstar Sanctuary, the Night Mother tells you to approach her. Do as she asks, and she informs you that somewhere in Skyrim, the Black Sacrament has been completed, and someone wishes to pay the Dark Brotherhood for their services. You are to meet them and gain further information on that target.
Objective: Speak with the contact
Target: Random person. Random location.
Travel to the location where the contact wishes to speak to you. They quickly hand over a payment, along with instructions on how to find their target and kill them. This is a simple assassination, and one that pays.



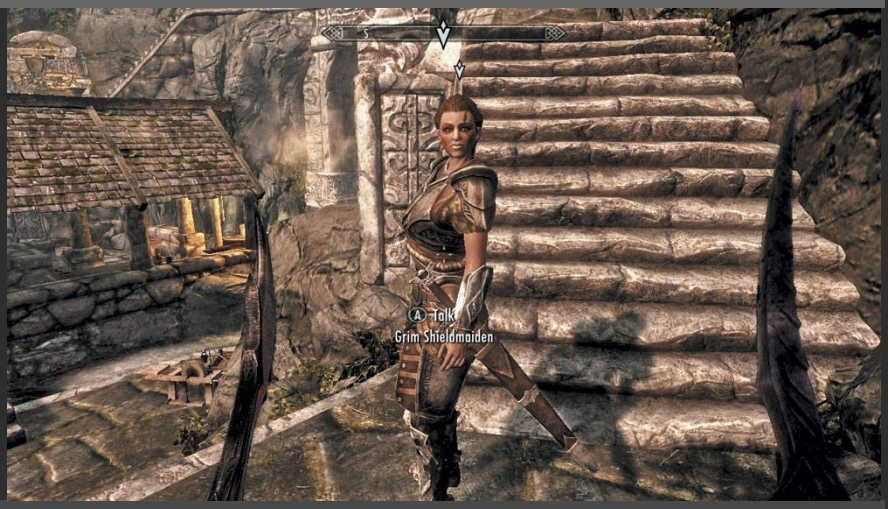
Items gained:
Leveled gold pieces
Objective: Kill the target
Target: Random person. Random location.
The contacts and targets are randomly chosen from the following lists (they won't be the same each time):

CONTACTS

A nervous patron at Candlehearth Hall in Windhelm
A wary outlaw at the Bee and Barb in Riften
A corrupt agent at the Penitus Oculatus Outpost in Dragon Bridge
A scheming servant at the Keep in Markarth
A desperate gambler at the Barracks in Windhelm
A blasphemous priest at the Temple of Kynareth in Whiterun
A dishonored skald at the Bards College in Solitude
An indolent farmer at the Vilemyr Inn in Ivarstead
An grief-stricken chef at the Windpeak Inn, here in Dawnstar
An unemployed laborer at the Frostfruit Inn in Rorikstead

TARGETS

A visiting noble at Dragonsreach in Whiterun
A big laborer at Katla's Farm
An itinerant lumberjack in Morthal, at the logging camp
A reckless mage in the Frozen Hearth Inn in Winterhold.
A seasoned hunter, just outside Falkreath
A poor fishwife, on the Riften Docks
A grim shieldmaiden walking the streets of Markarth
A traveling dignitary in Solitude
A coldhearted gravedigger, who tends to work in the Hall of the Dead in Windhelm
A beautiful barbarian, in Ivarstead



CONCLUSION

Approach your target, who is usually within the walls of a city or other highly populated location, and quickly dispatch them. To deal with any guards or others who see you, use the same techniques you did in previous Dark Brotherhood missions.

POSTQUEST ACTIVITIES

Once the target is dead, this objective automatically starts again. Return to the Night Mother and locate your next contact.

The Torturer's Treasure: Parts I, II, III, IV*

Visit your newly constructed torture chamber, and you'll discover that Nazir has clamped four torture victims to the stone walls. If you speak to one of them, they give a variety of angry or frightened answers. Continue talking to the victim, and they eventually let you know of a hidden stash of treasure. Leave your victim to hang, and progress to your next victim, repeating this process until all four victims have revealed where each of their caches lie.



Miscellaneous: Take the hidden treasure

Tip

There are four treasure stashes, so it's better to interrogate all four victims and collect each of the four stashes once, rather than interrogating one at a time. This treasure is accessible only after this is active.

CONCLUSION

Note

Consult your Miscellaneous Quest menu and flag all four objectives so they are shown on the map. Then journey to each of them and uncover a Hollowed-Out Rock or Hollowed-Out Tree Stump at the specified location. Search this and pry out a sizable cache of gold, usually between 1,000 to 2,000 gold pieces per stash. This typically pays for the torture chamber's construction and leaves you with an extra 1,000 to 1,200 gold pieces after all four caches are cleared.

Items gained:

1,000 to 2,000 gold pieces (4)

15.1 An Introduction

Next Page >

The Civil War Quests automatically begin the moment you meet your ally during the escape from Helgen. From this point, you begin to make important choices with ramifications across Skyrim. You may choose to side with either the Imperial Legion or the Stormcloak Rebellion and complete quests for your chosen faction. Main Quests: The Fallen and Season Unending are affected by your actions within the Civil War; consult those quests for more information.

PICKING A SIDE

Choosing a side can be done quickly or delayed until the very last moment. You can work with the person you escaped Helgen with—either Hadvar (Imperials) or Ralof (Stormcloaks). However, you haven't officially picked a side until you've visited the stronghold of your chosen faction and sworn an oath to the Imperials (in Solitude) or Stormcloaks (in Windhelm).

There is a last-minute change you can make after that: At the very end of Civil War Quest: The Jagged Crown, you can decide to bring the Crown itself to the enemy leader. At this point, there is no turning back!

Note

Cross-Referencing: Do you want to see maps and learn more about the traps, non-quest-related items, collectibles, crafting areas, and other important rooms of note in every location during these quests? Then cross-reference the location you travel to with the information on that location contained in this guide's Atlas.

CIVIL WAR MAP

This shows the important tactical locations of Skyrim and who controls them at the start of the Civil War.

Overview: Imperial Legion

CASTLE DOUR, IN SOLITUDE



Castle Dour, on approach from Solitude interior.



A strategic planning.

Solitude is the capital of Skyrim (and Haafingar Hold) and is the one, true cosmopolitan city of Skyrim. Dominating the city's northern district is Castle Dour. Thick-walled and imposing, it protected its inhabitants from invaders. As the city grew, walls were added to surround the other, newer buildings. During a long period of peace, a palace was built for the Jarl. Castle Dour was converted into the Imperial Garrison, and the Jarl moved to the Blue Palace in the south of the city.

Important Characters: Imperial Legion

GENERAL TULLIUS



Tullius is a no-nonsense military man, impatient with politicians and compromise. He believes the best solution is to crush the rebellion ruthlessly. Although historically competent, his recent tactics have inflamed the tensions after he allowed the Thalmor to begin enforcing the terms of the hated White-Gold Concordat. He is practical and dedicated, but he lacks imagination and is impatient.

LEGATE RIKKE



Rikke is widely respected by the Skyrim legions she commands and is strictly loyal to Tullius's orders even when she disagrees with them. Although from Nordic stock, she is a true believer in the rightness of the Imperial cause. She is both loyal and disciplined.

HADVAR



A loyal, brave, and enthusiastic Imperial soldier who befriends you during the escape from Helgen. He is related to Alvor the Blacksmith, in Riverwood.

AVAILABLE QUESTS

There are a total of 12 different Critical Path Quests available during the Civil War if you side with the Imperials. One of these is an Overview Quest—the Reunification of Skyrim. All but the first quest have one or more prerequisites, as shown in the following table: Civil War Quest: Joining the Legion

Quest Name	Prerequisites
None	
Civil War Quest: The Jagged Crown	Complete Civil War Quest: Joining the Legion
Civil War Quest: Message to Whiterun	Complete Civil War Quest: The Jagged Crown
Civil War Quest: Defense of Whiterun	Complete Civil War Quest: Message to Whiterun
Civil War Quest: Reunification of Skyrim†	Complete Civil War Quest: Message to Whiterun
Civil War Quest: A False Front	Complete Civil War Quest: Defense of Whiterun
Civil War Quest: The Battle for Fort Dunstad	Complete Civil War Quest: A False Front
Civil War Quest: Compelling Tribute	Complete Civil War Quest: The Battle for Fort Dunstad
Civil War Quest: The Battle for Fort Greenwall	Complete Civil War Quest: Compelling Tribute
Civil War Quest: Rescue from Fort Kastav	Complete Civil War Quest: The Battle for Fort Greenwall

Quest Name	Prerequisites
Civil War Quest: The Battle for Fort Amol	Complete Civil War Quest: Rescue from Fort Kastav
Civil War Quest: Battle for Windhelm	Complete Civil War Quest: The Battle for Fort Amol

† = Civil War Quest: Reunification of Skyrim is an Overview Quest that continues until the end of Civil War Quest: Battle for Windhelm.

Overview: Stormcloak Rebellion

PALACE OF THE KINGS, IN WINDHELM



Palace of the Kings, on approach from Windhelm interior.



The war room, during tactical planning.

Windhelm sits on the northern bank of the White River and is an imposing sight. The Palace of the Kings (also known historically as the Palace of Ysgramor) is an ancient stone fortress and the city's main keep.

These days, the palace serves as the headquarters of the Stormcloaks, under the leadership of Jarl Ulfric Stormcloak, who sits upon the ancient Throne of Ysgramor. And so the Palace of the Kings is, as such, the center of the pro-Nord war effort in the Civil War.

Important Characters: Stormcloak Rebellion

JARL ULFRIC STORMCLOAK



Ulfric fought in the Imperial Legions during the Great War against the Aldmeri Dominion. Disillusioned over the Markarth incident, he founded the Stormcloaks as an underground group centered around now-proscribed worship of Talos.

After killing the High King of Skyrim in the throne room of Solitude after declaring him a lackey of the Empire, he was arrested in surprisingly swift time, possibly aided by Thalmor agents. Only recently has he escaped the chopping block at Helgen. He is fiery and impetuous and a born leader, but he lacks the cool head of a strategist.

GALMAR STONE-FIST



Galmar may be old, but he is still hale. A very experienced Nord warrior, he is also Ulfric's right-hand man and Housecarl. He served Ulfric's father and is more concerned with winning the war than the politics behind it. He is Ulfric's most trusted ally and acts as his field commander. He is a firm believer in the old ways of Talos, and distrusts High Elves. A grizzled bear of a man, he is imposing and gruff, but fair.

RALOF



A loyal, brave, and enthusiastic Stormcloak soldier who befriends you during the escape from Helgen. He is related to Gerdur the lumber mill owner, in Riverwood.

AVAILABLE QUESTS

There are a total of 12 different Critical Path Quests available during the Civil War if you side with the Stormcloaks. One of these is an Overview Quest—the Liberation of Skyrim. All but the first quest have one or more prerequisites, as shown in the following table:

Quest Name	Prerequisites
None	
Civil War Quest: The Jagged Crown	Complete Civil War Quest: Joining the Stormcloaks
Civil War Quest: Message to Whiterun	Complete Civil War Quest: The Jagged Crown
Civil War Quest: Battle for Whiterun	Complete Civil War Quest: Message to Whiterun
Civil War Quest: Liberation of Skyrim†	Complete Civil War Quest: Battle for Whiterun
Civil War Quest: Rescue from Fort Neugrad	Complete Civil War Quest: Battle for Whiterun
Civil War Quest: Compelling Tribute	Complete Civil War Quest: Rescue from Fort Neugrad
Civil War Quest: The Battle for Fort Sungard	Complete Civil War Quest: Compelling Tribute
Civil War Quest: A False Front	Complete Civil War Quest: The Battle for Fort Sungard
Civil War Quest: The Battle for Fort Snowhawk	Complete Civil War Quest: A False Front
Civil War Quest: The Battle for Fort Hraggstad	Complete Civil War Quest: The Battle for Fort Snowhawk
Civil War Quest: Battle for Solitude	Complete Civil War Quest: The Battle for Fort Hraggstad

† = Civil War Quest: Liberation of Skyrim is an Overview Quest that continues until the end of Civil War Quest: Battle for Solitude.

Sieges: A Tactical Overview



RECONNAISSANCE: PRELIMINARY PLANNING

Halt! Before beginning a Civil War Quest that involves attacking a fortification, you may wish to employ some smart reconnaissance, visiting the any fort you'll be assaulting later in the Civil War and inspecting the exterior battlements, learning where the stairs and upper crenellations are. However, remember the following advice and caveats:

Once you've accepted the quest that sends you to a Hold, a reconnaissance is too late; enemy soldiers attack if you approach the fort. However, if you arrive before you receive the particular quest to assault the fort, you can walk around. The soldiers will call you out as a trespasser, but they probably won't attack you on sight. For best results, sneak.

You can visit any or all of the forts before the Civil War starts. This will give you a chance to inspect them and collect some loot from the enemies (usually warlocks or bandits) who occupy them before the soldiers move in.

Finally, the "real" attack on the fortification doesn't start until the specific quest is running. If you arrived here earlier and tried to take out the garrison all by yourself, the enemy will be back up to full strength when the proper attack begins.

Caution

There is one matter to be careful of: If you've been here before, you'll have a map marker to the fort. If you Fast-Travel there, the soldiers usually spot you immediately, and the battle starts early, and without your side backing you up! Therefore, it is always better to Fast-Travel to an adjacent location and meet up with your men first.

Note

As always, study the Atlas section for each location.

ATTACKING FORTS: A FIGHTING CHANCE

Whenever you're outside a fortified structure, attempting to get in, raze the place, and cut down the enemy guards inside, there are a few general strategies you should employ:

Your main goal is to lead and support your soldiers. While you can attack from another entrance, you risk getting overwhelmed. You're likely better off if you stay with your men unless you're trying to achieve some tactical goal.

Don't head into an interior part of the structure. Stay with your allies and give yourself room to maneuver.

There's usually more than one entrance. Check the exterior walls for gaps, fallen sections you can leap over, or other debris for infiltration purposes.

Move carefully and deliberately. If you get out too far ahead of your troops, the enemy may surround you.

You have two basic choices: you can move through the fort and fight soldiers as you go, or find and secure one position and let the enemy come to you.

Most entrances to strongholds are bolstered by barricades. Destroy these with magic or melee weapons if you want your allies to storm the area.

Need a rest? Then back away and administer magic or potions before returning into the fray.

Gain height. It is always advantageous to gain the highest ground, whether it is a turret or battlements section.

Use any walls as cover, and attack foes grouped together with area-of-effect weapons. However, these same area-of-effect weapons can damage your own forces. Be very aware of who you're fighting!

Stormcloaks are clad in dark blue. Those folks in red? Imperials! Make sure you know which side you're on!

You can fight with long-range arrows or magic, or rush in with a melee or a combination of both. As long as you're killing foes, you aren't penalized for the way you're dispatching them.

(Melee) Keep an eye out for archers on the walls. If you see one of your men fighting the enemy, help them—the enemy can't block both of your attacks at once.

(Ranged) Find a good sniping spot, somewhere you can maximize your damage and have good sight lines. Ideally, shadow some of your soldiers so if your position is attacked, they can deal with the enemy while you back away and continue to strike from range.

Your mission is complete when the enemy garrison is all but wiped out. A few stragglers may remain, but these are optional kills.

16.1 Joining the Legion

Prerequisites: None
Intersecting Quests: None
Locations: Fort Hraggstad, Fort Hraggstad Prison, Helgen (Location), Solitude, Castle Dour
Characters: Beirand, General Tullius, Hadvar, Legate Rikke
Enemies: Bandit, Bandit Chief
Objectives: Miscellaneous: Join the Imperial Legion, Clear out Fort Hraggstad, Report to Legate Rikke, Take the oath, Miscellaneous: Get Imperial gear from Beirand

Before the Undying Loyalty, Unwavering Obedience

Note

The following quest assumes you pick a side in the Civil War and stick with them. Consult the introduction to these quests to see when you can switch sides (the last possible moment is at the end of Civil War Quest: The Jagged Crown). If you side with the Stormcloak Rebellion, consult the Civil War Quest: Joining the Stormcloaks. Although the Civil War rages on, it only affects your adventure if you let it by completing this series of quests.

After escaping from underneath the battlements of the burning town of Helgen, and watching the dragon responsible for disrupting your execution, speak with Hadvar. He says he's headed to Riverwood and asks if you want to accompany him. As you progress down the hillside, he recommends you go to Solitude and join the Imperial Legion.



Miscellaneous Objective: Join the Imperial Legion
Target: Castle Dour, in Solitude

Tip

Did you miss Hadvar's invitation? Then greet any Imperial Soldier (clad in red tunics) or visit any Imperial Camp in Skyrim, and you'll almost always receive an offer to join up.

Journey to the main stronghold of the Imperials in Skyrim—the sprawling city of Solitude, perched on a gigantic arch. As you enter, an execution is under way. A traitor named Roggvir is being put to the ax for aiding in the escape of Ulfric Stormcloak after he murdered the previous Jarl, High King Torygg.

You may watch the execution or continue up to Castle Dour, within Solitude's walls. Head west into the strategy planning room, where General Tullius and his Legate Rikke are talking about the war effort. Rikke's scouts are telling her the Stormcloaks are conscripting more men than the Imperials had hoped, and Riften, Dawnstar, and Winterhold are all showing support for the rebellion.

Tullius grows tired of Jarl Balgruuf of Whiterun. The leader of this key strategic Hold City refuses to garrison Imperial troops there, and he refuses to acknowledge Ulfric's claim. After more planning, Tullius asks you why you're here.

Answer how you wish, although you gain Tullius's trust faster if you mention you helped Hadvar escape. He hands you over to Legate Rikke, who is also impressed you escaped Helgen alive.

Rikke has a good feeling about you and has a test for you to complete so you can prove you're worthy of joining the Legion. You're to clear out Fort Hraggstad. Survive, and you pass this test. This quest officially begins now.

Objective: Clear out Fort Hraggstad
Target: All bandits, in Fort Hraggstad

TESTING METAL AND METTLE



In the Haafingar Hold, on the mountains overlooking the Sea of Ghosts northeast of Solitude, is the fort Legate Rikke wishes to use as a garrison. It is currently a bandit lair; expect around eight of them patrolling the exterior battlements. You can fight them either from range or with melee strikes.

Watch for (and kill) the bowmen atop the central tower and along the crenellations. Then enter Fort Hraggstad, striking down two bandits and their chief. Back out and enter the prison, where you can slay the final three bandits. Pick any items you wish once the massacre is over.

Objective: Report to Legate Rikke

Objective: Take the oath

QUEST CONCLUSION

Journey back to Castle Dour in Solitude, and Legate Rikke welcomes you back when you speak with her. She sends a garrison to fortify Hraggstad and tells you it is time for you to officially join the Legion. Turn to General Tullius and agree to recite this oath:

"Upon my honor I do swear undying loyalty to the Emperor, and unwavering obedience to the officers of his great Empire.

May those above judge me, and those below take me, if I fail in my duty.

Long live the Emperor! Long live the Empire!"

Miscellaneous Objective: Get Imperial gear from Beirand



If you forgo this oath, you can journey to Windhelm instead and complete Civil War Quest: Joining the Stormcloaks as well. Do this if you're still unsure where your allegiance lies.

POSTQUEST ACTIVITIES

You are now "Auxiliary" status within the ranks of the Imperials. You may now visit Beirand over by Solitude Forge. He outfits you with proper Imperial warrior attire (see the equipment listed below). Remember you can choose light, medium, or heavy, depending on how maneuverable you want to be and on your play style. Legate Rikke also has your next assignment: Civil War Quest: The Jagged Crown.

Items gained:

Imperial Armor

Imperial Boots

Imperial Bracers

Imperial Helmet

Imperial Shield

16.2 The Jagged Crown

Prerequisites: Complete Civil War Quest: Joining the Legion
Intersecting Quests: Civil War Quest: Joining the Legion, Civil War Quest: Message to Whiterun
Locations: Korvanjund, Korvanjund Crypt, Korvanjund Halls, Korvanjund Temple, Solitude, Castle Dour
Characters: General Tullius, Hadvar, Imperial Soldier, Legate Rikke
Enemies: Draugr, Stormcloak Soldier
Objectives: Talk to Legate Rikke, Meet Legate Rikke outside Korvanjund, Retrieve the Jagged Crown, Deliver the crown to General Tullius

WHAT REAL SOLDIERS LOOK LIKE



Objective: Talk to Legate Rikke
Speak with Legate Rikke in Castle Dour. She tells you that Ulfric's right-hand man, Galmar Stone-Fist, has located the final resting place of the Jagged Crown. You're going to claim it before the Stormcloaks do. Rikke is already assembling her men outside of Korvanjund. You should join them immediately. Ask her for more information on the Jagged Crown and the tomb of Korvanjund before you leave.

Tip

Visit Beirand for your complementary Imperial armor (you don't need to wear it, so sell it if you don't want it).
Objective: Meet Legate Rikke outside Korvanjund
Northeast of Whiterun, in the lower foothills where the ground first turns from tundra to snow, is a depression in the ground—the remains of a large cairn and the entrance to these ancient Nordic temple ruins and Jarl's tomb.
Of course, you can barge toward the entrance on your own, but a more measured (and recommended) plan is to meet Legate Rikke and her quartet of men on the slopes outside the entrance.
The troops include Hadvar, the man you met at Helgen. She curses the damned rebels, who got here first, and asks you to move out. This occurs once you confirm you're ready.
As you walk up the hill, Legate Rikke finishes her stirring speech. These foes may be known to you, but their allegiance means they are enemies now. Charge!
If you're using melee weapons, it is recommended that you lead the charge, sprinting down the steps and up the other side to engage the bowmen, while the rest of your troops fight in the lower ground.
If you're using bows or projectile spells, stay on the edge of the depression and rain missile attacks down upon the enemy.
As there are only around four Stormcloaks guarding this entrance, combat is swift and straightforward. Meet Legate Rikke atop the steps by the interior entrance. She issues another warning before heading into Korvanjund Temple. Follow her at once.
Objective: Retrieve the Jagged Crown
Target: Bone Crown, on Draugr Leader, in Korvanjund Crypt

Caution

During combat throughout this tomb, and any time you're engaged in battle, your wild weapon swings or area-of-effect weapons may strike your comrades. If this occurs more than once, they may turn hostile. It is most important you minimize the area of your murdering, and use weapons that are accurate (arrows or spells such as Firebolt). Take more care when using melee weapons. Moving around to attack enemies from the opposite side from your friends, dashing forward to engage foes your allies aren't attacking, and even leaving your friends to finish off foes helps, too.

Tip

You can follow Legate Rikke (which is safer) or head off and explore on your own (which is fine, as you can complete this quest without any help or conversations).

CARNAGE IN THE CRYPT



Rush into the crypt entrance chamber, which is wide and contains a small contingent of foes. Slaughter them quickly, after which Legate Rikke posts two of her detachment to guard this entrance. Head down the steps to the north, before turning right (east) and slaying a trio of Stormcloaks prowling the ledge surrounding this sunken hall.

It is usually best to head in first to avoid pushing past friends to reach the foes. After the battle, you can reconvene near Legate Rikke at the northern side of the lower hall near the massive cave-in that dominates the middle of this chamber.

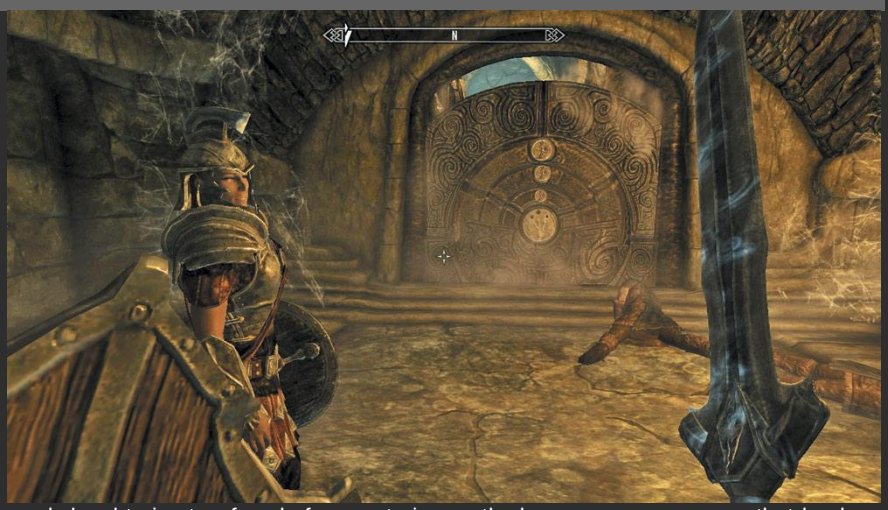
Rikke looks down the tunnel steps ahead and guesses there's a group of foes waiting for you on the other side. She's hoping you can find a different way in. You can:

Ignore the warning and plow straight down the stairs and into a fight with around four to six Stormcloaks in the bridge chamber beyond.

Or, head around the hallway's upper ledge, to an entrance directly above where Rikke is waiting. This brings you into the same bridge chamber, but on the upper bridge. It is easier to sneak, fire long-range attacks, or race along the bridge and around the upper balcony area, tackling foes one at a time.

Your comrades attack the enemies from the lower level, so taking down the enemy from two directions is safer and splits the enemy's targets. When the bridge chamber is dripping Stormcloak blood, check the main stepped area for treasure (near the open chest), and then find the upper exit passage to the west.

Legate Rikke and her remaining soldiers are clustered around the corpse of a Draugr. It is the first time they've seen such a corpse. Rikke bolsters their courage, and the infiltration continues, down to the iron door leading into the Korvanjund Halls.



Enter the first chamber, climbing to the balcony and slaughtering two foes before venturing north along an upper passage that leads to steps leading down. Along the way is a side tunnel with a swinging blade trap; this leads to some treasure and a lever that stops the axes.

Venture into the Nordic Hall of Stories, with or without the Legate. At the hall's far end is a Nordic Puzzle Door and two dead soldiers. Take the Ebony Claw they were carrying. This holds the key to opening this puzzle.

Items gained:

Ebony Claw

Puzzle Solution: The door consists of three "rings" that rotate when you activate them. Each has three animals plated into the structure. You unlock the central keyhole with the Ebony Claw.

This puzzle is inaccessible without it. The puzzle solution is on the palm of the Ebony Claw; rotate it in your inventory to see the three circular petroglyph carvings on the Claw's palm. Move the rings so the Wolf, Moth, and Dragon appear on the outer, middle, and inner rings, respectively. Then insert the Ebony Claw into the keyhole.

Venture through the rumbling door and through connecting corridors into the guardian hall chamber. To the west is a portcullis preventing you from reaching the exit door. Simply head to the chamber's northwest corner, into the passage that winds up, past an Iron Dagger on a plinth. Cross a stone bridge to a balcony with a chest.

Of more importance is the handle on the northwest corner of this balcony, overlooking the chamber below. Pull the handle to raise the portcullis, and then drop down to aid the Legate as four or five Draugr clamber out of their tombs to stop you. Now enter the crypt.

After a few more winding passages, you find Korvanjund's deepest chamber—the ceremonial crypt of a long-dead Jarl. Approach the slumped Draugr sitting on the throne in the middle of the chamber.

Two guardians climb out of the tombs that flank the throne, prompting a vicious battle between the Imperials and Draugr.



When the combat ends, pry the crown off the Draugr that sat on the throne. With the Bone Crown in your inventory, you can return to General Tullius. Before you leave, continue past the throne, heading south to a Word Wall, and absorb another Word of Power! Then climb the steps to the east, back into the temple. Remove the door bar, and exit Korvanjund by this quicker route. Leave the Legate to finish her search, and head back to Solitude.

Items gained:

Bone Crown

Word of Power: *Slow Time*

Objective: Deliver the crown to General Tullius

Target: General Tullius, inside Castle Dour, in Solitude

QUEST CONCLUSION

Enter Castle Dour and locate General Tullius, who is weighing his options regarding a possible attack on Winterhold. Inform him that you have the Jagged Crown. You can ask him about the war as well. The General then wonders if there's someone he can trust to deliver a message of great import to Jarl Balgruuf of Whiterun.

POSTQUEST ACTIVITIES

This prompts the immediate start of Civil War Quest: Message to Whiterun.

16.4 Message to Whiterun

Prerequisites: Complete Civil War Quest: The Jagged Crown
Intersecting Quests: Civil War Quest: The Jagged Crown, Main Quest: Bleak Falls Barrow, Main Quest: Dragon Rising, Civil War Quest: Defense of Whiterun
Locations: Solitude, Castle Dour, Whiterun, Dragonsreach, Windhelm, Palace of the Kings
Characters: General Tullius, Hrongar, Imperial Soldier, Irileth, Jarl Balgruuf the Greater, Legate Quentin Cipius, Lydia, Proventus Avenicci, Jarl Ulfric Stormcloak, Galmar Stone-Fist
Enemies: None
Objectives: Deliver message to the Jarl of Whiterun, Assist Jarl Balgruuf with the dragon threat, Wait for the Jarl's response, Deliver axe to Jarl Ulfric, Return to Whiterun and warn the Jarl, Report to Legate Quentin Cipius

DILEMMA AT WHITERUN



Immediately after congratulating you on locating the Bone Crown, General Tullius explains that reports indicate Ulfric Stormcloak has raised enough men to attack the city of Whiterun. However, the headstrong Jarl is refusing Imperial support. Tullius hands you a missive, with information that ought to convince the Jarl to receive Imperial help. He requests that you don't read the missive but hand it over to the Jarl as soon as possible.

Items recieved:

Imperial Documents

Objective: Deliver message to the Jarl of Whiterun

Target: Jarl Balgruuf of Whiterun, in Dragonsreach

Make your way past the Whiterun Stables and then up the long, slow climb, over the drawbridge, and to the main Whiterun gate. As you approach, a guard stops you; the city is closed, with the news of the dragons spreading faster than you can travel. You can:

Tell the guard that Riverwood calls for the Jarl's aid. This is the optimal plan and is available only if Main Quest: Before the Storm is active.

(Persuade) Or you can tell the guard you have news from Helgen about the dragon attack.

(**Bribe**) Or bribe the guard with a proportion of your collected gold.

(**Intimidate**) Or order the guard to stand aside.

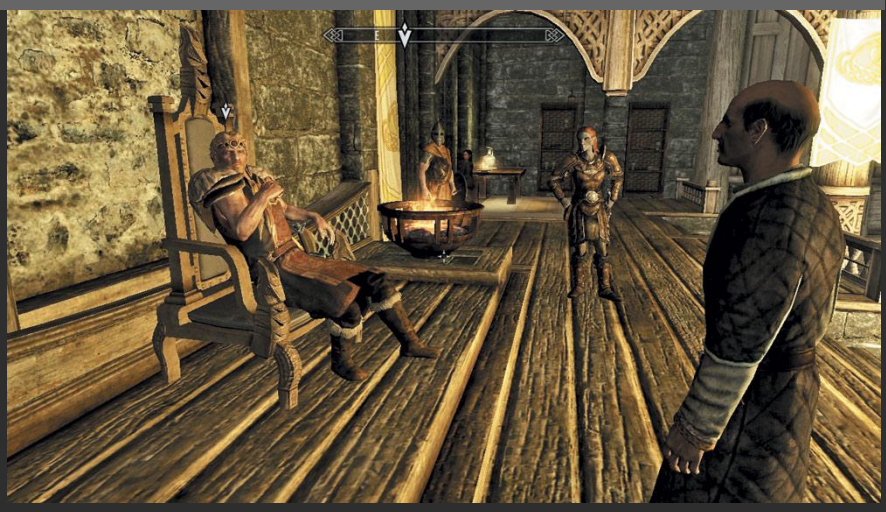
Once you're inside the walls of Whiterun, head north, to the top of the hill on which the city sits, past the Gildergreen tree and the Shrine to Talos. Climb the stone steps to discover Dragonsreach, home of the Jarl. Walk toward the huge central fire on either side of the banqueting tables. Irileth, Jarl Balgruuf's Housecarl, meets you.

Explain that you have a message from General Tullius, and she immediately lets you past. You can converse with her at length if you wish, or offer other responses with the Main Quest active, but mentioning the General's name allows you to progress more quickly.

Approach the Jarl and inform him that you have a message from General Tullius. His responses are dictated by the current situation regarding the dragons returning to Skyrim and how far through the Main Quest you have progressed.

At this point, you must have completed both Main Quest: Bleak Falls Barrow and Main Quest: Dragon Rising, then returned to the Jarl, heard the call of the Greybeards, and received your Housecarl, Lydia.

If you have not completed these two quests, you must do so. Refer to the Main Quest for all relevant information.



You can deliver the Imperial Documents before beginning Main Quest: Bleak Falls Barrow. The Jarl pockets the documents and ponders them while you finish your Main Quests.
Objective: Assist Jarl Balgruuf with the dragon threat
Once the joviality over the dragon's defeat at the Western Watchtower has subsided, approach the Jarl and ask him about the message from the General. He asks for his steward, Proventus Avenicci, and his Housecarl, Irileth, to comment on these matters.
Objective: Wait for the Jarl's response
Avenicci recommends a wait-and-see approach to the perceived threat of Ulfric. Irileth believes it is time to act, while the Jarl wishes to challenge Ulfric to face him as a man and declare his intentions. Avenicci favors a garrison of Imperials, while Irileth deems this to be cowardly. You can interrupt this back-and-forth or let the Jarl conclude.
The results are the same: The Jarl has a message for you to deliver to the Jarl of Windhelm, Ulfric Stormcloak. He gives you an axe. Ulfric will get the symbology, although you can ask the Jarl for more information.
Items recieved:
Balgruuf's War Axe
Objective: Deliver axe to Jarl Ulfric
Target: Ulfric Stormcloak, Palace of the Kings, in Windhelm

AXED



Journey east to the magnificent stone city of Windhelm, the stronghold for the Stormcloaks. Enter the massive city gates and head north to the Palace of the Kings. Pass the huge banquet table and find Ulfric Stormcloak. He is usually sitting on his throne or strategizing in his war room (to the west) with his trusted brethren Galmar Stone-Fist.
Tell Ulfric you bring a message from the Jarl of Whiterun. You have many other conversations you can attempt with Ulfric that bring you up to speed with the Stormcloaks' plans and wishes for the Civil War. But more important is Ulfric's response. He deems you brave to carry such a message and says it is a pity you've chosen the wrong side. You are to return to the Jarl of Whiterun and tell him to prepare to entertain...visitors.



Objective: Return to Whiterun and warn the Jarl

Caution

Assassinating Ulfric: While this may sound like a good idea, it is extremely bad in practice, as the man cannot be killed by your hands at the moment, and combat in Windhelm provokes an overwhelming and hostile response. Exercise diplomacy before the hated Stormcloaks receive a taste of your blade!
Atop the steps behind the Jarl's throne is a conference of war planning. A second Legate, named Quentin Cipius, has received information from a soldier that the enemy has catapults and intends to arm them with fire and take the city with the walls intact.
As you approach the Jarl, he suspected Ulfric's response and sent word to General Tullius, who lent a detachment of troops and Legate Cipius. The Jarl turns you over to the Legion for your next orders.



Objective: Report to Legate Quentin Cipius

QUEST CONCLUSION

Speak with Legate Cipius. The forces of both Imperials and Stormcloaks are gathering at the gates. You are to move there and hold this city!

POSTQUEST ACTIVITIES

This prompts the immediate commencement of Civil War Quest: Defense of Whiterun.

16.5 Defence of Whiterun

Minor Spoilers

Prerequisites: Complete Civil War Quest: Message to Whiterun
Intersecting Quests: Civil War Quest: Message to Whiterun, Civil War Quest: Reunification of Skyrim
Locations: Whiterun, Dragonsreach
Characters: General Tullius , Imperial Soldier, Jarl Balgruuf the Greater, Jarl Hrongar, Legate Quentin Cipius , Legate Rikke, Whiterun Guard
Enemies: Stormcloak Soldier
Objectives: Meet with Legate Rikke, Defend the barricades, Destroy attackers, Defend the drawbridge, Defend the Main Gate, Report to the Jarl of Whiterun

ORANGE SKIES AND BLOOD-RED WAR



Objective: Meet with Legate Rikke
Target: Legate Rikke, main entrance gate of Whiterun
Legate Quentin Cipius tells you to get down to Whiterun's main gate and repel those filthy Stormcloak attackers! Your rendezvous is with Legate Rikke, whom you should seek out immediately.
You find her watching over the main gate to the city, giving a stirring speech to the assembled troops on the path below. She tells you this is an important day for the Empire and for all of Skyrim. You now have one important task: the defense of Whiterun!
Objective: Defend the barricades
Objective: Destroy attackers
Defensive Stratagems: Defend and Destroy!
You are now engaged in an all-out siege of Whiterun. This battle is lengthy and confusing, and you can easily become a casualty rather than a champion of this war. However, the following tactics should help minimize your risks as you become embroiled in this skirmish.
Ally: Imperial Soldier



Ally: Whiterun Guard



Enemy: Stormcloak Soldier



Know Your Enemy: In the midst of battle, it sometimes becomes confusing who you should be fighting. There are three distinctive forces fighting for control of Whiterun. You are sided with the Imperials, who are clad in armor with red tunics and carry mainly swords. Also present are Whiterun Guards, who are allies, wear orange tunics, and carry the sign of the horse on their shields. The enemy are clad in dark blue and are more prone to use axes.
The Defensive Area: This battle takes place between the outer gate (atop which Legate Rikke was standing), the middle drawbridge (which cannot be raised), and the inner gate (the last line of defense). Focus your attacks on and around the cobblestone path running from the outer gate and around to the drawbridge. There is no need to retreat farther into the fortifications than this.
Falling Back: Even with the most proficient defense of the outer gate, expect the fierce enemies to break through the wooden barricades and start pouring into the cobblestone area. Hold your ground here. Fleeing around the bend to the drawbridge means you can't see the enemies coming and thwart them, leaving your brethren to do all the proper fighting. You're Dragonborn, not Skeeverborn, right?

Note

Technically, you can run away. Whether you're just watching or you're running for the hills, when the battle is over, the Imperials are still victorious. However, don't expect any rewards from General Tullius for your cowardice!
Call to Action: Your first task is to stop the enemy from breaking through the barricade at the outer gate. Achieve this by employing one or more of the following melee or ranged techniques:



Melee: Stand at the barricade, leaping over it to engage the enemy and leaping back again.

Melee: Standing in cover to the left (east) between the outer wall and rocks and ambushing foes who reach the barricade.
Melee: Standing atop the wall and dropping down to engage the enemy who roam the area just in front of the barricade.
Ranged: Firing down from the left (east) corner atop the outer wall, by the gap.
Ranged: Firing down from the gap in the middle of the outer wall.
Ranged: Firing down from the right (west) wooden guard tower.
Ranged: Firing from ground level, behind the barricades.
Ranged: Firing from cover at the edge of Pelagia Farm to the south, which offers a good view of the main path.
Objective: Defend the drawbridge
Objective: Defend the main gate
Target: Occurs if you fail to defend the barricades



Last Line of Defense: When and if the enemy breaks through, you must fall back to the cobblestone path with the stream running across it, prior to the winding corner and drawbridge. The enemy now appears at the outer gate, both on and under it. Try the following attacks:
Melee: Strike the foes as they pass through the outer gate, standing to either side of the gate, on ground level.
Melee: Stand at the bridge over the stream; the foes are funneled into this area as they race up the path.
Ranged: From the outer gate, above the foes as they run below, on any part of the gate or west wooden guard tower.
Ranged: Retreat to and fire from the northwestern guard tower; this offers excellent views of the path.
Ranged: From the rocky path above and north of the cobblestones, allowing you to hit foes across the entire defensive area.
Ranged: From the wooden and stone walkway above the stream.
Ranged: From the upper parapets directly above the wooden and stone walkway, near the drawbridge.

Tip

Stormcloak forces are sneaky and may appear behind or above you, despite a solid defense of the outer gate. Clear these stragglers as you spot them. Also, don't worry about hitting every single foe; just continuously hit enemies, charging (or firing) at them and dispatching them. The percentage of enemy forces eventually drops to zero.

Caution

Unsound Tactics: You are behind a defensive wall and barricades for a reason; only the most foolhardy warriors would leave these defenses to engage the enemy out in the open, in the Whiterun Stables area, unless absolutely necessary. Let the enemy come to you; that way you minimize the foes passing you by and cut down on stamina-sapping chases.
Your offensive measures against the enemy may be dangerous for your allies if you rely too heavily on area-of-effect magic or wild swinging of weapons (particularly of the two-handed variety). Watch your collateral damage!
Continue the battle until the main threat of Stormcloaks has abated. There may be a few remaining enemies, and you can dispatch them if you wish, but this isn't necessary.
Objective: Report to the Jarl of Whiterun
Target: Jarl of Whiterun, at the main gate in Whiterun

QUEST CONCLUSION

The Jarl is speaking to the surviving forces from the parapets of the successfully defended Whiterun. You must revel in your victory today! But as you celebrate, know that Ulfric will continue to strike out against any true Nord, sowing discord and chaos wherever he can. As for your role in this? General Tullius requires your presence for further battles. The Jarl will reward you for your exceptional and continued heroism in defense of Whiterun.

POSTQUEST ACTIVITIES

Civil War Quest: Reunification of Skyrim begins.

16.6 A False Front

Prerequisites: Complete Civil War Quest: Defense of Whiterun
Intersecting Quests: Civil War Quest: Defense of Whiterun, Civil War Quest: The Battle for Fort Dunstad
Locations: Dawnstar, Dawnstar Barracks, Nightgate Inn, Pale Imperial Camp, Solitude, Castle Dour, Windhelm, Candlehearth Hall
Characters: Dawnstar Guard, Elda Early-Dawn , General Tullius, Hadring, Legate Rikke, Quartermaster, Windhelm Guard, Frorkmar Banner-Torn
Enemies: Stormcloak Courier, Stormcloak Soldier
Objectives: Reunification of Skyrim: Report to General Tullius, Reunification of Skyrim: Regain the Pale, A False Front: Find the Stormcloak Courier, A False Front: Retrieve the Stormcloak Courier's package, A False Front: Bring the documents to Legate Rikke, A**False Front:** Bring the forged documents to Frorkmar Banner-Torn, Reunification of Skyrim: Regain the Pale

THE EMPIRE REWARDS EXCELLENCE



Objective: Report to General Tullius
Target: General Tullius, in Castle Dour in Solitude
Return to Castle Dour in Solitude and speak with General Tullius. Due to the actions at Whiterun, the Jarl has solidified his allegiance to the Imperials. For your actions, the General promotes you to the title of Quaestor.
He also awards you with an impressive weapon. Ask what your orders are, and the General tells you to head to a hidden camp within the Pale. Legate Rikke has important tasks for you there as the General makes plans to reclaim the Hold capital.
Items gained:
Leveled Sword

REUNIFICATION OF SKYRIM BEGINS

Objective: Regain the Pale
Target: Legate Rikke, Pale Imperial Camp

Note

You could have stumbled upon this camp during your exploration of Skyrim. All Imperial Camps across Skyrim are now revealed and are indicated by the dragon crest icon on your world map.
Journey to the Pale Imperial Camp, in the snow-laden hills to the west of Dawnstar. Aside from a Quartermaster and a Grindstone to help augment your weaponry, there's an Alchemy Lab near the hospital tent, and troops to speak to.
However, the Legate's tent is the place to visit, where Rikke is pouring over the current Civil War map. She may have her disagreements with the General, but she believes he's the best hope for both the Empire and Skyrim.
Report for duty, and she says she needs you to deliver some false orders to the Stormcloak commander in Dawnstar. Before that happens, though, forgeries must be made, so you must get your hands on some rebel orders.
Rikke informs you that the Candlehearth Hall and Nightgate Inn are frequent stops for Stormcloak runners. Head to one of those places and convince the innkeeper to help you.
A False Front begins
Objective: Find the Stormcloak Courier
Target: Barkeep of Nightgate Inn or Candlehearth Hall

INTERCEPTION AND DECEPTION



There are two inns that Legate Rikke mentioned: The Nightgate Inn is along the road to the west of Windhelm and is operated by Hadring. The Candlehearth Hall is inside Windhelm and has an innkeeper named Elda Early-Dawn. Journey to either of these locations and ask the innkeeper if they've seen any Stormcloak Couriers. After an evasive response, you can:
(Persuade) Warn that the courier's life is in danger.
(Bribe) Offer some gold for the information.
(Intimidate) Mention that you can get rough if you need to.
Or, wait around in the inn.



If you succeed in any of the first three options, the barkeep tells you that the courier just left and that you can probably still catch him. Or, you can wait in the inn for the courier to return.
The courier is halfway between both the inns on the main road. Even if you're unsuccessful, you can still run after or wait for the courier (the only difference is the objective won't update); either way, you must visit one of the inns before finding the courier.
Objective: Retrieve the Stormcloak Courier's package
Target: Courier, inside or between either inn



The courier travels to and from each inn. He loiters at the inn for an hour, sleeps there for an hour, and then heads back to the other inn. He then repeats this route until you intercept him, either by waiting inside the inn or finding him on the road. At this point, you have a three options:
(Pickpocket) Pickpocket the documents while the courier is unaware.
Or, speak to the courier, demanding the documents. He refuses and you must kill him.

Or, simply kill the courier and loot the corpse for the documents.

Caution

Watch out! Killing the courier when he's inside Windhelm or the Candlehearth Hall or watched by Windhelm Guards results in you being discovered.
If you're trying violence, meet him on the road, where his death doesn't arouse suspicion, or inside the Nightgate Inn, where Hadring is less concerned about such slaughter.
Items gained:
Stormcloak Documents
Objective: Bring the documents to Legate Rikke
Target: Legate Rikke, Hidden Imperial Camp in the Pale



After returning to Legate Rikke, she reads the documents, noting the Stormcloaks know more about the Imperial plans than was expected. She "corrects" the documents with false information and orders you to present them to the Stormcloak Commander in Dawnstar, throwing him off the trail.
Objective: Bring the forged documents to Frorkmar Banner-Torn
Target: Frorkmar Banner-Torn, Dawnstar Barracks in Dawnstar

QUEST CONCLUSION

You'll usually find the Commander inside Dawnstar Barracks, inside the Hold City of Dawnstar, although he sometimes walks the paths around the city. Present some important documents to him.
He reads over them, noting the troop movements (which are false) and rewarding you with a little gold for a drink at the Windpeak Inn for your troubles. This quest now concludes.
Items gained:
5 gold pieces
There's no need to change from your Imperial garb when you meet Frorkmar; you quickly make up a verbal ruse that it's easier to "sneak past the enemy" clad in their colors.

POSTQUEST ACTIVITIES

Civil War Quest: Reunification of Skyrim is still going. Civil War Quest: The Battle for Fort Dunstad now begins.

16.7 The Battle for Fort Dunstrad

Prerequisites: Complete Civil War Quest: A False Front
Intersecting Quests: Civil War Quest: A False Front, Civil War Quest: Compelling Tribute
Locations: Fort Dunstad (Location), Pale Imperial Camp (Location), Solitude (Location), (Location)
Characters: General Tullius , Imperial Soldier, Legate Rikke
Enemies: Stormcloak Soldier
Objectives: Reunification of Skyrim: Regain the Pale, The Battle for Fort Dunstad: Join the men attacking Fort Dunstad, The Battle for Fort Dunstad: Take over Fort Dunstad by killing the enemy, The Battle for Fort Dunstad: Report to General Tullius, Reunification of Skyrim: Regain the Rift

BEYOND THE PALE



REUNIFICATION OF SKYRIM CONTINUES

Objective: Regain the Pale
Target: Legate Rikke, Pale Imperial Camp

Note

Civil War Quest: Reunification of Skyrim continues throughout the remaining Civil War Quests. Within the Reunification Quest is a series of concurrent quests that build to complete the reunification as you take over a series of Stormcloak Holds. This quest is available immediately after Civil War Quest: A False Front ends.
Travel to the Pale Imperial Camp, where Legate Rikke congratulates you, giving you a reward of gold. Report for duty, and she says your next objective is Fort Dunstad. You are to meet the soldiers preparing for the attack, and then wipe out the rebel garrison. Agree to the task, and the quest commences.
Items gained:
150 gold pieces

THE BATTLE FOR FORT DUNSTAD BEGINS

Objective: Join the men attacking Fort Dunstad
Target: On the road, southeast of Fort Dunstad
Fort Dunstad is in the snowy Pale Mountains south of Dawnstar. Legate Rikke's men are on the path to the fort's southeast, so approaching from the northwest can fail this objective (although this has no effect on the quest).
Circle around and join the detachment of Imperial forces stationed close to the fortification. After checking the Atlas entry of this place and speaking to the leader of the forces, begin the attack from either side.
Objective: Take over Fort Dunstad by killing the enemy



Assault the fortification and help eliminate all the Stormcloak Soldiers. Enter from one of the following weak points or fortified positions:
North wall: The wooden bailey and guard tower is weak, as the gates are open. Pour in through here. The guard towers north and south are good for long-range attacks.

North walkways and palisades: These are a great way to gain access to the fort's upper areas. Stay close to the wall here; this gives you cover from the enemy archers as you ascend.
East wall: You can leap atop the low wooden post by the snowbank and tree, allowing you to climb over. The large rocky outcrops that dwarf the fort are an excellent place from which to fire long-range attacks (as shown above).
Walkways and run-down tavern: Head to these locations if you need to retreat and rest or heal from battle before attacking again.
South wall: The wooden bailey and guard tower is weak, as the gates are open. Head in through here and up onto the main crenellations via the wooden steps or through the archway.



West wall: This curved stone wall is completely impenetrable, except for a missing top-wall section to the northwest; however, even this is almost impossible to breach.
An archer's attack: Attempt to quickly reach the top of the Commander's quarters on the fort's southwestern edge; it provides the optimal high ground with excellent views of most of the fort.
Prison tower: The top of this tower is another great place to snipe from but is a little too high above the action to provide adequate support.
When you've won the battle and humiliated the enemies, the Imperial forces remain to garrison this location. Meanwhile, you have other plans.
Objective: Report to General Tullius
Target: General Tullius, Castle Dour in Solitude

QUEST CONCLUSION

Return to Castle Dour and inform Tullius of your victory. This captures the Hold of the Pale and gives the Imperial Legion control of another port. Your prowess has impressed the General, and he raises your title to that of Praefect. Take the earned weapon as a gift and symbol of this new rank. You're instructed to meet Legate Rikke again; she's planning some surprises for Ulfric in the Rift.

Note

This title may change if you ran away from Whiterun or gained a Hold from a peace treaty during Main Quest: Season Unending.
Items gained:
Leveled Weapon
Objective: Regain the Rift
Target: Legate Rikke, Rift Imperial Camp

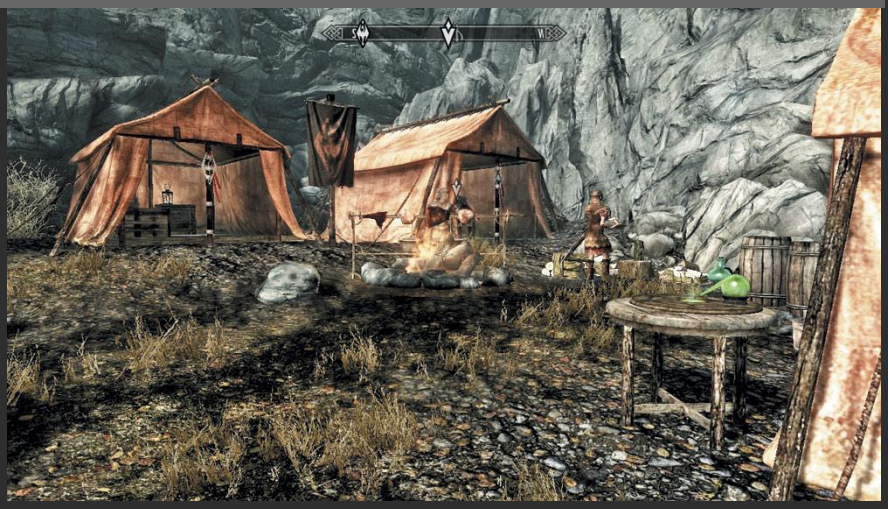
POSTQUEST ACTIVITIES

Civil War Quest: Reunification of Skyrim is still ongoing. Civil War Quest: Compelling Tribute begins shortly.

16.8 Compelling Tribute

Prerequisites: Complete Civil War Quest: The Battle for Fort Dunstad
Intersecting Quests: Civil War Quest: The Battle for Fort Dunstad, Civil War Quest: The Battle for Fort Greenwall
Locations: Riften, Mistveil Keep, Rift Imperial Camp, Shor's Watchtower
Characters: Anuriel, Hadvar, Imperial Soldier, Jarl Laila Law-Giver, Legate Rikke, Quartermaster , Riften Guard, Unmid Snow-Shod
Enemies: Stormcloak Soldier (Enemy)
Objectives: Reunification of Skyrim: Regain the Rift, Compelling Tribute: Find evidence, Compelling Tribute: Blackmail Anuriel, Compelling Tribute: Report to Legate Rikke, Compelling Tribute: Meet the Men, Compelling Tribute: Follow Hadvar and ambush enemy scout, Compelling Tribute: Take over the caravan, Compelling Tribute: Report to Hadvar

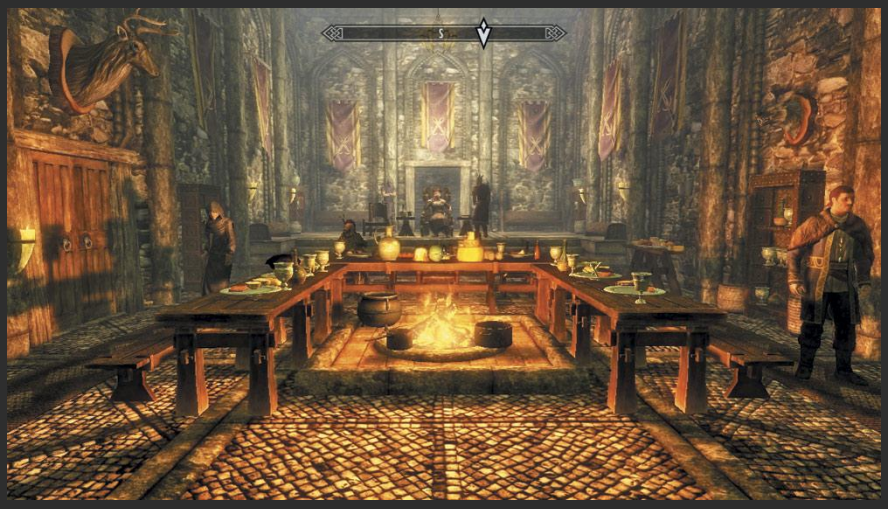
ANURIEL'S GOLD



Objective: Regain the Rift
Target: Legate Rikke, Rift Imperial Camp
Legate Rikke has set up a hidden Imperial Camp on the southwestern edge of the Rift (below the snowline), which has the same benefits as the one in the Pale, including one, two, or three wounded soldiers inside the hospital tent.
Report in with Legate Rikke, and she orders you to Riften. Her spies are reporting that the Jarl's Steward, Anuriel, has arrangements with the Thieves Guild that could be embarrassing if they were made public. You must try to find evidence of this and present it to her, using it to gain cooperation. This requires both stealth and discretion.
Civil War Quest: Compelling Tribute begins
Objective: Find evidence



Journey to Riften and locate the mighty Mistveil Keep at the city's southern end. Step through the front doors into the Jarl's chamber, complete with a splendid banqueting table and a variety of foodstuffs. Approach the Jarl. Unmid Snow-Shod immediately requests that you maintain a respectable distance from the Jarl. If you're simply wandering the Keep, it is not necessary to speak with those surrounding the Jarl, including Anuriel or Laila Law-Giver. Finding evidence is your top priority.



Caution

Watch out for a patrolling guard en route to Anuriel's room. He calls you out as a trespasser if he spots you. Time his patrol so you avoid him.
The evidence is located in Anuriel's bedroom, which is behind the Jarl's throne and to the right (northeast). The doors are unlocked, and the information is hidden inside a dresser. You can reach this area without drawing attention to yourself in a few different ways:
(Sneak) You can sneak into the chamber, preferably after dark when the banqueting hall is empty.
(Spells) You can cast Invisibility, or some other spell that diminishes the chances of you being seen.
Or you can slowly, and without weapons drawn, enter the banqueting hall and head immediately to Anuriel's bedroom.
Once you reach the dresser, extricate the following:
Items recieved:
Incriminating Letter
Objective: Blackmail Anuriel



Locate Anuriel within the Keep, and show her the incriminating letter. She quickly requests that you meet her in private. Stay close to her so the guards don't stop you. She takes you into her chamber, where she asks what kind of extortion racket you're running.
Ask her what would happen if the letter was made public, and Anuriel folds, explaining Jarl Laila is a simple and easily manipulatable woman, and she can't risk the backlash.
She asks to come to some agreement, wondering if both of you could prosper. Ask her what agreement she has in mind, and she mentions a large shipment of gold and weapons the Stormcloaks are transporting. You can:
(Persuade) Ask about receiving some additional payment for yourself.
Agree to the deal and ask where this shipment is.
If your persuasion works, you receive a large purse of coins. Either way, you must confirm the agreement. She reveals the Stormcloaks are taking this booty by wagon to Windhelm. If you hurry, you can catch them before they get too far.
Items recieved:
Leveled gold pieces
Objective: Report to Legate Rikke
Target: Legate Rikke, Rift Imperial Camp
Head back to the hidden camp and tell Rikke about the shipment of coin. Coincidentally, she already has a small group of scouts on the same road that the enemy caravan is traveling. You are to meet up with them and try to overpower the wagon's guards.
Objective: Meet the men
Target: On the road close to Shor's Watchtower, the Rift

HADVAR'S HEROES



Judging by your world map, the scouts are waiting on the road just below Shor's Watchtower, in the Rift's northeast corner. Travel there, watching out if you're approaching from the north, or you'll run into the Stormcloak caravan without any help from the scouts. Approach along the road from the south, heading north past Shor's Stone. Meet an old friend as the path winds through the trees. Hadvar greets you. At this point, you have two choices to make.

PLAN A: HADVAR'S HELP

Chat with Hadvar, answering any way you wish. Steer the conversation back to your mission and explain the enemy wagon loaded with coin and weapons is farther down this slope.



As luck would have it, Hadvar has been tracking the wagon, which has lost an axle and is stranded. Although you're outnumbered (there are six foes), Hadvar has a plan: His troops will remove the enemy sentry, then situate themselves overlooking the camp. Afterward, you'll infiltrate their position, gain their attention, and Hadvar's troops will unleash a volley of arrows, winning the day tactically. Agree to this plan.

Objective: Follow Hadvar and ambush enemy scout

Objective: Take over the caravan

Crouch and follow Hadvar, watching as his bowmen drop the enemy scout. Wait for them to reach the rise overlooking the broken-down caravan below, and then walk toward the enemies. Sneaking, firing from range, or rushing to attack are all excellent ideas, while your brethren shoot arrows down on them from above.

PLAN B: HADVAR'S A HINDRANCE

Chat with Hadvar, then either refuse to go along with his plan or ignore him altogether.

Objective: Take over the caravan



Head down the hill and begin to battle the six Stormcloaks guarding the caravan of gold. Begin with the sentry atop the rocks overlooking the caravan. Then rain death from above with ranged attacks, or swarm the foes with melee weapons. A couple of enemy soldiers may be sleeping, so carve them up before they fully wake.

Tip

If this fight starts to overwhelm you, flee up the hill toward Hadvar, and his men help by mopping up any enemies giving chase. Then rest and return to tackle any stragglers.

Objective: Report to Hadvar

QUEST CONCLUSION

With the caravan's guards removed, Hadvar remains here to guard the gold. Speak to him to end the quest. Loot any weapons and gold you wish from the wagon.

Items recieved:

Spoils of War

POSTQUEST ACTIVITIES

Civil War Quest: Reunification of Skyrim is still ongoing. Civil War Quest: The Battle for Fort Greenwall begins shortly.

16.9 The Battle for Fort Greenwall

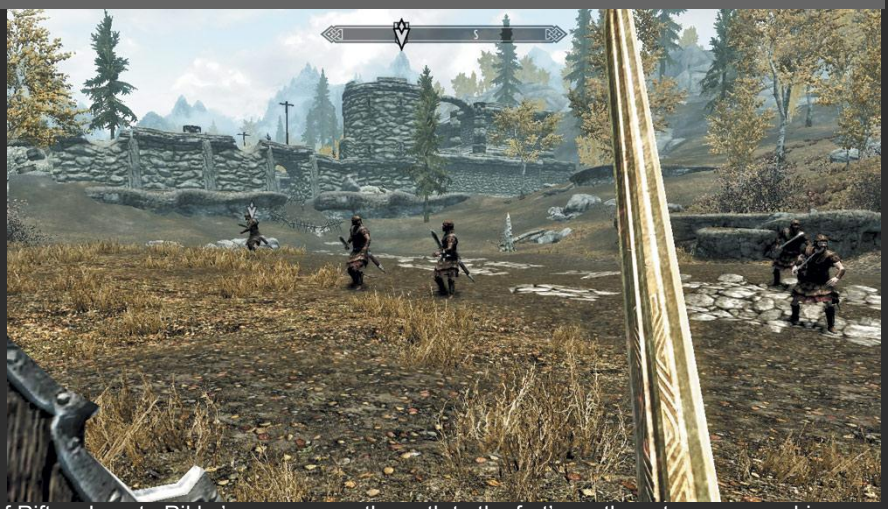
Prerequisites: Complete Civil War Quest: Compelling Tribute
Intersecting Quests: Civil War Quest: Compelling Tribute, Civil War Quest: Rescue from Fort Kastav
Locations: Fort Greenwall, Rift Imperial Camp, Solitude, Castle Dour
Characters: General Tullius, Legate Rikke, Imperial Soldier
Enemies: Stormcloak Soldier
Objectives: Reunification of Skyrim: Regain the Rift, The Battle for Fort Greenwall: Join the men attacking Fort Greenwall, The Battle for Fort Greenwall: Take over Fort Greenwall by killing the enemy, The Battle for Fort Greenwall: Report to General Tullius, Reunification of Skyrim: Regain Winterhold Hold

CLOSING THE RIFT
REUNIFICATION OF SKYRIM CONTINUES

Objective: Regain the Rift
Target: Legate Rikke, Rift Imperial Camp'
Travel to the Rift Imperial Camp, and you're congratulated by Legate Rikke. Report for duty, and she says your next objective is Fort Greenwall. You are to meet the soldiers waiting near the fort for the attack orders, and then wipe out the Stormcloaks inside. Agree to the task and the quest commences.
Items gained:
150 gold pieces

THE BATTLE FOR FORT GREENWALL BEGINS

Objective: Join the men attacking Fort Greenwall
Target: On the road, northwest of Fort Greenwall



Fort Greenwall is in the leafy woodland north of Riften. Legate Rikke's men are on the path to the fort's northwest, so approaching from the southeast can fail this objective (but not the quest). Join the detachment of Imperial forces stationed close to the fortification. After studying the Atlas entry of this place and conversing with the leader, commence the battle, attacking from either side.
Objective: Take over Fort Greenwall by killing the enemy
Assault the fortification and help eliminate all the Stormcloak Soldiers. Enter from one of the following weak points or fortified positions, and note the impenetrable parts of the outer walls:
Southeast long wall: Southern end has a collapsed wall section that you can easily leap through. The middle entrance (on the road) is heavily guarded with barricades; you can maneuver easily around it.



Northwest long wall: The middle entrance (on the road) has numerous barricades, which are easily navigated around.
Southwest edge: Completely impenetrable.
Northeast edge: Completely impenetrable.
Whirlwind Sprint: If you've learned this Shout during Main Quest: The Way of the Voice, you can actually dash into this structure from the hills next to the western wall.

Greenwall Cave: Access this from under the rocky outcrop just northeast of the fort. This brings you up into the center of the fort's exterior, past the battlements, and is a good way to sneak in. Although this route allows you to slip past the enemy before your troops arrive, allowing you to bring down the barricades immediately, it is risky. Try running across the courtyard to the stairs next to the stable to gain the high ground, as you'll be right in the middle of the enemy!
Heading higher: The small courtyard on the ground is easily clustered and jammed with the influx of friends and foes. Escape this danger by heading east or west right away to the fort's higher edges. However, if you're a mage with area-effect spells, this courtyard is the place to lay waste to the enemy!



When you are victorious and the enemies routed, the Imperial forces remain to garrison this location. Meanwhile, you have other tasks to complete.
Objective: Report to General Tullius
Target: General Tullius, Castle Dour in Solitude

QUEST CONCLUSION

Return to Castle Dour and inform Tullius of your victory. This captures the Hold of the Rift and gives Ulfric reason to be concerned, what with the Empire so close to his doorstep. Your competence has impressed the General. You're instructed to meet Legate Rikke again; she's planning continued raids against Ulfric in Winterhold Hold.
Items gained:
Leveled Shield
Objective: Regain Winterhold Hold
Target: Legate Rikke, Winterhold Imperial Camp

POSTQUEST ACTIVITIES

Civil War Quest: Reunification of Skyrim is still ongoing. Civil War Quest: Rescue from Fort Kastav begins momentarily.

16.10 Rescue from Fort Kastav

Prerequisites: Complete Civil War Quest: The Battle for Fort Greenwall
Intersecting Quests: Civil War Quest: The Battle for Fort Greenwall, Civil War Quest: The Battle for Fort Amol
Locations: Fort Kastav, Fort Kastav Prison, Solitude, Castle Dour, Winterhold Imperial Camp
Characters: General Tullius, Hadvar, Imperial Soldier, Legate Rikke
Enemies: Stormcloak Soldier
Objectives: Reunification of Skyrim: Regain Winterhold Hold, Rescue from Fort Kastav: Meet the men near Fort Kastav, Rescue from Fort Kastav: Sneak into the fort, Rescue from Fort Kastav: Free the prisoners, Rescue from Fort Kastav: Take over the fort, Rescue from Fort Kastav: Report to General Tullius, Reunification of Skyrim: Regain Eastmarch

A HARD FORT STRUGGLE
REUNIFICATION OF SKYRIM CONTINUES



Objective: Regain Winterhold Hold
Target: Legate Rikke, Winterhold Imperial Camp

Tip

Stop! Before you return to Legate Rikke and begin this quest, study the Atlas entry for Fort Kastav in the maps section.
Journey to Legate Rikke's newly established forward-operating base, just to the west of Dawnstar on the edge of Winterhold Hold. This camp has the same benefits as the one in the Rift. Report in with Legate Rikke, and she has your orders. You must infiltrate Fort Kastav, as the rebels are keeping some Imperial soldiers prisoner there. She aims to turn that into an advantage by using your cunning to find a way inside, free the men, and liberate the fort. This is an attack from the inside!



Civil War Quest: Rescue from Fort Kastav begins
Objective: Meet the men near Fort Kastav
Target: Mountains southwest of Fort Kastav
Head up the rugged terrain of rocks and snow (Fast-Traveling from Nightgate Inn or Windhelm and then sprinting to meet your men are quick options, but without getting close enough to alert the enemy). You'll encounter a small team of four men.
One of them is your old friend Hadvar, who has already had a reconnoiter of Fort Kastav, which appears particularly large and well defended in the distance, partly due to the mountain slopes keeping raiders away from the walls. However, there is a grate on the outside of the wall.
It used to be buried in snow, and Hadvar reckons the enemy doesn't even know it's there. You must sneak in there, free the prisoners, and kill anyone you meet. Hadvar will wait to rush the fort as soon as they hear fighting, and you'll rendezvous in the courtyard. At this point, inform Hadvar that you're on it and begin the sneak.
Objective: Sneak into the fort

Caution

Or, tell Hadvar you aren't interested in sneaking. At this point, you can take a direct (and more dangerous) approach: assault the fort via the main entrance and battle down to the prisoners inside. This is possible but isn't recommended, as it's slightly more risky.

THE ENEMY WITHIN



Instead, crouch and begin heading along the snow-filled gully toward the fortification. You may wish to wait until after nightfall to minimize the enemy spotting you.
Travel the gully's right (south) side, navigate easily around the barricades, pass the base of the stone tower, and follow the earthen bank until you spot a slope you can climb up, near three planks of snow-covered wood. Turn right, step over another small wooden bridge, and open the trapdoor leading to Fort Kastav Prison.
Objective: Free the prisoners
Head east, open the wooden door, turn right (south), and pass the barrels. Turn left and enter a two-floor entrance hall with steps to the north. Ignore the stairs and continue heading east, through another door to the cobwebbed staircase. Bring down a Stormcloak Soldier quickly (or sneak past them).
The prison is at the bottom of the stairs, and another Stormcloak Soldier is patrolling this area. The Imperial Soldiers inform you that the guard has the key. If your Lockpick skill isn't to be tested, inspect the Stormcloak Soldier's corpse, or search one of the tables near the jail cells for it. Head to each of the cells and unlock the door (Novice). The freed men quickly don their armor and follow your lead.



Items gained:
Fort Kastav Prison Key
Objective: Take over the fort
Target: All remaining Stormcloak Soldiers
Sprint north up the steps, and once back in the entrance hall, drop any Stormcloaks who seek to thwart you. Head up the steps to the door that leads into the exterior courtyard. Begin slaughtering the additional forces guarding the outside of the fort. They usually stream in from the upper slopes to the northeast. The numerous gaps in the walls allows you to hide and dart out if you're engaging in longer ranged attacks or needing to rest between Stamina exertions.



Don’t forget the enemies on the guard tower to the northeast. When everyone wearing dark blue is dead, report back to Hadvar. You’re to report to General Tullius while he remains here to tidy up the mess.
Objective: Report to General Tullius
Target: General Tullius, Castle Dour in Solitude

QUEST CONCLUSION

Trek back to Castle Dour and inform Tullius of your victory. Now that Winterhold’s main fortress is in Imperial control, the General can garrison some troops until he’s ready to march on Windhelm. General Tullius has come to rely heavily upon you and elevates your rank in the Legion to that of Legate. Along with this, you receive a leveled weapon. Ask the General what the next plan is. Tullius tells you to report in at the Imperial camp in Eastmarch.
Items gained:
Leveled Armor
Objective: Regain Eastmarch
Target: Legate Rikke, Eastmarch Imperial Camp

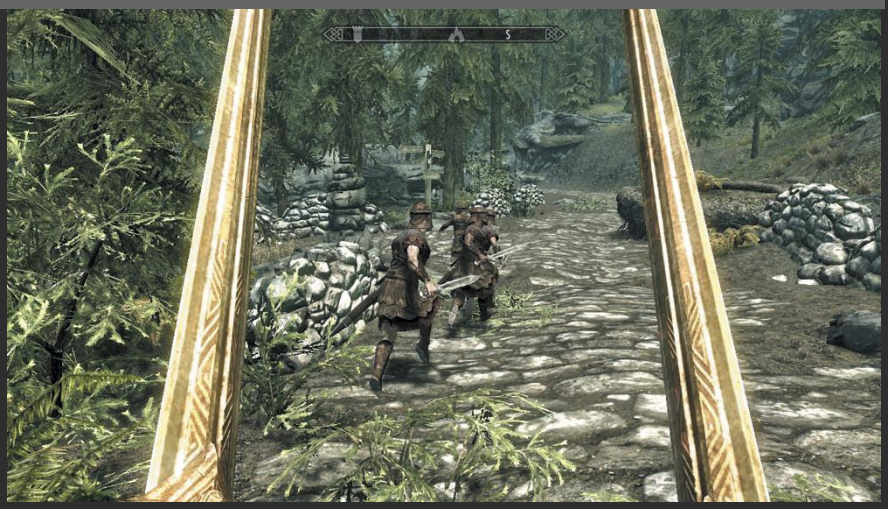
POSTQUEST ACTIVITIES

Civil War Quest: Reunification of Skyrim is still ongoing. Civil War Quest: The Battle for Fort Amol begins once you check in with Legate Rikke.

16.11 Battle for Fort Amol

Prerequisites: Complete Civil War Quest: Rescue from Fort Kastav
Intersecting Quests: Civil War Quest: Rescue from Fort Kastav, Civil War Quest: Battle for Windhelm
Locations: Eastmarch Imperial Camp , Fort Amol
Characters: Imperial Soldier , Legate Rikke
Enemies: Stormcloak Soldier
Objectives: Reunification of Skyrim: Regain Eastmarch, The Battle for Fort Amol: Join the men attacking Fort Amol, The Battle for Fort Amol: Take over Fort Amol by killing the enemy, Reunification of Skyrim: Regain Eastmarch

MARCH ON EASTMARCH
REUNIFICATION OF SKYRIM CONTINUES



Objective: Regain Eastmarch
Target: Legate Rikke, Eastmarch Imperial Camp
Trek to the rocky pine forests on Eastmarch's eastern edge, at the foot of the Velothi Mountains, just north of Stony Creek Cave. Head into the Legate's tent and speak with her. She says your objective is an enemy-held fort. You are to meet the soldiers waiting nearby for the attack orders, and then wipe out the Stormcloaks inside. Agree to the task, and the quest commences.

THE BATTLE FOR FORT AMOL BEGINS

Objective: Join the men attacking Fort Amol
Target: On the road, west of Fort Amol
Fort Amol is in a clearing adjacent to the main road on three sides. Darkwater River is to the east. If you approach the fort from the northeast, you may attract the enemy's attention and commence the battle before your friends can mount an attack with you. Instead, take the road from Morthal and meet up with your fellow conscripts on the ridge south of the fort. If you want help with the assault, join the Imperial Soldiers creeping up on the fort. After studying the Atlas entry of this place and conversing with the leader, commence the battle.
Objective: Take over Fort Amol by killing the enemy



Charge the fortification, and help eliminate all the Stormcloak Soldiers. Enter from one of the following weak points or fortified positions:
North Wall: Rocky terrain and high buttressed walls offer no access points.
East Wall: There's a gaping hole just north of the tower, offering easy access into the center of the fort.
South Wall: You can climb the crumbling wall area to the southwest and can breach the outer defenses.
West Wall: The main road into the fort has barricades and a main archway. This is where your allies usually break through.
Tower Trouble: When you enter the fort, you may elect to fire down on foes from above by scaling either of the towers and sniping from this vantage point.



QUEST CONCLUSION

When the fort falls to the Imperials, your forces remain to garrison this location.
Objective: Regain Eastmarch
Target: Legate Rikke, Eastmarch Imperial Camp

POSTQUEST ACTIVITIES

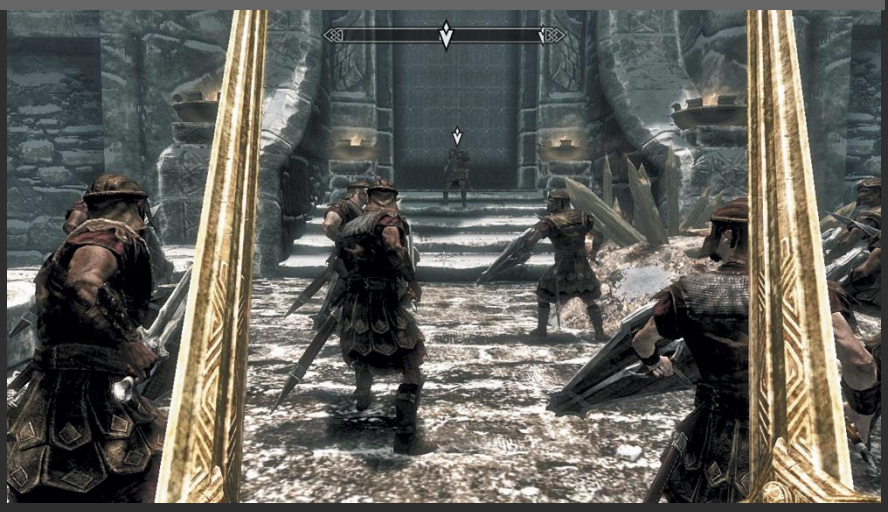
Civil War Quest: Reunification of Skyrim is almost over. Civil War Quest: Battle for Windhelm begins shortly.

16.12 Battle for Windhelm

Major Spoilers

Prerequisites: Complete Civil War Quest: The Battle for Fort Amol
Intersecting Quests: Civil War Quest: The Battle for Fort Amol
Locations: Eastmarch Imperial Camp, Windhelm, Palace of the Kings
Characters: General Tullius, Imperial Soldier, Legate Rikke
Enemies: Galmar Stone-Fist, Jarl Ulfric Stormcloak, Stormcloak Soldier
Objectives: Reunification of Skyrim: Regain Eastmarch, Battle for Windhelm: Get your orders from General Tullius, Battle for Windhelm: Take over Windhelm by killing the enemy, Battle for Windhelm: Force Ulfric Stormcloak to surrender

THE WINDHELM SCREAM
REUNIFICATION OF SKYRIM CONTINUES



Objective: Regain Eastmarch
Target: Legate Rikke, Eastmarch Imperial Camp

Tip

Whoa! Before mounting a final assault on Windhelm, consider exploring the streets, uncovering routes from the main gates to the Palace of the Kings, so you're completely familiar with the street topography. It is wise to add any helpful inventory equipment (such as Magick-, Health-, or Stamina-augmenting items) before commencing this quest.
Return to the Eastmarch Imperial Camp and speak with Legate Rikke. She is extremely pleased with your progress and rewards you accordingly. Then she tells you that a detachment from the Imperial Army is gathering to attack Windhelm, and you're part of it!
Items gained:
150 gold pieces

BATTLE FOR WINDHELM BEGINS

Objective: Get your orders from General Tullius
Target: Great gate of Windhelm
Travel to the bridge spanning the confluence of the Darkwater and Yorgrim rivers; this leads to the great gate of Windhelm. The flame catapults are already bombarding the embattled city in huge gobs of fire, and the air is thick with smoke and panic. Rush north through the wreckage to the towering gate, where General Tullius is yelling words of encouragement to his forces. This is the time to deliver the final blow to the Stormcloak Rebellion! Expect an enemy both fierce and crafty. For the Empire! For the Legion!
Objective: Take over Windhelm by killing the enemy



The stronghold for the Stormcloaks is ablaze, and the chaos of fighting Ulfric's remaining men and navigating the various barriers can be somewhat confusing. Be sure you learn the various locations you must fight through:
Candlehearth Hall: The initial entrance courtyard and Candlehearth Hall are places you can take cover, step out and defeat foes, and fight a continuous battle.

Southwest Market: You can traverse the narrow streets to the southwest, maneuver around or demolish the barriers, and attack the soldiers from this area. Fewer enemies are in these parts, but you're less likely to be surrounded or accidentally strike your own men. Or you can battle down the side street directly to the graveyard and miss the market area completely.



Graveyard: The only way forward is through the graveyard near the Hall of the Dead. Expect foes here, both atop and at the bottom of the stairs.
Northwest Pathways: Crush the barriers with attacks, and continue to battle the enemy along the winding streets that bring you back to the main courtyard in the city's center. Remember that you can always retreat, but this is the only route to take.
Palace Courtyard: The eventual fight continues into the flaming courtyard outside the Palace of the Kings.

Caution

The flow of enemy soldiers does not stop! It is imperative you reach the Palace of the Kings as quickly as possible!
Objective: Force Ulfric Stormcloak to surrender

STORMCLOAKS TO SOVNGARDE



Push through into the Palace of the Kings with General Tullius and Legate Rikke in tow. Tullius informs Ulfric that he is guilty of insurrection, murder, and the assassination of King Torygg—essentially high treason against the Empire.
Galmar Stone-Fist steps in front of Ulfric, brandishing his axe. Legate Rikke attempts to reason with Galmar, but the argument escalates into a pitched battle. Attack Galmar and Ulfric, choosing the foe your allies aren't fighting so you can bring the Stormcloaks to their knees more proficiently. Step back if you're being pulverized.
With Galmar dead and Ulfric on his knees, General Tullius stands over and gloats while Legate Rikke briefly looks mournful. Ulfric wants you to execute him; it'll make for a better bard's song. You can:
Agree, and plunge your favored weapon into the bowed form of Ulfric Stormcloak.
Or refuse, leaving Tullius to do the job.

QUEST CONCLUSION

With the Stormcloaks firmly routed and their leadership bleeding across the palace floor, Tullius tells Legate Rikke that Brunwulf Free-Winter will likely be the next Jarl of Windhelm. He has a final gift for you as a tribute to your valor; you may keep the General's sword.
Items gained:
Leveled Weapon

POSTQUEST ACTIVITIES

The General and Legate leave the palace to address the troops. After the troops are satiated, the General turns to you if you ask him for any other tasks, and he tells you to watch for any remaining Stormcloak camps across Skyrim. Defeat the remnants of the insurrection as you please. The power of the Empire is once more restored...with the Thalmor looking on from the shadows.

Note

If you wait a couple of days, Windhelm begins to return to normal. Brunwulf Free-Winter is the Jarl, and he's already a firm friend of yours.

17.1 Joining the Stormcloaks

Prerequisites: None
Intersecting Quests: None
Locations: Helgen, The Serpent Stone, Windhelm, Palace of the Kings
Characters: Galmar Stone-Fist, Jarl Ulfric Stormcloak, Ralof
Enemies: Ice Wraith
Objectives: Miscellaneous: Join the Stormcloak Rebellion, Kill the Ice Wraith, Return to Galmar, Take the oath

Before the Rebellion: Unending Brotherhood

Note

The following quest assumes you pick a side in the Civil War and stick with them. Consult the introduction to these quests to see when you can switch sides (the last possible moment is at the end of Civil War Quest: The Jagged Crown). If you side with the Imperial Legion, consult the Civil War Quest: Joining the Legion. Although the Civil War rages on, it affects your adventure only if you let it by completing this series of quests.



After escaping from underneath the battlements of the burning town of Helgen and watching the dragon responsible for disrupting your execution, talk to Ralof. He tells you he's headed to Riverwood and asks if you want to accompany him. As you progress down the hillside, he recommends you head to Windhelm and join the Stormcloaks.
Miscellaneous Objective: Join the Stormcloak Rebellion
Target: Palace of the Kings, in Windhelm

Note

Did you miss Ralof's request? Then greet any Stormcloak Soldier (clad in dark blue tunics), or visit any Stormcloak Camp in Skyrim, and you'll usually receive an offer to join the cause.
Trek to the main fortification of the Stormcloaks in Skyrim—the stone city of Windhelm perched by a confluence of rivers. As you enter, racial tensions are bubbling under the surface, with Nords and Dark Elves living an uneasy existence close to each other. Continue into Windhelm, past the Candlehearth Hall, and step into the impressive courtyard. Beyond lies the Palace of the Kings, within Windhelm's walls. Check the throne at the far end of the huge banqueting table, or head west into the strategy planning room, where Jarl Ulfric Stormcloak and Galmar Stone-Fist are shouting about the war effort. Galmar is telling Ulfric that the Empire is putting great pressure on the Hold City of Whiterun.
Ulfric grows weary of Jarl Balgruuf of Whiterun. The leader of this key strategic Hold City has not chosen a side in this war, and Ulfric wishes to send a stronger message. Tell Ulfric you were at Helgen; quicken his trust by saying Ralof said he'd vouch for you. Ulfric is always looking for able fighters, and Galmar has a test for you after you answer why you wish to fight for Skyrim. You're to head to Serpentstone Island. Survive, and you pass this test. This quest officially begins now.
Objective: Kill the Ice Wraith
Target: Ice Wraith, on Serpentstone Island

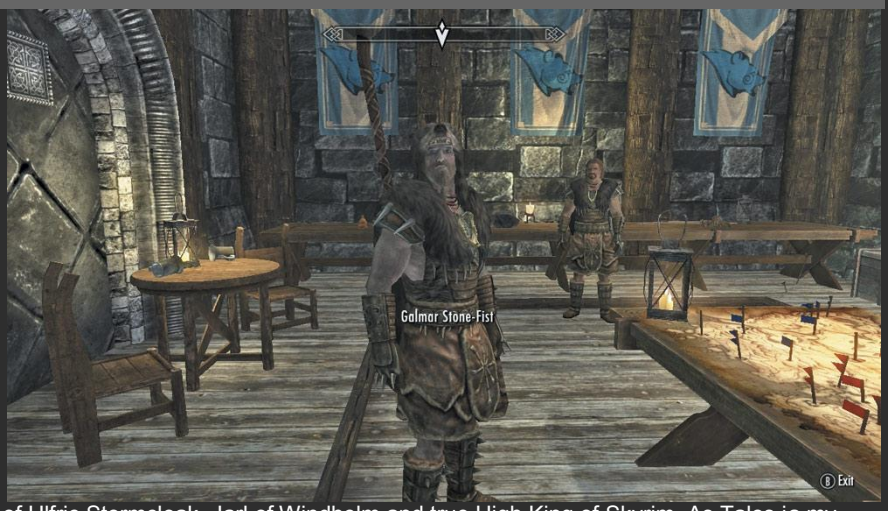
CONFIRMING METAL AND METTLE



Off the edge of Winterhold Hold, within the frigid waters of the Sea of Ghosts north of Windhelm and northwest of the Wreck of the Pride of Tel Vos, is the eerie calm of countless ice and rock formations. Among them is Serpentstone Isle. Wade to the north side for easier access up to the cluster of standing stones, guarded by an Ice Wraith. Engage this vicious beast in combat, killing it with your preferred weapon. Search it, as its essence is valuable. Then check the sign of the Serpent if you want its ranged paralyzing poison attribute in place of your current blessing (assuming you have one).
Objective: Return to Galmar
Objective: Take the oath

QUEST CONCLUSION

Head back to the Palace of the Kings, where Galmar tells judges that you're definitely Stormcloak material. He says that it is time to officially join the Stormcloak Rebellion. Tell Galmar you're ready and agree to recite this oath:



"I do swear my blood and honor to the service of Ulfric Stormcloak, Jarl of Windhelm and true High King of Skyrim. As Talos is my witness, may this oath bind me to death and beyond, even to my lord as to my fellow brothers and sisters in arms. All hail the Stormcloaks, the true sons and daughters of Skyrim!"

Note

If you forgo this oath, you can journey to Solitude instead and complete Civil War Quest: Joining the Legion as well. Do this if you're unsure where your allegiance yet lies.

POSTQUEST ACTIVITIES

You are now one of the Stormcloaks, given the title Unblooded, and are ready to prove your worth to Galmar and Ulfric. Galmar Stone-Fist hands you the proper attire, which you can wear, discard, or sell as you please. He also has your next assignment: Civil War Quest: The Jagged Crown.

Items gained:
Footwraps
Fur Boots
Hide Helmet
Stormcloak Cuirass
Stormcloak Gauntlets

17.2 The Jagged Crown

Prerequisites: Complete Civil War Quest: Joining the Stormcloaks
Intersecting Quests: Civil War Quest: Joining the Stormcloaks, Civil War Quest: Message to Whiterun
Locations: Korvanjund, Korvanjund Crypt, Korvanjund Halls, Korvanjund Temple, Windhelm, Palace of the Kings
Characters: Engar, Galmar Stone-Fist , Gretta , Jarl Ulfric Stormcloak, Ralof, Stormcloak Soldier
Enemies: Draugr, Imperial Soldier
Objectives: Talk to Galmar, Meet Galmar outside Korvanjund, Retrieve the Jagged Crown, Deliver the crown to Ulfric Stormcloak

CLAIMING AN OLD KING'S CROWN



Objective: Talk to Galmar
Continue your conversation with Galmar Stone-Fist. Ask him what the mission is, and he says that he's located the final resting place of the Jagged Crown, in the assumed burial place of old King Borgas. Galmar is already assembling his men outside of Korvanjund. You should join them immediately. Before you leave, ask him for more information on the Jagged Crown and the tomb of Korvanjund.
Objective: Meet Galmar outside Korvanjund
Northeast of Whiterun, in the lower foothills where the ground first turns from tundra to snow, is a depression in the ground. This marks a large cairn and the entrance to these ancient Nordic temple ruins and Jarl's tomb. You can charge toward the entrance on your own, but a more measured (and recommended) plan is to meet up with Galmar Stone-Fist and his quartet of men on the slopes outside the entrance. The troops include Ralof, the man you met at Helgen. Galmar listens as a soldier informs him that Imperials are roaming the place, keeping themselves comfortable. Galmar intends to spill some Imperial blood for Skyrim and send these red-clothed fiends to their graves. Confirm you're ready as Galmar finishes his speech, and you advance upon the cairn. Attack!
If you're employing melee weapons, it is recommended that you lead the charge, sprinting down the steps and up the other side to engage the bowmen, while the rest of your troops fight in the lower ground.
If you're employing bows or projectile spells, stay on the edge of the depression and rain missile attacks down upon the enemy.
As there are only about four Imperials guarding this entrance, combat is both swift and straightforward. Meet Galmar at the top of the steps by the interior entrance. He issues another warning before heading into Korvanjund Temple. Follow him at once.
Objective: Retrieve the Jagged Crown
Target: Bone Crown, on Draugr Leader, in Korvanjund Crypt

Caution

During combat throughout this tomb, and any time you're engaged in battle, your wild weapon swings or area-of-effect weapons may strike your comrades. If this occurs more than once, they may turn hostile. Minimize the area of your murdering, use weapons that are accurate (arrows or spells such as Firebolt), and take care when using melee weapons. Moving around to attack enemies from the opposite side from your friends, dashing forward to engage foes your allies aren't attacking, and even leaving your friends to finish off foes helps, too.

Tip

You can elect to follow Galmar (which is safer) or head off to explore on your own (which is fine, as you can complete this quest without any help or conversations).

COMBAT IN THE CAIRN

Dash into the crypt entrance chamber, which is wide and contains a small contingent of foes. Slaughter them quickly, after which Galmar posts Gretta and Engar to guard this entrance. Head down the steps to the north, then turn right (east) and slay a trio of Imperials prowling the ledge surrounding this sunken hall.



It is usually best to head in first, to avoid pushing past friends to reach the foes. After the battle, you can reconvene near Galmar at the northern side of the lower hall, near the massive cave-in that dominates the middle of this chamber. Galmar guesses there's a group of foes waiting for you on the other side of the tunnel steps. He's hoping you can find a different way in. You can:

Ignore the warning and plow straight down the stairs into the bridge chamber beyond, where you fight around four to six Imperials.

Or, head up and around the hallway's upper ledge, to an entrance directly above where Galmar is waiting. This brings you out into the same bridge chamber but on the upper bridge. It is easier to sneak, fire long-range attacks, or race along the bridge and around the upper balcony area, tackling foes one at a time.

Your comrades attack the enemies from the lower level, so taking down the enemy from two directions is safer and splits the Imperials' targets. When the bridge chamber is dripping with Legion blood, check the main stepped area for treasure (near the open chest). Afterward, find the upper exit passage to the west. Galmar and his remaining soldiers are clustered around the corpse of a Draugr. It is the first time they've seen such a corpse. Galmar bolsters their courage, and the infiltration continues, down to the iron door leading into the Korvanjund Halls.



Enter the first chamber, climbing to the balcony and slaughtering two foes along the way. Venture north along an upper passage to steps leading down. Along the way is a side tunnel with a swinging blade trap; there is treasure here and a lever that stops the axes. Venture into the Nordic Hall of Stories, with or without the Legate. At the hall's far end is a Nordic Puzzle Door and two dead soldiers. Take the Ebony Claw they were carrying. This holds the key to opening this puzzle.

Items gained:

Ebony Claw

Puzzle Solution: The door consists of three "rings" that rotate when you activate them. Each of them has three animals plated into the structure, while you unlock the central keyhole using the Ebony Claw. The puzzle solution is on the palm of the Ebony Claw; rotate it in your inventory to see the three circular petroglyph carvings. Move the rings so the Wolf, Moth, and Dragon appear on the outer, middle, and inner rings, respectively. Then insert the Ebony Claw into the keyhole.

Venture through the rumbling door and through connecting corridors into the guardian hall chamber. To the west is a portcullis preventing you from reaching the exit door. Simply head to the chamber's northwest corner, into the passage that winds up, past an Iron Dagger on a plinth. Cross a stone bridge to a balcony with a chest. Of more importance is the handle on the northwest corner of this balcony. Pull the handle to raise the portcullis and then drop down to aid Galmar as four or five Draugr clamber out of their tombs to stop you. Now enter the crypt itself.



After a few more winding passages, Korvanjund reveals its deepest chamber: the ceremonial crypt of a long-dead Jarl. Approach the slumped Draugr sitting on the throne in the middle of the chamber. Two guardians clamber out of the tombs that flank the throne, prompting a vicious battle between the Stormcloaks and Draugr. When the combat ends, pry the crown off the Draugr who sat on the throne. With the Bone Crown in your inventory, you can return to Ulfric Stormcloak. Before you leave, head south to a Word Wall and absorb another Word of Power! Then climb the steps to the east, heading up the steps, back into the temple. Remove the door bar, and exit Korvanjund by this quicker route. Leave Galmar to finish his search, and head back to Windhelm.

Items gained:

Bone Crown

Word of Power: *Slow Time*

Objective: Deliver the crown to Ulfric Stormcloak

Target: Ulfric Stormcloak, inside the Palace of the Kings in Windhelm

QUEST CONCLUSION

Return to the Palace of the Kings and locate Ulfric Stormcloak, who is surprised that Galmar was correct about the crown. You can ask him about the war and his role in deposing the old High King of Skyrim. But more importantly, Ulfric has a message he needs delivered to the Jarl of Whiterun.

POSTQUEST ACTIVITIES

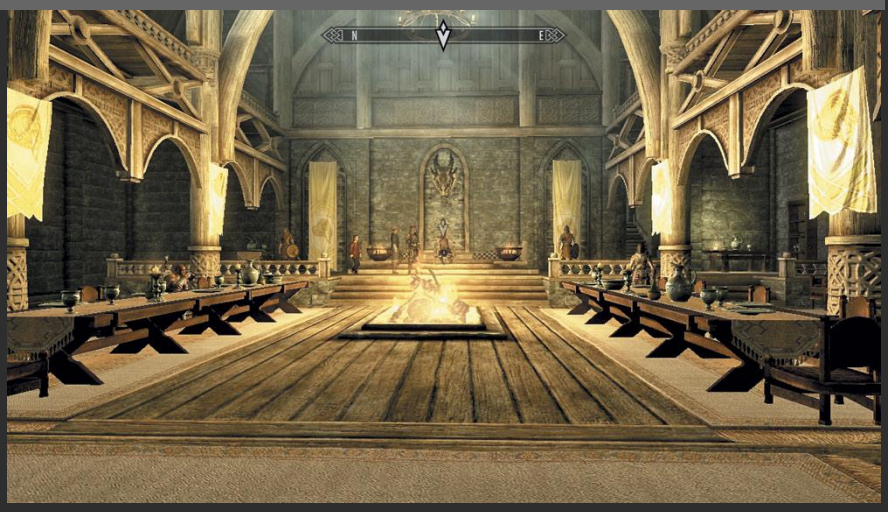
This prompts the immediate start of Civil War Quest: Message to Whiterun.

17.3 Message to Whiterun

Prerequisites: Complete Civil War Quest: The Jagged Crown
Intersecting Quests: Civil War Quest: The Jagged Crown, Main Quest: Bleak Falls Barrow, Main Quest: Dragon Rising, Civil War Quest: Battle for Whiterun
Locations: Whiterun , Dragonsreach, Windhelm, Palace of the Kings
Characters: Galmar Stone-Fist, Hrongar , Irileth, Jarl Balgruuf the Greater, Jarl Ulfric Stormcloak, Lydia, Proventus Avenicci
Objectives: Get new orders, Deliver axe to the Jarl of Whiterun, Assist Jarl Balgruuf with the dragon threat, Wait for the Jarl's response, Deliver axe to Jarl Ulfric, Wait for orders from Jarl Ulfric

DECISIONS AT WHITERUN

Objective: Get new orders
Immediately after congratulating you on locating the Bone Crown, Jarl Ulfric Stormcloak explains that he has a message he needs delivered to the Jarl of Whiterun. Inquire why he's handing you an axe as the message, and Ulfric explains that if the Jarl keeps the axe, Ulfric will bide his time. If the axe is returned, it means war.



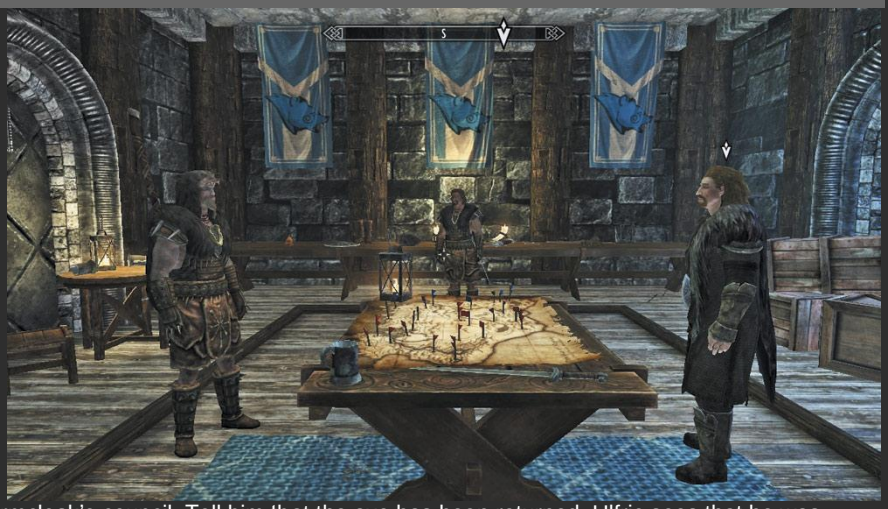
Items gained:
Ulfric's War Axe
Objective: Deliver axe to the Jarl of Whiterun
Target: Jarl Balgruuf of Whiterun, in Dragonsreach
Head past the Whiterun Stables and start the long, slow climb. Go over the drawbridge and to the main Whiterun gate. As you approach, a guard stops you; the city is closed with the news of the dragons spreading faster than you can travel. You can:
Tell the guard that Riverwood calls for the Jarl's aid. This is the optimal plan and is available only if Main Quest: Before the Storm is active.
(Persuade) Or you can tell the guard you have news from Helgen about the dragon attack.
(Bribe) Or bribe the guard with a proportion of your collected gold.
(Intimidate) Or order the guard to stand aside.
Once you're inside the walls of Whiterun, head north, to the hilltop on which the city sits. Go past the Gildergreen tree and the Shrine to Talos. Climb the stone steps to discover Dragonsreach, home of the Jarl. Walk toward the huge central fire on either side of the banqueting tables. You are met by Irileth, Jarl Balgruuf's Housecarl.
Explain to her that you have a message from Ulfric Stormcloak, and she immediately lets you past. You can converse with her at length if you wish, or offer other responses with the Main Quest active, but mentioning Ulfric's name allows you to progress more quickly.
Approach the Jarl and inform him that you have a message from Ulfric Stormcloak. His responses are dictated by the current situation regarding the dragons returning to Skyrim, and how far through the Main Quest you have progressed.



At this point, you must have completed both Main Quest: Bleak Falls Barrow and Main Quest: Dragon Rising, then returned to the Jarl, heard the call of the Greybeards, and received your Housecarl, Lydia.
If these two quests have not yet been completed, you must do so. Refer to the Main Quest for all relevant information.
Objective: Assist Jarl Balgruuf with the dragon threat

Once the excitement over the defeat of the dragon at the Western Watchtower has subsided, approach the Jarl and tell him that Jarl Ulfric Stormcloak asked you to deliver an axe to him. He asks for his steward, Proventus Avenicci, and his Housecarl, Irileth, to comment on these matters.
Objective: Wait for the Jarl's response
Avenicci recommends a wait-and-see approach to Ulfric's threat. Irileth believes it is time to act, while the Jarl wishes to challenge Ulfric to face him as a man and declare his intentions. Avenicci favors a garrison of Imperials, while Irileth deems this to be cowardly. You can interrupt this back-and-forth, or let the Jarl conclude. The results are the same: The Jarl has the answer to your message. He returns the axe.
Items gained:
Ulfric's War Axe
Objective: Deliver axe to Jarl Ulfric
Target: Ulfric Stormcloak, Palace of the Kings in Windhelm

THIS MEANS WAR



Journey back to Windhelm and seek Ulfric Stormcloak's council. Tell him that the axe has been returned. Ulfric sees that he was wrong about the Jarl.
Objective: Wait for orders from Jarl Ulfric

QUEST CONCLUSION

Ulfric tells Galmar he was correct. Galmar informs him that he's toured the Stormcloak camps, and his forces are ready for an attack on Whiterun. The decision to send so many men to their deaths weighs heavily on Ulfric.
Galmar is certain the men and women of Skyrim want this insurrection, and there is no turning back now. Ulfric agrees; a new day is dawning and the sun rises over Whiterun. And the Sons of Skyrim will greet that dawn with teeth and swords flashing! Ulfric wants you on the front lines. Fight well or die well. Talos be with you!

POSTQUEST ACTIVITIES

The immediate commencement of Civil War Quest: Battle for Whiterun is now under way!

17.4 Battle for Whiterun

Next Page >

Minor Spoilers

Prerequisites: Complete Civil War Quest: Message to Whiterun
Intersecting Quests: Civil War Quest: Message to Whiterun, Civil War Quest: Liberation of Skyrim
Locations: Whiterun, Dragonsreach, Windhelm, Palace of the Kings
Characters: Galmar Stone-Fist, Jarl Ulfric Stormcloak, Jarl Vignar Gray-Mane, Ralof, Stormcloak Soldier, Ulfric Stormcloak
Enemies: Irileth, Imperial Soldier, Jarl Balgruuf the Greater, Whiterun Guard
Objectives: Get your orders from Galmar Stone-Fist, Break through the enemy barricade, Open the drawbridge, Force Jarl Balgruuf the Greater to surrender, Accept Jarl Balgruuf the Greater's surrender

BURNING SKIES AT THE FALL OF WHITERUN



You may wish to explore the Hold City of Whiterun more thoroughly prior to the commencement of this quest to fully learn the layout and the weak areas the enemy may wish to exploit.
Objective: Get your orders from Galmar Stone-Fist
Target: Galmar Stone-Fist, Whiterun Military Camp
Leave the solid stone walls of Windhelm and journey to the Whiterun Military Camp where Galmar is amassing his troops for the assault on Whiterun. The camp is just south of the city's main winding road that leads up through an outer gate, past a drawbridge, and to the inner gate and the city.
As you arrive, the air becomes thick with the smoke from countless fire-catapult barrages. Ulfric hopes to take this city without destroying too much of the defensive wall. Locate Galmar as he addresses the assembled troops standing ready to attack. He tells you the fight is for the Sons and Daughters of Skyrim. You now have one important task: the attack and capture of Whiterun!
Objective: Break through the enemy barricade
Attacking Stratagems: Assault and Overrun!
You are now engaged in an all-out siege of Whiterun. This battle is lengthy and confusing, and you can easily become a casualty rather than a champion of this war. However, the following tactics should help you minimize your risks as you become embroiled in this skirmish.

ALLY: STORMCLOAK SOLDIER



ENEMY: WHITERUN GUARD



ENEMY: IMPERIAL SOLDIER



Know your enemy: In the midst of battle, it sometimes becomes confusing to know exactly who you should be fighting. There are three distinctive forces battling for control of Whiterun.
You are sided with the Stormcloaks, who are clad in armor with dark blue tunics and typically carry axes. Also present are Whiterun Guards, who are the enemy. They wear orange tunics and carry shields with the sign of the horse. The Imperial Soldiers are clad in red and tend to use swords.



The Offensive Area: This battle takes place between the outer gate (which the barricade is blocking), the middle drawbridge (which must be lowered once you're through the barricade), and the inner gate (the last line of defense).
You should focus your attacks on each area one at a time. Use the cobblestone path running from the outer gate; then get onto the scaffolding that runs along the northern wall to reach the lever and drop the drawbridge. There is no need to maneuver elsewhere.
Enemy Emplacements: The enemy is stationed along the cobblestone road that winds around in a right-turn semicircle to reach the drawbridge.
As you gain entry through the outer gate, expect foes to be atop the outer gate, on the wooden guard towers, on the path above the cobblestone road, and on the stone battlements to your right, close to the drawbridge. Know where your attacks are coming from so you can stop them!



Call to Action: Your first job is to remove the enemy barricade on the cobblestone path at the entrance to the outer gate. Achieve this by employing one or more of the following techniques:
Melee: Standing at the barricade, smashing it with your melee weapons until it breaks and shrugging off enemy attacks.
Melee: Standing at the barricade, attempting to leap over the center section (which is possible), and bashing it from the other side.
Ranged: Blasting it (ideally with fire-based magic) from a defensive position. Such locations include:
The right (east) corner to the side of the outer gate, using the wall or nearby rocks as cover.
The cover at the edge of Pelagia Farm to the south, which offers a good view of the main path.
Objective: Open the drawbridge
Target: Occurs once you break through the barricade



Last Line of Defense: When you break through, the enemy falls back to the cobblestone path with the stream running across it, prior to the drawbridge. Make reaching the drawbridge your focus, rather than fighting. Try the following routes:
Route 1: Race directly up the cobblestone road to the guard tower to the northeast. Head up the wooden ramp, then turn right (east). Run around the dirt path above the road, over two more ramps and onto the drawbridge's top.
Route 2: Race directly up the cobblestone road to the ruined section of wall on the inside bend in the road. Leap onto the wall and scramble to a wooden lookout adjacent to the top of the drawbridge.
Route 3: Race directly up the cobblestone road, fixing your view on the stream to the northeast. Scramble up the fallen masonry before you reach the stream. Turn right and leap up to the battlements just below the drawbridge. Run south and to the upper crenellations, where you can access the drawbridge.
Unwise Routes: Ignore the archway the stream runs out of; this leads to the gap in the cobblestones along the stream, but there's no way up. The archway farther up the east wall leads to a small antechamber with no way out. Good for hiding but not for completing objectives.

Caution

Unsound Tactics: Standing and fighting is unwise when you have specific objectives to complete. Don't worry about hitting every foe; it is much more important to lower Whiterun's defenses before engaging in combat. Your offensive measures against the enemy may be dangerous for your allies if you rely to heavily on area-of-effect magic or wild swinging of weapons (particularly of the two-handed variety). Watch your collateral damage!

Tip

However, hitting every foe and delaying objectives does allow you to increase your skill points, so figure out how long you can battle before your health is in danger, and lengthen your attacks to maximize your skill increases.
Continue the battle until you've nullified the enemy forces outside the main gate. There may be a few remaining enemies, but you have a greater objective to complete:
Objective: Force Jarl Balgruuf the Greater to surrender
Target: Jarl of Whiterun, inside Dragonsreach in Whiterun

HAIL TO THE GRAY-MANES

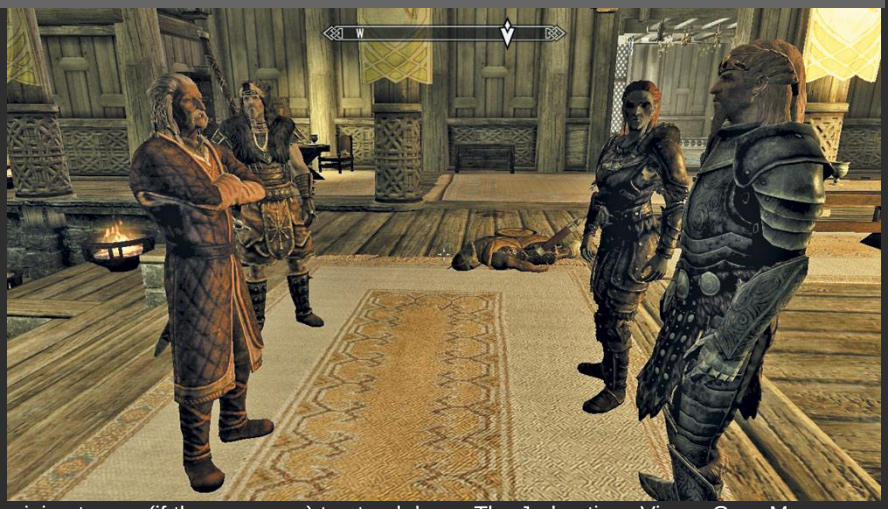


Open the main gates as soon as the drawbridge is lowered. Stormcloak troops pour into Whiterun's city streets. The enemy guards are here; strike down each one so they don't hit you with arrows as you run past them.
Race east toward the Bannered Mare and turn left (north). Sprint up the steps with the canal chutes on either side and to an inner barricade. Remove that using the same techniques you utilized earlier.
Then race past the Gildergreen tree and the Shrine to Talos. Climb the stone steps to a third barricade before racing into Dragonsreach.



While Ralof waters the ground with a Whiterun Guard's blood, you must storm into Dragonsreach and seek out the Jarl.
"Surrendering" isn't a verbal commitment to end hostilities; the Nords require you to bow before the victor.
This means focusing your attacks on the Jarl, fighting him until he falls to his knees. You may need to finish off a few Whiterun Guards first. Fortunately, you have the might (and the axes) of Galmar Stone-Fist and Ralof to help you.
Objective: Accept Jarl Balgruuf the Greater's surrender

QUEST CONCLUSION



The Jarl staggers to his feet and orders his remaining troops (if there are any) to stand down. The Jarl notices Vignar Gray-Mane walking into the corpse-strewn hall, and they begin to argue about the Empire. Galmar stops this argument. The Jarl has some unkind parting words for you before Galmar orders you back to Windhelm. Ulfric must be informed of the victory here.

POSTQUEST ACTIVITIES

Vignar Gray-Mane is installed as Jarl of Whiterun from this point on. Civil War Quest: Liberation of Skyrim begins.

17.5 Rescue from Neugrad

Prerequisites: Complete Civil War Quest: Battle for Whiterun
Intersecting Quests: Civil War Quest: Battle For Whiterun, Civil War Quest: Compelling Tribute
Locations: Falkreath Stormcloak Camp , Fort Neugrad, Fort Neugrad Prison, Windhelm, Palace of the Kings
Characters: Galmar Stone-Fist , Jorleif, Stormcloak Soldier, Ulfric Stormcloak
Enemies: Imperial Soldier
Objectives: Liberation of Skyrim: Report to Ulfric Stormcloak, Liberation of Skyrim: Liberate Falkreath Hold, Rescue from Fort Neugrad: Meet the men near Fort Neugrad, Rescue from Fort Neugrad: Sneak into the fort, Rescue from Fort Neugrad: Free the prisoners, Rescue from Fort Neugrad: Take over the fort, Rescue from Fort Neugrad: Report back to Ralof, Rescue from Fort Neugrad: Report to Ulfric Stormcloak, Liberation of Skyrim: Liberate the Reach

THE BROTHERHOOD REWARDS RISK-TAKERS
LIBERATION OF SKYRIM NOW BEGINS



Objective: Report to Ulfric Stormcloak
Target: Ulfric Stormcloak, in Palace of the Kings in Windhelm
Return to the Palace of the Kings in Windhelm, and speak with Ulfric Stormcloak. Due in part to your actions at Whiterun, the Imperials have been driven out of that Hold, and Ulfric controls the middle of Skyrim.
For your service, Ulfric has a new Nordic name for you: Ice-Veins, for the thick blood of his land has seeped into your heart. He also has an Imperial officer's sword to give you, a fitting blade with which to kill the enemy.
Ask what the next move is, and Ulfric tells you to head to a hidden camp within Falkreath Hold. Galmar Stone-Fist has important tasks for you there.
Items gained:
Leveled Weapon
Objective: Liberate Falkreath Hold
Target: Galmar Stone-Fist, Falkreath Stormcloak Camp
Journey to the Falkreath Stormcloak Camp east of Helgen, just above the snow line in the foothills of the Throat of the World.
Aside from a Quartermaster and a Grindstone to help augment your weaponry, there's an alchemy table near the hospital tents and troops to speak to. However, Galmar's tent is the place to visit, where the Nord is pouring over the current Civil War map.
Report for duty, and he wants you to head to Fort Neugrad. You are to infiltrate the fort, as the Legion are holding some Stormcloaks prisoner there. He aims to use your cunning to find a way inside, free the men, and liberate the fort. This is an attack from the inside!
Objective: Meet the men near Fort Neugrad
Target: Mountains west of Fort Neugrad
Trek down the rugged terrain to the main road west of the fort (Fast-Traveling from Helgen and then sprinting to meet your men is a quick option). As there are two roads in this area, if you head straight toward Fort Neugrad (without sneaking), the enemy soldiers recognize you as a Stormcloak and raise the alarm.

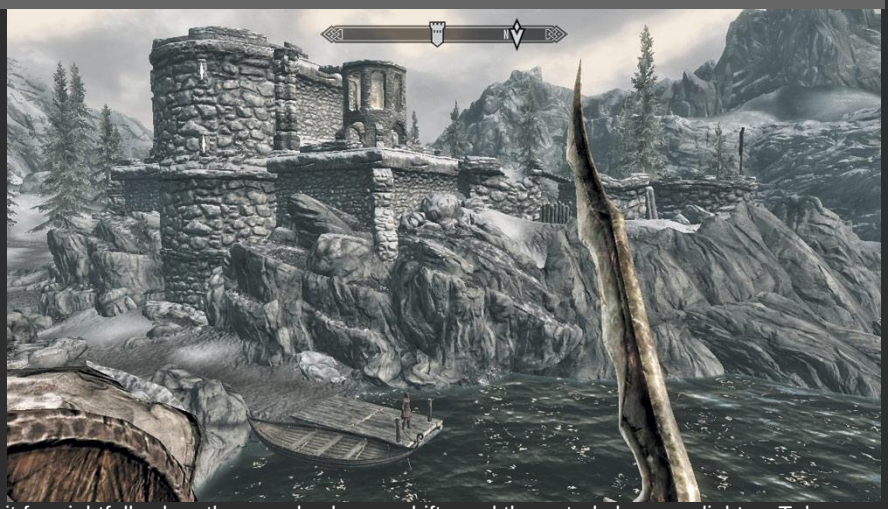


You can fight on anyway, but until Ralof and his men figure out something is amiss and catch up with you, you're alone against the entire Imperial garrison! This is not recommended.
Instead, walk or Fast-Travel to Helgen, and take the road south from there (the one you traveled during the opening moments of your adventure). This brings you to the rendezvous point without alerting the enemy.
You soon encounter a small team of four men. One of them is your old friend Ralof, who has already reconnoitered Fort Neugrad. It appears particularly large and well defended over the brow of the hill, partly due to the mountain slopes keeping raiders away from the walls.
However, there is an underwater cave entrance in the lake behind the fort, and Ralof reckons it goes straight into the prison. The plan is to sneak in there, free the prisoners, and kill anyone you meet.
Ralof will rush the fort when they hear fighting, and you'll rendezvous in the courtyard. At this point, inform Ralof that you've agreed to the plan and begin the sneak.
Objective: Sneak into the fort
Or, tell Ralof you aren't interested in sneaking. At this point, you can take a direct (and far more dangerous) approach: assault the fort via the main entrance and battle down to the prisoners inside. This is possible but it's significantly riskier, because you don't have the aid of additional soldiers from the prison.

Tip

Ralof recommends attempting the assault in the evening, as it will be easier to sneak past the guard patrolling outside. This is true; whether you take his advice is up to you!

LAKESIDE INFILTRATION



Continue up the road until you see the fort. Wait for nightfall, when the guards change shifts and the patrols become lighter. Take advantage of any stealthy gear or spells you have (Muffle and Invisibility make this infiltration a breeze). Then crouch and move in. Head to the small jetty and lake to the fort's east, and then dive into the murky lake. Turn left (west) and look for the underwater cave entrance. Swim into the underground flooded cave. You are now in Fort Neugrad Prison.
Objective: Free the prisoners
Climb out of the water, head north through the narrow tunnel and northwest through a barrel-storage cellar, and go up some steps. There are two guards in this area, a jailor and a soldier on patrol. Wait until the jailor is alone and seated on his chair. Then use a well-placed arrow to remove him quickly. Swiftly take the key from his body and release the prisoners before the other soldier can investigate. The jailbreak is on! The freed men quickly don their armor and follow your lead.



Items gained:
Fort Neugrad Prison Key
Objective: Take over the fort
Target: All remaining Imperial Soldiers
Objective: Report back to Ralof
Sprint up the spiral stone steps to the fort's entrance hall and fireplace. Move west to the exterior door, into the outside courtyard, and begin slaughtering the half-dozen soldiers guarding the outside of the fort.
They usually stream in from all angles, but Ralof arrives with his men to help your team out. The numerous gaps in the walls allow you to hide and dart out if you're engaging in longer-ranged attacks or needing to rest between Stamina exertions.

Don’t forget the enemies by the wooden side building and campfire to the southwest.
Move with your men—they are tough in single combat, but if your whole group concentrates on one target at a time, you can take your foes down quickly. Methodically head to the fort’s front, where Ralof’s men are fighting their way in.



With your combined forces, you have no trouble taking out the remaining defenders.
Once the courtyard is clear, the other soldiers remain outside to secure it. Your next step is to crush the remaining stragglers inside the keep. With Ralof’s help, head inside.
The interior of Fort Neugrad is a circular path, allowing you to move quickly left or right (as the main chamber is open to attack from all sides) and begin a sweep of the keep. Your most dangerous adversary is the fort’s commander, who is in his room on the upper floor’s east side.
When everyone wearing red is dead, find Ralof and report back to him. You’re to report back to Ulfric while he remains here to tidy up the mess.
Objective: Report to Ulfric Stormcloak
Target: Ulfric Stormcloak, in Palace of the Kings in Windhelm
Civil War Quest: Rescue from Fort Neugrad may have finished, but the Liberation of Skyrim continues.

QUEST CONCLUSION

Trek back to the Palace of the Kings and let Ulfric know of your victory. Falkreath’s main fortress is in Stormcloak hands, so the heart and soul of Skyrim is now the domain of the Nords. Ulfric Stormcloak has come to enjoy your ferocity and determination. Some brothers have taken to calling you Bone-Breaker. Ulfric calls you that too.
Along with this, you receive a new weapon and the ability to purchase a home in Windhelm. Consult with Jorleif, Ulfric’s Steward. Ask what the next move is, and Ulfric tells you to report to Galmar at the Stormcloak camp in the Reach.
Items gained:
Leveled Weapon
Objective: Liberate the Reach
Target: Galmar Stone-Fist, Reach Stormcloak Camp

POSTQUEST ACTIVITIES

Civil War Quest: Liberation of Skyrim is still going. Civil War Quest: Compelling Tribute begins once you check in with Galmar. In addition, speak to Jorleif if you wish to purchase a dwelling inside Windhelm.

17.6 Compelling Tribute

Prerequisites: Complete Civil War Quest: Rescue from Fort Neugrad
Intersecting Quests: Civil War Quest: Rescue from Fort Neugrad, Civil War Quest: The Battle for Fort Sungard
Locations: Markarth, Understone Keep , Reach Stormcloak Camp, Windhelm, Palace of the Kings
Characters: Faleen, Galmar Stone-Fist, Jarl Igmund , Markarth Guard, Quartermaster, Raerek, Stormcloak Soldier, Ulfric Stormcloak
Enemies: Imperial Soldier
Objectives: Liberation of Skyrim: Liberate the Reach, Compelling Tribute: Find evidence, Compelling Tribute: Blackmail Raerek, Compelling Tribute: Report to Galmar Stone-Fist, Compelling Tribute: Meet the men, Compelling Tribute: Follow Ralof and ambush enemy scout, Compelling Tribute: Take over the caravan, Compelling Tribute: Report to Ralof

RAEREK'S SILVER
LIBERATION OF SKYRIM CONTINUES



Objective: Liberate the Reach
Target: Galmar Stone-Fist, Reach Stormcloak Camp
Galmar Stone-Fist has set up a hidden Stormcloak Camp in the rocky mountainous region northeast of Karthwasten, which has the same benefits as the one in Falkreath, although this has a few Stormcloak casualties from the ongoing hostilities.
Report to Galmar, and he orders you to Markarth. Rumor has it that the Jarl's Steward, Raerek, is a faithful Talos worshipper but not a true Son of Skyrim—he still supports the Empire, after all. If you confront him with his belief, you might be able to "persuade" him to aid the cause. This requires both stealth and discretion.
Civil War Quest: Compelling Tribute begins
Objective: Find evidence
Target: Raerek's quarters, inside Understone Keep, in Markarth



Head to Markarth, sheath your weapons, and enter the mighty Understone Keep hewn into the rock to the city's southwest. Head west into the keep, toward the Jarl's impressive throne room.
You may pass Faleen, the Jarl's Housecarl, who looks at you suspiciously. If you're simply wandering the keep, it's not necessary to speak with those surrounding the Jarl, including Raerek or Raerek's nephew Igmund. In fact, you need not meet Jarl Igmund, as Raerek's quarters are to the right (north) of this chamber. Figuring out where some evidence is located is your top priority.

Caution

Watch out for a patrolling guard on your way to Raerek's room, as he calls you out as a trespasser if he spots you. Time his patrol so you avoid him.
The evidence is located in Raerek's quarters, which is north and west of the Jarl's throne room. Watch for patrolling Markarth Guards witnessing your trespassing, as this clandestine robbery cannot escalate into hostilities! Reach this area without being detected by doing one of the following:
(Sneak) You can sneak into the chamber, preferably after dark when the keep has fewer folk awake.
(Spells) You can cast Invisibility or some other helpful spell that diminishes the chances of you being seen.
Or you can slowly, and without weapons drawn, enter the keep and head immediately to Raerek's bedroom.

Enter (he is either sleeping here or wandering the keep, usually close to the throne room) and search the dresser for the Amulet.



Items gained:
Raerek's Inscribed Amulet of Talos
Objective: Blackmail Raerek
Locate Raerek within the keep, and show him the Amulet by speaking to him. He asks what kind of extortion racket you're running. Reply that he should be worshipping Talos out in the open, but Raerek is fearful that the Thalmor would make an example of him. He is the Jarl's uncle, and they both swore oaths to the Empire to abandon Talos in return for presiding over Markarth again. He is loyal to them over his own beliefs.
You ask to come to some agreement, wondering whether both of you could prosper. He mentions a large shipment of silver and weapons the Imperials are transporting. You can:
(Persuade) Ask about receiving some of it for yourself.
Agree to the deal and ask where this shipment is.



If your persuasion works, you receive a sizable purse of coins. Either way, you must confirm the agreement. He reveals the Imperials are taking this booty by wagon to Solitude. If you hurry, you can catch them before they get too far.
Items gained:
Leveled gold pieces
Objective: Report to Galmar Stone-Fist
Target: Galmar Stone-Fist, Reach Stormcloak Camp
Head back to the hidden camp and report to Galmar, telling him about the shipment of coin. Coincidentally, he already has a small group of scouts on the same road that the enemy caravan is traveling along. You are to meet up with them and try to overpower the wagon's guards.
Objective: Meet the Men
Target: On the road close to Broken Tower Redoubt, the Reach

RALOF'S REBELS

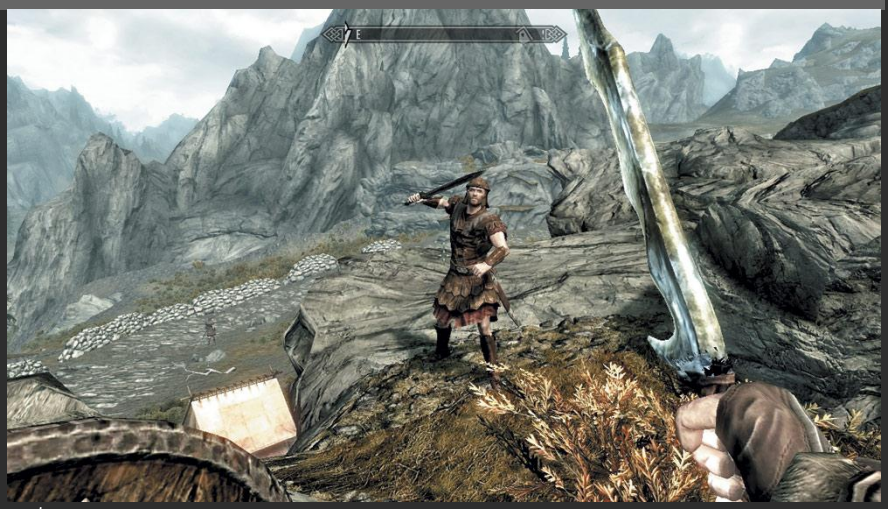


Judging by your world map, the scouts are waiting on the road to the east of Broken Tower Redoubt, in the eastern part of the Reach. Travel there. Beware if you're approaching from the east—you'll run into the Imperial caravan without any help from the scouts. Approach along the road from the west, heading east, and meet up with an old friend as the path crosses the top of a rocky hillside. Ralof greets you when you speak with him. At this point, you have two choices to make:

PLAN A: RALOF'S REASONING

Chat with Ralof, answering any way you wish. Steer the conversation back to your mission and explain the enemy wagon loaded with coin and weapons is farther down this slope. As luck would have it, Ralof has been tracking the wagon, which has lost an axle and is stranded.

Although you're outnumbered (there are six foes), Ralof has a plan: His troops will remove the enemy sentry, then situate themselves overlooking the camp. Afterward, you'll infiltrate their position, gain their attention, and Ralof's troops will unleash a volley of arrows, winning the day tactically. Agree to this plan.



Objective: Follow Ralof and ambush enemy scout

Objective: Take over the caravan

Before moving in, wait until nightfall, as your stealthiness is much more likely to succeed.

Crouch and follow Ralof, watching as his bowmen drop the enemy scout. Wait for them to reach the rocks overlooking the broken-down caravan, and then walk toward the enemies. Sneaking, firing from range, or rushing to attack are all excellent ideas, while your brethren shoot arrows down on them from above and around the path.

PLAN B: GOOD RIDDANCE TO RALOF

Chat with Ralof, then either refuse to go along with his plan or ignore him altogether.

Objective: Take over the caravan

Head down the path to the southeast and begin to battle the six Imperials guarding the caravan of silver. You can begin with the sentry atop the rocks overlooking the caravan.



Then rain death from above with ranged attacks, or swarm the foes with melee weapons. A couple of enemy soldiers may be sleeping, so carve them up before they fully wake up.

Tip

If this fight overwhelms you, flee up the path toward Ralof, and his men help by mopping up any enemies giving chase. Then rest and return to tackle the stragglers.

Objective: Report to Ralof

QUEST CONCLUSION

With the caravan's guards removed, Ralof remains here to guard the silver. Speak to him to end the quest.

POSTQUEST ACTIVITIES

Civil War Quest: Liberation of Skyrim is still ongoing. Civil War Quest: The Battle for Fort Sungard begins shortly. Loot any weapons and valuables you wish from the wagon.

Items gained:

Spoils of War

17.7 The Battle for Fort Sungard

Prerequisites: Complete Civil War Quest: Compelling Tribute
Intersecting Quests: Civil War Quest: Compelling Tribute, Civil War Quest: A False Front
Locations: Fort Sungard, Fort Sungard Muster, Fort Sungard Tower, Reach Stormcloak Camp , Windhelm, Palace of the Hills
Characters: Galmar Stone-Fist, Jarl Ulfric Stormcloak: Stormcloak Soldier
Enemies: Imperial Soldier
Objectives: Liberation of Skyrim: Liberate the Reach, The Battle for Fort Sungard: Join the men attacking Fort Sungard, The Battle for Fort Sungard: Take over Fort Sungard by killing the enemy, Liberation of Skyrim: Report to Ulfric Stormcloak, Liberation of Skyrim: Liberate Hjaalmarch

WITHIN REACH
LIBERATION OF SKYRIM CONTINUES



Objective: Liberate the Reach
Target: Galmar Stone-Fist, Reach Stormcloak Camp
Travel to Reach Stormcloak Camp, where Galmar Stone-Fist congratulates you. Report in, and he says your next objective is Fort Sungard. You are to meet the soldiers preparing for the attack, and then wipe out the Legion garrison. Agree to the task, and the quest commences.
Items gained:
150 gold pieces
Objective: Join the men attacking Fort Sungard
Target: On the hill, northeast of Fort Sungard
Fort Sungard is nestled in the southern part of the Druadach Mountains, close to the border of Whiterun Hold. Galmar's men are on the craggy hillside to the fort's northeast, so approaching from the southwest can fail this objective (but not the quest; this just starts the battle prematurely).
Instead, you may wish to circle around and join the detachment of Stormcloak forces stationed close to the fortification. After studying the Atlas entry of this place and speaking to the leader of the forces, begin the attack.
Objective: Take over Fort Sungard by killing the enemy



Assault the fortification and help eliminate all the Imperial Soldiers. Enter from one of the following weak points or fortified positions:
North wall: This is both impenetrable and treacherous, being close to extremely steep and rocky ground. However, you can scale the jagged rocks to the northeast and attack from here (ranged weapons only).
East wall: In the northeast corner, the battlements have fallen, allowing you to leap atop them. There is an often-overlooked entrance arch, too, which is perfect for a surprise attack!
Tower entrance: Located outside the walls on the fort's southeast corner, close to the oubliette tower. Enter this door and scale the spiral stairs to the tower's top. You can rain down ranged fire almost with impunity!
Oubliette tower: This isn't worth ascending, as your view isn't good for soldier dispatching.
South wall: The terrain is steep and unforgiving, but there is a fire pit balcony with an easily assaulted archway entrance here.

Southwest muster: The southwest corner wall has an exterior pipe leading into the Muster. From here you can sneak or rush through and up onto the exterior battlements.
West wall: The main entrance where your brethren usually attack from. It is the most problematic location because of the barricades and because you're fighting uphill, but it leads through an archway and eventually onto the battlements.
After you win the battle, the Stormcloak forces remain to garrison this location. Meanwhile, you have other plans.



Objective: Report to Ulfric Stormcloak
Target: Ulfric Stormcloak, in Palace of the Kings in Windhelm

QUEST CONCLUSION

Return to the Palace of the Kings and inform Ulfric of your victory. This captures the Hold of the Reach and stopped the raping of her silver mines. For your valor and battle prowess, you are named Ice-Hammer. Take the earned weapon as a gift and symbol of this new rank. You're instructed to meet Galmar again; he's planning some surprises for General Tullius in Hjaalmarch.

Note

This title may change if you ran away from Whiterun or gained a Hold from a peace treaty during Main Quest: Season Unending. Therefore, the title noted may differ from the one you received.
Items recieved:
Leveled Shield
Objective: Liberate Hjaalmarch
Target: Galmar Stone-Fist, Hjaalmarch Stormcloak Camp

POSTQUEST ACTIVITIES

Civil War Quest: Liberation of Skyrim is still ongoing. Civil War Quest: A False Front begins shortly.

17.8 A False Front

Prerequisites: Complete Civil War Quest: The Battle for Fort Sungard
Intersecting Quests: Civil War Quest: The Battle for Fort Sungard, Civil War Quest: The Battle for Fort Snowhawk
Locations: Dragon Bridge, Four Shields Tavern, Hjaalmarch Stormcloak Camp, Morthal, Highmoon Hall, Rorikstead, Frostfruit Inn
Characters: Faida, Galmar Stone-Fist, Legate Taurinus Duilis, Mralki
Enemies: Imperial Courier
Objectives: Liberation of Skyrim: Liberate Hjaalmarch, A False Front: Find the Imperial Courier, A False Front: Retrieve the Imperial Courier's package, A False Front: Bring the documents to Galmar Stone-Fist, A False Front: Bring the forged documents to Legate Taurinus Duilis, Liberation of Skyrim: Liberate Hjaalmarch

DELIVERING THE DOCTORED DOCUMENTS
LIBERATION OF SKYRIM CONTINUES

Objective: Liberate Hjaalmarch
Target: Galmar Stone-Fist, Hjaalmarch Stormcloak Camp



Journey to Galmar's newly established forward-operating base, to the west and slightly north of Morthal, on the Hold's edge. This camp has the same benefits as the one in the Reach. Report in with Galmar, who has your orders.
You are to deliver some false orders to the Imperial Legate in Morthal. But to make that happen, Galmar needs to get his hands on some Imperial orders to make forgeries.
Fortunately, Imperial runners make frequent stops at the inns in Dragon Bridge and Rorikstead. Head to one of those places and convince the innkeeper to help you.
Objective: Find the Imperial Courier
Target: Barkeep of Four Shields Tavern or Frostfruit Inn



There are two inns at the locations Galmar mentioned: The Four Shields Tavern is in Dragon Bridge, along the main road to the west of Solitude and operated by Faida.
The Frostfruit Inn is one of the prominent structures of Rorikstead and has an innkeeper named Mralki. Journey to either of these locations and speak to the innkeeper, asking whether they've seen any Imperial Couriers. After an evasive response, you can:
(**Persuade**) Warn that the courier's life is in danger.
(**Bribe**) Offer some gold for the information.
(**Intimidate**) Mention that you can get rough if you need to.
Or wait around in the inn.
If you succeed using any of the first three options, the barkeep tells you that the courier just left and that you can probably catch him. Or you can wait in the inn for the courier to return.
The courier is halfway between both the inns on the main road. Even if you're unsuccessful, you can elect to run after or wait for the courier (the only difference is the objective won't update). You must visit one of the inns before finding the courier.
Objective: Retrieve the Imperial Courier's package
Target: Courier, inside or between either inn



The courier travels to and from each inn. He loiters at the inn for an hour, sleeps there for an hour, and then heads back to the other inn. He repeats this route until you intercept him, either by waiting inside the inn or finding him on the road. At this point, you have a three options:
(**Pickpocket**) Pickpocket the documents while the courier is unaware.
Speak to the courier, demanding the documents. He refuses and you must kill him.
Simply kill the courier and loot the corpse for the documents.

Caution

Watch out! Killing the courier in either town is a crime. In Dragon Bridge, you may have to contend with both the guards and the elite Penitus Oculatus. In Rorikstead, Stormcloak Guards have taken the town, and may even kill the courier if they spot him. If you prefer to do the deed yourself, meet him on the road, where his death won't arouse suspicion.
Items gained:
Imperial Documents
Objective: Bring the documents to Galmar Stone-Fist
Target: Galmar Stone-Fist, Hjaalmarch Stormcloak Camp
After returning to Galmar, he reads the documents, noting the Imperials know more about the Stormcloak plans than was expected. He "corrects" the documents with false information and orders you to present them to the Imperial Legate in Morthal, throwing him off the trail.
Objective: Bring the forged documents to Legate Taurinus Duilis
Target: Legate Taurinus Duilis, Highmoon Hall, in Morthal

QUEST CONCLUSION



You'll usually find the Legate inside Highmoon Hall, the Jarl's residence inside the Hold City of Morthal, although he sometimes walks the pathways around the city. Present some important documents to him. He reads over them, noting the troop movements (false) and rewarding you with a little gold for a drink at the Moorside Inn for your troubles. This quest now concludes.
Items gained:
5 gold pieces

Tip

There's no need to change from your Stormcloak garb when you meet Taurinus; you quickly make up a verbal ruse that it's easier to "sneak past the enemy" clad in their colors.
Objective: Liberate Hjaalmarch
Target: Galmar Stone-Fist, Hjaalmarch Stormcloak Camp

POSTQUEST ACTIVITIES

Civil War Quest: Liberation of Skyrim is still ongoing. Civil War Quest: The Battle for Fort Snowhawk now begins.

17.9 Battle for Fort Snowhawk

Prerequisites: Complete Civil War Quest: A False Front
Intersecting Quests: Civil War Quest: A False Front, Civil War Quest: The Battle for Fort Hraggstad
Locations: Fort Snowhawk , Fort Snowhawk Tower , Hjaalmarch Stormcloak Camp, Windhelm, Palace of the Kings
Characters: Galmar Stone-Fist, Jarl Ulfric Stormcloak, Stormcloak Soldier
Enemies: Imperial Soldier
Objectives: Liberation of Skyrim: Liberate Hjaalmarch, The Battle for Fort Snowhawk: Join the men attacking Fort Snowhawk, The Battle for Fort Snowhawk: Take over Fort Snowhawk by killing the enemy, The Battle for Fort Snowhawk: Report to Ulfric Stormcloak, Liberation of Skyrim: Liberate Haafingar

MARCH ON HJAALMARCH
LIBERATION OF SKYRIM CONTINUES

Objective: Liberate Hjaalmarch
Target: Galmar Stone-Fist, Hjaalmarch Stormcloak Camp
Travel to the Hjaalmarch Stormcloak Camp, where Galmar Stone-Fist congratulates you. Report for duty, and he says your next objective is Fort Snowhawk.
You are to meet your Brothers waiting nearby for the attack orders and then wipe out the Legion inside. Agree to the task, and the quest commences.



Objective: Join the men attacking Fort Snowhawk
Target: On the road, southwest of Fort Snowhawk
Fort Snowhawk is atop a shallow hill just west of Morthal, close to craggy peaks to the southwest. This is where your band of Brothers are coming from. If you approach the fort from the northeast, you may attract the enemy's attention and commence the battle too soon.
Instead, take the road from Morthal and meet up with your Brothers on the ridge south of the fort. After studying the Atlas entry of this place and conversing with the leader, commence the battle.
Objective: Take over Fort Snowhawk by killing the enemy
Assault the fortification and help eliminate all the Imperial Soldiers in the garrison. Enter from one of the following weak points or fortified positions:
Southwest wall: This is dominated by two turrets and a main entrance from the road. It is the usual place to assault and has multiple barricades to crush or dodge.



It is also where the battle is fiercest. If you're specializing in melee weapons, take out those barricades and clear a path. If you're using ranged weapons, pick off foes on the walls to help your men advance.
Northwest wall: You can navigate the crumbling wall to the west by the turret if you jump precisely, and there are numerous low or ruined sections along the wall you can easily head across. This area is extremely easy to penetrate.

Northeast wall: The crumbling eastern wall has several places from which you can infiltrate. Although there's a cave into Fort Snowhawk Prison by the shallow lake, this leads to a ledge that's too high to climb onto; this is only an exit. Ignore this cave completely; you must focus on the fort's exterior and assault.
Southeast wall: There's a gap in the southeast wall at the end of the wooden fencing.
Central tower: Rush the southwest entrance and head for the door, sprinting up the interior spiral steps and taking the ladder to the exterior top of the central tower. This offers exceptional sniping views all around you.
Staying outside: Although the central tower is worth climbing if you're stealthy, the rest of the keep is highly dangerous: Don't waste time fighting foes on your own!
Upper roof: This has some excellent lines of sight and relatively few soldiers to attack you. To reach this position, head for the southeast courtyard, climbing the stairs there and heading across the walls.
When you are victorious and the enemies routed, the Stormcloak forces remain to garrison this location. Meanwhile, you have other tasks to complete.
Objective: Report to Ulfric Stormcloak
Target: Ulfric Stormcloak, Palace of the Kings in Windhelm

QUEST CONCLUSION



Return to the Palace of the Kings and inform Ulfric of your victory. This captures the Hold of Hjaalmarch, which makes Tullius nervous. As soon as the Stormcloaks are able, the march on Solitude will begin. Your savagery and dedication has earned Ulfric's respect, and he numbers you among his kin. You shall now be known as Stormblade.
You are handed a special weapon on behalf of the Sons and Daughters of Skyrim. Then you're told to meet Galmar Stone-Fist again; he's finished setting up camp in Haafingar Hold.
This title may change if you ran away from Whiterun or gained a Hold from a peace treaty during Main Quest: Season Unending. Therefore, the title noted may differ from the one you received.
Items recieved:
Leveled Armor
Objective: Liberate Haafingar
Target: Galmar Stone-Fist, Haafingar Imperial Camp

POSTQUEST ACTIVITIES

Civil War Quest: Liberation of Skyrim is still going. Civil War Quest: The Battle for Fort Hraggstad begins momentarily.

17.10 The Battle for Fort Hraggstad

Prerequisites: Complete Civil War Quest: The Battle for Fort Snowhawk
Intersecting Quests: Civil War Quest: The Battle for Fort Snowhawk, Civil War Quest: Battle for Solitude
Locations: Fort Hraggstad, Haafingar Stormcloak Camp
Characters: Galmar Stone-Fist, Stormcloak Soldier
Enemies: Imperial Soldier
Objectives: Liberation of Skyrim: Liberate Haafingar, The Battle for Fort Hraggstad: Join the men attacking Fort Hraggstad , The Battle for Fort Hraggstad: Take over Fort Hraggstad by killing the enemy, Liberation of Skyrim: Liberate Haafingar

BREAKING HAAFINGAR
LIBERATION OF SKYRIM CONTINUES



Objective: Liberate Haafingar
Target: Galmar Stone-Fist, Haafingar Stormcloak Camp
Take the main path between Dragon Bridge and Solitude. Locate Galmar's Stormcloak Camp, which overlooks the Karth River. Head into Galmar's tent and speak with him.
He tells you that your objective is an enemy-held fort. You are to meet the soldiers waiting nearby for the attack orders and then wipe out the Imperial Legion forces inside. Agree to the task, and the quest commences.
Objective: Join the men attacking Fort Hraggstad
Target: On the road, east of Fort Hraggstad
Fort Hraggstad is perched on a snowy mountain overlooking the Sea of Ghosts, with a sheer cliff to the north. Galmar's brothers are on the flat rocks just southeast of the fortification, so approaching from the west may fail this objective (but not the ongoing quest). Join the Stormcloak Soldiers creeping up on the fort if you don't wish to assault it alone. After studying the Atlas entry of this place and conversing with the leader, commence the battle.
Objective: Take over Fort Hraggstad by killing the enemy



Charge the fortification and help eliminate all of the Imperial Soldiers. Enter from one of the following weak points or fortified positions:
Northeast wall: This is mostly impenetrable, but there is a gap just east of the northern tower turret that allows easy access into the grounds.
Southeast wall: The main road and entrance (dotted with barricades) are the usual swarm points for your forces but are heavily guarded.
Southwest wall: This wall section from tower to tower is impressively impenetrable.
Northwest wall: The dangerous rocky terrain and cliff edge make this impenetrable wall well worth ignoring.
Advantage point: The cluster of rocks to the west overlooks the fort and is excellent for long-range attacks. Another option is the tall fort tower in the fort's northern section, although that requires battling to reach.



QUEST CONCLUSION

When the enemy finally succumbs to your might and the fort falls to the Stormcloaks, your forces remain to garrison this location.
Objective: Liberate Haafingar
Target: Galmar Stone-Fist, Haafingar Stormcloak Camp

POSTQUEST ACTIVITIES

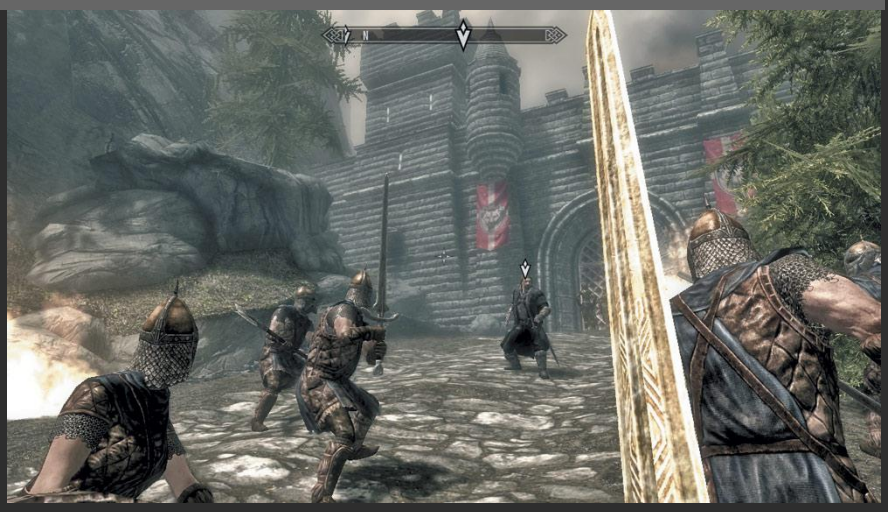
Civil War Quest: Liberation of Skyrim is almost over. Civil War Quest: Battle for Solitude begins shortly.

17.11 Battle for Solitude

Major Spoilers

Prerequisites: Complete Civil War Quest: The Battle for Fort Hraggstad
Intersecting Quests: Civil War Quest: The Battle for Fort Hraggstad
Locations: Haafingar Stormcloak Camp, Solitude, Castle Dour
Characters: Galmar Stone-Fist, Jarl Ulfric Stormcloak, Stormcloak Soldier
Enemies: General Tullius, Imperial Soldier, Legate Rikke
Objectives: Liberation of Skyrim: Liberate Haafingar, Battle for Solitude: Get your orders from Ulfric Stormcloak, Battle for Solitude: Take over Solitude by killing the enemy, Battle for Solitude: Force General Tullius to surrender

THE FALL OF SOLITUDE
LIBERATION OF SKYRIM CONTINUES



Objective: Liberate Haafingar
Target: Galmar Stone-Fist, Haafingar Stormcloak Camp

Caution

Stop! Before mounting a final assault on Solitude, consider studying the streets, uncovering routes from the main gates to Castle Dour, using the route that passes by the Hall of the Dead, so you're completely familiar with the street layout. It is wise to add any helpful inventory equipment (such as Magicka-, Health-, or Stamina-augmenting items) before commencing this quest.
Maneuver back to the Haafingar Stormcloak Camp and speak with Galmar Stone-Fist. He is extremely proud of your accomplishments and rewards you accordingly. Then he tells you that the Brothers of Skyrim are gathering to attack Solitude, and you're part of it!
Items gained:
150 gold pieces
Objective: Get your orders from Ulfric Stormcloak
Target: Great gate of Solitude
Travel up the road toward the large entrance gate to Solitude, which the Stormcloaks have already razed. The flame catapults are bombarding the embattled city in great plumes of flame, and the air is thick with smoke and Imperial fear.
Rush forward (east) through the wreckage, to the towering gate, where Ulfric Stormcloak is yelling words of encouragement to his forces. This is the time to deliver the final blow to the hated Imperials! Fear neither pain nor darkness, for Sovngarde awaits those who die with weapons in their hands and courage in their hearts!



Objective: Take over Solitude by killing the enemy



The stronghold for the Imperials is on fire, and the chaos of fighting General Tullius's remaining men and navigating the various barriers can be confusing. Learn the various locations you must fight through:
Initial courtyard: The Winking Skeever and other merchant stores are closed, and the ground is littered with fire. Push forward on either side of the flaming obstacles.
East to market: The stone ramp up to the forge area is blocked by debris, forcing you to head east, passing the market stalls to your right and heading for a barricade under the arched parapet bridge.
The Hall of the Dead: You can scramble along the rocks to the left, or hack the barricade and head along the left side of the Hall of the Dead building. Debris and enemy troops are everywhere.
Castle courtyard: The eventual fight continues with a left (north) turn up the main avenue and into the flaming courtyard outside Castle Dour.

Tip

The flow of enemy soldiers does not stop! Therefore, it is imperative you reach Castle Dour as quickly as possible.
Objective: Force General Tullius to surrender

A LITTLE MORE THAN A REBELLION

Push into Castle Dour with Galmar Stone-Fist and Ulfric Stormcloak. Both General Tullius and Legate Rikke are cornered in this castle. Ulfric turns to his old friend and tells you war always comes down to a single truth-laden moment. Rikke won't stand down, so you're forced to kill her. Race forward and begin attacking Tullius or Rikke, choosing the foe your allies aren't fighting so you can bring the Imperial leaders to their knees more quickly. Step back if you're being wounded too severely.



Tullius splutters through mouthfuls of blood that the Thalmor are to blame; they stirred up the trouble here and forced him to divert resources, quelling this rebellion. Galmar and Ulfric smile, as this is more than a rebellion now! Before Galmar runs Tullius through, Ulfric stops him and asks you to execute the General; it'll make for a better story. You can:
Agree, and plunge Ulfric's sword into the bowed form of General Tullius. Equip the sword first if you wish.
Or refuse, leaving Galmar to do the job.

QUEST CONCLUSION

With the Imperials firmly routed and their leadership bleeding across the Castle floor, Ulfric tells Galmar that he'll step out and give a speech to his surviving Brothers and Sisters and will take care of Jarl Elisif. He has a final gift for you as a tribute to your valor; you may keep his sword.
Items gained:
Leveled Weapon

POSTQUEST ACTIVITIES

Ulfric and Galmar leave the castle to address the troops to raucous cheers. Afterward, if you ask Ulfric for any other tasks, he tells you to watch for remaining Imperial camps across Skyrim. Defeat the remnants of the Empire in Skyrim as you please. The Sons and Daughers of Skyrim will rejoice once more...with the Thalmor looking on from the shadows....

Note

If you wait a couple of days, Solitude begins to return to normal. Elisif the Fair remains as Jarl and has sworn fealty to Ulfric. Stormcloaks are stationed throughout the city, in case the Imperials send additional troops to attack (and to keep Elisif from thinking twice about where her loyalties lie).

18.1 Daedric Quests: Overview

The Daedric Quests are unrelated to one another. Each has its own requirements, and some can only be started later in your adventure. There is no ideal time to begin one; simply seek out the ones that interest you, or complete the ones that you come across.
Cross-Referencing: If you want to see maps and learn more about the traps, non-quest-related items, collectibles, crafting areas, and other important rooms of note in every location during these quests, then cross-reference the location you travel to with the information on that location contained in this guide's Atlas.

Daedric Lords

AZURA:



Queen of Dawn and Dusk

BOETHIAH:



Prince of Plots

CLAVICUS VILE:



Master of Insidious Wishes

HERMAEUS MORA:



Keeper of Forbidden Knowledge

HIRCINE:



Lord of the Hunt

MALACATH:



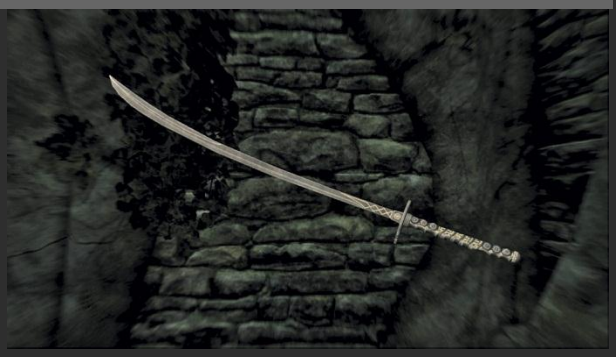
Creator of Curses

MEHRUNES DAGON:



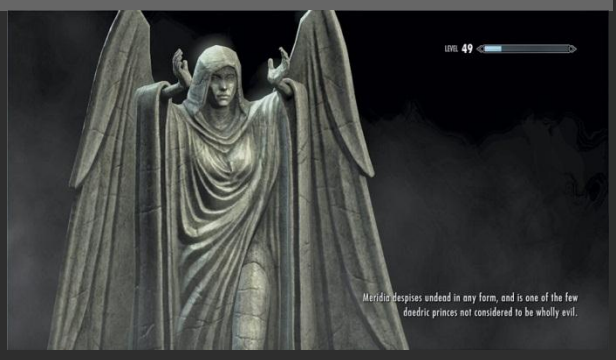
Prince of Destruction

MEPHALA:



The Webspinner

MERIDIA:



Lady of Light

MOLAG BAL:



Lord of Corruption

NAMIRA:



Lady of Decay

NOCTURNAL:



Mistress of Shadows

PERYITE:



Bringer of Pestilence

SANGUINE:



Lord of Revelry

SHEOGORATH:



Prince of Madness

VAERMINA:



Weaver of Dreams

Available Quests

There are 15 Daedric Quests. Nocturnal's quest is part of the Thieves Guild. Any prerequisites, as well as the Daedric Artifacts you will be rewarded with, are shown in the following table:

Daedric Lord	Quest Name	Prerequisites	Daedric Artifact
Azura	The Black Star	None	Azura's Star or the Black Star
Boethiah	Boethiah's Calling	Level 30	Ebony Mail
Clavicus Vile	A Daedra's Best Friend	Level 10	Masque of Clavicus Vile
Hermaeus Mora	Discerning the Transmundane	Level 15 (to begin Blood Harvest)	Oghma Infinium
Hircine	Ill Met by Moonlight	None	Savior's Hide or Ring of Hircine
Malacath	The Cursed Tribe	Level 9	Volendrung
Mehrunes Dagon	Pieces of the Past	Level 20	Mehrunes' Razor
Mephala	The Whispering Door	Level 20 and Complete Main Quest: Dragon Rising	Ebony Blade
Meridia	The Break of Dawn	Level 12	Dawnbreaker
Molag Bal	The House of Horrors	None	Mace of Molag Bal
Namira	The Taste of Death	None	Ring of Namira
Nocturnal	Thieves Guild Quests	None	Skeleton Key
Peryite	The Only Cure	Level 10	Spellbreaker
Sanguine	A Night to Remember	Level 14	Sanguine Rose
Sheogorath	The Mind of Madness	None	Wabbajack

Daedric Lord	Quest Name	Prerequisites	Daedric Artifact
	Vaermina	Waking Nightmare	Level 14	Skull of Corruption

18.2 The Black Star

Minor Spoilers



Prerequisites: None.
Intersecting Quests: Miscellaneous Objectives: Innkeepers
Locations: The College of Winterhold, Ilinalta's Deep, Shrine of Azura, Winterhold, The Frozen Hearth Inn, Azura's Star
Characters: Aranea Ienith, Azura, Colette, Dagur, Drevis, Faralda, Mirabelle, Nelacar, Nirya, Phinis, Sergius, Tolfdir
Enemies: Dremora, Malyn Varen, Necromancer, Skeleton
Objectives: Miscellaneous Objective: Visit the Shrine of Azura, Find the elven mage from Aranea's vision, Speak to Nelacar, Find Azura's Star, Bring the Star to Aranea or bring the Star to Nelacar, Tell Azura you're ready to enter the Star, Tell Nelacar you're ready to enter the Star, Destroy Malyn Varen's soul

The Lure of Azura



On your journey throughout Skyrim, you can speak to many a barkeep (such as Hulda in Whiterun) and gain much from their scuttlebutt (Miscellaneous Objective: Innkeepers). Ask for rumors until you're told of the Shrine of Azura; the Dark Elves are said to have built it after they fled from Morrowind. It's certainly a sight to see. Check your map marker now.
Miscellaneous Objective: Visit the Shrine of Azura
Target: Shrine of Azura
At the top of the snow-covered steps under the Shrine of Azura, a single Dunmer priestess named Aranea is praying. Speak to her, and she says your visit here was destined. Agree to help, and Aranea gives you a rather cryptic message: You're to find an elven man who came to her in a vision, one who can "turn the brightest star as black as night." She suggests you look for this enchanter in Winterhold.
Objective: Find the elven mage from Aranea's vision
Objective: Speak to Nelacar
Target: Nelacar, the Frozen Hearth Inn, in Winterhold

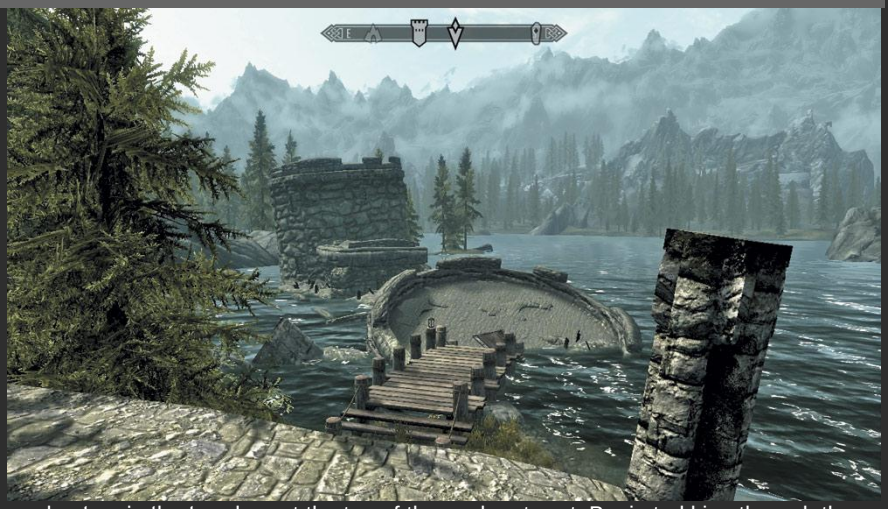


Descend into Winterhold, and start talking to the townsfolk. Speak with Colette, Dagur, Drevis, Faralda, Mirabelle, Nirya, Phinis, Tolfdir, or Sergius; they all point to an elderly elven wizard who lives inside the Frozen Hearth Inn. Enter the building, and attempt the following:
(Persuade) Inform him that a priestess of Azura sent you.
(Bribe) Pay him for his information.
(Intimidate) Pressure him into talking. When you reach Level 6 or higher, this is an easy test to complete.



When you're successful, Nelacar begins to explain about Azura's Star. Unlike a regular Soul Gem, the Star allows any number of souls to pass through it. Nelacar discovered this the hard way while working for his master, Malyn Varen, who was experimenting with the artifact in the hope of preserving his soul and allowing him to escape his disease-ridden body. The power of the Star slowly made Malyn paranoid and impulsive (although Nelacar believes Azura was responsible for that), resulting in the deaths of several students and Malyn's banishment from the College to a place called Ilinalta's Deep.
Objective: Find Azura's Star
Target: Ilinalta's Deep

Deep in Undeath



Locate the ruined fort known as Ilinalta's Deep, and enter via the trapdoor at the top of the sunken turret. Begin trekking through the soggy interior catacombs, brandishing your best skeleton-culling weapons. You face intermittent attacks from necromancers—the remnants of Malyn's students. Follow the waterlogged corridors and gloomy altars and alcoves until you reach a large spiral staircase.



Tip

Consult the Atlas for all the loot you can remove from this dungeon, which involves some underwater searching.
Climb the spiral stairs to the final resting place of Malyn Varen. Among the gold and grimoires, locate Azura's Star, which appears to be broken. Escape the Deep via the ladder in Varen's death chamber.



Broken Azura's Star
Objective: Bring the Star to Aranea
Target: Shrine of Azura
OR
Objective: Bring the Star to Nelacar
Target: The Frozen Hearth Inn, in Winterhold

A Star of Dark or Brightness

The quest now has two possible conclusions: A communion with Azura or a chat with an old elf enchanter.

A COMMUNION WITH AZURA



You can journey back to the Shrine of Azura and speak with Aranea. When the Star is placed on the altar, the daedra speaks, congratulating you on locating it but warning that the artifact is useless until Malyn Varen's soul has been purged from it. Azura offers to send you into the Star to deal with Malyn directly.

Objective: Tell Azura you're ready to enter the Star
Target: The Star of Azura

CHAT WITH AN OLD ELF ENCHANTER



Or you can journey back to the Frozen Hearth Inn and speak to Nelacar. After examining the Star, Nelacar discovers that Malyn Varen's soul is trapped inside. He says he can repair the Star, transforming it into a vessel that stores black souls. But first, Malyn must be purged from the device; you must be soul-trapped to deal with Malyn directly.
Objective: Tell Nelacar you're ready to enter the Star
Target: The Star of Azura

Note

"Black souls" refer to human souls (from townsfolk, the Forsworn, or bandits) that can't ordinarily be stored in standard Soul Gems. These are used for Enchanting purposes.



No matter which of the two paths you choose, your personage is spirited away into the strange ethereal otherworld of the Star.
Objective: Destroy Malyn Varen's soul
Target: Malyn Varen, inside the Star of Azura
After telling Malyn that he cannot escape his fate, run after him. He conjures up to three Dremora and attacks with lightning from his potent staff. Quickly nullify the enemies, and then strike down Malyn. As Malyn crumples, your spirit is transported back to Skyrim.



Malyn Varen's soul has been consigned to Oblivion. You are ready to receive an offering from either Lady Azura or Nelacar. In addition, if you're at the Shrine of Azura, you may speak with Aranea Ienith again. With her guardianship at an end, she offers to accompany you as a Follower, if you'll agree to it.

QUEST CONCLUSION (AZURA)

Azura's Star

Follower: Aranea Ienith

QUEST CONCLUSION (NELACAR)

The Black Star

POSTQUEST ACTIVITIES

The person (Nelacar or Aranea) you didn't side with has some harsh words with you, if you meet up with them again. Aranea obviously won't become your Follower if you side with Nelacar.

Note

Aranea is a very competent wizard: She has a Magic Staff of Frostbite and has focused her abilities on Conjuration and Destruction magic.

18.3 Boethiah's Calling

Minor Spoilers



Prerequisites: You must be Level 30 or higher.
Intersecting Quests: None
Locations: Sacellum of Boethiah, Knifepoint Mine, Knifepoint Ridge
Characters: Boethiah
Enemies: Bandit, Boethiah Cultist, Champion of Boethiah, Frost Troll, Priestess of Boethiah
Objectives: Find the shrine of Boethiah, Find the cult of Boethiah, Lead someone to become trapped by the shrine and slay them, Speak to Boethiah's Conduit, Slay the other cultists, Slay everyone at Knifepoint Ridge stealthily, Retrieve and equip the Ebony Mail

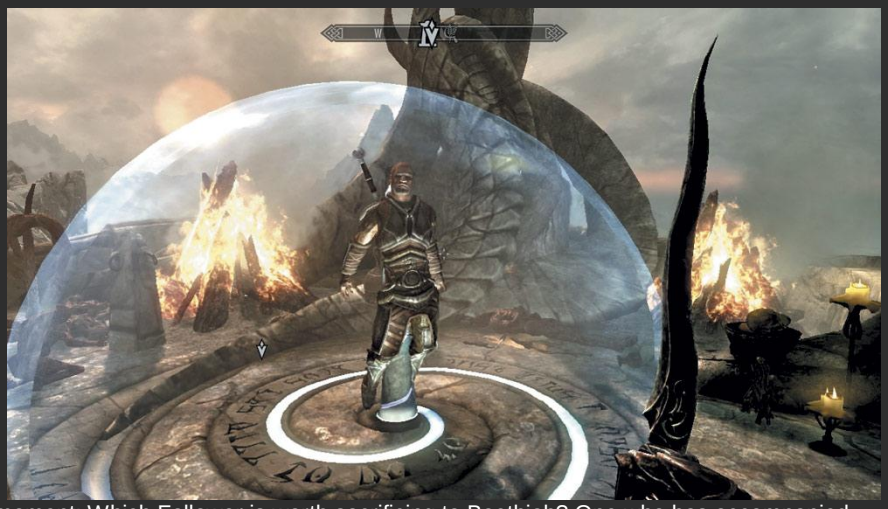
CONGEALING AN EMPTY VAPOR

Once you're an experienced adventurer (Level 32 or higher), you can join the cult of the fabled Boethiah, the Prince of Plots and original god-ancestor of the Dark Elves. This is triggered via one of the following antics:
During your searching, you (randomly) uncover a book named Boethiah's Proving and read it.
During your travels, you (randomly) encounter a Boethiah Cultist, who attacks you. Slay the cultist, search the corpse, and uncover the book. Then read it.
Or, you can simply stumble upon the Sacellum of Boethiah (although you won't have the map marker to guide you, and the location is deserted until you reach Level 32).



Objective: Find the shrine of Boethiah
Objective: Find the cult of Boethiah
Target: Sacellum of Boethiah
Brave the Frost Trolls, or other weathered adversaries, as you trek up the snowy mountains east of Windhelm. Among the rocks and snow is a rudimentary arena, where those seeking the gaze of Boethiah are engaged in bloody combat. Confront a Priestess of Boethiah without resorting to combat (yet). She explains that you are an "empty vapor," unworthy of Boethiah's attention.
Tell her you're not afraid of her, and you learn about Boethiah, who only cares for those who care for themselves. You are to prove that you can lie; you must find someone, gain their trust, lead them to the shrine above, and instruct your thrall to touch the Pillar of Sacrifice.
This stalls your victim, who you must slay with a ceremonial dagger. If your will is strong, Boethiah will stir and you will be one of them!
Items gained:
Blade of Sacrifice
Objective: Lead someone to become trapped by the shrine and slay them
Target: Any Follower, at the Sacellum of Boethiah

ENTHRALLING A WILLING THRALL



Leave this place of violence and ponder for a moment: Which Follower is worth sacrificing to Boethiah? One who has accompanied you on many of your adventurers or one who is waiting patiently for your return? You may choose any Follower you've met during your travels. Remember the following:
If your morals prevent you from sacrificing just anyone, then choose a Follower who has annoyed you or you don't like. This doesn't affect your standing in Skyrim; it just makes you feel better about leading a friend to their death!
You must sacrifice someone to complete this quest. If your morals prevent this, perhaps the Prince of Plots isn't right for you....
If you don't suffer from this guilt or don't care who you wish to sacrifice, then anyone stupid enough to blindly follow you will do! This can be anyone you've befriended, a hireling in your service or a Housecarl appointed to you by a Jarl.

Tip

For a complete list of Followers, consult the Training chapter. This quest involves human sacrifice and an unwilling subject. To minimize any regrets you may have about leading someone to their death, simply complete the Dark Brotherhood Quests, obtain an initiate, and sacrifice one of them.



Bring your unwitting victim back to the Sacellum of Boethiah. To avoid them dying during the trek, you may wish to Fast-Travel here. Climb up the steps to the Pillar of Sacrifice, and instruct your victim to activate it. As your Follower inspects the pillar, he is trapped by magical energy.
Arm yourself with the Blade of Sacrifice (given by the Priestess), and don't finish slashing until your Follower collapses in a pool of blood. Your murder soon yields results: Boethiah possesses the bloody corpse!

Tip

Remember! It is more fitting to murder your Follower using the Blade of Sacrifice, but any weapon will do. Point your Follower to interact with the Pillar of Sacrifice so they are standing in the correct spot before the slaying begins.
Objective: Speak to Boethiah's Conduit
Target: Your slain Follower, at the Sacellum of Boethiah
Boethiah enters the flesh of the recently culled. Make your answers more insulting rather than sycophantic to earn a modicum of her respect. She then addresses you and the cultists who have gathered to witness your commune. She has a special task for the one who exceeds the rest—the one who is left standing. With that, she leaves your Follower's corpse, and mayhem ensues!
Objective: Slay the other cultists
Draw your preferred weapon, head down to the fighting pit, and begin killing the cultists. Let the shrine be bathed in blood! There are usually around five cultists to slay.
You can wade in or hang back and let your fellow cultists fight among themselves before you move in to finish the wounded. Once all are dead, Boethiah possesses the last one to die and congratulates you on your ferocity in combat.
If you're able to cast aside your honor, Boethiah has one more task. Her previous champion displeases her, and she wishes him replaced in the traditional fashion:
You are to kill everyone at Knifepoint Ridge, as quickly and as invisibly as possible. You are but an instrument of Boethiah; showing yourself too frequently will displease her.
Objective: Slay everyone at Knifepoint Ridge stealthily
Objective: Retrieve and equip the Ebony Mail
Target: All enemies and Champion of Boethiah at Knifepoint Ridge

Note

The area of Knifepoint Ridge where the Champion lurks is inaccessible prior to this quest's start, so you can't attempt an early reconnoiter of the area. Slaying foes before the start of this quest doesn't affect the number of enemies you face, either.

AS YOU WILL IT, SO IT SHALL BE



Knifepoint Ridge, in the southern hills equidistant between Markarth and Whiterun, is where you prove yourself to Boethiah. Approach the small collection of huts, tents, and guard towers and slay the bandits quickly and effectively.

Don't charge in but try to remain hidden, although rampaging through here is still possible. Be sure no one is left on the surface before locating and opening the entrance to Knifepoint Mine.

Tip

Wait for nightfall, and use the Invisibility and Muffle spells to increase your stealthiness. Instead of taking the main road to the camp's front entrance, climb the steep slope to the southeast. Work your way around and behind the guard tower (bypassing the rock trap); this route to the Blacksmith's shed is easier. Now shoot the Champion of Boethiah through a hole in the wall!

Tip

If you take the side hallway that ramps down, locate a hidden path underneath the scaffolding, immediately on your left. If you sneak through here, you'll have access to a passage on the opposite side of the large chamber that winds around and exits right next to the Champion's shack. This allows you to bypass all the enemies in this area.

Once inside the mine, try the stealthy plans mentioned, sneaking and knifing foes using, for example, Sneak attacks from bows at a distance or Invisibility. There are several bottles of poison you can use, and there's an Alchemy Table in the area caged off from the large chamber; use this to make your attacks more potent or your movement more stealthy. When you reach the Champion of Boethiah, use the fire-through-the-hole tactic or approach and strike him down from behind, if you can.



QUEST CONCLUSION

Ransack the corpse of the slain Champion for your prizes. Equip the Ebony Mail to conclude this quest. Boethiah speaks to you, exclaiming her satisfaction at the blood you spilled in her honor. Your name is to be written on Boethiah's tablet of absolute darkness, and you receive her blessing.

Items gained:

Ebony Shield
Ebony Boots
Ebony Gauntlets
Ebony Mail

POSTQUEST ACTIVITIES

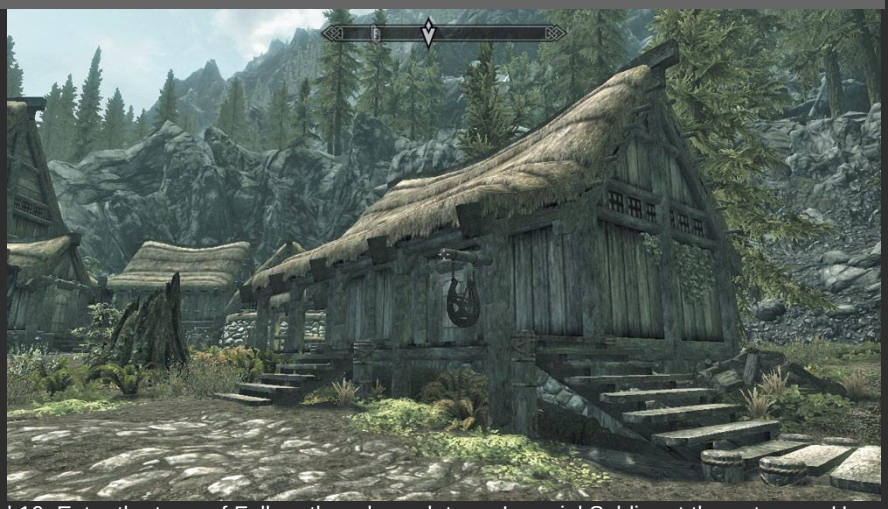
Congratulations! Serve your new mistress well!

18.4 A Daedra's Best Friend

Minor Spoilers

Prerequisites: You must be Level 10 or higher.
Intersecting Quests: None
Locations: Falkreath, Lod's House, Haemar's Shame, Haemar's Cavern, Rimerock Burrow
Characters: Barbas, Clavicus Vile, Imperial Soldier, Lod
Enemies: Atronach, Frostbite Spider, Sebastian Lort, Vampire, Vampire's Thrall
Objectives: Miscellaneous: Speak to Lod, Miscellaneous: Find the dog outside Falkreath, Travel with Barbas to the shrine of Clavicus Vile, Retrieve the Rueful Axe with Barbas, Return to the shrine of Clavicus Vile with Barbas and the Rueful Axe, Give the Rueful Axe to Clavicus Vile OR Kill Barbas with the Rueful Axe

A SHAGGY DOG STORY



You may begin this quest once you reach Level 10. Enter the town of Falkreath and speak to an Imperial Soldier at the entrance. He asks whether you've seen a dog. Whatever your answer, he points you toward the town's Blacksmith, Lod, who has been asking about the hound. You may also go straight to Lod to begin the quest.



Objective: Miscellaneous Objective: Speak to Lod
Target: Lod, in Falkreath
Locate Lod either inside or outside his Blacksmith's shop, and he asks whether you'd be interested in coaxing a dog that he's seen. He spotted it on the road close to town and wants to befriend it. You can:
Agree to find the creature, and Lod gives you some meat to help you gain the dog's interest.
(Persuade) Or you can agree to find the creature...for a price. If you're successful, Lod agrees, gives you half a payment and the meat.
Then exit Falkreath and locate the wolfhound with the strange bark, a dog named Barbas. You should begin the main Daedric Quest from this point, rather than returning the dog to Lod. Otherwise, Barbas won't follow you, although you can mention to Lod that the dog was more trouble than he was worth (and receive a small reward of gold).
Items gained:
25 gold pieces
Mammoth Snout
Objective: Find the dog outside Falkreath
Target: Barbas, on the road close to Falkreath



Speak to the dog named Barbas. Unexpectedly, the dog speaks back! The dog introduces himself as Barbas, and he has a problem you can help him with: He recently got into an argument with his master, which got a little heated, and he needs you to settle the disagreement. After his banishment, Barbas and his master can only manifest close to a shrine, and he requests you meet him there. He finishes by warning you not to trust anything his master says.

Follower gained:

Follower: *Barbas*

Objective: Travel with Barbas to the shrine of Clavicus Vile

Target: Shrine to Clavicus Vile, inside Haemar's Shame

You and your new best friend don't have to journey to Haemar's Shrine immediately: You can commence other adventuring tasks; Barbas heads to Haemar's Shame to wait for you. Once you decide to continue this quest, trek to Haemar's Shame and enter Haemar's Cavern.



Expect a cold reception once you step into the cavern; vampires and their thralls are holed up in this maze of rock and snow. Fight or sneak your way past these creatures, until you reach a larger chamber with wooden fencing around a central hole. Head down the ramp into the hole, where you find a tunnel leading toward Haemar's Shame. Deliver a killing blow to the Frostbite Spider in the next room of jagged rocks before following lanterns and torches down a tunnel, past a room of bloodied cages, and around to a subterranean stream.



Continue up a connecting tunnel and into the main shrine chamber, where you encounter several vampires of differing strengths. Deal with them. When the area is devoid of bloodsuckers, approach the statue of Clavicus Vile, stepping over the dead offering, and activate the statue.

Vile is pleased to see you. He says that in killing his vampiric followers, you've already helped him fulfill a set of wishes—that his worshippers be cured. Mention that you're here to reunite Vile with Barbas, and the Daedric Prince's jovial nature changes. Apparently, he's sick of that "insufferable pup" but continues to listen to you, as he really doesn't want to be confined to this backwater shrine. There is a way Barbas can earn a place back at Vile's side:



An incredibly powerful axe is residing somewhere deep inside Rimerock Burrow. Bring this back, and Vile insists he will grant you a reward, with "no strings attached." Agree, use the pull chain to access the exit tunnel, and exit Haemar's Shame via the quick exit.
Objective: Retrieve the Rueful Axe with Barbas
Target: Rueful Axe, in Rimerock Burrow

A DEAL WITH A DAEDRIC PRINCE



Across the mountains, east of Solitude, is a high and precarious path carved into the side of the rocky terrain. Cross the small bridge and enter Rimerock Burrow. Draw your weapon and prepare to fight Sebastian Lort and his conjurations, who are using this remote grotto as a base.
The mage and his Atronach aren't of much importance, but the Rueful Axe lying on the altar to the rear of the Burrow most certainly is. Grab it, along with any other treasure you deem valuable, and leave.
Items gained:
Rueful Axe
Objective: Return to the shrine of Clavicus Vile with Barbas and the Rueful Axe
Target: Shrine to Clavicus Vile, inside Haemar's Shame
Return to Haemar's Shame, and work your way through the chambers, polishing off any vampires you may have missed during your first exploration. Activate Clavicus Vile's shrine, and the Daedric Prince congratulates you on your accomplishment and your new loyal friend Barbas. Vile then says he could be persuaded to let you keep the Rueful Axe...if you use the weapon to strike Barbas down!



Objective: Give the Rueful Axe to Clavicus Vile **OR** Kill Barbas with the Rueful Axe

QUEST CONCLUSION

At this point, you have a choice to make: give Vile the axe or kill Barbas. If you give Vile the axe, the deity is disappointed at your loyalty and at the fact that he now faces an eternity with Barbas. The dog waylays Vile's threats to turn you into a worm and insists that Vile keep his end of the bargain. He grants you his boon, as previously agreed. Barbas and his master are intertwined for an eternity.

Items gained:

Masque of Clavicus Vile

If you give Barbas the axe right between his furry eyes, the deity is most pleased with your double-crossing and the fact that he doesn't have to spend an eternity with Barbas. He leaves you to use the Daedra-harming Rueful Axe.

Items gained:

Rueful Axe

POSTQUEST ACTIVITIES

You can return to Lod and explain that Barbas was more trouble than he was worth, after which you're given a small reward for your time.

Items gained:

Leveled gold pieces

18.5 Discerning the Transmundane

Next Page >

Minor Spoilers

Prerequisites: You must be Level 15 or higher to begin the second half of this quest, flagged as “Blood Harvest” in the guide.
Intersecting Quests: College of Winterhold Quest: First Lessons, Main Quest: Elder Knowledge, Main Quest: Alduin’s Bane
Locations: Alftand, Blackreach, College of Winterhold, Arcanaeum, Hall of the Elements, Septimus Signus’s Outpost, Tower of Mzark, Oculory
Characters: Septimus Signus, Urag gro-Shub, Wretched Abyss (Hermaeus Mora)
Enemies: Dwarven Centurion, Dwarven Sphere, Dwarven Spider, Falmer
Objectives: Ask Urag about the insane book, Find Septimus Signus, Transcribe the Lexicon, Give the Lexicon to Septimus, Harvest High Elf blood, Harvest Wood Elf blood, Harvest Dark Elf blood, Harvest Falmer blood, Harvest Orc blood, Bring blood to Septimus, Take the Oghma Infinium

ACUTE OCCULT RUMINATIONS



There are two ways you can begin this quest:
1. During Main Quest: Elder Knowledge, you are sent to the College of Winterhold in search of an Elder Scroll. Approach the entrance and speak to Faralda about gaining admittance.
2. Otherwise, you must locate Septimus Signus’s Outpost on your own. Skip to the section marked ‘Puppet of the Abyss’ instead. Enter the College and head into the Arcanaeum. Look for the Orc Mage named Urag gro-Shub, who runs the Arcanaeum. Although you can ask to assist him in College business (which allows you to accomplish several College-related tasks unrelated to this quest) and ask about the library, you’re here to talk about the Elder Scroll.
Urag isn’t too happy with you offhandedly asking about such a powerful artifact. You may listen to an overview of the Scrolls before asking if there’s an Elder Scroll you could use. Urag laughs at this question; he wouldn’t show it to the likes of you, even if he obtained one. Ask if he at least has any information on them. He agrees to locate a couple of arcane tomes that may have some clues. But mostly they contain ravings leavened with rumor and conjecture.
Urag gro-Shub locates and places two tomes on the nearby desk: Effects of the Elder Scrolls and Ruminations on the Elder Scrolls. After reading both books (which you may keep or leave on the desk), you find that the Ruminations tome is the work of a madman. Daedric Quest: Discerning the Transmundane now begins, and your objective updates:
Items gained:
Effects of the Elder Scrolls
Ruminations on the Elder Scrolls
Objective: Ask Urag about the insane book
Tell Urag that the Ruminations book is incomprehensible. He doesn’t seem surprised; after all, this book was the work of Septimus Signus. Although Signus was a master on the nature of Elder Scrolls, Urag tells you that he’s “been gone for a long while.” You suspect he means both mentally and physically. Signus currently resides north of the College in the treacherous Ice Fields.
Objective: Find Septimus Signus
Target: Septimus Signus’s Outpost

PUPPET OF THE ABYSS



The giant chunks of ice floating off the Sea of Ghosts are your next destination. Exit the College and run to the frigid waters. Hop across the floating ice, making your way north. Expect to slice into a few wild animals along the way. Septimus Signus's Outpost is an odd little door cut into a hill-sized iceberg, close to a moored rowboat.
Climb down the ladder and the slope to reach a lone mage in a chamber of ice, alone with his books and thoughts. He appears to be studying some kind of Dwemer box about the size of a house.



Ask Septimus about the Elder Scrolls if you want him to deliver a rapid-fire barrage of knowledge on the subject. Ask where the Scroll is again, and after receiving moderately useless information, ask once more (either pleasantly or with a more threatening tone). Septimus agrees to tell you, but in return, you must venture into Blackreach, a giant underground Dwemer city that lies below several Dwarven ruins hidden across Skyrim.
Ask about getting into Blackreach, and Septimus keeps up his riddle-based prattling and hands you two items: The first is an odd-edged lexicon, used by the Dwemer for inscribing. The second is an Attunement Sphere, which apparently "sings" when you near an important Dwemer door. Once these are in your grasp, your Main Quest updates. Stay and speak further with Septimus if your sanity can stand it.
Items gained:
Attunement Sphere
Blank Lexicon
Objective: Transcribe the Lexicon
Target: Daedric Quest, in Blackreach
Main Quest Objective: Recover the Elder Scroll
Target: Tower of Mzark

Note

This quest continues only after you enter the gargantuan subterranean Dwemer city of Blackreach. The optimal path to reach this sprawling cavern is detailed in Main Quest: Elder Knowledge. These both require you to secure the Attunement Sphere from Septimus, which is the only way to access Blackreach.



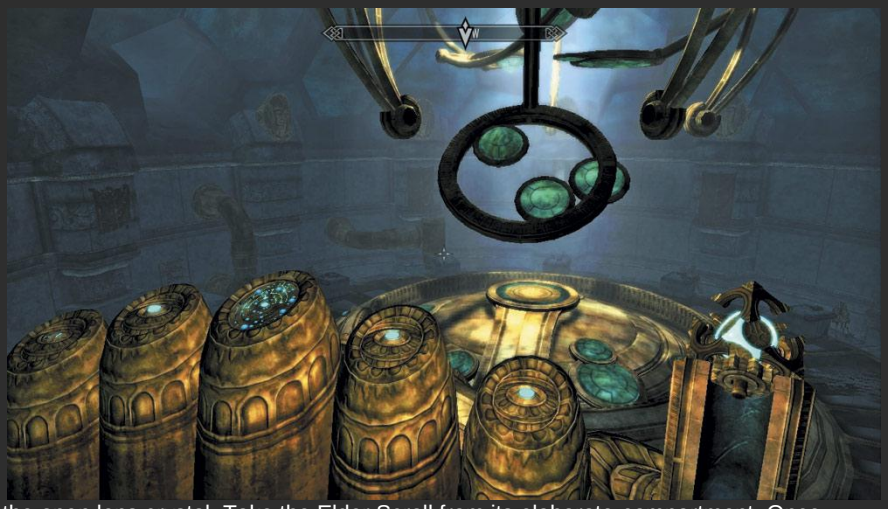
After you secure the Attunement Sphere and Blank Lexicon from Septimus, locate Alftand on the glacial mountains southwest of Winterhold. Enter and head through the Alftand Glacial Ruins, battling Dwarven Spheres and Dwarven Spiders.
Maneuver through the tower and connecting chambers of the Alftand Animonculory (opening the elevator back to the Glacial Ruins as you go), and battle the Dwarven Centurion in the Alftand Cathedral to reach an elevator (opening the exit back up to the surface first). Descend back into the cathedral and use the Attunement Sphere to activate the Dwarven Mechanism to access the hidden entrance to Blackreach.

Tip

Alftand is only one of several entrances to Blackreach. Consult the Atlas to see all of the ways to enter this subterranean citadel and the Tower of Mzark.
Enter Blackreach and keep a steady pace along the cobblestone pathways, heading in a westerly direction. You're looking for a massive vertical stone elevator shaft that pierces the roof of this massive underground complex.
When you find it, pull the lever and head into the Tower of Mzark. Venture into a gigantic, circular Aedrome chamber, which is dominated by a huge sphere. This appears to be some kind of massive Oculory, with a variety of focusing lenses and other golden machinery attached.



Head to the cluster of controls on the platform above the Oculory. The controls are comprised of five cylindrical devices: a Lexicon Receptacle and four positioning buttons embedded in pedestals. There is a knack to using these devices to produce something hidden in one of the lenses.
Puzzle solution: Activate the Lexicon Receptacle, so the Blank Lexicon rests on top of it. The two pedestals to the Receptacle's right—the only ones currently active—open and close the Oculory lenses. Press the taller of the two pedestals (right of the middle one with the lens chart on it) three or four times, until the pedestal with the blue button to the left of the middle one starts to glow. Move to this new pedestal. At this point, the Blank Lexicon will also be glowing blue.
The two pedestals to the Receptacle's left—the taller of which is now active—control the ceiling lens array. Press the button of the taller, left pedestal twice, until the button on the far-left smaller pedestal begins to glow. Now press that button, and a large set of lens crystals descends from the ceiling, stops, and the main crystal rotates and splits apart to reveal some kind of tubelike carrying device.



Drop from the balcony controls, and approach the open lens crystal. Take the Elder Scroll from its elaborate compartment. Once you've taken the Elder Scroll, your path diverges, but only if Main Quest: Elder Knowledge is currently active. If it is, Main Quest: Alduin's Bane begins, and your next plan is to take the Scroll to the summit of the Throat of the World, and read it there. However, for this quest, Septimus is more concerned with the transcription etched onto the Lexicon. Retrieve the Lexicon from the receptacle; don't leave without it!

Items gained:

Elder Scroll

Runed Lexicon

Objective: Give the Lexicon to Septimus

BLOOD HARVEST



Leave the Tower of Mzark by the elevator at the end of the corridor under the pedestals, which ascends to Skyrim's surface. Trek back to the Sea of Ghosts and enter Septimus Signus's Outpost. Septimus is still happily talking to himself; interrupt so he talks to you, and tell him you've inscribed the Lexicon. Apparently, the sealing structure interlocks in the tiniest fractals. That obviously means something to Signus, who needs Dwemer blood to loosen these interlocking hooks.

However, as the Dwemer are long dead, your next task is to search for a panoply of their brethren. Septimus wants blood! He hands you an Extractor and lists the races related to the Dwemer of which he requires blood. Before you leave, you may ask him further questions about the giant box he paces beside.

Items gained:

Essence Extractor

Objective: Harvest High Elf blood

Objective: Harvest Wood Elf blood

Objective: Harvest Dark Elf blood

Objective: Harvest Falmer blood

Objective: Harvest Orc blood

As you reach the Outpost exit, you see a strange mist that quickly congeals into a frightening void. This is the Wretched Abyss, and it coaxes you forward, wanting you to bask in its presence. When you ask what it is, it replies that it is but an aspect of Hermaeus Mora, who has been watching you.

He tells you that once the giant Dwemer lockbox has been opened, Septimus will have outlived his usefulness. When that time comes, you may take his place as Hermaeus Mora's emissary. You can agree or refuse. Either way, you won't need to choose until after you open the box. The Abyss retracts, allowing you to leave.



At this point, you may wish to continue other quests; finding all this blood is an adventure unto itself, and one that is much easier once you realize where you can harvest with impunity!
Obviously, the danger comes with slaughtering an innocent in broad daylight, and usually within a Hold City's walls, which isn't recommended at all. For this reason, there are other possible places look:

Click here to see the table
(Will extend across screen)

Double-check every figure you meet during wilderness treks, and slay them if they're one of the races mentioned.
Objective: Bring blood to Septimus



Once your blood-siphoning trek is complete, return to the iceberg on the Sea of Ghosts, and revisit Septimus once more. Inform him that you have the blood samples he requires. He takes them and quickly mixes them up before approaching the massive Dwemer box. It rotates, and telescopes open into an otherworldly passage. Septimus races up this corridor, into a chamber of circles, and approaches an odd book. He reaches out to take it but suddenly disintegrates into a pile of ash.
Objective: Take the Oghma Infinium

QUEST CONCLUSION



Step into the chamber and take the book. You are instantly bombarded with a knowledge intake that could hemorrhage the brains of lesser mortals. You may look into this unspeakable tome and live, or choose to close the book. Your knowledge is increased by an impressive amount, and this translates into skill increases for associated abilities. Here's how this breaks down:

Elect not to read: No benefits.

Read the Path of Might: +5 in all skills of this path (Smithing, Heavy Armor, Block, Two-Handed, One-Handed, Archery)

Read the Path of Shadow: +5 in all skills of this path (Light Armor, Sneak, Lockpicking, Pickpocket, Speech, Alchemy)

Read the Path of Magic: +5 in all skills of this path (Illusion, Conjuration, Destruction, Restoration, Alteration, Enchanting)

As you try to leave the box, the Wretched Abyss appears. You can elect to work wonders together as Hermaeus Mora's champion or disavow any agreement with the Daedric Prince.

POSTQUEST ACTIVITIES

You can embrace Hermaeus Mora, or deny him all you want; you are still doing his will.

18.6 Ill Met by Moonlight

Minor Spoilers



Prerequisites: None.
Intersecting Quests: None
Locations: Bloated Man's Grotto, Falkreath, Falkreath Barracks, Falkreath Jail, Peak's Shade Tower,
Characters: Aspect of Hircine, Hircine, Hunters of Hircine, Indara Caerelia, Mathies Caerelia, Sinding
Enemies: Hunters of Hircine, Sinding, White Stag
Objectives: Speak to Sinding, Kill the great beast, Begin the hunt, Hunt or Spare Sinding, Skin Sinding, Speak to Hircine, Kill the Hunters, Talk to Sinding

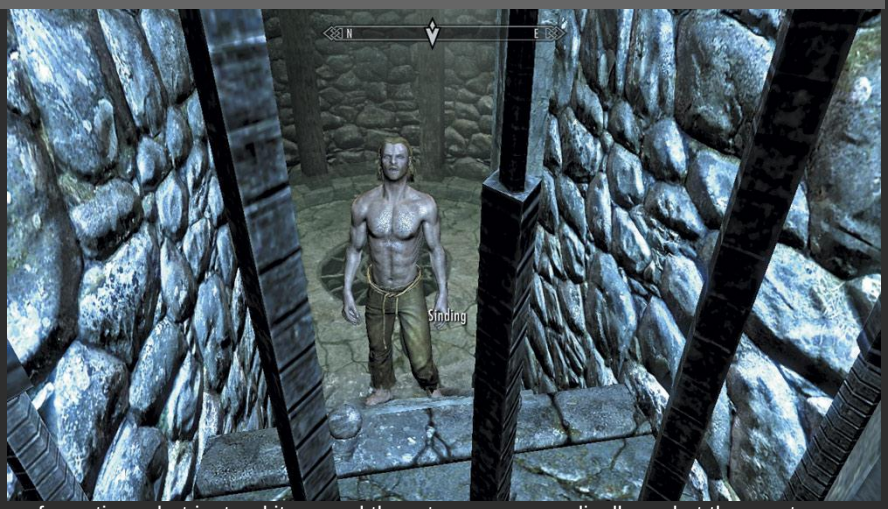
THE CURSE OF FALKREATH



For such a modest town, Falkreath has a sizable cemetery. As you enter this location, a burial ceremony is under way for a young girl. Instead of marching right in and interrogating everyone, you may listen to the townsfolk and gain some insight. Speak to the parents of the slain child—Indara Caerelia or her husband, Mathies.
Either will tell you that their daughter was ripped apart by a man named Sinding, a laborer passing through this Hold. If you can stand to look upon him, you're told where he is. If you miss the burial, find Mathies or his wife tending to crops near their home.
Objective: Speak to Sinding
Target: Sinding, inside Falkreath Barracks



Visit the Falkreath Barracks and locate Sinding in the jail. The man explains he suffers from lycanthropy and was in werewolf form during the attack. He is remorseful about his murderous infanticide. He tells you he lost control and needed to be restrained. He blames this on a cursed ring he acquired. It belongs to Hircine (the Daedric Lord of the Hunt).



Sinding was told it could help him control his transformations, but instead it caused them to occur sporadically and at the most inopportune times. Sinding seeks to appease Hircine by returning the ring. He says legend holds that Hircine will appear to any who can slay a legendary beast that roams these woods. The beast in question is close by. Agree to take the ring to Hircine.

Items gained:

Ring of Hircine (Cursed)

Objective: Kill the great beast

Target: The White Stag, in the woods close to Falkreath

Caution

Beware the power of Hircine! With the ring in your possession, it cannot be removed. It is both powerful and cursed. If you are already a werewolf (as part of the Companions Quests) and you're outside a dungeon or city, every minute there is a 10 percent chance you will turn into your wolf form.

THE LORD OF THE HUNT SMILES ON YOU



The great beast of the forest is usually close to the path in the woods surrounding Peak's Shade Tower, but it moves constantly. Long-range weapons, such as magic or a bow, are an obvious advantage. Pursue the White Stag, and hunt it until your shots bring it down. Approach the slain animal, and a manifestation of Hircine appears.

Speak to the Aspect of Hircine, and he recognizes the ring you carry. Hircine tells you Sinding has fled and gone into hiding, and a Great Hunt has been called to slay him. Hircine charges you to find this rogue shifter, tear the skin from his body, and bring it as an offering to him. He mentions there is a spot of competition to win Hircine's favor, and there's no time to dillydally.
Objective: Begin the hunt
Target: Bloated Man's Grotto



Sinding has fled to Bloated Man's Grotto, a cave on the southern rim of the Tundra, just north of Lake Ilinalta. Journey there, and enter the grounds of this interior forest. The sky is bloodred and swirled with clouds. The Bloodmoon looms overhead. Hircine's power is focused on this place. As the entrance cave opens up, you spot a campsite where a group of hunters lie in pools of blood. A Khajiit named J'Kier greets you as a fellow hunter.
Though badly lacerated, he explains that the prey is too strong, but more hunters have come to slay the monster and gain Hircine's favor. J'Kier then passes. You can check on Batum gra-Bar, Ma'tasarr, and Hoddreid, but the rest of the hunting party has died. Sinding is a considerable force in this forest.



Objective: Hunt or Spare Sinding
Target: Sinding, in Bloated Man's Grotto
The path to the left has been blocked by some fallen trees, so continue down the path past the pond. You hear a roar from up ahead and turn a corner to see Sinding standing atop a rocky outcrop. He doesn't attack you immediately. You can:
Charge in, ignoring any conversation Sinding attempts to have with you. This begins **Path 1**.
Ignore any conversation topics and attempt to kill Sinding, as Hircine has requested. This also begins **Path 1**.
Or, tell Sinding you've been sent to kill him. While he understands he can't stop you, he promises not to return to civilization to inadvertently murder anyone else. Spare his life (which begins **Path 2**), or kill him for defying Hircine (which also begins **Path 1**).
Path 1: Ending the Sins of Sinding
If you tell Sinding that he has to die or attack him at any time, you are fulfilling Hircine's request. Sinding flees to the ruins atop the hill, leaving you to give chase. The hunt is now on! Stalk your furry prey, using any means at your disposal.
Quicken your pace by utilizing the Slow Time and Whirlwind Sprint Shouts, or you can simply run to Sinding instead (supplement your sprint with some Fortify or Restore Stamina potions). If you're only relying on your nonaugmented sprinting, you'll barely match Sinding's pace.
Continue to track and keep pace with Sinding as he clears the ruins, drops down, and slaughters two hunters in the first clearing. You may catch him here if you're swift and engage in a brief combat, but he flees after a few strikes.
Pursue the beast into a second clearing, where three more hunters wait, and then into a third clearing where you find an additional three hunters. Attempt combat in all three locations.

Tip

They don't stand a chance against Sinding, but if you hold his attention, the damage the hunters deal can help whittle down Sinding's considerable constitution. Any hunters that survive combat when Sinding moves on will follow you into the next clearing.



In the third clearing, Sinding finally stands his ground. With the help of any surviving hunters, bring down your quarry.

Tip

Is Sinding becoming a problem to slay? Are you being pulverized by his sharp claws? Then check the terrain; Bloated Man's Grotto has numerous cliffs, and Sinding doesn't have any ranged attacks.

If you can clamber up to the mountainous area (particularly the promontory) in the center of this grotto, you can run along the top of the cliffs, sniping Sinding to death. Which is hardly sporting, but very effective!

Objective: Skin Sinding

Objective: Speak to Hircine

After you tear the skin from Sinding's body, Hircine appears in Sinding's form and thanks you for your offering. Satisfied that Sinding has been cast from this world, the Lord of the Hunt transforms the skin into his legendary artifact, the Savior's Hide, and gives it to you as a reward.

Items gained:

Sinding's Skin

PATH 2: TAKING THE SIDE OF SINDING

Objective: Kill the Hunters

Inform Sinding that you will spare his life: Sinding is thankful, but there is little time to lose; more hunters have appeared and must be defeated. Sinding waits for you on the promontory.

Head up the stairs on your right and join forces with him, then head through the ruins to reach the first group of hunters. There are two in the first clearing, three in the second, and three more in the third.

If you side with Sinding but attack him at any time later on, Path 1 is your only option. Devious, underhanded scoundrels may wish to time their betrayal of Sinding at just the right moment—when he's badly wounded by hunters! This is far less work for you but displays appalling sportsmanship!

Objective: Talk to Sinding

Speak with Sinding, and he is grateful for your help. But when you leave the Grotto, you find yourself face to face with Hircine once more. No matter your answers, he is satisfied by the hunt, and removes the curse on the ring.

QUEST CONCLUSION

If you sided with Hircine, you receive the Savior's Hide.

Items gained:

Savior's Hide

If you sided with Sinding, you keep Hircine's ring.

Items gained:

Ring of Hircine

POSTQUEST ACTIVITIES

If you obtained the Savior's Hide, the ring is removed. If you sided with Sinding, you keep the ring, which is no longer cursed. It grants you an additional werewolf transformation per day (but only if you're a werewolf), and you don't need to worry about uncontrollable transformations!

18.7 The Cursed Tribe

Minor Spoilers

Prerequisites: You must be Level 9 or higher.
Intersecting Quests: None
Locations: Fallowstone Cave, Giant's Grove, Largashbur
Characters: Atub, Chief Yamarz, Gularzob, Malacath, Ugor
Enemies: Cave Bear, Giant
Objectives: Bring Troll Fat and a Daedra Heart to Atub, Observe Atub's ritual, Speak with Yamarz, Meet Yamarz at Fallowstone Cave, Protect Yamarz, Defeat the giant, Take Shagrol's Warhammer back to Largashbur, Place Shagrol's Warhammer on the shrine in Largashbur



KEEPER OF OATHS, MASTER OF CURSES

Largashbur is a stronghold in the southwestern corner of the Rift and is home to a tribe of distrustful Orcs. As you approach, the Orcs are engaged in a battle with a giant. You can watch as they eventually take the giant down or step in and help (but be very careful you don't target the Orcs fighting).
After the skirmish, Ugor—one of the gate guards—demands that you leave at once. Her anger is tempered by the slightly more levelheaded Atub, who you should speak with. Ask her what is going on, and she quickly (and uncharacteristically) reveals that her tribe is suffering and needs help.



It seems the tribe's once-powerful chief, Yamarz, is now stricken and cursed. This weakens the tribe, and the giants sense this: The stronghold has suffered from constant giant attacks. Yamarz has demanded the tribe remain within the walls of Largashbur, and Atub wishes to petition Malacath to lift this curse. As she cannot travel to the shrine, the ritual must be performed within Largashbur, but Atub lacks some materials needed; in particular she requires Troll Fat and a Daedra Heart.
Objective: Bring Troll Fat and a Daedra Heart to Atub



Troll Fat Finding: This is a relatively easy material to find. Simply locate an area where trolls (regular or Frost) roam, defeat one, and then search the corpse for the Troll Fat you need. There are always a couple of these powerful beasts roaming the exterior of Labyrinthian.

Items gained:

Troll Fat

Daedra Heart Hunting: This is harder. Plunging your hand into a dead Dremora is the easy part; finding one is not. Try the following places:

During Daedric Quests: The Black Star and Pieces of the Past.

These occasionally show up in a vendor's list.

Enthir in the College of Winterhold always has one or two for sale, but at an inflated price.

If stealing appeals to you, find one in Kodlak's room in Jorrvaskr (Whiterun).

Or, steal one from the altar in the Hall of the Vigilant (in the Pale Hold).

Or, steal one from the Alchemy Room of the Nightcaller Temple (during Daedric Quest: Waking Nightmare).



Items gained:

Daedra Heart

Objective: Observe Atub's ritual

Once you return with both materials for the ritual, Atub thanks you and beckons you into Largashbur. An enraged Ugor yells at Atub for bringing an outsider into the stronghold, but Atub calms her, allowing you safe passage into the settlement. She walks across the dirt yard and into the longhouse.



Chief Yamarz is usually inside and takes an immediate disliking to you. Speak with him, and he keeps the insults flowing and complains about his cursed lack of sleep. Atub approaches and tells him it is time for the ritual to begin.
After Atub commences the ritual, Malacath's booming voice soon resonates around the camp. Most of the Daedric Prince's venom is directed at Yamarz, who is called weak, small, and an embarrassment.
Furthermore, the Orcs have let giants overrun Malacath's shrine. This is an outrage! Yamarz is ordered to bring back the leader's club as an offering. Only then will Malacath consider lifting the curse. The ritual concludes, and Yamarz agrees to this task. But first, he wants a word with you.
Objective: Speak with Yamarz
Blaming you for Malacath's task, Yamarz demands that you help him. You're to act as his bodyguard, ensuring he doesn't have any trouble reaching the giant. And just so you're clear, he'll definitely be killing the giant's leader himself; he just wants you to handle any attackers along the way. He agrees to make it worth your while. Whether you agree or not is immaterial; you are to meet Yamarz at the entrance to the giants' lair, which leads to Malacath's shrine.
Objective: Meet Yamarz at Fallowstone Cave

MALACATH'S PROVING GROUNDS



Fallowstone Cave is nestled in the foothills of the Velothi Mountains, northeast of Riften. You may trek there with Chief Yamarz, fending off any attacks as you cross the thick forest of birch and pine trees, or you can Fast-Travel (or ride) to the cave entrance and wait for Yamarz to appear. Your chaperoning begins after you enter the cave.
Objective: Protect Yamarz
Target: Chief Yamarz, throughout Fallowstone Cave
Enter the cave. Yamarz reluctantly sets off down the tunnel. Follow a few paces or two behind him as the tunnel opens into a gloriously immense subterranean cavern, complete with a waterfall to your left and a series of large, natural steps down to a lower lake area. Follow Yamarz over the small natural bridge and down the steps.
Continue to the grotto floor. At the grotto's far end is a campfire and a giant wandering the area. Yamarz avoids the area, and heads along the rushing stream, into a connecting tunnel.

Tip

There's no need to confront the giant; if you wish to slay one, wait until this objective completes and backtrack to fight them, rather than risk Yamarz's health.



Head down the stream into a smaller grotto lagoon, where you see a second giant. Avoid it unless it charges you both, and then follow the cave tunnel on the southeastern wall. Enter and scramble up the dirt tunnel, to a confrontation with a couple of wild animals (usually cave bears). The bears are roaming an area of corpses and half-digested food at the entrance to a gap in the southwest tunnel wall. Follow Yamarz up here and into Giant's Grove.

Move alongside Yamarz, following a path of skeletal remains and bloodstains in the snow, until he stops and turns to you, telling you he's ready to kill the giant—that is, of course, unless you want to make some extra gold. Yamarz has a proposition for you: If you face the giant and kill it, he'll simply return to the tribe and tell them he was responsible. They'll be none the wiser, and you'll be all the richer. You can:

Refuse, telling Yamarz that he is the one who is supposed to kill the giant to lift the curse. He reluctantly agrees and rushes toward the campfire and the giant guarding a large shrine statue of Malacath. Moments later, Yamarz is caught by the giant's club and is crushed, sprawled dead on the snow. You now need to face the giant yourself.

Agree, and rush toward the large campfire and the giant with your weapons drawn.

Objective: Defeat the giant

Kill the giant using the same techniques you've used countless times before. Remember to use the landscape to your advantage, finding cover so your Stamina recharges. After you destroy this giant leader, search the corpse for a massive hammer. This is the weapon Malacath ordered Yamarz to return to Largashbur.



Items gained:

Shagrol's Warhammer

Objective: Take Shagrol's Warhammer back to Largashbur

Head back toward the exit of Giant's Grove. If you agreed to kill the giant for Chief Yamarz, he is here, ready to welch on his agreement. He can't have the likes of you usurping his authority and mentioning you were responsible for the giant's death. Yamarz attacks and must be killed.

Either way, when both Chief Yamarz and the giant leader are dead, Malacath speaks to you from his shrine effigy, impressed by your fighting prowess.

Atub greets you at the gate to Largashbur. She asks what happened to Yamarz. You can tell the truth or give a slightly skewed account of events in which Yamarz was a brave fighter instead of the sniveling backstabber he actually was. Either way, Atub walks toward the shrine, Malacath's voice ringing around the camp.

The Daedric Prince is willing to give this motley band of Orcs a chance and appoints Gularzob (Yamarz's son) as chief. Malacath finally insists that you place the hammer on the shrine.

Objective: Place Shagrol's Warhammer on the shrine in Largashbur

QUEST CONCLUSION

Approach the skull on the trunk and place the hammer on its antlers. Malacath is satisfied and replaces the hammer with an exceptional weapon named Volendrung, which you can wield!

Items gained:

Volendrung

POSTQUEST ACTIVITIES

Volendrung is a massive warhammer with an Absorb Stamina enchantment. This allows you to inflict power attacks without stopping for as long as it has a charge! As Malacath's champion, you can take this. Malacath then names Gularzob as the new chief, and all

the remaining Orcs are now friendly toward you. As Malacath's champion, you are also blood-kin to the other Orcs as well and don't have to complete Side Quest: Forgemaster's Fingers to gain acceptance in any Orc stronghold.

18.8 Pieces of the Past

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Minor Spoilers

Prerequisites: You must be Level 20 or higher
Intersecting Quests: None
Locations: Cracked Tusk Keep, Cracked Tusk Vaults, Dawnstar, Silus Vesuius's House , (aka the Museum of the Mythic Dawn), Dead Crone Rock, Hag Rock Redoubt, Hag Rock Redoubt Ruin, Morthal, Jorgen and Lami's House, Shrine of Mehrunes Dagon
Characters: Courier, Jorgen, Lami, Madena, Mehrunes Dagon, Silus Vesuius
Enemies: Cave Bear, Drascua, Forsworn, Forsworn Briarheart, Ghunzul, Orc Bandit, Orc Hunter, Snow Bear
Objectives: Miscellaneous: Visit the museum in Dawnstar, Speak to Silus inside his house, Retrieve the pommel of Mehrunes' Razor, Retrieve the blade shards of Mehrunes' Razor, Retrieve the hilt of Mehrunes' Razor, Bring the pommel stone to Silus, Bring the blade shards to Silus, Bring the hilt to Silus, Meet Silus at the Shrine of Mehrunes Dagon, Speak to Mehrunes Dagon, Kill Silus, Reforge Mehrunes' Razor, Claim Mehrunes' Razor



DEAD OATHS ON DEAD LIPS

When you reach Level 20, visit any city in Skyrim; Riverwood is a fine example. When you reach the city, a courier approaches and delivers a message regarding the opening of a new museum up in Dawnstar. The owner is handing out invitations; you can visit at your earliest convenience. This doesn't begin the quest yet, just a Miscellaneous Objective that piques your interest.
Miscellaneous Objective: Visit the museum in Dawnstar
Target: Silus Vesuius's House, in Dawnstar
As you near Silus Vesuius's House in Dawnstar, he is out on the porch having a heated discussion with Dawnstar's Court Wizard, Madena. The argument centers around Silus refusing to bury his family's legacy. Madena eventually gives up talking to him and leaves, allowing you to greet Silus and visit the Museum of the Mythic Dawn. You can ask him more about it, and he reveals it contains artifacts from a group that once toppled an Empire. Silus also has a job you'd be perfect for. This quest now officially begins.
Objective: Speak to Silus inside his house
Target: The Museum of the Mythic Dawn, in Dawnstar
The museum takes up about two-thirds of Silus's house. You are free to peruse the cabinets before speaking to Silus; he offers commentary as you inspect each display case. You discover the tapestries were hung in hideouts where the mysterious Mythic Dawn would meet and plot.
The scabbard has Oblivion Gate iconography etched into it, a key symbol of Mehrunes Dagon, the patron Daedra. The case of books are commentaries on the Mysterium Xarxes, written by the cult's leader, Mankar Camoran. The burned paper is all that remains of the fabled Mysterium Xarxes, the blasphemous book written by Mehrunes Dagon.



Finally, the robes were worn during the Mythic Dawn's secret meetings, where they plotted to bring Dagon into Tamriel.
With the tour over, you can speak with Silus about the Mythic Dawn and the museum. But asking about the job is the most important question. Silus tells you that after the Oblivion Crisis, groups began to appear that were dedicated to wiping out what was left of the Mythic Dawn.

One of these groups found Mehrunes' Razor, the artifact of Dagon. After splitting this razor into three fragments, the pieces were dispersed. Silus wants the pieces reunited.
You're here to remove the fragments from their current owners—two dangerous marauders named Ghunzul and Drascua and a resident of Morthal named Jorgen. Silus hands you notes about each of them and will gladly pay for any pieces you bring back to him.
Items gained:
The Keepers of the Razor
Objective: Retrieve the pommel of Mehrunes' Razor
Target: Drascua, in Dead Crone Rock
Objective: Retrieve the blade shards of Mehrunes' Razor
Target: Ghunzul, in Cracked Tusk Keep
Objective: Retrieve the hilt of Mehrunes' Razor
Target: Jorgen, in Morthal

DAEDRIC DEFRAGMENTATION

Tip

You may have already explored these main locations and found a fragment. If you investigate the areas and the fragment isn't there, check your inventory.

PART 1: DRASCUA'S POMMEL



Far to the west, just southwest of Markarth, is Hag Rock Redoubt. Begin the long ascension, passing under a couple of buttress overhangs while tackling the Forsworn that are swarming this location. Continue up the slopes, passing under two stone arches with carved heads atop each side; beware of cave bears in these parts. At this point, you can:
Proceed directly to Dead Crone Rock by weaving through the exterior Forsworn Camp.
Or you can follow the pathway up to an old ceremonial crypt and sacrificial area sunk into the side of the mountain, and enter the iron door into Hag Rock Redoubt Ruin. Inside, the Forsworn have erected sharpened wood spikes and attack viciously when you maneuver into their eating area.
Clear this place of foes (or sneak by) before using the spiral stairs to reach an upper corridor and a circular storage room containing a Forsworn Briarheart. Then head southwest, around the corridor to the ruin's exit.



You arrive on the roof of the interior ruin. This stone plateau is dominated by steps to ascend and a small Forsworn camp to raze or ignore. Climb the steps until you reach the exterior of Dead Crone Rock, a granite fortification toward the slope's top. Head up the stairs to the first level, which consists of a corridor, more Forsworn, and spiral stairs up to the main floor.
A circular chamber atop the spiral stairs has its main exit (to the southwest) blocked by a portcullis. Raise it by fighting through a chamber with a long, bloody sacrificial table and into a connecting room with a lever. Pull the lever to raise the portcullis before leaving by the now-open exit that ends in a wooden door.
You appear at the base of more steps. These lead to the top of Dead Crone Rock, where the Hagraven Drascua resides. Attack with your preferred weapons until she yields. Search her corpse for the pommel and the Dead Crone Rock Key, which opens the locked gate in the previous interior fortification you climbed through. Also, absorb another Word of Power from the nearby Word Wall.



Caution

Beware of magic traps in this general area; fire shoots from Soul Gems on pedestals; rush and grab the gem to stop the fire or flee past.

Items gained:
Pommel stone of Mehrunes' Razor
Dead Crone Rock Key
Word of Power: *Dismaying Shout*
Objective: Bring the pommel stone to Silus
Target: Silus Vesuius's House, in Dawnstar

PART 2: GHUNZUL'S BLADE SHARDS



Journey into Falkreath Hold and approach Cracked Tusk Keep. There are usually two Orcs standing guard on the watchtowers. Pick them off with arrows or spells from a distance to soften up the Keep's defenses. Then climb over the dilapidated fortifications, or use the front gate for a less-subtle entry if you aren't concerned about stealth.

Expect a trio of Orc hunters and bandits on guard here. These shouldn't prove too difficult to overcome. Your main access point into the Keep is the door to the southwest, in the middle of the main inner Keep wall. An alternate entrance to the right (west) is locked (Adept) and allows you to avoid the confrontation with Ghunzul.



Once inside, prepare to attack more Orc enemies in the two-floor storage and dining area, with a door in the southeastern wall. This leads to a fireplace and bedroom, Ghunzul's usual location (although he may be wandering the Keep's interior).

He's brandishing a particularly impressive two-handed weapon, so prepare for intense combat in a confined space. Continue fighting until you beat Ghunzul to death. Alternatively, you can try pickpocketing the Orc if your Sneak skills are truly impressive. Either way, Ghunzul is carrying an important key on him.

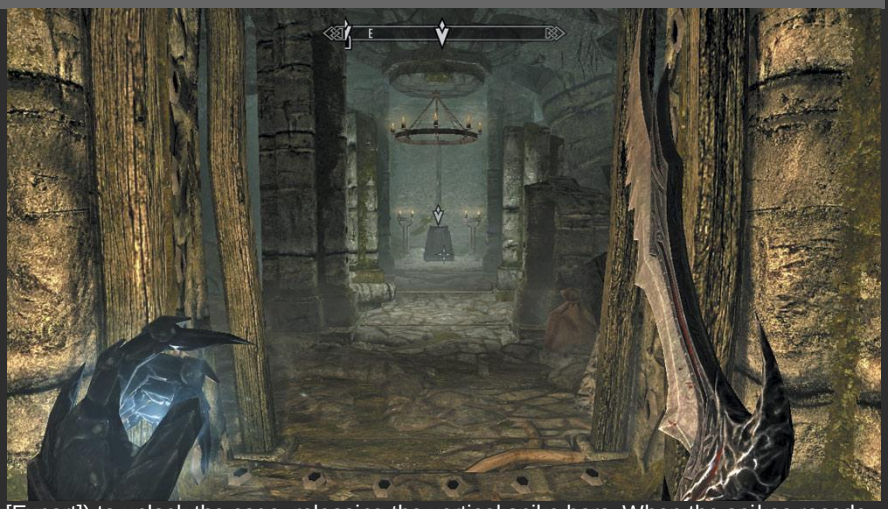
Items gained:

Cracked Tusk Vault Key

Tip

If you just want the Shards and can unlock the Expert-locked cage on your own, you can avoid Ghunzul completely. Or, defeat Ghunzul to make the unlocking a lot easier!

Return to the raised dining room. This time take the door on the lower level to the northwest, which leads down into a small barrel-storing cellar and passage. Ignore the door leading back outside (this is the western entrance from the exterior), and inspect the cage, which is blocking your path to the southwest.



Use the Vault Key (or an exceptional Lockpick [Expert]) to unlock the cage, releasing the vertical spike bars. When the spikes recede, descend to and open the door to Cracked Tusk Vaults.

Head down the stairs and into the slightly soggy underground vault. The way ahead is blocked by several spear bars. Pull the two levers to either side of the passage to release both sets of spears.

Then carefully walk forward, cutting instead of triggering the two trip wires that release darts up and into you. Or, run through and step to the side. Now approach the pedestal with the blade shards on it, and grab them before moving backward quickly, thus avoiding a flurry of additional darts. Now retrace your steps back out into Skyrim.

Tip

If you stop after breaking each trip wire, the darts fire harmlessly in front of you. Avoid the dart traps entirely by sidestepping left just inside the door, but watch for a trip wire to the side that triggers a wall trap.

Items gained:

Shards of Mehrunes' Razor

Objective: Bring the blade shards to Silus

Target: Silus Vesuius's House, in Dawnstar

PART 3: JORGEN'S HILT



The hilt of the Razor is the easiest to obtain. It involves traveling to Morthal and locating Jorgen, who runs the mill. He doesn't have time to talk but stops when you tell him what you're looking for. He plays dumb until you mention Silus's name. He tells you he's not about to let that Razor out of his locked house after his family spent eight generations keeping it safe. At this point, you can:

(Persuade) Tell him he won't miss it.

(Bribe) Pay a large amount of gold for securing it.

(Intimidate) Or demand the hilt, before matters take a turn for the worse. This is easy once you reach Level 26 or higher. If you fail, you'll need to brawl until he agrees. That's "brawl," not "kill"!

(Lockpick) Or you can find Jorgen's house without his help and pick any locks needed to reach the hilt.

Succeed in any of the first three options, and you're hastily given the keys to the chest in Jorgen's house and told not to hurt his family.

Items gained:
Key to Jorgen and Lami's House
Key to Jorgen's Chest



Whether you have Jorgen's keys or not, the next stop is Jorgen's house, which is opposite the sawmill. Pick the lock (Novice) or use one of the keys, and step inside, ignoring Lami. Inspect and open Jorgen's Chest (Adept) at the end of his bed using Lockpick or the second key. You may elect to clear out all his valuables, or just the hilt.
Items gained:
Hilt of Mehrunes' Razor
Objective: Bring the hilt to Silus
Target: Silus Vesuius's House, in Dawnstar

DAGON'S NEW DAWN

Return with all three fragments of Mehrunes' Razor, and revisit Silus Vesuius's House in Dawnstar. The slightly mad mage is extremely impressed with your collecting abilities and gives you a sizable reward.



When all three fragments are back in his hands, Silus lets you in on a little secret: The scabbard in the display case is actually the fourth piece of the blade. What's more, if you both take all the pieces to Dagon's shrine, you could contact the Prince of Destruction directly and ask him to make Mehrunes' Razor whole again. This may appeal or be a terrible idea; either way, Silus will meet you at the shrine!
Items gained:
Leveled gold pieces
Objective: Meet Silus at the Shrine of Mehrunes Dagon
Target: Shrine of Mehrunes Dagon
On the summit of the mountains that lie south and west of Dawnstar, and south and east of Morthal, sits the ominous shrine to Mehrunes Dagon. Trek there, and optionally slay any animal predators lurking at the base of the precarious ceremonial steps that lead to the giant carved statue of the Daedric Prince of Destruction. Silus places the blade fragments on the altar and begs for the blade's full glory! Nothing happens; it falls to you to commune with Mehrunes Dagon.
Objective: Speak to Mehrunes Dagon
Approach the altar, and a deep, booming voice fills the air and your head. Mehrunes Dagon has deemed you worth speaking to, but Silas has fulfilled his purpose. You are instructed to kill him. At this point, you can:
Agree to Lord Dagon's command.
Inform Lord Dagon that Silus deserves to live.
Neither makes any difference, as Lord Dagon has decided Silus's fate.
Objective: Kill Silus
Silus is quick to tell you there is another way to end this that doesn't involve him getting gutted. He can take the pieces back to the museum and seal them in the display case. You can either agree to this or begin your murder of Silus Vesuius.



QUEST CONCLUSION 1: SILUS DIES

Strike Silus down, optionally scavenging the rare clothing he wears. Then approach the altar again and begin to serve Mehrunes Dagon.

Items gained:

Mythic Dawn Boots
Mythic Dawn Gloves
Mythic Dawn Robes

Objective: Reforge Mehrunes' Razor

Objective: Claim Mehrunes' Razor

The power of Mehrunes Dagon is still impressive, as the Lord raises the pieces of the blade and fuses them together like new. Take the weapon from the air. As Dagon's voice fades, he gives you one final challenge.

The shrine doors swing open, and two Dremora rush out to kill you. Return the favor, plunging Mehrunes' Razor deep or using your own favored weapons. Remember to take the Dremora's Daedra Heart, a rare ingredient that may come in handy for your concoctions.

Items gained:

Mehrunes' Razor
Daedra Heart (2)

QUEST CONCLUSION 2: SILUS FLEES

If you speak with Silus and agree to his plan, he hands you some gold and attempts to flee. Mehrunes Dagon's wrath is incurred, and the doors to his shrine swing open, releasing two Dremora. Use your favored weapons to defeat them, and remember to take the Dremora's Daedra Heart, an uncommon ingredient that you can utilize in your dark crafting.



At this point, you can follow Silus through the wilderness, back to his museum (after which he thanks you for helping him escape), or leave him to fend for himself. Either way, you don't receive Mehrunes' Razor.

Items gained:

Leveled gold pieces
Daedra Heart (2)

POSTQUEST ACTIVITIES

Caution

If you let Silus go, you can never claim the Razor and the quest will end! Either way, ensure you enter the interior of Mehrunes Dagon's shrine and gather all the available (and impressive) loot inside!

18.9 The Whispering Door

Minor Spoilers

Prerequisites: You must be Level 20 or higher. Complete Main Quest: Dragon Rising
Intersecting Quests: None
Locations: Whiterun, Dragonsreach, Dragonsreach Jarl's Quarters
Characters: Dagny, Farengar, Frothar, Mephala (The Webspinner), Nelkir
Objectives: Find out what's wrong with Nelkir, Listen to the whispering door, Speak to Nelkir, Obtain the key to the whispering door, Open the whispering door, Retrieve the Ebony Blade

MURMURS AT THE WHISPERING DOOR



Once you're an experienced adventurer (and reached Level 20 or higher), and you've helped Jarl Balgruuf the Greater of Whiterun during Main Quest: Dragon Rising, speak to the Innkeeper at the Bannered Mare in Whiterun.
Rumor has it that the Jarl is having some trouble with his children. Ask him about this, and Balgruuf tells you Nelkir has become brooding and is prone to violence. He asks whether you could speak to him and ask why he's acting the way he is.

Note

Have you sided with the Stormcloaks and ousted Jarl Balgruuf the Greater from Whiterun? Then this quest is still available, although Balgruuf has fled to Solitude. Find him and his family inside the Blue Palace. Aside from moving back and forth between Hold capitals, this quest remains unchanged. The following is written assuming you encounter Balgruuf and his children in Dragonsreach.
Objective: Find out what's wrong with Nelkir
Target: Nelkir, inside Dragonsreach, in Whiterun



Nelkir is wandering somewhere inside Dragonsreach, usually near the great hall or the war room atop the steps, or in the Jarl's quarters. When you greet Nelkir, he's suitably petulant. Once you've faced the verbal abuse, Nelkir mentions that he knows more about his father than anyone thinks he does.
Ask him to clarify, and he says his father still worships Talos and hates the Thalmor almost as much as the Stormcloaks do. Ask how he knows this, and he mentions a place where he overhears murmuring: Nelkir listens to Lady of Whispers from the locked door in the basement. She talks to him. She'll probably talk to you, too.
Objective: Listen to the whispering door
Target: Nelkir, inside Dragonsreach, in Whiterun
Head northwest through the great hall and down the steps close to the large fireplace. Open the basement door, and enter the tiny storage room with a locked door in the far left (eastern) corner.
Listen at the door, and a strange woman's voice echoes through the keyhole. Regrettably, the voice cannot reveal itself in this plane directly, and few hear the words of Mephala, the Lady of Whispers.
She expects you to take an active role in sussing out secrets. This starts with you opening the locked door, as a piece of her power has been locked away behind it. The dark child Nelkir holds knowledge that will further your new cause.
Objective: Speak to Nelkir

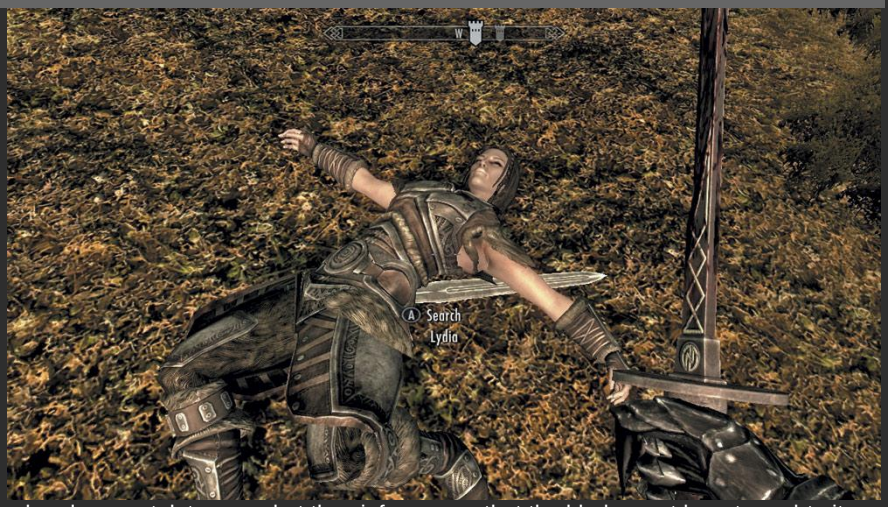
When you meet Nelkir again, he already knows you've met the Whispering Lady. Speak to him, and he tells you that only two people can open the door: Balgruuf and Farengar Secret-Fire the court wizard. You must decide who to interact with and take the key from them.



Objective: Obtain the key to the whispering door
This leaves two possible keyholders to choose. You can:
Pickpocket Balgruuf: Wait until Balgruuf moves from his throne and you aren't being watched, then sneak up and pickpocket him. He can be asleep or simply facing away from you.
Kill Farengar: Wait until Farengar retires to his quarters, ideally moving into his adjacent bedroom, and then kill him while he sleeps. This isn't that wise, unless you've purchased all the spells you need to from him.
Pickpocket Farengar: Wait until Farengar retires to his quarters, and then sneak up and pickpocket him. He can be asleep or simply facing away from you.
Once one of these plans works, you manage to obtain a prized key.
Item gained:
Whispering Door Key
Objective: Open the whispering door
Objective: Retrieve the Ebony Blade

QUEST CONCLUSION

Head back down into the storage cellar, to the door at which you listened to Mephala, and open it with the key. Inside is a simple storage room. On the wooden table rests a long Ebony Blade and an admonition against it. The book tells you to resist the temptation of taking this indestructible, madness-inducing, cursed sword.



When you pick up the blade, the whisper in your head congratulates you, but then informs you that the blade must be returned to its past glory. The blood of deceit must be drunk! You are now bound to the will of Mephala!
Item gained:
Admonition Against Ebony
Ebony Blade

POSTQUEST ACTIVITIES

This powerful Daedric weapon is currently underwhelming and lacks power. However, for every friend (i.e., someone you've completed a favor for, completed a task for, or won over during any type of quest) that you kill with it, the blade becomes more and more powerful, as it absorbs life from its victims.

18.10 The Break of Dawn

Minor Spoilers

Prerequisites: You must be Level 12 or higher.
Intersecting Quests: None
Locations: Statue to Meridia and Kilkreath Ruins, Kilkreath Balcony, Kilkreath Catacombs, Kilkreath Ruins, Kilkreath Temple
Characters: Meridia
Enemies: Imperial Soldier (Ghost), Malkoran, Stormcloak Soldier (Ghost)
Objectives: Bring Meridia's beacon to Mount Kilkreath, Replace the beacon, Guide Meridia's Light through the temple, Destroy Malkoran, Retrieve Dawnbreaker

BEHOLDING THE BEACON OF LIGHT



Once you reach Level 12, you may discover this strange gem in one of the large and ornate treasure chests you open. This gem occurs randomly; it's not in any fixed location.

Items gained:

Meridia's Beacon

Take this Beacon, and as you exit the interior location, and every day thereafter, you hear a voice inside your head. It becomes increasingly alarmed at your lack of interest in helping the Solar Daughter, Meridia. When you wish to start this quest (if only to rid yourself of Meridia's alarming cranial lurking), find the Statue to Meridia.

The other way this quest can start is if you trek to Mount Kilkreath, in the mountain range west of Solitude. Try to spot a prominent statue of a woman with her arms raised to the sky, on the southern slopes just above Dragon Bridge. As you approach, you hear a voice commanding you to find and return with her beacon. Locate the object, and return to begin this quest.



Objective: Bring Meridia's Beacon to Mount Kilkreath
Objective: Replace the beacon
Target: Statue to Meridia

Once you set the Beacon on the cupped arms of the small statues at the feet of Meridia's effigy, you are caught and whisked into the clouds. An aspect of Meridia appears. She tells you that a necromancer named Malkoran is planning to raise the dead of Skyrim's Civil War and wage open war on the living, using the energy of a powerful artifact in her shadow-filled shrine. You are to enter her shrine and shine the brilliant beam of light throughout the dungeon; it will open the way to the inner sanctum, where Malkoran is defiling her Daedric artifact, the Dawnbreaker.

Objective: Guide Meridia's Light through the temple
Target: Kilkreath Temple, below Statue of Meridia

SHINING LIGHT IN THE DARK TEMPLE



You descend back to earth. Locate the Iron Door below the statue plinth and descend into the temple. In the first large chamber, approach the pedestal in the center, which has a beam of light hitting it. Activate it. A beacon gem rises from the pedestal, ricocheting the light up and into a second gem contained in the mouth of a carved dragon.
Then exit via the doorway underneath, into a second chamber where the ghosts of Imperial and Stormcloak Soldiers, controlled by Malkoran, attack you. Retaliate (and search the remains, as there's usually gold to be scavenged), and then activate the pedestal on the central steps.
The wooden doors atop the main steps lead to a blocked area, so head south, along a side tunnel, where the beam pierces the wall. Engage in more ghostly combat, before heading to a third main chamber, where you encounter more soldiers. Climb the wooden steps, and go to the upper stone bridge leading to the next pedestal. Activate it, and head south to the door leading to Kilkreath Balcony.



This balcony is outside, overlooking the forested valley below. Cross the bridge, fighting more ghostly foes, and quickly enter the door on the opposite side, leading into Kilkreath Ruins. At the main chamber, you face more spectral foes. Head up the steps (as the doors on the ground are sealed), and activate the pedestal at the top.
Then navigate the corridors on the eastern side of the upper area, investigating any chests and urns you wish. Enter the caged bridge, then jump to the upper pedestal on the raised island. Head west through a previously sealed door.
This leads to another open chamber. Dispatch the ghosts before climbing the side wooden steps on the chamber's eastern side and following the corridor around and back to the room with the caged bridge. You are now above the bridge and can access the third pedestal, which unlocks the double doors in the south wall. Open them, and head down into the Kilkreath Catacombs.



Objective: Destroy Malkoran

You are close now; descend and enter an antechamber with the draped corpses of soldiers and a pedestal surrounded by candles. Activate the pedestal, which opens the double doors. Then descend to the main altar chamber, where Malkoran and a ghostly quartet of soldiers are ready to expel intruders.



Attack these foes; consider backing up the corridor and steps you just descended so you aren't surrounded. Then fend off the attacks from Malkoran, bringing him down with superior combat and cunning.

Objective: Retrieve Dawnbreaker

QUEST CONCLUSION

Approach the pedestal that holds the defiled Dawnbreaker, and wrench the sword free. Your view fills with light, and you ascend toward the heavens where Meridia is pleased that you've brought light to the realm of Skyrim.

The dead shall remain at rest, and you are to keep Dawnbreaker and use it to purge corruption from the dark corners of the world. Wield it in her name (or agree to simply keep the weapon).

Items gained:

Word of Power: *Elemental Fury*

Dawnbreaker

POSTQUEST ACTIVITIES

Carry Dawnbreaker and wield it for Meridia, whether you told her to find someone else to spread her religion or whether you're a firm believer.

18.11 The House of Horrors

Minor Spoilers

Prerequisites: Leave Markarth and return again
Intersecting Quests: None
Locations: Markarth, Abandoned House
Characters: Logrolf the Willful, Molag Bal, Vigilant Tyranus, Yngvar
Enemies: Random
Objectives: Search the Abandoned House, Find your reward, Find the priest of Boethiah, Free Logrolf, Go to the abandoned house, Beat Logrolf into submission, Kill Logrolf, Speak to Molag Bal

A POWERFUL TRICKSTER



The first time you visit the canyon city of Markarth, you witness a brazen Forsworn attack on a market stall holder. Next time you enter the city, head along the right (north) side of the thoroughfare, along the canal, until you meet two men conversing outside a dwelling. A cowled priest named Vigilant Tyranus is asking a Nord called Yngvar whether he's seen any strange lights or unusual noises emanating from the house. Yngvar says he hasn't, and Tyranus turns to you, asking similar questions.
Reply as you wish, and Vigilant Tyranus explains that he's a Vigilant of Stendarr; he finds areas believed to be used for Daedra worship and removes the presence. Ask if he needs help, and he says to follow him into the Abandoned House.
Objective: Search the Abandoned House
Target: Locked door, inside the Abandoned House
The house's interior is well lit. There is no rot on the furniture, and fresh food lies waiting to be prepared. Someone was here recently. Tyranus is startled by an odd sound and opens the door.



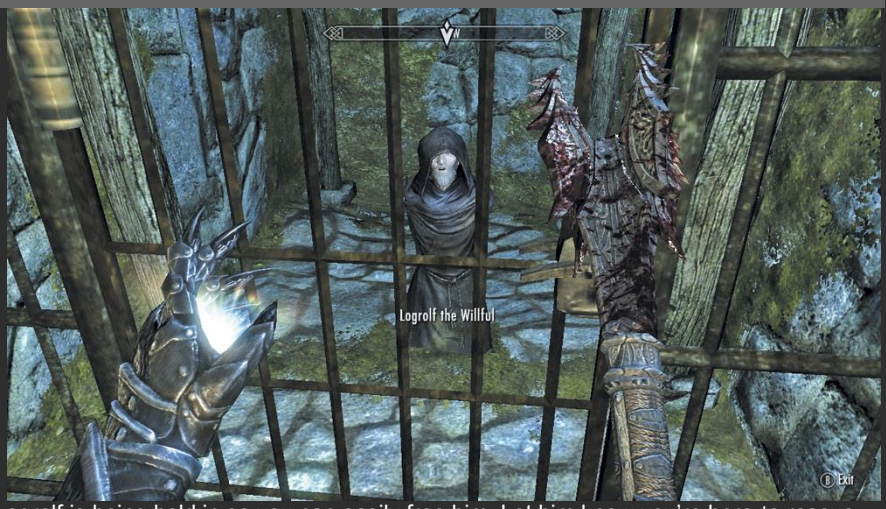
You swear a basket rolls across the room in front of you both. There's both a faint moaning and a deep rumbling sound. A strange vapor hangs in the air. Tyranus is convinced something is amiss and heads down the stairs.
He shouts for the entity to show itself. Candles illuminate the gloom. The voice in your head tells you to open another door; try it and it is sealed shut.
When various objects begin to fly around, Tyranus flees the area, vowing to find help: This is no ordinary Daedra. Tyranus reaches the entrance room and begins to slow down. Follow him, and you hear a growling voice telling you to crush Tyranus. You can:
Wait, hoping that Tyranus regains his composure. He doesn't and eventually, overcome by the strange presence, attacks you!
Follow the orders from the voice inside your head, and attack Tyranus. Keep this up until one of you is dead.
Objective: Find your reward
Target: Altar, inside the Abandoned House
With Tyranus out of the way, you can claim the reward for your cold-blooded murder. Venture back into the depths of the dwelling, to the locked door. It has been mysteriously unlocked, and you swear the candles burn brighter as you turn the handle. The same voice beckons you into the bowels of the building.



The chamber begins to tremble. Search behind the shelving for a hole in the (east) wall. This leads to an earthen tunnel and into a long-forgotten altar, upon which rests an ornate but rusty mace. Pick it up.
You briefly cower as a cage of onyx spikes springs up around you. Molag Bal, the Lord of Corruption, deems you foolish to think you would be rewarded so easily! Speak to Molag Bal and mention the altar or mace. There was a time when that mace dripped with the blood of the feeble and the worthless.
But Molag Bal's rival Boethiah sent his priest here to desecrate this altar. It was left to decay. Until now. Molag Bal wants the priest responsible to willingly turn to his service and surrender his soul. Agree to help (as it's the only way to free yourself).
Objective: Find the priest of Boethiah
Target: Logrolf the Willful, inside [a random location]

A WILLFUL EXECUTION

Travel to the location indicated on your world map. Work your way through the dungeon that the priest is lurking in, until you find them. The priest is Logrolf the Willful, and he's usually tied up and helpless.



It is worth killing any enemies in the chamber Logrolf is being held in so you can easily free him. Let him know you're here to rescue him. He's immediately suspicious, as nobody knew where he was when he was taken. He asks who sent you. You can:
(Persuade) Pretend his own master Boethiah sent you.
(Bribe: Gold, various amount) Ask why it matters, as there's gold to be had. Your gold.
(Intimidate: Level 13) Or tell him the truth to frighten him: Molag Bal sent you.
When one of these plans works, untie the binds. Logrolf has some other business to attend to. You needn't follow or chaperone him. Eventually, the subtle will of Molag Bal will play on Logrolf's mind, and he'll visit the Abandoned House.
Objective: Free Logrolf
Objective: Go to the Abandoned House
Target: Abandoned House, in Markarth
Journey back to Markarth and enter the Abandoned House. Logrolf the Willful is already waiting inside and runs into the depths of the dwelling, around the shelving and through the hidden tunnel.
He approaches the altar. Molag Bal springs the trap, and the onyx spikes surround Logrolf. The priest seems less perturbed, as he has bettered Molag Bal before. Molag Bal answers that he has a champion now and grants you use of his mace. Take it!
Items gained:
Rusty Mace
Objective: Beat Logrolf into submission
Stand between the spikes, and bring the mace down repeatedly on Logrolf. He yells that he'll never submit. Eventually, you bludgeon him to death. Molag Bal laughs at the frail, limp, and pathetic bodies that mortals possess.



He then resurrects Logrolf, ordering you to strike him again! After two more vicious swings, Logrolf can't take any more and submits to Molag Bal. He promises to pledge his soul, to forsake the weak and pitiful Boethiah. Molag Bal is satisfied. Once you kill him again.
Objective: Kill Logrolf
Objective: Speak to Molag Bal

QUEST CONCLUSION

Bring your Rusty Mace down hard on Logrolf's crippled form. When he's dead (again), speak to Molag Bal, who presents you with the true power of this mace. When your enemies lie broken and bloody, know that he will be watching. Then Molag Bal leaves this plane of existence...for the time being.
Items gained:
Mace of Molag Bal

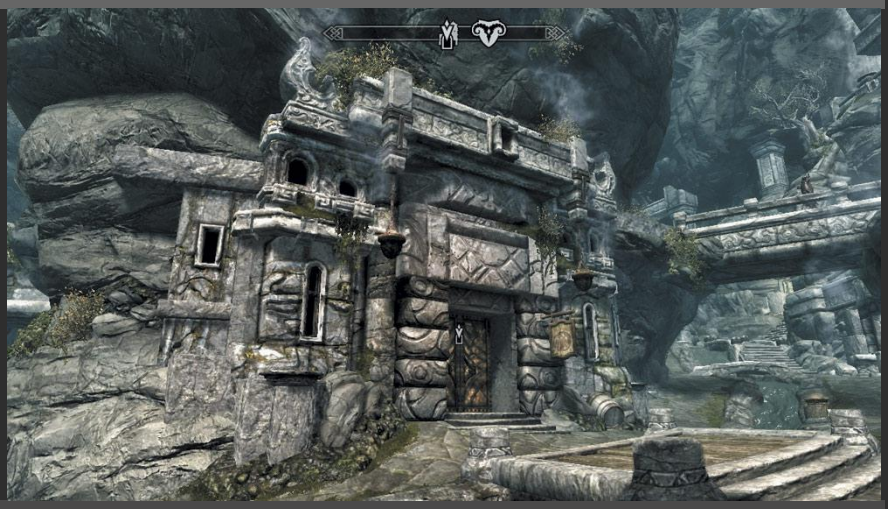
POSTQUEST ACTIVITIES

You can stay in this Abandoned House, using the bed, and take any items you wish (although this isn't classified as your home). In addition, if you carry Molag Bal's mace where there are city guards, they tend to comment on it.

18.12 The Taste of Death

Minor Spoilers

Prerequisites: None.
Intersecting Quests: None
Locations: Markarth, Hall of the Dead, Silver-Blood Inn, Understone Keep, Reachcliff Cave
Characters: Banning, Brother Verulus, Eola, Frabbi, Hogni Red-Arm, Kleppr, Lisbet, Namira
Enemies: Draugr
Objectives: Miscellaneous: Speak to Verulus about the Hall of the Dead, Miscellaneous: Investigate the Hall of the Dead, Clear the Draugr from Reachcliff Cave, Miscellaneous: Tell Verulus the Hall of the Dead is safe, Speak to Eola, Convince Verulus to follow you, Lead Verulus to the Shrine of Namira, Kill Verulus, Feast on Verulus



PRELUDE: HUNGER IN THE HALL*

Kleppr and his wife, Frabbi, are a fountain of knowledge about rumors in and around Markarth. Visit them inside the Silver-Blood Inn, and ask around for rumors. Eventually, either of them lets you know that the Hall of the Dead in Markarth has been closed. They suggest you speak to Brother Verulus to find out more information about why this has happened.
Miscellaneous Objective: Speak to Verulus about the Hall of the Dead
Target: Brother Verulus, inside Understone Keep
Visit Understone Keep, dug into the western canyon side of Markarth. In the entrance hall, listen to Thongvor Silver-Blood arguing about access to the Hall of the Dead with Brother Verulus. After the conversation is over, step up and speak to Verulus, who tells you the Hall is not able to be visited. You can:



(Persuade) Tell him you're here to help. This is a novice challenge, and you always succeed in this.
(Bribe) Offer a small contribution to his causes.
(Intimidate) Or tell him you don't like being ignored. As Verulus cannot be intimidated, this challenge always fails.
Success in either of these options results in Brother Verulus agreeing to let you investigate the strange goings-on inside the Hall of the Dead. The Priesthood of Arkay will offer a reward if the odd activities in the Hall stop. You are given a key allowing you to enter, and another Miscellaneous Objective begins. Ask for more information on Arkay or the Hall before you part ways.
Items gained:
Markarth Hall of the Dead Key
Miscellaneous Objective: Investigate the Hall of the Dead
Target: Hall of the Dead, in Markarth

Tip

Alternatively, you can enter Markarth's Hall of the Dead by unlocking the door (Adept) and sneaking in there.
Travel southwest from Brother Verulus's location. Open the heavy gold doors and enter the Hall of the Dead. The eerie, mist-laden hall seems deserted, until you hear a voice speaking to you.



It believes you are exhibiting the signs of temptation, that there is a hunger inside; you see the dead and your mouth waters. Continue this unnerving search of this giant tomb, until you stumble upon Eola.
She refuses to talk about anything other than the deliciousness of human flesh. And the craving! Don't worry; you have a friend now. Although you can voice disgust as you speak with her, Eola is an emissary of Namira, the Lady of Decay. Namira has a place where you can sate your appetite without judgment.
Ask where this place is, and Eola explains that it's inside Reachcliff Cave. However, the dead there have started to stir. Meet Eola there, and she vows to fight with you to Namira's embrace. This quest officially begins now.
Objective: Clear the Draugr from Reachcliff Cave
Target: All Draugr, inside Reachcliff Cave
Miscellaneous Objective: Tell Verulus the Hall of the Dead is safe
Target: Brother Verulus, Understone Keep, in Markarth
Before you commence Daedric Quest: The Taste of Death, head out of the Hall of the Dead, into Understone Keep, and find Brother Verulus again. With Eola now absent from the Hall, it has been cleared of any oddities. He is most pleased with this news and rewards you with his own Amulet. The Prelude (Miscellaneous) Quest now concludes.
Items gained:
Amulet of Arkay

CARNAGE AT REACHCLIFF CAVE



Journey east and slightly south of Markarth, along the goat trails of the Reach. Search among the rocky hills and furrows for a small procession of megalith arches leading to three standing stones at the entrance to Reachcliff Cave.
Eola is waiting here, ready to plunge her blade into a Draugr or 20. You may bring her along (she acts as a Follower during this time, helping you stave off enemy attacks), or you can tell her to wait here if you want to fight on your own (or with other Followers). Now venture into the cave.
Follower gained:
Follower: *Eola*
It takes only a stride forward to wake the dead from this location. Muster forth your best Draugr-fighting implements and start carving, burning, or blasting your way into them. Beware of the high-ranking Draugr clambering out of the first coffin you see. Head down the connecting tunnel into a wider passage with stairs and a Nordic face carved into a stone column. After more Draugr fighting, head to the blocked-off arch and turn right (west). At the far end is an open cavern and a crumbling bridge section. To the south is a second bridge section with a jump to a treasure chest. Choose either route, working your way southward and down.



Check a wall handle (which opens a wall section next to it) and a pull chain (which opens an exit route), and continue to the Iron Door. This leads into a ceremonial hall and a large shrine to Namira at the far end, where the remaining Draugr in this cave await. After you defeat them all, along with the powerful lead Draugr who rises from the head of the table, your Draugr-culling task is complete.
Objective: Speak to Eola
Although you can retreat into the adjoining corridor with the pull chain, which leads to a corridor that will hasten your exit back into the Reach, in this particular case it is worth taking the long route back, finding Eola along the way (if she didn't accompany you). Eola is happy to have her shrine back and wishes to prepare a grand feast to welcome you into Namira's coven. You have the honor of bringing a fresh kill for the main course: a priest with a taste for the easy life. Bribe him with the gold Eola gives you, coax him back here, and Namira will take care of the rest. Now follow the corridor to the north from the adjoining room, and return to Markarth.
Items gained:
100 gold pieces
Objective: Convince Verulus to follow you
Target: Brother Verulus, inside Understone Keep

COVEN OF THE CANNIBALS



Return to the Hall of the Dead (if you've cleared it), or explore Understone Keep until you find the priest. Tell him you require his services. You can:
(Persuade) Tell him about the treasure to share.
(Bribe) Pay him to accompany you.
(Intimidate) Or tell him it wasn't an invitation but an order.
Should any of these attempts succeed, Brother Verulus agrees to accompany you and becomes a temporary Follower. You need not assign him any equipment.
Objective: Lead Verulus to the Shrine of Namira
Target: Shrine of Namira, inside Reachcliff Cave

Follower: Brother Verulus
Head back to the Reachcliff Cave (Fast-Traveling is helpful here, although you and Brother Verulus can trek here on foot). Descend the empty caverns, and head back into the ceremonial hall in the deepest recess of the cave system. Check that Verulus is behind you and lead him in, where he greets the assembled clan with faint suspicion.



Eola tries to allay his fears, telling him he's with friends. Verulus begins to speak a little more slowly, as if his feeble mind is beginning to be controlled by unknown forces. Verulus seems to think he's been invited for dinner. Eola tells him to lie down. Verulus agrees, as he's suddenly very tired, and clambers onto the sacrificial altar to Namira. Eola turns to you; the meal is on Namira's table, and you're going to be carving.

Objective: Kill Verulus

Objective: Feast on Verulus

QUEST CONCLUSION

Strike Verulus while he sleeps, using any weapon you wish, ideally a melee one. This raises your Bounty in the Reach. Then search the fresh corpse. His still-warm body lies before you; leave it alone or consume a section of Verulus's blood and bile. Namira begins to speak with you. She is pleased by your consumption and grants you her ring.

Wear it when you feast on the flesh of the dead, and her power will flow through you. You may thank or annoy Namira with your final response before this quest concludes, then speak to Eola again to take her as a Follower.

Items gained:

Ring of Namira

Follower: *Eola*

Note

Alternatively, you can kill Eola before Verulus lies on the table, but you fail this quest. You receive a small reward from Verulus and a large uproar from the assembled guests.

POSTQUEST ACTIVITIES

You may speak to any of the assembled coven guests at the feast. Some sit quietly and have little to say (except a few respectful remarks between mouthfuls of monk). However, there are more prominent members of this coven too. They are:

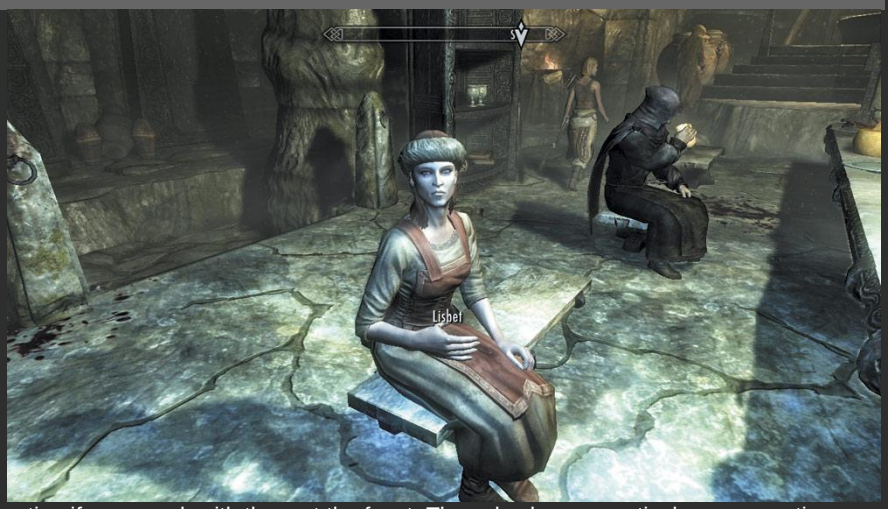
Hogni Red-Arm, the meat trader from Markarth.



Banning, the dog trainer from Markarth.



Lisbet, the merchant of the Arnleif and Sons Trading Company, in Markarth.



All of these secret cannibals strike up a conversation if you speak with them at the feast. They also have a particular conversation (regarding aspects of the penchant for flesh) when you return to Markarth and find them again. Brother Verulus also mentions this near-fatal feast if you save him from becoming the main course.
In addition, whenever you kill a bipedal entity, you can feast on them (this is a benefit the Ring gives you only if you're wearing it) and search them. Finally, Eola can become a Follower if you speak to her after siding with her.

18.13 The Only Cure

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Minor Spoilers

Prerequisites: You must be Level 10 or higher
Intersecting Quests: None
Locations: Bthardamz, Bthardamz Arcanex, Bthardamz Dwelling, Bthardamz Lower District, Bthardamz Study, Bthardamz Upper District, Bthardamz Workshop, Shrine to Peryite
Characters: Kesh the Clean, Peryite
Enemies: Afflicted, Dwarven Centurion, Dwarven Sphere, Dwarven Spider, Orchendor, Vampire
Objectives: Obtain some Vampire Dust, Obtain a Deathbell Flower, Obtain a Silver Ingot, Obtain a Flawless Ruby, Deliver the ingredients, Inhale the fumes, Kill Orchendor, Report Orchendor's death to Peryite

A FINE FUME



This quest becomes available once you reach Level 10. You may also hear about the Afflicted by stumbling upon Bthardamz or by randomly encountering an Afflicted in World Encounter: Peryite's Pilgrim.
On a wooded clifftop bluff in the Druadach Mountains above Karthwasten lies a Shrine to Peryite, the Bringer of Pestilence. As you approach, you see a single figure: a Khajiit named Kesh the Clean. He is tending to his Alchemy Lab and a large golden cauldron by the shrine. Approach Kesh, and he inquires whether you've come to commune with Peryite the Taskmaster. You may find out more about this Daedric entity and ask whether you may speak to Peryite. Kesh says that he likes you, but for the commune to begin, incense is needed. He lists the ingredients necessary to mix the incense and gives you very general hints about where to find them.
Objective: Obtain some Vampire Dust
Objective: Obtain a Deathbell Flower
Objective: Obtain a Silver Ingot
Objective: Obtain a Flawless Ruby

VAMPIRE DUST

You find Vampire Dust when you search the corpse of a vampire you've killed. Vampire Dust is also occasionally found in dungeons and is sold by merchants. Here are the easiest locations to look:
Any alchemy shop in a town that has one, or Court Wizard Quarters in a Hold capital city
If you have your own house, one of the Alchemy Lab upgrades comes with Vampire Dust
Seek out a vampire lair, such as Shriekwind Bastion or Broken Fang Cave
Item gained:
Vampire Dust

DEATHBELL FLOWER

Deathbell Flowers are found in the frozen Tundra in Hjaalmarch Hold, scattered about the landscape, and in some dungeons. They are also available from the odd apothecary. Here are the easiest locations to look:
Anise's Cabin, on the other side of the river close to Riverwood
The vampire lair known as Bloodlet Throne
Any alchemy shop, Fort Snowhawk, or Fort Amol
Item gained:
Deathbell Flower

SILVER INGOT

To get Silver Ingots, you either need to mine and smelt silver ore, or find it already refined. Silver Ingots are sometimes sold by vendors as well, and you can sometimes steal it. Here are the easiest locations to look:
There are several Silver Ingots to steal in Dragonsreach (Whiterun).
There are a few to steal from the vault inside the Treasury House in Markarth.
If you don't want to steal, try exploring the Forsaken Cave, just west of Windhelm.
Head inside a silver mine (such as Fenn's Gulch Mine in Karthwasten), mine a vein of silver ore, and use the smelter outside to turn the ore into ingots.
Item gained:
Silver Ingot

FLAWLESS RUBY

A flawless ruby can be found by mining, and it is sold by merchants in the bigger Hold Cities. Here are the easiest locations to look:
The vampire lair known as Shriekwind Bastion.
The throne room inside Korvanjund. Access this during the Civil War Quests; the ruby is in a bowl with a spell book on an upper ledge left of the throne.

The Emperor's ship the Katariah, which docks near Solitude. Access this during the last Dark Brotherhood Quest; the ruby is in a jewelry box at the foot of the Emperor's bed.
Otherwise, purchase it from any caravan or vendor in a large city.
Item gained:
Flawless Ruby
Objective: Deliver the Ingredients
Objective: Inhale the fumes
Kesh the Clean won't entertain mixing up the incense until you have all four ingredients on your person. Only then should you return to the Shrine of Peryite. He takes the ingredients and deposits them into the golden cauldron, encouraging you to inhale the bubbling ichor deeply.



Your vision clouds, and a purple mass forms in front of you. This aspect of Peryite speaks to you. He has watched you for some time, found you intriguing, and wondered whether you'd make a proper agent for a task.
When you ask about the task, Peryite tells you he sent a blessing, a wasting plague that infected a scattering of Breton villages. One of his monks, an elf named Orchendor, was tasked with gathering the Afflicted.
He was last seen shepherding them into Bthardamz but has since lost his way. Betrayal cannot be tolerated; you are to find and kill Orchendor.
You may ask the aspect of Peryite clarifying questions and receive an angry answer thanks to your impertinence. Ask what you'd gain, and Peryite says he will grant you a powerful token: a Dwemer shield.
Objective: Kill Orchendor
Target: Orchendor, in the Bthardamz Arcanex

ASSAULT ON THE AFFLICTED

Bthardamz Exterior: Before you begin the trek to Bthardamz, optionally speak with Kesh the Clean again. He provides further information on Orchendor and the Dwarven ruins of a vast underground city, which you can actually see from this vantage point if you look due west.
Then head down the mountain and climb the stone entrance steps to the pavilion domes that ushered in the Afflicted. Some still guard the area and will attack on sight. They are powerful warriors but have a weak constitution thanks to the pox Peryite infected them with. Work your way through the pavilion, and into the main entrance, complete with buttress domes on each side (you'll use one to exit from this place).
For the moment, head down the steps with the blade trap slit down the middle. The first golden lever you see activates these blades. The second lever to the right of the doorway blocked by spears removes this obstacle, allowing you through into the Bthardamz Upper District.



Bthardamz Upper District: Head down the ramped passage and around the corner to the right (north). Either open the gate (Novice) or navigate around two sleeping areas with Afflicted to pulverize.
Continue along the corridors past an open storage room and down another slope to a large piston chamber where the Afflicted have gathered to breathe in the vapors of a bubbling ichor. Defeat or sneak around them, and head west into the main Upper District courtyard.

Amid the pipes and stonework is a central platform with green ooze bubbling. Take out the enemies, head north, climb the stairs to the balcony, and activate the lever.
Spear bars retract from the balcony opposite, allowing you to leave via a stone path. Open the gold door and enter a passage heading west that ends in a pipe room. Dwarven Spheres are activated here if you enter.
Take the sloping corridor on your right (south) with the whirring blade trap. Journey down a cobblestone street to a carved stone arch opening. Slay the Afflicted guarding this door to Bthardamz Workshop.
Bthardamz Workshop and Upper District (2): Move around the pipes, checking the gate on your right and left (north and south) to reach sleeping quarters. The second bedroom has a note revealing the exact location of Orchendor; he is inside the Bthardamz Arcanex.
Continue along the green-tinged corridors to a stairwell where you fight your first Dwarven Spiders. The staircase allows you to enter the Upper District; gaze across the small maze of stonework and open a small chest. You can drop down from here (to the southeast, or you'll have to retrace your steps), or you can to return to the Workshop and head south into a steam pipe room with Afflicted and a second entrance back into the Upper District.
Back in the Upper District, head southeast toward a series of stone steps. Climb them to the top. Along the way, there's a balcony you can check, as well as a separate Bthardamz Dwelling to scavenge. The stairs continue around to the southwest. Go up stone ramps offering a spectacular view back down and a corridor ending at a door to Bthardamz Lower District.

Note

Bthardamz Lower District: Now in the Lower District, tread through the echoing gloom, past a gate (with a chest behind it), and through a gold door and Dwarven Spider attack. In a large, ruined coliseum is a central plinth on which rests a chest. The lever on the balcony activates a blade trap on the plinth. Battle the Afflicted here.
The exit to the east leads to the main Lower District. Cross the curved courtyard, go through the open gate, and cross the two stone platforms that span a winding subterranean stream. Afflicted are active here.
Head through another open gate. Battle two Dwarven Spheres and a mass of Afflicted just after the arch with the lever on it. The lever drops a nasty spike just behind you; use it to skewer foes or stop them from following you.
But it is better to sneak past or kill everyone. There are two sets of steps here. The ones to your left (north) lead to a circular platform; water pours from (currently inaccessible) upper walkways. The other staircase at the District's east end leads past Dwarven Spiders and into the Bthardamz Study.



Bthardamz Study: Through the gate to the east is a small study area. To your south is a golden door. Head through and go up the stairs (without setting off the pressure plate and activating the blade trap). Enter through a gate and into the Lower District once again.
Bthardamz Lower District (2): You're now on the upper walkways you could only see earlier. Head down the rooftop stone ramp. To your right (east) is a gate and a chest. To your left (west) is a large covered L-shaped walkway with a turret balcony in the middle. Expect combat with at least six Afflicted here, and watch your step; don't head off the platforms to a crushing fall below! Move through the second walkway heading south, and exit into the Bthardamz Arcanex.

Note

Don't worry; the fumes you're inhaling aren't at dangerous levels. You may also spot some ballistas. These can be fired but not aimed (so you can't use them on Dwarven Centurions unless they step right in front of the bolt's trajectory, and you only have one firing opportunity).
Bthardamz Arcanex: This is essentially a large watery grotto with Dwarven towers and platforms built inside it. Head along the platforms, preparing for combat with Dwarven Spheres. Climb the spiraling stone path to the upper corridor, at the end of which a Dwarven Centurion roars into life.



You can try sprinting around him or backing up and tackling him from range. If you flee forward, you also meet Dwarven Spiders that can overwhelm you. Fight carefully, retreating if the Centurion becomes too much of a threat.
Once you flee from the mechanical foes or defeat them, climb the stairs beyond the Centurion and reach the upper balcony area. There are six more Dwarven Spiders to defeat before you sprint past a clanking pipe corridor that opens into a pipe-laden Arcanex chamber with two Dwarven Spheres. Defeat them before heading through the gap in the north wall to the rear of the Arcanex chamber, where you have a final confrontation with Orchendor.



Orchendor is in no mood to talk and attacks immediately. Use the scenery to your advantage. Use the gap in the wall or the stairs behind him to hide or fire from if necessary. Watch for his teleportation and for any Dwarven foes you haven't killed, as they tend to follow you into this combat. After you dispatch Orchendor, search him. Among his trinkets is a key allowing you to exit this place without having to retrace your steps.
Item gained:
Key to Bthardamz Elevator
Objective: Report Orchendor's death to Peryite
Target: Aspect of Peryite, Shrine to Peryite

QUEST CONCLUSION

Head up the stairs at the Arcanex chamber's north end, using the key to reach the Bthardamz Elevator and activating the lever. Ride the elevator up to the exterior entrance. Run along the stone walkways and down to the pavilion to escape this Dwarven maze for good. Fast-Travel at any point or trek east, back to the shrine. Commune with Peryite by inhaling at the cauldron again. Peryite congratulates you, as your actions have sent Orchendor to roam the Pits; his betrayal will be punished and your obedience rewarded.
Item gained:
Spellbreaker

POSTQUEST ACTIVITIES

Spellbreaker is as impressive as it is unique. It generates a Ward when you're blocking, making it very useful when you're fighting against magical enemies. Also beware of (random) retribution: There's a chance World Encounter: The Afflicted versus You* will occur, and you'll face Afflicted wishing you harm after your massacre here.

18.14 A Night to Remember

Minor Spoilers

Prerequisites: You must be Level 14 or higher
Intersecting Quests: None
Locations: Markarth, Temple of Dibella, Morvunskar, Misty Grove, Rorikstead, Whiterun, Witchmist Grove
Characters: Ennis, Gleda the Goat, Sam Guevenne , Sanguine, Senna, Ysolda
Enemies: Conjurer, Fire Mage, Ice Mage, Moira, Necromancer, Pyromancer, Storm Mage, Giant
Objectives: Participate in a drinking contest with Sam Guevenne, Find Sam Guevenne, Find the staff, Help clean up the Temple of Dibella, Apologize to the priestesses of Dibella, Ask about Sam and the staff in Rorikstead, Find Gleda the Goat, Bring Gleda the Goat back to Ennis in Rorikstead, Talk to Ysolda in Whiterun about the staff, Find the wedding ring in Witchmist Grove, Take the wedding ring, Return the wedding ring to Ysolda in Whiterun, Head to Morvunskar, Search Morvunskar for Sam and the staff

DRINKING TO FORGET



Enter one of the many taverns in Skyrim. This could be the Bannered Mare in Whiterun or any of the other inns in any of the Hold Cities. Sometimes you're approached by a man wearing black robes named Sam Guevenne, who wonders if you'd like to play a drinking game in order to win a staff. If Sam isn't in the tavern, visit another watering hole; be patient until he appears. Sam produces some "special brew" and gets started immediately.
Objective: Participate in a drinking contest with Sam Guevenne
Sam downs a flagon and offers one to you. Swig it down. Sam brings out his flagon again and impressively downs another. Agree to the second drink. Sam tells you he's hit his limit and says that with one more drink, you'll win both the contest and the staff. You reply that you'll take that challenge. Down a third flagon. Sam tells you you're a fun person to drink with. He reckons you should join him at another place where the wine flows like water. You're about to respond when you black out.

THE DAY AFTER: RECOVERY AND RECOLLECTIONS

Part 1: Incoherently Blathering Drunken Blasphemer!



Your next memory is waking up to a tongue-lashing from a furious priestess. Unless you've remarkable knowledge of temple gods, you don't immediately realize where you are. Priestess Senna wonders why you don't remember blathering incoherently about marriage or a goat. Or indeed, losing your temper and throwing refuse across this sacred temple of Dibella. You can:
Ask about the man named Sam. This gets you nowhere until you've tidied up your mess.
(Persuade) You can apologize and tell her you don't remember how you got here.
(Bribe) You can ask how you got here and pay for any damages.
Objective: Find Sam Guevenne
Objective: Find the staff
Objective: Help clean up the Temple of Dibella
Begin tidying up the temple, collecting the rubbish listed below. Among the wine bottles is a note. Read it, and a list of three items are mentioned that can "repair the broken staff." The note is signed "Sam." You're fortunate that two of the three items on the list are among the trash you're clearing up! Now there's just the small matter of searching Skyrim for Sam. And the goat.

Items gained:
Alto Wine
Repair Supplies Note
Giant's Toe
Holy Water
Objective: Apologize to the priestesses of Dibella
If you didn't bribe or persuade Senna, return to her after the tidy-up and apologize. As Dibella preaches forgiveness, she grudgingly lets you leave and tells you that through your slurred ranting, you mentioned the town of Rorikstead.
Objective: Ask about Sam and the staff in Rorikstead
Part 2: Fermented Feed-Smelling Goat Rustler!



Exit the temple. You're in Markarth, in the Reach. Your next place to investigate is Rorikstead, to the east, on the edge of the Tundra plains. Wander into town and seek Ennis, who's tending to his vegetable patch or is locked behind closed doors (which you can pick, but it's better not to show clandestine behavior under these current conditions). Ennis angrily states you have a lot of nerve showing up here again. He proceeds to admonish you for stealing Gleda—his prized goat—and selling it to a giant. At this point, you can:
(Intimidate) Threaten Ennis to tell you everything so he doesn't end up like Gleda.
(Bribe) Ask him to help retrace your steps in return for some serious coin.
(Persuade) Tell him you need Sam and the staff to return Gleda.
Or ask what needs to be done. Ennis wants his prized goat back. Unharmed.
Objective: Find Gleda the Goat
Objective: Bring Gleda the Goat back to Ennis in Rorikstead



Assuming you chose the last option, your goat hunt begins now. Head up the heath to the south of Rorikstead, where the wandering giant and his new companion are resting on the Tundra foothills. At this point, you can:
Interact with the goat so it follows you, and run from the giant with the goat trotting along behind you.
Or kill the giant and coax the goat into following you by approaching and interacting with it.
Bring the goat down the hillside and back to Ennis. In return for your goat-wrangling, Ennis mentions you left a note that had the words "Ysolda" and "Whiterun" on it.
Objective: Talk to Ysolda in Whiterun about the staff
Part 3: Ring-Stealing Hagraven-Loving Cheapskate!



Travel to Whiterun and locate Ysolda hanging out near her house or walking about town. She tells you she's been patient, but you still owe her. Naturally you can't remember why, so Ysolda explains that it isn't about the money; you were in love, and she gave you a wedding ring.

If the wedding isn't occurring, you should give her back the ring. Alas, you don't have it, or any memory of becoming engaged. Ysolda is shocked that you've mislaid both the ring and your betrothed! Especially after you told her a sweet story of how you met in Witchmist Grove! At this point, you can:

(Persuade) Plead with Ysolda that you need to get to the wedding.
(Intimidate) Shout that you want to know what else you said.
(Bribe) Pay a considerable sum for the ring.
Or ask what needs to be done. Ysolda wants the ring back if you aren't getting married.
Objective: Find the wedding ring in Witchmist Grove
Objective: Take the wedding ring

South of Windhelm, deep in Eastmarch is a fog-filled pine glade with a lone cottage surrounded by spikes and various skewered animal heads. As you close in, a Hagraven named Moira bounds toward you, ready to consummate the love you have for each other!



When you explain you want the ring back, the Hagraven hisses that she won't share you with Esmerelda (another Hagraven) and immediately attacks you. Kill your cackling fiancée, watching for her icy attacks, and claim the third ingredient from your list, as well as the Wedding Ring.

Items gained:
Wedding Ring
Hagraven Feathers
Objective: Return the wedding ring to Ysolda in Whiterun

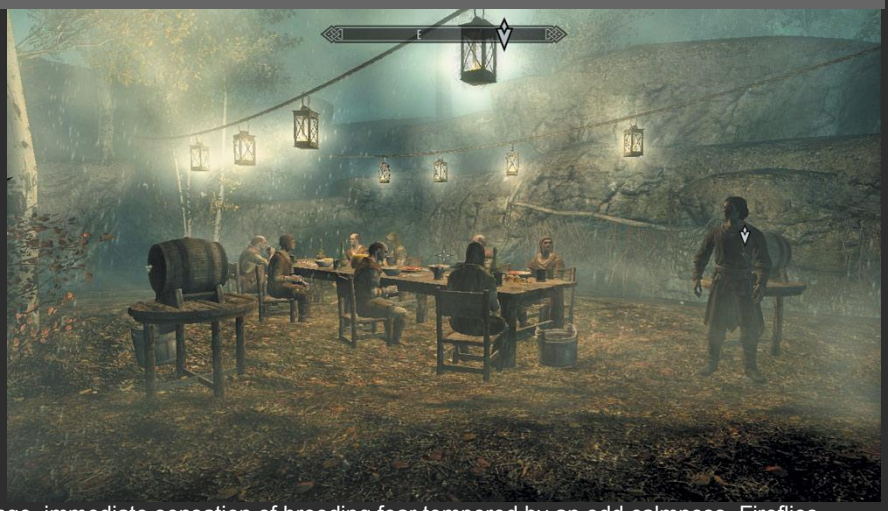
Return to Ysolda and hand the ring back by speaking to her. She's sad that it didn't work out for you both, especially as you'd told her there would be a huge ceremony at Morvunskar. You even told her about a magic staff, too! That's the information you needed!

Objective: Head to Morvunskar
Objective: Search Morvunskar for Sam and the staff

SAM'S SPECIAL DELIVERY



The fort of Morvunskar is on the opposite bank of the White River, just southwest of Windhelm. Enter the battlements, and you're immediately assaulted by a variety of magicians: Expect combat with Fire Mages, Ice Mages, Storm Mages, pyromancers, conjurers, and necromancers.
Open the main wooden door with the lantern hanging near it, in the middle of the upper wall to the west, and enter the fort. Battle (or sneak) southeast once you're inside. Go down the steps leading to a wooden door and a winding stone tunnel.
This brings you out into a huge column-filled chamber with more mages to dispatch or flee from. Dash to the double set of stone steps and run to the upper northeast corner. As if by magic, a portal blinks open and you vanish.



You appear in the Misty Grove. There's a strange, immediate sensation of brooding fear tempered by an odd calmness. Fireflies flutter by. Lanterns light your way along an easy-to-follow path over a stream that leads to an outdoor tavern.
That master trickster Sam Guevenne greets you by the mead barrel. Ask where you are, and he's not surprised you don't remember your previous trip here. But you've definitely earned the staff. Mention you have everything needed to repair it. None of that matters, you see...

QUEST CONCLUSION

Sam—or Sanguine the Lord of Revelry, as he's known to his worshippers—simply needed you to go out into the world and spread merriment. Sanguine has chosen you, whether you like it or not.
But you gain the staff as a partial benefit for your forgotten hijinks. A moment later, you're back in the tavern where you first met Sam, a little worse for wear but carrying an impressively potent staff.
Items gained:
Sanguine's Rose

POSTQUEST ACTIVITIES

After this quest, there's a (random) chance that World Encounter: The Drunken Dare* occurs. You run into someone who states that you and Sam dared him to head into a bandit camp. He says he did the dare, and you owe him 10,000 gold! You can pay him, negotiate the price down to 750, or kill him (he'll attack if you fail either of the nonviolent plans).

18.15 The Mind of Madness

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Minor Spoilers

Prerequisites: None
Intersecting Quests: Side Quest: The Man Who Cried Wolf
Locations: Solitude, Blue Palace, The Mind of a Madman, Pelagius Wing
Characters: Anger, Dervenin, Erdi, Falk Firebeard, Goat, Jarl Elisif the Fair, Little Pelagius, Pelagius the Mad, Pelagius's Flame Thrall, Pelagius's Frost Thrall, Pelagius's Storm Thrall, Pelagius the Suspicious, Pelagius the Tormented, Sheogorath, Sultry Maiden, Una
Enemies: Anger, Bandit Chief, Bodyguard, Dragon Priest, Flame Atronach, Hagraven, Wolf
Objectives: Gain access to the Pelagius Wing of the Blue Palace, Use the key to gain access to the Pelagius Wing, Use the Wabbajack to escape from Pelagius's Mind



TAKING PITY ON AN OLD MADMAN

Wandering between the graveyard (just below the Hall of the Dead) and the Bard's College in Solitude is a strange man named Dervenin. As you approach, you see that he has two sunken black holes where his eyes once were. Agitated, he asks you to help him. He isn't the usual beggar you encounter in these Hold Cities.
Ask what he needs and he tells you his master has abandoned him and doesn't want to see him anymore. His master doesn't want Dervenin interrupting his vacation. The last time Dervenin saw his master, he watched him visit the Blue Palace and snuck into the forbidden wing to "have tea" with an old friend. He hands you a Hip Bone; it's important you have that when entering the Pelagius Wing. You can ask this mad old coot more questions about his master before you leave.
***Items gained*:**
Pelagius's Hip Bone
Objective: Gain access to the Pelagius Wing of the Blue Palace
Target: Falk Firebeard, Erdi, or Una, in the Blue Palace, in Solitude

Note

Those with eagle eyes may recognize Dervenin as a High Priest of Mania in a place known as the Shivering Isles. The Hip Bone you're given may have some magical power. Or it could be an old bone you've been given by a lunatic. As this is a quest item that you can't drop, you can't tell for certain.



You need a key to enter the Pelagius Wing. Journey southeast along the main Solitude avenue and enter the majestic Blue Palace. If this is your first time visiting, head up either staircase to the throne room, where Jarl Elisif the Fair is listening to the fearful stories of a villager named Varnius (Side Quest: The Man Who Cried Wolf). Once the conversation is over, approach the person you're attempting to gain the key from. You can:
Talk to Falk Firebeard, and tell him you need to enter the Pelagius Wing. If you're friends with him (i.e., you've completed Side Quest: The Man Who Cried Wolf, or Miscellaneous Objective: Delivery*), you can then reassure him that you'll be careful, but he hands over the key warily and warns you not to return with anything from that part of the palace; too many dark deeds transpired in those halls....

(Persuade) Ask Erdi to give you the key.
Or speak to Una, who simply gives you the key without any problems.
Items gained:
Pelagius Wing Key
Objective: Use the key to gain access to the Pelagius Wing
Head back down the stairs and locate the locked door to the southwest. Go into the accursed wing, stepping past the debris and cobwebbed tables, animal heads, and furniture. This entire chamber is suspiciously silent. Creep up the steps and head down the long hall...until you blink out of existence!

PELAGIUS HAS A LOT ON HIS MIND



It's a slightly overcast day in this wooded glade. Pelagius the Mad refuses another cup of tea; it goes right through him, and he has a lot on his mind. Edge into this unknown realm, watching Pelagius converse with a gaunt but jovial fellow named Sheogorath. The banquet of cheese and mammoth trunk looks delectable.
If you know your history, or witness the ongoing conversation between the crazies, you'll learn that Emperor Pelagius III was an old ruler of Solitude back in the Third Era, 400 hundred years ago.
As the bone you're carrying is from Pelagius's corpse, it soon becomes clear you're not in Skyrim anymore. Or at least, any sane part of it. Sheogorath dismisses Pelagius from his table after a perceived slight about cheese, then turns his pupilless eyes on you.
Begin the conversation with Sheogorath, the Daedric Prince of Madness. You can satisfy your curiosity by asking other questions, but, you're here to deliver that message from Dervenin, telling Sheogorath to end his vacation.
You continue your conversations as Sheogorath's chatter becomes a little more sinister. He explains he is a shadow in your subconscious but brightens up considerably when he decides to finish his holiday here.
Naturally, though, there is one condition: All you need to do is escape this mental maze, using all your wits and weaponry. Unfortunately, Sheogorath takes the latter away from you, swapping your inventory for a Wabbajack.
Items gained:
Wabbajack
Objective: Use the Wabbajack to escape from Pelagius's Mind
Target: Pelagius's three states of mind



The Wabbajack appears in your hand. It is the only weapon, aside from your fists, that you have, and punching a Daedric Prince gets you nowhere. Instead, begin the long, strange trip to extricate yourself from Pelagius's subconscious. The hedge stones on each avenue surrounding Sheogorath's feast are a path into a different part of Pelagius's psyche. Freeing the madness and doubt from each part shall set you free. Set off down any avenue you wish; complete the three parts in any order.

Tip

What is the Wabbajack? This strange staff of chaotic randomness is both beneficial and damaging, effective and useless. Fire it, and a bolt of red light hits the target. A random effect usually occurs. The target could shrink, grow, disappear, or turn into anything from a mammoth trunk to a Greybeard. This isn't an offensive weapon; this is the cane of madness!

Note

Strike Sheogorath with your fists, zap him with the Wabbajack, or eat his food, and he'll blithely ignore your pettiness. Take on those tasks, why don't you?

PATH 1: GAINING CONFIDENCE



Trek southeast down this road to see a manifestation of Pelagius's Anger towering above a tiny man named Confidence. This fight is one-sided, and you witness Pelagius's deepest, keenest hatred for himself.

Puzzle Solution: Help even the fight by aiming the Wabbajack at Anger and hitting it with blasts. The first shrinks it to half its size. The second shrinks it to the same size as Confidence, but Anger then summons two ethereal axes to batter Confidence even more. Aim at Confidence now, and zap it with the Wabbajack. Continue this until Confidence becomes man-sized. Sheogorath congratulates you; Pelagius is finally ready to love himself, while hating everyone else. This task is now complete.

Note

At this point, you can have a conversation with Sheogorath back at his tea party. But this is only critical to your progress once you journey down all three paths.

PATH 2: PULVERIZING PARANOIA

Head northwest down this avenue to a small stone arena where Pelagius is displaying his paranoia in the arena of magic. His Stone, Frost, and Flame Thralls are receiving a drubbing as he fights himself, looking on from across the arena you cannot reach or enter.



Puzzle Solution: The thralls are merely an enticing diversion to the real problem: Pelagius the Suspicious is sitting on his throne, flanked by a Bodyguard on either side of him. The Bodyguards are the source of his paranoia, so shoot either of them. When you strike one, both turn into Wolves, turning on Pelagius and attacking him. His paranoia is vanquished.

PATH 3: NEUTRALIZING NIGHT TERRORS

Head northeast, and witness Pelagius the Tormented attempting to sleep on his bed. You need to wake him up and repel those particularly persistent night terrors.

Puzzle Solution: Pelagius the Tormented is asleep and continues to slumber throughout this literal nightmare. Zap him so the first of his night terrors, a Wolf, bounds into existence and turns on him (or you!). Use the Wabbajack and shoot the Wolf, getting rid of it. It turns into a goat. The goat isn't terrifying at all, so leave it alone and zap Pelagius again.



A Bandit Chief then comes screaming out of the ether. Zap it before it can attack Pelagius. The chief turns into Little Pelagius, the aspect of the child who had these nightmares. Leave Little Pelagius alone and shoot the Hagraven that has appeared to torment both Pelagius aspects. The old crone turns into a Sultry Maiden, much to Little Pelagius's delight. Don't shoot the Maiden; blast Pelagius the Tormented instead, conjuring a Flame Atronach nearby. Quickly shoot that, then Pelagius the Tormented once again. This conjures the final terror: a Dragon Priest. Shoot that, and it turns into a treasure chest, freeing Pelagius's mind from sleeping nightmares.

QUEST CONCLUSION

After you've trekked all three paths successfully, return to the tea party and inform Sheogorath that you've fixed Pelagius's mind with your Wabbajack. He is forced to honor his end of the bargain. He hopes you'll stop in for a strawberry torte the next time you're in New Sheoth and blinks you out of Pelagius's mind. You return to the musty wing of the Blue Palace and can end this enforced holiday yourself.

POSTQUEST ACTIVITIES

After this quest, Dervenin has disappeared from Solitude. There's also a (random) chance that World Encounter: Ramblings of a Mad Woman* occurs. A crazed woman demands you use the Wabbajack on her. Oblige her if you wish!

18.16 Waking Nightmare

Minor Spoilers

Prerequisites: None
Intersecting Quests: None
Locations: Dawnstar, Windpeak Inn, Nightcaller Temple
Characters: Dawnstar Guard, Erandur, Fruki, Irgnir, Thoring, Vaermina
Enemies: Awakened, Brother Thorek, Brother Veren Duleri, Orcish Invader, Vaermina Devotee
Objectives: Follow Erandur to Nightcaller Temple, Speak to Erandur, Follow Erandur, Follow Erandur to the Library, Speak to Erandur, Locate The Dreamstride, Speak to Erandur, Follow Erandur to the Laboratory, Speak to Erandur, Locate Vaermina's Torpor, Speak to Erandur, Drink Vaermina's Torpor, Release the Miasma, Disable the Magical Barrier, Speak to Erandur, Follow Erandur to the Skull of Corruption, Defeat Veren and Thorek, Speak to Erandur, Wait for Erandur to dispel the barrier, Murder Erandur, OR Allow Erandur to complete his ritual, Take the Skull of Corruption

NIGHT TERRORS



Dawnstar is the last port before Windhelm that is not icebound. The population of this Hold City seems a little preoccupied. When you walk the thoroughfares, Dawnstar Guards may comment on the nightmares the entire town is suffering from.
More guards murmur the same rumor. To gain more solid information on what is going on, visit the town's tavern, the Windpeak Inn. The first time you enter, a group of locals are discussing the "curse" with a priest.
Listen in as Irgnir and Fruki argue with each other. Irgnir wants to move out of town, but her sister is telling her she's just having bad dreams and nothing more. Erandur the priest tries to placate Irgnir and agrees they aren't out of the ordinary. Thoring the barkeep pipes up as the sisters begin to chatter about why Irgnir is having the same dream every night.

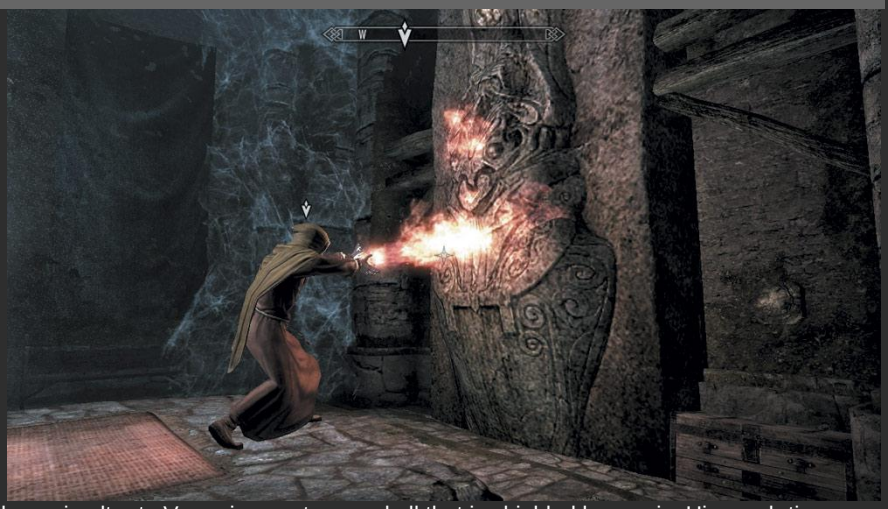


Erandur is looking into this oddity and asks the locals to put their trust into Lady Mara. The sisters reluctantly agree, allowing you to step in and ask Erandur what exactly is going on. Respond as you wish, after which Erandur reveals the truth:
The dreams are manifestations created by the Daedric Lord Vaermina. She has a hunger for memories, leaving nightmares behind after consumption. Before the damage Vaermina is doing becomes permanent, Erandur needs to return to the source of the problem—the Nightcaller Temple. Can you help?
Objective: Follow Erandur to Nightcaller Temple
Objective: Speak to Erandur
Objective: Follow Erandur
Erandur explains the history of the temple as you scale the hill above Dawnstar. It is now a ruin within a ruin. Erandur established a small shrine to Mara within the tower's entry hall, hoping to seek her guidance.
Once Erandur reaches the temple door, he waits for you to join him. Speak with him, and he warns you about the dangers within. Years ago, the temple was raided by Orcs seeking revenge for a similar nightmarish affliction. The priests of Vaermina knew they were outmatched and released a strange vapor they called "the Miasma."



This caused the entire temple to fall into a magical sleep, suspended in time. When the temple is unsealed, Erandur fears the Miasma may dissipate and the Orcs and priests may wake up. Extended exposure to the Miasma leads to lunacy. Once you're informed of these potential unpleasant side effects, follow Erandur into the structure.

Once inside, Erandur passes the small shrine to Mara, and approaches an area of wall. He casts a spell and the wall illuminates, becoming semi-transparent and bathed in a strange hue. Erandur forces his way through the wall and into the previously inaccessible part of the



Follow him past a barred window overlooking the main altar to Vaermina, a strange skull that is shielded by magic. His revelations are shocking: The cause of the nightmares is the Skull of Corruption! Then he moves along the barrier. At the bottom of the stairs, Erandur inspects a doorway with energy blocking your way. Before you can inspect the door, two Orcish Invaders wake from their slumber. Attack them immediately!

Tip

The enemies you face throughout this temple take a few moments to stand up, draw their weapon, and attack. Use this time to hit them as many times as you can, wounding them before they can counterattack.

With the Orcs dead, Erandur curses, telling you the priests must have activated the barrier when the Miasma was released. He believes there's a way to bypass the barrier to reach the tower's inner sanctum, but it involves checking the library for confirmation. When you ask how he knows so much about this place, Erandur finally reveals that he, too, was a priest of Vaermina. Your response can be accusatory or quizzical. Erandur quickly tells you he's been seeking redemption from Mara and living in regret.

Objective: Follow Erandur to the library

VAERMINA'S CORRUPTION

Head back up the stairs and wait for Erandur to open the wooden door to the east. He warns you that the Awakened are likely to be active. Sure enough, a Vaermina Devotee and Orcish Invader rise from the rubble of the library. Dispatch them before dropping to the ground floor and attacking two more Devotees on this level. Return to Erandur, as he has a task for you.



Objective: Speak to Erandur
Ask Erandur what you're looking for, and he describes a book of alchemical recipes called The Dreamstride. The cover bears a likeness of Vaermina.
Objective: Locate The Dreamstride
Begin thoroughly searching the library, which contains numerous interesting (but not quest-related) tomes. The Dreamstride is located on the upper ledge (accessed via a fallen column) of the library's top floor, in the eastern corner. Carefully head across and remove the book from its pedestal, between two bookcases.
Items gained:
The Dreamstride
Objective: Speak to Erandur
Inform Erandur that you've found the book, and he quickly thumbs through it. Praising Mara, he reads that there is indeed a way past the barrier, and it involves a liquid known as Vaermina's Torpor. Digesting this brew allows one to enter a "Dreamstride" state, using dreams to travel distances in the real world. As Erandur isn't going to drink it, this task will fall to you soon enough. Before following him, you can argue the dangers of attempting such a feat with Erandur. The temple's east wing has a laboratory that may contain a sample of the torpor.
Objective: Follow Erandur to the laboratory
Move through a small connecting corridor to a stone storage chamber with liquids and barrels lining a wooden platform. Kill the priest and Orc rising from their slumber, then head southwest, into the ruins of the laboratory. Expect further attacks from Vaermina Devotees and more Orc Invaders. After everyone except Erandur is dead, halt your bloodletting.



Objective: Speak to Erandur
Objective: Locate Vaermina's Torpor
Erandur needs you to look around for a small bottle containing the Torpor. While he searches upstairs, head to the three wooden shelving cases below the Alchemy Lab, close to the laboratory exit. The Torpor is sitting on the middle set of shelves.
Items gained:
Vaermina's Torpor
Objective: Speak to Erandur
Objective: Drink Vaermina's Torpor

DREAMSTRIDE: A BLAST FROM THE PAST

Return to Erandur, letting him know you've secured the Torpor. He tells you to drink, as the fate of Dawnstar depends on reaching the inner sanctum and halting Vaermina's hold over the locals' dreams. Access your Items > Potions inventory, and use Vaermina's Torpor to continue. The vision comes quickly as you enter the Dreamstride.



Your dream seems to harken back to the Orc warband's attack on the temple. Brothers Thorek and Veren are attempting to keep the Skull from the horde. Veren tells Thorek they have no choice and must release the Miasma. Veren turns to you, addressing you as "Brother Casimir," and orders you to activate the barrier and release the Miasma.

Objective: Release the Miasma

Begin your race through the inner temple chambers, heading east and then south into a dining chamber where fighting is already occurring. Ignore the battles entirely; you're here in someone else's past consciousness to turn a dream into a wrinkle of a new reality. Turn left (east), heading into the dormitory. Go up the stairs and to the long corridor running west. Turn north, winding through more corridors until you reach the curved corridor above the Skull. Search for the pull handle, and yank it to release the Miasma. Your vision fades.

Objective: Disable the Magical Barrier

Objective: Speak to Erandur

You blink into present reality, where the magical barrier blocking the doorway still crackles. Take the Common Soul Gem, which focuses the barrier, from its wall sconce, and the barrier begins to fade. Speak to Erandur. Although wowed by the Torpor's effects, Erandur quickly snaps out of his malaise and focuses on ending the Skull of Corruption.

Items gained:

Common Soul Gem

Objective: Follow Erandur to the Skull of Corruption

At this point, you and Erandur must retrace the steps you took in the dream, all the way back to the area where you spoke with the two Brother monks. Erandur leads the way. Back him up when the sleeping Orcs and priests stagger to their feet and fight each other and you. Continue until you reach the lower passageway with the Skull of Corruption glowing behind its shield ahead (west) of you.



At this point, Brothers Veren Duleri and Thorek, now awakened from their slumber, approach Erandur, who is happy they are alive. The feeling isn't mutual, as Veren spits verbal hatred to "Casimir," Erandur's real name (and the body you were inhabiting during the Dreamstride!). Veren calls Erandur a traitor who left them to die and fled before the Miasma took hold. The priests aren't about to let you disturb this Skull. There's only one way out of this mess....

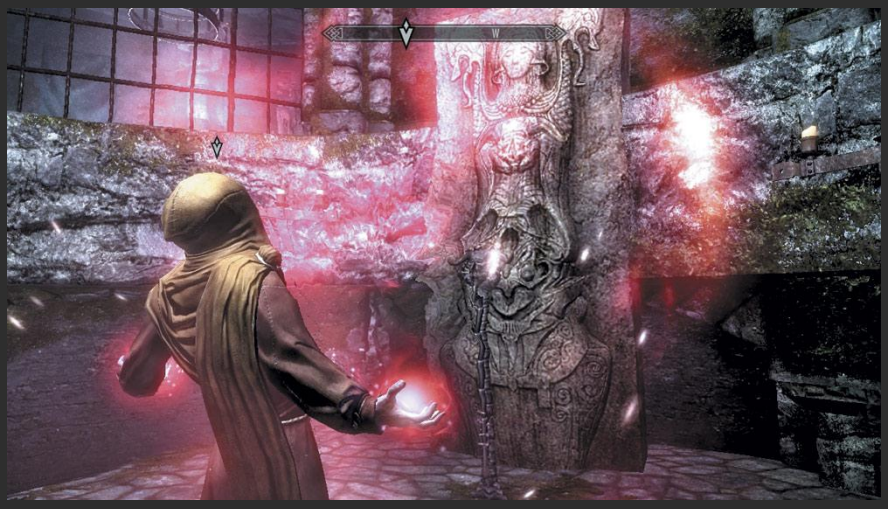
Objective: Defeat Veren and Thorek

Objective: Speak to Erandur

Bring your battle to the two priests, focusing on the one that Erandur isn't fighting so that combat is quicker. When both priests are dead, approach Erandur, who seems genuinely remorseful for killing his friends. Answer him how you wish, before Erandur steps forward, ready to perform the ritual Lady Mara granted to him.

Objective: Wait for Erandur to dispel the barrier

Erandur slowly ascends the steps and implores Lady Mara to break through the barrier and send the Skull to the depths of Oblivion. A moment later, the barrier disappears. The goddess Vaermina now speaks from inside your head, attempting to convince you to kill Erandur and grip the Skull of Corruption for yourself! At the same time, Erandur begins a ritual spell. This takes 30 seconds to complete, leaving you this much time to decide between two possible choices: murder Erandur or let him complete his ritual.



Objective: Murder Erandur
Objective: OR Allow Erandur to complete his ritual

QUEST CONCLUSION 1

It takes only a couple of swings into Erandur's back to betray him and claim the Skull of Corruption for yourself! Continue to strike him until he falls.
Objective: Take the Skull of Corruption
Step up to the Skull Pedestal and activate it. The Skull of Corruption, a staff of ill repute, is now yours! Use it in Vaermina's honor.
Items gained:
Skull of Corruption

QUEST CONCLUSION 2

It takes only 30 seconds for Erandur to finish the ritual, banishing the Skull of Corruption and Vaermina's influence. Erandur stays at the temple entrance, by the Shrine to Mara. As you aided him, so shall he aid you:
Follower: Erandur

POSTQUEST ACTIVITIES

Erandur's powerful spells are excellent, and he is a formidable magician if you wish to bring him along.

19.1 Other Faction Quests: Overview

Optimal Quest Start



Quests involving the more minor factions of Skyrim have specific prerequisites as listed below. In general, in order to undertake the missions for the Greybeards or the Blades, you must progress through the Main Quest until those factions become available. However, you may visit and help the Bards College at your earliest convenience.

Note

Cross-Referencing: Do you want to see maps and learn more about the traps, non-quest-related items, collectibles, crafting areas, and other important rooms of note in every location during these quests? Then cross-reference the location you travel to with the information on that location contained in this guide's Atlas.

AVAILABLE QUESTS

There are a total of 10 different quests and other activities available from these factions.

THE GREYBEARDS

Quest Name	Prerequisites
Word Wall Revelations*	Complete Main Quest: The Horn of Jurgen Windcaller
Meditations on Words of Power*	Complete Main Quest: The Throat of the World

THE BLADES

Quest Name	Prerequisites
Rebuilding the Blades*	Complete Main Quest: Alduin's Wall
Dragon Hunting*	Complete Main Quest: Alduin's Wall
Dragonslayer's Blessing*	Complete Main Quest: Alduin's Wall
Dragon Research*	Complete Main Quest: Alduin's Wall

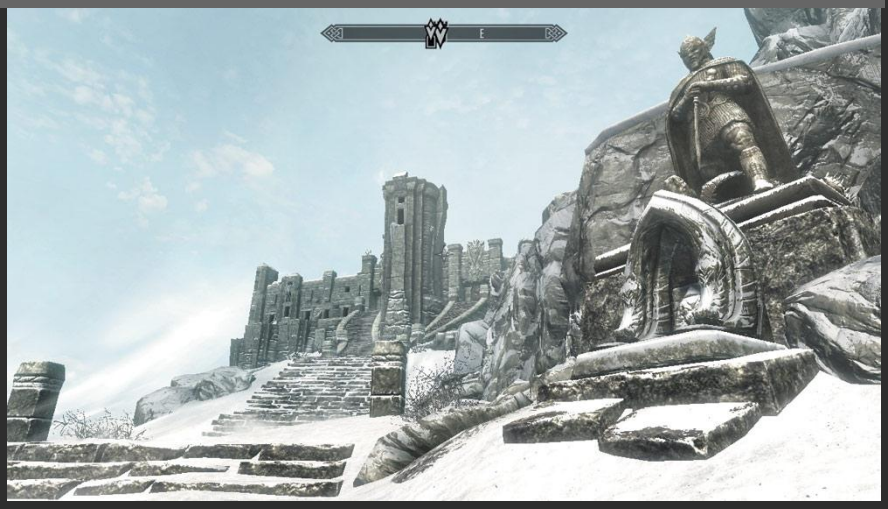
THE BARDS COLLEGE

Quest Name	Prerequisites
Tending the Flames	None
Finn's Lute	Tending the Flames
Pantea's Flute	Tending the Flames
Rjorn's Drum	Tending the Flames

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.

19.2 The Greybeards Quests

The following activities occur after you complete certain parts of the Main Quest. From this point on, High Hrothgar in Whiterun Hold is the main base of operations for the Greybeards. Providing you partner with Master Arngeir and Paarthurnax and do not complete Main Quest: Paarthurnax, you can help the Greybeards preserve the Way of the Voice. There are now two Radiant Quests you can attempt.



High Hrothgar, on approach from the 7,000 steps.



High Hrothgar interior, during a period of contemplation.

Anancient monastery high upon the slope of the Throat of the World, High Hrothgar is home to the Greybeards, masters of Thu'um—the voice powers made famous by Tibe Septim.

Important Characters

LEADER: PAARTHURNAX



Paarthurnax lives above High Hrothgar, at the summit of the Throat of the World, and serves as the supreme master of the Greybeards. He remembers back to the days of the ancient Dragon War when Alduin was defeated and imprisoned. He views events from a distance and from a uniquely detached point of view.

ELDER: MASTER ARNGEIR



Arngeir is the most powerful of the Greybeards, although this isn't immediately obvious to the rare visitors he receives. His initial reaction to you is cautious; he wants to believe that a Dragon born has returned but hardly dares to hope it is true.

Note

The other Greybeards—Masters Wulfgar, Einarth, and Borri—do not speak; their voices are too powerful. Only Master Arngeir is skilled enough to master his voice to the point of conversation. However, they have been known to attempt conversations with those powerful enough to withstand their voices. They excel in the training of Shouts by gestures and demonstration.

Word Wall Revelations*

Note

Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may. This Radiant Quest becomes available as soon as you complete Main Quest: The Horn of Jurgen Windcaller. You can complete it multiple times. It is always given to you by Master Arngeir.

Speak to Master Arngeir about the Greybeards, and he mentions that there are Words of Power scattered across Skyrim. Most are lost to the world, found only by those stumbling into underground passageways or snowy mountains not used for centuries. If you want, Master Arngeir can place a marker on your world map, randomly showing you a Word Wall you haven't yet discovered.

Objective: Find the Word of Power in [random location]

QUEST CONCLUSION

Journey to a location that Arngeir marked, and absorb the Word of Power. This may involve battling any number of guardians, usually Draugr or a dragon. The Word Walls Arngeir reveals may be ones perched atop mountain peaks or hidden in deep dungeons. He usually won't reveal locations you've already been to, unless you've forgotten or missed the Word Wall at that location.

Items gained:

Word of Power

POSTQUEST ACTIVITIES

You can return to Master Arngeir and begin this quest repeatedly. A section in the Training Chapter lists the locations of all the Word Walls and their associated Shouts.

Note

Sometimes this quest won't be available; this means that Arngeir hasn't discovered a location for you at the moment. It is wise to return later (try around three days) to see if his scrying has revealed any more locations.

Meditations on Words of Power*

This Radiant Quest becomes available as soon as you complete Main Quest: The Throat of the World. You can complete this multiple times. It is always given to you by Paarthurnax.

Trek to the summit of the Throat of the World and speak with Paarthurnax. He has much to tell you about the Words of Power and can even teach basic meditations to your Words of Power. Ask Paarthurnax if he trains people, and after the response, ask about the meditations. Paarthurnax grants you a single meditation. The exact one is up to you:

Items gained:

Perk: *Force Without Effort (Fus)*
Perk: *Eternal Spirit (Feim)*
Perk: *The Fire Within (Yol)*

QUEST CONCLUSION

Fus grants you 25 percent defense against stagger, and you stagger opponents 25 percent more often. Feim grants you 25 percent more health regeneration while you're ethereal. Yol grants you 25 percent bonus damage when you use the Fire Breath Shout.

POSTQUEST ACTIVITIES

You can return to Paarthurnax at any time and change the Meditation to another of the three perks. You can have only one Meditation at a time.

19.3 The Blades Quests

The following activities occur only after you complete Main Quest: Alduin's Wall. From this moment on, the Sky Haven Temple in the Reach is the main base of operations for the Blades. Providing you partner with Delphine and Esbern and complete Main Quest: Paarthurnax, you can help the Blades to gain a foothold in Skyrim once more. There are now four Radiant Quests you can attempt.

Overview

SANCTUARY: SKY HAVEN TEMPLE, IN THE REACH



Sky Haven Temple, entrance to the sacred interior.



Sky Haven interior, dominated by Alduin's Wall.

An ancient Akaviri sanctuary, Sky Haven Temple was built as a hidden outpost. The secret interior chambers are dominated by Alduin's Wall, the ancient mural that shows the history and future of Alduin—how he was defeated in ancient times and the prophecy of his return.

Important Characters

BLADE LEADER: DELPHINE



The last Blade left in Tamriel (as far as she knows), Delphine is hard-bitten and a survivor. Any idealism has been largely driven out of her during her years on the run. Competent, she tends toward paranoia. She hates the Thalmor above all and will stop at nothing to see them destroyed. Full of darkness and despair, she may yet be turned back toward idealism and the rebirth of the Blades.

BLADE ARCHIVIST: ESBERN



After the Blades' destruction, Esbern went underground, ignoring any messages for help from other Blades (having seen that this was often a Thalmor trap), which allowed him to survive. Esbern has been obsessed with the end of the world for decades. Now that Alduin has returned, he immediately recognizes this as the beginning of the end—without a Dragonborn, there is no hope to stop him.

Rebuilding the Blades*

Note

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.

This Radiant Quest becomes available as soon as you complete Main Quest: Alduin's Wall. You can complete it multiple times. It is always given to you by Delphine.



Speak to Delphine about the Blades, and she mentions how few of them are left; in fact, there are only two in existence! To bolster the numbers, and because it is the Blades' sacred duty to protect the Dragonborn (you), Delphine asks if you know of any like-minded individuals who can give their hearts and minds to this course.

Objective: Bring a Follower to Delphine

Journey to a location where you left a Follower or where you can obtain one. Then return and speak to Delphine with the Follower accompanying you.

QUEST CONCLUSION

Delphine welcomes your Follower into the fold. As time passes and you return to see your Follower, they are able to wear Blades armor and carry weapons used by the Blades, and they live in the Sky Haven Temple. They can accompany you on travels just as before. You can repeat this quest, turn in two additional Followers, and pick one to travel with you, just as before.

POSTQUEST ACTIVITIES

This is a good way to amass a small "pool" of Followers to take with you on journeys in the future.

Dragonslayer's Blessing*

Note

This Radiant Quest becomes available as soon as you complete Main Quest: Alduin's Wall. You can complete it multiple times. It is always given to you by Esbern.

Speak to Esbern and ask if the sage has any advice for you. Providing you're in good standing with the Blades, he mentions a blessing he can perform. Request this blessing, and he duly obliges.

QUEST CONCLUSION

You are imbued with Esbern's Dragonslayer's Blessing, which gives you a +10 percent Critical Hit versus dragons for five days.

Items gained:

Dragonslayer's Blessing

POSTQUEST ACTIVITIES

Once this wears off, ask Esbern to renew it if you wish.

Dragon Research*

Note

This Radiant Quest becomes available as soon as you complete the Blades Quest: Dragon Hunting.* You can complete it only once. It is always given to you by Esbern.

Once you've completed your first Dragon Hunting Quest for Esbern, report back to him. He's interested in you locating any Dragon Scales or Dragon Bones you may have pried off the corpses of the dragons you've slain previously.

Objective: Bring a Dragon Scale and a Dragon Bone to Esbern

QUEST CONCLUSION

When you return with a Dragon Scale and a Dragon Bone to Esbern (which you may already have gathered, in which case, speak to him again), he concocts a strange potion and hands it to you. This potion imbues you with a 10 percent damage reduction from dragon attacks.

Items gained:

Esbern's Potion

Perk: *Dragon Infusion*

Dragon Hunting*

Note

This Radiant Quest becomes available as soon as you complete The Blades Quest: Rebuilding the Blades.* You can complete it multiple times. It is always given to you by Esbern.



Once you've turned in three of your Followers to Delphine, and she's welcomed them into the fold, speak to Esbern, steering the conversation toward dragon lairs. When you ask Esbern if he has knowledge of any lairs, he informs you that he does and points out a [random] lair on your world map. If Esbern hasn't found a dragon lair, he'll mention the realm is quiet at the moment.

Objective: Kill the dragon in the [random] dragon lair

QUEST CONCLUSION

Set off on your journey to slay the dragon, which is, after all, the raison d'être of the Blades. Begin combat with this hated beast. The Followers you have accrued will also stand and fight with you, making for an epic assault. Bring down the dragon and then report back to Esbern.

Items gained:

Dragon Bone

Dragon Scales

Dragon Soul

POSTQUEST ACTIVITIES

Protect any Blades you wish to see live to fight another day; once Blades (your old Followers) die during battle, they cannot be replaced.

19.4 The Bards College Quests

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The Bards College

SANCTUARY: BARDS COLLEGE, IN SOLITUDE



This College has attracted the young, gifted, or rich and ungifted from across the realm of Skyrim. It is where Nords send the few sons and daughters without an aptitude for farmwork or battle.

Important Characters

HEADMASTER: VIARMO



Viarmo is totally apolitical when it comes to the Civil War. His only concern is the welfare of the Bards College. He is politically shrewd but has masterfully steered clear of taking sides or taking stands on any of the issues of the day. The Bards' role is to entertain and record the events of history, not to make them.

DEAN OF HISTORY: GIRAUD GEMANE



Giraud also carries out many of the bureaucratic duties at the College. He is a mousy, quiet man, and not at all what one would expect from a bardic performer. In truth, he has a certain degree of stage fright. However, his mathematical precision and perfectionism have made him one of the best performers of the drums, piano, and several other “lesser” instruments.

DEAN OF LUTES: INGE SIX-FINGERS



Inge doesn’t really have six fingers, but anyone who watches her play the lute believes she does. She is an old, crotchety woman who would rather burn her own lute than become headmaster because it would remove her from teaching. However, she will reluctantly put the needs of the College ahead of her own feelings if necessary.

MASTER VOCALIST: PANTEA ATEIA



Pantea is one of the youngest masters of Voice that the Bards College in Solitude has ever had. Her performances are highly sought after, and she frequently plays at the palace for Elisif. Unlike Headmaster Viarmo, she is a supporter of the Imperial cause in Skyrim. In deference to the headmaster, she keeps her opinions largely to herself.

There are also students inside the College. These include the following:

Jorn: The most advanced student in the school. He is particularly enamored with the battle drum.

Aia Arria: The best singer. She is keenly aware of how she can enchant people with her voice, especially men.

At-Af-Alan: He has just started his lessons and spends more time with Giraud learning rhythm and beat.

Illdi: A recent enrollment and enthusiastic about memorizing the tales of old, her performances are timid and underwhelming.

Tending the Flames



Prerequisites: None
Intersecting Quests: None
Locations: Dead Men's Respite, Solitude, Bards College, Blue Palace
Characters: General Tullius, Giraud Gemane, Jarl Elisif the Fair, Jorn, Svaknir, Viarmo
Enemies: Draugr, Frostbite Spider, King Olaf One-Eye, Skeever
Objectives: Find King Olaf's Verse, Return to the Bards College, Help Viarmo reconstruct Olaf's Verse, Meet Viarmo at the Blue Palace, Watch Viarmo perform Olaf's Verse, Speak to Viarmo, Speak to Jorn, Attend the Burning of King Olaf

UNEARTHING ARCANE EDDA

If you speak with any of the Bards who sing and play (usually in the main inn or tavern in any of Skyrim's main cities), they mention that you might be interested in becoming a member of the Bards College. These hints are optional to find but point you in the direction of the College.
When you're ready to become a Bard, visit the Avenues District. One of the fancier buildings houses the Bards College, as indicated by the door icon on your local map. The College Headmaster Viarmo is in the lobby of this building.
He warns you that the College accepts few applicants, but for your interview, he has a task that might be appropriate. He tells you that the Burning of King Olaf Festival, held by the College each year, has been forbidden by Solitude's Jarl Elisif. He believes he can change the Jarl's mind if he can perform a reading of King Olaf's Verse, a part of the living history of Skyrim called the Poetic Edda that the Bards College keeps.
The College historian, Giraud Gemane, believes that the only surviving copy of King Olaf's Verse was buried in the old king's tomb. Giraud's research leads him to believe that Dead Men's Respite is the location where the king still lies. Look here.
Objective: Find King Olaf's Verse
Target: King Olaf's Verse, in Dead Men's Respite

A GHOST OF A CHANCE



From Dragon Bridge, you can head south along the road to Robbers' Gorge, then follow the river east to the tomb, or take the longer (but safer) road past Fort Snowhawk before heading through the mountains. Enter the ancient barrow and head into the entry chamber, where you encounter the ghost of a bard. It turns and walks through the portcullis, fading out before you can interact with it. Return to the table and remove the Ruby Dragon Claw from the pressure plate, which raises the portcullis. You'll need the Claw later, but first, defend yourself from the restless Draugr. Your claw removal startled them out of slumber.
Items gained:
Ruby Dragon Claw
With the Draugr temporarily thwarted, head through the doorway that opened and around to another sighting of the ghostly form; it bears the name Svaknir. Don't focus on it as you walk down the corridor; there's a floor pressure plate that triggers a spear trap for the unwary! Follow the narrow crypt corridor around and down, to a seemingly dead end. Look to the right for a chain that rotates the stone wall in front of you, opening up a way into the main crypt.



Svaknir walks out of sight, leaving you to fend off some Frostbite Spiders. Carefully pick your way past more cobwebs to another chain (in a crypt with fallen masonry) and pull it. The walls rotate once more, opening a new path through the tombs and unlocking several more chambers with Draugr. Fight or sneak through to the stairs heading down, avoiding the flame trap at the bottom.

You come out into a cobwebbed chamber with a floor grate, where more Frostbite Spiders descend to fight you. After looting the room, open the grate via the chain on the east wall, and drop into the water below. Wade into a damp burial chamber with spiral wooden steps that Svaknir wanders up while you deal with more Draugr and Skeever. Expect attacks from Draugr bowmen on the upper platform. Head up the steps, into the caged platform, and take stock of the path ahead of you.
On the floor to the door's right is a hinge trigger wire. Disarm it (Lockpicking: Adept) and you can open the door and safely cross the bridge.
Otherwise, open the door and carefully time your movements past the deadly swinging blades, stopping at the safe spots indicated by the candles (and lack of blood). Hurry! The longer you wait, the less synchronized the blades will be, making your run that much harder. You can also try a direct sprint (augmented with spells or a Shout if necessary), or leap to a side alcove and back onto the bridge, avoiding some of the blades. Activate the chain at the bridge's opposite end to stop the blades (allowing your followers to pass), and exit via an upper door.



Svaknir appears again near a sealed door in the next corridor. You cannot open the door for now, so continue deeper into the crypt. Deal with more Draugr along the way and a nasty magic caster trap as you move into a connecting chamber with a floor grate. Look down, and you see Svaknir descending the steps. Then look back up to see the Draugr rushing you from all sides.
After dealing with the ambush, activate the chain between the two carved dragon heads on the south wall to open the grate. Descend the spiral steps below, use the handle, and you come upon the final resting place of Svaknir, the bard who wrote King Olaf's Verse and who first began the festival so long ago. The specter sits next to his corpse, waiting for you to bear his masterwork out into the world. Pry it from his bony fingers.
Items gained:
King Olaf's Verse
Objective: Return to the Bards College
Ascend the spiral stairs and retrace your steps, fighting off any surviving Draugr along the way. When you return to the sealed door, Svaknir is waiting for you. He beckons you to follow and casts a spell at the door, removing the barrier. He then draws his sword and races down the hall. Follow him.



At the hall's end is a Nordic Puzzle Door.
Puzzle Solution: Bring out the Ruby Dragon Claw you took in the entrance embalming room, and inspect the palm. The forms of a Wolf, a Hawk, and another Wolf are etched into the surface. Make sure the door's outer, middle, and inner rings have those carvings shown before you insert the Claw to unlock the door.
Head up the stairs beyond the door, where Svaknir waits with ghostly sword drawn as you enter the ceremonial burial chamber of King Olaf. Svaknir challenges the dead king, and the Draugr who protected him in life rise from their thrones to defend him once more. Join the bard in battle and cut down your foes as quickly as they rise.

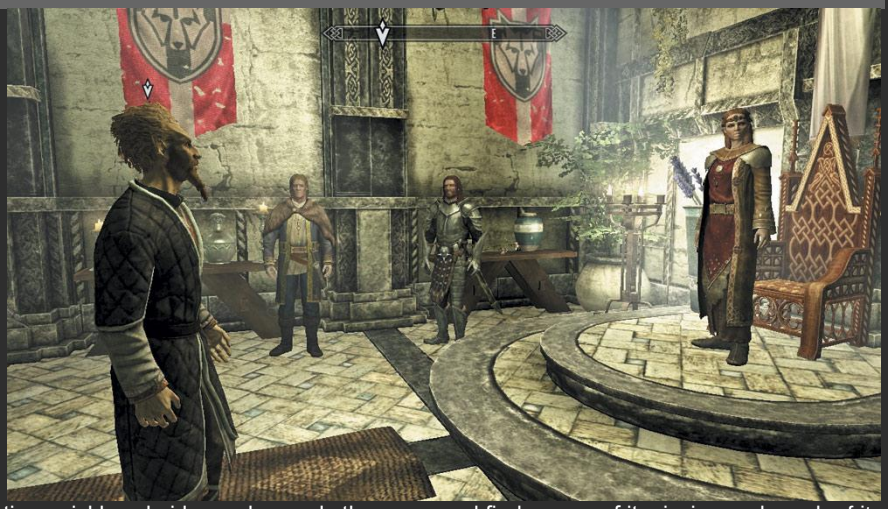


Svaknir shouts a second challenge, and the Draugr on the middle level stand up one by one. These foes are tougher, but with the help of your spectral ally, you can beat them.
Finally, follow Svaknir up to the upper level, where the dead king's sarcophagus lies. The bard yells out his final challenge, and King Olaf One-Eye cracks open his sarcophagus and attempts to stop you. Fight the King, as he is carrying the key that allows you to exit this chamber—unless you wish to creep around and unlock the door (Master).

Tip

Defeating Old King Olaf: It is important to note that Svaknir is invulnerable and cannot be hit by magic or weaponry. This makes him an excellent barraging machine to wade into the fray. If your own defenses are lacking, you can even stand behind him and cast your spells through him. Go ahead; he won't mind.
You don't have to fight the Draugr in the order shown previously. If Svaknir (or your Followers or summoned creatures) can handle the initial wave of Draugr, you can race to the Draugr that are still seated and slay them—ideally before they even finish standing up!
Before you leave, learn the new Word of Power from the Word Wall behind King Olaf's resting place. Then exit via the Iron Door, where Svaknir—his vengeance finally completed—vanishes in a bright light. Use the lever to remove the blocking stone, and exit Dead Men's Respite for good.
Items gained:
King Olaf's Treasury Key
Word of Power: *Whirlwind Sprint*

RETURN OF THE KING



Present King Olaf's Verse to Viarmo. His jubilation quickly subsides as he reads the verse and finds some of it missing,and much of it less "poetic" than modern-day Edda. Offer to make up the missing parts of the verses. Viarmo is convinced.
Objective: Help Viarmo reconstruct Olaf's Verse
Objective: Meet Viarmo at the Blue Palace
Objective: Watch Viarmo perform Olaf's verse
Objective: Speak to Viarmo
Viarmo needs some story hooks and ideas that give the poem a more thrilling and weaving narrative than before. You are free to choose what happens in portions of the verses.
(Persuade) You can even choose a more fanciful and outlandish story for the poem. Complete the first Persuade, and a second Persuade option opens up. Choosing both of these increases the patronage paid by the court, and therefore your ultimate reward.
With the poem creatively polished, Viarmo sets off to see the Jarl of Solitude inside the Blue Palace. Follow him when the objective updates. Once inside the palace, ask Viarmo if he's ready. The objective updates again, and he climbs the stairs to gain an audience with Jarl Elisif the Fair.
After a thrilling (and some might say, unbelievable) recount of King Olaf's fable in verse form, Jarl Elisif the Fair recognizes that Solitude would be remiss if they forgo this traditional burning festival. She agrees to speak to General Tullius about the matter, and ensures that the College is well rewarded for such a stirring piece of poetry.



As soon as Viarmo leaves the Jarl's chamber, speak with him. Although you aren't a bard yet, you are set to be inducted during the festival. For now, you are to locate Jorn, who was preparing the effigy of King Olaf, and tell him to finish the preparations: The festival is back on!

Objective: Speak to Jorn

Target: Jorn, in the Bards College

Jorn is usually in the Bards College and is an adept given responsibility for the effigy. Speak with Jorn now, and he asks you to return at 10:00 p.m. or later.

Objective: Attend the Burning of King Olaf

QUEST CONCLUSION



Return to Jorn at the allotted time, and watch the festival. You can get some free food and hear some music here. Viarmo lights the effigy of King Olaf, which burns merrily.

Then, in front of a crowd of Solitude citizens, Viarmo turns to you and welcomes you into the Bards College with the following rewards:

Items gained:

Leveled gold pieces

Perk: *Gift of the Gab*

POSTQUEST ACTIVITIES

You may now speak to any of the bards, who are now "friendly" to your cause. You can and should begin the instrument-collecting quests, detailed next.

Finn's Lute

Prerequisites: Bards College Quest: Tending the Flames

Intersecting Quests: None

Locations: Solitude, Bards College, Stony Creek Cave

Characters: Inge Six-Fingers

Enemies: Bandit

Objectives:Find Finn's Lute

A LUTE FOR SOME LOOT



While staying at the Bards College, seek out Inge Six-Fingers, the slightly crotchety teacher who can play the lute like she has a vestigial finger (she doesn't). Ask her why she's so sad, and she reveals that thieves broke into the college over a year ago and removed numerous valuables.
The gold and silver weren't important compared to Finn's Lute. Finn was a bard who invented the eight-course lute that is commonplace today, and the stolen lute is Finn's original instrument. Inge Six-Fingers might even crack a smile if you return with this instrument.
Objective: Find Finn's Lute
Target: Finn's Lute, in Stony Creek Cave
Travel to Eastmarch Hold and locate Stony Creek Cave, or the dwarven mountaintop tower known as Kagrenzel. The former allows a quick scavenge for the lute, while the other involves a spectacular plummet but a full exploration of both locations. The former is described.
Find the pond with the moored rowboat and jetty. Step into the nearby cave mouth with the hanging lantern and into Stony Creek Cave.



Wade through the water, and up the ramp by the draped corpse, to the rushing underground stream tunnel. Ascend the slippery and cramped tunnel. You encounter bandits in the passage. Deliver a killing blow to each of them. Now check to the right (south), up a wooden ramp and deck where the bandits appeared from.
If the bandit mage hasn't attacked yet, he's usually in the small cave alcove atop the deck. Clear the area of foes, then search the treasure chest. Inside, you'll find the lute.
Items gained:
Finn's Lute

QUEST CONCLUSION

Return Finn's Lute to Inge Six-Fingers back at the Bards College. Although Inge thanks the Sweet Divines (and you) for your help, she tells you she has nothing to pay you for the value of the lute. However, she can teach you a few tricks, and ups all your Stealth skills by a point:
Light Armor (+1)
Sneak (+1)
Lockpicking (+1)
Pickpocket (+1)
Speech (+1)
Alchemy (+1)

Pantea's Flute

Prerequisites: Bards College Quest: Tending the Flames
Intersecting Quests: None
Locations: Hob's Fall Cave, Solitude, Bards College
Characters: Larina, Pantea Ateia
Enemies: Necromancer, Skeleton
Objectives: Find Pantea's Flute

THE DANCING DEAD



While staying at the Bards College, look out for the College's master vocalist and teacher, Pantea Ateia. She's quite vexed about her student Larina, who stole a flute from her private collection, only to sell it to some necromancer. Pantea just received a ransom note for it.
This flute has been handed down through her family for 17 generations. She impatiently orders you to find the flute and return it, posthaste. Furthermore, the flute does not make "the dead dance," despite what her student may have told the necromancer.
Objective: Find Pantea's Flute
Target: Pantea's Flute, in Hob's Fall Cave
Set off into the mountains east of Dawnstar and locate Hob's Fall Cave, on a hidden path among the glaciers. Enter this series of connected snow caves. Battle skeletons along the ice tunnels and fight necromancers as you head down the tunnels to a large wooden rope bridge spanning a chasm.
Follow the lanterns and torches until you reach a throne chamber where a more powerful necromancer and his cronies reside. Defeat them all before activating the pull chain by the spears blocking your exit to the east.



Head through a Soul Gem pedestal trap, up a long tunnel to the south, and into the deepest chamber where powerful necromancers and their students work on raising the dead.
Defeat them all, then check the treasure chest to the altar table's left. Inside is Pantea's Flute. You may also wish to free Larina, who is being held captive.
Items gained:
Pantea's Flute

QUEST CONCLUSION

Return Pantea's Flute to Pantea Ateia back at the Bards College. She is thrilled with the return of her instrument but, alas, has no money to give you. However, she shows you a few tricks she learned playing for the Winterhold wizards. She ups all your Magic skills by a point:
Illusion (+1)
Conjuration (+1)
Destruction (+1)
Restoration (+1)
Alteration (+1)
Enchanting (+1)

Rjorn's Drum

Prerequisites: Bards College Quest: Tending the Flames
Intersecting Quests: None
Locations: Halldir's Cairn, Solitude, Bards College
Characters: Giraud Gemane
Enemies: Draugr, Ghost, Halldir
Objectives: Find Rjorn's Drum

DRUM OF THE DEAD



While staying at the Bards College, locate the Dean of History, Giraud Gemane, who has some exciting news regarding a lost instrument. It appears adventurers working on behalf of the College have vague information regarding the venerable Rjorn's Drum. No one knows the location of Rjorn's final resting place, and therefore where his drum is, but word is that Rjorn entered a place called Halldir's Cairn and likely died there. Rjorn was the most famous drummer of the Second Age, and Giraud tasks you with finding his drum.

Objective: Find Rjorn's Drum

Target: Rjorn's Drum, in Halldir's Cairn

Journey to Halldir's Cairn, just off the beaten track close to Falkreath. Head inside this strange cavern. An odd blue light pierces through a roof grating, illuminating a pile of stones and a group of scattered corpses, some much older than others.

Close by is a pedestal with a key and a journal to take. The journal details a strange malaise that overtook a group of adventurers. The story doesn't end happily. Unlock the door (Adept), using either Lockpick or the key.

Items gained:

Agrius' Journal

Key to Halldir's Crypt



Open the door, head up the spiral stairs to a rocky tunnel and slope up to a wooden door to the west. This is guarded by ghosts. Repel them with your chosen weapons, open the door to the west, and head through a small crypt while the ghosts taunt your mind. Head up the steps to a throne, where a Draugr draped over the seat twitches to life.

Prepare for a battle with several ghosts and Draugr at this point. Then take the Spell Tome from the pedestal if you wish before checking behind the throne. Activate the lever there, which opens the adjacent portcullis, allowing you through.

Items Gained:

Spell Tome: *Raise Zombie*

Head up the few steps and into an upper crypt with a seemingly dead end. After you remove the Draugr and ghosts that stalk you, inspect the area. There's a locked Iron Door (Apprentice) that doesn't lead anywhere. However, there are some Nordic petroglyphs to study.



Puzzle Solution: The first room has a lever, which initially just causes darts to fire from the nearby statue. Each of the next three chambers has a Nordic Puzzle Pillar; rotate the pillar so that its glyph matches the glyphs on the stone heads in the wall of that room. Then return to the lever and pull it to open a path forward.

This leads to a tiny grotto, a second passage to another crypt area (with a side passage and a dangerous battering ram trap), and steps up and around to the final resting place of Halldir. His undead form is ready with powerful magic and multiple doppelgangers to fight and thwart you. Watch for his clones and electrical attacks, and prepare for a lengthy battle until he uses up his magic and you can consistently slay him. Then inspect his treasure chest, which contains the instrument you're after. Leave by opening the circular trapdoor, landing on the jutting floorboards and then on the stones and corpses you first spotted when you entered this place.

Items Gained:

Rjorn's Drum

QUEST CONCLUSION

Return Rjorn's Drum to Giraud Gemane back at the Bards College. He is excited to see the drum he's been searching for over the last 20 years. Although the College treasury can't pay you, Giraud can show you some tricks he learned from his days with the army. He ups all your Combat (Martial) skills by a point:

Smithing (+1)
Heavy Armor (+1)
Block (+1)
Two-Handed (+1)
One-Handed (+1)
Archery (+1)

19.5 The Temple Quests

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Overview

OPTIMAL QUEST START

Most Temple Quests are available from the moment you begin your adventure, and there are no prerequisites to complete first. Temple Quests aren't inextricably linked to one another; you can start them at your leisure.

Note

Cross-Referencing: Do you want to see maps and learn more about the traps, non-quest-related items, collectibles, crafting areas, and other important rooms of note in every location during these quests?



Then cross-reference the location you travel to with the information on that location contained in this guide's Atlas.

Nordic Worship in Skyrim:

A Brief Overview

Much has been written about the history of the Divines and their worship across Tamriel, and space prevents a recap of this information. Be aware, however, of the following important information regarding the deities most important to Nords:

Talos: The Nordic name for the legendary Emperor Tiber Septim, and the most important hero-god of mankind. He is especially revered in Skyrim, where he is also called Ysmir, or "Dragon of the North." He withstood the power of the Greybeards' voices long enough to hear their prophecy. There is a temple to Talos in Windhelm and shrines in many of the other Hold Capitals. Talos worship has been outlawed in Skyrim by the Thalmor, agents of the elven Aldmeri Dominion, who struck an uneasy truce with the Emperor known as the White-Gold Concordat. Talos has small shrines in all the Hold cities of Skyrim, which are removed if Imperials control the city during the Civil War and restored if the Stormcloaks take control. He has been removed from the Temple of the Divines in Solitude (which was known as the Temple of the Nine Divines until 20 years ago). This, too, changes if the Stormcloaks retake Solitude.

Kynareth (or "Kyne" to old-timers in these parts, or "Kiss at the End"): Widow of Shor and favored goddess of warriors. She is often called the Mother of Men, and her daughters taught the first Nords the use of the Thu'um, or Storm Voice. There is a temple to Kynareth in Whiterun.

Mara: Known in Skyrim as a handmaiden of Kyne and Shor's concubine, she has a temple in Riften where marriages are held.

Dibella: Goddess of women, beauty, and art, has a temple in Markarth.

Arkay: His priests are staunch opponents of necromancy and all forms of the undead. It is presumed that Arkay did not exist before the world was created by gods under Shor's supervision (or urging or trickery). Therefore, he is sometimes called the mortals' god. Priests of Arkay tend to the mausoleums of every major city, called Halls of the Dead.

Stendarr, also known as Stuhn to the Nords: Warrior god who fought against the Aldmeri Pantheon as the shield-thane of Shor. He showed men how to take, and the benefits of taking, prisoners of war. He is the patron saint of the Legions.

Dead Gods

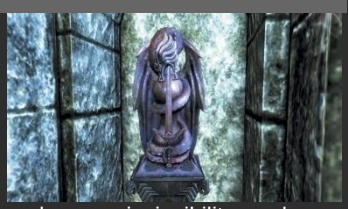
Dead gods don't need temples: They have the biggest one of all, a vast hall of drinking and revelry known as Sovngarde.

Shor, god of the underworld, is the Nordic interpretation of Lorkhan, who takes sides with men after the creation of the world. Foreign gods (i.e., elven ones) conspire against him and bring about his defeat, dooming him to the underworld. Nordic myths depict him as a bloodthirsty warrior king who leads the Nords to victory over their elven oppressors time and again. Before his doom, Shor was the chief of the Nordic pantheon.

Tsun is an extinct Nordic god of trials against adversity. He died defending Shor from foreign gods. Tsun is now said to guard the mythical Whalebone Bridge into Sovngarde.

The Nine Divines

AKATOSH:



First of the gods to form in the Beginning Place: the ultimate god of the Cyrodilic Empire, embodying endurance, invincibility, and everlasting legitimacy.

ARKAY



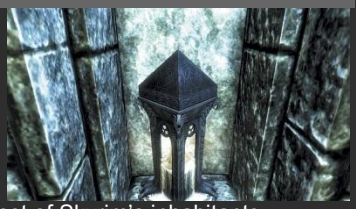
God of the cycle of birth and death, of burials and funeral rites, and of the seasons.

DIBELLA:



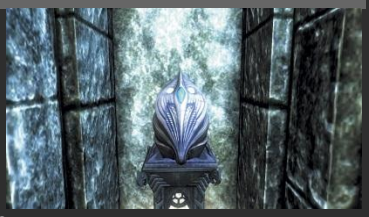
Goddess of beauty, women, and art.

JULIANOS:



Associated with Jhunal, an extinct Nord god of hermetic orders and scholars, and unimportant to most of Skyrim's inhabitants.

KYNARETH:



Nordic goddess of the storm, widow of Shor, and favored goddess of warriors. Also known as Kyne.

MARA:



Goddess of love and fertility, handmaiden of Kyne, and Shor's concubine.

STENDARR :



God of ransom and brother of Tsun; venerated by soldiers and veterans of wars.

TALOS:



Tiber Septim, the Dragonborn. Heir to the Seat of Sundered Kings. Also known as Ysmir.

ZENITHAR:



God of Work and Commerce. Another divine that the Nords have little interest in.

THE SHRINES OF SKYRIM

There are shrines to the Divines throughout Skyrim. Their locations are detailed throughout the Atlas. Praying at a shrine cures any diseases you may have, and you gain a unique bonus (or "buff") that lasts eight hours. You can have only one such bonus active at a time, and praying at a different shrine supersedes any previous bonuses.

Divine	Bonus (lasts eight hours)
Akatosh	Cure all diseases, +10% Magicka regeneration rate
Arkay	Cure all diseases, +25 Health
Dibella	Cure all diseases, +10 Speech
Julianos	Cure all diseases, +25 Magicka
Kynareth	Cure all diseases, +25 Stamina
Mara	Cure all diseases, +10% Healing effects
Stendarr	Cure all diseases, +10% Blocking effectiveness
Talos	Cure all diseases, +20% Shout recovery
Zenithar	Cure all diseases, 10% better prices (Bartering)

Available Quests

Three of Skyrim's major temples offer Temple Quests:

Quest Name	Related Settlement	Related Divine	Prerequisites
Temple Quest: The Heart of Dibella	Markarth	Dibella	None
Temple Quest: The Blessings of Nature	Whiterun	Kynareth	None
Temple Quest: The Book of Love	Riften	Mara	None
Temple Quest: The Bonds of Matrimony	Riften	Mara	None

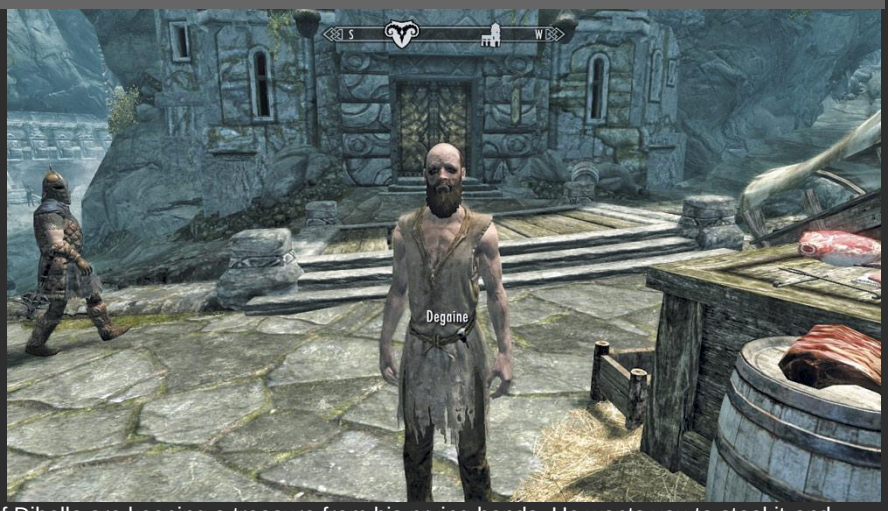
The Heart of Dibella

Prerequisites: None
Intersecting Quests: Miscellaneous Objective: Degaine's Favor
Locations: Broken Tower Redoubt, Karthwasten, Markarth, Temple of Dibella
Characters: Degaine, Enmon, Fjotra, Mena, Mother Hamal, Senna
Enemies: Forsworn, Forsworn Briarheart
Objectives: Steal the statue in the Temple of Dibella, Find the future Sybil of Dibella, Rescue Fjotra from the Forsworn, Bring Fjotra to the Temple, Pray at Dibella's Altar

A MOTHER, SUPERIOR



Visit Markarth and locate the beggar named Degaine (he's usually by the main gate near the market stall); he's happy to insult you after you hand over a gold piece but is more interested in a possible money-making opportunity if you ask him.



He explains the womenfolk up in the Temple of Dibella are keeping a treasure from his prying hands. He wants you to steal it and offers to pay you half of what his man in Riften has offered to pay for it. This begins a miscellaneous objective.
MISCELLANEOUS OBJECTIVE: Steal the statue in the Temple of Dibella
Target: Statue of Dibella

Tip

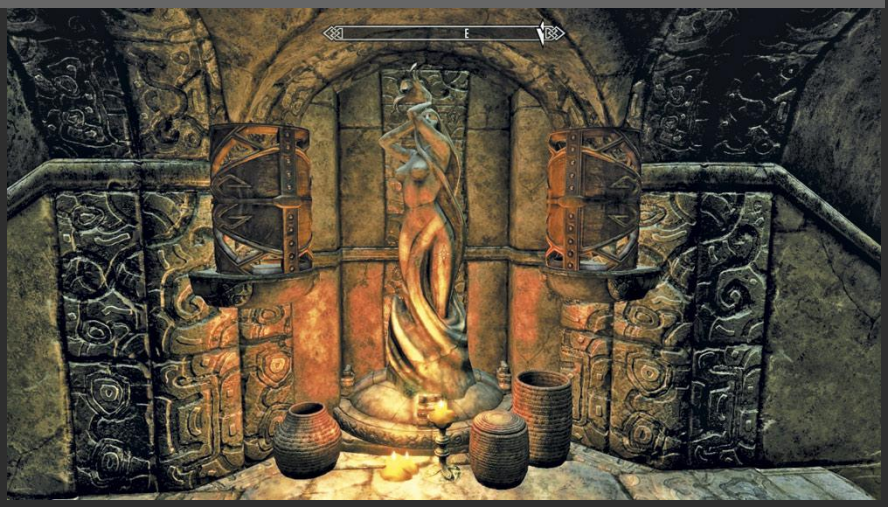
This quest can also be started by unlocking the Temple doors and locating Hamal, who is inside the Inner Sanctum.



Clamber up the stone steps until you reach the Temple entrance. Unlock (Lockpick [Expert]) the Temple doors, and step inside. Inside the altar chamber, a priestess named Senna mentions that her relations are communing with Dibella and should not be disturbed. You may wait or ignore the advice, pass the altar, and open the doors to the Inner Sanctum. Head down the steps and into the main sanctum corridor, where a priestess soon stops you and summons Mother Hamal.



She is angry about your unannounced visit, and especially annoyed if you're male, as this is a breach of Temple rules. Stay pleasant with your responses, and ask what the penalty is. You are tasked with locating Dibella's Sybil, a Reachwoman selected as a child to spend her whole life in devotion and communion with the goddess. Your transgression will be forgiven if you can find the next Sybil. Hamal tells you her location was foreseen in a vision. As an added incentive, you will receive the Blessing of Dibella if you're successful.



Note

You can sneak through this Temple, secure the Statue of Dibella, and then speak to Hamal if you haven't been spotted yet.

Caution

This quest and Degaine's Miscellaneous Objective are mutually exclusive—you can't do both. If you accept this quest, the priestesses take the statue back. If you reject it, or take the statue later, they become hostile and you fail the quest. This quest requires a little more work, but offers a far better reward.

Objective: Find the future Sybil of Dibella
Target: Enmon in Karthwasten

A FATHER, INFERIOR



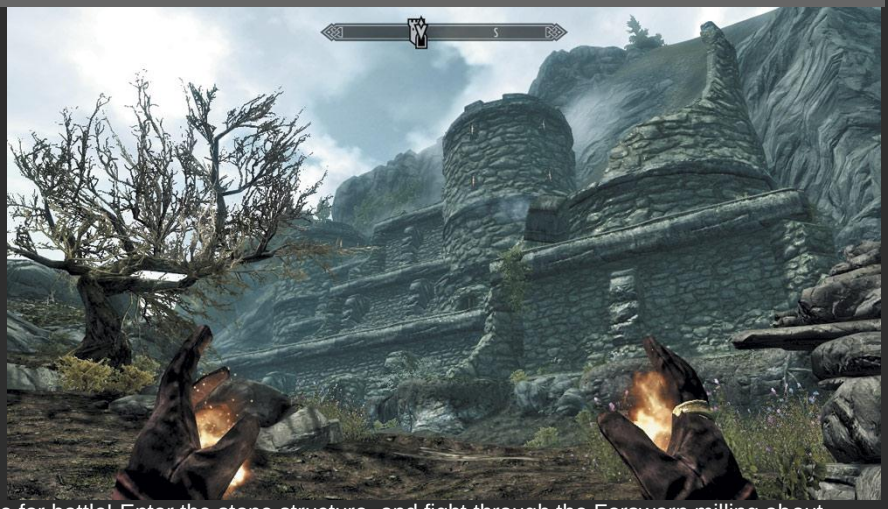
The settlement hewn into the rock that Mother Hamal saw in her vision is the mountain hamlet of Karthwasten. Journey there and wait until daylight hours to pester the townsfolk (as they don't appreciate you lockpicking and sneaking into their homes). Speak to either Mena, who is withdrawn and refers you to her husband, or Enmon.

His daughter was taken by the Forsworn, and after you inform him that his daughter is the Sybil of Dibella, Enmon tells you where he thinks Fjotra is and offers to accompany you. Bring Enmon along or tell him to stay in Karthwasten.
Follower gained:
Follower: *Enmon*
Objective: Rescue Fjotra from the Forsworn
Target: Fjotra in Broken Tower Redoubt

Note

Enmon can come with you but is pretty pathetic when fighting against the Forsworn. He can die without this quest failing. Perhaps it is better for him to stay home...

FORSAKING THE FORSWORN



Trek to the Broken Tower Redoubt and prepare for battle! Enter the stone structure, and fight through the Forsworn milling about inside. Open the wooden doors and avoid a swinging gate trap as you proceed deeper into the dwelling and up the two floors of spiral stairs inside the main tower. Beware of a boulder trap and more enemies as you ascend, and exit onto the upper battlements.



Enter the second tower atop the battlements, and engage the Forsworn Briarheart in the sacrificial chamber. Then inspect the prison door by the goat's head and candles. You can:
Search the gray corpse for the Prison Key, and use it to unlock the door.
Or pick the lock (Lockpick [Expert]). Once you free Fjotra, explain that she has been chosen as the Sybil, and she agrees to accompany you back to Markarth.

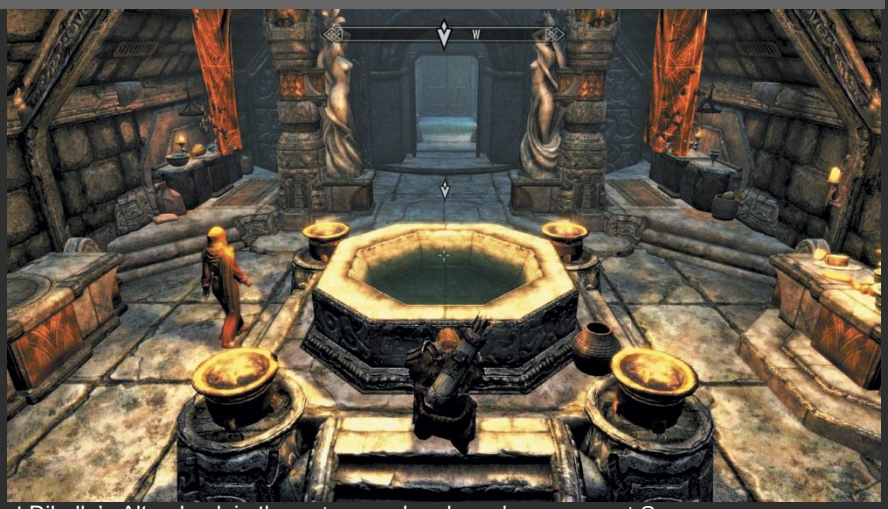


Items gained:
Broken Tower Prison Key
Objective: Bring Fjotra to the Temple
Target: Inner Sanctum, Temple of Dibella, in Markarth

THE SYBIL ENTRANCED

Tip

Utilize Fast-Travel to minimize any problems getting Fjotra from the Broken Tower Redoubt to Markarth.
Return to Markarth with young Fjotra. Head up to the Temple of Dibella, enter the inner sanctum, and speak with Mother Hamal, who has made all the arrangements for Fjotra to begin her life of communing with the goddess.



As a gesture of thanks, she requests you pray at Dibella's Altar, back in the entrance chamber where you met Senna.
Objective: Pray at Dibella's Altar
Target: Temple of Dibella, in Markarth

QUEST CONCLUSION

Once Fjotra is delivered to Mother Hamal, and you pray at the altar, you receive the following:
Item gained:
Perk: *Agent of Dibella*

The Book of Love

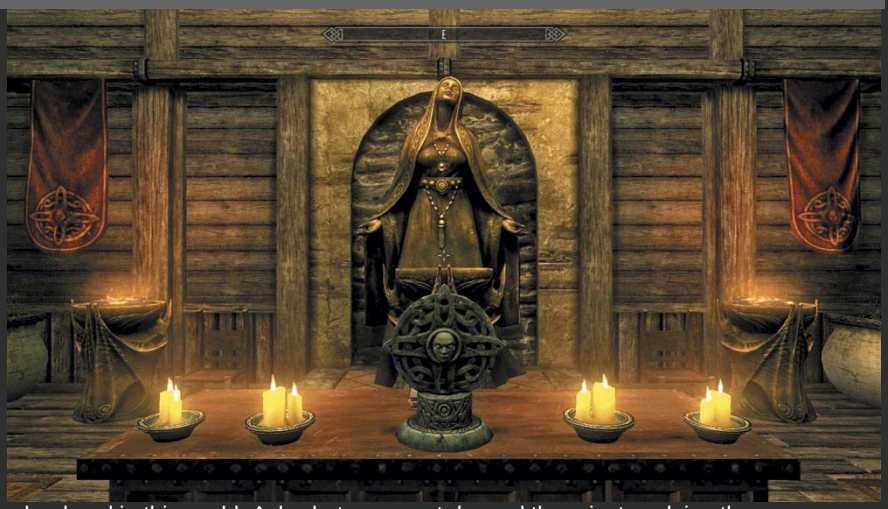


Prerequisites: None
Intersecting Quests: Thieves Guild Quest: Hard Answers
Locations: Gjukar's Monument, Greenspring Hollow, Ivarstead, Markarth, Understone Keep, Riften, Temple of Mara
Characters: Bassianus Axius, Boti, Calcelmo, Dinya Balu, Faleen, Fastred, Fenrig, Jofthor, Klimmek, Maramal, Ruki, Yngvar the Singer
Enemies: None
Objectives: Talk to Fastred, Talk to Fastred's parents, Talk to Bassianus or Klimmek, Return to Dinya Balu, Talk to Calcelmo, Get advice from Yngvar, Deliver Poem, Deliver Faleen's letter, Return to Dinya Balu, Put on the Amulet of Mara, Talk to the long-dead lover, Find Fenrig, Bring Fenrig to Ruki, Return to Dinya Balu

YOUNG LOVE



Enter the town of Riften. Sitting back from the main thoroughfare is the Temple of Mara. Head inside and speak to either Maramal (who may also be in the Bee and Barb); his priestess wife, Dinya Balu; or Briehl an acolyte. Any of them explain they are devoted to the goddess Mara, who gave mortals the gift of love.



But to receive her blessing, you must first act as her hand in this world. Ask what you must do, and the priest explains the predicament of a young woman named Fastred. Her prayers were heard by her goddess and relayed to her servant; you must help her choose her suitor.
Objective: Talk to Fastred
Target: Fastred, in Ivarstead



Travel to the fishing village of Ivarstead, which has seen better days. Locate the young lady named Fastred, who is usually chopping wood or working in her parents' allotment.



She asks if you've been sent from Mara, then explains that her parents are being impossible: Fastred has two suitors, but her favorite—Bassianus—wants to marry and relocate to Riften, which her father has forbidden. She also has a soft spot for another man—Klimmek—who is less adventurous and wants to stay in Ivarstead.
Objective: Talk to Fastred's parents
Target: Boti and Jofthor, in Ivarstead



Both Boti (Mother) and Jofthor (Father) should be close by or near their dwelling. Speak to both parents in either order. Boti tells you that she actually likes Bassianus and can perhaps persuade her husband to change his mind over her child's plans to leave for Riften.



Talk with Jofthor, and he tells you that it isn't Fastred's plans to move that is upsetting him; she was supposedly "in love" with Klimmek until a few months ago, but he's a little spineless and needs a good shove to win Fastred over: That way the younger generation can help save the town. With these differing opinions, you have a choice to make.
Objective: Talk to Bassianus or Klimmek
Target: Bassianus and Klimmek, in Ivarstead



You now have a choice to make and neither is “wrong”; you can speak to either Bassianus Axius or Klimmek: Both are likely to be near the river. Decide on Bassianus and suggest that he elopes. Decide on Klimmek and tell him Fastred probably appreciates a more assertive man and tell him to be bold.



You can become more negative in your conversation with either suitor if you change your mind. Once you push either man into the arms of Fastred (who agrees to either suitor), your work here is done.
Objective: Return to Dinya Balu
Target: Temple of Mara, in Riften

UNREQUITED LOVE

Back in Riften, enter the Temple and inform Dinya Balu that you’ve helped the young lovers in Ivarstead. Mara has another task for you to perform: An older man named Calcelmo must open up about his romantic troubles. Seek and help him on his path.



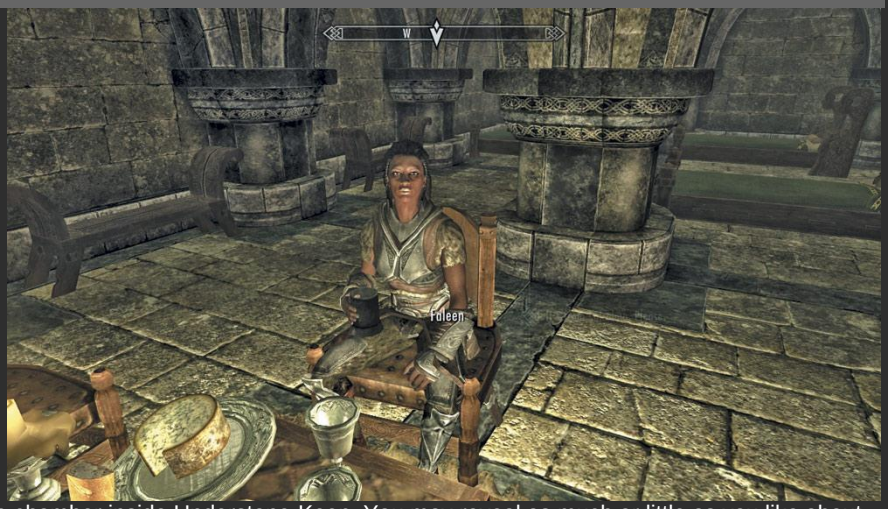
Objective: Talk to Calcelmo
Target: Calcelmo, inside Understone Keep, in Markarth



Journey to Markarth, and venture into the Understone Keep. In the cathedral-sized interior chamber to the west, you're likely to find Calcelmo. Brush off his initial impoliteness, and inform him Mara sent you. He tells you he's been thinking about Faleen, Igmund's Housecarl (bodyguard). He longs for her but becomes tongue-tied when he tries to speak. Finding the right thing to say is the key here, and Calcelmo recommends you seek out Yngvar, who is more popular with the ladies. He may be able to help.
Objective: Get advice from Yngvar
Target: Yngvar, in Markarth



Find Yngvar, who is usually leaning near a bridge in Markarth's main thoroughfare. Engage him in conversation, bringing the chatter around to Faleen. You'll find out that she secretly enjoys poetry, and Yngvar has just the verse, if you're ready to receive his golden words—which are going to cost you 200 gold pieces. You must pay the man to receive the poem.
Items gained:
200 gold pieces
Love Poem
Objective: Deliver Poem
Target: Faleen, inside Understone Keep, in Markarth



Locate Faleen next to her master, in the throne chamber inside Understone Keep. You may reveal as much or little as you like about Calcelmo, but you must hand over the poem, which both surprises and impresses her greatly. In return, she gives you a letter to give back to him; it isn't as eloquent but is certain to please him.

Items gained:
Faleen's Letter to Calcelmo
Objective: Deliver Faleen's letter
Target: Calcelmo, inside Understone Keep, in Markarth
Hand Calcelmo the letter, and he leaves to join with Faleen and their love blossoms.
Objective: Return to Dinya Balu
Target: Temple of Mara, in Riften

DEEP LOVE

Dinya Balu has one last task to test you with in the final aspect of love, a strong love that can survive storms and even death. You must take the symbol of Mara and rejoin to wandering souls, binding them to this world.
Item's gained:
Amulet of Mara
Objective: Put on the Amulet of Mara
Target: Yourself
Objective: Talk to the long-dead lover
Target: Ruki, Gjukar's Monument

Tip

Reach Gjukar's Monument by nightfall to ensure your ghosts are easy to spot.



Head to Gjukar's Monument and seek the ghost of Ruki. She has turned over every body in this long-forgotten battlefield but cannot find her soul mate. Mention the last battle was hundreds of years ago, but Ruki still believes she's witnessing the battle afresh. Begin the search anew.
Objective: Find Fenrig
Target: Fenrig, south of Greenspring Hollow



Ruki was searching in the wrong place; her lover's spirit resides on the heath to the south of Greenspring Hollow. Tell Fenrig that his wife is looking for him in the plains to the west. He agrees but must report back to camp by sunrise: Again, this is another spirit living in the past.



Objective: Bring Fenrig to Ruki
Target: Ruki, Gjukar's Monument
Either Fast-Travel or trek back to Gjukar's Monument, where the couple embrace, then slowly rise into the air. Their spirits grow brighter as they ascend, until they become two bright points in the night sky, forever circling each other.
Objective: Return to Dinya Balu
Target: Temple of Mara, in Riften

QUEST CONCLUSION

Return one last time to Dinya Balu and explain that you helped the long-dead lovers find each other. She congratulates you on achieving the higher comprehension of love and says the Blessings of Mara will shine with you. You receive the following (which is different from the temporary Blessing of Mara if you pray at any of her shrines):
Perk: *Agent of Mara*

The Blessings of Nature



Prerequisites: None
Intersecting Quests: None
Miscellaneous Quest: Barkeep Rumors
Locations: Eldergleam Sanctuary, Orphan Rock, Whiterun, The Bannered Mare, Gildergreen, Temple of Kynareth
Characters: Asta, Danica Pure-Spring, Hulda, Maurice Jondrelle, Enemies, Hagraven, Spriggan, Witch
Objectives: Talk to Danica about the Goldergreen being destroyed, Retrieve Nettlebane, Bring Nettlebane to Danica, Retrieve Eldergleam sap, Return to Danica

THE SLUMBERING TEMPLE

Journey to the city of Whiterun, through the gates into the bailey, and visit the Bannered Mare. Engage the barkeep, Hulda, in some idle chatter, picking up on several rumors. Keep asking until she tells you about a withered tree by the Temple of Kynareth.
Objective: Talk to Danica about the Goldergreen being destroyed
Target: Danica Pure-Spring, near the Gildergreen tree, in Whiterun

Tip

You can start this quest by speaking to Danica Pure-Spring up at the Temple of Kynareth.
Search out Danica Pure-Spring, and ask her about the tree. It is an offshoot of the Eldergleam, a massive tree and the oldest living thing in Skyrim.



Ask about reviving the tree, and she tells you that even if you reach the Eldergleam deep in its sanctuary, you couldn't tap its sap, as it cannot be cut by normal metal.



Only one weapon is known to cut the tree's bark—Nettlebane—and it is carried by the Hagraven that prowls on Orphan Rock. Agree to retrieve this weapon hewn of dark magic from beyond the time of man.
Objective: Retrieve Nettlebane
Target: Hagraven, Orphan Rock

DARK ARTS ON ORPHAN ROCK



Brave traps, inclement weather, and a coven of witches that attack you on sight as you ascend and head across the tree branch to the top of Orphan Rock. Face the Hagraven in combat and slay her. Inspect the corpse, and secure the Nettlebane blade from it.
(Sneak) You may also try pickpocketing the blade from the Hagraven.
Items gained:
Nettlebane
Objective: Bring Nettlebane to Danica
Target: Danica Pure-Spring, the Temple of Kynareth, in Whiterun



Danica is probably inside the Temple of Kynareth. She isn't keen on touching the Nettlebane and asks if you're able to complete the next part of the task: to journey east to the Eldergleam Sanctuary grove and retrieve the sap from the ancient tree.



Once the quest updates, you're stopped by Maurice Jondrelle, a pilgrim wishing to accompany you to the Sanctuary to witness the Eldergleam. You may agree to journey with him or ignore his request.
Objective: Retrieve Eldergleam sap
Target: Eldergleam, in Eldergleam Sanctuary

Note

Maurice may be holding you up, and you can ignore him or leave him to die whenever you tire of his company.

THE STING OF NETTLEBANE



Hike the volcanic tundra until you find the rather unassuming cave entrance to Eldergleam Sanctuary. Enter it, and the cave opens into a gigantic grotto, where waterfalls tumble from the sky-high roof and hot springs belch from the ground. This interior wonder has pilgrims resting and watching in awe. Optionally speak to Asta for more information on the place and a warning not to harm the tree.



There are two ways to harvest the sap you need:
1. Some quick swipes to the tree's gigantic root structure, which is blocking the path to the tree trunk, shouldn't hurt the ancient entity. Despite Maurice's protests, produce Nettlebane and swipe once. The tree's roots creak and retract from the soil. Continue with this swiping until you reach the trunk, and pierce it with Nettlebane to siphon off some sap.
Items gained:
Eldergleam Sap
2. Or, if Maurice is with you, agree to let him pray in front of the tree. A sapling grows from his devotion. You can return this to Danica instead.
Items gained:
Eldergleam Sapling
Objective: Return to Danica
Target: Danica Pure-Spring, the Temple of Kynareth, in Whiterun
Both Maurice Jondrelle and the Spriggans who guard the tree don't take kindly to sap stealing if you chose that option. They mount an offensive strike against you. Fight or flee from this place, and return swiftly to Danica Pure-Spring, presenting her with the sap. She is most grateful.

QUEST CONCLUSION

Danica takes the sap (or sapling) from you. You are now on friendly terms with her, and she is available as a Trainer (a Master in Restoration).

POSTQUEST ACTIVITIES

After time passes and you return to the Temple of Kynareth, you witness the tree blooming again (if you returned with sap) or being replaced by the sapling (if Maurice prayed for you).

19.6 Side Quests: The Bonds of Matrimony

Prerequisites: None
Objectives: Speak to Maramal about arranging your wedding, Attend your wedding ceremony, Visit your or your spouse's house

A Life Lived Alone Is No Life at All



Sometimes it is lonely on the mist-filled pathways of Skyrim. You may yearn for companionship. Or something more? If you feel your life is incomplete and must be shared with someone, make your way to Riften and check the Bee and Barb tavern or the Temple of Mara for a talk with Maramal the priest. He detests the drinking of mead and hopes the drunkards of Riften will eventually accept the teachings of the handmaiden of Kyne.



Ask for more information about the Temple of Mara, and he tells you she is the goddess of love, tending to the sick, poor, and lost. The priests of Mara also perform wedding ceremonies for all the loving couples in Skyrim. Now ask how marriage works:
Life is hard and short, so there is little time for courtship. A person interested in looking for a spouse simply wears an Amulet of Mara around their neck, indicating their availability. After another shows interest and they agree to be together, they come to the temple and marry. You can purchase one of these Amulets for the low price of 200 gold pieces.
Items gained:
Amulet of Mara



After you purchase an Amulet of Mara, check your Items > Apparel menu, and wear the necklace, or you'll never entice a spouse! At this point, you must find someone who wishes to marry you. To do this, you must strike up a friendship with any one of the following potential suitors. "Striking a friendship" means completing a favor for them, or otherwise getting into their good graces.

Tip

Your gender, age, and race matters not: If you're attracted to someone, go out and catch their hearts!

Potential Spouse	Gender	Race	Occupation	Hold	Location	Conditions for Marriage
Aela the Huntress	Female	Nord	Companion	Whiterun	Whiterun (Jorrvaskr)	Complete the Companions Quests
Aeri	Female	Nord	Lumberjack	The Pale	Anga's Mill	Work for her by chopping firewood
Ainethach	Male	Breton	Mine Owner	The Reach	Karthwasten	Complete their favor
Angrenor Once-Honored	Male	Nord	Beggar	Eastmarch	Windhelm (Candlehearth Hall)	Take pity and give the beggar a gold piece
Anwen	Female	Redguard	Priestess	The Reach	Markarth (Temple of Dibella)	Complete Temple Quest: The Heart of Dibella
Argis the Bulwark	Male	Nord	Housecarl	The Reach	Markarth (Vlindrel Hall)	Become Thane of the Reach
Athis	Male	Dark Elf	Companion	Whiterun	Whiterun (Jorrvaskr)	Complete the Companions Quests
Avrusa Sarethi	Female	Dark Elf	Farmer	The Rift	Sarethi Farm	Complete their favor
Balimund	Male	Nord	Blacksmith	The Rift	Riften	Complete their favor
Belrand	Male	Nord	Hireling	Haafingar	Solitude (Winking Skeever)	Hire them at least once
Benor	Male	Nord	Warrior	Hjaalmarch	Morthal	Challenge him to a brawl and win
Borghak the Steel Heart	Female	Orc	Warrior	The Reach	Mor Khazgur	Convince her to become a Follower
Brelyna Maryon	Female	Dark Elf	Student	Winterhold	Winterhold (College of Winterhold)	Complete both her favors
Calder	Male	Nord	Housecarl	Eastmarch	Windhelm (Hjerim)	Become Thane of Eastmarch
Camilla Valerius	Female	Imperial	Merchant	Whiterun	Riverwood (Riverwood Trader)	Complete Side Quest: The Golden Claw
Cosnach	Male	Breton	Drunk/Porter	The Reach	Markarth (Silver-Blood Inn)	Challenge him to a brawl and win
Derkeethus	Male	Argonian	Fisherman	Eastmarch	Darkwater Crossing	Find and rescue him
Dravynea the Stoneweaver	Female	Dark Elf	Mage	Eastmarch	Kynesgrove	Complete their favor
Erik the Slayer	Male	Nord	Hireling	The Reach	Rorikstead	Complete his favor to make him a hireling
Farkas	Male	Nord	Companion	Whiterun	Whiterun (Jorrvaskr)	Complete the Companions Quests
Filnjar	Male	Nord	Blacksmith	The Rift	Shor's Stone	Complete Miscellaeous Objective: Mine or Yours
Gat gro-Shargakh	Male	Orc	Miner	The Reach	Left Hand Mine /Kolskeggr Mine	Complete Pavo Attius's favor to liberate Kolskeggr Mine
Ghorbash the Iron Hand	Male	Orc	Warrior	The Reach	Dushnikh Yal	Convince her to become a Follower
Ghorza gra-Bagol	Female	Orc	Blacksmith	The Reach	Markarth (Blacksmith Shed)	Complete their favor
Gilfre	Female	Imperial	Miller	Eastmarch	Mixwater Mill	Work for her by chopping firewood
Grelka	Female	Nord	Merchant	The Rift	Riften (Open Market)	Complete their favor
Iona	Female	Nord	Housecarl	The Rift	Riften (Honeyside)	Become Thane of the Rift
Jenassa	Female	Dark Elf	Hireling	Whiterun	Whiterun (Drunken Huntsman)	Hire them at least once
Jordis the Sword-Maiden	Female	Nord	Housecarl	Haafingar	Solitude (Proudspire Manor)	Become Thane of Haafingar
Lydia	Female	Nord	Housecarl	Whiterun	Whiterun (Dragonsreach or Breezehome)	Become Thane of Whiterun
Marcurio	Male	Imperial	Hireling	The Rift	Riften (Bee and Barb)	Hire them at least once
Mjoll the Lioness	Female	Nord	Adventurer	The Rift	Riften	Complete their favor
Moth gro-Bagol	Male	Orc	Blacksmith	The Reach	Markarth (Understone Keep)	Complete their favor
Muiri	Female	Breton	Alchemist	The Reach	Markarth (Hag's Cure)	Complete Dark Brotherhood Quest: Mourning Never Comes
Njada Stonearm	Female	Nord	Companion	Whiterun	Whiterun (Jorrvaskr)	Complete the Companions Quests
Octieve San	Male	Breton	Citizen	Haafingar	Solitude	Complete their favor
Omluag	Male	Breton	Miner	The Reach	Markarth (Markarth Smelter)	Complete their favor
Onmund	Male	Nord	Student	Winterhold	Winterhold (College of Winterhold)	Complete their favor
Orla	Female	Nord	Priestess	The Reach	Markarth (Temple of Dibella)	Complete Temple Quest: The Heart of Dibella
Pavo Attius	Male	Imperial	Miner	The Reach	Left Hand Mine/Kolskeggr Mine	Complete his favor to liberate Kolskeggr Mine
Perth	Male	Breton	Miner	The Reach	Soljund's Sinkhole	Complete their favor
Quintus Navale	Male	Imperial	Alchemist	Eastmarch	Windhelm (The White Phial)	Complete Side Quest: Repairing the Phial

Potential Spouse	Gender	Race	Occupation	Hold	Location	Conditions for Marriage
Revyn Sadri	Male	Dark Elf	Merchant	Eastmarch	Windhelm (Sadri's Used Wares)	Complete their favor
Ria	Female	Imperial	Companion	Whiterun	Whiterun (Jorrvaskr)	Complete the Companions Quests
Roggi Knot-Beard	Male	Nord	Miner	Eastmarch	Kynesgrove	Complete their favor
Romlyn Dreth	Male	Dark Elf	Meadery Worker	The Rift	Riften (Black-Briar Meadery)	Complete their favor
Scouts-Many-Marshes	Male	Argonian	Dockworker	Eastmarch	Windhelm (Argonian Assemblage)	Complete their favor
Senna	Female	Imperial	Priestess	The Reach	Markarth (Temple of Dibella)	Complete Temple Quest: The Heart of Dibella
Shahvee	Female	Argonian	Dockworker	Eastmarch	Windhelm (Argonian Assemblage)	Complete their favor
Sondas Drenim	Male	Dark Elf	Miner	Eastmarch	Darkwater Crossing	Complete their favor
Sorex Vinius	Male	Imperial	Assistant Innkeeper	Haafingar	Solitude (Winking Skeever)	Complete their favor
Stenvar	Male	Nord	Hireling	Eastmarch	Windhelm (Candlehearth Hall)	Hire them at least once
Sylgja	Female	Nord	Miner	The Rift	Shor's Stone	Complete their favor
Taarie	Female	High Elf	Tailor	Haafingar	Solitude (Radiant Raiments)	Complete their favor
Temba Wide-Arm	Female	Nord	Miller	The Rift	Ivarstead	Complete their favor
Torvar	Male	Nord	Companion	Whiterun	Whiterun (Jorrvaskr)	Complete the Companions Quests
Uthgerd	Female	Nord	Warrior	Whiterun	Whiterun (Bannered Mare)	Challenge her to a brawl and win
Vilkas	Male	Nord	Companion	Whiterun	Whiterun (Jorrvaskr)	Complete the Companions Quests
Viola Giordano	Female	Imperial	Busybody	Eastmarch	Windhelm (Candlehearth Hall)	Start Revyn Sadri's favor, but then rat him out to Viola
Vorstag	Male	Nord	Hireling	The Reach	Markarth (Silver-Blood Inn)	Hire them at least once
Wilhelm	Male	Nord	Innkeeper	The Rift	Ivarstead (Vilemyr Inn)	Complete Dungeon Quest: Wilhelm's Specter
Ysolda	Female	Nord	Citizen	Whiterun	Whiterun (Open Market)	Complete their favor

Tip

Opting for a quick marriage? Then approach Camilla Valerius over at the Riverwood Trader once Side Quest: The Golden Claw ends. She takes a shine to you after the quest is over.
When you're on friendly terms with your potential partner, they will notice—and mention—your Amulet of Mara and will usually express surprise that you're not spoken for. You can choose to ignore this advance or ask if they're interested in you. They answer that they are. But are you interested in them? Answer yes if you wish to continue down this road of happiness, or no to remain alone. You're tasked with arranging the marriage straight away...in case one of you dies.
Objective: Speak to Maramal about arranging your wedding
Return to Riften and find Maramel, either in the Temple of Mara or in the Bee and Barb. Tell him you'd like to have a wedding at the temple. He agrees, and sets the date for the next day, between dawn (5:00 a.m.) and dusk (7:00 p.m.).
Objective: Attend your wedding ceremony

Note

Whoops! Did a combination of adventuring and cold feet cause you to miss your wedding day? Then this previous objective fails. After a few hours, your jilted lover can be convinced to attempt the ceremony again. Speak to Maramal and arrange this; then wait another day and try getting to the temple on time!

PROSPERITY AND POVERTY, JOY, AND HARDSHIP



Oh, happy day! Tomorrow dawns, and you can head to the Temple of Mara at any time before dusk. Your spouse-to-be is already there and doesn't need to be told to turn up. As you enter, the ceremony begins. Maramal conducts the ceremony and eventually asks if you agree to be bound together in love, now and forever. You can:

Agree, for now and forever.
Or freak out slightly, halt the wedding, and tell Maramal you can't go through with it.
Or freak out completely and attack everyone. Doing this or leaving the temple during the ceremony fails this quest, and usually ups your Crime in the Rift considerably.
Assuming you didn't ruin your betrothed's day, he declares you to be wed.
Items gained:
The Bond of Matrimony
Objective: Visit your or your spouse's house
At this point, your spouse asks where you both should live, now that you're married. They offer their own home to you. You can:
Agree, and visit the house (which should appear on your world map). Depending on who you've married, this could be anything from a sturdy-built stone dwelling to a small tent in the tundra.
Or, if you've already purchased a dwelling as part of the Thane Tasks, you can choose your spouse to live with you.
Items gained:
Spouse

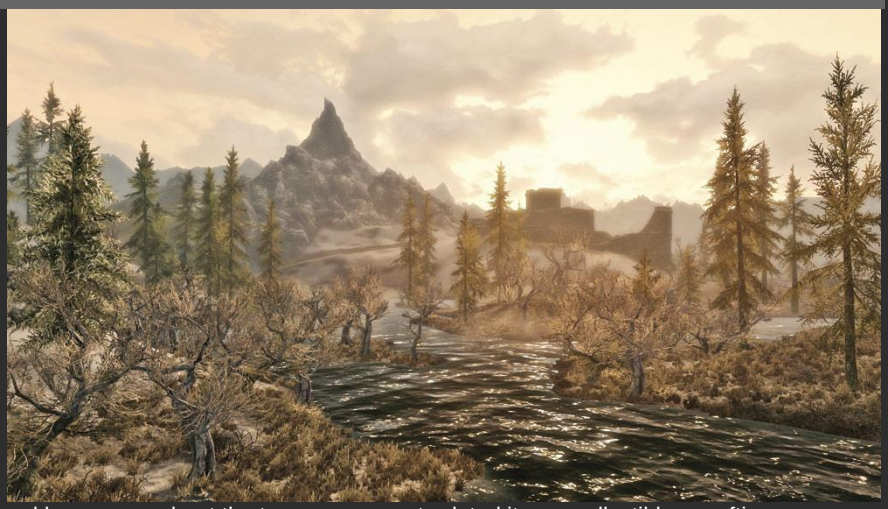
QUEST CONCLUSION

The "happily ever after" part is next. Your spouse grants you the following benefits:
You can ask them to serve up a home-cooked meal for you once every 24 hours.
They set up a shop in the house you're living in. If your spouse was a merchant, they sell what they did before. If they weren't, they sell miscellaneous objects.
You may sleep close to your spouse and receive a bonus, feeling your Lover's Comfort when you awaken.
If your spouse is also a Follower, they can accompany you on adventures.
If your spouse is also a Trainer, you can train with them at your marital home.
If your spouse is a Follower and a Trainer, you can train with them anywhere you like!
Items gained:
Lover's Comfort

20.1 Overview

Optimal Quest Start

Most Side Quests are available from the moment you begin your adventure, although it is wise to learn if there are prerequisites to complete first. As Side Quests aren't usually linked to one another (with a couple of exceptions), you can start them at your leisure.



Cross-Referencing: Do you want to see maps and learn more about the traps, non-quest-related items, collectibles, crafting areas, and other important rooms of note in every location during these quests? Then cross-reference the location you travel to with the information on that location contained in this guide's Atlas.

AVAILABLE QUESTS

There are a total of 23 different Side Quests available. Aside from the exceptions detailed below, most of these quests are independent of one another and can be completed whenever you encounter them.

Quest Name	Related Settlement or Hold	Prerequisites
Side Quest: Blood on the Ice	Windhelm	Enter and exit Windhelm four times
Side Quest: Forbidden Legend	None	None
Side Quest: The Forsworn Conspiracy	Markarth	None
Side Quest: No One Escapes Cidhna Mine	Markarth	Complete Side Quest: The Forsworn Conspiracy
Side Quest: The Golden Claw	Riverwood	None
Side Quest: In My Time of Need	Whiterun	Complete Main Quest: Dragon Rising
Side Quest: Kyne's Sacred Trials	None	None
Side Quest: Laid to Rest	Morthal	None
Side Quest: Lights Out!	Solitude	None
Side Quest: The Man Who Cried Wolf	Solitude	None
Side Quest: The Wolf Queen Awakened	Solitude	Complete Side Quest: The Man Who Cried Wolf
Side Quest: Missing in Action	Whiterun	Enter and exit any of the buildings near the market in Whiterun
Side Quest: Promises to Keep	Riften	None
Side Quest: A Return to Your Roots	Blackreach	Begin Daedric Quest: Discerning the Transmundane
Side Quest: Rise in the East	Windhelm	None
Side Quest: Rising at Dawn	Morthal	Contract Vampirism
Side Quest: Unfathomable Depths	Riften	None
Side Quest: The White Phial	Windhelm	None
Side Quest: Repairing the Phial	Windhelm	Three days after completing both Main Quest: The Throat of the World and Side Quest: The White Phial
Side Quest: Captured Critters*	None	None
Side Quest: The Forgemaster's Fingers	Orc Strongholds	Non-Orc Race
Side Quest: The Great Skyrim Treasure Hunt*	None	None
Side Quest: Masks of the Dragon Priests*	None	Numerous (see quest)

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.
Note that not all of these quests will count towards the Sideways Achievement. Consult the Achievements Appendix for a list of relevant quests.

20.2 Blood on the Ice

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Minor Spoilers

Prerequisites: Enter and exit Windhelm a total of four times
Intersecting Quests: None
Locations: Windhelm, Calixto's House of Curiosities, Candlehearth Hall, Hall of the Dead, Hjerim, House of the Clan Shatter-Shield, Palace of the Kings, Bloodworks, Palace of the Kings Upstairs
Characters: Calixto Corrium, Friga Shatter-Shield, Helgird, Jorleif, Sidla the Unseen, Susanna the Wicked, Viola Giordano, Windhelm Guard, Wuunferth the Unliving
Enemies: None
Objectives: Question the witnesses, Report to the guard, Talk to Jorleif, Get assistance from Jorleif, Examine the crime scene, Talk to Helgird, Get access to Hjerim, Investigate Hjerim for clues, Follow up on the clues from Hjerim, Meet Viola outside of Hjerim, Investigate Hjerium with Viola, Talk to Jorleif, Patrol the streets of the Stone Quarter at night, Speak to Wuunferth, Catch the murderer, Speak to Jorleif for reward

MURDER MOST FOUL

Note

This quest is available only after you enter Windhelm, leave this Hold City, head to a different location, return again, and complete this four times. Now enter at night, and look for a small group of townsfolk and a guard gathering in the graveyard.



When walking the Stone Quarter of Windhelm (west of the entrance gate), you stumble across a shocking scene. In the graveyard near the Hall of the Dead, the freshly slaughtered corpse of a woman lies draped over a grave. As the stunned onlookers assemble, go speak with the Windhelm Guard.
He tells you another girl has been killed; this one is Susanna from Candlehearth Hall. When you ask, he admits she's the third young girl to be killed here, at night, and with her body cut and torn. Without time to investigate these heinous crimes, ask if he requires any help. He points you to the onlookers who might have some information to share.
Objective: Question the witnesses
There are three witnesses to speak to:

CALIXTO CORRIUM:



The owner of the House of Curiosities in town. He thought he saw someone running away but didn't get a good look at him.

SIDLA THE UNSEEN:



A beggar living in the Stone Quarter marketplace. She heard a scream and came running, but Susanna was already dead.

HELGIRD:



The Priestess of Arkay from the Hall of the Dead. She noticed the woman's coinpurse was still on the body, so this wasn't a robbery. Head back outside, and follow the trail of blood. This leads up the stone steps, around the corner to the north into the Valunstrad District, up more steps, and ends at a firmly locked (Master) front door to a building named Hjerim.

Objective: Get access to Hjerim

Target: Hjerim front door, Valunstrad District, Windhelm

Accessing Hjerim can be tricky, as it can require a little asking around among the inhabitants of Windhelm. You can:

(Lockpick (Master)) Unlock the door using your considerable lockpicking prowess.

Ask around town. Speak to a guard or a local, and ask how you can enter Hjerim. You're told this used to belong to Friga Shatter-Shield and has been abandoned ever since she was killed. Apparently, her mother, Tova, has the key.

Note

This horror house named Hjerim is actually for sale, but only after you've witnessed the murder scene. Consult the Thane Tasks for further information.

Objective: Report to the guard

With nobody knowing (or saying anything), when you report back to the guard, he's suitably frustrated. Offer to investigate, and he points you in the direction of the Palace of the Kings, so you can talk to Jorleif. The steward of Windhelm will officially deputize you to conduct the investigation.

Objective: Talk to Jorleif

Objective: Get assistance from Jorleif

Target: Jorleif, inside the Palace of the Kings, in Windhelm

Visit the Palace of the Kings, and contact Jorleif. Tell him you've heard about the murders. He gladly accepts your aid and tells the guards to assist you as necessary.



Objective: Examine the crime scene
Objective: Talk to Helgird
Target: Victim's location, graveyard close to Hall of the Dead

Tip

This objective is more easily completed during daylight hours. Note that you can follow the trail of blood and break into Hjerim and avoid a lot of investigative chatting to the locals, if you wish.



Return to the coffin where the body of Susanna was dumped. You notice there's blood pooling on the coffin lid and stains that match a dragging. The guard mentions the blood if you speak to him, too. Look west, and you'll see a trail of it. The guard also mentions that Helgird has taken the body into the Hall of the Dead to prepare it for burial.
She might know something. The entrance to the Hall of the Dead is on your right (northwest) as you face the trail of blood. Head into the gloomy crypt, and after quizzing Helgird again, she reveals the cuts on the corpse were made with some kind of curved blade the Nords used to embalm their dead.
Tova Shatter-Shield is usually at the market in the southwest Stone Quarter or walking nearby. At night, she heads to the House of Clan Shatter-Shield.



You can pick the lock (Master) to enter, or wait until morning until she unlocks the house; speak to her then or when she leaves. Tell her you have some questions about her daughter. Choose any conversation response regarding the finding of her daughter's killer, and let her know you need a key to investigate her house. She hands the key over. Take it, head back to Hjerim, and open the front door.

Items gained:
Key to Hjerim
Objective: Investigate Hjerim for clues

A BUTCHER'S HANDIWORK



Inside, the place has been cleared out, and cobwebs blanket the corners. The place is seemingly deserted, but a thorough inspection reveals the following:
Front room (north): The pots and pans here haven't been used for ages, judging by the skeever droppings and cobwebs inside.
Front room (entrance): The chest has splatters of blood and was recently pushed against the wall. Search it after inspecting it to reveal almost a dozen leaflets warning of a "butcher." The name "Viola Giordano" is mentioned on the leaflet. There is a journal to view, too. It makes grisly reading and seems to indicate necromantic activity.
Front room (entrance): The scattered mead bottles are from the previous occupants.
Front room (west wall): The low shelf by one of the wardrobes is filled with more leaflets warning about the Butcher. Remove the leaflets, as one of the piles is misshapen. Underneath, you find a strange (and exceptionally valuable) amulet! Inspect it in your Items > Apparel menu.
Front room (back wardrobe): One of the wardrobes at the back of the room has been nailed to the wall. Open it and slide the false panel back. You find a disgusting sight: a small makeshift altar and antechamber strewn with body parts. Check the altar, and you confirm it is being used for some unknown magic. A second Butcher Journal can be taken from here. It seems to contain ingredients, both body parts and an incantation.
Upstairs: Only the bed and chairs, which have been weirdly positioned, can be inspected.
Items gained:
Beware the Butcher! (19)
Butcher Journal #1
Butcher Journal #2
Strange Amulet
Objective: Follow up on the clues from Hjerim
Target: Any Windhelm Guard, in Windhelm

Tip

Only the first Butcher Journal and leaflets are needed to continue progress, although it is beneficial if you find everything listed here. Leave the house and consult with any guard in Windhelm. Two new topics of conversation are available (assuming you found at least one leaflet and the Strange Amulet):
Ask about the "Butcher": Viola Giordano posts these all over the city, and someone keeps removing them.
Ask about the amulet. The guard hasn't seen anything like it, but Calixto at the House of Curiosities has a good eye for such trinkets.

VIOLA GIORDANO: HEAR HER HEARSAY



Search for Viola wandering the streets of Windhelm. Ask her about the Butcher; she's been searching for him for months and then mentions the poster leaflet you found in Hjerim. She echoes the guard's information, that someone has been taking them down as quickly as she posts them around the city. She recommends you meet her at Hjerim for another inspection. You can follow her if you haven't uncovered the amulet. Otherwise, you are free to visit Calixto, too.

Objective: Meet Viola outside of Hjerim

CALIXTO CORRIUM: CURIOUSER AND CURIOUSER



Head to the southeast part of the Stone Quarter and enter Calixto Corrium's House of Curiosities. Aside from taking a tour, you can ask him about the amulet you found. He cheerfully inspects the amulet, telling you it's a Wheelstone, an heirloom symbol of the power of Windhelm and traditionally carried by the court mage. He's interested in the piece and offers you 500 gold. You can:
Agree, and sell the piece.
Ask whether the court mage should have it instead, and keep it.
Or hold on to it.
500 gold pieces (if sold)
Whatever your choice, the next place to head is Hjerim, where you should have agreed to meet Viola.

REVISITING THE HOUSE OF THE DEAD

Objective: Investigate Hjerim with Viola
Viola is ready to inspect the house when you arrive. After she sees the altar and is sickened by the "Butcher's" activties, her reactions are similar but depend on how thorough your previous search has been and whether you've met with Calixto.
If you already found the gruesome altar and spoke with Calixto about the amulet, Viola believes that Wuunferth the Unliving—the court mage in the Palace of the Kings—is the likely culprit and urges you to tell the steward Jorleif.
If you already found the gruesome altar and didn't speak with Calixto, speak to Viola.
If you haven't found the gruesome altar yet, Viola leads to you the strange cabinet and forces you to open the false back and discover the altar. When you take the Butcher's Journal and read the scribbling about necromancy, speak to Viola about it.
Apparently, Wuunferth the court mage is a dangerous man; that's why he's called "the Unliving." She worries about approaching him directly. She urges you to approach Jorleif about him.
Objective: Talk to Jorleif
At this point, with the evidence you've accumulated, you have two possible ways to complete this investigation, and both involve heading into the Palace of the Kings. You can speak to Jorleif, or you can check in with the suspect, Wuunferth himself.

EPILOGUE: WRONGLY ACCUSED?



Bypass Jorleif, ignoring Viola's instructions, and enter the upstairs part of the Palace of the Kings, to your left (west) as you come in.
Head upstairs, turn left (south), and open the door at the corridor's end, leading into Wuunferth's private chamber.
He may also be sitting in the Palace's great hall or wandering the building.
Tell him you hear he dabbles in necromancy. He indignantly denies such a spurious accusation; he's a member of the College of Winterhold in good standing. When you mention the journals and amulet, Wuunferth wants to know what the amulet looks like.
After you describe it, he knows it to be the Necromancer's Amulet, a legendary item. Wuunferth has been noting that the killings are tied to some kind of necromantic ritual—tomorrow night, in the Stone Quarter, in fact!
Objective: Patrol the streets of the Stone Quarter at night

EPILOGUE: WUUNFERTH IN THE WRONG



Tell Jorleif that you believe Wuunferth the Unliving is the killer. Jorleif wants to know if you have any proof, so explain you've evidence of the necromancy in Hjerim and the amulet that looks to belong to him.
Jorleif doesn't want to believe this, as Wuunferth has been a trusted friend to Ulfric for many years. But it seems those whispers around town had some truth to them. He thanks you for your diligence at solving this matter.
The quest concludes, and Jorleif takes a guard and heads to the upstairs chamber where Wuunferth resides. He puts him in chains and takes him down to the Bloodworks prison in the Palace. You can watch if you wish; the old necromancer splutters indignantly about his innocence.
Three days pass. Return to Windhelm again and listen to the townsfolk. It appears that the Butcher has struck again! Move to the crime scene, where you can speak to a city guard who wonders why this has happened, considering your investigation.
You're told to head to the prison and speak to Wuunferth. He's obviously in some way responsible. But how?
Objective: Speak to Wuunferth
Wuunferth openly mocks your terrible detective work when you tell him the killer has struck again. Request that he helps you find the real killer, and he asks why you thought Wuunferth was responsible in the first place. Mention the journals and amulet, and he angrily replies that he's a member of the College of Winterhold in good standing.
Furthermore, he never kept a journal. He wants to know what the amulet looks like; after you describe it, he knows it to be the Necromancer's Amulet, a legendary item. Wuunferth has been noting that the killings are tied to some kind of necromantic ritual—tomorrow night, in the Stone Quarter, in fact!
Objective: Patrol the streets of the Stone Quarter at night

QUEST CONCLUSION

Wait until nightfall the next evening. The place is unusually quiet, until you stumble upon Calixto Corrium speaking with a woman (usually in the market area). A moment later, he attacks her. Stop that murderer!
Objective: Catch the murderer
Objective: Speak to Jorleif for reward
Race after Calixto. If you're too slow, he runs back to his butchering place, into Hjerim where he makes his last stand. Otherwise, he won't go down without a fight. You can kill him using your favored weapons or beat him to his knees using your fists.
When Calixto is safely dealt with, head to Jorleif. He thanks you profusely for finally solving this murder (and a little less profusely if he has to go and release Wuunferth). You now receive the following rewards:
The Necromancer's Amulet, if you sold it back to Calixto (which you can then sell again for even more profit!)
The title "Special Investigator of Windhelm."
A free "cleaning" of Hjerim, so the gruesome antechamber has the flesh and bones removed from it, whether you own the house or not.
Items gained:
Necromancer's Amulet

POSTQUEST ACTIVITIES

It is now wise to purchase Hjerim if you wish to.

Calixto Corrium: Modus Operandi

Calixto Corrium recently mourned the loss of his twin sister, Lucilla. The two have always been extraordinarily close and have shared a love of all things ancient and exotic, and so assembled the House of Curiosities collection together.
When Lucilla passed away, Calixto was wrecked; beyond heartbroken, he went into seclusion. During his hermitage, he discovered an ancient deep magic that could bring his darling sister back to him, but it demanded raw materials of marrow, bone, flesh, sinew, and blood.
He took to the frozen streets of Windhelm at night, harvesting women for specific ingredients. He was assembling his sister's new incarnation in Hjerim, the now-abandoned house of his first victim.

20.3 Forbidden Legend

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Minor Spoilers

Prerequisites: None
Intersecting Quests: College of Winterhold Quest: Under Saarthal
Locations: College of Winterhold, Folgunthur, Folgunthur Crypt, Geirmund's Hall, Reachwater Rock, Saarthal
Characters: Gauldur, Tolfdir
Enemies: Draugr, Draugr Thrall, Frostbite Spider, Jyrik Gauldurson, Mikrul Gauldurson, Sigdis Gauldurson, Skeever
Objectives: Investigate the cryptic message, Investigate the Gauldur legend, Learn the truth from Daynas Valen, Read Daynas Valen's notes, Find the Gauldur Amulet Fragment in Folgunthur, Find the Gauldur Amulet Fragment in Geirmund's Hall, Find the Gauldur Amulet Fragment in Saarthal, Reforge the Gauldur Amulet, Take the Gauldur Amulet
This quest can be started in any number of ways. There's no "optimal" way to begin, and no one to speak to about it. You're most likely to just stumble across it somewhere as a part of your adventure. Here are some of the possibilities:
When exploring any of the locations for this quest, such as Saarthal (in College of Winterhold Quest: Under Saarthal), you may find a cryptic note on the boss that begins this quest. These all point you to copies of the book Lost Legends of Skyrim.
Or, you may find the book first. Copies of Lost Legends are all over the world, and reading any of them, such as the one in Farengar's library in Dragonsreach, will give you some background and direct you to Folgunthur.
Or, you may simply enter Folgunthur on your own and find the body of Daynas Valen. His notes provide the clues that guide the rest of your journey.

Note

Below is one of the paths you might take through this quest. There is no "correct" order for the places you visit, but this route allows you to see all the locations in a logical progression.

DO NOT DISTURB



Deep in the Reach, the southern road follows the river as it winds through the canyons toward Markarth. At one point, the road crosses a bridge with a large waterfall to the south. Head up the rocky slope, onto a dirt path that leads to the rushing stream, and follow the streambed through the falls. Hidden behind is the entrance to Reachwater Rock. The "Rock" in question is inside the cavern: a natural stone island with a single gnarled tree, above a gloomy lake. A dead adventurer lies against the tree, and a pedestal stands nearby. There are two items of interest on the pedestal:
Items gained:
Ancient Edict
Emerald Dragon Claw
The Edict is particularly worrying; it tells you to leave this place, as whatever was sealed in here was done at a great price. Take the Claw as well, and once you choose to ignore the warning, this quest continues!
Objective: Investigate the cryptic message
Target: The dead adventurer
If you haven't already, check the adventurer's body. In addition to some potions, he also has a copy of the book Lost Legends of Skyrim, which tells the tale of the Arch-Mage Gauldur and his three sons, all murdered in ages past. Could this sealed tomb be connected to the legend? The book doesn't say, but it does mention one place that is: Folgunthur, near the foot of Solitude, far to the north.
Objective: Investigate the Gauldur legend
Target: Daynas Valen's Journal, outside Folgunthur



Although the objective is out of the cave, you can see a Nordic Puzzle Door set into the rock wall above the pedestal.
Puzzle Solution: The door consists of three “rings” that rotate when you activate them. Each has three animals plated into the stonework, and the central keyhole is unlocked using the Emerald Dragon Claw; the puzzle is inaccessible without it. The puzzle solution is actually on the palm of the Claw; rotate it in your inventory to see the three circular petroglyph carvings on the Claw’s palm. Move the rings so the Bear, Whale, and Snake appear on the outer, middle, and inner rings, respectively. Then insert the Emerald Dragon Claw into the keyhole.
Through the door, a long hallway greets you, along with three additional doors that grind open one after the other. They lead to a second (and completely sealed) Nordic Puzzle Door. This features different petroglyphs, and your Emerald Dragon Claw doesn’t fit the keyhole. You return here at the zenith of this quest.



Travel to Folgunthur, just southeast of Solitude in the marshes, and inspect the long-abandoned campground outside the barrow. Inside one of the snow-dusted tents is Daynas Valen’s Journal. Read and stow it; the book speaks of his obsession with the Gauldur legend, which he, too, has traced to Folgunthur.
Items gained:
Daynas Valen’s Journal

Note

Due to the varied nature of this quest, you can simply head here and read Daynas Valen’s Journal first or obtain the notes from Daynas himself, inside Folgunthur. There are many options for uncovering the history of the hated Gauldersons!
Objective: Learn the truth from Daynas Valen
Target: Daynas Valen’s Notes, in Folgunthur

BE BOUND HERE, MIKRUL: MURDERER, BETRAYER



Open the ominous Iron Doors of Folgunthur, watching for a trigger plate in the initial tunnel; you don't want to be skewered by the spikes shooting from the dragon busts on either side of you. Note the corpses of the adventurers and Draugr strewn across the passage; you're far from the first to venture into this tomb. At the bottom of the tunnel steps is a claw keyhole, which seems to have already been opened, and requires the Ivory Claw (which Daynas has, according to his journal).
Inside the entrance room is a Nordic Puzzle. It, too, has already been solved. The exit opposite leads to a pressure plate and fire trap and the first live Draugr in the tomb. The passage continues into an expansive subterranean banquet hall, with Draugr literally peeling away from the walls and oily floors and lamps to roast them with.
Enter the passage on the banquet hall's far side, where a floor grate drops away as you step near. You are fortunate that the drop onto spikes is filled with water. Carefully step around the grating or use the wall lever to close it and lift you out of the pit; then ascend the spiral steps. This leads to a balcony overlooking the banquet hall and the bloody remains of Daynas Valen, cut down close to another claw keyhole. Search his corpse for two important items:
Items gained:
Daynas Valen's Notes
Ivory Dragon Claw
Objective: Read Daynas Valen's notes
Grab the items, and leaf through the notes. Daynas's obsession and years of painstaking research finally led him to the surprising truth about Gauldur and his sons and the powerful amulet that bound the brothers together. It is obviously powerful. But is it worth the danger involved in assembling the pieces? Yes, of course it is!
Objective: Find the Gauldur Amulet Fragment in Folgunthur
Target: Mikrul Gauldurson, in Folgunthur
Objective: Find the Gauldur Amulet Fragment in Geirmund's Hall
Target: Sigdis Gauldurson, in Geirmund's Hall
Objective: Find the Gauldur Amulet Fragment in Saarthal
Target: Jyrik Gauldurson, in Saarthal
Insert the Ivory Dragon Claw into the keyhole by Daynas's corpse. This lowers the bridge, forcing you into combat with the Draugr beyond. Battle through, into a small crypt (watch for a floor trigger and spear trap in the chamber to your left) and around to a Nordic Lever Puzzle.
Puzzle Solution: There are four levers, each moving a particular set of the four portcullises that block your path. Pull the right-front and left-rear levers to open your path.
Head down the steep stairs, watching for a rock-fall trap. Open the wooden door into a guardian chamber with two Draugr near their thrones and a large central grating. Currently, if you pull on the wall chain, you're pierced by darts. There is a trick to opening this grating:
Puzzle Solution: There are two levers, one by each throne. Both of them rotate walls that block the nearby doors, allowing you to enter the chambers beyond. The right one currently allows you to access a semicircular chamber adjacent to the throne and lever. Battle the Draugr before inspecting the three large stone heads, each with an animal petroglyph in their maws. Working counterclockwise from the first petroglyph you see, the order is Snake, Whale, and Hawk.
Return to the grating chamber, and pull the lever by the left throne until the rock wall shifts to open into a second, almost identical chamber. The difference is that there are three pillars. Rotate them so that the Snake faces out from the first pillar (facing the doorway), the Whale faces out from the second, and the Hawk faces from the third, mimicking the petroglyphs in the mirrored room you just came from. Now when you pull the chain, the grate opens.
Wind your way down the long spiral steps to a waterlogged tunnel with Frostbite Spiders to tackle. The open doors at the far end lead to a long hall, flanked with coffins. As you enter the hall, the doors slam shut behind you and the lights go out. Crypts to either side of the room open, and Draugr begin to emerge in the darkness. Quickly use a Nighteye spell or power if you can, then battle the guardians. When the foes are vanquished, the lights come back on. Step up to another Nordic Puzzle Door.
Puzzle Solution: Move the rings so the Hawk, Hawk, and Dragon appear on the outer, middle, and inner rings, respectively. Then insert the Ivory Dragon Claw into the keyhole. Venture forward, and open the doors leading into Folgunthur Crypt.

BROTHER BATTLE: MIKRUL GAULDURSON



The crypt is a massive chamber, flanked with coffins and a main tomb at the far (southeast) end. When you're about halfway across the crypt, the sarcophagus bursts open, and out clambers the fearsome Mikrul Gauldurson, now a Draugr of considerable power! Aside from his inherent toughness, he also wields the Gauldur Blackblade, a powerful sword with an Absorb Health enchantment. He is accompanied by Draugr Thralls: weak, unarmed Draugr that do little damage but crowd the space, making it hard for you to flee from Mikrul's reach.

Especially at low levels, you may find it harrowing to fight Mikrul in melee combat, as every blow he delivers rapidly refills his health. Followers and summoned creatures are best left behind, since Mikrul can drain their health just as easily. The safest bet is to refrain from being hit at all. Back away as best you can, dodge his blows, and use a bow or spells to whittle down his health. If desperate measures are called for, you can jump across the sarcophagi along the sides of the room to flee and regroup.

Once Mikrul falls, any surviving thralls also die. Be sure you pry Mikrul's bony fingers off his vampiric blade, which is an exceptional one-handed weapon. There are two other items of interest, too:

Items gained:

Gauldur Blackblade

Gauldur Amulet Fragment

Writ of Sealing

Don't be fooled by the "fragment" part: Mikrul's amulet fragment is a full amulet in its own right and has a solid Fortify Health enchantment. The Writ has a curse against the Gauldurson brother written upon it. To exit the chamber, move to the far (southeast) end and insert the Ivory Dragon Claw into the right-side keyhole (the left leads to a rockfall). This removes the spear bars and allows access to the treasure chamber, which also contains a Word Wall. Now leave Folgunthur out of the southeast Iron Door, push out a sarcophagus lid for a shortcut into the banquet hall crypt, and retrace your steps back out. On your way, use the Ivory Claw in the first puzzle room to open a secret door with a chest.

Items gained:

Word of Power: *Frost Breath*

BE BOUND HERE, SIGDIS: MURDERER, BETRAYER



Travel to Geirmund's Hall, east of Ivarstead in the hilly forest close to Lake Geir. Enter the cave and crush the two Skeever; then peer down the massive sinkhole in the center of the room. Drop into the water below. Aside from the submerged crypt passage leading to a chest and a dead end, there are steps up to an Iron Door. Slash your way through Frostbite Spiders, watch for a trigger plate that launches darts, and head down into a waterlogged crypt. Aside from Draugr, there are Nordic puzzle pillars to inspect.

Puzzle Solution: Stand atop the steps and face down into the waterlogged crypt. On the left (south) wall are two small petroglyph plaques showing a Hawk and a Whale. On the right (north) wall, there are plaques showing a Whale and a Snake. Continue along the crypt's left side, and spin the two pillars to show the Hawk and the Whale. Backtrack, and continue along the crypt's right side, and spin the two pillars to show the Whale and the Snake (the first of these already shows the Whale and so doesn't need to be moved). Then pull the lever to open the portcullis doorway.



Head into the ruined hub chamber with a fallen bridge and steps up to an altar. You'll return here later, so simply check the corpse on the altar for a key and epitaph, where Lord Geirmund keeps his eternal vigil. To open the Iron Door behind the altar (Adept), use the key or pick it. Pass the Arcane Enchanter and turn left (west), as the direct route to Sigdis Gauldurson's sarcophagus is blocked.
Climb the steps, kill the Draugr on the balcony overlooking the hub room, and ignore the easily spotted lever (unless you want spears in your sides). Instead, pull the hidden one just behind you to the right (southwest). This lowers the bridge.
Fight the Draugr as you cross (you can jump to the right and open a locked door [Expert] to reach a small treasure room, then retrace your steps). Use another lever on the middle "island" to lower the second bridge, and fight through into a small passage. Watch the floor trigger, or face swinging axes around the corner. Quickly step to the wall lanterns between the blades to avoid them.
***Items gained*:**
Lord Geirmund's Key
Geirmund's Epitaph

BROTHER BATTLE: SIGDIS GAULDURSON



Follow the passage around and into the tomb of Sigdis Gauldurson. The moment he steps from his sarcophagus, he teleports away, and you suddenly have more than one Sigdis to deal with! His Illusory Duplicates spell means that two of these entities are magical doppelgangers. During the frenzy of combat, it may be difficult to tell, but Sigdis's duplicates have a few subtle differences:
The Gauldur Blackbow Signis uses dishes out significantly more damage and drains your Magicka.
The dopplegangers are wreathed in a slight blue glow.
The doppelgangers' helmets don't have horns, while Sigdis's helmet does.
The three foes fire from their platforms, forcing you to strike them using your favored weaponry. Sigdis teleports around and summons duplicates again periodically, speeding up if you destroy both duplicates or as his health falls.
Focus your attention on Sigdis, as he's the only one taking damage. After you kill him, any illusions are dispersed, and an exit doorway behind his coffin slides open once. Be sure you pry Sigdis's twitching fingers off his bow, which drains Magicka from targets. There are two other items of interest, too.
Items gained:
Gauldur Blackbow
Gauldur Amulet Fragment
Writ of Sealing
Once again, Sigdis's amulet fragment is a real amulet, this time with a Fortify Stamina enchantment. The Writ has a curse against the Gauldurson brother written upon it. Exit via the newly opened corridor, leading to a large chest and a lever that opens a section of wall, leading you back into the initial chamber with the pit.

BE BOUND HERE, JYRIK: MURDERER, BETRAYER



At this point, or whenever you wish to explore Saarthal and face Jyrik Gauldurson, you must visit the College of Winterhold and begin the College of Winterhold questline. Consult the College of Winterhold Quests for all pertinent information. Here's what you need to do:

Complete College of Winterhold Quest: First Lessons, proving your magical aptitude and gaining admittance to the College, where you'll train with Tolfdir.

Begin College of Winterhold Quest: Under Saarthal, and explore the excavation. The route to take, and the Nordic Puzzle solutions, are detailed in that quest. This culminates in the discovery of a giant glowing orb that floats in a bubble of writhing magic, at the opposite end of the room. It is pulsing and made of some strange, unknown material. Tolfdir is transfixed by this but averts his gaze when a ferocious-looking Draugr rises from his eternal throne chair. You're about to face the third brother, Jyrik Gauldurson!

BROTHER BATTLE: JYRIK GAULDURSON



Jyrik Gauldurson is coursing with evil magic, and for the first ten seconds of the battle, he is utterly impervious to any attacks. Use this time to step behind cover or let any summoned creatures you may have conjured or Followers bear the brunt of his attacks.

Eventually, Tolfdir realizes that all your combined offensive capabilities aren't having an effect, so he turns to the Eye and focuses his attacks on the crackling globe.

A few seconds later, he yells that Jyrik is vulnerable. Attack!

To further complicate matters, Jyrik is bathed in an elemental shield that cycles through the different elements and is impervious to attacks from the same element. So, if he's bathed in fire, then any Flame-based spells have no effect on him. Use attacks from any other element instead. If you have only one type of elemental magic (i.e., only Fire), wait a few seconds until Jyric's shielding changes elements, and then strike!

Tip

Jyrik is extremely vulnerable to frost damage when he's on fire, and when encased in a frost shield, he's very vulnerable to fire. Use this to your advantage!

With Jyrik Gauldurson gurgling his last curse, turn your attention to his unique weapon, although not one he wields in the battle with you: the Staff of Jyrik Gauldurson, which lies on the altar in front of his throne. Grab it, and the other items of interest on his corpse:

Items gained:

Gauldur Amulet Fragment

Staff of Jyrik Gauldurson

Writ of Sealing

As you might expect, his amulet fragment has a Fortify Magicka enchantment, while the Writ has a curse against him written upon it. Now use the Iron Door behind the orb to exit the chamber, which leads to a fern-filled grotto and an ancient Word Wall. Absorb the power before you exit back into the excavation site, releasing the portcullis with a wall handle and exiting Saarthal.

Items gained:

Word of Power: *Ice Form*

BE DEFEATED HERE, GAULDURSON BROTHERS!



With the three Amulet Fragments in your possession, all that remains is to return to Reachwater Rock and enter the long hall that was sealed when you first visited this tomb. (If this is your first visit, see above for directions to the cave.)

Puzzle Solution: Move the rings so the Hawk, Hawk, and Dragon appear on the outer, middle, and inner rings, respectively. Then take the Ivory Dragon Claw you found on Daynas Valen's corpse in Folgunthur, and insert it into the keyhole. Continue down the steps beyond and enter the Arch-Mage Gauldur's tomb. Approach the altar at the far (northwest) end of the elaborately constructed room. Here you'll find three Amulet Pedestals.

As you set the final Amulet Fragment down on the pedestal, three spectral forms congeal from the ether on an inaccessible balcony above you. The power of the Gauldurson Brothers is strong enough to defy death—twice! Now you must face Mikrul, Sigdis, and Jyrik again, only this time they attack one after the other!

Mikrul is the first to step forward, teleporting to the room's far end as sarcophagi burst open around him. His thralls are back, stronger than before and now fully armed. This time, your best bet is to avoid Mikrul and go after the thralls first; you don't want to be surrounded by weapon-swinging Draugr. Once you slay them, Mikrul should be easier to defeat. Again, you may be better off attacking him from range: That strategy is even more effective here, since you can leap across the gaps in the platforms, but he must walk around them. When Mikrul falls, he returns to the upper platform and drops to a knee.

Sigdis steps forward next, this time joined by three ghostly duplicates. Again, their helmets are a telltale clue: The real Sigdis has curled horns on his helmet, while the duplicates have vertical horns. Ignore the duplicates and crush Sigdis as quickly as you can.

Finally, Jyrik steps forward. He is not invincible here, but he's still a powerful sorcerer. At several points in the battle, he teleports away to regain a little composure before attacking again. Use the same strategies as before to target his elemental weaknesses and bring him down.

After you deliver the final blow to Jyrik, the three brothers regroup at the altar. Suddenly, the sarcophagus behind them opens. The brothers turn, Sigdis lets out a shout, and a brilliant blast of light wipes them from existence. When the dust settles, a spectral figure (could this be Gauldur?) appears and grants you what you seek: In a flash of light, the Amulet Fragments combine!

Objective: Take the Gauldur Amulet

QUEST CONCLUSION

Claim the reforged amulet and wear it proudly—you've earned it. While you may never wield its unique abilities as the brothers once did, the amulet is still immensely powerful, fortifying your Health, Magicka, and Stamina all in one.

Items gained:

Gauldur Amulet

POSTQUEST ACTIVITIES

After claiming the amulet, jump up to the high platform and inspect the newly opened sarcophagus. Search Gauldur's skeleton, and you can find a sizable gold reward as well.

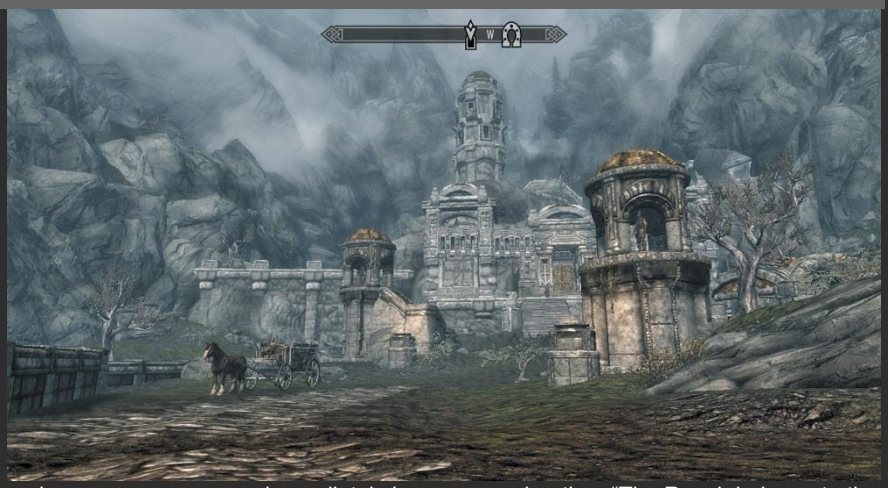
20.4 The Forsworn Conspiracy

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Minor Spoilers

Prerequisites: None
Intersecting Quests: Side Quest: No One Escapes Cidhna Mine
Locations: Markarth, Nepos's House, Shrine of Talos, Silver-Blood Inn, Margret's Room, The Treasury House, The Warrens, Weylin's Room
Characters: Betrid Silver-Blood, Eltrys, Garvey, Kleppr, Margret, Markarth City Guard, Mulush gro-Shugurz, Rhiada, Thonar Silver-Blood
Enemies: Donnel, Dryston, Nana Ildene, Nepos the Nose, Uaile, Weylin
Objectives: Read Eltrys' Note, Go to the Shrine of Talos, Find evidence about Margret, Find evidence about Weylin, (Optional) Obtain the key to Margret's room, Read Margret's Journal, Find evidence about Thonar, (Optional) Obtain the key to Weylin's room, Read Weylin's Note, Find out who "N" is, Find evidence about Nepos, Return to Eltrys

MURDER IN THE MARKETPLACE



On your first visit to Markarth, just after you enter the entrance gate, you immediately hear a man shouting, "The Reach belongs to the Forsworn!" before he murders a market patron in cold blood. The Markarth City Guard quickly overpower and slay the maniac (watch your own sword swings if the lunatic turns on you, as you don't want to accidentally strike a Markarth inhabitant). You can quickly speak to the other traders, before a man named Eltrys approaches you. He surreptitiously hands you a note. Read it; he is requesting a meeting in the Shrine of Talos.



Items gained:
Eltrys' Note

Objective: Read Eltrys' Note

Objective: Go to the Shrine of Talos
Target: Shrine of Talos, in Markarth
Before the body of Margret—the woman who was cut down—is carried away for rites and burial, quickly check her corpse; you'll find a key that can come in handy.

KEY TO MARGRET'S ROOM



Enter the shrine and locate Eltrys, who is attempting a clandestine investigation of a conspiracy within the city. This isn't the first brazen killing by the Forsworn; indeed, the City Guard seem to be actively covering up this slaughter. Eltrys tasks you with finding out more information about the folks involved: the attacker, Weylin, and the victim, Margret. For further hints, ask Eltrys exhaustive questions about the Forsworn and those involved. For more motivation, Eltrys says he'll pay you handsomely for what you uncover.



Objective: Find evidence about Margret
Target: Silver-Blood Inn, in Markarth
Objective: Find evidence about Weylin
Target: The Warrens, in Markarth

Tip

You can undertake the following investigation in any order, and you can break off from one line of questioning to complete another. Each time your Quest Objective updates significantly, return to Eltrys (in the shrine) to inform him and receive a sizable reward (200 gold pieces each time).

Tip

No Murder in the Marketplace: If you're quick, you can actually step in and kill Weylin before he has time to murder Margret. Should this occur, she offers the necklace she purchased just prior to being set upon as a way of thanking you. The quest continues with Eltrys handing you a note. Once you speak to him inside the Shrine of Talos, you can find Margret again (around the market or in the Silver-Blood Inn) and obtain more information about the attack, and why she is there.

MARGRET: SHADOWS AROUND EVERY CORNER



Head into the Silver-Blood Inn, where Margret was staying, and have a quiet word with Kleppr the barkeep. Steer the conversation toward Margret, who Kleppr says prepaid an entire month's rent for the nicest room at the inn.

Objective: (Optional) Obtain the key to Margret's Room
Target: Kleppr, in the Silver-Blood Inn, in Markarth



You obviously need to search Margret's Room, and for that you require a key or a Lockpick skill. There are various ways of entering Margret's Room:
Unlock the room using the key you uncovered from Margret's corpse, if you were quick-thinking at the start of this quest.
(Lockpick [Apprentice]) You can ignore Kleppr completely and—once the coast is clear—use Lockpicks to open the door.
(Persuade) You can sweet-talk Kleppr into giving you the key.
(Gold) Simple bribery does the trick, too.
(Intimidate) As does a not-so-veiled threat directed at the barkeep.
(Pickpocket) With an appropriate Pickpocket, you can ease the key into your possession.
Items gained:
Key to Margret's Room
Inside Margret's Room, there's several trinkets to steal, but the real find is located inside the end table. Open it, and secure Margret's Journal.
Items gained:
Margret's Journal
Objective: Read Margret's Journal
Target: Margret's Room, Silver-Blood Inn, in Markarth
Open the journal: It seems Margret was an agent employed by General Tullius and was tasked to investigate the powerful Silver-Blood family, specifically Thonar Silver-Blood, the owner of Cidhna Mine. You have the information you seek; leave the inn. You're met outside by a city guard, who gives you what appears to be a threat if you continue poking your nose into the affairs of the Silver-Bloods.
Objective: Find evidence about Thonar
Target: The Treasury House, in Markarth

Tip

You can complete all the investigations at once if you wish, although when you return from finding out more about Thonar or Nepos, a nasty fate has befallen Eltrys. Therefore, if you're after some coin for your troubles, complete the Weylin and Margret investigations first, turning them in before talking to Thonar or Nepos.

MARGRET: THE SPILLING OF SILVER-BLOOD

Climb the hewn steps to the elaborate Treasury House, and enter. You're usually greeted by Rhiada, the Silver-Blood's maid, who challenges you on your antics after you ask to see Thonar. You can:



(Persuade) Pretend Thonar is expecting you.
(Bribe) Use some coin to win her over.
(Intimidate) Or attempt a fear-inducing utterance.



This allows you access into the dining room, where Thonar is usually eating. No matter your line of questioning, Thonar is the leader of this city, and he isn't happy at you butting into business that doesn't concern you.
You're told to leave, just as you hear a commotion in an adjoining room. Thonar's servants, Donnel and Nana Ildene, reveal themselves to be Forsworn and have already killed Thonar's wife, Betrid, in cold blood! They now turn on you; defeat them both. Thonar is shaken but ready to talk. He reveals he'd made a deal with the Forsworn. When the Nords conquered Markarth, Thonar spared King Madanach's life and locked him up in the Cidhna Mine. In exchange, the ousted king agreed to use his Forsworn to kill Thonar's enemies. But Thonar's grip on power is obviously slipping.

WEYLIN: A SUBSISTENCE EXISTENCE

Objective: (Optional) Obtain the key to Weylin's room
Objective: Read Weylin's Note
Target: (Optional) Garvey, and Weylin's Room, the Warrens, in Markarth



Weylin the murderer worked as a miner and lived in the grim underbelly of Markarth, in a place known as the Warrens. Journey here, and gain some further insight into Weylin's grim life. Start with the bullying foreman of the smelter, Mulush gro-Shugurz. He won't tell you what he knows; he doesn't care enough to be involved in Weylin's antics. React by leaving or by:
(Persuade) Saying he must know something.
(Bribe) Bribing him to reveal some information.
(Intimidate) Telling him he'd better start caring.



If you're successful, Mulush reveals Weylin was slipped a piece of paper the last time he was paid. Now move into the Warrens.
The second person to interview is Garvey, who runs the Warrens where the poor make their pitiful existence. He isn't keen on just handing over Weylin's key to you. You have the following options:

(Persuade) Tell him it is important.
(Bribe) Press some gold into his filthy hands.
(Intimidate) Inform him this wasn't a request; it was an order.
(Pickpocket) Display your impressive Pickpocket skills and take the key by stealthy means.
When you reach Weylin's room inside the Warrens, you'll notice it is locked (Very Easy). However, picking the lock simply raises the alarm and isn't recommended if anyone is watching. Neither is striking Garvey, who holds the key.
Items gained:
Key to Weylin's Room
Once inside Weylin's room, steal from his chest. There isn't much to line your pockets with, but the chest does contain an important clue: Weylin's Note.
Items gained:
Weylin's Note
Open the note, which contains the order for the assassination in the market. It is simply signed "-N."
Objective: Find out who "N" is
Target: Dryston, in Markarth

WEYLIN: ON THE NOSE



The moment you step outside from the Warrens, an armored man by the name of Dryston strides up to you and threatens to teach you a lesson. There's no way out of this brawl; expect a pummeling if you don't retaliate. After you punch him down, he squeals the name of his employer: the city's old administrator, Nepos the Nose.

Caution

Retaliate with your fists and beat Dryston to his knees. Do not use weapons or kill him; this causes mass hostility across Markarth!
Objective: Find evidence about Nepos
Target: Nepos's House, in Markarth

Tip

You should definitely catch up with Eltrys and secure some gold pieces before uncovering more of this conspiracy!



With Nepos's thug beaten into submission, ascend the steps to reach the administrator's house, and step inside. You're stalled by Uaile, Nepos's protective housekeeper. She refuses to let you speak with Nepos but relents when the old man beckons you to his hearth.
Nepos is wizened, and he confesses to directing Weylin in the murder, under orders from Madanach, who he describes as the "King in Rags." Madanach used to rule Markarth before the Nords drove out the Forsworn. Somehow, he still commands the Forsworn. Nepos's servants think you've heard enough and attack you. Stay and fight, or flee the dwelling.



Objective: Return to Eltrys
Target: Shrine of Talos, in Markarth
Eltrys must be informed immediately! Unfortunately, as you enter the shrine and venture to his location, you see that Eltrys has been killed—almost certainly by the city guards milling about. Guards immediately accuse you of snooping and frame you for the recent murders, including that of Eltrys! You are to be banished to the Cidhna Mine. A place where no one escapes.

QUEST CONCLUSION

Prior to Eltrys's demise, he rewards you with gold for your investigations of Weylin and Margret. Be sure to see him before your other investigations, or don't expect any coin!
Items gained:
Gold pieces [Leveled]
Postquest Activities
Side Quest: *No One Escapes Cidhna Mine begins immediately.*

20.5 No-one Escapes Cidhna Mine

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Minor Spoilers

Prerequisites: Complete Side Quest: The Forsworn Conspiracy
Intersecting Quests: Side Quest: The Forsworn Conspiracy, Grisvar's Shiv*
Locations: Markarth, Cidhna Mine, Markarth Ruins
Characters: Borkul the Beast, Braig, Duach, Grisvar the Unlucky, Madanach, Markarth Guard, Odvan, Thonar Silver-Blood, Uraccen, Urzoga gra-Shugurz
Enemies: Dwarven Centurion, Frostbite Spider
Objectives: Ask a prisoner about Madanach, Get past Borkul the Beast, Talk to Grisvar about getting a Shiv, Bring Grisvar the Skooma, Talk to Madanach, Hear Braig's story, Return to Madanach, Kill Grisvar the Unlucky, Return to Madanach, Follow Madanach, Kill Madanach, Search Madanach's body, Escape Cidhna Mine

Note

* Indicates the secondary quest also available here has a name that does not appear in your Quest menu; the objectives are in the Miscellaneous section of your menu.



IMPRISONED IN A FORSAKEN PLACE

Caution

This quest does not commence if you're thrown into this mine due to your Crime level in the Reach!
Objective: Ask a prisoner about Madanach
Target: Uraccen, in Cidhna Mine
You wake up to Urzoga gra-Shugurz shouting at you. He is the guard captain in charge of the prisoners in this mine, which is carved into the mountains of Markarth. Unlike prisons in other Hold Cities, you're expected to work, mining silver ore until you drop. You can reply with subservient or sarcastic remarks to Urzoga, before she opens up the cell door and you're allowed into the mine.



The quickest way to finding out more information about Madanach, who appears to run the prisoners on this side of the mine, is to speak with Uraccen. He's usually sitting by the campfire in the prison's middle chamber. You can make up whatever story you like about why you're here, and ask him about the prison's illicit Skooma trade, but be sure to ask him two important questions:
The location of Madanach. Unfortunately, nobody gets to speak with him without getting past Borkul the Beast. You may ask for more information about this Orc bodyguard, or step over to see him yourself.
Information on obtaining a Shiv a more subtle and cruel method of protecting yourself. A man named Grisvar has a spare one, if you're interested. This begins Side Quest: Grisvar's Shiv.
Objective: Get past Borkul the Beast



Borkul the Beast is standing guard by a locked gate close to the campfire. You can get on his good side by revealing your bloodlust, or offer a more measured response. When you ask to see Madanach, Borkul refuses until you pay the toll—a Shiv. You can:
Tell Borkul you don't have a Shiv. He suggests you get one. Complete Side Quest: Grisvar's Shiv from this point.
(Pickpocket) Use your impressive Pickpocket skill to pry Borkul's Key from his pocket without him knowing.
(Persuade) Tell Borkul that Madanach is expecting you.
(Brawl) Or offer to fight Borkul for access into Madanach's chamber. Fight the Orc, here by the campfire, and batter him with punches until he falls to his knees and tastes his own blood.
Once you succeed at any of these plans, Borkul hands over the key to Madanach's room, and you may progress.
Items gained:
Borkul's Key

SIDE QUEST: GRISVAR'S SHIV*

Objective: Talk to Grisvar about getting a Shiv.



If you require a Shiv while in prison, head into the mine's southern part and hunt down Grisvar the Unlucky. He's here by the Jarl's request, due to his "problems." Ask for a Shiv, and he agrees—if you bring him back a bottle of Skooma from Duach.



Now head into the mine's north section and ask Duach about the Skooma. He isn't about to hand this over to just anyone, and your looks are beginning to annoy him. In that case, you should try:
(Persuade) Telling him you need the Skooma badly.
(Brawl) Demanding he hand the Skooma over and then fistfighting him for it. Remember, don't kill him!
When either of these plans is successful, you receive the Skooma from Duach.
Items gained:
Skooma

Caution

Did you drink the Skooma before realizing you need to hand it to Grisvar? Then this quest fails!
Objective: Bring Grisvar the Skooma
All that remains now is to return to Grisvar, hand him the Skooma, and accept a Shiv in return. You can use the Shiv to attack the prisoners (which is unwise, as they usually overwhelm you), or give it to Borkul the Beast if no other method of getting past him is working.
Items gained:
Shiv

MINING THE MIND OF MADANACH

Objective: Talk to Madanach

Note

Forsworn or Nord Alliance: At this point, you can choose to side with Madanach, the leader of the Forsworn, against the Nords who have usurped his kingdom. Follow the quest sections marked with the alliance you wish to be associated with.

FORSWORN ALLIANCE: MADANACH'S TASKS



Forsworn Alliance: Open the barred door that Borkul was guarding, pass by a latrine and closed cell, and meet Madanach at his writing desk. He asks what it is that you want. You may answer in any way you wish, but Madanach points out that you are now a slave. The boot of the Nord steps on your throat. He mentions a man named Braig, who has been imprisoned almost as long as Madanach. You are to meet with him and ask why he's here. Madanach wants to know how widespread the injustice of Markarth really is. You can ask about the Forsworn and Thonar (the mine owner) before you leave.
Objective: Hear Braig's story



Search the mine's southern end for Braig, who greets you with a warning not to shiv him. Tell him Madanach has asked you to listen to his story, and he asks when you last had chains around your wrists. Answer him as you wish and again when he asks about your family. Then Braig tells of his daughter Aethra, an innocent caught up in recent entanglements when the Nords picked Braig up for being involved in the Forsworn uprising. Braig had only spoken to Madanach once, but that was enough for the Nords to execute her in front of him and throw him in this mine. You can ask Braig further questions, but this has satisfied Madanach's curiosity.
Objective: Return to Madanach
Journey back to Madanach, who seems to have used Braig's story to drill into you the injustices of the Nords. Your responses can be sympathetic or accusatory, but if you are to escape, Madanach needs a show of loyalty from you. He certainly doesn't want a Shiv in the back during any planned breakout. He tells you to visit Grisvar the Unlucky—a thief and a snitch—and dispatch him so only prisoners loyal to Madanach remain.
Objective: Kill Grisvar the Unlucky
You must kill Grisvar with your bare hands or with a Shiv if you previously received one from him. As he's the only prisoner not loyal to the Forsworn, he has to go. You can attack without even speaking to him, or tell him that Madanach says hello, which causes him to stand and fight for a bit, then flee. Hunt him down and kill him, again with a Shiv or your bare hands. Equip yourself with a Shiv from his corpse if you wish.
Items gained:
Shiv
Objective: Return to Madanach

Objective: Follow Madanach



Your actions have proved to Madanach that you are one of them. He wishes you to accompany him so he can announce his plans to all his brothers. Follow Madanach into the main mine chamber with the campfire, where he informs his brethren that it is time to leave Cidhna Mine. There is a gate beside his quarters, and behind it is a tunnel. This leads right through the old Dwarven Ruins of Markarth and into the city. Duach, Odvan (the only prisoners you may not have met yet), and the others raucously approve.

NORD ALLIANCE: MADANACH'S DEATH

Objective: Kill Madanach
Objective: Search Madanach's body
Nord Alliance: If you wish to side with the Nords and can't abide this Forsworn claptrap, you can ignore Madanach and instead begin to fight or pickpocket him. Killing him is obviously easier if you're carrying a Shiv rather than relying on your fists. Madanach is an accomplished mage, so this fight may be difficult to conclude in your favor. But if you do kill Madanach, you can skip any remaining conversations and search his body for the following important items:
Items gained:
Madanach's Note
Madanach's Key
The key unlocks the gate adjacent to Madanach's quarters, while the note informs you there's old Dwarven Ruins connecting this mine to Markarth, which is the only escape route. Time to earn an early pardon!
Objective: Escape Cidhna Mine
Target: Markarth city exterior

AN EARLY PARDON



Whether you're fleeing with your Forsworn brothers or you've killed Madanach, stolen his key, and used it to open the gate beside Madanach's quarters, the time has come to leave. Maneuver down the tunnel to a gold door that opens into Markarth Ruins. Dash in a northeastern direction along the remains of stone steps and metallic walkways, and into a Frostbite Spider–infested stone corridor. Stand and fight, or run past these large arachnids. If the Forsworn are with you, attack the spiders as a team.
Continue into a tight connecting tunnel that opens into a large two-level corridor with winding pipes and more dwarven automatons at the far end of it. Venture forward, and they grind into life (depending on your level, these enemies could be spheres or a dreaded Centurion!). When the dwarven mechanical beasts finally topple, continue heading northeast, scrambling up the earthen tunnel toward a golden door.
Forsworn Alliance: The Forsworn stop at the base of the steps, where a woman named Kaie calls for Madanach, bringing him all the equipment you were stripped of when you entered Cidhna Mine. In addition, you are granted an ancient outfit of the Forsworn that is blessed with the old magicks. Then the Forsworn pour out of the ruins and into Markarth.
Inventory Equipment
Armor of the Old Gods
Boots of the Old Gods
Gauntlet of the Old Gods
Helmet of the Old Gods
Nord Alliance: Head up the steps to the gold doors. Madanach's Key opens them and you stumble out of the ruins and into Markarth.

QUEST CONCLUSION

Forsworn Alliance: Thonar Silver-Blood is waiting to greet Madanach as he exits the ruins. He isn't about to let the Forsworn escape from his prison, especially after what they did to his family. The quest ends with the Forsworn swarming Thonar and killing him.
Nord Alliance: Thonar Silver-Blood is waiting to greet you as you exit the ruins. He isn't about to let the person responsible for killing Madanach out of his jurisdiction without giving him some kind of reward, especially after the peace you brought to his family. The quest ends with Thonar handing you all your equipment back, as well as a special ring—one that a smith would cut off seven fingers for! Remain calm during this time too; if you side with the Nords but kill Thonar, you don't receive his ring.

Items gained:

Inventory Equipment
Silver-Blood Family Ring

POSTQUEST ACTIVITIES

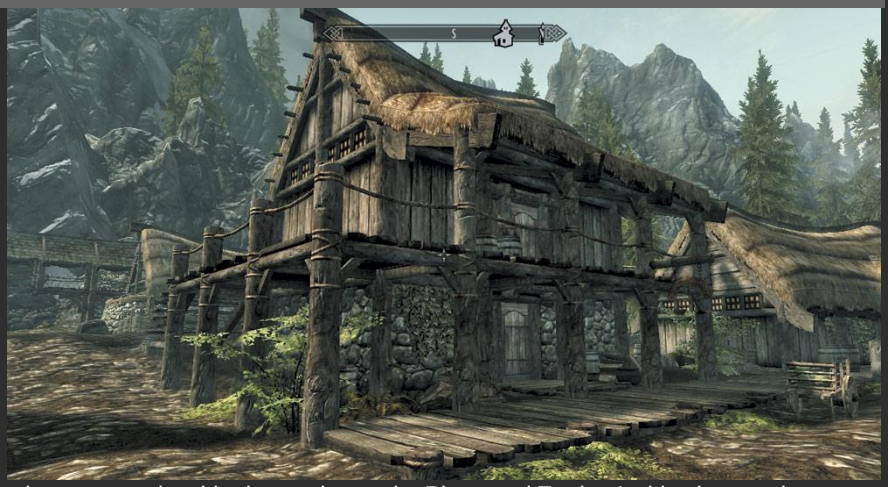
If you sided with the Forsworn, they begin a bloody rampage through the city, eventually reaching the gates and fleeing to Druadach Redoubt deep in the Reach. If you helped them, the Forsworn in Druadach (and only at this location) will be friendly.

20.6 The Golden Claw

Minor Spoilers

Prerequisites: None
Intersecting Quests: Main Quest: Bleak Falls Barrow
Locations: Bleak Falls Barrow, Riverwood
Characters: Camilla Valerius, Lucan Valerius
Enemies: Arvel the Swift, Bandits, Draugr, Frost Troll, Giant Frostbite Spider, Skeevers
Objectives: Retrieve the Golden Claw, Cut Arvel down, Find the secret of Bleak Falls Barrow, Bring the claw to Lucan

BENEATH THE BARROW



Travel to Riverwood. You can overhear rumors about a recently robbed store; locate the Riverwood Trader. Inside, the proprietors Lucan and his sister, Camilla Valerius, are engaged in a heated discussion. It seems bandits have recently broken into their dried goods store and stolen a solid gold ornament in the shape of a dragon's claw. Offer your help to Lucan; the sibling bickering doesn't stop, but Camilla seems appeased and takes you out to the bridge on the edge of Riverwood.



Objective: Retrieve the Golden Claw
Target: Golden Claw

Tip

You can start this quest by simply adventuring into the Bleak Falls Barrow, without speaking to either Valerius sibling. You may also wish to cross-reference this quest with the Main Quest: Bleak Falls Barrow. Be on the lookout for a Dragonstone as you search.



Find your way up the mountain path north of Riverwood, passing the Riverwood Folly (where bandits roam), and to the summit, where the Nord tomb appears through the blizzard. Expect more bandit activity in this area. Locate the arched carved door leading into Bleak Falls Temple. Inside the first chamber, you hear two bandits around a campfire talking about a Dark Elf heading farther into the Barrow. End their conversation swiftly before venturing down the stairs.



Pass through the spiderwebs, the burial urns, and the dead Skeever, and engage another bandit on your way to a ceremonial entrance room. A portcullis blocks your path, and the lever nearby is currently inactive. In the alcoves to the left are a trio of three-sided pillars. Approach the first, and you'll notice they can be activated. Each side has a different animal carving: the Hawk, Whale, and Snake.



Puzzle Solution: Rotate the pillars so a Snake, Snake, and Whale face out. The carved Nord heads above the portcullis (and the fallen middle one) hold the answer in their maws.

Descend the spiral steps beyond, battling a few Skeevers on your way. As the thick spider silk begins to cover the walls, you hear a voice up ahead and to your left. Cut through the doorway covered in webbing, and enter the lair of a Giant Frostbite Spider. Attack the arachnid before venturing toward the trussed-up Dark Elf: one of the bandits from the raiding party you slaughtered previously.

This is Arvel the Swift, who is carrying the Golden Claw. He quickly tells you he knows how it works, how it fits into the door in the Hall of Stories. The bandit is babbling. But he needs cutting down first. Oblige him.

Objective: Cut Arvel down

Target: Arvel the Swift

Tip

Having trouble dispatching such a large arachnid? Then search for a Potion of Paralysis on a shelf in the hallway before the puzzle chamber and a Fireball Scroll on the table in the room just after you descend the spiral steps. Use these if you need to.

After a couple of weapon swipes (or magical blasts), Arvel's sticky prison gives way. He immediately flees, laughing that he won't be sharing his treasure with the likes of you. This is correct, but that's because you'll be taking him out—use a quick arrow or two in the back or other ranged attack—or letting the denizens who lurk deeper into this crypt deal with him.

Caution

It isn't wise to rush after Arvel; you'll soon catch up with him, and it is better to be prepared rather than rush headlong into an unknown chamber.



Follow Arvel's trail, passing through the crypt entrance and down into the catacombs. The swift soon meets the dead as Arvel falls under a flurry of Draugr attacks. The Nord undead now turn their attention to you. Battle them back using your combat mettle or run north toward the open spiked gate and pressure plate. Keep to the extreme left, and you can activate the swinging gate trap without being hit. Instead, use it as a skewering device against the Draugr. Then search Arvel. Among his belongings is the Golden Claw and the Dark Elf's journal. Read it for more clues on this Barrow's secret.

Items gained:
Golden Claw
Arvel's Journal
Objective: Find the secret of Bleak Falls Barrow
Target: Hall of Stories



You have Lucan's trinket, but don't return it until you completely reconnoiter this Barrow. Continue down, battling Draugr and searching corpses, both resting and animated, as you go. At the swinging blades, sprint forward the moment the closest blade swings past you. Brandish your weaponry, but don't be overzealous with fire in the passageway with puddles; this is actually oil leaking from a hanging lamp, and the corridor erupts if flames touch the ground; use this as a trap against your bony foes.

Eventually, you climb steps into a tall chamber with a waterfall and another Draugr. Although a treasure chest can be ransacked, the Barrow's secret lies past a portcullis above the rushing stream. Locate the chain next to the portcullis and activate it, before splashing down the stream and into a larger, curved cavern with an opening at the far end. Ready any ranged attacks you can muster; a Draugr (or if you're at higher levels, a Frost Troll) is pacing the snow bridge directly below the waterfall opening.

Strike it with as many projectiles as you can to weaken it, then engage it in a fierce battle throughout this upper cavern and lower bridge. Flee to regain Stamina or Magick if necessary. Another option is to simply flee entirely, although you'll miss the scavenging on the curved path below the bridge. Here you'll find the body of Thomas. Follow the path around and into the illuminated entrance to Bleak Falls Sanctum.



Open the Sanctum doors, and weave your way to another bladed corridor. Coax the Draugr beyond into this trap, before dashing through it, into the Great Chamber. Expect attacks from Draugr bowmen on the bridge above, as well as melee strikes from the ground. You can drop oil lamps and burn the decaying flesh of these foes as you head up and over the bridge, to the Iron Door leading into the Hall of Stories. The Hall is a long corridor with intricately carved Nord stonework on either side and an ornate door at the far end.

Puzzle Solution: The door consists of three “rings” that rotate when you activate them. Each has three animals plated into the structure, while the central keyhole is unlocked using the Golden Claw. This puzzle is inaccessible without it, as the solution is on the palm of the Golden Claw. Rotate it in your inventory to see the three circular petroglyph carvings on the Claw’s palm. Move the rings so the Bear, Moth, and Owl appear on the outer, middle, and inner rings, respectively. Then insert the Golden Claw into the keyhole.

Objective: Bring the claw to Lucan

Target: Lucan Valerius



This reveals the Barrow’s secret at last: a ceremonial burial grotto with waterfalls surrounding the long-forgotten chamber. Move to the carved stone center and check the chest. Scavenge what you need; then inspect the Word Wall, where you’re granted a Word of Power! However, this stirs a high-level Draugr Lord from his rest, and you must defend yourself from this final Barrow guardian.

After the fight, inspect the Draugr’s corpse; he is carrying a Dragonstone! Now take the staircase on the chamber’s left side, activating the handle to raise a secret stone slab door out into an upper Barrow alcove, a ceremonial alcove, and an exit out into Skyrim.

Now it is a simple matter of returning the Golden Claw heirloom to Lucan to complete this quest.

QUEST CONCLUSION

Items gained:

Word of Power: *Unrelenting Force*

Dragonstone

Gold pieces (Leveled; if you return the Golden Claw to Lucan)

POSTQUEST ACTIVITIES

The Dragonstone is a valuable item sought by the Wizard of Whiterun, Farengar Secret-Fire, as part of Main Quest: Bleak Falls Barrow.

20.7 In my Time of Need

Minor Spoilers

Prerequisites: Complete Main Quest: Dragon Rising
Intersecting Quests: None
Locations: Swindler's Den, Whiterun, The Bannered Mare, Dragonsreach Dungeon, Whiterun Stables
Characters: Alik'r Prisoner, Alik'r Warrior, Kematu, Saadia, Whiterun City Guard
Enemies: Alik'r Warrior, Bandit
Objectives: Find the Redguard woman, Speak with Saadia or Inform the Alik'r of Saadia's location, Talk to the Alik'r Prisoner, Kill Kematu or Inform the Alik'r of Saadia's location, Kill Kematu or talk to him, Lead Saadia to the Whiterun Stables

A WANTED WOMAN



Once you've finished Main Quest: Dragon Rising and you enter the great city of Whiterun via the main gate, expect a commotion there. Cloaked Redguard warriors (who you find out are of the Alik'r Coterie) are in a heated discussion with the city guard. The Alik'r have already been banned from most of the city after an incident and jailing, but the men are determined to try and find a Redguard woman somewhere inside the walls. Speak to one of the Alik'r if you wish, or they stop and talk to you.
Objective: Find the Redguard woman
The woman in question is Saadia, who is a barmaid in the Bannered Mare. Enter this drinking establishment and let her know about the Alik'r warriors looking for Redguard women. Saadia appears agitated at this news and asks to speak to you privately.



Objective: Speak with Saadia
Target: The Bannered Mare, in Whiterun
OR
Objective: Inform the Alik'r of Saadia's location
Target: Redguard, on the road to or in Rorikstead

SIDING WITH SAADIA: FURTHER INFORMATION



Whether you intend to side with Saadia or not, it is worth finding out more about this woman's predicament. Away from the main hearth of the place, Saadia pulls a knife and demands answers, but this is more in an act of desperation than violence. After answering her, she pleads with you to help her. Agree, or request a reward, and Saadia reveals she is a noble from Hammerfell who fled to Skyrim and has been forced into hiding after an attempt on her life. She says that her attackers are hired by a rival house to turn her blood into gold and drag her back to be executed.



Saadia wishes to hire you to drive the assassins out. Most of the Alik'r forces are mercenaries led by a man named Kematu. Remove him and the remaining forces are likely to scatter. You need to find the Alik'r hideout.

Objective: Talk to the Alik'r Prisoner

Target: Dragonsreach Dungeon, in Whiterun

SIDING WITH SAADIA OR THE ALIK'R



If you spoke to Saadia, she will tell you the location of the Alik'r Prisoner: Speak to her to continue this quest. Then journey to Dragonsreach Dungeon, enter the cells, and speak to the Alik'r Prisoner through the bars. Ask about Kematu (which is possible only if you were told the leader's name in an earlier conversation). The prisoner will give up Kematu's whereabouts if you pay the fine for his release.

(100 Gold) Pay one of the guards the fine, and return to the cell to let the prisoner know. He then gives you instructions on the location of Kematu's base of operations. The guards intend to let the prisoner out "eventually."



The other, less ingenious method of finding out where Kematu is located is to simply stumble across the Swindler's Den on your adventurers, once this quest is active.
Objective: Kill Kematu
OR
Objective: Inform the Alik'r of Saadia's location
Target: Swindler's Den

NOT JUST A PRETTY FACE



Due west of Whiterun, among the great granite protrusions, is a den hewn into the dense rocky Tundra. Enter the Swindler's Den and bring your offensive combat to bear on the bandits lurking within. You must defeat (or sneak past) these thugs whether you intend to side with the assassins or not. Pass through the rocky crags into a waterlogged corridor, deep into the tunnel system. Kematu and his troops are waiting above you.
No matter who you've sided with previously, Kematu allows you to speak and question him. You can find out why Saadia is being hunted. According to Kematu, she betrayed her people and a Redguard city fell during the war, and the Redguard houses wish to bring her back alive to face justice. At this point, you have a pivotal choice to make: Kill Kematu or talk to him.
Objective: Kill Kematu or talk to him
Target: Swindler's Den

Note

The more investigative of adventurers may wonder who is telling the truth: Kematu or Saadia. Alas, it is simply the word of one against another, and no firm evidence is ever found!



SIDING WITH SAADIA: ASSASSINATION!

If you are determined to save Saadia from the clutches of the Alik'r, you may attack them as soon as you can, or after another rather fruitless conversation with Kematu. Bring your best offensive weaponry to this slaughter! Gather any valuables you wish from the corpses, and then return to the Bannered Mare in Whiterun and inform Saadia of your success.

SIDING WITH THE ALIK'R: A WANTED WOMAN

Speak again to Kematu, who informs you that his troops aren't assassins, but agents acting on behalf of Redguard Houses and ready to bring back a fugitive. Ask what they want you to do, and Kematu asks you to return to Saadia and convince her to meet you at the stables, where she'll be caught and brought to justice.

Objective: Lead Saadia to the Whiterun Stables

Target: Saadia, the Bannered Mare, in Whiterun

Head back to the Bannered Mare and quickly speak with Saadia.

(Lie) Tell her you weren't able to defeat all the Alik'r forces, they are coming for her, and you have a horse ready for her.

Now exit Whiterun with Saadia following you. Move along the main cobbled road to Whiterun Stables and around to the side of the stable house, where Kematu is waiting for you both. He expertly immobilizes Saadia, and you may speak with him one final time to collect your reward.



ALTERNATE PLANS

At any point after speaking to Saadia, you can speak to the original Alik'r warriors you met at Whiterun's gate. They have moved to Rorikstead. Informing them that you've found Saadia completes the quest to the point where you're instructed to escort Saadia to the Whiterun Stables.

If you want to help Saadia but don't want to battle all of the Alik'r in Swindler's Den, there's always a cunning double cross you can pull (although the timing is difficult): Agree to help Kematu, and he'll appear in the stables alone, only after you've lied to Saadia and told her it is time to go. If you can kill Kematu before he paralyzes Saadia, she chastises you for using her as bait, but you can still claim the reward from her!

QUEST CONCLUSION

If you slaughtered Kematu and saved Saadia, you receive the following:

500 gold pieces

If you sided with Kematu of the Alik'r, you receive the following:

500 gold pieces

POSTQUEST ACTIVITIES

If you helped Kematu capture Saadia, they are both gone the next time you return to Whiterun, and there is no further Alik'r presence in Skyrim. If you helped Saadia, she returns to her duties in the Bannered Mare, and no one is the wiser.

20.8 Kyne's Sacred Trials

Minor Spoilers

Prerequisites: None
Locations: Bleakcoast Cave, Froki's Shack, Gjukar's Monument, Graywinter Watch, Loreius Farm, Mammoth Graveyard, Pinewatch, Twilight Sepulcher, Windward Ruins
Characters: Froki Whetted-Blade, Haming
Enemies: Guardian Troll Spirit, Mammoth Guardian Spirit, Mudcrab, Mudcrab Guardian Spirit, Sabre Cat Guardian Spirit, Skeever, Skeever Guardian Spirit, Troll, Ursine Guardian Spirit, Wolf, Wolf Guardian Spirit
Objectives: Defeat the Guardian Mudcrab, Defeat the Guardian Skeever, Defeat the Guardian Wolf, Return to Froki, Defeat the Guardian Bear, Defeat the Guardian Mammoth, Defeat the Sabre Cat, Return to Froki, Defeat the Guardian Troll, Return to Froki

HONORING THE OLD WAYS



Nestled just below the snow line, high in the Jerall Mountains, Froki's Shack overlooks the southwestern rim of the Rift. Froki Whetted-Blade himself is usually inside his modest dwelling, with his grandson Haming. Judging by the animal heads festooned about the shack walls, Froki is something of a hunter. He is also somewhat mocking of the city dwellers and their new beliefs in the Divines. Not Froki; he believes in the Nordic gods of yore, especially Kyne the Blessed Warrior-Wife and widow of Shor, the mother of men and beasts. The Sacred Trials are named for her. Ask about the trials, and Froki explains this is an old Nord tradition: a test to prove your worth in the eyes of Kyne. Agree to begin the trials, and you are told to defeat the guardian beasts blessed by Kyne. Froki anoints you with the symbol of the Wolf, the Crab, and the Skeever. You can ask Froki for further information on the trials, his child, and the worship of Kyne, before the great hunt begins.



Objective: Defeat the Guardian Mudcrab
Target: Mudcrab Guardian Spirit, near Gjukar's Monument
Objective: Defeat the Guardian Skeever
Target: Skeever Guardian Spirit, near Windward Ruins
Objective: Defeat the Guardian Wolf
Target: Wolf Guardian Spirit, near Pinewatch
Defeat the following three Guardian animals in any order you wish.

SACRED TRIAL: PARTS I, II, III



Mudcrab Guardian Spirit: Find this spirit in the marshy ground between Gjukar's Monument and Broken Fang Cave. Expect Mudcrabs to scuttle in and attack as you deal with the Spirit.



Skeever Guardian Spirit: Locate this spirit in the snowy cairn marking the entrance to Windward Ruins, just southwest of Dawnstar. Prepare for Skeever to nip at you as you defeat the spirit.



Wolf Guardian Spirit: Search for this spirit close to Lake Ilinalta, just northwest of Pinewatch. Combat is likely to include dispatching wolves, and sometimes cave bears as you finish the spirit.

Objective: Return to Froki

After you dispatch all three animal Guardian Spirits, return to Froki's Shack and speak to him. He softens his attitude to you slightly, realizing you're probably ready for a real challenge. He anoints you with the symbol of the Bear, Sabre Cat, and Mammoth. He warns you to tread carefully, as these are mighty beasts.

Objective: Defeat the Guardian Bear

Target: Ursine Guardian Spirit, near the Twilight Sepulcher

Objective: Defeat the Guardian Mammoth

Target: Mammoth Guardian Spirit, Mammoth Graveyard, near Loreius Farm

Objective: Defeat the Sabre Cat

Target: Sabre Cat Guardian Spirit, near Bleakcoast Cave

Defeat the following three Guardian animals in any order you wish.

SACRED TRIAL: PARTS IV, V, VI



Ursine Guardian Spirit: Find this spirit in the copse of trees above the rocky terrain northeast of Twilight Sepulcher. Unlike the previous Guardian Spirits, the bear is usually encountered alone.



Mammoth Guardian Spirit: Locate this spirit due west of Loreius Farm, north of Whiterun. Venture to the Mammoth's Graveyard (a Secondary Location), and slay this solitary spirit.



Sabre Cat Guardian Spirit: Search for this spirit at the base of the glaciers along the icy shores of the Sea of Ghosts, just southwest of Bleakcoast Cave. Other wild animals are close, but not with this spirit.

Objective: Return to Froki

Visit Froki's Shack once more, and inform the old man of your continued successes. You do Kyne proud, and only one challenge remains: to defeat the troll champion!

Objective: Defeat the Guardian Troll

Target: Guardian Troll Spirit, in Graywinter Watch

SACRED TRIAL: PART VII



Guardian Troll Spirit: Prepare for a battle with three trolls, taking all necessary equipment, provisions, and precautions before you travel to Graywinter Watch in the foothills east of Whiterun. Try attracting the trolls one at a time once you're inside the cave, backing out of the entrance if combat becomes too dangerous. Do not rest until the Guardian Troll Spirit falls back into the ether. Then search the location for an impressive bow:

Items gained:

Froki's Bow

Note

This bow can be taken whether this quest is active or not. Should you speak to Froki after obtaining this weapon, he permits you to keep it.

Objective: Return to Froki

QUEST CONCLUSION

Back at the shack for one final visit, inform Froki of your final triumph. He is pleased to call you a friend and that you finally know what it means to be a true hunter, in the Nordic tradition. For this, you earn an amulet imbued with the Blessing of Kyne.

Items gained:

Kyne's Blessing (-10% damage taken from wild animals)

20.9 Laid to Rest

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Minor Spoilers

Prerequisites: None
Intersecting Quests: None
Locations: Morthal, Alva's House, Highmoon Hall, Moorside Inn, Movarth's Lair, Hroggar's House, Morthal Cemetery
Characters: Alva, Helgi's Ghost, Hroggar, Jarl Idgrod Ravencrone or Sorli the Builder, Jonna, Thonnir
Enemies: Frostbite Spider, Laelette the Vampire, Movarth Piquine, Vampire, Vampire's Thrall, Alva
Objectives: Talk to the Jarl, Investigate the burned house, Find Helgi after dark, Ask Thonnir about Laelette, Investigate Alva's house, (Optional) Tell the Jarl about Helgi, Show Alva's Journal to the Jarl, Kill the master vampire, Return to Morthal's Jarl

ANSWERS IN THE ASH



The Hold City of Morthal has more than swamp critter encroachment to worry about; there's rumor around these parts about one of the homes in the city burning to the ground. Suspicions are rife. Nobody is trustworthy, and two villagers are arguing with the city steward Aslfur as you arrive. You can converse with the townsfolk, but a more elaborate version of the rumor can be gained when you visit the Moorside Inn and speak to the barkeep Jonna. Ask her about the story behind the burned down house. She refers to it as Hroggar's house. It burned recently; the dying screams of his wife and child woke half the town. Now people fear the place, thinking it is cursed. Hroggar claims it started as a hearth fire. Some folks started a rumor that Hroggar was to blame, especially since he took up with a new woman named Alva the day after the fire. Jonna thinks the Jarl might even pay someone to get to the bottom of this.



Objective: Talk to the Jarl
Target: Jarl Idgrod Ravencrone, inside Highmoon Hall, in Morthal



It's only a few steps across to Highmoon Hall, and a few more to reach Jarl Idgrod Ravencrone (or Jarl Sorli if the Civil War has forced her from power), who is usually seated on her throne next to Aslfur, her husband and steward. Address the Jarl regarding the ruined house. She knows that Hroggar blames his wife for spilling bear fat in the fire, but most believe his lust for Alva resulted in the arson. Now with the rumors of the cursed dwelling, no one will touch the ashes. Except for you.



Objective: Investigate the burned house

Caution

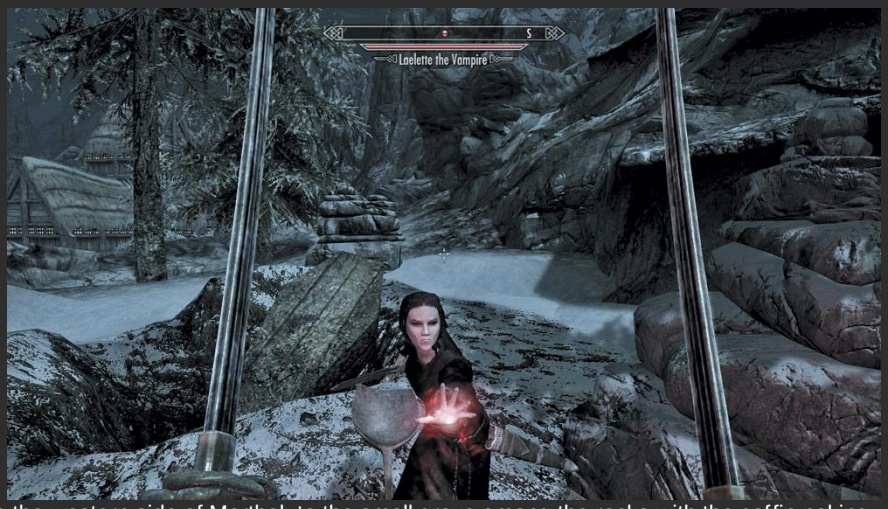
This quest involves you finding clues to convict Hroggar or prove his innocence. Although the townsfolk aren't fond of the man for his wanton ways so soon after a tragedy, they are even less happy with you murdering him and his new lover. So don't, unless you want this quest to be much shorter, and failed.



The burned house is adjacent to the Moorside Inn. Head up the wooden steps and investigate the odd little glow in the corner. It turns out to be the spirit of the child who died in the fire, a girl named Helgi. The little mite is frightened and confused, but continue to ask her your preferred questions and she recalls the fire. She wants to know if you'll play with her. Agree, and she wants to play a game of hide-and-seek, but not until after dark. That's the time "the other one" comes out. She disappears before telling you anything else, although she seems afraid of this other entity.

Objective: Find Helgi after dark

Target: Helgi's Ghost, graveyard in Morthal



Once darkness falls, after 8:00 p.m., journey to the western side of Morthal, to the small grave among the rocks with the coffin poking out. You won't have a quest target to it, but if you mention your conversation with Helgi to the Jarl, she can tell you where to look, which activates a quest target. Standing nearby is a woman. Laelette the Vampire comes at you with a vicious draining attack. Defeat her at once. Before she attacks you, she screams that Helgi is some kind of "reward." Slay her, and then inspect the child's coffin. Helgi's tiny voice tells you that Laelette was also playing this game, but she's glad you found her first. Helgi goes back to sleep in her ghostly world, leaving you to find Laelette's husband, Thonnir.

Objective: Ask Thonnir about Laelette
Objective: (Optional) Tell the Jarl about Helgi
Target: Thonnir, in Morthal

A MORTHAL ENEMY



Thonnir is an anxious-looking man who usually comes running to grieve over the dead body of his wife, Laelette, who vanished months ago. He had assumed his wife had joined the war effort. If you question Thonnir about his involvement in all of this, he tells you that Laelette and Alva (Hroggar's new lady) were good friends. Perhaps Alva is part of the arson?

Objective: Investigate Alva's house
Target: Alva's House, in Morthal



Alva's house is one of the sturdy buildings of Nordic construction in Morthal. During the day, you may see Hroggar exiting the structure. You can tell him about Helgi's ghost or that Alva was the last person to see Laelette alive. Hroggar shows an amazing lack

of compassion for his dead daughter and isn't too concerned about Laelette's fate, either. It seems the only way to gain more information is to search the dwelling. You can:
(Lockpick) Try the lock on the door to Alva's House (Adept) and pick it.
(Pickpocket) Or remove the key to Alva's House from Hroggar, ideally without being seen and fined by the Morthal Guards.
Once inside the residence, head down the stairs. During the day, you usually see Alva sleeping in the coffin. At night Hroggar might be sleeping in the bed upstairs. If she's awake, she viciously attacks you, revealing her vampiric nature to you. Bring her down if necessary, but don't leave the house without checking out her coffin. Alva's Journal is here and proves that Morthal is under attack from vampires under the command of a Vampire Lord named Movarth. But this isn't an assault using steel or spells; this is a subtle infiltration of the guards and residents, and Alva is one of the key succubi in this!
Items gained:
Alva's House Key
Alva's Journal

Note

If you find Alva's Journal without killing her and show it to the Jarl, Alva flees town. She heads to a place of evil known as Movarth's Lair.
Objective: Show Alva's Journal to the Jarl
Target: Highmoon Hall, in Morthal
Return to Highmoon Hall and approach the Jarl. Inform her that Alva is the murderer who set the fire. When you tell her Alva is a vampire, the Jarl understandably wants proof. After showing her Alva's Journal, the Jarl is both perturbed and in your debt, rewarding you with gold. Not wishing Morthal to become Movarth's feeding grounds once again after a hundred years of peace and quiet, Jarl asks whether you can clear out Movarth's lair and remove his presence for good this time. The townsfolk are assembling outside to help with this threat. This mob (which includes Thonnir) is yelling to slay the vampire and all his ilk. As soon as you move away from them, they head for Movarth's Lair.
Items gained:
Leveled gold pieces
Objective: Kill the master vampire
Target: Movarth, in Movarth's Lair

MASSACRING MOVARTH'S MINIONS



Head north over the bridge and out of Morthal, with your weapon-wielding townsfolk following you. As you approach the lair, the residents' bravado begins to wane, and they falter, leaving only you and Thonnir to deal with the vampires. No matter; a more subtle approach (or coming in with a Follower or Thonnir, whom you can stop at the entrance if you wish to explore alone) is preferable anyway. Enter the cave and descend the curved earthen pathway down to an initial confrontation with Frostbite Spiders. Head through the small tunnel to the south, working your way into a long cavern with a Vampire's Thrall guarding a side tunnel. Slay the thrall before he assaults you. Then enter the side tunnel to the left (north), which leads to a foul-smelling chamber of corpses. A thrall is busily going over a dead villager's pockets. Dispatch this foe close to the mass grave. Take whatever stolen possessions you need, then exit to the north.



This passage leads around to either a ground tunnel or a wooden platform useful for long-range arrow or magical attacks or a place to retreat to. The main chamber is ahead of you, where two vampires, thralls, and Movarth Piquine reside. To stay alive, attack one at a time, coaxing foes into narrower tunnels instead of becoming surrounded. The vampires and Movarth are formidable opponents, so use your judgment and favored fighting implements to get the job done.

Objective: Return to Morthal's Jarl

Target: Jarl Idgrod Ravencrone or Sorli the Builder, in Highmoon Hall, in Morthal

QUEST CONCLUSION

With the vampiric threat over, feel free to explore the north chamber to grab Movarth's Boots (which add to your Sneak), and search the storage room with the Alchemy Lab and the connecting cavern. There's another thrall to optionally take down before the lair's chambers join, allowing you to head back up through the earthen entrance chamber, where a small ghostly figure thanks you for making her mother feel better. Back in Morthal, convene with the Jarl one final time, and tell her that the Master Vampire is dead. You are paid handsomely for your troubles and are congratulated by the Jarl and the townsfolk...who also take a rather large amount of credit for themselves.

Items gained:

Movarth's Boots

Leveled gold pieces

POSTQUEST ACTIVITIES

Veteran explorers may be interested to know that Movarth Piquine was previously seen as a character from the book Immortal Blood that appeared during adventures in Oblivion. In this book, he is a man betrayed by a vampire.

20.10 Lights Out

Minor Spoilers

Prerequisites: None
Intersecting Quests: None
Locations: Broken Oar Grotto, East Empire Company Warehouse, Solitude, Solitude Lighthouse, Wreck of the Icerunner
Characters: Deeja, Jaree-Ra, Ma'zaka
Enemies: Bandit, Blackblood Marauder
Objectives: Put out the fire in Solitude Lighthouse, Return to Jaree-Ra, Find Deeja at the Wreck of the Icerunner, Defeat Deeja, Find out where Jaree-Ra's bandits took the loot, Travel to Broken Oar Grotto, Defeat Jaree-Ra

SNUFFING THE LIGHTS OF SOLITUDE



When you visit Solitude, be on the lookout for a shady Argonian character who usually lurks outside of Angeline's Aromatics, close to one of the city gates. He sometimes beckons you over. Step up to him and ask what he wants.
He explains that he and his sister Deeja are treasure hunters. With the advent of the war, and as Solitude is one of the Empire's major ports, the Solitude Lighthouse serves a vital purpose keeping ships safe in the treacherous waters of the Northern Coast.
Now, if the lighthouse went dark, one of the cargo ships that Jaree-Ra has had his eye on—the Icerunner—could run aground and yield some sizable plunder. Are you in?

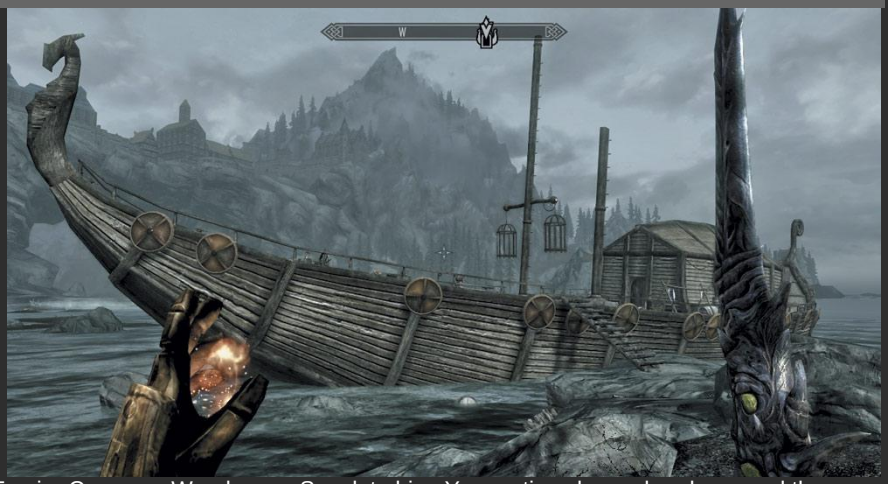


If you are, agree to put out the lighthouse fire. You can also ask about the ship's crew or turn him over to the guards, but neither helps your success with this quest.
Objective: Put out the fire in Solitude Lighthouse
Target: The top of Solitude Lighthouse



Beyond the giant arch of Solitude on the cusp of the Northern Coast is the Solitude Lighthouse. Climb the stairs in the exterior, being careful not to alert the lighthouse keeper, Ma'zaka. Although he sometimes confines himself inside his quarters within the Lighthouse, he may be wandering the building.
Simply avoid him, or if you encounter Ma'zaka, kill him or sneak up the tower so you're not spotted. Ma'zaka won't spot that the Lighthouse fire is out until it is too late and the ship Jaree-Ra was eyeing runs aground.
Once atop the Lighthouse tower, snuff the flames (there isn't any special equipment needed for this).
Objective: Return to Jaree-Ra
Target: Jaree-Ra, near the East Empire Company Warehouse

SCUTTLED AND PLUNDERED!



Find Jaree-Ra on the docks outside the East Empire Company Warehouse. Speak to him: Your actions have already caused the Icerunner to run aground on the shoals across the bay. Jaree-Ra has already dispatched his sister and his gang, the Blackblood Marauders, to strip the ship of valuables. You are to join them.
Objective: Find Deeja at the Wreck of the Icerunner
Target: Deeja, inside the Wreck of the Icerunner

Tip

The Icerunner runs aground only during this quest; you cannot stumble upon it until you have extinguished the beacon for Jaree-Ra. You can wade, swim, or Fast-Travel to a nearby location and clamber across the rugged terrain to the ship that has scraped the jagged rocks along the coast. As you draw near, you can see Blackblood Marauders are already stripping the cargo from the vessel. The corpses suggest that the ship's former crew have already been dealt with.



You can talk to one of the Marauders, who tells you Deeja is expecting you down in the hold of the ship. Enter the ship, and head south along the main corridor, opening the second door on your left.
Wind your way down the steps to the waterlogged hold. Now head north to a storage alcove where Deeja is checking the contents of a large treasure chest.
Deeja says she's supposed to give you a cut of the loot. But as most of the loot has already been moved, she has another offering: a quick death!
Objective: Defeat Deeja
Objective: Find out where Jaree-Ra's bandits took the loot
The Argonian shouldn't be too terrifying an opponent for you; quickly cut her down and then search her still-twitching corpse. The note from Jaree-Ra refers to both the "fool who did our work at the lighthouse" and the location of the plundered loot: Broken Oar Grotto.
Battle the remaining Blackblood Marauders who attempt to halt your progress from the Icerunner, and fight your way onto the exterior deck; expect to dispatch about five before the ship is empty of double-crossing cutthroats!
Objective: Travel to Broken Oar Grotto
Objective: Defeat Jaree-Ra
Target: Broken Oar Grotto
When you get back outside, you'll notice that the rowboats loaded up with loot are already gone, as are most of the Marauders. Only one remains on the shore, with the boat that would have carried the last few stragglers away. Deal with him.

Tip

An Alternate Path—Violence Is Golden: Did you suspect something was amiss when you arrived on the Icerunner's deck? Couldn't keep your hands off the rowboats loaded with treasure, could you?
Or did you "accidentally" impale one of the Marauders on your blade? Then there's an alternate method of continuing: If you attack any Marauders or steal any of their loot, all the folks on the Icerunner turn hostile.
You'll have to fight your way down to Deeja to claim the note from her corpse to continue this quest! The best part of this plan is that although you have a harder fight on your hands, your reward is greater, as the Marauders never leave with the loot, so you can claim it for yourself, either now or once the quest concludes!

SEEING THE LIGHT



Optimally Fast-Travel to Solitude Lighthouse and walk west along the Northern Coast, as the Broken Oar Grotto is nearby. There's a scuttled boat and two recently moored rowboats at the entrance.
Enter the smuggler's hideout, fashioned from wood and cavern pathways, and maneuver through this large and looming place. Prepare for protracted combat at long and short ranges with Blackblood Marauders.

Tip

Remember to locate the levers to lower the bridge sections to make your traversing a little easier. There are occasional oil lamps to strike and cause a ground fire, too. Better yet, simply submerge yourself and swim along the inlet (ideally while shrouding yourself using magic) to reach the rickety unloading building at the grotto's far end.



Farther into the grotto, Marauders guard a rickety building used for unloading ill-gotten gains. The end of the grotto, where a sunken ship decomposes in the turquoise water, is where Jaree-Ra is counting his loot.
Battle up the wooden ramps to the top of the dock structure, and slay the dishonorable lizard with whatever death-dealing implements you consider most suitable. Then scour the Broken Oar Grotto for any remaining foes and any valuables you can scavenge.

Tip

Fallen into the water? Then use the half-submerged jetty steps throughout this grotto to reach dry land. Fighting foes? Then utilize the jagged rock walls and passageways to hide in, if you're becoming overwhelmed.

QUEST CONCLUSION

Consult the Atlas chapter for any valuables you can scavenge from the Wreck of the Icerunner or Broken Oar Grotto. Expect no other rewards.

20.11 The Man Who Cried Wolf

Minor Spoilers

Prerequisites: None
Intersecting Quests: Side Quest: The Wolf Queen Awakened, Daedric Quest: The Mind of Madness
Locations: Solitude, Blue Palace, Wolfskull Cave, Wolfskull Ruins
Characters: Falk Firebeard, Jarl Elisif the Fair, Sybille Stentor, Varnius Junius
Enemies: Draugr, Necromancer, Necromancer Leader, Potema the Wolf Queen, Skeleton
Objectives: Clear out Wolfskull Cave, Speak to Falk Firebeard

MALEVOLENCE STIRRING



While you're in the spectacular city of Solitude, visit the Blue Palace, where Jarl Elisif the Fair is holding court. While listening to those seeking an audience with the Jarl, you may wish to strike up a conversation with Falk Firebeard, the Jarl's steward and manager of the housecarls. You can chat about General Tullius and Elisif's decisions regarding the war. Now wait for a man named Varnius Junius—a representative of the serfs of Haafingar Hold—to speak before the Jarl. He seems frightened and speaks of "unnatural magic," strange noises, and lights emanating from a place known as Wolfskull Cave. The Jarl promises to keep her population safe, but Court Wizard Sybille Stentor thinks this is just superstitious hokum. Falk agrees that a show of strength isn't necessary, but someone should investigate the cave system just to be safe.



Now speak with Falk Firebeard, asking him if he needs help with Wolfskull Cave. Falk was initially going to dismiss this as fanciful talk from an overly imaginative populous, but he agrees to pay you if you'll clear out the cave. You can also ask him about the cave's sordid past, when it was used for necromantic rituals. Nowadays, Falk reckons the place has a few brigands lurking inside.
Objective: Clear out Wolfskull Cave
Target: Wolfskull Cave

FEW WOLVES BUT PLENTY OF WARLOCKS



Travel to the mountains north of Dragon Bridge and west of Solitude. As you reach the vertical fissure in the mountainside, you're attacked by a bony fiend. Defeat the skeletons guarding the cave entrance before disappearing inside. The initial cavern tunnels are suspiciously quiet, with a skeleton and Draugr likely to be roaming the otherwise-empty tunnels. As you reach the first large chamber, tackle a couple of necromancers before passing through the wooden door. Undead Draugr and skeletons attack as you reach the top of a snowy fissure. Fight or flee from them, and enter Wolfskull Ruins.



As you reach the subterranean fortress, across the canyon-sized hole in the center of this vast natural cavern, something is frighteningly wrong. A gathering maelstrom of energy is congealing atop the central tower of the ruins. But there is no time for sightseeing; attack another incoming necromancer as you work through some craggy tunnels and oil lamp traps. As you reach the edge of the fortress ruins, you hear a chant. A group of necromancers are attempting to summon the spirit of Potema the Wolf Queen, an insane necromancer who challenged Uriel III for the throne of the Empire 500 years ago!



In the face of this evil, act swiftly: Head down the exterior steps and through the first tower archway, dispatching enemies as you go. Climb the tower and go out the eastern exit archway. Climb more steps as the Wolf Queen begins to stir and speak. Continue around the battlements, finishing more necromancers and Draugr. Potema warns her followers of an intruder. Enter the main tower as the maelstrom increases, and prepare for a fraught battle against more powerful necromancers and any undead they may conjure. With the leader dispatched and all enemies defeated, Potema becomes unbound, and the maelstrom dissipates.

Tip

You can use the stairwell as cover during this fight, and coax the necromancers down to fight you one at a time.

Objective: Speak to Falk Firebeard

QUEST CONCLUSION

Using the lever atop the tower, lower the drawbridge. This allows for a swift escape back into Wolfskull Cave and back outside, collecting any treasure as you go. Back inside the Blue Palace, inform Falk Firebeard that a group of necromancers were attempting to summon and bind Potema and that the ritual was interrupted. He is thankful this was stopped and rewards you almost appropriately for your troubles.

Items gained:

Leveled gold pieces

POSTQUEST ACTIVITIES

Side Quest: The Wolf Queen Awakened begins shortly. This quest has the benefit of beginning a firm and friendly relationship with the Jarl of Solitude. If you speak to her after this quest, you can complete her Favor (see the Favors section starting for more information) and place Torygg's Warhorn at a Shrine to Talos. This also aids in your relationship with Falk, allowing you to obtain a key from him that opens a wing of the Palace that is normally sealed, allowing you, in turn, to begin. Daedric Quest: The Mind of Madness.

20.12 The Wolf Queen Awakened

Minor Spoilers

Prerequisites: Complete Side Quest: The Man Who Cried Wolf, You must be Level 10 or higher.
Intersecting Quests: Side Quest: The Man Who Cried Wolf
Locations: Solitude, Hall of the Dead, Potema's Catacombs, Potema's Refuge, Potema's Sanctum, Temple of the Divines
Characters: Falk Firebeard, Styrr
Enemies: Draugr, Vampire
Objectives: Speak to Styrr, Defeat Potema, Retrieve Potema's remains, Give Potema's remains to Styrr, Return to Falk Firebeard

MALEVOLENCE RISING



Once you complete Side Quest: The Man Who Cried Wolf and continue your adventuring, the next time you enter a Hold City (such as Dawnstar or Whiterun), a courier runs up and hands you a message. It is an urgent communication from Falk requesting that you return to Solitude, as Potema's spirit is now free and a dangerous threat to Skyrim. There is one man who may be able to help you: Solitude's cemetery keeper, a wizard and Priest of Arkay named Styrr.



Objective: Speak to Styrr
Target: Styrr, in the Hall of the Dead, in Solitude
Locate the Hall of the Dead in Solitude, and enter this eerie place. It is made even more strange by the slightly befuddled nature of the man you're meeting. Styrr beckons you over, and you may ask several questions about Potema, which he is happy to answer.
Potema has been summoned in spirit form but fortunately was not raised from the dead; she will require help before she returns to the land of the living. For now, she lurks in a place where the dead eagerly serve her—the old catacombs. You are to find Potema's physical bones and bring them back to Styrr for sanctification. He hands you a key to enter the Catacombs.
Items gained:
Potema's Catacombs Key
Objective: Defeat Potema
Target: Potema, in Potema's Catacombs, within the Temple of the Divines, in Solitude

WRECKING A RESURRECTION



Brave the wintry weather and scale the battlements in the northern part of Solitude. Open the door to the Temple of the Divines, passing Freir at the shrine. Work your way past the temple nave and chancel, down some side steps, and through the barred door. Then open the door leading into Potema's Catacombs. Venture down the corridor to the barred archway. Potema's spirit surrounds you, mocking you and promising to raise your corpse to serve her once she slays you. The bars recede, allowing you farther into the stone corridors, down more steps, and to your first encounters with a group of Draugr.

Descend the steps in the chamber with the hanging corpse cages, and slay your first vampire. Beware of more attacks from dark alcoves before activating the wall lever to open the portcullis in the archway to the northeast wall. Enter the sunken corridors, and head southeast, up into a large, natural cavern. Expect more Draugr and vampire incursions as you reach the flooded pillar chamber. Seek the exit to the south, which leads into a wider natural cavern and a large stone entrance flanked by Draugr.

The lever atop the circular plinth activates a rotating stone and iron grating; step through when there's a gap as the grating rises. A cauldron in the next room indicates the resurrection may be under way. Burst through the wooden doors and into Potema's Refuge.



Strike down more Draugr as you twist and turn around the stone tunnels. Locate the trio of levers on the plinth, and expect a vampire attack from the barred door to your right (north).

Puzzle Solution: The levers have three positions: The center one freezes the corresponding rotating stone disk, and left or right rotates the disk in either direction. The optimal plan is to set all of them to the center and then manually rotate and freeze each one in the open position, one by one, beginning with the nearest rotating stone.

Pass the rock column room and up steps into a throne room with a floor grating and a powerful Draugr and vampire to either battle or stealthily avoid. The double wooden doors (Master) can be easily opened if you take Potema's Sanctum Key, which rests on the right throne arm. This allows access down into the Sanctum.

Items gained:

Potema's Sanctum Key

The frequency of foes (both vampiric and undead) increases now as you pass through an embalming room and past the slumped remains of a Draugr on a throne. He soon stirs. Dispatch any foes troubling you as you open more iron doors. Pass under the grating in the throne room, stepping over corpses as you go. Wait for Potema to mock you before raising the final portcullis that leads to her summoning chamber.



Potema is not yet fully formed but has a shock beam that emanates from her essence. Avoid this at all costs, as it is hazardous and inflicts shock damage upon you. The Wolf Queen has also summoned her inner council to stop you dead in your tracks. Summon your own power and remove any and all Draugr that advance out of their coffins or ceremonial alcoves. Expect to attack at least eight Draugr, with more appearing at once after you dispatch the first five or six. Once the Draugr are down, you can pass the deep purple glow and access the metal door at the far end of Potema's chamber. The skeletal spirt of Potema begins to congeal! Take her down immediately, before she can begin to resurrect more of her fallen lackeys. Then gather the bones from the throne beyond.

Items gained:

Potema's Skull

Objective: Retrieve Potema's remains

Objective: Give Potema's remains to Styrr

Objective: Return to Falk Firebeard

Don't miss the iron door behind the throne! Open it to reach a tall natural rock chimney. Scale the steps and remove the bar from the next iron door, where your final Draugr turn restless. Exit outside, and either carefully descend the rock gully or Fast-Travel safely away. You appear to the north of Solitude, near the pass that passes the Dainty Sload ship. Return to Solitude and to the Hall of the Dead, and hand Potema's Skull over to Styrr, who promises to consecrate the remains.

QUEST CONCLUSION

Now return to the Blue Palace and talk with Falk Firebeard one more time, informing him that you've taken care of Potema. His relief is palpable, and both Falk and the Jarl consider you a Protector of Solitude. You are awarded a shield to back this honor up.

Items gained:

Shield of Solitude

Gold pieces (Leveled)

POSTQUEST ACTIVITIES

Your dalliance with the Wolf Queen is over! Should you equip the shield, expect an occasional comment from the Solitude guards.

20.13 Missing in Action

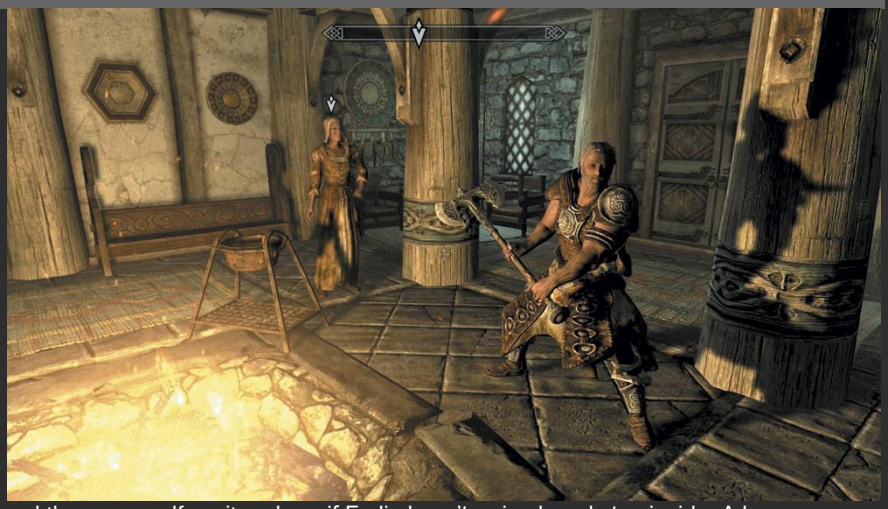
Minor Spoilers

Prerequisites: Enter and exit the Whiterun buildings around the market.
Intersecting Quests: None
Locations: Northwatch Keep, Whiterun, Arcadia's Cauldron, The Bannered Mare, House of Clan Battle-Born, House Gray-Mane
Characters: Avulstein Gray-Mane, Fralia Gray-Mane, Idolaf Battle-Born, Jon Battle-Born, Olfina the Golden, Thorald Gray-Mane
Enemies: Northwatch Archer, Northwatch Guard, Northwatch Interrogator, Northwatch Mage
Objectives: Meet Fralia in her home, Find evidence of Thorald's fate, Deliver proof to Avulstein, Find a way to release Thorald from Thalmor custody, Rescue Thorald from Northwatch Keep, Lead Thorald to safety, Return to Fralia Gray-Mane

GRAY-MANE GRIEF



The first or second time you leave one of the buildings around Whiterun's market area, you witness the verbal wrath of an old woman named Fralia Gray-Mane, the matriarch of a powerful family in Whiterun. She shouts in an accusatory tone at Olfrid and Idolaf Battle-Born, who are from a rival family also living in this settlement.
Fralia blames them for the disappearance of her son, Thorald. Most of the inhabitants believe Thorald died in a Civil War battle fighting the Imperials. If you speak with Fralia, she blames the Battle-Borns again, calling them liars. Call her on this point, and she quiets slightly, telling you that if you truly wish to help her, you should meet her at her home.
Objective: Meet Fralia in her home
Target: House Gray-Mane, in Whiterun



Either follow Fralia to her house and enter or head there yourself, wait an hour if Fralia hasn't arrived, and step inside. A large man carrying an equally immense axe growls at your trespassing, until Fralia tells her other son to put the weapon away, as you're here to help. Talk with Avulstein and answer that you're here to help or that you need more information on what is going on. He explains his brother's disappearance; the family believes Thorald is still alive, captured by the Imperials and held in a location that the Battle-Borns are aware of. Without proof, the family has nothing. You're going to find the proof.
Objective: Find evidence of Thorald's fate
Target: House of Clan Battle-Born, in Whiterun
At this point, you have three main ways to prove what the Grey-Manes have suspected:



House Hunt: You can locate the House of Clan Battle-Born (ideally while you're not being seen or when no one is at home, or you risk a Bounty increase), locate the ground-floor bedroom on the northwest side of the dwelling, enter it, and pry open the door (Expert).



Idolaf's Key: You can find Idolaf Battle-Born and attempt one of the following:
(Persuasion) Speak to him and get him to tell you what he knows.
(Pickpocket) Stealthily extricate the key from his person. This opens the door in the northwest bedroom.
Items gained:
Key to House Battle-Born
Once inside the small study, look for the Imperial Missive on the table. It reveals the Gray-Mane family's suspicions: Thorald has been moved to a Thalmor stronghold called Northwatch Keep. This is the evidence Avulstein has been hoping for.



Battle-Born's Note: Both Olfina and Jon have notes on their person, which inform you of a secret relationship they are having. Approach either of them, and pickpocket the note. Then speak to Jon, telling him you know of his clandestine affair. In return for your silence, he agrees to bring you the document you need. Meet him at the Statue of Talos at the foot of Dragonsreach, in a few hours. Wait to pass the time until he arrives.
Items gained:
Imperial Missive
Objective: Deliver proof to Avulstein
Return to Avulstein, who is still hiding out in House Gray-Mane. Tell him you have proof, and Avulstein is both happy and a little

concerned. Northwatch Keep is heavily guarded by Thalmor justicars, and battling through them won't be easy. But Avulstein is ready to swing his axe. You can:
Agree that he joins you in the fight.
Tell him to stay. Then optionally add that you'll attempt to bring Thorald back without spilling any blood.
Avulstein agrees to these options. If you bring him with you, he acts as a Follower until his brother is found.
Follower: Avulstein Gray-Mane
Objective: Find a way to release Thorald from Thalmor custody
Target: Thorald Gray-Mane, Northwatch Keep

NOT FOR KEEPS



There are three different ways you can approach your assault on Northwatch Keep:
You (without Avulstein) can attack every Thalmor enemy on sight.
You and Avulstein can attack every Thalmor foe on sight.
(Sneak) You (without Avulstein) can avoid every Thalmor enemy's line of sight. Although this plan is initially cunning, once Thorald is freed, he usually alerts all the guards you've avoided, making your escape extremely difficult!
Once you pick a plan of action, locate the Keep and either of the two entrances. The south entrance is unlocked, while the north one features an exceptionally difficult lock to pick (Master). Assuming you slew the half-dozen Northwatch Guards under and on the battlements (or you'll have to attempt this on your way out, along with one or both Gray-Mane brothers), enter the unlocked door.
Objective: Rescue Thorald from Northwatch Keep



Descend the steps from the southern entrance and hack or sneak through the mead-tasting chamber, which has two or three Northwatch Guards and a mage to worry about. Continue north, down some steps, and make a right turn, heading (east) down more steps. Turn left (north), fighting your way into a tavern room. Follow the corridor to an adjoining passage and head west into a two-tiered hallway. There are at least six more Northwatch Guards (and a mage) to fight or flee from along the way.
Climb the steps, and head to a cobwebbed storage room junction and torture room to the west, where Thorald is being held. Kill the interrogator who attacks from this room and search the robed corpse; there's a key here allowing you to unlock the northern door.
Approach Thorald after you nullify all nearby enemies. Thorald Gray-Mane is hanging in an iron wall grip. Free him from his binds. He agrees that leaving would be the best plan.
Items gained:
Northwatch Keep Key
Objective: Lead Thorald to safety



You can lead Thorald back the way you've fought. Or, for a shorter, bloodier excursion, head north through the jail cells and take down the remaining three Thalmor in here before racing up the steps and unlocking the door to Skyrim. You may elect to flee quickly out of the gap in the perimeter fence just by the door and forge, or remain in the exterior courtyard and kill any remaining foes.
Assuming Thorald Gray-Mane is still alive, move away from Northwatch Keep.
When you're at a safe distance from the keep, approach Thorald, who asks why you came for him. Once you reveal you're working with his family, he asks where Avulstein is:
If you brought Avulstein along, the two greet each other heartily and agree that Whiterun isn't the safest place to return to.
If you rescued Thorald alone, you tell him Avulstein's in Whiterun, and he tells you it isn't safe for either of them.
Thorald is off to join the Stormcloak Army, and Avulstein will follow this plan too (either from here or Whiterun). He gives you a final task: to tell Fralia "to suffer the winter's cold wind, for it bears aloft next summer's seeds." She'll know the meaning of this.
Objective: Return to Fralia Gray-Mane

QUEST CONCLUSION

Back in Whiterun, search out Fralia at her stall near the Bannered Mare or at her family home. Inform her that Thorald is safe but that he didn't think it was safe to return. Repeat the phrase Thorald mentioned so she believes you, and she finds peace that both her sons are still alive, if not with her. In return for your good deeds, she presents you with a gift, forged by Eorlund at the Skyforge. If Eorlund has died, Fralia has only 200 gold pieces to reward you with.
Items gained:
[Random] Enchanted Steel Weapon

20.14 Promises to Keep

Minor Spoilers

Prerequisites: None
Intersecting Quests: None
Locations: Black-Briar Lodge, Riften, The Bee and Barb, Riften Jail
Characters: Frost, Louis Letrush, Maven Black-Briar, Sibbi Black-Briar
Enemies: Black-Briar Mercenary
Objectives: Speak to Sibbi Black-Briar, Steal Frost's Lineage Papers, (Optional) Steal the Lodge Stash, Steal Frost, Return to Louis Letrush

BLACK-BRIAR ENTANGLEMENTS



If you're ever resting your weary bones in the Bee and Barb public house in the township of Riften, you may wish to strike up a conversation with one of the patrons, Louis Letrush. He usually beckons you over for a quiet talk. He needs someone to deliver a message to Sibbi Black-Briar. He explains that he recently purchased a fine Thoroughbred horse named Frost and paid Sibbi half of the cost up front. Unfortunately for Louis, Maven (Sibbi's mother) had him placed in the jail for other crimes (that Louis has no idea of), and the Black-Briars believe this debt to be nullified. You're to speak to Sibbi, then bring Frost and the lineage papers back to Letrush.



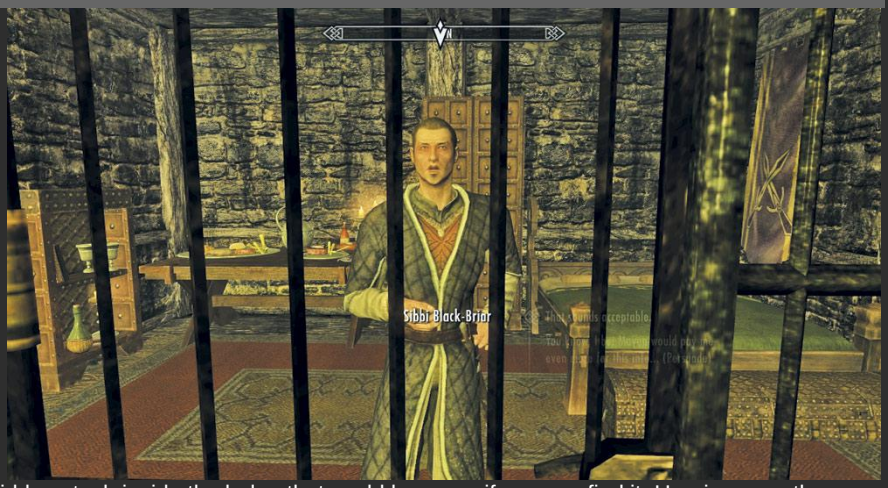
Objective: Speak to Sibbi Black-Briar
Target: Riften Jail, in Riften

Tip

If you're running with the Thieves Guild and worried about the repercussions this quest will have with Maven Black-Briar, rest easy. You can:
Speak to Maven, who appreciates the heads-up and tells you to let the situation play out. If you don't kill Letrush yourself, once you go away and return after completing another quest or favor, you'll find that Maven has settled accounts with Letrush.
Complete this quest without speaking to Maven at all; assuming you keep your plans to yourself, Maven never discovers your part in this caper.



Head out of the Bee and Barb, across to Mistveil Keep, and to the door to one side, which leads to the jail directly underneath the Keep. At this point, a guard stops you.
You can:
(Persuade) Request that you're let in to see Sibbi.
(Bribe) Offer a little coin for the guard to look the other way as you enter the jail.
Or descend the steps and open the door (Hard) that leads to the jail's upper floor. You risk the guard raising the alarm, increasing your Crime.
Move along to the cells on the upper level, where Sibbi is being held. Speak to the lad, and it becomes increasingly clear that Sibbi didn't own the horse in the first place: In fact, the horse belongs to the family, and it is staying at the Black-Briar Lodge, as far as Maven is concerned. However, as far as Sibbi is concerned, he'll pay you the other half of Letrush's payment if you'll steal the horse and return it to Letrush. You can:
Agree to this.
(Persuade) Tell Sibbi that Maven would likely pay even more for the information he just revealed.
Or tell Sibbi that Letrush already agreed to a payment (which isn't an optimal plan—you want to gain as much coin as possible from these two!).



If your Persuasion works, Sibbi tells you of a hidden stash inside the lodge that could be yours if you can find it. He gives you the Stash Key to open it.
Items gained:
Sibbi's Stash Key
Objective: Steal Frost's Lineage Papers
Objective: (Optional) Steal the Lodge Stash
Target: Black-Briar Lodge

STEALING THE STALLION



Journey to Black-Briar Lodge and scout the perimeter. It has obviously been constructed with defense in mind. It is all but inaccessible from the north, so approach from the south or western sides. There are three structures in this compound: a tower, the main building, and the stables where Frost is waiting. Expect one or two Black-Briar Mercenaries to be guarding either side of the main building. Utilize your sneaking talents or your combat prowess to navigate past these enemies who attack unwanted visitors on sight. Loot or pickpocket a key to the Black-Briar lodge from any guard, or pick an entrance to open:
(Lockpick [Novice]) The door on the lodge's northern side can be picked.
(Lockpick [Adept]) As can the (more difficult) door on the southern side, one floor below.
(Lockpick [Expert]) Or you can enter via the side door in the western wall, which is expertly sealed.
Items gained:
Key to Black-Briar Lodge
Prepare to sneak or pummel your way through the lodge premises, as there are at least six Black-Briar Mercenaries on guard in this structure. Your infiltration leads to two separate locations, usually via the large central great room with a banquet table and a large fireplace. However, if you entered via the southern door, you appear in the cellar area, where you find both the Lineage Papers (hidden inside an end table) and the Lodge Stash (hidden inside the strongbox, which is otherwise extremely difficult [Master] to unlock).
Items gained:
Frost's Lineage Papers
Gold pieces (Leveled)
Objective: Steal Frost
Objective: Return to Louis Letrush
Target: Stables and forest, outside Black-Briar Lodge

QUEST CONCLUSION



Now for a spot of horse rustling! Simply exit the lodge (via any of the exits, assuming you can pick the locks), and search for the stallion close to the stables on the lodge's south side. Mount Frost and ride him (usually northwest) into the forest where Louis Letrush is waiting. If you somehow lose Frost (but the horse is still alive), return to the stables where you'll find him again (and more mercenaries). When you greet Letrush, you have the following options:
You can request your payment.
(Persuade) You can mention you'll go to Maven unless you leave here with the horse, too.
(Intimidate) You can inform him that if he were dead, you could keep the horse.
You can kill him, taking the money from his corpse, although he's a tough man to bring down.
Or you can simply ride off with the horse.
Items gained:
Frost
Gold pieces (Leveled)

POSTQUEST ACTIVITIES

If you've ridden off on Frost without speaking to Letrush, the quest doesn't close, and the horse heads back to the lodge after you dismount. Frost can't be sold. If you persuade Letrush and take the horse, expect a thug to be sent to rough you up (this happens as a World Encounter). Finally, if you inform Maven now, the quest is over and if Letrush is still alive, you may find him on the road shortly afterward (this happens as a World Encounter), killed by one of Maven's men.

20.15 A Return to Your Roots

Minor Spoilers

Prerequisites: Begin Daedric Quest: Discerning the Transmundane
Intersecting Quests: Main Quest: Elder Knowledge, Daedric Quest: Discerning the Transmundane
Locations: Blackreach, Sinderion's Field Laboratory, Sarethi Farm
Characters: Avrusa Sarethi, Sinderion, Enemies, Dwarven Sphere, Falmer
Objectives: Discover the significance of Crimson Nirnroot, Collect Crimson Nirnroot in Blackreach (30), Bring Crimson Nirnroot to Avrusa Sarethi

AN UNMISTAKABLE WARBLE

Note

This quest occurs only when you enter the gargantuan subterranean Dwemer cityplex of Blackreach. The optimal path to reach this sprawling, canyon-sized cavern is to commence either Main Quest: Elder Knowledge or Daedric Quest: Discerning the Transmundane. These both require you to secure the Attunement Sphere from Septimus Signus, which is the only way to access Blackreach.



Locate Alftand on the glacial mountains southwest of Winterhold. Enter and work your way through the Alftand Glacial Ruins, battling Dwarven Spheres and Spiders, maneuvering through the tower and connecting chambers of the Alftand Animonculory (opening the elevator back to the Glacial Ruins as you go). Battle the Dwarven Centurion in the Alftand Cathedral to reach a second elevator (opening the exit allowing you to ascend to the surface exterior), before descending back into the Cathedral. Use the Attunement Sphere to activate the Dwarven Mechanism to access the hidden entrance to Blackreach.



The first structure you'll see as you step into Blackreach for the first time is a one-story, dwarven stone structure guarded by a Dwarven Sphere. Head there, tackling a Falmer along the way, and open the gold door leading into Sinderion's Field Laboratory. There are numerous key ingredients for your crafting here, as well as a workbench, Arcane Imbuer, and an Alchemy Lab. Sinderion himself is looking a little worse for wear. Inspect the skeletal corpse to find Sinderion's Field Journal.

Items gained:
Sinderion's Field Journal



Read this journal to begin the quest. These are a series of research notes recognizing the spectacular potential of the rare, subterranean Crimson Nirnroot. Sinderion was in the process of collecting 30 specimens when he died under mysterious circumstances. It now falls to you to complete his task. The first Crimson Nirnroot is easy to spot; it is growing in the Dwemer bowl on the counter.

Objective: Discover the significance of Crimson Nirnroot

Objective: Collect Crimson Nirnroot in Blackreach (30)

Begin to search for Crimson Nirnroot throughout Blackreach. They are dotted around the landscape and make the same ethereal chime when you're near to them as their overworld species. Continue the hunt throughout Blackreach.

Note

The Atlas chapter has a map and lists locations of all 30+ Crimson Nirnroot plants. If you don't wish to scavenge the entire underground realm, you can leave, allow some time to pass, and return once the picked plants have regrown, and add them to your inventory that way.

QUEST CONCLUSION



Avrusa Sarethi hosted Sinderion when he lived in Skyrim to research the Crimson Nirnroot. She was a student of sorts and is mentioned in his journal. After you finish collecting one or more (or 30 Crimson Nirnroots), you have the option to visit her. You can visit her before, but she's far less helpful.

Objective: Bring Crimson Nirnroot to Avrusa Sarethi

Target: Avrusa Sarethi, Sarethi Farm

Head to the Sarethi Farm in the Rift. Notice that in her vegetable plot, she is growing Nirnroot (the green kind), which is an unusual feat. Ask her about this, and she'll tell you Sinderion taught her.

If you have one or more Crimson Nirnroot, but fewer than 30, she will comment on your finding. You can also mention finding Sinderion's remains, too, and she'll converse with you about this sad demise of a good man.

Once you have 30 Crimson Nirnroot (or more), bring them to Avrusa Sarethi. She is impressed enough to offer you a tome she says belonged to Sinderion. You also receive Sinderion's Serendipity:

Items gained:

The Nirnroot Missive

Perk: *Sinderion's Serendipity (25% chance to create a second duplicate potion whenever you create a potion using Alchemy)*

POSTQUEST ACTIVITIES

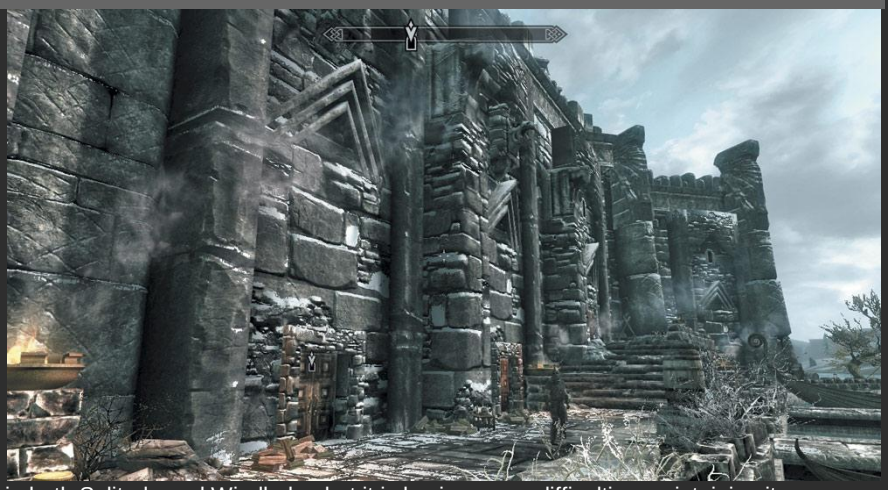
Veteran explorers may have figured out that Sinderion is the same Alchemist from Oblivion who assigned a quest named "Finding Your Roots." Evidence of this is presented in his journal and tome.

20.16 Rise in the East

Minor Spoilers

Prerequisites: None
Intersecting Quests: None
Locations: Dawnstar, Windpeak Inn, Japhet's Folly, Japhet's Folly Towers, Sea Cave, Windhelm, East Empire Company
Characters: Adelaisa Vendicci, East Empire Mercenary, Orthus Endario, Stig Salt-Plank
Enemies: Blood Horker, Haldyn, Mudcrab
Objectives: Steal Survaris Atheron's logbook, Give the logbook to Orthus, Talk to Stig Salt-Plank, Report back to Orthus, Depart for Japhet's Folly, Talk to Adelaisa, Kill Haldyn, Report back to Adelaisa, Speak to Orthus

PROBLEMS WITH PIRATES



The East Empire Company has trading offices in both Solitude and Windhelm, but it is having some difficulties maintaining its presence in Windhelm. Visit the icy docks just outside Windhelm, and locate the company office below the city wall. Inside, greet Orthus Endario, who apologizes for the run-down nature of the place. It transpires that the company can't keep the trade going around here thanks to recent attacks by pirates raiding all along the coast. Only Windhelm's powerful Shatter-Shield clan appears safe from these marauders, who call themselves "Blood Horkers." Endario suspects the Shatter-Shields are involved and hopes you might want to help find some proof of this. Apparently, their operations are overseen by a Dark Elf named Survaris Atheron. If her meticulously detailed logbook were to end up with Orthus, he'd be most grateful. Ask for more information on the pirates before you agree, and leave the premises.



Objective: Steal Survaris Atheron's logbook
Target: Logbook, Clan Shatter-Shield Office

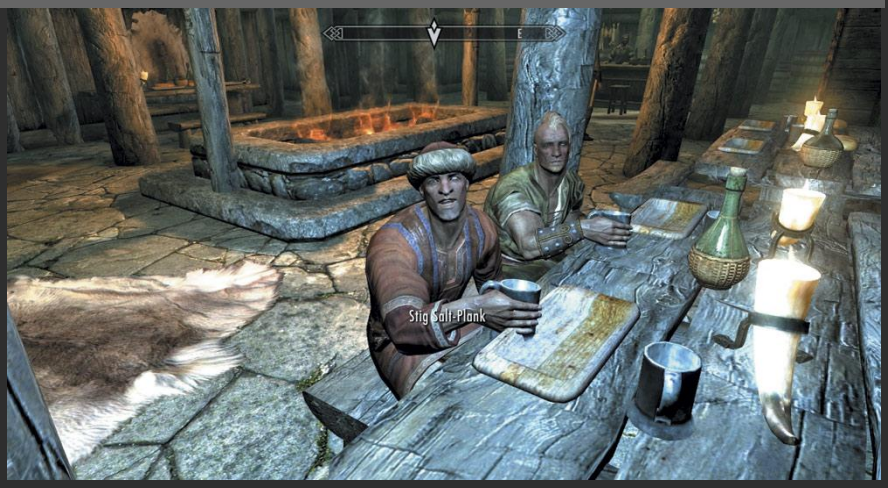


Fortunately, Clan Shatter-Shield's office is right next door! Unfortunately, the entrance is usually locked (Master) during the night, and there are numerous visitors during the day.
(Lockpick) Pry open the locked door and sneak inside. The ideal time to attempt this is during the night, when no one is inside the office. The ledger is on a table in the office's far-left (northwest) corner. It makes interesting reading. Snatch the logbook and leave the premises quickly. Expect additions to your Crime if you're caught breaking in.
***Items gained*:**
Survaris Atheron's Logbook
Objective: Give the logbook to Orthus
Return to Orthus, and tell him you have the logbook. It appears Survaris has been traveling to Dawnstar to meet with pirates. Orthus wants you to head there, find out about these Blood Horkers, and speak with their captain, Stig Salt-Plank, regarding the whereabouts of the pirate's fortress lair.
Objective: Talk to Stig Salt-Plank
Target: Stig Salt-Plank, in Dawnstar

MEETING TWO CAPTAINS



Trek to Dawnstar and locate the pirates. They are having a good time in the Windpeak Inn. Maneuver through the drunkards to reach Stig Salt-Plank, and ask him about the Blood Horkers. He's been their captain for the past nine years, and says the raging Civil War has been great for plunder. He mentions someone named "Haldyn." Quiz him on this person, and he reveals Haldyn to be a powerful battle-mage who runs the entire operation and keeps the battles in the Blood Horkers' favor. Ask where you can go to join this operation and Stig refuses to tell you.

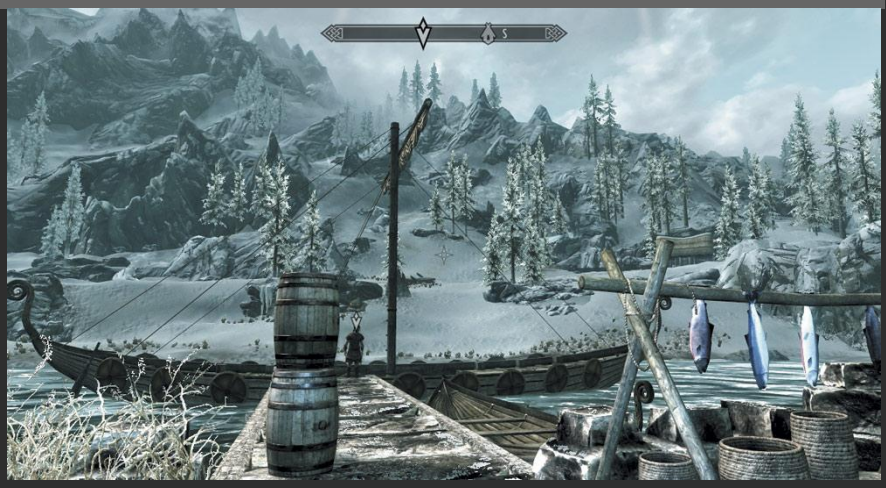


You can:

(Brawl) Fight with fists to beat the location out of him. Remember, no weapons!
(Bribe) Ply him with gold so he reveals the location.
Or you can bring out your proper weapons, slay this reprobate, and lift the orders off his corpse. Naturally, this adds to your Crime.
Once you are successful in your plan, Stig reveals that the pirates convene at Japhet's Folly.
Objective: Report back to Orthus



When you return to the East Empire Company's Windhelm office, you find a little more activity: A stern-faced woman named Adelaisa Vendicci is admonishing Orthus; sniveling isn't going to get all the gold back that the company is losing. Orthus explains he has someone investigating this plundering, and when Adelaisa spots you, she turns to you for some action. Inform her that the Blood Horkers are led by a battle-mage named Haldyn. Although a direct assault on the Blood Horkers may now be more fraught that she previously thought, she nevertheless orders you to head for the ships: The East Empire Company is planning to attack right back! Before you leave, you can find out a little more about Haldyn's fearsome control of Destruction magic.



Objective: Depart for Japhet's Folly
Target: East Empire Mercenary, Windhelm docks

Caution

Wait! You're about to brave the freezing Sea of Ghosts and attack a fortified bandit keep! If you haven't brought (or bought) all the equipment, such as potions, spells, armor, or weapons, you should arm yourself for the fight to come before continuing.
Exit the company office, and head to the rowboat moored at the dock. An East Empire Mercenary is waiting to transport you to Japhet's Folly. Confirm you're ready, and you're taken aboard one of the East Empire's galleons.
Objective: Talk to Adelaisa

ASSAULT ON JAPHET'S FOLLY

The weather is getting inhospitable. Approach Adelaisa Vendicci on deck, and ask her what the plan is. She tells you that Haldyn has been known to obscure his hideaways using magic (usually island-shrouding fog), so they think they've arrived at Japhet's Folly. As the crew are a little jittery to face such a powerful battle-mage, you're to take him out first, while Adelaisa and her men handle the island assault once the coast is clear. Literally.
Objective: Kill Haldyn
Target: Haldyn, Japhet's Folly Towers



Leap from the deck and land on the thick sections of ice below. Then jump across the gaps in the ice floe, heading south until the folly (the small stone tower) looms out of the mists. To your left (east) are the Blood Horker docks. Ahead of you is a Sea Cave, where a clandestine infiltration of Japhet's Folly should begin. Enter the Sea Cave.

Caution

If you want a more one-sided assault on Japhet's Folly, leap across to the docks and begin a direct assault. This isn't recommended, as the enemies are numerous and Adelaisa will be helping remove these enemies once you do what you came here for: to kill a battle-mage.



Wade through the icy tunnel, past the old rowboat. Slice open a couple of mudcrabs. Climb up into an ice-laden storage cave with a stone wall ahead (south) of you. It is here that you'll encounter your first Blood Horker pirate. Sneak past or kill him, then enter the cellar pantry (where more potions can be gathered for the combat to come) and climb the steps up to enter Japhet's Folly Towers. Begin climbing the spiral staircase, watching for a swinging gate trap and more Blood Horker combat as you ascend (or coax the Blood Horker toward the trap and spring it on them). At the top of the first tower, check the storage rooms for items before opening the wooden door and heading along the connecting passage to the second tower. Pass the door requiring a key to open it and continue southeast. You encounter another pirate and a spiral stone staircase down. Descend to more Blood Horker combat. But remain atop this second tower so you can face and defeat Haldyn.

Haldyn enjoys attacking with fierce electrical attacks. When Haldyn finally falls, as your quest updates, give the battle-mage a quick search. You'll find a key. This opens the door you passed earlier, between the towers. Head down the spiral stairs if you wish to encounter more foes, and open a door (Expert) to a small storage room with items to purloin. Exit the island and let Adelaisa know of your morale-boosting slaughter of Haldyn.

Items gained:

Japhet's Folly Key

Objective: Report back to Adelaisa

Target: Adelaisa Vendicci, Japhet's Folly harbor

The time has come to exit Japhet's Folly Towers—via the door you unlocked using Haldyn's Key. You're in for an explosive finale, as the East Empire Company is bombarding the island with cannon fire. Fight (or sneak) past the blasts, tackling any Blood Horker stragglers as you go. Make a vaguely northeast route through the ruined harbor structures to the jetty, where Adelaisa waits. Adelaisa explains that she began the bombardment once Haldyn died, as the fog he conjured also left with his spirit. With the Blood Horker base of operations decimated, Adelaisa asks whether you're ready to head back to Skyrim and celebrate. Refuse if you want to explore Japhet's Folly some more, or agree when you want to leave.

Objective: Speak to Orthus

QUEST CONCLUSION

You arrive back at Windhelm docks. Enter the East Empire Company office and locate Orthus. When you tell him the pirate haven has been destroyed, he can't express how much easier you've made his job. Now for the small matter of the payment. When the gold has changed hands, you can also speak to Adelaisa. She's impressed with your abilities and is happy to take some time away from her duties to follow you. Orthus is now friendly toward you, although the folks over at the East Empire Warehouse just outside Solitude aren't thrilled by your presence.

Items gained:

500 gold pieces

Follower: *Adelaisa Vendicci*

20.17 Rising at Dawn

Minor Spoilers

Prerequisites: Contract Vampirism
Intersecting Quests: None
Locations: Morthal, Falion's House
Characters: Falion
Enemies: Vampire
Objectives: Speak to Falion, Bring a filled Black Soul Gem to Morthal, Meet Falion at dawn, Speak to Falion, Wait for Falion to complete the ritual

OUT OF BLACKNESS COMES FORTH LIGHT



When fighting vampires, there is a chance that you may contract the disease Sanguinare Vampiris. While this disease can be easily cured through normal means, if left untreated, it will eventually cause you to become a Vampire. If you would like to remove vampirism from your body, complete this quest.
Objective: Speak to Falion
Target: Falion, in Morthal
Journey to any innkeeper across Skyrim and ask for their rumors. When you have full-fledged vampirism, you will learn that a mage named Falion in the Hold City of Morthal may be able to help you. Journey to Morthal and seek out Falion, who is wandering the streets or hanging out in his house. He asks you of your needs, and when you tell him you're looking for a cure, he is surprised. For this to occur, it requires a filled Black Soul Gem, and for this you will need to kill someone.
Objective: Bring a filled Black Soul Gem to Morthal



Here are some of the best locations from which to bring a Black Soul Gem (exploration requires a thorough search of all chambers within):
Falion: You can acquire one if you trade with him...for a price!
Broken Fang Cave: in Whiterun Hold
Hob's Fall Cave: in Winterhold Hold
Hjerim: a house in Windhelm that you can purchase
Items gained:
Black Soul Gem
After you have a filled Black Soul Gem, return to Falion's House and inform him of your item. He agrees to meet you at the summoning circle in the marsh at dawn. Only then shall you both banish the creature you have become.
Objective: Meet Falion at dawn
Objective: Speak to Falion



Between 3:00 and 7:00 in the morning, your quest objective updates. Head north over the bridge and out of Morthal, going slightly northwest as you cross into the marsh. Falion stands on one of the small scrub islands within the marsh. Tell him you're ready to start the ritual.

Objective: Wait for Falion to complete the ritual

QUEST CONCLUSION

After some ritual words are sounded, Falion successfully pulls the creature of the night from within your corporal form and sends it to Oblivion. After you come to, Falion walks away, back to help the inhabitants of Morthal. You find yourself cured of vampirism.

POSTQUEST ACTIVITIES

If you ever contract vampirism again, simply repeat this quest; Falion even has a new Black Soul Gem for you to buy!

20.18 Unfathomable Depths

Minor Spoilers

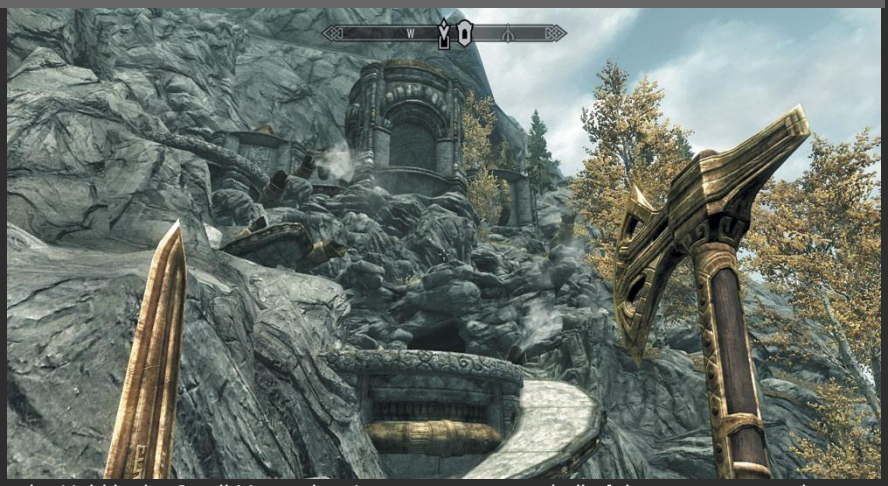
Prerequisites: You must be Level 14 or higher.
Intersecting Quests: None
Locations: Avanchnzel, Avanchnzel Animoncultory, Avanchnzel Boilery, Riften
Characters: Breya, Drennen, From-Deepest-Fathoms, Watches-the-Roots
Enemies: Dwarven Centurion, Dwarven Sphere, Dwarven Spider
Objectives: Take the Lexicon to Avanchnzel

THE AGITATED ARGONIAN



If you're exploring the docks of Riften that overlook Lake Honrich (which are outside the city), you're likely to encounter an agitated Argonian named From-Deepest-Fathoms. If you can't find her, wait around or return here after other adventuring. When you try to speak to her, From-Deepest-Fathoms quickly pushes an object into your hands and pleads with you to free her of her burden. When you ask what she's talking about, she says she's been driven half mad by memories. And this is all the fault of a Lexicon. It must be returned to Avanchnzel. She begs you to take it. Agree and the quest continues.

Items gained:
Lexicon
Objective: Take the Lexicon to Avanchnzel
Target: Lexicon Receptacle, in Avanchnzel Boilery



Avanchnzel is almost due west of Riften, across the Hold in the Jerall Mountains. It was once a great hall of dwarven construction, a library to house the vast memories of the Dwemer. It was run almost exclusively by strange mechanical spiders. From the outside, steam still periodically shoots from golden vents, and the entrance is atop a series of curved walkways hewn into the mountain. Enter Avanchnzel, and wind through the rumbling tunnels to an opening and entrance below you.

Halt as you witness a party of adventurers speaking to each other. They are bathed in red, the same color emanating from the Lexicon you carry. This seems to be a resonance, a playback of From-Deepest-Fathom's previous exploration. You can't interact with these ghosts but can only watch as they worry about venturing into this place. Breya, Watches-the-Roots, and Drennen complete the quartet. They walk forward and disappear from your vision.

Follow the tunnel to the south, and begin the first of many confrontations with Dwarven Spiders. Battle, sneak around, or flee from them. Progress south to a pair of giant gold doors, and open them. Along the stone platform high above the giant fissure below, the specters of Watches-the-Roots and From-Deepest-Fathoms talk about the amazing architecture in here. From this hub chasm, you have a choice of paths.

PATH 1

Continue down the corridor heading south, with the two lanterns at its entrance. Prepare to fight with Dwarven Spheres as you turn the corner. This leads to a long corridor that turns, passes a locked gate (Apprentice), and ends at a curved ledge down to the bottom of the hub chasm. Here, you can inspect the following:

A locked door to the south (Master) leading to a storage room with items you may wish to scavenge.

A passage and long hallway to the east, sloping down past some recently slain Dwarven Spheres and ending in a gold door to the Avanchnzel Animoncultory. By the dead spheres, you receive another hallucination, as the previous expedition notices that they are being ignored by the “metal things.”



PATH 2

Turn left (east) and head up the sloping platform to two pairs of gold doors. Then connect to a set of corridors with a cross-shaped stone table.

Head up and left (west) at the stone table to reach a connecting passage that brings you to the top of the hub chasm (where you find the remains of a skeleton) or to a pair of gold doors (and a door bar) leading into an Avanchnzel balcony. This is the best way to exit Avanchnzel and shouldn’t be accessed yet.

Head down (north) to a single gold door and a mechanical elevator that takes you to the Avanchnzel Boilery. Alas, the door at the bottom of the elevator requires a key to unlock and is firmly sealed. This is actually the escape route after you return the Lexicon.

ADVANCING INTO AVANCHNZEL



Enter the Animoncultory and prepare for protracted battles with Dwarven Spiders and Spheres (or flee from them). Fortunately, although this part of Avanchnzel is massive and elongated, there is only one route to take—through a series of connected corridors. The first chamber features golden barrels. You have another vision as you approach the locked gate (Adept) where the past adventurers realize that hiring a thief for this heist would have been wise. Follow the stairs through more corridors, and then out into a huge, grand hall. The past adventurers set up camp here, a little unnerved at the “sleeping metal men.”

Follow the connecting corridor through a storage room of metal pots, shelves, and barrels. Descend to more corridors, dwarven mechanical beasts to slay, and more chambers with pots and shelves. The past adventurers appear in the storage room bathed in a golden hue, complaining that the metal men aren’t sleeping anymore.

Down another corridor, a large and grinding chamber of cogs and spiders awaits. Lying on two stone slabs are huge, golden warriors, clad in gold but fortunately inactive. Fight or dash to the right (west), and up the stairs to the north to quickly exit this room, or investigate it further if you wish to battle Dwarven Spiders. Then run down the L-shaped corridor. The past adventurers appear once more. Drennen is at the end of his rope and flees the scene, leaving the team one man down. Open the doors and enter Avanchnzel Boilery.

Head down the increasingly ornate and tall corridor, watching the three past adventurers figuring out what to do when they finally have the Lexicon in their grasp. When they disappear, fight spiders and spheres as you progress down to a chamber with a desk and pistons. The past adventurers blink into your vision once more, and Breya seems very perturbed. Watches-the-Roots lets out a gasp. Open the door to the north, and head down the edges of the sloping corridor to avoid the whirling blade trap, which claimed Watches-the-Roots’ life; his corpse is at the far door.



The final vision of adventurers past occurs as you reach the grand boilery chamber. Breya can't hold back the giant stomping mechanical beings that are coming to life, and you may be having some trouble too. A Dwarven Centurion looks for intruders and attacks you on sight. You can either fight it in an epic confrontation (remember to use the upper area and preceding corridor to dodge its vicious arm-mandible strikes) or complete the quest first. During your exploration of this chamber, you may stumble upon Breya's corpse: She is quite dead.

QUEST CONCLUSION

Finish this quest by activating the Lexicon Receptacle at the base of the steps. The cube glows red, slots into place, and you finish your task.

Perk: Ancient Knowledge (25% Armor Bonus while wearing all Dwarven Armor; your Smithing Skill increases 15% faster.)

Items gained:

Dwarven Armor

POSTQUEST ACTIVITIES

Aside from your new ability and an exploration of this vast dwarven repository of knowledge, there are no other rewards, except what you've scavenged. The quickest way to exit is the door that the top of the steps where the Receptacle is. Open them, ride the elevator up, and exit via the balcony, or Path 2 described earlier. From-Deepest-Fathoms does not need to be found afterward.

20.19 The White Phial

Minor Spoilers

Prerequisites: None
Intersecting Quests: Side Quest: Repairing the Phial
Locations: Forsaken Cave, Forsaken Crypt, Windhelm, The White Phial
Characters: Nurelion, Quintus Navale
Enemies: Curamil, Draugr, Snow Bear, Wolf
Objectives: Retrieve the White Phial, Bring the Phial to Nurelion, Speak to Quintus

PHIAL OF THE VIRGIN SNOW



During a trip to Windhelm, visit the market stalls in the southwest corner of the walled city. Close by is the White Phial, a place for potions, alchemy...and arguments it seems. Enter the premises, where the proprietor Nurelion is having a heated discussion with his assistant Quintus Navale. From what you overhear, it seems Nurelion (who is old, even for an elf), has been focusing his entire life on finding a mythological “White Phial” and has even named his shop after it.
Now, at the end of his life, he believes he’s found the Phial’s location but is too infirm to retrieve it. Strike up a conversation with Nurelion and offer to find the Phial for him. He tells you it is buried with its maker, Curamil, in a cave to the west. As the Phial will be difficult to reach, Nurelion has prepared a concoction to take with you.



Items gained:
Nurelion’s Mixture
Objective: Retrieve the White Phial
Target: White Phial, inside the Forsaken Cave



Journey west along River Yorgrim and up into the mountains looking for some scattered standing stones. Expect wolves along the way and a large lantern at the cave entrance. Step inside, and you're greeted by the (immobile) skeleton of the last man to try and extricate treasure from this place. Pass dead man's cart, and head into the snow cave, where wild animal attacks are likely. Once all animals are slain, move around to the west and open the Iron Door. Descend the spiral steps to a winding corridor. When it straightens out, watch for a trigger plate on the floor, or face a flurry of darts. Then the Draugr come.

Fight off these bony fiends as you head north, then west into a Draugr crypt. The small maze of interlocking rooms has an Iron Door to unlock (allowing access to a treasure chest), but more importantly there's an exit out into the larger catacombs with banks of the Nordic dead, many of which come alive to thwart you.

Find the exit to the southeast, into a narrow corridor and a battering ram trap. Avoid this by stepping across the floor plate as you round the corner to the left (north). Open the Iron Door and enter Forsaken Crypt.



You find more Draugr in the grand crypt chamber. Battle them before heading east up the corridor, then up and around to the bridge over the chamber. More tombs creak open, and Draugr appear on the stone balcony opposite. Turn north and watch for the rising floor trap in the semicircular room with more Draugr to crush.

The Iron Door leads up to a metal cased bridge. Follow it south, then west into a Draugr corridor ending in a swinging blade trap. Navigate that, and emerge into the burial sanctum. This was the last resting place of Curamil, who promptly rises again!

Battle Curamil and his Draugr brethren, moving around the sanctum so you aren't surrounded and hacked to pieces. Flee past the swinging blades and let the Draugr come to you if the battle is becoming too difficult.

Then inspect the chamber once the dead are buried. Head up the steps to the Word Wall and absorb a Word of Power before heading under the Word Wall to a seemingly dead end. The only scenic point of interest is an ancient bowl.

Items gained:

Word of Power: *Marked for Death*

A PHIAL DEFILED



Inspect the ancient bowl and activate it. You pour in the mixture that Nurelion gave you, which fills the chamber in a green mist. A moment later, the rock wall panel descends in front of you, allowing you into a secret chamber. This room contains a large variety of ingredients, an Alchemy Lab, and most importantly of all, a Cracked White Phial to take. Perhaps Nurelion won't notice the Phial's blemishes? Now return to the sanctuary, locate the Iron Door in the southwest corner, and head quickly up the connecting stairs, into the Forsaken Cave. Use the wall lever to lower a stone panel, allowing a quick exit back to the surface.

Items gained:

Cracked White Phial

Objective: Bring the Phial to Nurelion

Objective: Speak to Quintus

Target: Nurelion, then Quintus, in Windhelm

QUEST CONCLUSION

Return to the White Phial and present Nurelion with the Cracked White Phial. He notices the damage. After thinking you were at fault and then sinking into a depression, Nurelion asks you to leave, as he's not in the mood to entertain guests. Then he retires to his bed. Head over to Quintus, who thanks you for your help anyway and hands you some gold for your troubles. As the quest concludes, Quintus tries to make Nurelion's final days a little less painful.

Items gained:

500 gold pieces

POSTQUEST ACTIVITIES

The White Phial's power may draw you back in to help Nurelion and Quintus once again. But only after you complete certain additional tasks. Consult Side Quest: Repairing the Phial for more information.

20.20 Repairing the Phial

Minor Spoilers

Prerequisites: Complete Main Quest: The Throat of the World, Complete Side Quest: The White Phial, Passage of time: Three days (72 hours) after both quests finish
Intersecting Quests: Main Quest: The Throat of the World, Side Quest: The White Phial
Locations: Red Eagle Redoubt, Red Eagle Ascent, Stonehill Bluff, Sundered Towers, Throat of the World, Windhelm, The White Phial
Characters: Nurelion, Quintus Navale
Enemies: Forsworn, Forsworn Briarheart, Giant
Objectives: Speak to Quintus Navale , Retrieve the Unmelting Snow, Find some Mammoth Tusk Powder, Take a Forsworn Heart, Return to Quintus Navale

A QUERY FROM QUINTUS

This quest has several prerequisites: You must have completed Main Quest: Throat of the World and Side Quest: The White Phial. Then you must have progressed your adventure by three days (72 hours) from the time you finished the Side Quest. Finally, you must be in a city for a courier to appear and find you.



Time passes. You may forget about old Nurelion and the cracked phial you found for him—that is, until a courier appears in a town that you're visiting (providing you've done all the prerequisites for starting this quest). He has an urgent letter from Quintus Navale in Windhelm that must be delivered. Open the letter and read it to begin this quest. It seems that Quintus has been researching methods of repairing the Phial, and he may now be able to...with your help.
Items gained:
Letter from Quintus Navale
Objective: Speak to Quintus Navale
Target: Quintus, in the White Phial, in Windhelm
Once inside the Alchemist's shop, inform Quintus that you've read his letter. He tells you that he's found three materials that, when mixed together, may be able to mend the crack in the White Phial. Naturally, these materials are a little hard to come by. He requires a scoop of Unmelting Snow from the summit of the Throat of the World; a tusk of a Mammoth, ground to a fine powder as only giants know how; and the briar heart from a Forsworn of the Reach. Ask Quintus about each material so you learn a little more about each one.
Objective: Retrieve the Unmelting Snow
Target: Summit, the Throat of the World
Objective: Find some Mammoth Tusk Powder
Target: Grinding receptacle, Stonehill Bluff
Objective: Take a Forsworn Heart
Target: Forsworn Briarheart, Red Eagle Redoubt

A CRACKED CONCOCTION

Material 1: The Summit of Skyrim
Head to the Throat of the World, either by the precarious trek to High Hrothgar and through the deep mist, up to Paarthurnax's meditation place, or by Fast-Traveling, as you'll already have visited this perch during the Main Quest. Climb past Paarthurnax to a steep sloped area and an unmelting snowbank. Activate it to remove some snow.
Items gained:
Unmelting Snow



Material 2: Among the Giants
Now travel to the mountains south and slightly west of Dawnstar, and climb to the large giants' camp of Stonehill Bluff. The place is surrounded by rocks on three sides, so the entrance and exit are the same. Head into the bluff, and check one of the grinding receptacles near a campfire; the Mammoth Tusk Powder is in there. You may take it without being attacked by the giants roaming this area, but you've got to be quick!
***Items gained*:**
Mammoth Tusk Powder
Material 3: Slaughter at Red Eagle Redoubt
The final ingredient is the magically enhanced heart of a Forsworn Briarheart. Any Briarheart will do; if you don't already have one, find one lurking atop the mountains on the Reach's eastern edge. You're heading to Red Eagle Redoubt, accessible via a lengthy ascent from the Karth River near Sky Haven Temple. Approach the entrance, and remove all Forsworn threats from the exterior before entering the interior, known as Red Eagle Ascent.



Pass the wooden stakes and skewered animals, and bring your weapons to bear on a couple of Forsworn in a gloomy grotto you can ignite if you blast the oily floor with fire. Climb up the sloping path and steps to an upper grotto, which features a flat stone plateau with an altar on it and four or five additional foes. Climb the wooden steps, then disappear up the exit corridor that leads back out to an iron door and the Reach.
Turn right (north) and begin a battling ascent up a large set of stone steps. Make sure the Forsworn are tumbling off here in a spectacular death plummet, and not you! Head under the three stone arches as you reach a sizable Forsworn camp and further enemies, clearing the area methodically so you aren't attacked from behind. Don't rush this assault. Continue around in a clockwise circle, and trot south up the steps to the south, leading into the Sundered Towers. The Briarheart is up here. Clear the area of other foes first, before killing the Briarheart and searching the corpse. Pluck the Briar Heart from it. Then search the area for any treasure you wish to scavenge.
***Items gained*:**
Briar Heart
Objective: Return to Quintus Navale
Target: Quintus, in the White Phial, in Windhelm

QUEST CONCLUSION



Return to the White Phial and tell Quintus of your success. He grabs the materials from you quickly concocts a gelling agent to seal the White Phial as he heads upstairs to Nurelion's bedchamber. As he demonstrates the solidity of the White Phial, the old elf smiles, uttering the word "marvelous" before lying still on the bed.

Items gained:

The White Phial

POSTQUEST ACTIVITIES

Alas, Nurelion dies in his bed. Quintus gives the repaired Phial back to you, for your help. To use it, pick the type of potion you want it to contain, and thereafter when you drink that potion, the empty White Phial remains in your inventory, refilling every 24 hours. Quintus is now on friendly terms with you.

20.21 Captured Critters

Minor Spoilers

This does not appear in your Quest Menu list, although objectives may.
Prerequisites: None
Intersecting Quests: Thieves Guild Quest: Loud and Clear, Dungeon Quest: What Lies Beneath
Locations: Alchemist's Shack, Dushnikh Yal, Burguk's Longhouse, Duskglow Crevice, Frostflow Lighthouse, Goldenglow Estate
Characters: Aringoth, Burguk
Enemies: Chaurus, Falmer, Mercenary
Objectives: None

BUG HUNT

This is more of a curiosity than a real quest. Five of the insect species that inhabit Skyrim have been captured and placed into jars. A single example of each can be found hidden across this realm, in the following locations:
Moth in a Jar: Trek through the Pale until you reach and explore the Falmer Hive known as Duskglow Crevice. Battle through the connecting tunnels and crypts until you reach the raised stone chambers and portcullises. A room of refuse close to the final battle houses the jar.

MOTH IN A JAR



Torchbug in a Jar: Locate Frostflow Lighthouse in Winterhold Hold, head inside (starting Dungeon Quest: What Lies Beneath), and move to the fireplace among the signs of the struggle. The fireplace mantel houses the glowing bug in the jar.

TORCHBUG IN A JAR



Dragonfly in a Jar: Journey to the Reach, and locate the Dushnikh Yal Orc stronghold (perhaps completing Side Quest: The Forgemaster's Fingers to win their approval). Enter Burguk's Longhouse, open the trapdoor to the cellar, and look for the jar on a cupboard under the platform.

DRAGONFLY IN A JAR



Butterfly in a Jar: While exploring the Rift, head along the edge of the forest on the southern foothills of the Throat of the World, and you'll stumble upon the Alchemist's Shack. There's a jar with a butterfly in it sitting on one of the shelves.

BUTTERFLY IN A JAR



Bee in a Jar: During or after Thieves Guild Quest: Loud and Clear, enter the main building of Goldenglow Estate, head to the upper floor, and enter Aringoth's bedroom. Locate the jar on a dresser here.

BEE IN A JAR



QUEST CONCLUSION

Once your critter collection reaches five, you have found them all.

POST QUEST ACTIVITIES

Inspect the insects in your inventory, or put them on a shelf or table in a house you own. Aren't they pretty?

20.22 The Forgemaster's Fingers

Minor Spoilers

Prerequisites: Non-Orc Character
Intersecting Quests: None
Locations: Dushnikh Yal, Mor Khazgur, Narzulbur
Characters: Chief Burguk, Chief Larak, Chief Mauhulakh
Enemies: [Random]
Objectives: Find the Forgemaster's Fingers, Bring the Forgemaster's Fingers to [Orc Chief]

BLOOD-KIN, OR BLOODBATH

Note

To commence this quest, you must be a non-Orc; any other race is fine. Then visit any of the Orc strongholds listed in the table below and attempt to speak to one of the inhabitants. If you are an Orc, you can take advantage of the trading and training available in these strongholds without having to complete this trial.

Orc Stronghold Location	Hold	Chieftain Name
Mor Khazgur	The Reach	Chief Larak
Dushnikh Yal	The Reach	Chief Burguk
Narzulbur	Eastmarch	Chief Mauhulakh
Largashbur	The Rift	Not applicable‡

‡ If you approach Largashbur, you have to begin Daedric Quest: The Cursed Tribe to enter this stronghold. Completing that quest also makes you Blood-Kin to the Orcs, so you won't have to complete this quest.



During your travels, you may chance upon an Orc stronghold. If the location is listed above, you should be able to enter the place without being attacked (unless you strike first). However, when you approach one of the Orcs, he isn't welcome to your kind. He lives by the Code of Malacath, and outsiders have no place here.



Answer that you're a traveler (you must keep your answers as pleasant as possible), and he tells you to stay out; you're not Blood-Kin. Politely ask how you can convince him to let you in, and he mentions whispers that he's heard regarding a pair of enchanted gauntlets, hidden away in a deep, dark dungeon. They are called the Forgemaster's Fingers. Return these to the Chief, and he'll decide whether you're worthy to be Blood-Kin to the Orcs.



Objective: Find the Forgemaster's Fingers
Target: Forgemaster's Fingers, in [a random location]
Set off to the random location where the Forgemaster's Fingers are said to be kept, and battle through (or sneak past) the enemies guarding the Fingers, which are usually kept in a large treasure chest.
Items gained:
Forgemaster's Fingers
Objective: Bring the Forgemaster's Fingers to [Orc Chief]
Target: [Orc Chief], inside [an Orc stronghold]

QUEST CONCLUSION

Return to the same Orc stronghold that you visited previously and locate the Chief, who may or may not have given you this quest to begin with. However, be sure the stronghold is the one from which you received the quest. Approach the Chief, and he's amazed that you managed to acquire this item. He welcomes you as a Blood-Kin, and the Orcs in the other strongholds know of your friendship with the Orcs, too.

POSTQUEST ACTIVITIES

From this point on, as long as you remain civil, you can trade and train with any of the Orcs in the strongholds throughout Skyrim.

20.23 The Great Skyrim Treasure Hunt

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This Quest doe not appear in your Quest menu list, although objectives may.

Cartographical Evidence

During your adventuring, you may find a piece of parchment with a sketch on it. This is a treasure map, and there are 11 to find. Each leads to a particular location where a (usually well-hidden) small treasure chest can be opened and several valuable items pocketed.

Items gained:

Treasure Map

Caution

You can't simply ignore the maps and trot off to find the treasure chests; they appear only once the map is in your possession.

FORT NEUGRAD TREASURE MAP



Falkreath Hold—Fort Neugrad: In the half-buried chest, on the main building rooftop (accessed via climbing up through the interior).



Fort Neugrad Treasure Map: Showing the rocky crevasse dead-end path east of the fort.



Falkreath Hold—Fort Neugrad: When you look at this map, the top of the page is east, not north. Situate yourself with this in mind, following the path around the lake and up into the crevasse.

TREASURE MAP I



Falkreath Hold—Bandit Camp: Ilinalta Foothills: On one of the bandits, just south of the guardian stones.
Treasure Map: Showing the settlement of Riverwood and the fallen tree.



Whiterun Hold: Inside the fallen tree, on the north bank of the river, west of Riverwood.



TREASURE MAP II



Winterhold Hold—Journeyman's Nook: Inside the knapsack, close to the fire and round table.mstreasurechests-002b.jpg" border="0" width="437" />
Treasure Map II: Showing Valtheim Towers and the river underneath.



Whiterun: Valtheim Towers, by the riverbank close to the waterfall, partly hidden by rocks on the south bank.

TREASURE MAP III



Eastmarch—Riverside Shack: In the chest, inside the shack.



Treasure Map III: Showing Solitude Lighthouse and the surrounding rocks.



Haafingar —Solitude Lighthouse: Below the northeast corner of the lighthouse and rocks, by the shore of the Sea of Ghosts.

TREASURE MAP IV



Whiterun—Redoran's Retreat: Inside the large treasure chest close to the Bandit Chief, inside the mine.



Treasure Map IV: Showing Whiterun and the path up to the chest above the windmill.



Whiterun: The cliffs above Pelagia Farm. Follow the track around and up to the chest, half hidden by saplings.

TREASURE MAP V



Falkreath Hold—Angi's Cabin: Inside the cabin, on the end table by the bed.



Treasure Map V: Showing the waterfalls of Lost Valley Redoubt.



The Reach: Just east of Gloomreach, at the very bottom of Lost Valley Redoubt, on the riverbank at the base of the waterfall. If you've already discovered Lost Valley Redoubt, Fast-Travel there and you're almost at the chest.

TREASURE MAP VI



The Pale. Point of Interest – Dead Wood Elf. Secondary Location: A Bloody Trail. On the corpse of the female elf, among the rocky summit northwest of Volunruud. You can find a male Wood Elf close by and follow the trail of blood to her.



Treasure Map VI: Showing showing Korvanjund.



The Pale—Korvanjund. The exterior entrance, atop the barrow arch next to the gnarled tree.

TREASURE MAP VII



Eastmarch—Traitor's Post: In the chest, inside the bandit hideout.



Treasure Map VII: Showing Gallows Rock, within the outer walls.



Eastmarch—Gallows Rock: Within the outer wall ruins, near the main ground-level door, under the rock with the noose.

TREASURE MAP VIII



Winterhold—Secondary Location: Haul of the Horkers: On the corpse of a dead hunter.



Treasure Map VIII: Showing the town of Dragon Bridge.



Haafingar Hold—Dragon Bridge: In a satchel, next to the tree across from the bridge. This satchel holds the key to the chest, if you can't open it.
Haafingar Hold—Dragon Bridge: In a chest, in the river northeast of the bridge, underwater (Master).

TREASURE MAP IX



Eastmarch—Secondary Location: Lucky Lorenz's Shack. On the corpse of Lucky Lorenz, under a fallen tree in the ruined hut on the south side of the river from the Abandoned Prison.



Treasure Map IX: Showing the waterfall and bridge with Riften signpost.



The Rift: Halfway up the cascading waterfall; drop down the waterfall from the Broken Helm Hollow entrance.

TREASURE MAP X



Eastmarch—Stony Creek Cave: On the corpse of the bandit wizard.



Treasure Map X: Showing the Lady Stone and Ilinalta's Deep.



Falkreath Hold: Lake Ilinalta, south of Ilinalta's Deep and northeast of the Lady Stone, on the flat stone lake bottom, underwater.

QUEST CONCLUSION

Continue your hunting until all maps are scoured and the treasure pilfered!

20.24 Masks of the Dragon Priests

Minor Spoilers

Prerequisites: None
Intersecting Quests: Main Quest: The World-Eater's Eyrie, College of Winterhold Quest: The Staff of Magnus, Dungeon Quest: A Scroll for Anska, Dungeon Quest: Evil in Waiting, Dungeon Quest: Otar's Mad Guardians*, Dungeon Quest: Siege on the Dragon Cult
Locations: Forelhost, High Gate Ruins, Labyrinthian, Bromjunaar Sanctuary, Ragnvald, Shearpoint, Skuldafn, Valthume, Volskygge
Enemies: Hevnoraak, Krosis, Morokei, Nahkriin, Otar, Rahgot, Vokun, Volsung
Objectives: None

DEMISE OF THE ATMORAN DRAGON CULT

Sometimes, the corporal remains of a powerful Nordic priest survives even death. Entombed with Draugr brethren, dead but dreaming, the Dragon Priest is a frightening, powerful foe to face. Around since the fall of Alduin, these were part of the Atmoran Dragon Cult, but they exclusively worshipped the dragon. Now that Alduin has returned, something else stirs in the deepest Nordic barrows....

PART 1: DEATH OF THE DRAGON PRIESTS



As you explore larger and more terrifying Nordic dungeons, you may eventually stumble across a sarcophagus that contains a Dragon Priest. Named Dragon Priests have a namesake mask, and each of these facial coverings is imbued with a particular power. Obtaining all eight is a tough enough endeavor. But that is only half the story....

For each named Dragon Priest you kill, pick up and keep their mask. This isn't something you can do quickly; for example, you have to finish the Main Quest entirely and almost finish the College of Winterhold Quests in order to obtain two of them. Therefore, this may be one of the later quests you embark on, unless you're focusing on this above every other activity in Skyrim.

The following table details the dungeon in which you find the masks, the Dragon Priest it belongs to, and each mask's ability, along with any associated quest you must be on to enter the dungeon. Note that all but two of the Dragon Masks have a Dragon Language translation.

Hold	Dungeon Name	Dragon Priest and Mask Name	Mask Ability	Associated Quest
Hold	Dungeon Name	Dragon Priest and Mask Name	Mask Ability	Associated Quest
Haafingar	Volskygge	Volsung	+20 Carry Weight, Improve Prices 20%, Waterbreathing	None
Hjaalmarch	Labyrinthian	Morokei	+100% Magicka Regen	College of Winterhold Quest: The Staff of Magnus
The Pale	High Gate Ruins	Vokun	Improve Conjuration 20%, Illusion 20%, Alteration 20%	Dungeon Quest: A Scroll for Anska
The Pale	Shearpoint	Krosis	Improve Lockpicking 20%, Archery 20%, Alchemy 20%	None
The Reach	Ragnvald	Otar	Resist Fire 30%, Resist Frost 30%, Resist Shock 30%	Dungeon Quest: Otar's Mad Guardians*
The Reach	Valthume	Hevnoraak	+40 Heavy Armor	Dungeon Quest: Evil in Waiting
The Rift	Forelhost	Rahgot	+70 Stamina	Dungeon Quest: Siege on the Dragon Cult
Other Realm	Skuldafn	Nahkriin	+50 Magicka; Improve Destruction 20%, Restoration 20%	Main Quest: The World-Eater's Eyrie

Volsung
Morokei ("Glorious")
Vokun ("Shadow")
Krosis ("Sorrow")
Otar
Hevnoraak ("Brutality")
Rahgot ("Anger")

Nahkriin (“Vengeance”)
Consult the Atlas chapter and any relevant quests for all the information regarding the exact locations within the dungeons where you can find each Dragon Priest.

PART 2: LIFE FROM THE DRAGON PRIEST MASKS



When you’ve collected one or more masks, you can wear them for the benefits detailed in the previous table. You can also head to an important and ancient location for the Cult of the Dragon Priests: the snow-swept exterior of Labyrinthian. Close to the entrance to Shalidor’s Maze is a low circular building that looks almost like a dragon mound or barrow. Enter these round ruins and approach a ruined altar with a dragon’s head, skeletal remains, a note, and a wooden mask. Read the note.

Quill
Hired Thug’s Missive
Wooden Mask

The Wooden Mask hums with an unfamiliar energy. Place it onto your face when you’re outside the circular ruins, and nothing happens. However, if you don the mask while standing in the chamber with the altar, everything fades to black. When you come to, you’re in what appears to be the same room, but in another time. The shattered altar is whole once more, and the place is pristine and clean. This is the Bromjunaar Sanctuary.

The altar now has eight distinct busts, one for each of the eight Dragon Priests. Activate the altar, and insert the appropriate mask into the facial slot. Once all eight masks have been returned to the altar, the central dragon’s head opens its mouth, exposing one final, golden mask. You may take that mask, along with all the others if you wish. Whether you’re carrying any masks or not, when you wish to return to the present, remove the Wooden Mask.

Hold	Dungeon Name	Dragon Priest and Mask Name	Mask Ability	Associated Quest
Hjaalmarch	Labyrinthian: Bromjunaar Sanctuary (Present)	None	Teleportation into the past, and back to the present	Side Quest: Masks of the Dragon Priests*
Hjaalmarch	Labyrinthian: Bromjunaar Sanctuary (Past)	Konahrik	Detailed below	Side Quest: Masks of the Dragon Priests*

KONAHRIK (“WARLORD”)

When the wearer is relatively low on health, there is a chance the mask will knock enemies back, heal the wearer and any nearby allies, and grant a brief Fire Cloak to the wearer. In addition, there is a (much rarer) chance the mask will summon a spectral Dragon Priest to come to the wearer’s aid, under the same circumstances.

QUEST CONCLUSION



This epic quest ends when you have all ten Dragon Masks in your possession. Wear the one with the abilities or powers you wish to augment.

POSTQUEST ACTIVITIES

It may be interesting to note that the masks themselves were symbols of office for the highest-ranking priests in the Dragon Cult of the old times.

VOLSUNG



MOROKEI



VOKUN



KROSIS



OTAR



HEVNORAAK



RAHGOT



NAHKRIIN



WOODEN MASK



KONAHRIK



21.1 Overview

Delving into an unknown barrow or creeping stealthily through a long-forgotten ruin is both thrilling and terrifying. Many dungeons across Skyrim have their own self-contained Dungeon Quests. Some are full quests; others, marked with the "*" symbol, appear only as Miscellaneous Objectives. Dungeon Quests are usually unrelated to other quest types and are self-contained; you usually start and finish the quest in or close to the dungeon itself.



In addition, this section encompasses the hundreds of other activities you can try out as you explore the immense landscape. These are segmented into four distinct sections. There are:

Dungeon Activities: Smaller, self-contained explorations at a single Primary Location.

Miscellaneous Objectives: These are usually small tasks, favors or activities that occur inside a (usually friendly) settlement, not a dungeon.

Favors: Every single person in Skyrim that requires a favor is then listed in this section, along with all the types of Favors and the Thane Quests.

World Interactions and Encounters: Small random events that may occur when you enter a World Encounter location or perform other actions throughout the realm.

Note

Cross-Referencing: Do you want to see maps and learn more about the traps, non-quest-related items, collectibles, crafting areas, and other important rooms of note in every location during these quests? Then cross-reference the location you travel to with the information on that location contained in this guide's Atlas.

AVAILABLE QUESTS

There are 24 Dungeon Quests. For the most part, these are separate from any other quests you may have, though you may encounter them when sent to a randomly selected dungeon for another quest, or while trying to collect the Masks of the Dragon Priests.

Quest Name	Hold	Dungeon Name (Location)
Medresi Dran and the Wandering Dead*	The Rift	Angarvunde
A Love Beyond Death*	Eastmarch	Ansilvund
Composure, Speed, and Precision*	Falkreath	Angi's Camp
Leap Before You Look*	The Reach	Bard's Leap Summit
Melka and Petra*	The Reach	Blind Cliff Cave
Repentance	The Rift	Darklight Tower
Siege on the Dragon Cult	The Rift	Forelhost
What Lies Beneath*	Winterhold	Frostflow Lighthouse
The Pale Lady	The Pale	Frostmere Crypt
A Scroll for Anska	The Pale	High Gate Ruins
Ancestral Worship	Whiterun	Hillgrund's Tomb
Forgetting About Fjola*	Eastmarch	Mistwatch
Hunter and Hunted*	Falkreath	Moss Mother Cavern
The Lost Expedition	The Reach	Nchuand-Zel
The Nilheim Scam*	The Rift	Nilheim
Otar's Mad Guardians*	The Reach	Ragnvald
The Legend of Red Eagle*	The Reach	Rebel's Cairn

Quest Name	Hold	Dungeon Name (Location)
Wilhelm’s Specter*	The Rift	Shroud Hearth Barrow
The Secret at the Sleeping Tree*	Whiterun	Sleeping Tree Camp
The Savior of Selveni Nethri*	Falkreath Hold	Southfringe Sanctum
Infiltration	The Rift	Treva’s Watch
Evil in Waiting	The Reach	Valthume
Silenced Tongues	The Pale	Volunruud
Ashore in a Sea of Ghosts*	Winterhold	Yngol’s Barrow

* Indicates the quest name does not appear in your menu; check the “Miscellaneous” area for objectives that may appear.

21.2 Angarvunde: Medresi Dran and the Wandering Dead

Once inside, you'll meet a rather abrupt and objectionable Dark Elf named Medresi Dran. She's attempting to reach a treasure buried deep within Angarvunde's musty corridors, but her helpers have abandoned her.



Objective: Destroy the Draugr in Angarvunde (3)
Objective: Talk to Medresi in Angarvunde
Remove the wandering corpses. Head through into the main hub chamber where they are, and deal with them in your preferred attacking style. You return to Medresi, informing her that two doors stand in the way of your progress, and they each must be opened via further exploration. She hands you a key, which opens the doors on either side of the portcullis; these lead to a mechanism that lifts the two sections of gate.
Items gained:
Angarvunde Key
Alternatively, you could simply kill Medresi and take her key. The Angarvunde Key is the only way to open the two side doors.
Objective: Find a way to open the gates

ANGARVUNDE RUINS

The door to the northwest leads to a small maze of interlocking corridors and rooms. Work your way through them methodically, watching for pressure plates that launch traps. When you reach the steps up to the two doors with spears blocking your path, remove them by pulling the lever between them. Head across, and weave through another series of corridors and rooms until you reach steps and a corner corridor leading back into the original Angarvunde area. Work your way to the lever in the alcove and pull it.

ANGARVUNDE CATACOMBS

The door to the southeast leads to the Angarvunde Catacombs, a much deeper maze of chambers that begins with a (careful) descent down a hole. Trek along the corridors and into a Draugr crypt. Fight your way through, up some trap-filled stairs (run quickly, or after the darts are expelled), then through another tomb complex. Ascend several stone steps to reach another lever. After you yank the alcove levers on both sides of this crypt, the gate opens fully.
Objective: Return to Medresi

ANGARVUNDE

Medresi isn't waiting around for the likes of you; she dashes forward into the treasure room and is promptly crushed as the floor trap is sprung, impaling her into a maw of ceiling spikes. Step through the opening in the raised floor and down the spiral steps to a Word Wall.
Items gained:
Word of Power: Animal Allegiance

21.3 Ansilvunde & Angi's Camp

Ansilvund: A Love Beyond Death*

ANSILVUND EXCAVATION

A Necromancer complains about babysitting an army of enthralled Draugr that are being used as slaves to excavate the ruins.
The cavern darkens, and an enraged spirit, professing to be Lu'ah Al-Skaven, threatens you for disturbing her work.
Miscellaneous Objective: Kill Lu'ah Al-Skaven in Ansilvund
Puzzle Solution: After killing the conjurer and the Draugr, check the cobwebbed stone buttress wall under the four movable pillars. From left to right, they have the following petroglyph signs: Hawk, Snake, Whale, Snake. Match those to the pillars, activate the lever, and open the portcullis to the south.
Lu'ah's Journal can be found on a table here. Take a moment to learn her tale: the sorceress was attempting to resurrect her dead husband.
Items gained:
Lu'ah's Journal

ANSILVUND BURIAL CHAMBERS

A disembodied voice laments that she "could not raise him" but will avenge his defilement!
Lu'ah faces you, screeches that her husband's body was burned, and attacks. Fjori and Holgeir (the Draugr Thralls that were to be the vessels for Lu'ah and her dead husband) also attack. Once all foes are dead, a ghostly image of Fjori and Holgeir appear, reunited now that Lu'ah is dead. The following can be taken from the altar:
Items gained:
Unusual Gem
Ghostblade

Note

Fragments of Fjori and Holgeir's story can be found in a book called "Of Fjori and Holgeir," which contains hints to solving the puzzle with the four moving pillars. You can find one of the copies on the bedroom bookshelf inside Riften Stables.

Angi's Camp: Composure, Speed, and Precision

Tip

Before trekking to this remote locale, bring a few different bows with you to test which you prefer (although all bows work in the same way). It is beneficial to take the Eagle Eye or Steady Hand Archery perks in case the following training proves trickier than anticipated.



In the mountainous southwest corner of Falkreath Hold is a lone cabin. This is home to Angi. Listen to her story about her murdered family. Talk to her and request training, if you wish to improve your Archery skill.
Equip your favored bow, follow Angi down to the practice range, and listen to her instructions. Take the Practice Arrows tied to the front-right boundary post. If you require more during the course of this practice, request them from Angi.
Now look ahead and spot all four of the practice targets (including the one in the distance, behind the three nearer ones). When you're completing a challenge, remain within the boundary or you'll fail.
Items gained:
Practice Arrow (10)

FIRST CHALLENGE:

Hit the middle target (of the three closer targets in front of you)
Reward: Archery increased by 1
Hit the left target (of the three closer targets in front of you)
Reward: Archery increased by 1
Hit the right target (of the three closer targets in front of you)
Reward: Archery increased by 1

SECOND CHALLENGE:

Hit the three closest targets within eight seconds (in any order), after Angi counts to three.
Reward: Archery Increased by 1

THIRD CHALLENGE:

Hit the target far in the back, behind the front cluster of targets.
Reward: Archery increased by 1

FOURTH CHALLENGE:

Hit all four of the targets within ten seconds (in any order), after Angi counts to three.
Reward: Archery increased by 1

If you're having trouble with any of these challenges, try the following:
Zoom in to aim your shots to begin with, to gain a larger surface area. But don't do this during the two timed challenges, as this slows you down.
Crouch down so your bow is horizontal for increased accuracy.
You want to hit the tiny hole in the very center of each target. But you'll need to aim a little higher than the target so the arrow arcs through the air and strikes it accurately.
Move over the boundary, and inspect the targets at closer range if you wish, prior to an attempt.
During the fourth challenge, it is better to aim at the far target first, as this is most difficult to hit.
Aside from the increases to your Archery skill, once the fourth challenge is over, speak to Angi (using pleasant responses). She thanks you for keeping her company and not attempting to murder her. She then hands you a gift. After that, you can leave this windswept place (after checking her bedside table for the Treasure Map V).
Items gained:
Reward: *Angi's Bow*

21.4 Bard's Leap Summit, Blind Cliff Cave, and Darklight Tower

Bard’s Leap Summit: Leap Before You Look*



Fight the Forsworn to reach the top of Lost Valley Redoubt. The “Bard’s Leap” itself is the precarious and breathtaking outlook over the waterfall. Here is the best way to survive the drop to the water below: use Whirlwind Sprint to make sure you get enough distance to clear the rocks, or use Ethereal Form before jumping off.
The spectral shape of Azzadal, a Bardic Ghost, appears near the pool at the base of the Falls if you survive, and congratulates you for surviving the fall that he could not. He rewards you with an increase to your Speech skill.
Items gained:
Speech Skill increase

Blind Cliff Cave: Melka and Petra*

BLIND CLIFF BASTION



Approach Blind Cliff Cave from the main road running north to south along the river. Clamber up through the giant cavern of collapsed follies, and exit to Blind Cliff Towers. Clamber up the exterior towers until you reach the ominous iron door leading to Blind Cliff Bastion.
A caged Hagraven named Melka greets you. She is angry that another witch named Petra has caged her up. You can speak to her about being released and about her adversary. There is a “pretty staff” in it for you.
Miscellaneous Objective: Kill the Hagraven Petra
To continue this quest, release Melka or explore on your own. Follow Melka to the rudimentary puzzle, which she tells you how to solve to avoid the dart traps (pull the middle handle).
After passing through and up into another chamber (where Melka slays any Forsworn that you don’t), she opens a stone wall panel leading to a lever. Pull the lever to stop the swinging blades in the corridor linking to Melka’s parlor.
She waits for you to open the iron door connected to Petra’s tower. Storm the chamber and defeat Petra here, along with her Forsworn bodyguards. Then return to Melka, demand a reward, and you’re given the Hagraven’s staff.
Items gained:
Eye of Melka

Darklight Tower: Repentance

DARKLIGHT TOWER (INTERIOR)



Enter the initial chamber and you find the aftermath of a murder. A woman named Illia stands over the recently slain body and doesn't want you to jump to conclusions. Listen to her story, and she explains it was self-defense.
Illia was attempting to flee the place, and the dead woman tried to stop her. She wants to leave, but suspects her own mother is set to become a Hagraven.
Objective: Help Illia reach the top of Darklight Tower
Ascend the tower, dealing with Frostbite Spiders and witches as you go. At the spear-barred door, pull the lever when you're ready to tackle a Hagraven.

DARKLIGHT CHAMBERS

Kill more witches. At the lock (Master), Illia waits. Locate the corridor in the east wall, and face a Frostbite Spider and a second Hagraven in a fight for the key that unlocks the door.
Items gained:
Darklight Tower Key
After a final ascent up spiral stairs to the tower's top, open a firmly locked door with the key Illia carries on her (if you kill her before reaching the top). The door leads back outside (Master). Wait for Illia, as she has a plan: to present you as a sacrifice to her mother and then kill her; the old crone is too far gone to be saved.
Objective: Defeat Illia's mother at the top of Darklight Tower

DARKLIGHT TOWER (EXTERIOR)

Step out into a small bailey on the upper crags. Illia's mother, Silvia, tells you to sit on the chair so your bloodletting can begin. Oblige Illia's mother as she is attacked by her daughter. You can stand and watch; intervene only if Illia is in danger of being killed. The quest concludes once Silvia falls. Afterward, approach Illia and invite her to join you as a Follower. She gladly accepts and mainly uses Frost magic on enemies.
Items gained:
Staff of Hag's Wrath
Follower: *Illia*

21.5 Forelhost: Siege on the Dragon Cult

Forelhost: Siege on the Dragon Cult

FORELHOST (EXTERIOR)

Ascend the remains of the entrance tower until you spot a High Elf named Captain Valmir, who is wearing the officer's garb of the faction to which you are allied. He requires your assistance; he is on a mission to obtain a mask that a Dragon Priest named Rahgot used to own.



Objective: Obtain Rahgot's mask
Objective: (Optional) Find Skorm Snow-Strider's journal

FORELHOST STRONGHOLD (INTERIOR)

Repel ghostly foes as the spirits of the dragon cultists appear to guard their old lair! Beware of floor triggers and traps. Pass the wall blades, entering the room to the northwest. Check the stone table, where Snow-Strider's journal is located. Now read this; it informs you why this location has so many blocked-off corridors.

Skorm Snow-Strider's Journal

Work your way across the stronghold, down past the forge and kitchen. Locate the pair of wooden doors that lead to Forelhost Crypt. Before entering, watch for the fire-breathing dragon trap close to the barred doorway, and use the nearby lever to raise the portcullis blocking the doorway; this gives you quicker access to the entrance.

FORELHOST CRYPT

There is a cage surrounding the well (Master) close to the first main corridor. Come back here later if you can't open the cage door now.

Beware of runic floor traps as you travel farther underground and the light dwindles. Also expect a gate and dart traps prior to reaching a raised crypt. This is a dangerous location; expect a swarm of undead foes here!

Work your way to the platforms above, which lead to the other side of the barred wooden door (which you can now open if you wish). Pilfer the chest on the same raised tomb as the hardiest Draugr. This contains the Forelhost Well Key. Return to the well, unlock it, and drop into the icy water. Follow the waterlogged tunnels into a chamber where the remains of a poisoned warrior (mentioned in the journal) still lie among scattered poison bottles. In the adjacent room, beware the rising floor trap.

Items gained:

Forelhost Well Key

FORELHOST REFECTORY

The Refectory still bears the scars (and the dead) of the battle Snow-Strider wrote about. Open the iron door and enter the great hall, then open the double doors in the south wall. Traverse the oil-splattered stone corridor (burn it to defeat the Draugr if you wish), before entering the remains of a children's burial plot. There are Orders that confirm the mass burial, surrounded by flowers you can harvest.

Orders

Above the burial garden is an alchemy chamber with more steps and Draugr; you can pull a lever to raise the portcullis leading back to the great hall, or press onward and upward, past the ruins of a throne and snow blown down from above. Beware the magic trap in the winding corridor beyond, which leads straight into Forelhost's library. But the prize to find isn't a book; it is a Glass Claw.

Items gained:

Glass Claw

Take it, and the spear bars recede from the doorway farther into the library. Head through, past an embalming room, fire trap, and more Draugr, and head up to a hall and Nordic Puzzle Door.

Puzzle Solution: Open your inventory and look at the Glass Claw you just found. The palm bears the sign of the Wolf, Owl, and Snake. Working from the outer ring in, choose the same iconography on the door, and insert the Claw.



It takes only a few steps to reach the grand burial chamber of the Dragon Priest Rahgot. He is joined by a group of Draugr bodyguards, meaning this fight is both difficult and lengthy. But once over, the rewards are worth your anguish:

Items gained:

Rahgot
Leveled Items and Weapons
Staff of Wall of Flames
Forelhost Balcony Key
250 gold pieces

Tip

If you're gifted in One-Handed or Two-Handed skills, it is worth sprinting to Rahgot's tomb and hacking at the fearsome lich before he rises completely from his slumber; the more strikes you can inflict without retaliation, the better!

Objective: Return to Valmir

FORELHOST (EXTERIOR)

Use the Balcony Key to unlock the door in the southeast wall of the burial chamber. This leads back outside, to the balcony you couldn't reach when you first met Valmir. A Word Wall is just a few feet away! Once you learn the new phrase, drop down to Valmir's camp. It appears Valmir is an imposter (as he is clad in the attire of your enemy, unlike the first time you encountered him) and is now giving the same speech to convince an enemy soldier!

Objective: Kill the imposter Valmir

Items gained:

Word of Power: *Storm Call*

You now have one of the eight Masks of the Dragon Priests. Consult the Side Quest of the same name for further information.

21.6 Frostflow Lighthouse and Frostmere Crypt

FROSTFLOW LIGHTHOUSE (INTERIOR)

Inspect the corpse of Ramati, which has been savagely torn by claws. Near the fire is the body of a Chaurus.
Ramati's corpse contains her husband's journal, which describes how the family came to own the lighthouse and the strange noises coming from the cellar. It also reveals a final, horrifying discovery.



In the northeast bedroom is Ramati's Journal, which details her rambunctious children Sudi and Mani and noises in the basement. It also tells how Ramati's husband made her promise to cremate him in the lighthouse torch when he died (this is important later).
In the north bedroom on a table is Sudi's Journal, which mentions the scratchings in the cellar, and a copy of the key Sudi hid in Mother's favorite keepsake.
Locate the Cellar Key in the burial urn above the fireplace, next to the collectible Torchbug in a Jar. (The Torchbug in a Jar is a unique item that can only be found here. It serves no purpose but makes for great house décor.)
Items gained:
Habd's Journal
Ramati's Journal
Sudi's Journal
Mani's Cellar Key
Torchbug in a Jar
Miscellaneous Objective: Find the source of the murders in Frostflow Lighthouse
Unlock the cellar door (Expert) using a lockpick or Mani's Cellar Key.

FROSTFLOW ABYSS

Open the gate to discover the corpse of Sudi. There are two notes nearby, and the insight into Sudi's last few days make grim reading.
Items gained:
Bloodstained Note
Scrawled Page
Habd's Lighthouse Key
At the end of this waterlogged ice passage is a giant Chaurus Reaper; this is the source of the Frostflow Lighthouse murders.
After defeating it, you can use the Key to access the roof of the lighthouse. If you take Habd's remains from the belly of the giant Chaurus and burn them in the lighthouse torch, you receive a special blessing.
Items gained:
Ability: *Sailor's Repose*
(+10% to Health restored from Restoration magic)

Frostmere Crypt: The Pale Lady

FROSTMERE CRYPT (EXTERIOR)

As you approach the entrance to this ruin, a well-armored warrior races down the stairs before wheeling to face the bandits that pursue her. Help her (or not), then speak with the agitated Eisa Blackthorn. You can:
Speak to her and try to calm her down. She explains that she used to be a member of the gang here but was run out over a misunderstanding. As she storms off, the quest begins.



Provoke, ignore, or attack her, and she fights back—hard. She's every bit as tough as her attitude. Cut her down and take her journal from her body, hinting at the strange occurrences inside the crypt. This also starts the quest.

Items gained:

Eisa's Journal

Objective: (Optional) Learn more about the theft in Frostmere Crypt

Objective: Find the stolen sword

Note

Does Eisa's name sound familiar? If you've been to Cidhna Mine in Markarth, you might have heard her name mentioned. Eisa also figures in Hajvarr's journal in White River Watch. Skyrim's bandits really get around.

Caution

If you kill Eisa and enter the crypt without reading her journal, the quest will never show up in your quest list. While everything still plays out as described below, because you didn't get the quest, completing it won't count toward the Sideways Achievement/Trophy.

Whispers in the Ruins

If you're sneaking (or just proceeding carefully), there's a good chance you'll hear some chatter from the bandits prior to engaging or avoiding them:

Just inside the crypt entrance, two bandits question why Eisa and Ra'jiir would have stolen the sword.

As you enter the central chamber, two bandits discuss Kyr's orders to seal up the mine until he gets back.

In the dining hall, two bandits mention that Kyr has gone down to the tunnels, and something there has been "eerie" lately.

When you activate the lever and return to the dining hall, bandits (having run up from the tunnels) are shocked at the carnage.

As you enter the mine tunnels, two bandits discuss their concerns. Kyr has been gone for too long....

FROSTMERE CRYPT (INTERIOR)

After cutting down the bandits in the first room, take the scrap of paper (it appears a couple of times), confirming that the hunt for Ra'jiir and Eisa is on. As you step out onto the upper walkway in the main chamber, you can hear some bandits talking down below, and the quest updates.

Objective: Follow Kyr and Ra'jiir into the tunnels

Target: Ra'jiir, in the Frostmere Depths

Follow the path around, but before descending into the dining hall, check the two bedrooms on the upper level. Kyr's Log is on a side table in his bedroom. If you allowed Eisa to leave quietly before, you find her journal in the other bedroom. Once you've read both, the optional objective is complete.

Continue deeper into the ruin and down through the tunnels to reach Frostmere Depths.

Items gained:

Kyr's Bounty (2)

Kyr's Log

FROSTMERE DEPTHS

You emerge in a mist-shrouded subterranean forest, not far from the crumpled form of the bandit leader, Kyr. Hear his final words. When he dies, a strange glowing light manifests near his body and silently drifts down the path ahead of you.

Follow the light deeper into the woods, and watch as a lone figure—Ra'jiir—emerges from the fog and races for the altar in the center of the grove. Just before he reaches it, a fearsome ethereal form erupts in front of him and cuts him down. The Pale Lady then turns to thwart another tomb defiler: You!

Objective: Banish the Pale Lady

The Pale Lady is a powerful Wispmother, but if you have the strength, you can defeat her. Take out her wisps to reduce the bonuses they give her, then move in for the kill. The wide expanse around the tomb allows you to attack from a distance and hide between bouts of combat should you need to. If you're extremely quick, you can kill Ra'jiir, too.

Or, you can pick up the Pale Blade (the sword Ra'jiir carries and drops when he dies), approach the altar, and set the blade into the sword stand. This restores the seal on the Pale Lady's tomb, banishing her and her wisps in a blast of energy.

If you banish the Pale Lady by placing her blade atop the altar, you can take it again, breaking the seal and causing her to attack once more. You can repeat this until you decide to kill the Pale Lady, to flee, or to make the Pale Lady disappear again.

After dealing with the Pale Lady, approach the ruins to the north, where a Word Wall waits. Absorb the Word of Power, then take the exit here back to the crypts above.

Items gained:

The Pale Blade

Word of Power: Ice Form

Note

The Pale Blade is a good weapon to use, with leveled Frost and Fear enchantments. If you're curious about the Pale Lady's nature, find the book called Lost Legends, which tells her story in passing, both as a children's fable and as the truth (which Ra'jiir finally realized too late during this exploration).

21.7 Highgate Ruins & Hillgrunds Tomb

HIGH GATE RUINS (INTERIOR)

Enter these old Draugr catacombs and meet up with a wizard named Anska. Speak with her, and she's quick to ask for help. This plucky adventurer and powerful fire mage has already begun advancing toward Vokun's Throne Room, where she believes she will find a scroll tying her family's history to that of the hero of yore, Ysgramor. Your reward for helping her? Any loot you wish, aside from the scroll. Agree, and the quest begins. Battle through more powerful Draugr, past a gate trap, and to a Nordic puzzle chamber.



Objective: Help Anska Retrieve Her Scroll

Puzzle Solution: Look up and to the south. Note the sequence of Hawk, Whale, Fox, Snake. The northern ceiling has the same sequence, but the third carving has fallen to the ground. Now match up the pedestals (which also contain a specific animal carving), and activate the lever of the Hawk, Whale, Fox, and Snake pedestals to match the ceiling order. There are two Hawk pedestals; it doesn't matter which one you activate first. If you're successful, the grating swings open. Descend the spiral stairs, and enter door to High Gate Ruins Catacombs.

HIGH GATE RUINS CATACOMBS

There are more traps (and Draugr) as you progress, so beware of floor triggers. Head through the altar room, down the long hall to a second altar room, where three levers must be activated:

Puzzle Solution: Pull the lever in the center of the room. The next is in the right alcove, fight the Draugr guarding it, activate the lever, and face a second foe in the left alcove before activating the alcove lever behind it. This opens the portcullis allowing you into Vokun's Throne Room.

Step into the Throne Room, which seems to be honoring an ancient serpent god, and wait for the lich to appear. Be sure Anska survives this confrontation, and use the chamber's columns to hide from the fiend's more deadly attacks. Defeat Vokun, and then enter the chamber behind the throne room; this is a ceremonial altar chamber where the chanting reaches a crescendo, and you receive a Word of Power! Be sure you learn that and take the Sealed Scroll.

Items gained:

Vokun

Word of Power: Storm Call

Sealed Scroll

Objective: *Return the Scroll to Anska*

Tip

Removing Vokun's mask is imperative if you're also trying to finish Side Quest: Masks of the Dragon Priests*.

HIGH GATE RUINS (INTERIOR)

Exit the chamber via the north door at the end of the narrow corridor. Locate Anska, handing over the Scroll (which is otherwise useless to you and can't be sold). Anska is most grateful and gives you a gift.

Items gained:

Spell Tome: Flaming Familiar

Hillgrund's Tomb: Ancestral Worship

HILLGRUND'S TOMB (EXTERIOR)



Strike up a conversation at the entrance, and Golldir explains that he is worried for his aunt, who ventured into their family crypt to stop a necromancer. Agree to help Golldir rid the crypt of Vals Veran.
Objective: Defeat Vals Veran
Objective: (Optional) Protect Golldir

HILLGRUND'S TOMB (INTERIOR)

Dispatch Draugr while keeping an eye on Golldir and stepping in if the undead are threatening to him. Descend to a connecting hallway, where Golldir's worst fears are confirmed; his aunt Agna lies in a pool of fresh blood. The nearby door is barred from the other side, so continue west, to a cave-in and through a Draugr-infested tomb corridor. The tomb opens into a deeper and much larger mausoleum where the dead rise again.
Puzzle Solution: When the coast is clear, pull the chain next to the bear carving, and an exit door opens. The double iron doors lead to the main crypt and an audience with the warlock Vals Veran.
Your tasks are twofold: killing Vals Veran and keeping Golldir alive (although this isn't necessary for quest completion). Strike at Vals Veran as often as you can, before backing off and dealing with the Draugr that have been summoned. The Draugr that close in on Golldir, or if Vals Veran focuses his attacks on the Nord, are your primary concerns. Continue the combat until both Draugr and Veran crumple to the ground.



Search Veran's corpse for a Crypt Key. A Chest Key is on Golldir, along with two missives; read them to gain a better understanding of the threats Vals Veran was imposing. The quest concludes after the battle.
Use the Crypt Key to open the iron door (Hard) atop the ceremonial stairs; this offers a quick exit. Golldir's chest in the antechamber beyond can be unlocked using the Chest Key. Assuming Golldir is alive, and you didn't start ransacking his family tomb, he is happy to become a Follower.
Items gained:
Hillgrund's Tomb Crypt Key
Hillgrund's Tomb Chest Key
Letter to Golldir
Note from Agna
Leveled gold reward
Follower: Golldir

Note

Golldir is annoyed if you start stealing loot and opening chests, but not to the extent that this quest fails.

21.8 Mistwatch & Moss Mother Cavern

MISTWATCH NORTH TOWER



Before the first wooden door, Christer calls to you, explaining that he believes his wife, Fjola, is being held in the tower somewhere. He gives you the key to Mistwatch and hopes you'll rescue her. Or, you can kill him and take the key, which opens the (otherwise sealed) wooden door.

Items gained:

Mistwatch Key

Miscellaneous Objective: Search Mistwatch for Fjola

MISTWATCH EAST TOWER

After battling bandits to the exterior lower balcony, up through the West Tower, out to the higher balcony, and finally to the top of the East Tower, you encounter the bandit leader herself. If you don't automatically attack her, you mention Fjola's name, and she reveals she's Fjola, leaving her husband and the boring life back at the farm for a career in banditry. She wants him to leave and pretend that she's dead; she hands you her wedding band to try and convince him to leave.

Items gained:

Fjola's Wedding Band

Miscellaneous Objective: Return to Christer

MISTWATCH NORTH TOWER (RETURN)

Head back down to Christer and show him the wedding band. He now believes she's alive but not here, and leaves after giving you a small reward.

Items gained:

Leveled gold reward

Miscellaneous Objective: *Report back to Fjola*

MISTWATCH EAST TOWER (RETURN)

Back at the top of Mistwatch, tell Fjola that Christer won't bother her again, and she tells you she's in your debt and will repay it someday. For the moment, though, this quest is over.

Moss Mother Cavern: Hunter and Hunted*

Note

In order to receive rumors regarding the disappearance of Valdr's hunting party, you must be Level 16. If you aren't, you won't receive any information in Falkreath and must stumble upon the entrance to Moss Mother Cavern to begin this quest. Beware: The beasts may be too tough for you to overcome at lower levels!

DEAD MAN'S DRINK (FALKREATH)



Stop by Dead Man's Drink and strike up a conversation inside. Among the other scuttlebutt, the innkeeper (Valga Vincia, or Narri) mentions that a hunting party has recently gone missing. It was led by a man named Valdr.

Objective: Locate Valdr's Hunting Party

MOSS MOTHER CAVERN (EXTERIOR)

You hear several increasingly feeble shouts as you trudge down the path toward Moss Mother Cavern. Valdr waits on a log, bleeding heavily. You can:

Hand him one or more healing potions; any standard healing potion will do.

Cast a healing spell on him.

Cast a healing spell with an area of effect, and catch Valdr in the area.

Or leave him to his fate. If you enter the cavern without healing him, Valdr dies, and you miss this quest entirely.

Objective: Heal Valdr's Injuries

After you treat his injuries, Valdr explains his dilemma: The bodies of his friends are still inside the cave, being torn apart by beasts. You can offer to help him clear out the cavern, or tell him to stay outside while you head in alone. Valdr is a capable archer (especially if fully healed), but he can be killed, which causes you to fail the quest. The choice is yours. If you find the enemies inside too difficult, you can always leave and come back later. Valdr will remain at the entrance and wait for you indefinitely.

Objective: Return to Valdr

MOSS MOTHER CAVERN (INTERIOR)

Enter this sun-dappled grotto, and you'll spot a fresh kill. Ari lies in a splatter of blood. There's little time to search her; expect a bear attack followed by a Spriggan. Try to edge into the cavern slowly so you aren't swarmed by too many enemies. Farther inside, you find the corpse of Niels, along with two additional Spriggans who emerge from the trees around you.

With all the enemies dispatched, speak with Valdr or return to him outside. He hands over a dagger Ari gave him when he first joined their hunting party.

Items gained:

Valdr's Lucky Dagger

If you come back later, two small cairns have been set close to the cavern entrance: the graves of Ari and Niels. Valdr returns to the Dead Man's Drink in Falkreath, where he's always happy to see you again.

21.9 Nchuand-Zel & Nilheim

Nchuand-Zel: The Lost Expedition

UNDERSTONE KEEP

Meet Calcelmo at the entrance to the excavation site, and tell him you wish to see Nchuand-Zel. In order to proceed, he asks you to defeat Nimhe, the "poisoned one," a giant Frostbite Spider. You receive the key to the dig site. Or, you can simply ignore Calcelmo and his spider problem (which isn't part of this quest), and unlock the giant bronze door to the Nchuand-Zel Excavation Site **(Adept).**



Items gained:
Key to Nchuand-Zel
Miscellaneous Objective: Kill Nimhe inside Nchuand-Zel

NCHUAND-ZEL EXCAVATION SITE

Head through the connecting chambers, down the pit chamber, through the cobwebbed spider chambers, to an excavation entrance room where Nimhe attacks. Fight her or flee. Defeating her completes the Miscellaneous Objective.
Miscellaneous Objective: Tell Calcelmo that Nimhe is dead
On the platform slightly above Nimhe's intrusion point is a dead Imperial named Alethius. Check his corpse for some notes, which officially starts this quest. Read the note: It mentions chaperoning some researchers into these vast dwarven catacombs. Cut through the cobwebs, heading south into Nchuand-Zel.
Items gained:
Alethius's Notes
Objective: Recover Stromm's journal
Nchuand-Zel
This is a giant open cavern with numerous towers and sloping paths linking them. Fight through the Falmer and down to the door leading to Nchuand-Zel Quarters.

NCHUAND-ZEL QUARTERS

Stromm's body is located near a small tree and fire runes on the floor. Avoid them, but inspect the corpse, and read the journal as the objectives update. There is more research to find.
Items gained:
Stromm's Diary
Objective: *Recover Erj's journal*
Objective: *Recover Krag's journal*
Objective: *Recover Staubs's journal*

NCHUAND-ZEL ARMORY

Return to the main cavern, and descend to the bottom of the chamber. Wade over to the door and enter Nchuand-Zel Armory. Battle Falmer to the chamber with the two guardian Dwarven Spheres. Erj's corpse lies between them. Retrieve his journal.
Erj's Notes



NCHUAND-ZEL

The other exit in the Armory leads you back into the main cavern, onto a previously inaccessible platform, where a Dwarven Centurion waits motionless, close to the body of Krag. Take his journal. Head up the slope into Nchuand-Zel Control.

Items gained:

Krag's Journal

NCHUAND-ZEL CONTROL

Staubin lies dead in a connecting corridor inside the Control district. Take his book; your search for the Lost Expedition is almost over.

Items gained:

Staubin's Diary

Objective: Reactivate Nchuand-Zel's automated defenses

To switch the defenses on (which activates all the Dwarven Spiders, Spheres, and Centurions, who then clear the districts of Falmer), head into the control room with the grinding cogs and pistons, and pull the lever.

Objective: Find someone who knows about the expedition

UNDERSTONE KEEP

Exit the Nchuaud-Zel Control area and move back into the main cavern and up the earthen ledge, dropping down to the upper walkway. Flee north back into the excavation site, passing Nimhe and winding your way to Understone Keep. Speak to Calcelmo. Tell him you killed Nimhe (if this occurred), and then ask if he's researching the Dwemer. Calcelmo pays a good amount of coin for each research book you return. Don't forget to keep on asking him about researching the Dwemer to off-load all the books.

Items gained:

Dwemer Museum Key

300 gold pieces (x4)

Nilheim: The Nilheim Scam*



NILHEIM EXTERIOR

Meet a wounded hunter named Telrav on the path just east of the bridge spanning the waterfall. He wants you to guide him safely to his camp in the nearby ruins of Nilheim, and you'll be rewarded.

Miscellaneous Objective: Escort Telrav to his camp

Cross the bridge, following Telrav up and into the camp, where he tells you to wait, draws his bow, and assaults you along with four of his bandit mates. It's a trap!

Miscellaneous Objective: Kill Telrav

Quickly quell this ambush, and slay Telrav and the other riffraff. Optionally, you can sneak into Nilheim and defeat all the bandits first, or slay Telrav when you meet him.

21.10 Ragnvald & Rebel's Cairn

Ragnvald Temple

Battle Draugr and inspect a strange sarcophagus, which has two round divots into which to insert some kind of ceremonial key. Atop the stairs are spears barring your way.



RAGNVALD CRYPTS

Fight more Draugr to reach a ceremonial crypt. Take Saerek's Skull Key from its pedestal to continue. Guardian Saerek is roused from slumber when you do; defeat him before returning to the Temple area.

Items gained:

Saerek's Skull Key

RAGNVALD CANAL

Defeat more Draugr to reach a second ceremonial crypt. Remove Torsten's Skull Key from its pedestal to continue. Guardian Torsten is wakened from his rest and attacks you; defeat him before heading back to the Temple.

Items gained:

Torsten's Skull Key

RAGNVALD TEMPLE (RETURN)

Once you are back at the sarcophagus, place each skull into the divot slot and prepare for battle. You've just released Otar the Mad, the dreaded Dragon Priest the Guardians laid to rest long ago. This is part of the Side Quest: Masks of the Dragon Priests*. Once you are able, run up through the retracting spears atop the steps and into the ceremonial chamber with a Word Wall at the far end. Learn this Word of Power before you leave.

Items gained:

Otar

Word of Power: *Kyne's Peace*

Miscellaneous Objective: Unlock the Sarcophagus in Ragnvald

Rebel's Cairn: The Legend of Red Eagle*

REBEL'S CAIRN (INTERIOR)



Pedestal Cavern: Just inside the main cavern, locate the dead adventurer and pry the book from his hand. It tells the tale of Faolan Red Eagle, an ancient hero of the Reach. Read it to begin the following objective. The weapon slot in the pedestal will not accept any of your blades (unless you have Red Eagle's Fury already).

The Legend of Red Eagle

Miscellaneous Objective: Find Red Eagle's sword

Tip

This quest can also be started by finding a copy of The Legend of Red Eagle elsewhere in Skyrim. This book appears in any number of locations, such as Farengar's study in Dragonsreach. Or, you can start the quest by clearing Red Eagle Redoubt first, claiming Red Eagle's Fury from the high-level enemy and reading the book (Red Eagle's Rite) on the altar nearby.

RED EAGLE REDOUBT (EXTERIOR)

Follow the riverside trail up into the hills to reach your first objective, a cave entrance leading into Red Eagle Ascent. Head through the cave and back out into the exterior, then climb the stairs heading north, slaying Forsworn as you go. Continue up into the cliffside Forsworn Camp, looking for a Forsworn Briarheart on the stone altar plateau at the top, close to the entrance to the Sundered Towers. The Briarheart carries a key to the tower nearby and the sword you seek, Red Eagle's Fury.

Items gained:

Red Eagle's Fury

Red Eagle Tower Key

Miscellaneous Objective: Unlock the secret of Red Eagle's Tomb

After defeating the boss, you can explore the Sundered Towers, scavenging for items and taking in the awesome view from atop the towers.

REBEL'S CAIRN

Pedestal Cavern: Return to Rebel's Cairn and insert Red Eagle's Fury into the weapon slot on the pedestal. A wall section slides away in front (east) of you.

Red Eagle's Tomb: Continue down the passage and enter the Red Eagle's secret crypt. As Red Eagle emerges from his sarcophagus, several skeletons rise around him. Cut them down and ransack the tomb for its treasures.

Pedestal Cavern: As you leave, you'll notice that the sword you placed in the weapon slot now glows with a brilliant light. Draw it forth, and claim the more powerful Red Eagle's Bane!

Items gained:

Red Eagle's Bane

21.11 Shroud Heath hollow & Sleeping Tree Camp

Shroud Hearth Barrow: Wilhelm's Specter*

IVARSTEAD (VILEMYR INN)



Visit the Vilemyr Inn and speak to Wilhelm, who believes a ghost haunts Shroud Hearth Barrow, the ruin atop the hill. Offer to look into it for him.

Miscellaneous Objective: Investigate Shroud Hearth Barrow

SHROUD HEARTH BARROW (INTERIOR)

Head down the spiral steps to find a closed portcullis, where a specter urges you to leave. After he delivers his ghostly warning, move into the next room, which has four levers.

Puzzle Solution: Three of the four levers move one or more of the portcullises (there are three ahead of you in the junction). The fourth, on the far right, launches darts at you, so always ignore it. To open the two portcullises ahead (southwest) of you, make sure levers 1 and 3 are up and 2 and 4 are down.

As you head deeper into the ruins, the ghost you saw earlier attacks! Kill him...and notice that his body suddenly looks a lot more substantial. The "ghost" of the barrows turns out to be treasure hunter Wyndelius Gatharian, who Wilhelm may have mentioned. The journal on the table explains everything: Wyndelius has been using a unique potion, the Philter of the Phantom, to impersonate a ghost and keep the townsfolk at bay while he searched for a way into the ruins, but the potion seems to have driven him a bit mad. Take the journal, then return to Wilhelm at the Vilemyr Inn.

Items gained:

Wyndelius's Journal

Philter of the Phantom (2)

Miscellaneous Objective: Bring Wyndelius's Journal to Wilhelm

Note

The Philter of the Phantom is a unique item that briefly makes you look like a ghost! While fun, it doesn't have any functional effects.

Puzzle Solution: At the four levers, you'll notice the portcullis back to the surface is stopping your progress. Place all four levers in the down position to raise the portcullis, allowing you to exit.

IVARSTEAD (VILEMYR INN)

Show Wyndelius's Journal to Wilhelm at the Vilemyr Inn to receive the Sapphire Dragon Claw you need to explore the interior of the barrows.

Items gained:

Sapphire Dragon Claw

SHROUD HEARTH BARROW (INTERIOR)

Retrace your steps, opening the portcullises as before, then head southwest to a Nordic Puzzle Door.

Puzzle Solution: The door consists of three large, rotating rings. Each ring has three animals symbols plated into it. The puzzle solution is actually on the palm of the Sapphire Dragon Claw; rotate it in your inventory to see the three circular petroglyph carvings on the Claw's palm. Move the rings so the Moth, Owl, and Wolf appear on the outer, middle, and inner rings, respectively. Then insert the Sapphire Dragon Claw into the keyhole.

In the next chamber, the portcullises slam shut on you as the Draugr begin climbing out of their sarcophagi. Fight them if you wish, but use the lever in the northeast alcove to open the portcullises, allowing you to continue.

After defeating the skeletons in the pool of oil and the trap-filled crypt, you'll enter another crypt where the doors shut and lock on you. Slay the last Draugr in front of the locked iron door to claim the key to the door, or just unlock it yourself (Expert). Then head into a canal area, with another puzzle to solve.

Items gained:

Shroud Hearth Barrow Key

Puzzle Solution: To lower the bridge over the canal, open the double wooden doors. Step into the inner chamber and stand on the pressure plate. Four stone walls begin to turn, eventually revealing a carving in each alcove. Note the carvings, and turn the pillars outside to match that sequence. Or simply ignore this and twist the pillars so that the following are shown from left to right: Whale, Hawk, Snake, Whale.

SHROUD HEARTH DEPTHS (INTERIOR)



Inside the stepped tomb chamber, skeletons and Draugr emerge from their coffins to face you. As you cut them down, more emerge, until the final high-level Draugr clambers out of the tomb at the top of the structure.
Kill him, lowering the bridge and a stone door on the other side. Beyond is a large treasure chest and a Word Wall. Then exit via the iron door to the northwest.
Items gained:
Word of Power: *Kyne's Peace*

Sleeping Tree Camp: The Secret at the Sleeping Tree*

Begin this quest in two different ways:
By listening to a rumor from any of the barkeeps dotted around Skyrim.
Or by stumbling upon Sleeping Tree Camp, located west of Whiterun, in the Tundra plains.
Beware of lumbering mammoths and their giant shepherds. Give them a wide berth and they won't attack, or slay them if you wish. Your main concern here is the strange tree growing in a pond of eerie purple water. If you approach it and activate the spigot, you can drain a single potion of Sleeping Tree Sap. You aren't able to siphon off another bottle for another few days. A bottle isn't needed to accomplish this.

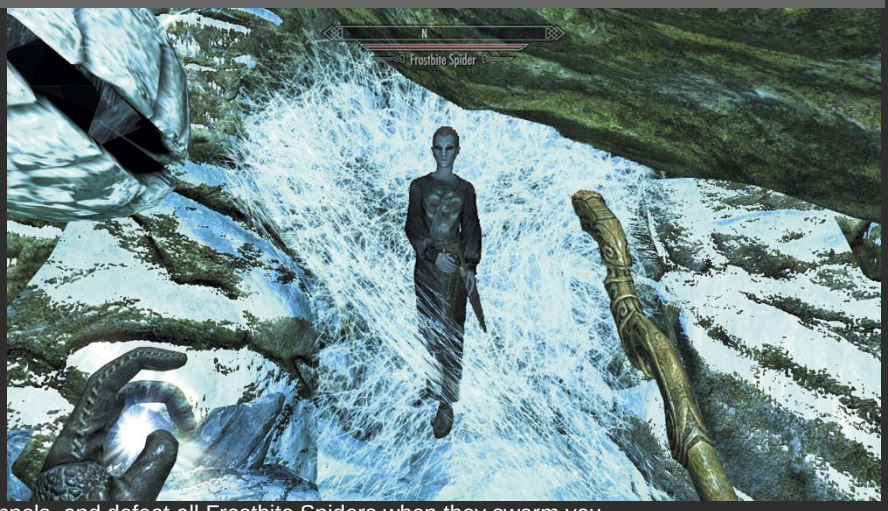


The small cave below the mammoth skull adjacent to the pond is another place to investigate, but watch for an irate giant inside. Locate the body of a dead Orc named Ulag. Among his possessions is another bottle of Sap and a note; take both and read Ysolda's Message. The message instructs the now-deceased Ulag to bring any Sleeping Tree Sap to a woman named Ysolda, at her stall in Whiterun. Before you leave, quickly open the treasure chest in the cave; there's usually some gold and a couple of bottles of Sleeping Tree Sap to gather. Don't leave camp without them!
Items gained:
Sleeping Tree Sap
Ysolda's Message
Objective: Speak to Ysolda about Sleeping Tree Sap
Ysolda is usually inside or near her house in the southern part of Whiterun's walled city or is walking to a stall. Speak with her, tell her you've some Sap to sell, and trade as many bottles as you wish. You can return to Sleeping Tree Camp and siphon off another batch of Sap, but don't expect the tree to regenerate sap immediately: This can take anywhere from three days to a month.
Items gained:
150 gold pieces (per Sap bottle)
Sleeping Tree Sap is a powerful narcotic that fortifies a user's health by 100 for 45 seconds. However, it also blurs vision and slows down the recipient by 25 percent, so use it with caution! Such Sap is also available to purchase from certain Khajiit caravaneers on the roads of Skyrim. If you need another Sap fix, return to Sleeping Tree Camp in a month or so.

21.12 Southfringe Sanctum, Treva's Watch, & Valthume

Southfringe Sanctum

Entrance Cavern: Defeat the Spellsword at the entrance, and kill any other foes (except for Pumpkin the fox, in the small cage) as you head up the interior cavern slope.



Spider Cave: Continue through interlocking tunnels, and defeat all Frostbite Spiders when they swarm you.
Spider Warren: Selveni Nethri is tied up in spiderwebs in the center of the Sanctum. Hack or burn the web away. She explains that Bashnag's coven chased her out and left her for dead down here. Tell her to wait while you clear out the rest of the cave.
Miscellaneous Objective: Help Selveni Nethri escape the cave
Bashnag's Coven: Kill anything you meet between Nethri and a confrontation with the Warlock Bashnag. Then explore the rest of the Sanctum and leave no enemy alive. Feel free to loot the place.
Spider Warren: Return to Selveni Nethri, tell her it is safe to exit, and follow her to the entrance cavern and out into Skyrim.

Treva's Watch: Infiltration

TREVA'S WATCH EXTERIOR



Exterior Road: Meet Stalleo and his bodyguards camped out to the east of the fortification, close to the bridge. He has been forced out of his home by men loyal to Brurid, one of his rivals. Agree to help him, and begin this quest.
Objective: Use the back door to gain access to Treva's Watch

TREVA'S WATCH

Entrance: You meet bandits on this sloped tunnel. Burn them all by firing an arrow at the oil lamp above them, or attack normally. Now work your way through this structure, slaying bandits along the way. A pile of corpses in the barrel room indicates where forces loyal to Stalleo have been slaughtered. There is a bandit chief to slay, but killing and exploring are optional.
Exterior Courtyard: Move to the ground-level exit to the east, open it, and pull the lever in the small wooden lean-to just outside the door. This opens the previously impenetrable main gates, retracting the spears blocking Stalleo and his men.
Objective: Meet up with Stalleo in the courtyard
Continue the fight in the courtyard (pulling the lever before or after you defeat the remaining bandits) and meet up with Stalleo when the coast is clear. He asks if you've seen his family (you haven't) and rewards you for your help.
Items gained:
Spell Tome: *Detect Life*

Valthume: Evil in Waiting

VALTHUME VESTIBULE (INTERIOR)



When you first enter this evil-stained place, a ghost named Valdar approaches. It explains that you stand in the tomb of Hevnoraak, and he may have returned. Valdar has been barely containing his power and hopes you'll explore the tomb and find three vessels that hold the power to vanquish Hevnoraak. Agree to this mission as Valdar sits back down on the throne where he died.
Objective: Collect the Vessels (3)
Expect numerous traps and attacks by Draugr and Frostbite Spiders as you search the interlocking chambers of this crypt. The specter of Hevnoraak intermittently appears and drifts off; you cannot affect this ethereal being, but its significance means you're making progress.

VALTHUME

The first Vessel is inside the coffin of a high-level Draugr, in a dead-end chamber to the east, with open (but inaccessible) wind tunnels up to the surface.
Items gained:

Opaque Vessel

VALTHUME CATACOMBS

The second Vessel is through the portcullis (check the wall alcove to the right for the pull chain) in the northwest corner of the vertical Draugr crypt, toward the center of this section of Valthume.
Items gained:

Opaque Vessel

VALTHUME VESTIBULE



Continue to fight your way through more Draugr and Frostbite Spiders. Your way is temporarily blocked by a Nordic Puzzle Door.
Items gained:
Iron Claw
Puzzle Solution: The door consists of three rings that rotate when you activate them. Each of the them have three animals plated into the structure. The central keyhole is unlocked using the Iron Claw; this puzzle is inaccessible without it, as the puzzle solution is on the palm of the Iron Claw. Rotate it in your inventory to see the three circular petroglyph carvings on the Claw's palm. Move the rings so the Dragon, Hawk, and Wolf appear on the outer, middle, and inner rings, respectively. Then insert the Iron Claw into the keyhole. Just beyond the door is a battle with Draugr guarding a pedestal with the last Vessel on it. Don't forget to approach the Word Wall to the west, and absorb a Word of Power.
Items gained:
Opaque Vessel
Word of Power: *Aura Whisper*
Objective: Perform the ritual with Valdar

VALTHUME

Back in the throne room close to the entrance, Valdar informs you that the vessels contain the Dragon Priest's blood. Emptying them into the nearby sconce is likely to remove any chance Havnoraak has of regaining his former powers. Oblige Valdar by pouring out the three vessels and then sit on the throne.
Objective: Defeat Hevnoraak

Slay this Dragon Priest, concentrating on cutting him down, rather than the Storm Thralls he summons. The quest concludes once this battle ends and Valdar has spoken to you, urging you to take the iron mask. This is part of Side Quest: Masks of the Dragon Priests*.

Items gained:

Hevnoraak

21.13 Volunruud & Yngol Barrow

Volunruud: Silenced Tongues

VOLUNRUUD (INTERIOR)



Objective: Locate the Ceremonial Weapons
Enter the barrow. Beware of skeletons. Choose either path at the junction and search the entire area for a crypt containing an Archaic Nord Helmet sitting in a skull. The adjacent chamber has a Ceremonial Sword to take from the coffin. Watch for a Draugr ambush afterward.
Items gained:
Ceremonial Sword
The path to the northwest leads to a tomb and a path leading down into a lower throne room with multiple floor traps and a Ceremonial Axe above the throne. Remove that from its wall coupling.
Items gained:
Ceremonial Axe
Objective: Open the Elder's Cairn
Backtrack to the hub chamber and head north, to the Elder's Cairn door. Place both ceremonial weapons into their slots, and the door grinds open.
Objective: Defeat Kvenel
Head to the Elder's Cairn of Kvenel the Tongue, where the powerful Nord warrior's spirit still haunts. The ghost brandishes two very real versions of the ceremonial weapons you found earlier. Defeat the foe, watching out for his Shouts and Frost Thralls. Then search the corpse for the weapons themselves. Before leaving, check the upper steps that lead to a Word Wall.
Items gained:
Eduj
Okin
Word of Power: *Aura Whisper*

Note

One of Kvenel the Tongue's weapons may be lost to the ether when he dies, so don't expect to obtain both of them. The type of weapon is also randomly determined.

Yngol Barrow: Ashore in a Sea of Ghosts*

WINTERHOLD



Quest Start 1: Visit Birna's House in the Hold City of Winterhold first, and speak to her. She's done a bad deal on a trinket she wants rid of. Pay her 50 gold pieces. She tells you to come back if you find anything of interest inside Yngol Barrow, where this is supposed to be placed.

Items gained:
Coral Dragon Claw
Quest Start 2: Or simply enter Yngol Barrow and locate the Coral Dragon Claw during your exploration. You never need speak to Birna (she won't have knowledge of the Claw if you find it this way).

YNGOL BARROW (EXTERIOR)

To further your knowledge of the tale of Yngol, read the book on the small shrine in front of the Barrow entrance.

YNGOL AND THE SEA-GHOSTS
YNGOL BARROW (INTERIOR)

This tomb is suspiciously quiet. You are joined by an ever-increasing number of strange little spirit balls that bounce and seem to act with an otherworldly intelligence. Continue until you reach the portcullis chamber with the lever in front of it. Don't trigger the dart trap by moving the lever yet! Instead, search the dead scholar, removing his book and reading it.
Items gained:
Notes on Yngol Barrow
Puzzle Solution: The book is the key here, as it refers to transcription of carvings in this room:
"Man in his throne, so should he be": This refers to the throne and skeleton to your right.
"Whale in the sea, so should he be": This refers to the pillar to the right of the throne, which is being splashed by water. Change it so the Whale is shown.
"Eagle in Sun's Sky, so should he be": This refers to the pillar bathed in light, left of you. Change it so the Hawk is shown.
"Snake in the weed, so should he be": This refers to the grass-covered pillar. Change that so the Snake is shown.
Now pull the lever. Enter the next chamber, where you'll find the Coral Dragon's Claw on a dais if you haven't received it at the start of this quest.
Items gained:
Coral Dragon Claw
Continue deeper into the barrow until you reach a Nordic Puzzle Door.
Puzzle Solution: The door consists of three rings that rotate. Each of the them has three animals plated into the structure. The puzzle solution is on the palm of the Coral Dragon Claw; rotate it in your inventory to see the three circular petroglyph carvings on the Claw's palm. Move the rings so the Snake, Wolf, and Moth appear on the outer, middle, and inner rings, respectively. Then insert the Coral Dragon Claw into the keyhole.
Head into the resting place of Yngol. The spirit balls of energy congeal and form into Yngol's Shade, which must be fought. Then take Yngol's Helm from the skeletal remains of the warrior, and any other treasure you wish to ransack. Exit via the spiral steps to the southeast.
Items gained:
Yngol's Helm

21.14 Dungeon Activities

Dungeon Activities



Are you embarking on an exploration of a particularly strange or frightening cairn, barrow, fortification, or hole in the ground? Then consult the following chart, which lists every notable occurrence within a dungeon of Skyrim!

Location	Hold	Associated Quest (and Possible Prerequisite)	Description	Reward
Alftand	Winterhold	None (Daedric Quest: Discerning the Transmundane leads here but doesn't have to be active.)	You are sent here on your way to obtain an Elder Scroll. This is one connection to Blackreach. At the end of the exploration, you can obtain a Targe (shield) from Umana, a bandit explorer, in Alftand Cathedral.	Targe of the Blooded
Anise's Cabin	Falkreath	None	A kindly old woman lives at this cabin in the woods, close to Riverwood. But enter her cellar, and you learn she's actually a witch. She attacks when you emerge.	Scavenged items
Bard's Leap Summit	The Reach	None	Jumping off the overlook into the water below awakens a ghost named Azzadal. Beware of Forsworn and Hagravens, and converse with the spirit.	+2 Speech
Blackreach	Blackreach (Other Realms)	Main Quest: Elder Knowledge or Daedric Quest: Discerning the Transmundane must be active to enter Blackreach	Launch any Dragon Shout at the central hanging "Sun" above the Debate Hall in the center of Blackreach, to summon a Dragon to fight.	Dragon Soul
Bloated Man's Grotto	Falkreath	Before Daedric Quest: Ill Met by Moonlight	The Shrine to Talos at the back of the grotto was once an old Blades hideout. Find the note from a fallen Blade and the sword he left behind.	Bolar's Writ, Bolar's Oathblade
Brinewater Grotto	Haafingar	None (Thieves Guild Quest: Scoundrel's Folly occurs here but doesn't have to be active)	This hidden bandit camp and Horker grotto can be reached through the Solitude East Empire Warehouse. Only the grotto section is available if you enter from the unmarked cave near Solitude Lighthouse.	Scavenged items
Bronze Water Cave	The Pale	Thieves Guild Quest: Blindsighted is active	Normally, this strange cave with dwarven pipe-work is a dead end. However, it is a secret exit from Irkngthand at the zenith of this quest.	None
Chillwind Depths	Hjaalmarch	None	Nearby Secondary Locations paint a grim picture. To the northeast is an attacked Caravan cart. At the base of the path leading to the cave lies an abandoned camp, once used by some adventurers who came to investigate. The adventurers themselves are found dead inside. Near the end of this Falmer and Frostbite Spider maze, a note on one of the prisoners tells what happened to those who were captured.	Merchant's Journal, Adventurer's Journal, Torn Note
Clearpine Pond	Haafingar	None	Tread lightly: If you disturb the island (attacking the animals, harvesting the plants, or examining the dead alchemist), Spriggans emerge to attack.	Scavenged items
Cronvangr Hall	Eastmarch	None	Before a fearful journey down into a chasm, fighting Frostbite Spiders, check the north wall of the entrance cavern to press a wall button, open a secret door, and venture into a vampire abode, the "Hall" itself, where few dare enter!	Scavenged items
Crystaldrift Cave	The Rift	None	You can obtain Gadnor's Staff of Charming (which actually casts Fury) from his corpse, inside this animal den.	Gadnor's Staff of Charming
Dead Men's Respite	Hjaalmarch	None (Bard's Quest: Tending the Flames occurs here but doesn't have to be active)	This is the tomb of King Olaf One-Eye. The bard Yrsarald was also entombed here; his ghost leads you through the dungeon and takes vengeance on Olaf during the final battle.	King Olaf's Verse (see quest for details)
Druadach Redoubt	The Reach	None	You can find a map here that reveals the locations of all Forsworn camps. Madanach heads here if he survives the prison break, during Side Quest: No One Escapes Cidhna Mine.	Scavenged items
Duskglow Crevice	The Pale	None	The Falmer that live here like to collect trinkets from the world of men. A group of bandits are down here to reclaim their stolen property; be quiet, and	Scavenged items

Location	Hold	Associated Quest (and Possible Prerequisite)	Description	Reward
			you can listen to their plotting.	
Dwemer Museum (Understone Keep, in Markarth)	The Reach	None (Thieves Guild Quest: Hard Answers occurs here but doesn't have to be active)	See the quest for notes on how to gain legitimate access to the Museum, or for tips on sneaking through this space to the laboratory beyond.	See Quest
Fallowstone Cave	The Rift	Daedric Quest: The Cursed Tribe is active	When the quest is active, another exit is available in this cave that connects to the otherwise-inaccessible Giant's Grove. You accompany Chief Yamarz here to kill an orc-eating giant and to retrieve Volendrung.	Volendrung (see quest for details)
Fellglow Keep	Whiterun	College of Winterhold Quest: Hitting the Books is active	There are a number of interactions if this quest is active, compared to normal adventuring: You can release prisoners, try out the firing range, and battle a teleporting foe known as The Caller.	A number of important books (see quest for details)
Folgunthur	Hjaalmarch	None (Side Quest: Forbidden Legend occurs here but doesn't have to be active)	Daynas Valen, a wizard investigating the Gauldur Legend (Side Quest: The Forbidden Legend) perished here along with his adventuring party. His journal and notes explain the truth behind this ancient mystery.	Gauldur Amulet Fragment, Gauldur Blackblade, Writ of Sealing (see quest for details)
Forelhost	The Rift	Dungeon Quest: Siege on the Dragon Cult	One of eight lairs where a named Dragon Priest lies. You can obtain Rahgot's Mask here. The quest is automatically active.	Rahgot's Mask
Geirmund's Hall	The Rift	Side Quest: Forbidden Legend is active	Named for Arch-Mage Geirmund, from the Gauldur Legend (Side Quest: The Forbidden Legend), who is entombed here along with one of the three brothers. Puzzle Solution (Pillars): Clockwise from the base of the steps: Hawk, Whale, Snake, Whale. Sigdis Gauldurson creates illusionary duplicates.	Gauldur Amulet Fragment, Gauldur Blackbow, Writ of Sealing (see quest for details)
Gloombound Mine	Eastmarch	None	The Ebony mine is adjacent and connected to the Orc stronghold of Narzulbur.	Ebony Ore
Hag's End	The Reach	Dark Brotherhood Quest: The Feeble Fortune*	The Hagraven here teleports after taking damage, until you eventually defeat her at the top of the ruins.	Scavenged items (see Dark Brotherhood Quest for most powerful items)
Hall of the Vigilant	The Pale	None	The base of operations for the Vigil of Stendarr. The Vigilants attack if you are in werewolf form or if they sense you are a vampire. Otherwise, the Vigilants will gladly heal you of any nonpermanent diseases upon request.	Healing
Halldir's Cairn	Falkreath	None	Halldir lures adventurers in here and compels them to sacrifice themselves on his cairn (Vidgrod, Raen, and Agrius have succumbed to him). Agrius's Journal (on the entrance room pedestal) tells the story. Puzzle Solution: Match the symbols on the stone heads in each room. Clockwise from the lever: Hawk, Snake, Whale. Halldir splits into three elemental forms in midbattle.	Halldir's Staff
Halted Stream Camp	Whiterun	None	An old iron mine, now overrun by poachers. Beware the large pit located slightly to the east, and a trap filled interior where bandits are carving up a dead mammoth.	Poacher's Axe (with bandit at grindstone)
Harmugstahl	The Reach	None	You encounter an adventurer fighting an enchanted Frostbite Spider at the entrance. Puzzle Solution (Levers): The four levers (A, B, C, D from left to right) trigger four bars (1, 2, 3, 4). Pulling a switch toggles its associated bar and the ones immediately next to them (pulling A toggles 1, 2. Pulling B toggles 2, 1, 3. Pulling C toggles 3, 2, 4. Pulling D toggles 4, 3). Simply pull levers A and D. Kornalus Frey is experimenting with these spiders. Find his key on his corpse that unlocks his bedroom (and Shrine of Julianos) and the door to the exit.	Scavenged items
Irkngthand	The Pale	Thieves Guild Quest: Blindsighted is active	You accompany Karliah and Brynjolf through this expansive dwarven structure.	Eyes of the Falmer
Kagrenzel	Eastmarch	None	If you find yourself falling, stay in the middle of the chasm you're falling through; you're more likely to survive. This connects to Stony Creek Cave (but only from this location).	None
Katariah	Haafingar	Dark Brotherhood Quest: Hail Sithis! is active	The Emperor's ship only appears when the quest begins. Listen to conversations among the crew if you're sneaking. If you wish to avoid the top deck, pick the middeck door or take the key from the captain.	See Quest
Knifepoint Ridge Interior	Falkreath	Daedric Quest: Boethiah's Calling is active	When this quest is active, you can enter a previously inaccessible inner chamber of the mine, where you can face and defeat the previous Champion of Boethiah.	Ebony Mail and Ebony Equipment
Liar's Retreat	The Reach	None	This bandit hall and hideout has been recently attacked by Falmer, and both are waging a violent battle. There are dwarven ruin elements farther into this dungeon.	Rahd's Longhammer (next to Rahd's body on the altar.)
Logrolf's House (Markarth)	The Reach	Daedric Quest: The House of Horrors is active	A strange house within the walls of Markarth, where odd occurrences are being investigated.	Mace of Molag Bal
Lost Prospect Mine	The Rift	None	This mine was abandoned when one of the partners went missing. A Miner's Journal explains the story. The miner is, in fact, still here; his skeleton is in a secret chamber behind the waterfall, next to several gold veins. Use Whirlwind Sprint (or a lucky jump) to climb to this otherwise hard-to-reach ledge.	Gold Ore
Lost Valley Redoubt	The Reach	None	This is a Forsworn encampment surrounding (both above and below) Bard's Leap Summit. If you're quiet, you can see Hagravens completing a ritual and creating a Briarheart. There is a Word Wall here, too.	Word of Power: Become Ethereal

Location	Hold	Associated Quest (and Possible Prerequisite)	Description	Reward
Mara's Eye Pond	Eastmarch	None	A trapdoor on the island leads to a smugglers' den claimed by a couple of vampires.	Scavenged items
Meeko's Shack	Hjaalmarch	None	You find a dog, Meeko, by the side of the road, south of the shack. He leads you to the shack where his dead master lies. There is a Journal expressing the master's wishes.	Follower: Meeko
Mzinchaleft	Hjaalmarch	None (Dark Brotherhood Side Contract: Maluril occurs here but doesn't have to be active)	An enterprising Dark Elf, Maluril, has hired a group of mercenary bandits to help excavate the ruins for valuable artifacts. Mzinchaleft Depths has an entrance into Blackreach (provided you have the Attunement Sphere from Daedric Quest: Discerning the Transmundane).	Scavenged Items
Nightcaller Temple	The Pale	Daedric Quest: Waking Nightmare is active	This ruin is actually a former temple of Vaermina (only accessible during the quest). Together with Erandur, you fight your way through here to find the Skull of Corruption. Follower: Erandur, or Skull of Corruption	See Quest
Orotheim	Hjaalmarch	None	If you kill the bandits here, they stop their raids on the giants of Talking Stone Camp to the south.	Scavenged items
Orphan Rock	Falkreath	Temple Quest: The Blessings of Nature is active	You are sent here to retrieve Nettlebane from a Hagraven.	Nettlebane
Pinewatch	Falkreath	None (Thieves Guild City Influence Quest: Silver Lining occurs here, but doesn't have to be active)	Press a button on the wall next to the table in the cellar, and access a hidden passage behind the bookshelf to find a bandit hideout. The bandits here have stolen Endon's Silver Mold, the quest item.	Endon's Silver Mold (and Scavenged items)
Raldbthar	The Pale	None (Dark Brotherhood Quest: Mourning Never Comes occurs here but doesn't have to be active)	You are sent here to murder Alain Dufont. You can also obtain Aegisbane from him. This is one of the connections to Blackreach (provided you have the Attunement Sphere from Daedric Quest: Discerning the Transmundane).	Aegisbane, scavenged items
Reachwater Rock	The Reach	Side Quest: Forbidden Legend is active	Puzzle Solution (Nordic Doors): If you have the necessary claws (one is found in Folgunthur), the first Puzzle Door's unlocking symbols are Bear, Whale, Snake. The second is Hawk, Hawk, Dragon. You fight Jyrik (Saarthal), Sigdis (Geirmund), and Mikrul (Folgunthur) again in sequence.	Gauldur Amulet
Riften Jail (Mistveil Keep)	The Rift	None	Secret Exit: Note the Thieves Guild Shadowmark on the wall. Once only you can pull the broken shackle in your cell to open a secret door into the sewers and out into Lake Honrich.	None (you must retrieve your equipment, too!)
Robbers' Gorge	Hjaalmarch	None	The bandits here demand a 100 gold toll each time you want to pass. If you refuse, they use their rockfall traps and attack from the high cliffs.	Scavenged items
Serpent's Bluff Redoubt	Whiterun	None	This is a Forsworn hideout. Puzzle Solution: Put an item on the pressure plate on the altar to open the exit portcullis.	Scavenged items
Shroud Hearth Barrow	The Rift	None (Miscellaneous Objective: Wilhelm's Specter occurs here but doesn't have to be active)	The "ghost" of the barrows turns out to be a treasure hunter named Wyndelius Gatharian, who is using a Philter of the Phantom. Show Wyndelius's Journal to Wilhelm at the Vilemyr Inn to receive the Sapphire Dragon Claw you need. Puzzle Solution (Nordic Door): Moth, Owl, Wolf. In the locked catacombs, the last Draugr has the Shroud Hearth Barrows Key. Puzzle Solution (Pillars): From left to right: Whale, Hawk, Snake, Whale. There is a Word Wall here, too.	Wyndelius's Journal, Sapphire Dragon Claw. Word of Power: Kyne's Peace
Solitude Jail (Castle Dour)	Haafingar	None	Secret Exit: Break through the crumbling mortar in the back of your cell and exit behind Angeline's Aromatics.	None (you must retrieve your equipment, too!)
Talking Stone Camp	Hjaalmarch	None	Bandits from Orotheim raid the camp periodically. Once you've cleared out that dungeon, the raids stop, and the giants lead their mammoths to a nearby stream, which gives you an opportunity to loot the camp more easily.	Scavenged items
Tolvald's Cave	The Rift	Thieves Guild Side Quest: No Stone Unturned is active	A refuse pile just after the waterfall in Tolvald's Crossing is the final resting place of the Crown of Barenziah, a quest item for the Thieves Guild. You can only enter this cavern when the quest is active.	Crown of Barenziah (and scavenged items)
Volskygge	Haafingar	Side Quest: Masks of the Dragon Priests*	Puzzle Solution: Activate Snake, Bear, Fox, Wolf in that order to raise the portcullis. One of eight lairs where a named Dragon Priest lies. You can obtain Volsung's Mask here. The quest is automatically active.	Volsung's Mask
White River Watch	Whiterun	None	This bandit hideout has several notes to collect. You can talk your way past Ulfr the Blind instead of killing him. You can listen to the bandits' mutiny plans, and free a wolf to fight the bandits for you (pull the chain on the right wall before you reach the cage). Hajvarr Iron-Hand is on the exterior overlook.	Note to Rodulf, Ulif's Book, Hajvarr's Journal, Ironhand Gauntlets
Whitewatch Tower	Whiterun	None	Some bandits attack this tower when you first approach. Help the guards fight them off, if you like.	Scavenged items

22.1 Innkeepers

This section of the guide deals with the dozens of Miscellaneous Objectives that appear in your Quest menu throughout your adventures. Like Favors, these are straightforward tasks with modest rewards, but some have unique elements, such as unlocking a dungeon or giving you access to a previously restricted area.
These are separated into Innkeeper Objectives (scuttlebutt and rumor you might hear at your favorite tavern) and Miscellaneous Objectives in each major settlement of Skyrim, separated by Hold.
Note that each of these increases your relationship with the citizen you're doing the Favor for, which is important for your standing within a particular city (if you wish to complete any Thane Tasks).
Some Miscellaneous Objectives were important enough for us to flag with a quest name and the "*" symbol. The quest name won't appear in your Quest menu, but the Miscellaneous Objectives will be listed.

MISCELLANEOUS OBJECTIVES: INNKEEPERS

The following innkeepers are a good source for scuttlebutt across Skyrim. There is a (random) chance that they point you toward the start of a Side Quest or Daedric Quest, or contact with the Thieves Guild or Dark Brotherhood.
They can also (randomly) provide you with Bounty Quests. Here are the innkeepers of Skyrim to check and the four types of Bounty Quests, which can be repeated:

Innkeepers of Skyrim

Hold Location	Settlement	Inn or Tavern	Innkeeper
Haafingar	Solitude	The Winking Skeever	Corpulus Vinius
Haafingar	Dragon Bridge	Four Shields Tavern	Faida
Hjaalmarch	Morthal	Moorside Inn	Jonna
The Pale	Dawnstar	Windpeak Inn	Thoring
The Pale	Nightgate Inn	Nightgate Inn (Interior)	Hadring
Winterhold	Winterhold	The Frozen Hearth	Dagur
The Reach	Markarth	Silver-Blood Inn	Kleppr
Whiterun	Whiterun	The Bannered Mare	Hulda
Whiterun	Rorikstead	Frostfruit Inn	Mralki
Whiterun	Riverwood	Sleeping Giant Inn	Orgnar
Eastmarch	Windhelm	Candlehearth Hall	Elda Early-Dawn
Eastmarch	Kynesgrove	The Braidwood Inn	Iddra
Falkreath	Falkreath	Dead Man's Drink	Valga Vinicia
The Rift	Ivarstead	Vilemyr Inn	Wilhelm
The Rift	Riften	The Bee and Barb	Keerava
The Reach	Old Hroldan	Old Hroldan Inn	Eydis

Bounty Quests

Quest Name	Prerequisites	Quest Description	Target or Location	Reward*
Bounty: Bandits*	None	Slay the leader of a bandit camp	Bandit leader, [a random bandit camp]	Leveled Gold
Bounty: Forsworn*	None	Slay the leader of a Forsworn camp	Forsworn Briarheart, [a random Forsworn camp]	Leveled Gold
Bounty: Giant*	Level 20	Slay a giant	[A random giant]	Leveled Gold
Bounty: Dragon*	Level 10, Main Quest: Dragon Rising completed	Slay a dragon	[A random dragon]	Leveled Gold

*Rewards are given by the Hold's Jarl or Steward.

22.2 Haafinger Hold

OBJECTIVES: DRAGON BRIDGE

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Dragon's Breath Mead*	None	Olda	Horgeir's House	Retrieve the Dragon's Breath Mead from her drunk husband's stash	Dragon's Breath Mead, small cave overhang west of Dragon Bridge	Leveled Gold

OBJECTIVES: SOLITUDE

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
No News is Good News *	None	Angeline Morrard	Angeline's Aromatics	Angeline hopes to know whether her daughter is safe. Ask, persuade, or intimidate Captain Aldis to learn that she died during an attack.	Captain Aldis, in or around Castle Dour courtyard.	None
Fit for a Jarl *	None	Taarie	Radiant Raiment (or streets of Solitude)	Speak to Taarie and agree to wear an outfit while speaking to Jarl Elisif. Put on the Radiant Raiment Fine Clothes, and ask the Jarl what she thinks of your outfit. She agrees to purchase some dresses. Return to Taarie for your reward.	Radiant Raiment	Fine Clothes, Leveled Gold
Return to Grace*	None	Svari	Streets of Solitude	Svari wants to convince her mother Greta to return to the Temple of the Divines. After speaking to Greta retrieve an amulet of Talos from the body of her brother Roggvir. Return to Greta with the Amulet for your reward.	Roggvir's Body (Executioner's Platform or Hall of the Dead)	Leveled Gold
Delivery*	None	Sorex	Winking Skeever (or Streets of Solitude)	Sorex asks you to deliver Stros M'Kai Rum to Falk Firebeard. Deliver the rum directly to Falk in the Blue Palace and get your reward.	Leveled Gold	
Spiced Wine Shipment*	None	Evette San	Market stalls	Evette is hoping that Vittoria Vici will release her Spiced Wine shipment. Persuade or bribe Vittoria Vici at the East Empire Company Warehouse to release the shipment, then return to Evette for the reward.	Vittoria Vici	2 Spiced Wine
Elisif's Tribute*	Side Quest: The Man Who Cried Wolf	Elisif	Blue Palace	Elisif wants you to place Torygg's War Horn on a shrine of Talos as a tribute to her late husband. Take the War Horn to the specifed Shrine and place it at the foot of the statue of Talos, then return to Elisif for your reward.	Shrine of Talos: White River Valley [6.T]	Ability to Purchase Proudspire Manor

22.3 Hjaalmarch Hold

OBJECTIVES: MORTHAL

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Falion's Nocturnal Habits*	None	Falion	Summoning Plinth, in the Marshes	Follow Falion northwest out of town during the night. He walks to a summoning circle to practice magic.	Falion; blackmail him, keep his secret, tell the Jarl, or blackmail and then tell the Jarl. You can uncover his activity, which he wants to keep quiet.	200 gold pieces (for blackmail only)
Gorm's Letter*	Visit Moorside Inn in the evening	Gorm	Moorside Inn	Deliver his letter to Captain Aldis, as Gorm is concerned about Idgrod's ability to perform her duties as Jarl.	Captain Aldis, in Solitude (Castle Dour courtyard). Hand the message to the Captain	20 gold pieces

OBJECTIVES: STONEHILLS

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Slow Shipments to Bryling*	None	Pactur	Rockwallow Mine	Bryling grows impatient regarding shipments from the mine. Speak to her on behalf of Pactur	Thane Bryling, near or in the Blue Palace of Solitude. Tell her the shipment is coming; there is no need to return to Pactur	Leveled Gold

22.4 The Pale

OBJECTIVES: DAWNSTAR

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Salt of the Seas*	None	Captain Leif Wayfinder	Dawnstar (docked ship)	Wayfinder will pay gold for some special (and essential) Fine-Cut Void Salts.	Fine-Cut Void Salts, in a [random dungeon]	Leveled Gold

22.5 Winterhold

OBJECTIVES: AHKARI'S CARAVAN

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
New Moon*	None	Kharjo	Ahkari's Caravan (see [10.00] Caravans, in the Atlas for the route)	Kharjo hopes you'll retrieve the Amulet of the Moon for him	Find and give the Amulet of the Moon, from [a random dungeon]	Leveled Gold

22.6 The Reach

OBJECTIVES: DUSHNIKH YAL

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
The Sword of Gharol	Orc or Complete Side Quest: The Forgemaster's Fingers	Gharol	Dushnikh Yal	Deliver Gharol's sword to her daughter Lash gra-Dushnikh	Deliver the Iron Sword to Lash, in Karthwasten	Leveled Gold

OBJECTIVES: KARTHWASTEN

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Sauranach's Mine!: Helping Atar*	None	Atar or Ainethach	Sauranach Mine/Blacksmith's near Karthwasten Hall	Speak to Atar, who is being paid by Silver-Bloods to plunder this mine and tie up who owns it	Ainethach; persuade, bribe, or intimidate him into handing the deeds over, then report back to Atar	Leveled Gold
Sauranach's Mine!: Helping Ainethach*	None	Atar or Ainethach	Blacksmith's near Karthwasten Hall/Sauranach Mine	Speak to Ainethach, whose mine is being plundered by Silver-Bloods, and agree to force out the mercenaries and Atar	Atar; persuade, bribe, or attack them until they leave, then report back to Ainethach	Leveled Gold

OBJECTIVES: KOLSKEGGR MINE

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Kolskeggr Clear Out*	None	Pavo	Left Hand Mine (Primary Location near Markarth)	Speak to Pavo at Left Hand Mine, where he fled. Forsworn have taken over his mine, Kolskeggr. Remove them.	Clear around five Forsworn from inside the mine (before or after speaking to Pavo)	Leveled Gold (and any scavenged gold from the mine)

OBJECTIVES: MARKARTH

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Calcelmo's Ring*	None	Kerah	Market stall (close to Silver-Blood Inn)	Calcelmo requires a ring, and Kerah doesn't have time to deliver it. Will you?	Take Calcelmo's Ring into Understone Keep; Calcelmo rewards you	Leveled Gold

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Dibella's Shine*	None	Lisbet	Arnleif and Sons Trading Company	You're asked to retrieve a statue of Dibella taken by the Forsworn, to keep the store in business	Lisbet's Dibella Statue [a random Forsworn camp]	Leveled Gold
The Steward's Potion*	None	Bothela	The Hag's Cure	Speak to Bothela about the name of her shop. She asks you to deliver a potion to the Steward Raerek, for his "stamina."	Give Stallion's Potion to Raerek	Leveled Gold
The Last Scabbard*	None	Ghorza gra-Bagol	Markarth Blacksmiths Forge	Ghorza is looking for a long-forgotten Smithing book. Find one for her.	The Last Scabbard of Akrash, in the Fort Sungard Muster (though any copy will do)	+1 Smithing (from reading the book), +1 Smithing (from Ghorza after handing her the book)
Triumph Over Talos*	None	Ondolemar	Understone Keep	The Thalmor advisor believes one of the population is secretly (and illegally) worshipping Talos. You're to find proof.	Ogmund's House (Novice), steal the Amulet of Talos inside, and bring it to Ondolemar	Leveled Gold
The Heart of the Matter*	None	Moth gro-Bagol	Understone Keep Forge	Ask Moth about his armor, and he requests you find him a Daedra Heart. Return with one to receive one of his best pieces of armor	Daedra Heart	Leveled Armor Piece
Neutralizing Nimhe*	Speak to Calcelmo about the excavation	Calcelmo	Understone Keep	A giant Frostbite Spider named Nimhe is troubling the excavation workers. Calcelmo agrees to let you into his museum if you kill the beast.	Use the Key to Nchuand-Zel, enter the excavation site, find and kill Nimhe, and report back.	Dwemer Museum Key

OBJECTIVES: OLD HROLDAN

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
The Ghost of Old Hroldan*	None	Eydis/Ghost of Old Hrolden	Old Hroldan	Head into Old Hroldan Inn, speak to Eydis the barkeep, and pay to sleep in Tiber Septim's room. You wake to screaming. Eydis mentions a Ghost of Old Hroldan that has appeared. Talk to him, and he mentions his old friend Hjalti, and his sword. Agree to bring him the sword. Speak to Eydis again for the location. Visit it, retrieve the sword, and return it; the ghost vanishes.	Hjalti's Sword, in [a random dungeon]	+1 One-Handed and +1 Block Skill

OBJECTIVES: SALVIUS FARM

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Letter to Leonitus*	None	Rogatus Salvius	Salvius Farm	Rogatus has a letter he wants delivered to his son	Bring it to Leonitus Salvius at Old Hroldan	Leveled Gold

OBJECTIVES: SOLJUND'S SINKHOLE

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Making It Hole Again*	None	Perth	Entrance to Sinkhole Mine	Perth tunneled into a Nordic crypt, and the mine is overrun by Draugr. Clear them out.	Defeat 10 Draugr and a high-level leader in the mine and crypt, then report back to Perth.	Leveled gold

22.7 Whiterun Hold

OBJECTIVES: RORIKSTEAD

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Erik the Slayer	None	Erik	In the fields around town	Erik wants to live a life of an adventurer, but his father will not allow it. Speak to Mralki at the Frostfruit Inn; use Persuasion, Bribery, or Intimidation to approve of his son's new career.	Rorikstead	Leave town, then return. Erik the Slayer will be available as a hireling in the Frostfruit Inn.

OBJECTIVES: RIVERWOOD

Quest Name	Prerequisites	Quest Giver	Location	Quest Description and Target/Location	Reward
The Love Triangle: Helping Sven*	None	Sven	Riverwood	Talk to Sven. Ask him about Faendal. Take the fake letter from Faendal to Camilla and say it's from Faendal. Return to Sven.	25 gold pieces, Sven: Follower
The Love Triangle: Betraying Sven*	None	Sven	Riverwood	Talk to Sven. Ask him about Faendal. Take the fake letter from Sven to Faendal. Tell him about Sven, and he hands you his own fake letter. Take the second letter to Camilla. Say it's from Sven. Return to Sven	25 gold pieces, Faendal: Follower
The Love Triangle: Helping Faendal*	None	Faendal	Riverwood	Talk to Faendal. Ask him about Sven. Take the fake letter from Sven to Camilla and say it's from Sven. Return to Faendal.	25 gold pieces, Faendal: Follower
The Love Triangle: Betraying Faendal*	None	Faendal	Riverwood	Talk to Faendal. Ask him about Sven. Take the fake letter from Faendal to Sven. Tell him about Faendal, and he hands you his own fake letter. Take the letter to Camilla. Say it's from Faendal. Return to Sven	25 gold pieces, Sven: Follower

OBJECTIVES: WHITERUN

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target and/or Location	Reward
Bullying Braith*	Between 8 a.m. and 8 p.m.	Lars Battle-Born	On the streets of Whiterun	Lars is fed up being bullied by Braith. Stop her bullying him	Braith; any threat succeeds	2 gold pieces (from Lars, even if you don't complete the Quest)
Argonian Ale Extraction*	None	Brenuin	On the streets of Whiterun	Brenuin the beggar longs for the taste of Argonian Ale. Can you steal some for him?	The Bannered Mare	Potion of Vigorous Healing
Greatsword for a Great Man*	None	Adrianne Avenicci	Warmaiden's Blacksmiths	Adrianne is busy, but has finished a sword for the Jarl. Can you take it to her father?	Proventus Avenicci, in Dragonsreach. Hand over Balgruuf's Greatsword to him for the reward	20 gold pieces
Andurs' Arkay Amulet*	None	Anders, Priest of Arkay	Hall of the Dead	Anders has mislaid his Amulet, and hopes you can retrieve it from the crypt.	Hall of the Dead. Kill three Skeletons. Return with Amulet of Arkay	15 gold pieces
Salt for Arcadia*	None	Farengar	Dragonsreach	Farengar asks you to deliver some Frost Salts to Arcadia, in Arcadia's Cauldron.	Arcadia, in Arcadia's Cauldron. See Ingredients locations	Potion of Brief Invisibility, Potion of Enhanced Stamina, Potion of Illusion

22.8 Eastmarch Hold

OBJECTIVES: SNAPLEG CAVE/DARKWATER PASS

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Extracting an Argonian	None	Derkeethus	Darkwater Pass (Interior)	An Argonian named Derkeethus is trapped inside a Falmer Hive and needs rescuing.	Snapleg Cave/Darkwater Pass; open the wall section in the northeast corner in the grating room with Derkeethus below you. Open his gate (Expert) using the Darkwater Pit Key found in a jar, then escort Derkeethus to safety.	Follower: Derkeethus (and his friendship)

OBJECTIVES: KYNESGROVE

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Salt for the Stoneweaver*	None	Dravynea the Stoneweaver	Kynesgrove (around town)	Dravynea requires you to bring her some Frost Salts	See Ingredients Locations	+1 Alteration skill

OBJECTIVES: WINDHELM

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Crew Cut*	None	Kjar	Windhelm docks (large docked ship)	Captain Kjar will pay handsomely if you slay an ex-crew mate who has been troubling him.	Bandit leader and bandits, in [a random bandit camp]	Leveled Gold
Nightshade for the Unliving*	None	Hillevi Cruel-Sea	Stone Quarter Market Place	Hillevi hopes you'll have time to deliver Nightshade Extract to Wuunferth	Wuunferth the Unliving, in the Palace of the Kings (Upstairs)	100 gold pieces
Malborn's Long Shadow*	Complete Main Quest: Diplomatic Immunity (Malborn survives)	Malborn	Gnisis Corner Club	Malborn (and Brelas, if she survived) heads here but is worried that a Khajiit Thalmor assassin is stalking him. Help him escape Windhelm.	Speak to the caravaneers who visit Windhelm until they tell you the name of the assassin: J'Datharr. You must kill J'Datharr. Then report back to Malborn	Leveled Gold

22.9 Falkreath Hold

OBJECTIVES: FALKREATH

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Once a Thalmor...*	None	Runil	Falkreath graveyard (or around town)	Speak to Runil, then retrieve his journal and return it to him for your reward.	A [random dungeon]	Leveled gold reward
Vighar the Vampire*	Complete: Favor: A Little Light Thievery*	Dengeir of Stuhn	Falkreath (Dengeir's Hall)	Kill Vighar's ancestor, a powerful vampire.	[A random vampire lair]	Medium amount of gold

22.10 The Rift

OBJECTIVES: HEARTWOOD MILL

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Fight or Flight*	None	Grosta	Heartwood Mill	Grosta's good-for-nothing husband has gone missing. Find that layabout.	Nord corpse, inside Broken Helm Hollow	Leveled enchanted weapon

OBJECTIVES: IVARSTEAD

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
The Straw That Broke*	None	Narfi	Abandoned building (west of river), Vilemyr Inn	Speak to Narfi about his vanished sister, then ask Wilhelm about Narfi. Begin the search for her.	Reyda's satchel, in the river just southeast of town, then bring Reyda's Necklace to Narfi	Three [random] rare ingredients
Grin and Bear It*	None	Temba Wide-Arm	Lumber Mill	Temba is constantly fending off bear attacks. Perhaps you can thin the herd out?	Hunt 10 bears and skin them for pelts or buy the pelts (anywhere in Skyrim, of any bear type: Snow, Cave, or normal), and return them to her	Leveled Enchanted War Axe
Climb the Steps*	None	Kimmek	Kimmek's House or around town	Kimmek delivers supplies to the Greybeards, but his knees can't take the climb.	Drop (via inventory) Kimmek's supplies into the offering chest at High Hrothgar	Leveled Gold

OBJECTIVES: MERRYFAIR FARM

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Bow to the Master*	None	Dravin Llanith	Merryfair Farm	Dravin's Bow has been stolen, and he wishes it returned.	Dravin's Bow, in a locked treasure chest in the Ratway Warrens, under Riften. Return the bow to him.	Leveled Gems (5

OBJECTIVES: RIFTEN

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
The Lover's Requital*	None	Sibbi Black-Briar	Mistveil Keep (Riften Jail)	Discover Svidi's whereabouts	Lynly Star-Sung (pseudonym of Svidi; bard in Vilemyr Inn, in Ivarstead) Speak to her, return to Sibbi, and lie or tell her the truth regarding where she is (the reward is the same)	Sibbi's Chest Key (opens the chest in the Black-Briar Meadery)
Under the Table*	None	Romlyn Dreth	Black-Briar Meadery	Deliver smuggled Black-Briar Keg, or turn Romlyn in	Wilhelm; innkeeper in Vilemyr Inn in Ivarstead, or Overseer Indaryn, at the Meadery	Gem or jewelry reward. Not repeatable.
Few and Far Between*	None	Ingun Black-Briar	Elgrim's Elixirs (wait for her to appear)	Collect 20 Deathbell, 20 Nightshade, and 20 Nirnroot for her experiments, then return to her	See Ingredients Locations	Access to Ingun's Alchemy chest inside Elgrim's Elixirs
Spread the Love*	Complete Temple Quest: The Book of Love	Dinya Balu	Temple of Mara	Deliver the "Warmth of Mara"; pamphlets praising the teachings of Mara	At least 20 citizens of Riften	Leveled Health Restore potion (5)
Sealing the Deal*	None	Talen-Jei	The Bee and Barb	Talen-Jei wishes to show his love for Keerava by having a ring made with stones used in traditional Argonian wedding rings.	Three Flawless Amethysts	Leveled [Random] Potion
Ice Cold*	None	Marise Aravel	Marketplace (cart next to the Bee and Barb)	Marise uses ground Ice Wraith Teeth to keep her foods fresh. She needs more.	Five Ice Wraith Teeth	Leveled Spell Tome and (delicious) Raw Pheasant
Distant Memories*	None	Brand-Shei	Marketplace (Brand-Shei's stall)	Brand-Shei is hoping to recover memories of his past.	Lymdrenn Telvanni's Journal, in a waterlogged chest, in the Wreck of the Pride of Tel Vos	Brand-Shei's Strongbox Key (unlocks the strongbox inside his stall)
Grimsever's Return*	None	Mjoll the Lioness	Marketplace, or around Riften	Mjoll laments the loss of her weapon, a fine longsword named "Grimsever"	Grimsever, in Mzinchaleft	Keep the weapon, or return it and have Mjoll as a Follower
Stoking the Flames*	None	Balimund Iron-Boar	Scorched Hammer Blacksmiths	Balimund keeps his forge red-hot thanks to Fire Salts, but he's running low.	10 Fire Salts; see Ingredients Locations	Leveled Gold
Caught Red-Handed*	None	Svana Far-Shield	Haelga's Bunkhouse	Svana is angry at Haelga's promiscuous ways and wants you to retrieve three Marks of Dibella from her conquests	Bolli; at the Fishery. Hofgrir Horse-Crusher; at the stables. Overseer Indaryn; at Black-Briar Meadery, but all like to drink at the Bee and Barb. Use Persuasion, Intimidation, or Pickpocketing	Leveled Enchanted Heavy Armor (piece)
Pilgrimage*	None	Alessandra	Hall of the Dead	Riften's Priest of Arkay has never made peace with her dead father. You are to make a pilgrimage for her	Hand Alessandra's Dagger to Andurs, inside Whiterun's Hall of the Dead, then return to her	Leveled Restoration Spell Tome
Hunt and Gather*	None	Wylandriah	Mistveil Keep	Riften's Court Wizard, an eccentric crackpot, has mislaid some of her experimental gear. Collect them all.	Wylandriah's Spoon: Fellstar Farm in Ivarstead. Wylandriah's Ingot: The Frozen Hearth in Winterhold. Wylandriah's Soul Gem: The White Phial in Windhelm	Leveled [Random] Scroll
Special Delivery*	None	Bolli	Riften Fishery	Bolli wishes to make a deal on behalf of the Fishery to sell fish to Kleppr in Markarth	Hand the Purchase Agreement from Bolli to Kleppr at Silver-Blood Inn	Leveled Ingot (4)
Bring It!*	None	Harrald	Mistveil Keep	The spoiled son of the Jarl is too lazy to retrieve his own sword. You're told to bring it back to him	Steel Sword, from Balimund at the Scorched Hammer	Leveled Gem (2)
Truth Ore Consequences*	None	Hafjorg	Elgrim's Elixirs	Hafjorg asks you to pick up an ore sample from Filnjar in Shor's Stone	Quicksilver Ore, from Filnjar	Leveled Skill Potions (a few;

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
				so it can be examined		random)
Ringmaker*	None	Madesi	Marketplace	Riften's jeweler has a short list of items needed to continue creating his exquisite Argonian-made jewelry	Gold Ore (1), Mammoth Tusk (1), Flawless Sapphire (2)	Leveled Jewelry
Bloody Nose*	100 gold pieces	Hofgrir Horse-Crusher	Riften Stables	Hofgrir challenges you to a fistfight to test your mettle	Beat Hofgrir in a brawl (only use fists!)	200 gold pieces (100 of which was yours when betting)
Toying with the Dead*	None	Vekel the Man	Ragged Flagon (Riften)	Vekel has found a buyer for a peculiar set of journals written by a long-dead necromancer. But he needs you to find them.	Arondil's Journals, Inside Yngvild	Leveled Enchanted One-Handed Weapon
Shardr and Sapphire*	None	Shadr	Around Riften	Sapphire (from the Thieves Guild) has bilked Shadr by lending him money to buy a shipment of goods that she also robbed, and she still wants the money!	(1) Pay off the debt in Shadr's stead, using Persuade or Intimidate against Sapphire. (2) Cut yourself into the deal with Sapphire if you're a member of the Thieves Guild, before returning to tell Shadr there's nothing you can do. (3) Threaten Sapphire to tell Brynjolf and she drops the debt. (4) If you're a Thieves Guild leader, choose plan 1 without any Persuasion or Intimidation, or plan 2.	Helping Shardr: Leveled Invisibility Potion. Helping Sapphire: Leveled Gold
Jarl's Quest Part 1: Helping Hand*	Potion of Minor Healing	Wujeeta	Riften Fishery	The Argonian is sick from a Skooma overdose, and pleads for a Healing potion to cleanse her system	Hand her a Healing potion (minor or otherwise)	Silver Amethyst Ring
Jarl's Quest Part 2: The Raid*	Complete Jarl's Quest Part 1	Wujeeta, Jarl Laila	Riften Fishery/Mistveil Keep	Speak to Wujeeta, and use Persuasion, Bribery, or Intimidation to find out about the Skooma dealer. Then speak to Jarl Laila Law-Giver in Mistveil Keep.	Riften Warehouse: Head to the Warehouse and slay Orini Dral and Sarthis Idren. Search Sarthis for his key to open the cellar door. Steal the Shipment's Ready note from his satchel.	None
Jarl's Quest Part 3: Supply and Demand*	Complete Jarl's Quest Part 2	Jarl Laila	Mistveil Keep	Report the Skooma manufacturing operation to the Jarl, who sends you to kill the Dark Elves at Cragslane Cavern.	Wipe out everyone there (wolf kills are optional), then return to the Jarl.	Leveled Enchanted Weapon
Erasing Vald's Debt*	Thieves Guild Quest: The Pursuit is active (and hasn't been completed)	Maven Black-Briar	The Bee and Barb/Black-Briar Manor	Speak to Maven once you wish to remove Vald's debt.	She needs you to locate the Quill of Germination Vald failed to retrieve. The Quill is in a strongbox beneath a small island, in Lake Honrich	Document absolving Vald of his debt (see quest for details)
Gissur's Revenge*	Main Quest: A Cornered Rat is active	No one	The Ratway/Ragged Flagon	If Gissur is alive at the end of Main Quest: Diplomatic Immunity, he may be spotted in the Ragged Flagon. Slay him or leave him alone. He eavesdrops if you speak to Dirge or Vekel. You can (sneak and) follow him into the Ratway, listening to Gissur telling Thalmor troops where you are. Attack or hide.	Gissur, the Ratway/Ragged Flagon	None
Shavari the Assassin*	Main Quest: A Cornered Rat is active	No one	The Ratway/Ratway Warrens	A Khajiit named Shavari is dispatched by Elenwen at the Thalmor Embassy to assassinate you. Kill her if you encounter her, or be killed.	Shavari, the Ratway	Note, signed by "E"

OBJECTIVES: SARETHI FARM

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Smooth Jazbay*	None	Avrusa Sarethi	Sarethi Farm	Avrusa is a keen cultivator of Nirnroot but requires some ingredients for her farm.	Find 20 Jazbay Grapes; see Ingredients Locations	Leveled Potions (a few, random)

OBJECTIVES: SHOR'S STONE

Quest Name	Prerequisites	Quest Giver	Location	Quest Description	Target or Location	Reward
Mine or Yours*	None	Filnjar	Blacksmith's Forge	The Redbelly Mine is no longer in operation due to a Frostbite Spider infestation. Kill them for Filnjar	Redbelly Mine; kill six Frostbite Spiders, then return to Filnjar	Leveled Gold
Letters for Mr. Rock-Chucker*	None	Sylgja	Sylgja's House	Sylgja asks if you'll mind delivering a satchel of letters to her parents	Take Sylgja's Satchel to Verner Rock-Chucker in Darkwater Crossing; bring Verner's Satchel back to her afterward	Leveled jewelry