

MAPS

Find your way around Skyrim with our interactive maps, depicting every location and notable feature of every area.

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1.1 Overview of the Northern Lands of Tamriel



Welcome to a massive guide to every location across the realm of Skyrim.
Since ancient times, the lands of Skyrim have been divided into nine separate Holds, and modern cartographers saw no reason to change this method of dividing the realm into manageable segments for you to reference.
Although Holds aren't visible on your in-game maps, the borders between each Hold have been drawn along roads, rivers, and steep mountains so you can visualize where you are more easily.

Overview and Legend

This Atlas is divided into ten sections. The first nine reveal each of the Holds of Skyrim (Haafingar, Hjaalmarch, the Pale, Winterhold Hold, the Reach, Whiterun Hold, Eastmarch, Falkreath Hold, and the Rift), running from northwest to southeast.
A tenth chapter is dedicated to Other Realms (locations not shown on the world map, such as the Dragon Cult's bastion of Skuldafn).
Each location within a Hold is split up into Primary Locations (which appear as Fast-Travel points on the world map once you locate them) and Secondary Locations (some of which appear on your local map).
For larger dungeons and settlements, interior maps have been provided. These help you explore major locations and flag important items. The following icons are used:
Primary Locations: These are usually large spaces requiring interior exploration and are listed in a number format. For example, the vampire hideout known as Movarth's Lair is listed as Primary Location [2.19].
This means it is in Hold 2 (Hjaalmarch) and is the 19th Primary Location within this Hold. Each Primary Location has a different icon depending on its type (e.g., a den, town, or capital).
Secondary Locations: These are smaller areas that rarely require interior exploration. They are listed in a letter format. For example, the Shrine of Zenithar in the Rift is listed as Secondary Location [9.U].
World Encounter: This icon indicates the possibility of a random World Encounter.
Map Marker (Interior Maps): This shows the general area to search for one or more important items (with a corresponding number to the text description), or a major room or route in an interior map.
Threshold Marker (Interior Maps): This indicates a door (with a letter corresponding to the text description), a locked door (a blank marker), or a blocked passageway (also a blank marker). If this is linked via a line, it shows a connection between two levels or floors of a structure or dungeon.

Area Statistics

Every location in Skyrim has a list of pertinent information to better inform you about what to expect within the settlement or dungeon. The following chart explains what all these statistics mean:

Statistic	Description
Related Quests	Whether this location is visited during a Quest. Due to the random nature of many Radiant Quests, Side Quests, and Favors, only Quests that specifically direct you to a location are listed.
Recommended Level	This is the minimum Level your character should be at in order to enter the location and expect a good chance of survival. If the listed Level is significantly higher than yours, expect a tough or almost impossible challenge.
Habitation or Dungeon Type	This indicates what kind of location this is, and who is likely to be living there. Habitations are usually comprised of friendly folk, while Dungeons are usually hostile environments.
Hold Capital (Major)	One of the five major Capital Cities.
Hold Capital (Minor)	One of the four minor Capital Cities.
Caravan	A campsite for one of the three Khajiit Caravans that travel the roads.
Farm	Locations where crops are grown and harvested.
Hunter Camp	A place where fishermen or hunters have set up shelter.
Lumber Mill	A location where wood is cut and chopped, sometimes within a Town.
Military Fort	A large stone fortress, occupied by enemies until the Civil War drives them out.
Military: Imperial Camp	A forward-operations camp; may or may not be present depending on the state of the Civil War.
Military: Stormcloak Camp	A forward-operations camp; may or may not be present depending on the state of the Civil War.
Mine	A tunnel in the mountains where ore veins are mined.

Statistic	Description
Orc Stronghold	A settlement where Orcs rule; you must be Blood-Kin to the Orcs to enter freely.
Towns	Smaller settlements, usually with private homes, an inn, and farms.
Animal Den	A place where wild animals hunt from and store their kills.
Bandit Camp	A camp or fortification where marauding bandits attack from.
Dragon Lair	An ancient place where dragons have been seen (but may not be present).
Dragon Priest Lair	An ancient crypt where a fearsome Dragon Priest resides.
Draugr Crypt	A barrow with mausoleums and catacombs where the ancient Nords buried their dead.
Dwarven City	A vast, awe-inspiring ruin built by a vanished race known as Dwemer.
Falmer Hive	A cave or ruin inhabited by the degenerate remnants of the original elves of Skyrim.
Forsworn Redoubt	A place where native Reachmen plot to drive the Nords from The Reach.
Giant Camp	A place where nomadic Giants and their Mammoth herds congregate.
Hagraven Nest	A ruin where witches gather, sacrificing animals or worse.
Spriggan Grove	A place where nature is embraced, and protected from all threats (including you).
Vampire Lair	The darkened hideout of a clan of Vampires.
Warlock Lair	A fort or cave where rogue mages practice their spells.
	Services: This location has a person prepared to trade or otherwise aid your progress:
Apothecary	Buys and sells potions and ingredients.
Bartender	Buys and sells food items (usually mead)
Blacksmith	Buys and sells weapons, armor, or both, plus crafting materials.
Carriage Driver	Can be hired to bring you to any Hold Capital city—very useful!
Fence	Buys and sells illicit goods.
Fletcher	Buys and sells weapons (usually bows), armor, or both, plus crafting materials.
Food Vendor	Buys and sells a variety of foodstuffs.
General Goods Vendor	Buys and sells a broad range of goods—unload your loot here!
Innkeeper	Rents rooms for the night, and often sells food and drink. Good source of gossip, too.
Jeweler	Rare merchants who buy and sell trinkets and baubles such as necklaces and rings.
Special	Rare merchants who offer special goods (see the Appendix).
Spell Vendor	Buys and sells spell tomes and scrolls.
Stablemaster	Sells horses, but they aren't cheap!
	Special Area: This object or area has a special significance and should be investigated:
Word Walls	Locations where a Word of Power (Shout) is learned.
Shrines	A small shrine to one of the Divines, where you can receive a small buff and cure your diseases.
Standing Stones	An ancient stone monolith where a powerful ability can be gained or exchanged.
Dragon Mounds	The ancient burial sites of the Dragons; these are disturbed over the course of the Main Quest.
Business Ledger	A shop with a book detailing incomings and outgoings; useful during some Thieves Guild Quests.
Civil War Map	A location showing how the Civil War is progressing. Activate areas to add them to your World Map.
	Crafting: This location offers one or more Crafting stations.
Alchemy Lab	A table-sized laboratory where ingredients are mixed (Alchemy Skill).
Arcane Enchanter	A rune-inscribed table where enchantments are imbued or extracted (Enchanting Skill).
Anvil or Blacksmith Forge	The tools of a Blacksmith allowing metal and leather to be molded (Smithing Skill).
Cooking Pot or Spit	A location where basic recipes from food you collect can be cooked.
Grindstone	A wheel that allows weapons to be sharpened (Smithing Skill).
Smelter	A miner’s furnace, allowing Ore (and certain Dwarven materials) to be smelted into Ingots.
Tanning Rack	A tool allowing pelts to be dried and turned into leather for Smithing or trade.
Wood Chopping Block	A place where wood can be cut and sold to lumber mill owners.
Workbench	A crafting bench that allows armor to be tempered (Smithing Skill).

Statistic	Description
Dangers: A potential death-trap that can infect you with disease. Watch for the following traps:	
Trap Types	Bear Trap, Battering Ram Trap, Bone Alarm Trap, Dart Trap, Dwarven Ballista Trap, Dwarven Fire Pillar Trap, Dwarven Piston Trap, Dwarven Thresher, Explosive Gas Trap, Flail Trap, Flamethrower Trap, Magic Caster Trap, Mammoth Skull Trap, Oil Lamp Trap, Oil Pool Trap, Poison Gas Trap, Rockfall Trap, Rune Trap, Spear Trap, Swinging Blade Trap, and Swinging Wall Trap.
Puzzle	The location has a brain-teasing puzzle that requires some thinking to solve.
Nordic Puzzle Door	A firmly-sealed door with three concentric metal plates and a central “keyhole.”
Nordic Puzzle Pillars	A series of stone pillars to turn and place in the correct orientation.
Rotating Walls	Rotating walls that prevent your progress.
Dwarven Puzzle	A complex mechanical puzzle within some Dwarven Ruins.
Underground Connection	This location links to another via a subterranean tunnel or series of chambers.
Collectibles	An item of worth or interest to you, or a particular individual. Many have special or unique powers.
Captured Critter	An insect caught in a glass jar. Find these as part of Side Quest: Captured Critters*.
Crimson Nirnroot	A red variant of the chiming plant, found only in Blackreach: Side Quest: A Return to your Roots.
Dragon Priest Mask	A ceremonial mask worn by a dangerous Dragon Priest: Side Quest: Masks of the Dragon Priests*.
Skill Book	These books increase a specific Skill by a single point when they are first read.
Treasure Map	Pieces of parchment with a visual clue: Side Quest: The Great Skyrim Treasure Hunt*.
Unique Weapon	A particularly powerful weapon of which there is only one of in existence.
Unique Item	A particularly powerful or interesting item of which there is only one of in existence.
Unusual Gem	These are stones that form the Crown of Barenziah: Thieves Guild Radiant Quest: No Stone Unturned.
Miscellaneous: Any other pertinent information is listed here.	
Area Is Locked	This location requires a specific key to enter (usually as part of a Quest).
Chest (Apothecary’s Satchel, Knapsack, Satchel, Stongbox)	One or more chests or containers worth your time to scavenge.
Potions	Two to five potions are in this general area.
Potions Aplenty	Over five potions are available in this general area.
	A collection of weapons, armor, or spell books is available in this general area.
Lots o’ Gold	A sizable haul of gold (or jewelry, including necklaces and pendants) can be found or stolen here.

Note

Due to the sheer size of Skyrim and the random nature of what appears inside every chest, knapsack, barrel, and satchel, it is impossible to track everything.
If you’re looking for ingredient locations, consult the Inventory chapter. If you’re looking for Skill Book locations, consult the Appendices.

2.1 Haafinger: Overview and Services

Topographical Overview

Haafingar is a hold of fortifications and numerous caves weaving deep into the granite foothills and mountainous terrain that the Hold is famous for. Expect smuggling bolt-holes along the coast and a strong Thalmor presence; their embassy is atop the mountain to the northwest of Solitude.
There are two large forts—Northwatch Keep and Fort Hraggstad—where you may face a large number of foes. And you haven't fully experienced Haafingar until you've seen the majesty of the Statue to Meridia and the light of Kilkreath Ruins...

ROUTES AND PATHWAYS



Haafingar Hold is dominated by the massive arch and fortified crenelations of the fortress city of Solitude. For those approaching from Hjaalmarch, this is indeed the landmark of choice.
The rest of the Hold has a main path that takes you around the base of the Haafingar mountain range, before petering out along the craggy western edge where progress cannot continue.
A few minor pathways shoot off from this main route, which is the recommended way to initially explore, as the rest of this Hold requires careful maneuvering over steep and snowy terrain.
Indeed, it is often impossible to reach a Primary Location by trekking over rocks and Tundra alone. The Karth River separates this Hold from Hjaalmarch, with the jagged border of the Reach encroaching just southwest of the Dragon Bridge.
The largest stretch of flat ground is the shoreline of the Sea of Ghosts along the northern flank of Haafingar, where travelers are few and the Thalmor are out in force.

AVAILABLE SERVICES, CRAFTING, AND COLLECTIBLES

SERVICES

Followers/Hirelings: [3/47]
Houses for Sale: [1/5]
Marriage Prospects: [5/62]
Skill Trainers: [3/50]
Alchemy: [0/3]
Alteration: [1/3]
Archery: [0/3]
Block: [0/2]
Conjuration: [0/3]
Destruction: [1/3]
Enchanting: [0/2]
Heavy Armor: [0/3]
Illusion: [0/2]
Light Armor: [0/3]
Lockpicking: [0/2]
One-Handed: [0/3]
Pickpocket: [0/3]
Restoration: [0/3]
Smithing: [0/3]
Sneak: [0/3]
Speech: [1/4]
Two-Handed: [0/2]
Spells Vendors: [0/10]
Traders [15/133]:
Apothecary [1/12]
Bartender [0/5]
Blacksmith [2/33]
Carriage Driver [1/5]
Fence [1/10]
Fletcher [1/3]
Food Vendor [3/9]
General Goods [2/19]
Innkeeper [2/15]
Jeweler [0/2]
Special [0/3]
Spell Vendor [1/12]
Stablemaster [1/5]

COLLECTIBLES

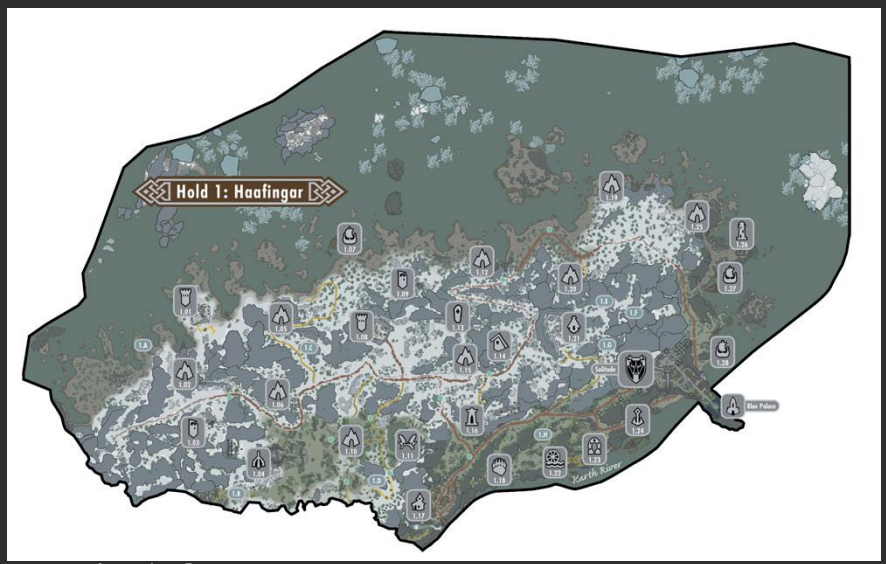
Dragon Priest Masks: [1/10]
Larceny Targets: [1/7]
Skill Books: [17/180]
Alchemy: [2/10]
Alteration: [1/10]

Archery: [1/10]
Block: [0/10]
Conjuration: [1/10]
Destruction: [2/10]
Enchanting: [0/10]
Heavy Armor: [0/10]
Illusion: [1/10]
Light Armor: [2/10]
Lockpicking: [0/10]
One-Handed: [2/10]
Pickpocket: [0/10]
Restoration: [0/10]
Smithing: [0/10]
Sneak: [0/10]
Speech: [2/10]
Two-Handed: [3/10]
Unique Items: [5/112]
Unique Weapons: [5/80]
Unusual Gems: [4/24]

SPECIAL OBJECTS

Shrines: [10/69]
Akatosh: [1/6]
Arkay: [2/12]
Dibella: [1/8]
Julianos: [1/5]
Kynareth: [1/6]
Mara: [1/5]
Stendarr: [1/5]
Talos: [1/17]
Zenithar: [1/5]
Standing Stones: [1/13]
The Steed Stone [1/13]
Word Walls: [2/42]
Elemental Fury: [1/3]
Whirlwind Sprint: [1/2]

CRAFTING STATIONS: HAAFINGAR



Type	Location A	Location B
Alchemy Lab	Solitude (Angeline's Aromatics) [1.00]	Solitude (Castle Dour) [1.00]
Arcane Enchanter	Solitude (Erikur's House) [1.00]	Solitude (Blue Palace) [1.00]
Anvil or Blacksmith Forge	Solitude (Blacksmith) [1.00]	Fort Hraggstad (Exterior) [1.08]
Cooking Pot and Spit	Solitude (Radiant Raiment) [1.00]	Dragon Bridge (Horgeir's House) [1.17]
Grindstone	Solitude (Blacksmith) [1.00]	Solitude (Exterior: Executioner's Platform) [1.00]
Smelter	Broken Oar Grotto [1.19]	—
Tanning Rack	Solitude (Blacksmith) [1.00]	Dragon Bridge (Exterior: Penitus Oculatus Outpost) [1.17]
Wood Chopping Block	Dragon Bridge (Exterior) [1.17]	Broken Oar Grotto [1.19]
Workbench	Solitude (Blacksmith) [1.00]	Dragon Bridge (Exterior: Penitus Oculatus Outpost) [1.17]

PRIMARY LOCATIONS

Total—30: Hold Capital, Blue Palace, and 28 Hold Locations
[1.00] Hold Capital City: Solitude
[1.00] Blue Palace

JARL: ELISIF THE FAIR

[1.01] Northwatch Keep
[1.02] Rimerock Burrow
[1.03] Pinefrost Tower
[1.04] Volskygge
[1.05] Steepfall Burrow and Lower Steepfall Burrow
[1.06] Lost Echo Cave
[1.07] Orphan's Tear
[1.08] Fort Hraggstad
[1.09] Widow's Watch Ruins
[1.10] Pinemoon Cave
[1.11] Clearpine Pond

[1.12] Ravenscar Hollow
[1.13] The Steed Stone
[1.14] Ironback Hideout
[1.15] Wolfskull Cave
[1.16] Statue to Meridia and Kilkreath Ruins
[1.17] Dragon Bridge
[1.18] Haafingar Stormcloak Camp
[1.19] Broken Oar Grotto
[1.20] Shadowgreen Cavern
[1.21] Thalmor Embassy
[1.22] Solitude Sawmill
[1.23] Katla's Farm
[1.24] East Empire Company Warehouse
[1.25] Brinewater Grotto
[1.26] Solitude Lighthouse
[1.27] Dainty Sload
[1.28] The Katariah

SECONDARY LOCATIONS

Total—8 Points of Interest
[1.A] Clam Digger's Camp
[1.B] Forsworn Ambush Camp
[1.C] Howling Wolf's Folly
[1.D] Pinemoon Bear Lair
[1.E] Haafingar Sabre Cat's Lair
[1.F] Pincushion Peter
[1.G] Haafingar Nordic Burial Ruins
[1.H] Solitude Attack Camp

2.2 Haafinger Hold Capital: Solitude I

RELATED QUESTS

Main Quest: Diplomatic Immunity
Main Quest: Season Unending
Civil War Quest: Joining the Legion
Civil War Quest: The Jagged Crown
Civil War Quest: Message to Whiterun
Civil War Quest: Reunification of Skyrim
Civil War Quest: A False Front
Civil War Quest: Rescue from Fort Kastav
Civil War Quest: The Battle for Fort Dunstad
Civil War Quest: The Battle for Fort Greenwall
Civil War Quest: Liberation of Skyrim
Civil War Quest: Battle for Solitude
Daedric Quest: The Mind of Madness
Side Quest: The Man Who Cried Wolf
Side Quest: The Wolf Queen Awakened
Side Quest: Lights Out!
Other Factions: Bards College Quest: Tending the Flames
Other Factions: Bards College Quest: Finn's Lute
Other Factions: Bards College Quest: Pantea's Flute
Other Factions: Bards College Quest: Rjorn's Drum
Dark Brotherhood Quest: Bound Until Death
Dark Brotherhood Quest: Breaching Security
Dark Brotherhood Quest: To Kill an Empire
Thieves Guild Quest: Scoundrel's Folly
Thieves Guild Radiant Quest: No Stone Unturned (x2)
Thieves Guild City Influence Quest: The Dainty Sload
Dungeon Activity (Solitude Jail)
Miscellaneous Objective: Innkeeper Rumors (the Winking Skeever)
Miscellaneous Objective: Angeline and Aldis* (Angeline Morrard)
Miscellaneous Objective: Looking Radiant* (Taarie)
Miscellaneous Objective: Spiced Wine Shipment* (Evette San)
Favor (Activity): The Gift of Charity* (Svari)
Favor (Activity): The Gift of Charity* (Noster One-Eye)
Favor (Activity): The Gift of Charity* (Dervenin)
Favor: A Good Talking To* (Octieve San)
Favor: The Bandit Slayer* (Ahtar)
Favor: The Vampire Slayer* (Sybille Stentor)
Favor: Rare Item Hunt* (Captain Aldis)
Favor: Item Retrieval (Cave)* (Noster One-Eye)
Thane Quest: Thane of Haafingar*

Note

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

Habitation: Hold Capital (Major)



CRAFTING

Alchemy Lab
Arcane Enchanters (2)
Blacksmith Forge
Grindstones (3)
Workbench

SERVICES

Follower: Belrand [1/47]
Follower: Ahtar the Jailor [2/47]
Follower: Jordis the Sword-Maiden [3/47]
House for Sale: Proudspire Manor [1/5]
Marriage Prospect: Belrand [1/62]
Marriage Prospect: Sorex Vinius [2/62]
Marriage Prospect: Taarie [3/62]
Marriage Prospect: Jordis the Sword-Maiden [4/62]
Marriage Prospect: Octieve San [5/62]

Trader (Apothecary): Angeline Morrard [1/12]
Trader (Apothecary): Vivienne Onis [2/12]
Trader (Blacksmith): Beirand [1/33]
Trader (Carriage): Thaer [1/5]
Trader (Fence): Gulum-Ei [1/11] (after Thieves Guild Quest completion)
Trader (Fetcher): Fihada [1/3]
Trader (Food Vendor): Addvar [1/9]
Trader (Food Vendor): Jala [2/9]
Trader (Food Vendor): Evette San [3/9]
Trader (General Store Vendor): Endarie [1/19]
Trader (General Store Vendor): Sayma [3/19]
Trader (Innkeeper): Corpulus Vinius [1/15]
Trainer (Alteration: Journeyman): Melaran [1/3]
Trainer (Speech: Master): Giraud Gemane [1/4]
Trainer (Spell Vendor): Sybille Stentor [1/12]

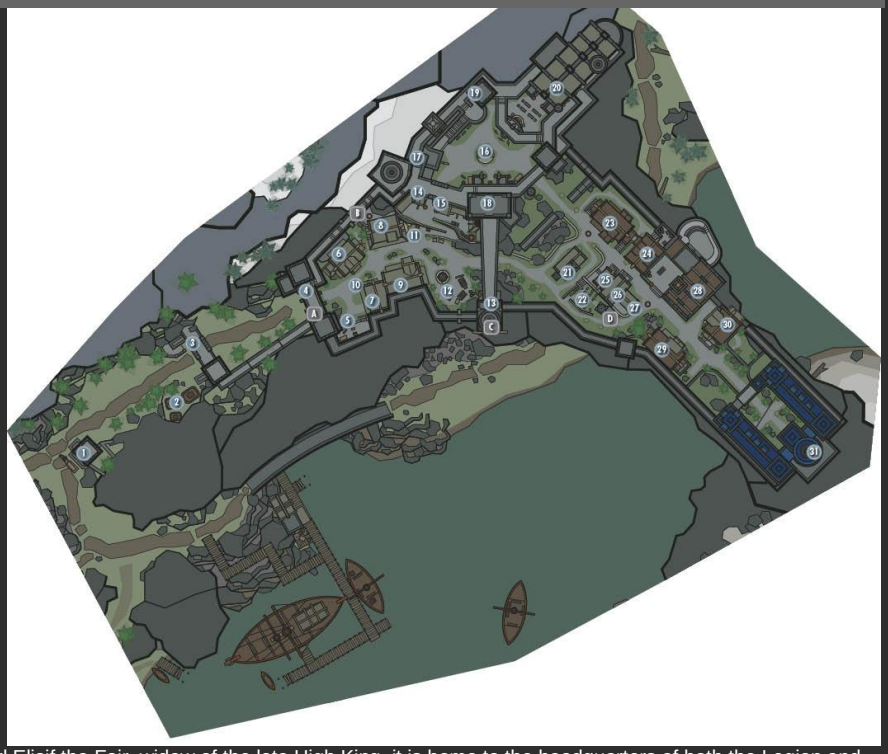
COLLECTIBLES

Skill Book [Alchemy]: Song of the Alchemists [E1/10]
Skill Book [Archery]: The Gold Ribbon of Merit [C1/10]
Skill Book [Light Armor]: The Rear Guard [D1/10]
Skill Book [Light Armor]: The Refugees [E1/10]
Skill Book [Speech]: Biography of the Wolf Queen [D1/10]
Skill Book [Speech]: The Buying Game [E1/10]
Skill Book [Two-Handed]: Song of Hrormir [C1/10]
Unique Item: Asgeir's Wedding Band [1/112]
Unique Item: Vittoria's Wedding Band [2/112]
Unique Item: Shield of Solitude [3/112]
Unique Weapon: Headsman's Axe [1/80]
Unique Weapon: Firiniel's End [2/80]
Unusual Gem: [1/24]
Unusual Gem: [2/24]

SPECIAL OBJECTS

Shrine of Akatosh [1/6]
Shrines of Arkay (2) [1/12; 2/12]
Shrine of Dibella [1/8]
Shrine of Julianos [1/5]
Shrine of Kynareth [1/6]
Shrine of Mara [1/5]
Shrine of Stendarr [1/5]
Shrine of Talos [1/17]
Shrine of Zenithar [1/5]
Business Ledgers
Civil War: Map of Skyrim
Chest(s)
Potions aplenty

Lore: City Overview



Solitude is the jewel of Imperial Skyrim. Ruled by Jarl Elisif the Fair, widow of the late High King, it is home to the headquarters of both the Legion and the Thalmor.
Part of the reason for this is the eminently defensible nature of Solitude itself. Set upon a great stone arch that towers above the mouth of the Karth River, and surrounded by the soaring peaks of the Haafingar Mountains, Solitude is both a reinforced and breathtaking stronghold.
Given the city's name, it may be ironic that over 80 percent of the Hold's population lives within Solitude's walls, but this is testament to the city's political importance, formidable defenses, and diverse population.

The Bard's College is located here, as well as the sumptuous Blue Palace. Both are constructed atop the huge, natural arch that the city rests on, affording spectacular views over the Sea of Ghosts and Hjaalmarch to the east.
Solitude's accessible docks and wharfs are in relatively calm waters, making trade one of the many reasons why the wealthiest Nords hail from this capital city. Solitude is the one, true cosmopolitan city of Skyrim.

Exterior



1) LOWER WATCHTOWER

Close to Katla's Farm and the Solitude Stables is a single watchtower at the base of the western (and main) entrance to Solitude. Thaer's carriage waits here for customers; you can take it to any other Hold City.
Trader (Carriage): Thaer [1/5]

2) MA'DRAN'S CARAVAN

When they aren't traveling, Ma'dran and his Khajiit brethren set up camp here. You can purchase a variety of wares from them. They also become Fences for you during the Thieves Guild Quests.
Trader (Caravan Vendor): Ma'dran [19/19]
Weapons, Apparel, Potions, Food, Ingredients, Misc

3) OUTER GATE

4) MAIN GATE

Market District



A variety of traders ply their wares in this southwestern district of the city. Aside from the traders, the marketplace is dominated by executioner's platform and the market stalls, which features a well said to be one of the oldest structures in Solitude.

A) MAIN GATE: EXIT TO SKYRIM

5) EXECUTIONER'S PLATFORM

The first time you enter Solitude, a small crowd has gathered to watch the execution of Roggvir for crimes against the Empire; he allowed Ulfric Stormcloak to escape the city after killing the High King. Unless you interrupt (a crime), Roggvir is beheaded while the citizens watch, some cheering. There is an entrance up onto the crenellations above the main gate, allowing you to move (or sneak) around the city's perimeter walls.
Crafting: Grindstone

6) THE WINKING SKEEVER



Corpulus Vinius
Sorex Vinius
Minette Vinius
Lisette
Belrand
Gulum-Ei
The Winking Skeever is the only tavern in town and is sometimes host to a variety of interesting (and undesirable) folks. Corpulus Vinius runs this establishment. The minstrel Lisette plays here in the afternoons and evenings.
The place is famous for wine and mead imported from Riften. Should Corpulus die, his son Sorex Vinius will run the inn. You can hire Belrand here. The upstairs rooms have numerous books to read. The wine cellar has a chest to steal from.
Follower: Belrand [1/47]
Marriage Prospect: Belrand [1/62]
Marriage Prospect: Sorex Vinius [2/62]
Trader (Fence): Gulum-Ei (after Thieves Guild Quest completion)
Trader (Innkeeper): Corpulus Vinius [1/15]
- Food, Room and Board
- Quest Rumors
Business Ledger
Strongbox (Adept)
Chest
Potions

7) RADIANT RAIMENT



Endarie
Taarie
Taarie runs this shop with her twin sister, Endarie. They live above the shop. There are two chests (one in the cellar, the other upstairs) and a large amount of food and some books to peruse.
Shadowmark: "Loot"
Marriage Prospect: Taarie [3/62]
- Apparel
Trader (General Store Vendor): Taarie [2/25]
- Apparel
Business Ledger
Strongbox (Adept)
Chest (2)
Business Ledger

8) ANGELINE'S AROMATICS



Angeline Morrard
Vivienne Onis
Angeline Morrard runs this shop with her niece Vivienne Onis. They live above the shop. The shop itself is a tiny affair, consisting of a simple small room with a counter. The walls behind the counter are lined with strange ingredients, potions, and dead animals.
There's a large number of potions and ingredients to purchase (or steal) here, an alchemy table, a chest in the cellar, and a strongbox upstairs near the ledger.
Crafting: Alchemy Lab
Trader (Apothecary): Angeline Morrard [1/14]
- Potions, Food, Ingredients
Trader (Apothecary): Vivienne Onis [2/15]
- Potions, Food, Ingredients
Business Ledger
Strongbox (Apprentice)
Chest
Potions aplenty

9) BITS AND PIECES



Sayma
Kayd
Sayma runs this shop. Her son, Kayd, is there to help her but ends up underfoot more often than not. They live above the shop. Sayma's home has food, books to read, a chest in the cellar, and a strongbox and ledger in an upstairs room.
Shadowmark: "Loot"
Trader (General Store Vendor): Sayma [2/25]
- Weapons, Apparel, Potions, Scrolls, Food, Ingredients, Books, Misc
Business Ledger
Strongbox (Apprentice)
Chest
Potions

10) NOSTER ONE-EYE

Noster Eagle-Eye
This beggar requests a gold coin from you. Oblige, and you receive the Gift of Charity.
Ability: The Gift of Charity

11) JAREE-RA

Jaree-Ra
An Argonian with a variety of interesting (and illegal) schemes. He usually mooches around this area, sometimes visiting Angeline's Aromatics.

12) MARKET STALLS AND THE WELL

Addvar
Jala
Evette San
These stalls sell a variety of wares: Addvar sells fish from his cart. His wife, Greta, will take over for him should he die. Jala sells fruit and vegetables from her cart. Evette San sells spiced wine from her cart. The old well isn't used anymore.
Trader (Food Vendor): Addvar [1/9]
- Potions, Food, Ingredients

Trader (Food Vendor): Jala [2/9]
- Potions, Food, Ingredients
Trader (Food Vendor): Evette San [3/9]
- Potions, Food, Ingredients

B) CASTLE DOUR DUNGEON EXIT

This grating is inaccessible from the street. It is an escape route leading from a secret exit inside one of the prison cells in the Castle Dour Dungeon.

13) SOUTH GATE

C) SOUTH GATE EXIT TO SKYRIM

This windmill landmark can be seen from miles around. The ground-level gate leads to a spiral staircase down to the docks and out into Skyrim. The staircase up leads to a battlement and the rear (and unlocked) entrance to the Emperor's Tower.

2.3 Haafinger Hold Capital: Solitude II

Castle Dour



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, the Blue Palace was built for the Jarl, and Castle Dour became a secondary fortress. It now houses the Imperial Garrison and the Temple of the Divines. Find a couple of Skill Books around the sleeping area here:
Skill Book [Light Armor]: The Rear Guard [D1/10]

14) FLETCHER



Fihada
Jawanan
Fihada runs this shop with his apprentice Jawanan. There are a large number of fine weapons to buy (or to steal) here. There's a chest in the ground-floor bedroom and a ledger and strongbox upstairs.
Trader (Fletcher): Fihada [1/3]
- Weapons and Misc
Skill Book [Archery]: The Gold Ribbon of Merit [C1/10]
Business Ledger
Strongbox (Adept)
Chest
Potions aplenty

15) SOLITUDE BLACKSMITH



Beirand
Helmvar
Beirand works for the army and the city guard. However, he has permission to do work on the side, making and repairing weapons and armor for anyone who comes in. However, he can't let it interfere with his other work.
Should Beirand die, his apprentice Helmvar will take over. Beirand is married to Sayma and has a son named Kayd. Outside his shop is a full complement of crafting locations and a second grindstone inside the Blacksmith's. Up in Beirand's bedroom, there's a ledger, Skill Book, and strongbox.
Crafting: Blacksmith's Forge
Crafting: Grindstones (2)
Crafting: Workbench
Trader (Blacksmith): Beirand [1/33]
- Weapons, Apparel, and Misc
Skill Book [Light Armor]: The Refugees [E1/10]
Business Ledger
Strongbox (Adept)

16) COURTYARD AND CRENELLATIONS

Captain Aldis
The ground-level features Solitude Guards practicing archery and sword strikes. Captain Aldis presides over this training, along with the execution you saw as you walked in.
Head up the stone ramp to the crenellations, allowing quick (and more stealthy) access above the castle grounds to an upper entrance into Castle Dour and the Thalmor Headquarters, the Temple of the Divines, and then back into the market district.
You can even drop off these crenellations, grabbing hanging moss or a bird's nest if you're facing southeast.

17) CASTLE DOUR (INTERIOR)

General Tullius
Legate Rikke
Ahtar the Jailor
Gianna
In ages gone by, there was just the castle keep. 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 separate palace was built for the Jarl.
Castle Dour became an oversized gatehouse. It was eventually converted into the city's Imperial Garrison. General Tullius is in charge of the Imperial forces in Skyrim. He lives and works here along with his second in command, Legate Rikke.
Follower: Ahtar the Jailor [2/47]
Unique Weapon: Headsman's Axe [1/80]
General Tullius's War Room (Ground Floor)
The main level of the castle is given over to a battle map of Skyrim, where General Tullius and Legate Rikke plan the countermeasures against the Stormcloaks. It is here you can join with them during the Civil War Quests.
Civil War: Map of Skyrim

Legate Rikke's Room (Ground Floor)
A simple dining table and bed.
General Tullius's Room (Upper Floor)
This connects to the War Room and the crenellations exit via a corridor and stairs. A large bed dominates this chamber.
Potions

Garrison Barracks (Lower Floor)
Legate Aventus Caesennius runs a tight ship down here where the city guards and conscripts sleep. There's a kitchen here filled with food and an armory of Imperial weapons and equipment.
Skill Book [Light Armor]: The Rear-Guard [D1/10]

Castle Dour Dungeon (Lower Floor)
Commit a crime in Haafingar and the guards will throw you in the dungeons of Castle Dour. Ahtar the Jailor (who was part of the execution when you first arrived in Solitude) runs this place. The upper level is a circular balcony overlooking the dungeon level. There are guards, scattered food and weapons, and three chambers along the outer wall to your right.
The first is an interrogation room, the second is a torture room, and the third is Ahtar's office, with steps leading down to the evidence chamber on the lower level. Notice the hole in the wall near the belongings chest? This allows you to recover your equipment when escaping through the secret passage.
Evidence Chest
Prisoner Belongings Chest

Castle Dour Dungeon (Dungeon Floor)
The roughly circular lower level features seven cells, most of them locked. Bjartur, a Stormcloak Soldier, is held in one of the cells if the Imperials control the city. You're usually placed in a cell on the jail's south side.
Instead of serving out your sentence, check the crumbling mortar on the wall behind you. It falls away, enabling you to flee into a dungeon corridor. Check the small hole, allowing you to reach into the Prisoner Belongings Chest in the evidence room.
Then flee to the ladder, bringing you up into the Market District, [B] Castle Dour Dungeon Exit. Note that you can only do this once; after you escape, the guards repair the wall, and you'll have to serve your time or escape in the usual way in the future.

Prisoner Belongings

18) EMPEROR'S TOWER (INTERIOR)

Emperor Titus Mede III

Reviled by the Stormcloaks for his "betrayal" in the Markarth Incident and admired by the Imperials and Loyalists for his steadfastness during the Great War, Titus Mede is somewhat of a tragic figure, being forced by the weakness of the Empire to make deals with those he despises (the Thalmor) in order to preserve the Empire from total destruction.

This is the residence of the Emperor when he is in Solitude. You will come here for Dark Brotherhood Quest: To Kill an Empire.

Throne Room (Ground Floor)

Emperor Titus Mede III isn't usually here. This offers access to the kitchens and the upper floor.

Kitchens (Ground Floor)

As you'd expect, there's an abundance of food, tended to by the chef.

Upper Landing (Upper Floor)

There's an empty bedroom and a door requiring a key, unlocked by the chef during the quest. A Skill Book rests on a table in the small sitting area.

Skill Book [Enchanting]: Catalogue of Weapon Enchantments

Banqueting Hall (Upper Floor)

This is where the Emperor and his trusted cohorts eat and talk about politics. There is an exit out to the South Gate (windmill).

19) THALMOR HEADQUARTERS

The hated Justiciars are headquartered in the garrison. Effectively run by the Thalmor, they oversee the terms of the peace accords signed by the Empire. Principally, this means rooting out Talos worshippers. Elenwen is the head of the Justiciars.

Sometimes she forces her opinion on General Tullius as well. He has little use for her advice, but his emperor has commanded him to follow her orders on matters related to the treaty.

Mostly this location is relatively empty, with the Thalmor more content to rule Skyrim from the remote Embassy in the mountains above Solitude. Check inside for a number of books to read, and the following:

Civil War: Map of Skyrim

Potions aplenty

20) TEMPLE OF THE DIVINES



Rorlund

Freir

Silana Petreia

Formerly the Temple of the Nine Divines, this is the largest temple in all of Skyrim. Unlike the other temples, it reflects the Imperial view of all eight divinities being equal and represented. Outside is a small courtyard where Vittoria Vici's marriage will take place.

There are several doors leading to and from the roof if you want a better look down onto this courtyard. Inside are shrines for each of the eight gods, plus an empty place where the Shrine to Talos once stood.

If you side with the Stormcloaks during the Civil War Quests and take Solitude for Ulfric, the Shrine to Talos is reinstated. Each provides a Blessing.

Upstairs is a withdrawing area and exit to the crenellations. Downstairs is a storage room and a firmly sealed door, which can only be opened during Side Quest: The Wolf Queen Awakened. It leads to a second, dust-filled wine cellar, past a Health Potion to a hole in the wall and into Potema's Catacombs.

Unique Item: Asgeir's Wedding Band [1/112]

Unique Item: Vittoria's Wedding Band [2/112]

Unique Weapon: Firiniel's End [2/80]

Shrine of Akatosh [1/6]

Shrine of Arkay [1/12]

Shrine of Arkay [1/12]

Shrine of Dibella [1/8]

Shrine of Julianos [1/5]

Shrine of Kynareth [1/6]

Shrine of Mara [1/5]

Shrine of Stendarr [1/5]>

Shrine of Talos [1/17]

Shrine of Zenithar [1/5]

THE AVENUES DISTRICT

Sometimes referred to as "the Stately Avenues of Old Solitude," it's more commonly just called the Avenues. This is the residential section of the city.

21) HALL OF THE DEAD (SOLITUDE CATACOMBS)



Styrr
This mausoleum is filled with vaults. The dead of Haafingar are buried here. As the local priest of Arkay, Styrr is the cemetery caretaker. Although this could just be his demeanor, Styrr believes that darkness is drawn to Solitude.
Upstairs, Styrr's room has a long chest to pilfer from and a small chest behind the door. Into the cellar, there's the corridor to Solitude Catacombs.
Shrine of Arkay [2/12]
Chest (2)
Potions aplenty

Solitude Catacombs (Interior)
This houses the remains of the dead from across Haafingar. Expect three skeletons roaming these catacombs and an exit leading back out, onto the graveyard [D].

22) DERVENIN THE MAD

Dervenin the Mad
This lunatic beggar wanders around the Hall of the Dead graveyard and down the Avenues. He talks about his abandoned master, which is the prelude (and way to begin) Daedric Quest: The Mind of Madness. He also requests a gold coin from you. Oblige, and you receive the Gift of Charity.
Ability: The Gift of Charity

D) SOLITUDE CATACOMBS EXIT

23) VITTORIA VICI'S HOUSE

VITTORIA VICI

Vittoria Vici heads down from this house to supervise the shipping and distribution of goods from the port. She is a wealthy woman, about to be married. Her house reflects this opulence, as do the Shadowmarks etched near the main doorway. There are three entrances.
The main floor of the house is comprised of a hallway, living area, and kitchen. There are books to read and food to eat. Upstairs is a small balcony library and a bedroom with a chest to check. In the cellar, there's an exit and a display case with a valuable weapon in it to steal.
Shadowmark: "Loot"
Chest (2)

24) PROUDSPIRE MANOR (HOUSE FOR SALE)



This dwelling is currently empty. It was the scene of a gruesome murder, and there's rumors of it being haunted.
Should you become the Thane of Haafingar (by completing Favors for the citizens and the Jarl), you can purchase this abode from Jarl Elisif the Fair's Steward, Falk Firebeard—you'll then find one of the Unusual Gems that pertain to the Thieves Guild Radiant Quest: No Stone Unturned.
Consult the quests chapters for more information.
Marriage Prospect: Jordis the Sword-Maiden [4/62]
Unusual Gem: [1/24]

25) ADDVAR'S HOUSE

Greta
Svari
This is the first of three terraced houses and flagged with a Shadowmark. Addvar the street vendor lives here. It's a small place, bordering on run-down. His wife, Greta, and daughter Svari live here with him.
Unlock the door (Novice), entering a modest home with a large amount of stored cheese and a cooking pot and chest. Upstairs is a small bedroom and second chest.
Shadowmark: "Loot"
Chest (2)

2.4 Haafinger Hold Capital: Solitude III

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26) EVETTE SAN'S HOUSE

Octieve San

This is the middle terraced house, flagged with a Shadowmark. Evette San the street vendor lives here with her invalid father, Octieve San. It's not a hovel, but it wouldn't have to fall apart much more to become one. Open the door (Novice): Inside is another cheese stockpile and a knapsack in the storage area to the rear. There are two chests upstairs in the balcony bedroom.

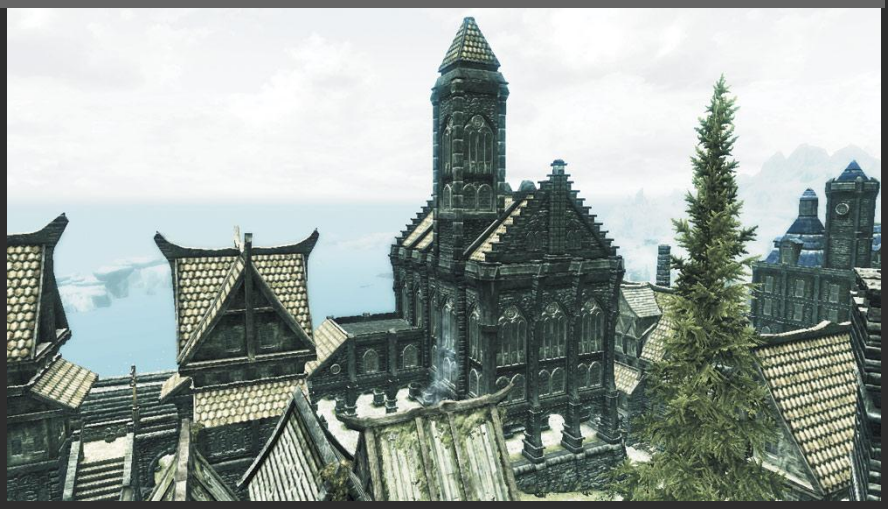
Shadowmark: "Loot"
Marriage Prospect: Octieve San [5/62]
Chest (2)
Knapsack

27) JALA'S HOUSE

Jala the street vendor lives here with her friend and lover, Ahtar. It's a poor home, reflecting her lack of wealth. There's a pile of Iron Ingots to steal on the ground floor and two chests upstairs.

Shadowmark: "Empty"
Skill Book [Two-Handed]: Song of Hrormir [C1/10]
Chest (2)
Knapsack

28) BARD'S COLLEGE



Viarmo
Giraud Gemane
Inge Six-Fingers
Pantea Ateia
Jorn
Aia Arria
At-Af-Alan
Illdi
Bendt
Giraud Gemane

A large building where bards come from all parts of Skyrim and beyond to learn how to sing and play instruments. There are two entrances, and all are welcome. Outside is a large stone courtyard where the Burning of Old King Olaf festival was historically held. Each student works with all the different teachers during the course of a week. However, each has preferred instruments or instructors.

Cellar (Lower Floor)
This contains a sleeping area with four beds for the current students. There is a common area, Brendt's small bedroom, and a kitchen here too.
Main Entrance Hall (Main Floor)
The main entrance here is made to receive guests and is built to impress. Giraud Gemane and Viarmo are usually here. Nearby is a well-stocked library and a bar. If you are on Favor: Rare Item Hunt for Lami in Morthal, you can find a skill book on the counter in the library.
Skill Book [Alchemy]: Song of the Alchemists [E1/10]
Bedrooms (Main Floor)
There are four bedrooms here, each with a variety of books and instruments, and a bed for each of the teachers.
Classrooms (Upper Floor)
The top floor of the College has two large classrooms filled with more books and instruments. Find another Skill Book secreted among a stack of common tomes on the top tier of a tall metal shelf up here.
Skill Book [Speech]: The Buying Game [E1/10]

19) ERIKUR'S HOUSE

Erikur
Melaran

Erikur is a Thane of Solitude, and his house is a large, grand structure. Notice the Shadowmarks near the entrances. Inside, the cellar has little more than barrels and some stocked food. The main floor is dominated by the Arcane Enchanter, various potions, and a few ingredients. Upstairs is a balcony running around the entire perimeter, a small library, and a single bedroom with a long chest to steal from.

Shadowmark: "Protected"
Crafting: Arcane Enchanter
Trainer (Alteration: Journeyman): Melaran [1/3]
Chest
Potions aplenty

30) BRYLING'S HOUSE

Bryling
Irnskar Ironhand

Bryling is an important Thane, and the house reflects this, although her treasury is getting empty. Irnskar Ironhand is her retainer and likely to be guarding inside this place. The wine cellar has a knapsack and some scattered weaponry and clothes. The main floor has an extensive library and a variety of food. Upstairs there are two bedrooms, one with a chest.

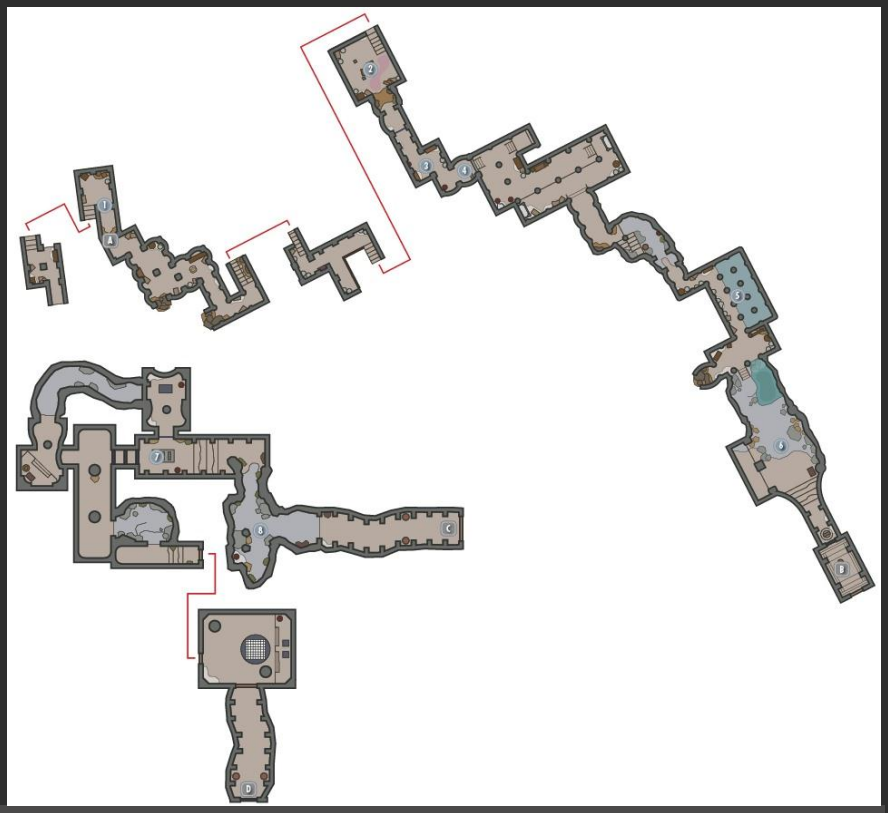
Shadowmark: “Loot”
Chest

31) BLUE PALACE



Jarl Elisif the Fair
Falk Firebeard
Bolgeir Bearclaw
Sybille Stentor
Odar
Erdi
Una
The following leaders of Solitude are loyal to the Imperials at the start of the Civil War. They remain in place, even if Solitude falls to the Stormcloaks, at the end of the Civil War Quests.
Jarl Elisif the Fair
With the recent death of Jarl Torygg, his beautiful widow, Elisif, rules Solitude for now. She is a young Nord woman, wholly unsuited to rule. The real power lies with General Tullius, technically an Imperial advisor. Personally, Elisif is sympathetic to the Imperial cause. She has a personal hatred for the Stormcloak leader Ulfric, who killed her husband, Torygg, and is just politically savvy enough to realize that her rule, and probably her head, are in place only so long as she is useful to the Empire. She believes that should the Empire regain control of Skyrim, she would be made High Queen.
Falk Firebeard (Steward)
Falk also serves as treasurer when necessary. He is a skilled bureaucrat, despite his years as a member of the Companions. He is loyal to Elisif but frequently gets frustrated at her foolishness. His hair is bright red, although shot with gray, hence his name.
Unique Item: Shield of Solitude [3/112]
Bolgeir Bearclaw (Housecarl)
Jarl Elisif never goes anywhere without Bolgeir. He is utterly loyal and highly competent. What he lacks in creativity and social sensitivity, he makes up for in ferociousness. As a youth, he hunted bears. Once, when a bear turned on him, he cut its paw off with a single blow of his axe.
Sybille Stentor (Court Wizard)
Although she has served the Jarls of Solitude for over 20 years, Sybille looks no more than 18. Palace gossip has a multitude of theories for her unnatural youth. The one about her being a vampire may hold most credence. Her role as Court Wizard is a convenience.
Trainer (Spell Vendor): Sybille Stentor [1/12]
Solitude’s other awe-inspiring landmark is its ornate palace, where the newly appointed Jarl Elisif the Fair resides. It is built on the ruins of the old palace, which was burned to the ground when Queen Potema was finally defeated in the War of the Red Diamond. There is only one entrance: from the cloisters at the end of the Avenues District.
Entrance Staircases (Ground Floor)
Through the Receiving Hall is a pair of impressive curved staircases and guards dotted around. To the right (southwest) is a chest and a door to the Pelagius Wing, which is firmly sealed. To the left (northeast) is a corridor to the kitchens and private staircase.
Kitchens (Ground Floor)
A large array of food is stocked here, presided over by Odar the chef. There’s a storage corridor to the northwest leading to wine barrels and a servants’ bedroom.
Large Bedroom (Ground Floor)
Close to the private steps, there are two large beds in here but little to steal.
Cellar (Lower Floor)
Head down the private steps to a chamber of beds and a chest.
Chest
Jarl’s Throne Room (Upper Floor)
Atop the curved stairs (or the private ones) is the main chamber where Jarl Elisif the Fair resides and listens to the news of the day and any worries her subjects may have. She is guarded by Bolgeir Bearclaw, her Housecarl. She is flanked by Sybille Stentor (Court Wizard), Falk Firebeard (Steward), and the two Thanes Erikur and Bryling.
Northeast Corridor (Upper Floor)
To the left (northeast) is a corridor where you’ll find a book named Lost Legends on a low table (read it to start a quest). The corridor leads to the Court Wizard’s bedroom. There’s an Arcane Enchanter and some impressive staffs, potions, and books on show here. To the north is Falk’s small bedroom and the Jarl’s bedchamber. This impressive room has a small alcove with a Skill Book and an Unusual Gem on the bedside cabinet.
Crafting: Arcane Enchanter
Skill Book [Speech]: Biography of the Wolf Queen [D1/10]
Unusual Gem: Stone of Barenziah [2/24]
Chest
Potions aplenty
Pelagius Wing (Ground Floor)
This part of the palace is sealed off and uninhabited. This wing is where Pelagius the Mad lived before becoming Emperor and is said to be cursed. No one will set foot in there. If you begin Daedric Quest: The Mind of Madness and obtain the key from Falk Firebeard, you can journey into the depths of the long-dead ruler’s mind itself!

Potema’s Catacombs



RELATED QUESTS
Side Quest: The Man Who Cried Wolf
Side Quest: The Wolf Queen Awakened
Dungeon: Vampire Lair
Draugr
Vampire
Crafting
Alchemy Lab
Grindstone

DANGERS
Flamethrower Trap (pressure plate)
Oil Lamp Trap
Oil Pool Trap
Swinging Wall Trap (pressure plate)
Trapped Chest
Quest Items: Potema's Skull

COLLECTIBLES
Skill Book [Lockpicking]: Surfeit of Thieves
Area Is Locked (quest required)
Chest(s)
Potions

POTEMA, THE WOLF QUEEN
A hidden and vast underground set of corridors under Solitude, this place of evil is only accessible during Side Quest: The Wolf Queen Awakened. You reach the Catacombs via the cellar of the Temple of the Divines. It is otherwise completely sealed off.

Potema's Catacombs (Interior)

A) PASSAGE TO TEMPLE OF THE DIVINES

1) WOLF QUEEN FRIEZE
Potema mocks and threatens you at this wall frieze of the Wolf Queen and removes the archway spears blocking your path. Your first Draugr attack occurs just afterward, in the cobwebbed and abandoned dungeon bar.

2) BANQUET CHAMBER
There are two small chests at the bottom of the stone steps leading to a balcony and a hanging lamp and oil spill. Find a Skill Book resting atop a small table in this area.
Danger! Oil Lamp Trap
Danger! Oil Pool Trap
Skill Book [Lockpicking]: Surfeit of Thieves

3) DRAUGR VAULTS
Watch out for the fire trap and pressure plate close to one Draugr alcove.
Danger! Flamethrower Trap (pressure plate)

4) PORTCULLIS
Use the wall lever to the right to raise it.

5) FLOODED VAULTS
Your first vampire combat occurs here. Watch for a swinging gate trap; check that floor!
Danger! Swinging Wall Trap (pressure plate)

6) POTEMA'S REFUGE ENTRANCE
This arched barrow has a grindstone and a trap chest; unlock the trap trigger or feel flames in your face! Then activate the lever, wait for your moment to step through the rotating wall, and access the Alchemy Lab if you wish, before proceeding.
Crafting: Alchemy Lab
Crafting: Grindstone

Danger! Trapped Chest
Potions

B) DOOR TO POTEMA'S REFUGE

Potema's Refuge (Interior)

B) DOOR TO POTEMA'S CATACOMBS

7) THREE-LEVER PUZZLE AND SECRET ROOM

Fight Draugr and watch for vampires as you reach three levers and three rotating walls. Make sure all three levers are pointing to the right (if you're facing the walls), as that activates the walls' rotations. Then step through each wall when the portcullises rise. Watch out for Soul Gems striking you with magical damage in the chamber beyond.

Before accessing the three levers, open the gate to the north, fight a Vampire and look for a lever on the ground behind the coffin. This opens a stone wall leading around to a secret room with a chest to plunder

Chest

8) FLOOR GRATING TRAPDOOR CHAMBER

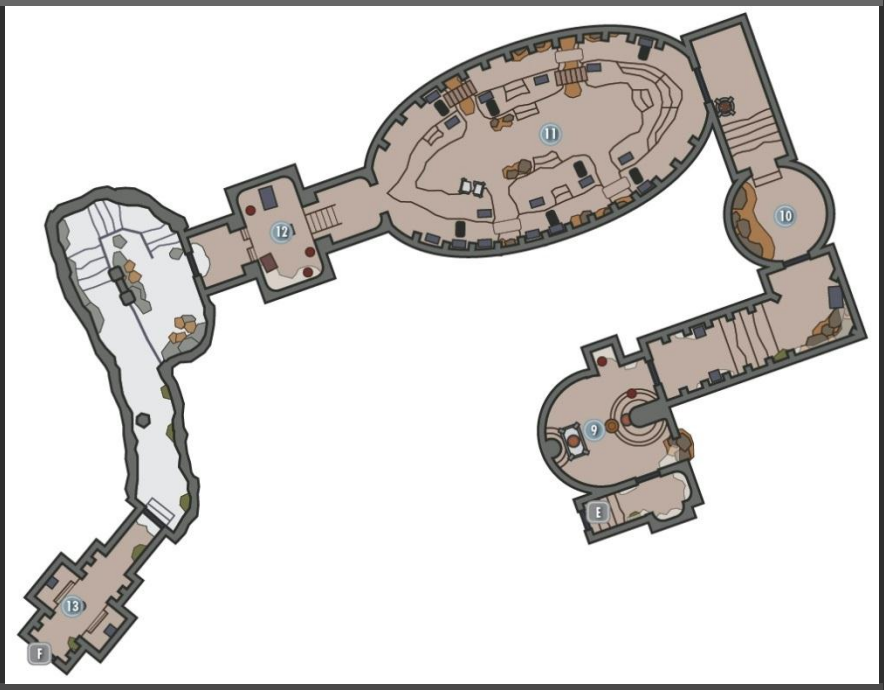
You are challenged to a fight with a vampire and a Draugr. Potema's Sanctum Key is resting on the arm of the empty throne. There's another on the vampire's corpse. Or you can unlock the door normally (Master). The grating below is simply the start of this interior area, near the three-lever puzzle.

Potema's Sanctum Key

B) DOOR TO POTEMA'S SANCTUM

D) POTEMA'S SANCTUM (INTERIOR)

Potema's Sanctum



E) DOOR TO POTEMA'S REFUGE

9) EMBALMING ROOM

10)POTEMA'S CORPSE SHRINE

Draugr on a throne and a skeleton attack as you reach a circular shrine of corpses and a beckoning from Potema herself. She summons some of the dead to attack you. Grab the potions of Resist Shock in an alcove just beyond; You'll need them shortly.

Potions

POTEMA'S SANCTUM CHAMBER

The final battle against Potema's inner council (Draugr) begins and ends here. You must slay 12 Draugr of increasing ability. Do your best to avoid getting zapped by the beam of power arcing from Potema's floating essence, and take cover in the antichamber if you must.

12) POTEMA'S THRONE

You fight the remaining energy from Potema here and collect her skull and any other items you wish. Check the large chest behind her throne.

Potema's Skull

Chest

13) SECLUDED CHAMBER

Exit via the door behind Potema's throne, and scale the snowy interior to a small Draugr corridor with two thrones. Then emerge out onto the Secluded Chamber, into the wilds of Skyrim's exterior, north of Solitude and just east of the Dainty Sload.

F) DOOR TO SECLUDED CHAMBER/SKYRIM

2.5 Haafinger: Primary Locations

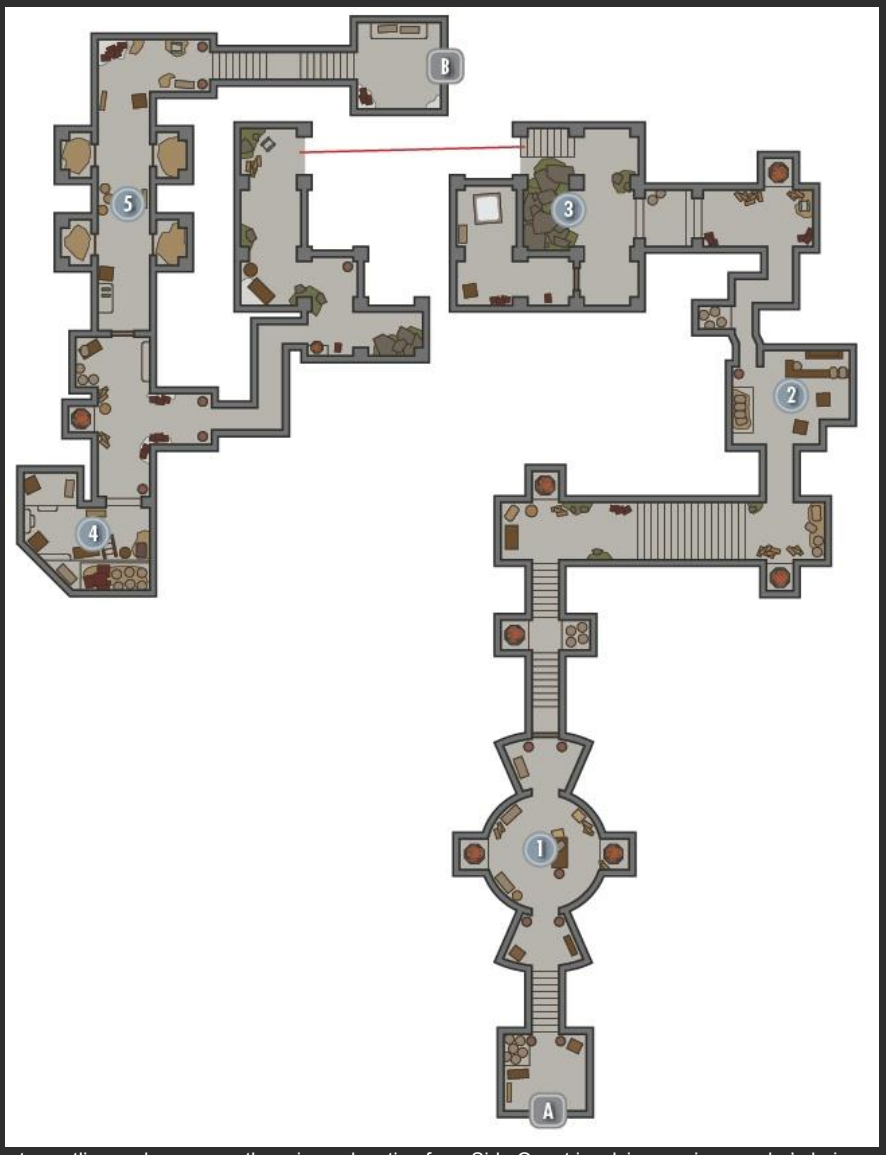
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[1.01] Northwatch Keep



RELATED QUESTS
Side Quest: Missing in Action
RECOMMENDED LEVEL: 12
HABITATION: MILITARY FORT
Northwatch Archer
Northwatch Guard
Northwatch Interrogator
Northwatch Mage
Northwatch Prisoner
Thorald Gray-Mane
CRAFTING
Blacksmith Forge
COLLECTIBLES
Skill Book [One-Handed]: 2920, Morning Star, v1 [A1/10]
Skill Book [Two-Handed]: The Legendary Sancre Tor [D1/10]
Chest(s)
Potions

Northwatch Keep



This mighty stronghold lies along Haafingar's northwest coastline and serves as the primary location for a Side Quest involving a prisoner who's being held captive here.
Depending on your allegiances, you may be able to bribe or persuade the guards into letting the prisoner go without a fight. When you visit this fort without the "Missing in Action" quest, you'll find a small army of hardened Northwatch Guards here, ready to give their lives in defense of their coastal keep.

Exterior

The keep's exterior is heavily defended by a host of well-armored guards and archers. However, the troops have foolishly left the keep's northern gate unlocked—exploit this to get the drop on them if you desire. Secure the outdoor area before infiltrating the keep via its only unlocked door.
Crafting: Blacksmith Forge

A) DOOR TO SKYRIM

ENTRY CHAMBER

Slay a mage and guard in this first chamber, then loot a chest before pressing on.
Chest

2) KITCHEN

Dispatch a few more guards in this small kitchen, where a variety of food items and a few bits of can be obtained, such as the weapons mounted to the walls. Swipe the Skill Book on the shelf behind the bar.
Skill Book [One-Handed]: 2920, Morning Star v1 [A1/10]

3) CRUMBLING HALL

Slay a couple more guards in this large chamber, which has fallen into disrepair. The lower door features an Expert-level lock, and you'll find a Skill Book in the small room beyond. Ignore the locked door and loot an upstairs chest before pressing on to [4].
Skill Book [Two-Handed]: The Legendary Sancre Tor [D1/10]
Chest
Knapsack

4) INTERROGATION CHAMBER

Slay a magic-wielding interrogator in this horrific room, then raid a large chest and snatch up an array of potions. Swipe a special key from the bloodstained table here as well—it unlocks the keep's exit door, which is just ahead.
Northwatch Keep Key
Chest
Potions

5) HOLDING CELLS

Wipe out the guards and then pull the levers to free several prisoners here, if you wish. However, the prisoners own nothing of interest, and neither do their cells. Use the key you found in [4] to unlock the keep's far exit door.

[1.02] Rimerock Burrow



RELATED QUESTS
Daedric Quest: A Daedra's Best Friend
RECOMMENDED LEVEL: 6
DUNGEON: WARLOCK LAIR
Atronach
Warlock
CRAFTING
Arcane Enchanter
QUEST ITEMS
The Rueful Axe
COLLECTIBLES
Skill Book [Conjuration]: 2920, Hearth Fire, v9 [B1/10]
Unique Weapon: The Rueful Axe [3/80]
Chest(s)

At the northeastern corner of Haafingar, a narrow, snowy mountain trail descends toward a small, frozen cave. A dangerous Flame Atronach and Master Conjurer reside within the cave.
Slay these villains so that you may safely utilize their Arcane Enchanter and raid the cave's far chest. Grab the nearby Skill Book off the end table as well. During the Daedric Quest: A Daedra's Best Friend, this site contains the Rueful Axe.

[1.03] Pinefrost Tower



RECOMMENDED LEVEL: 6
DUNGEON: ANIMAL DEN
Ice Wraith
Frost Troll
Chest (Locked: Apprentice)

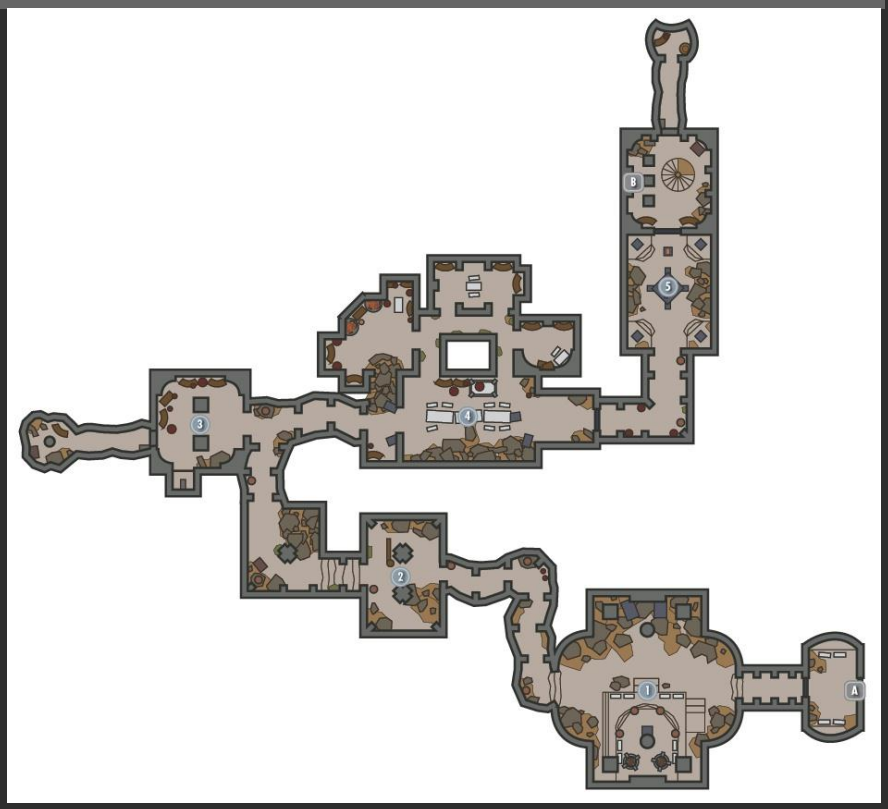
This fallen tower lies atop Haafingar's western mountains, a short distance south of Northwatch Keep [1.01]. Gory remains hint at the presence of a vicious Ice Wraith and ferocious Frost Troll that have taken up residence here. Cross the ramp near the far firepit to reach a chest and some gear at the end of a snowy trail.

[1.04] Volskygge



RELATED QUESTS
Side Quest: Masks of the Dragon Priests*
Dungeon Activity
RECOMMENDED LEVEL: 24
DUNGEON: DRAGON PRIEST LAIR
Bandit
Draugr
Volsung
DANGERS
Battering Ram Traps (pressure plates)
Swinging Blade Trap (pressure switch)
Swinging Wall Trap (pressure plates)
Dart Trap (pressure plates)
PUZZLES
Nordic Pillars (Snake, Bear, Fox, Wolf)
COLLECTIBLES
Dragon Priest Mask: Volsung [3/80]
Skill Book [Lockpicking]: Surfeit of Thieves
SPECIAL OBJECTS
Word Wall: Whirlwind Sprint [1/2]
Chest(s)
Potions

Volskygge



Along Haafingar's southwest edge, a collection of crumbling ruins surround a shattered staircase that leads to ancient burial tunnels.

Volskygge is unique in that it can be entered from both the bottom and the top (near the Word Wall). It's therefore possible to play through the dungeon in the opposite fashion as detailed here.

EXTERIOR

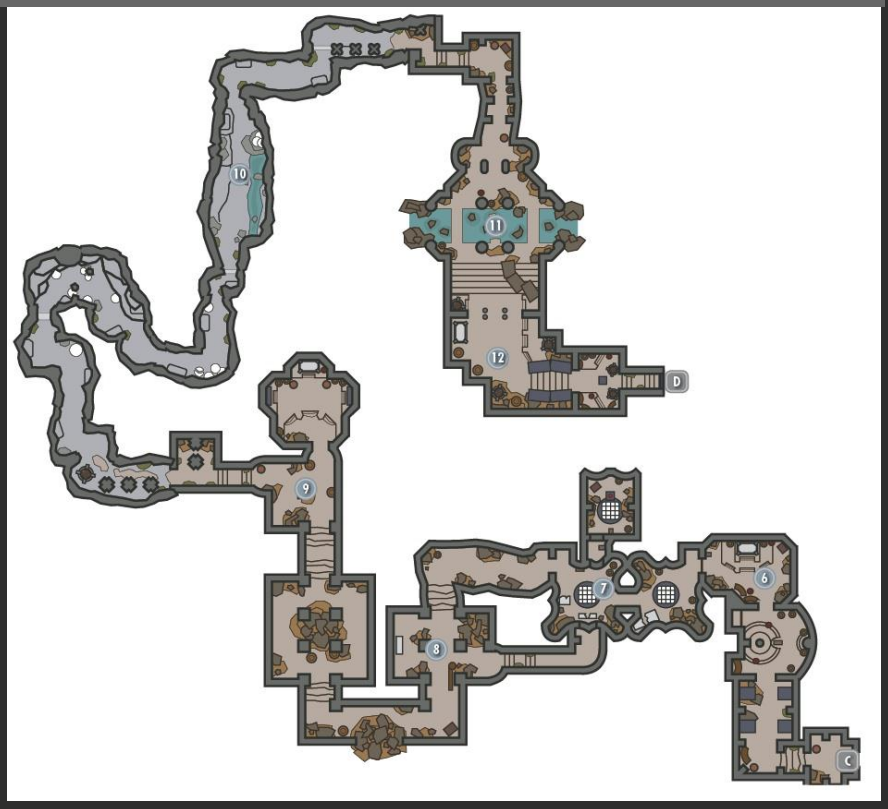
Search the outdoor ruins to the north and south of the staircase to find a few urns with some coin; then scale the stairs and enter the interior ruins.

A) EXIT TO SKYRIM

1) THRONE ROOM

A couple of bandit scouts patrol the first fire-lit chamber. Beware the pressure plate near the elevated throne—stepping on it causes arrows to fly out from the surrounding walls.

Volskygge Passages



Danger! Dart Trap (pressure plate)

2) SWINGING WALL PASSAGE

Avoid the pressure plate on the ground in the center of this hall—take a side passage to avoid being impaled by a swinging wall of spikes. Slay a few more bandits and raid a chest at the hall's far end.

Danger! Swinging Wall (pressure plate)

Chest (Locked: Apprentice)

3) LEVER NOOK

Dispatch a couple of bandits at this dead end, then swipe a Skill Book off a shelf and unlock an Adept-level gate to access a lever that opens a secret passage in the nearby wall. Go through to discover some potions and a chest.

Skill Book [Lockpicking]: Surfeit of Thieves

Chest

Potions

4) DINING HALL

A grotesque scene of a bloody Draugr splayed across an elegant dining table greets you here. Swipe a few potions from the shelves before entering the northern caverns to slay more bandits, score a few more potions, and loot some urns.

Potions

5) NORDIC PILLARS CHAMBER

Gates slam shut as you enter the passage's end, trapping you near a sort of glyph puzzle and forcing you to solve it. The book on the pedestal provides clues as to the puzzle's solution. Activate the glyphs in the following order: Snake, Bear, Fox, Wolf. Don't miss the chest in the stairwell chamber beyond, and pull a lever before heading downstairs to open a secret passage. Explore the passage to reach a trapped room that features an urn and a few valuable potions.

Danger! Battering Ram Trap (pressure plate)

Chest

Potions

B) DOOR TO VOLSKYGGE PASSAGES

C) DOOR TO VOLSKYGGE

6) LEVER CHAMBER

Pulling a lever in this quiet chamber opens a nearby holding cell, but there's no need to do so. Press onward and wipe out a Draugr so you may safely raid a chest in the next room. The chest is rigged with a trap hinge connected to the chest's left side. Unlock the hinge trap before opening the chest to avoid a dart trap.

Chest

7) TRAP DOOR CHAMBERS

Avoid the pressure plate in the center of this odd chamber and avoid falling into the next room's central pit, or you'll have to take a dangerous Draugr-filled passage to the next chamber. Assuming you avoid the pitfall, look for the dead bandit next to a lever. This leads to a secret chamber with a chest and a health potion on a pedestal. Careful when grabbing the potion: it triggers a spear trap from the grate below.

Danger! Swinging Blade Trap (pressure switch)

Chest

8) BURIAL CHAMBER

Loot the many urns and resting Draugr in this chamber, but beware the trap that's triggered by a central pressure plate. Don't miss the chest in the passage that follows, and beware a host of Dragur that ambush you on the way to [9].
Danger! Swinging Wall (pressure plate)
Chest (Locked: Apprentice)

9) ALTAR CHAMBER

A lone Draugr guards a quiet altar chamber here. Loot the many urns, then beware a battering ram trap as you scale the stairs that lead toward [10].
Battering Ram Trap (pressure plate)
Potion

10) SPIDER PASSAGE

Slay a host of Frostbite Spiders and rip through thick webs on your way through this long, winding passage, harvesting ingredients from egg sacs as you go. Don't miss looting the chest or urns just before you arrive at [11].
Chest

11) BROOK CHAMBER

A gentle stream flows through this Draugr-filled chamber. Find a chest at one end of the brook along with an Orichalcum ore vein. Loot a few urns after laying the undead to rest here.
Chest

12) EXIT CHAMBER

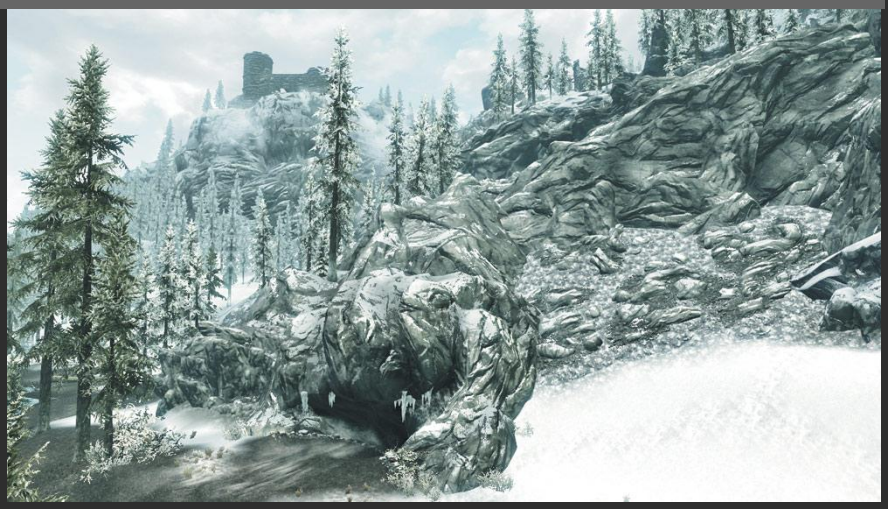
Slay one final Draugr and loot several more urns and a large chest on your way out to the ruins' exterior peaks.
Potions

D) DOOR TO VOLSKYGGE PEAK

VOLSKYGGE PEAK

A mighty wizard named Volsung awaits you on the ruins' exterior peaks. Slay this powerful adversary to acquire the valuable gear that he owns, including a precious mask. Scale the nearby steps afterward to locate a Word Wall that bestows the Word of Power: Whirlwind.
Dragon Priest Mask: Volsung [1/10]
Word Wall: Whirlwind Sprint [1/2]
Chest

[1.05] Steepfall Burrow and Lower Steepfall Burrow



DUNGEON: ANIMAL DEN

Frost Troll
Ice Wolf

COLLECTIBLES

Skill Book [Destruction]: Mystery of Talara, v3 [C1/10]
Chest(s)

High in the northern peaks of Haafingar's central mountains lies the yawning mouth of a frozen cave. Steepfall Burrow also features a lower exit, which registers as a separate location on the world map. This connection can be exploited by travelers to facilitate their trek through Haafingar's treacherous mountains.

UPPER TROLL CAVE

Beware when crossing the cavern's natural footbridge—it's a long way down. Attack the dangerous Frost Troll from range and see if you can knock the beast into the abyss for an easier kill (trolls carry little of value). Slay another troll in the far cave, then loot the chest in the nearby fissure for valuables. Don't miss the Skill Book by the skeleton.
Skill Book [Destruction]: Mystery of Talara, v3 [C1/10]
Chest

LOWER WOLVES' LAIR

If you're feeling daring, drop from the natural footbridge and plummet into the icy water far below. The fall won't harm you, and you can potentially unlock a sunken chest down below for even more loot. To escape the watery cavern, search for an underwater passage to the west, which lies just below the waterline—this will lead you to an Ice Wolf lair, where another chest is located. Loot the wolves' lair and then step outside via the burrow's lower exit.
Chest
Chest (Locked: Apprentice)

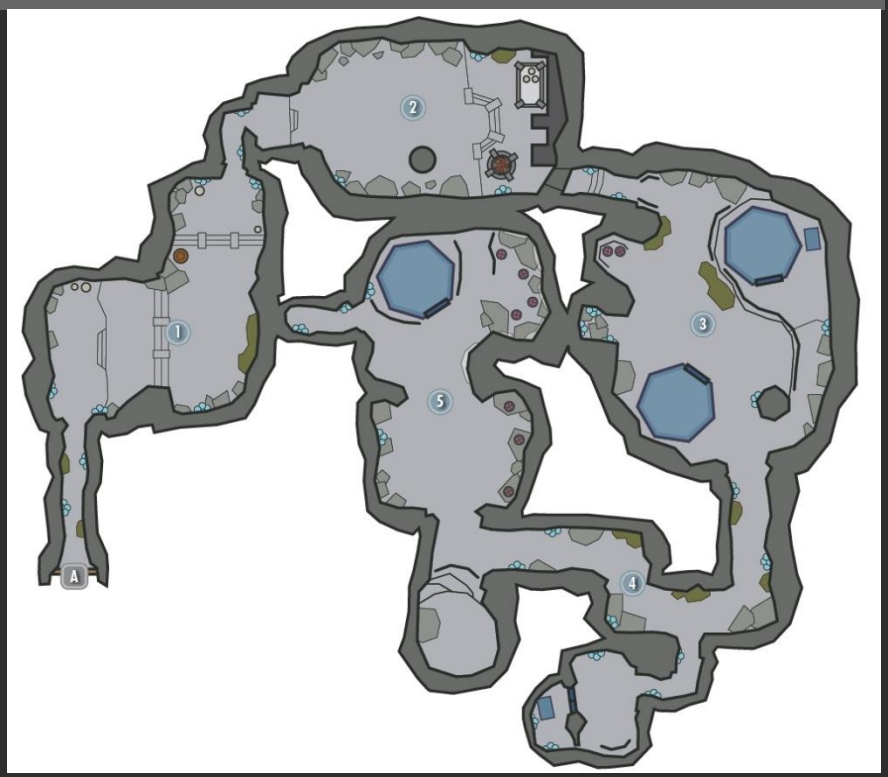
[1.06] Lost Echo Cave



RECOMMENDED LEVEL: 8
DUNGEON: FALMER HIVE
Animal
Falmer
COLLECTIBLES
Skill Book [One-Handed]: 2920, Morning Star, v1 [A2/10]
Chest(s)
Potions

Wooden stairs lead from the main road to this mountain cave, which someone—or something—has outfitted with a functional front door.

Lost Echo Cave



A) DOOR TO SKYRIM
1) BIOLUMINESCENT CAVERN
Harvest plenty of Glowing Mushrooms as you pass through the cave's first few passages.
2) CEREMONY CHAMBER
Peruse the gear that rests on the next chamber's ornate table, then activate the ceremonial brazier to start a fire, fry up a Glowing Mushroom, and cause a nearby passage to open. Collect a Skill Book from the stone table here as well before advancing.
Skill Book [One-Handed]: 2920, Morning Star, v1 [A2/10]

3) FALMER CAVERN
The cave's vile denizens finally reveal their presence in this third cavern. Slay the nimble Falmer and loot the nearby egg sacks for Chaurus Eggs; then scale the east path to locate an odd-looking chest near a tent.
Chest
4) AMBUSH PASSAGE
Look up and beware the odd holes in the walls of the next passage. Falmer warriors may emerge from these elevated spawning holes in surprise ambushes! Duck into a southern nook to discover a chest, then continue along until you can leap onto a small ledge to locate a potion, a coin purse, and a satchel as you make your way to the final cavern.

Chest
Satchel
Potion

5) CHAURUS CHAMBER

The final cavern is home to a mob of insectlike Chaurus. Secure the cavern, slay one last Falmer that emerges from a high spawning hole, and enter a tent to find a large chest. Activate a handle on the wall near the west passage to open a far door, then proceed through the find yourself back near the cave's entrance.

Chest

[1.07] Orphan's Tear



RECOMMENDED LEVEL: 6

DUNGEON: BANDIT CAMP

Bandit
Chest(s)
Potions

A ship called the Orphan's Tear has been hit by a storm and wrecked against Haafingar's treacherous northern coastline. Now this site serves as a bandit camp. Little of interest is found around the campsite, but a chest awaits looting inside the remnants of the Tear, while another can be found at the bottom of her submerged hull.

[1.08] Fort Hraggstad



RELATED QUESTS

Civil War Quest: Joining the Legion
Civil War Quest: Liberation of Skyrim
Civil War Quest: The Battle for Fort Hraggstad

RECOMMENDED LEVEL: 6

HABITATION: MILITARY FORT

Bandit (Prequest)
Stormcloak/Imperial Soldier (depending on your allegiance during the Civil War)

CRAFTING

Blacksmith Forge

COLLECTIBLES

Skill Book [Archery]: The Gold Ribbon of Merit
Chest(s)
Potions

This bandit-filled fortress stands tall at the west end of Haafingar's central mountain range and serves as a point of contention during the Civil War Quest.

EXTERIOR

A host of lowly bandits fight hard to keep the fort secure, with archers firing down from elevated ramparts. Fight hard to secure the stronghold's exterior, using cover to prevent the bandits from overwhelming you with ranged attacks. Loot the chest near the blacksmith forge, and slay two powerful bandits atop the two highest towers (located to the west) to gain some worthy loot from their corpses.

Crafting: Blacksmith Forge
Chest

FORT HRAGGSTAD (INTERIOR)
A mighty bandit lurks inside the fort, backed by a few powerful underlings. If you can slay these foes, you'll reap a host of precious loot from their bodies. Claim a Skill Book from the far upstairs table.
Skill Book [Archery]: The Gold Ribbon of Merit
Chest
Chest (Locked: Adept)
Potions

PRISON
A small group of worthy bandits guard the prison, but there's little of interest here besides the loot you'll find on the bandits themselves.

[1.09] Widow's Watch Ruins



RECOMMENDED LEVEL: 6
DUNGEON: HAGRAVEN NEST
Witch
COLLECTIBLES
Skill Book [Restoration]: 2920, Rain's Hand, v4
Chest (Locked: Expert)
This crumbling tower is home to a vile hag. Slay the vicious witch, then scale the toppled tower. When you exit the structure, continue looping around the tower's exterior until you're able to reenter through a higher door. Go to the top to discover an ornate chest that's hidden amongst debris.

[1.10] Pinemoon Cave



RECOMMENDED LEVEL: 6
DUNGEON: VAMPIRE LAIR
Master Vampire
Vampire
Wolf
COLLECTIBLES
Skill Book [Illusion]: Incident at Necrom [C1/10]
Chest
Chest (Locked: Novice)
Potions

A grove of trees in Haafingar's Tundra opens to a small campsite. If you visit here during the nighttime, you may notice vampires milling about the exterior camp. Otherwise, you'll find the creatures lurking within the nearby cave.
Slay a couple of wolves in the first chamber, then dispatch a handful of vampires in the second, including a powerful Master Vampire. Unlock a simple chest and claim a Skill Book from the table near the large chest before heading back outside.

[1.11] Clearpine Pond



RELATED QUESTS: DUNGEON ACTIVITY
RECOMMENDED LEVEL: 8
DUNGEON: SPRIGGAN GROVE
Spriggan
Spriggan Matron
Chest (Locked: Novice)
COLLECTIBLES
Skill Book [Alchemy]: *De Rerum Dirennis [B1/10]*
A handful of mythical creatures called Spriggan are said to protect this small hot-water spring, where a wealth of wild ingredients grow. If you merely pass by, the Spriggans will take no notice of you. But disturb anything on the island, and one to three Spriggans will emerge to confront you. Defeat them, and the treasures of a deceased alchemist and a locked chest will be yours.

[1.12] Ravenscar Hollow



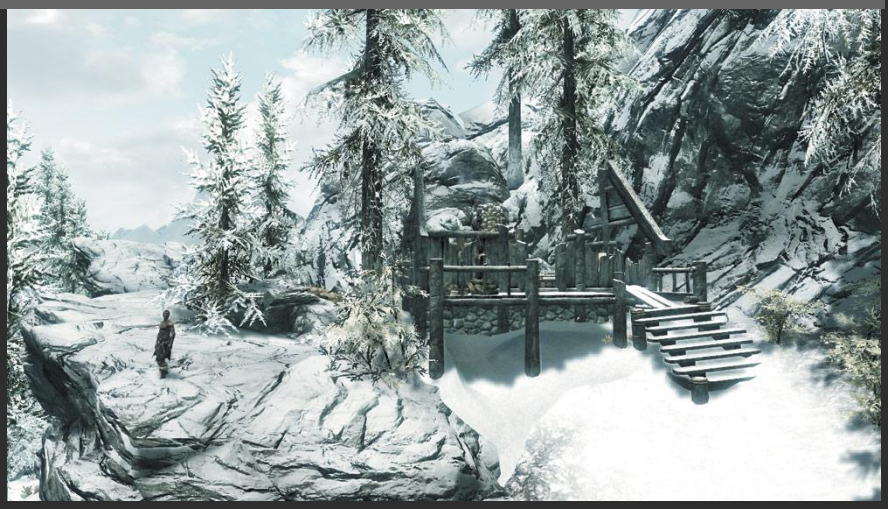
RECOMMENDED LEVEL: 14
DUNGEON: HAGRAVEN NEST
Bandit
Hagraven
Animal
DANGERS
Bone Alarm Trap
COLLECTIBLES
Skill Book [Destruction]: The Art of War Magic [E1/10]
Ravenscar Hollow Cage Key (Hagraven)
Chest
Potions
This cave burrows into the north base of Haafingar's northern mountains—a tranquil waterfall flows just outside. Beware the hanging rattles inside the cave. Sneak directly between them to avoid contact, or creep through the water instead. Slay a dangerous Hagraven and its familiar, then search the Hagraven's remains to find a key. Pull a nearby lever to open a secret passage.
Use the Hagraven's key to free the imprisoned bandit in the passage, who'll help you slay the remaining Hagraven before turning on you. Loot a giant chest and collect the nearby Skill Book before making your way back outside.

[1.13] The Steed Stone



RECOMMENDED LEVEL: 6
SPECIAL OBJECTS
Standing Stone: The Steed Stone [1/13]
Scale Haafingar's snowcapped central mountains to discover an ancient stone with curious markings.
Inspect the stone to gain its power—those under the sign of the Steed can carry more and do not suffer a movement penalty from their armor. Note that activating this Standing Stone will override any previous sign blessing you've received from a similar stone, because only one can be active at a time.

[1.14] Ironback Hideout



RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
Crafting
Tanning Rack
COLLECTIBLES
Skill Book [Pickpocket]: Beggar
Chest (Locked: Novice)
A powerful bandit and a handful of lesser cohorts have made camp in Haafingar's frigid central mountains. Neutralize the vile outlaws here, then raid their campsite for valuables, including a Skill Book that lies on the table near the locked chest.

[1.15] Wolfskull Cave



RELATED QUESTS

Side Quest: The Man Who Cried Wolf
RECOMMENDED LEVEL: 8
DUNGEON: WARLOCK LAIR
Bandit
Draugr
Mage
DANGERS
Oil Lamp Trap
Bone Alarm Trap
Oil Pool Traps
COLLECTIBLES
Skill Book [Light Armor]: The Refugees
Chest(s)
Potions

Marker stones highlight a snowy side trail that leads to this sizable cave, which you must visit during Side Quest: The Man Who Cried Wolf. Inside, take either the higher or lower trail as you head toward the rear cavern, which several low-level bandits patrol.
A more powerful bandit lurks within the far structure, where a large chest is located. Beware: The center of the floor gives way inside the structure, dropping you into a lower chamber. Follow the passage to reach the Wolfskull Ruins.
Chest

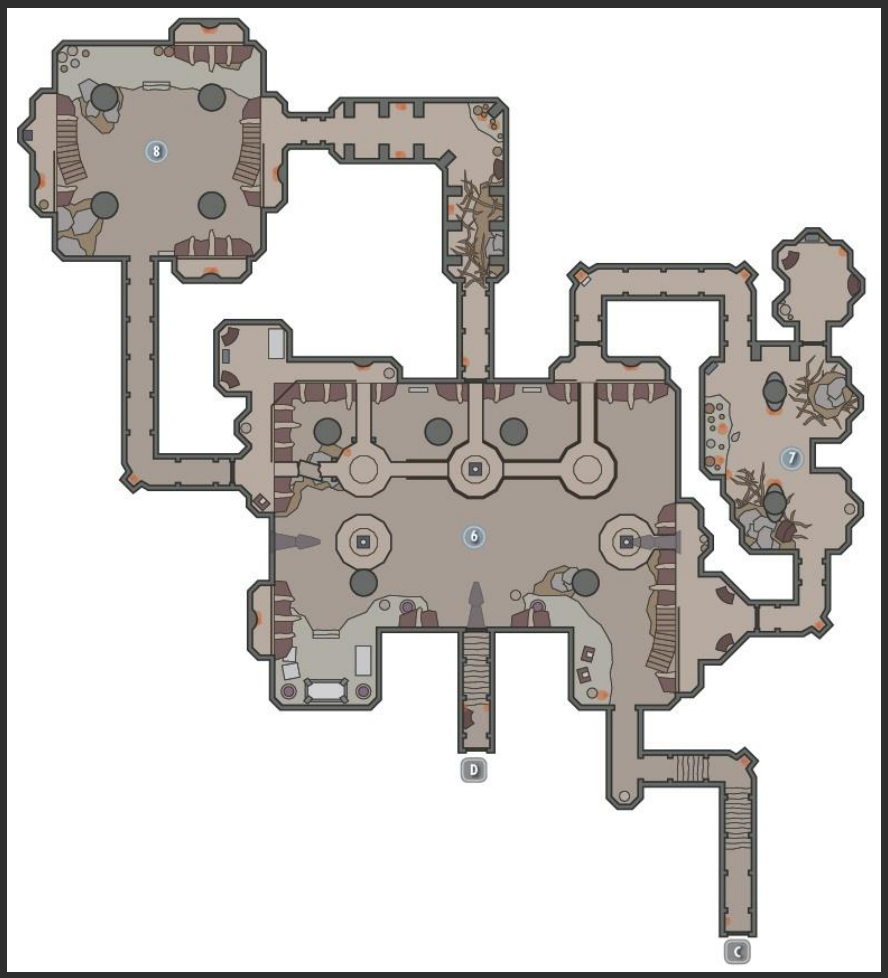
WOLFSKULL RUINS
Ancient, cavernous ruins lie beneath the Wolfskull Cave. Fall through a weak section of floor to reach this underground fortress, where necromancers are attempting to revive a terrible entity known as Potema the Wolf Queen. Follow the path down the cavern and into the keep, slaying mages and Draugr along the way. Knock down flaming lamps to burn enemies and ignite oil spills.
Work your way up to the top of the stronghold and pull the lever to extend a drawbridge to a nearby tower, where a large chest and Skill Book are found. Go downstairs and use the door to return to the beginning of Wolfskull Cave.
Danger! Oil Lamp Traps, Oil Pool Traps
Skill Book [Light Armor]: The Refugees
Chest
Satchel
Potion

[1.16] Statue to Meridia and Kilkreath Ruins



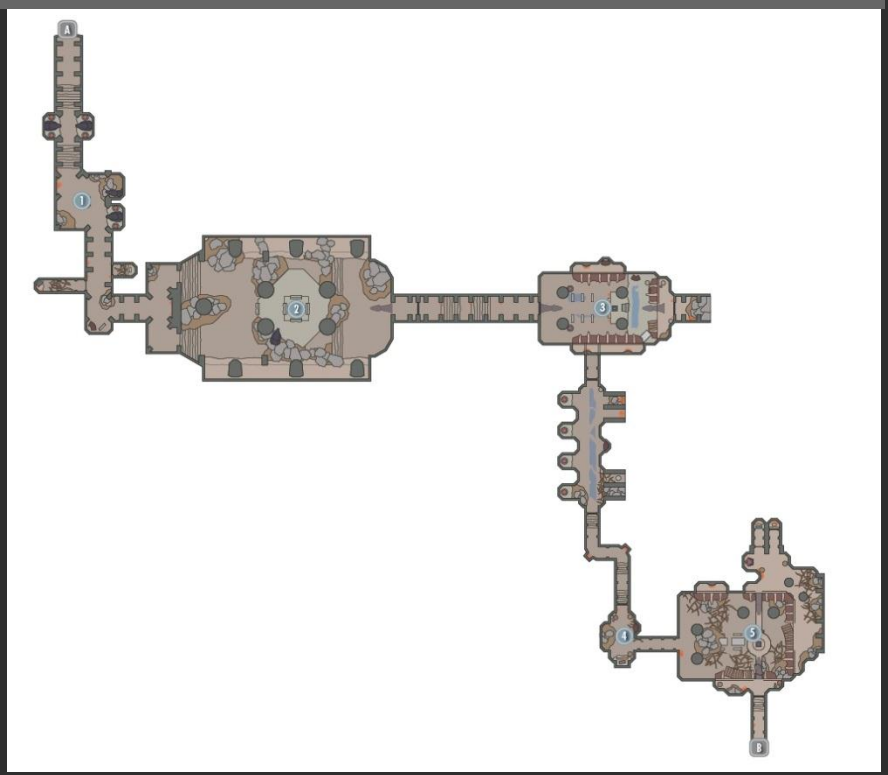
RELATED QUESTS
Daedric Quest: The Break of Dawn
RECOMMENDED LEVEL: 24
DUNGEON: DRAGON PRIEST LAIR
Corrupted Shade
Malkoran
Malkoran's Shade
CRAFTING
Arcane Enchanter
DANGERS
Swinging Blade Trap (tripwire/lever)
Spear Trap (door)
QUEST ITEMS
Dawnbreaker
COLLECTIBLES
Skill Book [Block]: Battle of Red Mountain
Unique Weapon: Dawnbreaker [4/80]
SPECIAL OBJECTS
Word Wall: Elemental Fury [1/3]
Area Is Locked (quest required)

Kilkreath Ruins



Chest(s)
Potions

Kilkreath Temple



Located atop Mount Kilkreath, near the heart of Haafingar, a majestic statue in the form of the goddess Meridia stands at the top of ancient, defiled ruins. A special object called Meridia's Beacon, which appears randomly inside of special chests, steers you toward this site—insert the Beacon into the statue's hands to initiate a vertigo-inducing dialogue with Meridia in the heavens, then go downstairs and venture into Kilkreath Temple at the goddess's command.

A) EXIT TO SKYRIM

1) ENTRY PASSAGE
Loot corpses and burial urns as you navigate the Temple's entry passage. Unlock an Adept-level door along the way to access a lever that raises the west portcullis, exposing a chest.
Chest
Burial

2) PEDESTAL CHAMBER A
Activate this wide chamber's central pedestal to open the way forward with a potent ray of Meridia's magical light. Be careful not to step into the light ray or you'll suffer damage.

3) PEDESTAL CHAMBER B
Slay three Corrupted Shades in this chamber, then activate another pedestal to open a door above, allowing a ray of light to shine through. Proceed through the lower south door to visit [4].

4) SOUTH PASSAGE AND CHEST NOOK
Raid a chest here after navigating a long passage guarded by Corrupted Shades.
Chest
Potion

5) PEDESTAL CHAMBER C
Slay a few more Shades in this large chamber, then go upstairs and activate a third pedestal to open another door. Before going through, cross the walkway and unlock an Expert-level door (if possible) to discover a lever that raises the nearby portcullis. Raid the chest beyond, then backtrack across the walkway and proceed through the door to exit out to an exterior balcony.
Crafting: Arcane Enchanter
Chest
Burial

B) EXIT TO KILKREATH BALCONY
KILKREATH BALCONY
Sprint east to locate a locked chest on the freezing exterior balcony, then scale the nearby stairs and enter the Kilkreath Ruins to continue your quest.

C) EXIT TO KILKREATH BALCONY
6) PEDESTAL CHAMBER D
Cut down the Corrupted Shades that guard this giant chamber's ground floor. Backtrack to the entry and go upstairs afterward to find a few potions. Activate the pedestal up here to open the nearby door.

7) TRAPS AND TREASURE
Raid a chest in this area, then stand back when opening the northeast wooden door—spikes stab up from the floor before the door when you open it. (Alternatively, you may attempt to disable the trapped door's activation hinge.) Loot another chest in the nook beyond before making your way back to [6], dodging a tripwire on your way to avoid triggering a nasty trap.
Danger! Swinging Blade Trap (tripwire/lever), Spear Trap (door)
Chests (2)
Potions

6) PEDESTAL CHAMBER D REVISITED
Follow the caged walkway, then leap over to a pedestal and activate it to open the west door. Jump back across and slay the shades that emerge from behind the door; then cross over, looting a chest and claiming a Skill Book from a dark corner on your way to [8].
Skill Book [Block]: Battle of Red Mountain
Chest (Locked: Novice)
Potions

8) TRAPPED PEDESTAL CHAMBER
Lay more Corrupted Shades to rest in this sizeable chamber, then go up the west stairs and stand to one side of a pedestal before removing its tantalizing potion—spears stab out from the wall when you collect the item. Scale the east stairs afterward and take the east passage back to [6], activating yet another pedestal to finally open the ground floor's east door. Carefully drop down and proceed through the door to visit Kilkreath's final area.
Danger! Spear Trap (pedestal pressure plate)
Potion

D) DOOR TO KILKREATH CATACOMBS
KILKREATH CATACOMBS
Raid a chest in the Catacomb's entry chamber before activating the central pedestal to open the way into the final chamber, where a mighty foe awaits. Defeat a powerful mage named Malkoran in the final room, then slay Malkoran's Shade, which emerges from his corpse, to at last free Kilkreath from the villain's grip. Search the room thoroughly before taking Dawnbreaker from the glowing pedestal, completing your quest.
Unique Weapon: Dawnbreaker [4/80]
Chest
Potions

9) PEDESTAL CHAMBER E
Raid a chest here before activating the central pedestal to open the way into the final chamber, where a mighty foe awaits.
Chest
Burial Potions

10) MALKORAN'S CHAMBER
Defeat a powerful mage named Malkoran in this final room, then slay Malkoran's Shade, which emerges from his corpse, to at last free Kilkreath from the villain's grip. Search the room thoroughly before taking Dawnbreaker from the glowing pedestal, completing your quest.
Unique Weapon: Dawnbreaker [4/80]

[1.17] Dragon Bridge



RELATED QUESTS
Civil War Quest: Liberation of Skyrim
Civil War Quest: A False Front
Dark Brotherhood Quest: Breaching Security
Side Quest: Innkeeper Rumors (Four Shields Tavern)
Side Quest: Dragon Breath Mead* (Olda)
Favor (Activity): Chopping Wood* (Horgeir)
Favor (Activity): Harvesting Crops* (Azzada Lylvieve)

HABITATION: TOWN
Azzada Lylvieve
Clinton Lylvieve
Commander Maro
Faida (Innkeeper)
Gaius Maro
Horgeir
Imperial Soldier
Julienne Lylvieve
Lodvar
Michel Lylvieve
Olda
Penitus Oculatus Agent

CRAFTING
Tanning Rack
Workbench

SERVICES
Trader (Innkeeper): Faida [2/15]
Food, Room and Board
Quest Rumors

COLLECTIBLES
Skill Book [Two-Handed]: King [B1/10]
Chest(s)
Potions

Dragonbridge Village



Haafingar's southernmost Primary Location is a small yet bustling logging community that has sprung up near a renowned bridge that spans the mighty Karth River. You must venture here during a Dark Brotherhood Quest in search of a special target that must be eliminated.

EXTERIOR

Life moves at a steady pace at Dragon Bridge—you'll find many villagers out and about during the daytime. Check near the Penitus Oculatus Outpost to find a few useful crafting stations.

Crafting: Tanning Rack, Workbench

1) FOUR SHIELDS TAVERN

Stop by the local tavern for a hot meal and warm bed.

Trader (Innkeeper): Faida [2/15]

Chests (2)

2) LYLVIEVE FAMILY'S HOUSE

This humble abode is unlocked during the day but difficult to steal from without being noticed.

Chests (2)

Potions

3) HORGEIR'S HOUSE

Horgeir must have a sweet tooth, because his cabin is filled with all sorts of tasty treats. Don't miss the sword that rests on the fireplace mantel.

Area Is Locked (Novice)

Chest

4) PENITUS OCULATUS OUTPOST

This cabin serves as the local Imperial Soldiers' barracks. Loot its three chests, if you dare. A Skill Book rests on an end table.

Skill Book [Two-Handed]: King [B1/10]

Chests (3)

Potions

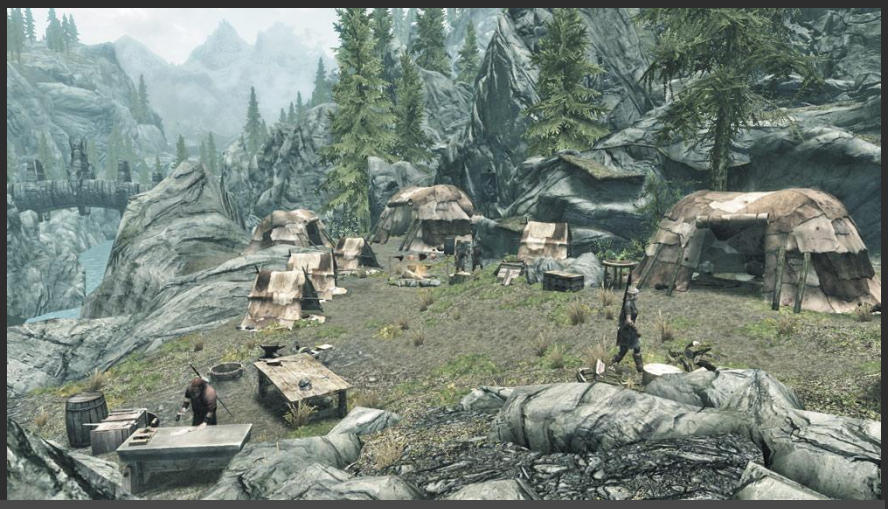
5) DRAGON BRIDGE LUMBER CAMP

One chest upstairs, one chest downstairs—two enticing reasons to break into this locked establishment.

Area Is Locked (Apprentice)

Chests (2)

[1.18] Haafingar Stormcloak Camp



RELATED QUESTS
Civil War Quest: Liberation of Skyrim
Civil War Quest: The Battle for Fort Greenwall
HABITATION: MILITARY: STORMCLOAK CAMP
Stormcloak Quartermaster (Weapons/Armor Vendor)
Stormcloak Soldier
SERVICES
Trader (Blacksmith): Stormcloak Quartermaster [2/33]
Weapons, Apparel, Misc
CRAFTING
Anvil
Grindstone (2)
Workbench
COLLECTIBLES
Chest(s)

A band of brazen Stormcloak Soldiers has made camp deep in the heart of enemy territory. The Stormcloak Quartermaster offers an array of exceptional gear, and many crafting tools can be utilized here. Note that this site may not exist unless the Civil War Quest is active.

[1.19] Broken Oar Grotto



RELATED QUESTS
Side Quest: Lights Out!
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Blackblood Bandit
Captain Hargar
Jaree-Ra
CRAFTING
Blacksmith Forge
Grindstone
Smelter
Tanning Rack
Workbench
DANGERS
Oil Lamp Traps
Oil Pool Traps
COLLECTIBLES
Skill Book [Smithing]: Cherim's Heart
Chest(s)
Potions

Broken Oar Grotto



A burning campfire gives away this small, watery cavern, which lies along Haafingar's harsh northeast coast. This site is visited during Side Quest: Lights Out! You must clear the cave to get your revenge against double-crossing bandits.

A) EXIT TO SKYRIM

1) CRUSHED SHIP CAVERN

This large cavern features a ship that's been crushed in half by a rockfall. Blackblood Bandits swarm the place. Slay them to obtain worthy loot from their corpses. Find two chests deep underwater (one lies farther to the north) and a third chest on a high southeast ledge. Pull one of the two levers on either side of the north drawbridge to lower it so you may advance along the elevated ledges.

Danger! Oil Lamp Trap
Chests (3)

2) EAST PASSAGE

After lowering the drawbridge, enter the passage in the east wall to face a few more Blackbloods in a side passage. Dispatch the first bandit you see by knocking down the overhead hanging lamp, which will then ignite the surrounding oil on the floor. Loot a few chests and nab a few potions on your way to [3].

Danger! Oil Lamp Trap, Oil Pool Trap
Chests (2)
Potions

3) DOCK PLATFORM

Either swim through the water or take the elevated east ledge or passage from [2] to reach the grotto's far cavern, where several ships have moored. (Pull a lever if you entered from either of the east passages to extend a drawbridge over to the dock platform.) Wipe out many more Blackbloods here, looking to exploit volatile hanging lamps and oil spills as you navigate the central dock platform.

Slay Jaree-Ra and Captain Hargar at the top of the shipwright platforms (north end of the cavern) to complete the Lights Out! quest and obtain a key that unlocks the captain's special treasure chest, which you'll find aboard the nearby sunken ship in this cavern. Use a variety of crafting stations here, and snag a Skill Book that sits atop the Workbench.

Danger! Oil Lamp Trap, Oil Pool Trap
Crafting: Blacksmith Forge, Grindstone, Smelter, Tanning Rack, Workbench
Skill Book [Smithing]: Cherim's Heart
Hargar's Chest Key
Chest (Locked: Master)
Potions

[1.20] Shadowgreen Cavern



RECOMMENDED LEVEL: 8

DUNGEON: SPRIGGAN GROVE

Bear
Spriggan
Wolf

COLLECTIBLES

Chest
Chest (Locked: Apprentice)
Chest (Locked: Adept)

It would be easy to miss this widemouthed cave if not for several stacked rocks that mark a dirt path leading inside. A locked chest can be found in a crumbling stump atop the first ledge, overlooking the stream.

Wolves guard a path to the east, along with several dangerous Spriggan and a more ferocious predator. When you've nearly come full circle and arrive at a drop-off to a deep pool, look for a narrow trail leading up the central rock formation.

Slay more Spriggan as you climb, along with more beasts when you reach the summit, where a giant chest rests in soft sunlight. For the thrill-seeker, look northeast from the summit to where another large chest rests on a tiny ledge on the cavern's outer wall.

Use the Whirlwind Sprint Shout to reach this platform and escape with your loot. Then cross the rock bridge to a ledge that looms over the water below. Instead of diving straight down, step carefully off the upper ledge to land on one just beneath it, where a final chest awaits.

Then take the plunge into the lake below before leaving this wondrous place.

[1.21] Thalmor Embassy



RELATED QUESTS

Main Quest: Diplomatic Immunity
Thieves Guild Radiant Quest: No Stone Unturned
Favor (Activity): A Drunk's Drink* (Razelan)‡

HABITATION: TOWN

Brelas
Elenwen
Etienne Rarnis
Gissur
Malborn
Razelan
Rulindil
Thalmor Soldier
Thalmor Wizard
Tsavani

QUEST ITEMS

Dragon Investigation: Current Status

COLLECTIBLES

Skill Book [Illusion]: Before the Ages of Man
Unusual Gem: [3/24]
Area Is Locked (Master; quest required)
Chests

Potions aplenty

This gated estate stands tall among Haafingar's central mountains and remains securely locked until you advance to Main Quest: Diplomatic Immunity. Those skilled in the shady arts can find plenty of chances for stealth and thievery here.

EXTERIOR

No guards patrol the embassy's outer courtyard, and there's nothing of particular interest out here. The embassy's inner courtyard is patrolled by powerful soldiers and wizards, but you must first pass through the central structure in order to get there.

BARRACKS

The barracks are unlocked, and a few hardened soldiers lie in wait here, along with a couple of spellcasters—these eager troops will attack you on sight. Either flee immediately or slay these challenging adversaries so that you may loot the many chests within the barracks.

Chests (4)
Potion

THALMOR EMBASSY (INTERIOR)

Swipe the odd potion from a shelf or table as you explore the embassy. Tsavani waits in the locked northwest kitchen, but you cannot enter until you're let in during the Main Quest. Upstairs, an elf named Elenwen is hosting a marvelous dinner party.

Collect many more potions around the dining room, then head for the southwest exit to return outside.

Area Is Locked (Master)
Potions aplenty

ELENWEN'S SOLAR

Upon entering this small structure, eavesdrop on the conversation between Gissur and Rulindil. Loot a chest to the north to obtain special quest-related documents and a key; you can obtain this key from Rulindil by either slaying the man or picking his pocket.

Search closets and shelves for potions, and don't miss the upstairs chest or a third chest that's hidden beneath the west basement stairs. Find an Unusual Gem in one of the bedrooms.

Unusual Gem: [3/24]
Interrogation Chamber Key
Chests (3)
Potions

DUNGEON

The Thalmor Embassy dungeon lies directly below Elenwen's Solar. This area is strictly off-limits, but you can obtain a key that grants you entry by looting a chest within Elenwen's Solar or by slaying Rulindil at the same location and then looting his corpse or picking Rulindil's pocket.

Open a particular chest down here to obtain the final quest-related document you seek. If you like, open a holding cell and speak with a prisoner named Etienne Rarnis to free him. The dungeon also sports a trapdoor that leads to a nearby cave.

Obtain a key from any of the dungeon's guards (kill or pickpocket).

Area Is Locked (Master)
Trapdoor Key (Thalmor Soldier)
Chests (2)

REEKING CAVE

A lone Frost Troll lurks within this frigid cave, which you can only access via the locked trapdoor within the embassy dungeon. Either slay the troll or run for your life before it can harm Etienne or Malborn as you all escape. Pause only to claim a Skill Book that lies near the corpse of a fallen mage.

Area Is Locked (Key)
Skill Book [Illusion]: Before the Ages of Man

[1.22] Solitude Sawmill



RELATED QUESTS

Favor (Activity): Chopping Wood* (Hjorunn)

HABITATION: LUMBER MILL

Hjorunn
Kharag gro-Shurkul
Solitude Guard

CRAFTING

Grindstone
Chest(s)
Potions

This humble logging site consists of little more than a mill and a few surrounding cabins.

EXTERIOR

A few crafting stations are available outdoors.

Crafting: Grindstone

SOLITUDE SAWMILL (INTERIOR)

The mill structure holds a locked chest and a few lesser valuables.

Area Is Locked (Novice)
Chest
Potion

[1.23] Katla's Farm



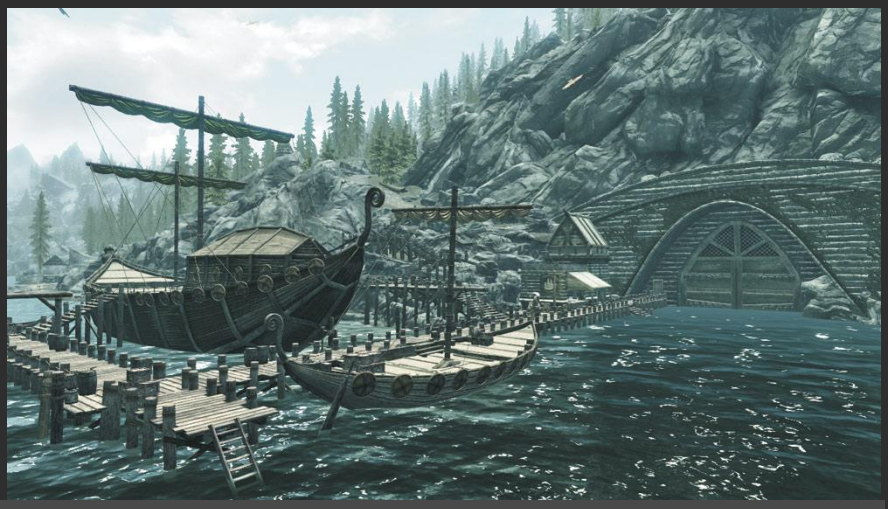
RELATED QUESTS
Favor (Activity): Harvesting Crops* (Katla)
HABITATION: FARM
Fridrika
Geimund (Trader: Stables)
Horm
Katla
Knud
Snilling
SERVICES
Trader (Stables): Geimund [1/5]
QUEST ITEMS
Party Boots
Party Clothes
Collectibles
Unique Item: Party Boots [4/112]
Unique Item: Party Clothes [5/112]
SPECIAL OBJECTS
Business Ledger
Chest(s)
Potions

You see a windmill as you approach this small yet prosperous farm. Here you may hasten your travels by purchasing (or stealing) a horse or by hiring a carriage to quickly reach a capital city you've yet to visit. During Main Quest: Diplomatic Immunity, you receive two unique pieces of apparel here.
EXTERIOR
Speak with Geimund at the stables to purchase a horse, or head up the nearby hill and talk to Thaer if you'd like to rent a carriage. If you're in the mood for honest work, harvest Katla's crops and then sell them back to her for easy coin.
Trader (Stables): Geimund [1/5]

KATLA'S FARM (INTERIOR)
If you like, break into Katla's farmhouse and pillage its many attractive valuables. Don't miss the knapsack on the shelf downstairs.
Area Is Locked (Novice)
Chest
Knapsack
Potion

SOLITUDE STABLES
Unlike Katla's homestead, the stables are unlocked and fully accessible during the day. There's a chest downstairs and another one upstairs, along with an upstairs strongbox and an array of valuable ingots. An upstairs table also sports a business ledger.
Business Ledger
Chests (2)
Strongbox (Expert)
Potion

[1.24] East Empire Company Warehouse



RELATED QUESTS

Side Quest: Lights Out!
Dark Brotherhood Quest: Hail Sithis!
Dark Brotherhood Quest: Side Contract: Kill Safia
Thieves Guild Quest: Scoundrel's Folly
Thieves Guild Radiant Quest: Larceny Targets*
Thieves Guild City Influence Quest: The Dainty Sload
Dungeon Activity

RECOMMENDED LEVEL: 8

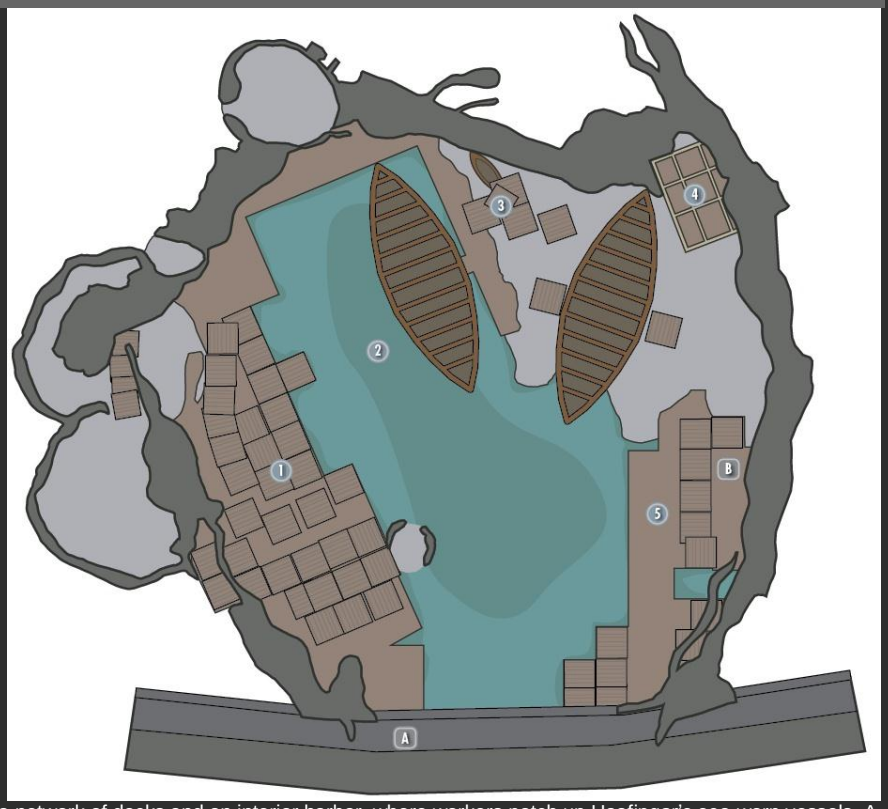
HABITATION: CITIES

Deeja
East Empire Dockworker
East Empire Guard
Gulum-Ei
Sabine Nytte
Solitude Guard
Vittoria Vici
Underground Connection: Brinewater Grotto [1.25]

COLLECTIBLES

Larceny Target: East Empire Shipping Map [1/7]
Skill Book [Smithing]: Heavy Armor Forging
Skill Book [Sneak]: Legend of Krately House
Chests
Potions aplenty

East Empire Company Warehouse



This area, located just south of Solitude, consists of a network of docks and an interior harbor, where workers patch up Haafingar's sea-worn vessels. A large merchant ship called the Red Wave remains docked to the south as well.

During Thieves Guild Quest: Scoundrel's Folly, you must tail an Argonian named Gulum-Ei through the warehouse. Continue to follow Gulum-Ei until you spy him changing a business ledger.
Then shadow him through a passage hidden among the shelves along the northeastern wall of the warehouse into Brinewater Grotto. Here you will find an underground river where Gulum-Ei and his goons have been moving goods stolen from the warehouse. This is only open after starting this quest.

Note

If you kill Gulum Ei, you'll have to find evidence of the sale in Brinewater Grotto on your own. The Guild will not be pleased, and if you get a foothold in Solitude later, Gulum won't be around to act as a Fence.

EXTERIOR

At first, it seems there's little of interest along the exterior docks. However, if you dive into the nearby water, you'll discover a sunken chest not far from the warehouse doors.
Chest

EAST EMPIRE COMPANY WAREHOUSE (INTERIOR)

The cavernous warehouse is home to a network of docks and a small reservoir featuring two small docked ships. Don't let the guards or dockworkers spot you snooping around in here—they'll attack you on sight.

A) EXIT TO SKYRIM

1) SOUTHWEST DOCKS

A Smithing Skill Book, along with several ingots, are located on the shelves here, near the southwest docks' first flight of stairs. Go upstairs and spy a locked chest atop some shelves on the docks' second level.
Scale more stairs to find a second locked chest on the docks' top tier. From up here, you can sneak along a narrow ledge as you head north toward [2].
Skill Book [Smithing]: Heavy Armor Forging
Chest [Locked: Novice]
Chest [Locked: Apprentice]

Sunken Chest
Dive underwater to stealthily swim over to the north docks—you'll find a sunken chest here.
Chest

3) NORTH DOCKS AND SHIPS

Find alocked chest aboard the west ship, and slip around the tip of the east ship to preserve stealth (there's nothing of interest on board).
Chest [Locked: Apprentice]

4) FOREMAN'S OFFICE

Climb some stairs and take a narrow ledge up to the foreman's office. Here, you discover a unique shipping map that pertains to a Thieves Guild Addidional Quest.
Larceny Target: East Empire Shipping Map [1/7]

5) EAST DOCKS

Discover a bunch of potions on a shelf near a ladder over here, along with a business ledger that rests on the small table at the end of the docks.
Special: Business Ledger
Potions aplenty

B) DOOR TO EAST EMPIRE

Red Wave

This vessel is docked just south of the East Empire Company Warehouse. Board it from the southernmost dock and enter the ship's hull to snatch a host of potions. You'll also find a Skill Book hidden atop a tall shelf inside.
Skill Book [Sneak]: Legend of Krately House
Potions aplenty

[1.25] Brinewater Grotto



RELATED QUESTS

Thieves Guild Quest: Scoundrel's Folly
Dungeon Activity

RECOMMENDED LEVEL: 6

DUNGEON: BANDIT CAMP

Animal
Bandit
Dangers
Bear Trap
Bone Alarm Trap
Flail Trap (tripwire)
Battering Ram Trap
Underground Connection: East Empire Company Warehouse [1.24]

COLLECTIBLES
Chest(s)
Potions

Brinewater Grotto



This sizable cave is located along Haafingar's frigid northeast shoreline; however, this location actually marks the cave's exit, not its entrance. Entering from this shoreline site only allows you to visit the cave's final, Horker-filled chamber.
To fully explore Brinewater Grotto, you must enter from the East Empire Company Warehouse [1.24]. This can only be accomplished by properly spying on Gulum-Ei during Thieves Guild Quest: Scoundrel's Folly. Regardless, when exiting the cave, be sure to loot the exterior chest.
Chest

Tip

After completing the "Scoundrel's Folly" quest, you can use the Brinewater Grotto passage to covertly enter the East Empire Company Warehouse for further plundering!

A) DOOR TO EAST EMPIRE COMPANY WAREHOUSE

1) WATERY PATH

Slay or sneak past bandits as you navigate this winding passage, and don't miss the chest that's hidden underwater to the north. If you like, you can tear through some thick spiderwebs here to expose a spider-filled passage that can help you slip past the guards.
Chest

2) TRAPPED PASSAGE CAVERN

More bandits lurk near a campfire in this area—the goons guard a chest with a tricky lock. Hanging rattles have been strung to prevent you from sneaking along the water. If you like, you can creep through a trap-filled passage in the west wall to get the drop on the bandits. Just beware of the passage's array of tripwires and bear traps, as well as a feisty guard dog.
Danger! Bear Trap, Bone Alarm Trap, Flail Trap (trip wire), Battering Ram Trap
Chest (Locked: Adept)

3) LEVER CHAMBER

Slay more rugged bandits here, then find several chests—two aboard the docked rowboats you pass on your way into the cavern and five more near the east shelving—along with some valuable , including a Skill Book.
Don't miss the coin purses hidden on the southwest ledge, either. Use the east levers to open the two nearby cages and reveal a secret passage that leads to the final cavern.
Chest (Locked: Apprentice)
Chest (Locked: Master)
Chests (2) (Locked: Expert)

4) HORKER CAVERN

Slay a few giant Horkers as you move through the final cavern, and don't miss the exterior chest, which is located just outside the cave (as previously detailed).

B) EXIT TO SKYRIM

[1.26] Solitude Lighthouse



RELATED QUESTS
Side Quest: Lights Out!
HABITATION: LIGHTHOUSE
Ma'zaka
COLLECTIBLES
Skill Book [Alteration]: The Lunar Lorkhan [E1/10]
Area Is Locked (Apprentice)
Chest

While anyone can climb to this tower's top and take in a breathtaking view, a touch of lockpicking skill is needed to enter the lighthouse's small interior. Inside, you'll find an annoyed Khajiit named Ma'zaka who insists upon your immediate departure.
You can find a Skill Book on the shelf behind the bar in Ma'zaka's quarters. During Side Quest: Lights Out!, make your way to the top of the lighthouse without alerting Ma'zaka to extinguish the beacon.

[1.27] Dainty Sload



RELATED QUESTS
Thieves Guild Radiant Quest: No Stone Unturned
Thieves Guild City Influence Quest: The Dainty Sload
RECOMMENDED LEVEL: 8
DUNGEON: SHIPWRECK
First Mate
Sailor
COLLECTIBLES
Skill Book [Speech]: A Dance in Fire, v6
Unusual Gem: [4/24]
Dainty Sload Footlocker Key (First Mate)
Chest
Chest (Locked: Adept)
Captain's Chest (Locked: Adept)
Knapsack
Potions aplenty

A Thieves Guild Quest steers you toward this docked vessel. Loot the corpses of slain sailors on your way inside. Pillage a chest and knapsack in the first room before heading downstairs.
Fight or avoid the crew of hostile sailors on the lower decks, and collect a useful key by slaying or pickpocketing the first mate; this unlocks the Captain's Chest, into which you must stash an illicit substance as part of your quest.
Loads of potions and several tantalizing chests are located on the bottom deck as well. One cabin's table holds a collectible Unusual Gem and Skill Book—the former pertains to Thieves Guild Quest: No Stone Unturned.

[1.28] The Katariah



RELATED QUESTS
Dark Brotherhood Quest: Hail Sithis!
Dungeon Activity

RECOMMENDED LEVEL: 6

DUNGEON: SPECIAL
Captain Avidius
Emperor Titus Mede II
Lieutenant Salvarus
Penitus Oculatus Agent
Sailor

CRAFTING
Alchemy Lab
Anvil
Grindstone
Workbench

COLLECTIBLES
Skill Book [Two-Handed]: King
Unique Weapon: Windshear [5/80]
Area Is Locked (quest required)
Chest(s)
Potions

Emperor Titus Mede II's mighty vessel only appears during Dark Brotherhood Quest: Hail Sithis! Sneak aboard the ship via the anchor chain.

Emperor Titus Mede II

Emperor Titus Mede II is the current Emperor of Tamriel. He is reviled by the Stormcloaks for his "betrayal" in signing the White-Gold Concordat that outlawed the worship of Talos, and he is admired by the Imperials for his steadfastness during the Great War.
He is somewhat of a tragic figure, being forced by the weakness of the Empire to make "deals with the devil" (Thalmor) in order to preserve his realm from total destruction.

LOWER DECK
Dispatch the lowly sailors who guard the lower decks, and loot a locked chest in the first hold. Collect minor valuables on your way upstairs.
Chest (Locked: Apprentice)
Apothecary's Satchel
Potions

UPPER DECK
Sneak past the Penitus Oculatus Agents upstairs, or slay them outright if you're in a rush. Open the southwest door to confront the ship's captain in his quarters.
Collect a useful key from his corpse, then open his locked chest. Cross the ship and enter the east workshop, where an array of gear and crafting stations are located.
Use the captain's key to open the north door and sneak to avoid rousing Lieutenant Salvarus and his men. Go upstairs and enter the Emperor's quarters.
Crafting: Alchemy Lab, Anvil, Grindstone, Workbench
Katariah Master Key (Captain Avidius/Lieutenant Salvarus)
Chest (Locked: Master)
Satchel
Apothecary's Satchels (2)
Potion

EMPEROR'S QUARTERS
The Emperor's life rests in your hands—speak with him before seeing the job through, then open the nearby door to loot the late Emperor's bedchamber. Make a hasty escape afterward by exiting through the nearby balcony door, or return to the previous area and exit out to the ship's deck, where more soldiers and loot can be found.
Satchel
Apothecary's Satchel
Potions

EXTERIOR DECK
Raid the ship's topside deck to finish off the last of the Emperor's guards and claim more precious plunder, including a Skill Book that sits near the high throne.
Cross the ship and find some potions in a crate on the opposite end, then carefully inch across the long forward mast to discover a unique sword lodged in its far end. Loot a locked chest that's just downstairs to complete your pillaging of the Emperor's vessel.
Skill Book [Two-Handed]: King
Unique Weapon: Windshear [5/80]

Chest (Locked: Novice)
Potions

2.6 Haafinger: Secondary Locations

[1.A] CLAM DIGGER'S CAMP



This consists of a small tent and a roasting spit, close to the Thalmor-controlled Northwatch Keep. The hunter is nowhere to be found; he hasn't yet harvested the majority of the nearby clams, Mora Tapinella, and Nirnroot.

[1.B] FORSWORN AMBUSH CAMP



Two Forsworn have set up three Bear Traps in the gully just south of Volskygge and have already lured a Nord to his death. They attack you on sight. Check their tent at the eastern end of the gully.
Danger! Bear Trap (3)
Chest (Locked: Novice)

[1.C] HOWLING WOLF'S FOLLY



Along the rough snow path that winds from Lost Echo Cave toward Steepfall Burrow, a powerful predator leaps down from the small promontory to savage you. One of its kills (a soldier) has the following on its corpse:
Skill Book (Lockpicking): Proper Lock Design

[1.D] PINEMOON BEAR LAIR



Around the jagged rocky outcrop from the entrance to Pinemoon Cave is an overhang guarded by a vicious Bear (leveled). It attacks you on sight. Rummage through the bandit corpse, among the bones it was guarding.

[1.E] HAAFINGAR SABRE CAT'S LAIR



On the rocky, snow-covered crags east of the Thalmor Embassy, an unlucky Argonian has been dragged and half devoured by two Snowy Sabre Cats. They attack you on sight. Search their lair for a coin purse and other corpses.

[1.F] PINCUSHION PETER



A mage faced off against warriors on this steep snowbank and wasn't trusted to remain dead; the victors buried their weapons into the corpse and left it to the wolves. Search the area for weapons, and an excellent staff resting against the tree.
Skill Book (Light Armor): The Rear Guard
Knapsack

[1.G] HAAFINGAR NORDIC BURIAL RUINS



A small burial shrine for a long-forgotten Nordic war hero is slowly returning to the earth. The few steps lead only to a steep gully that provides a wonderful view. The burial urns have already been robbed.

[1.H] SOLITUDE ATTACK CAMP



RELATED QUESTS

Civil War Quest: Liberation of Skyrim
Civil War Quest: Battle for Solitude
At the beginning of the final assault on Solitude, Jarl Ulfric Stormcloak assembles his men for a final rousing speech at this location, prior to the epic assault on the Imperial's stronghold.

3.1 Hjaalmarch: Overview and Services

Topographical Overview

The most impoverished of the nine Holds, Hjaalmarch's low-lying salt marsh is an eerie and mist-filled place. Known colloquially as "the Mouths of the Karth," this is where the mighty Karth River empties into the Sea of Ghosts by a variety of intricate channels.
Also known as the Karth Delta, many adventurers have entered this dank bog, never to return. Most of the locals gravitate to the capital city of Morthal or the firmer (if colder) ground of the Tundra and farmland and the mountains flanking the Hold to the south and east.

Routes and Pathways

The protrusion of Solitude's giant natural arch is a useful marker, if only to remember how dominant the economy of neighboring Haafingar Hold is: Indeed, along the western edge is a path through the low country that leads to and from the strategically important town of Dragon Bridge (also in Haafingar).
Farther away from the mists and hidden terrors of the marsh is the more rocky and mountainous south and eastern parts of the Hold.
This area is dominated by Eldersblood Peak to the southwest, part of the Skyborn Range that separates Hjaalmarch from Whiterun. Eating into the Pale to the east is the dwarven temple ruins of Mzinchaleft.
But the most impressive (and dangerous) portion of the Hold is a path cut through the mountains from the Tundra plains of Whiterun, which leads through the massive ruined city of Labyrinthian.



Available Services, Crafting, and Collectibles

SERVICES

Followers/Hirelings: [2/47]
Houses for Sale: [0/5]
Marriage Prospects: [1/62]
Skill Trainers: [2/50]
Alchemy: [1/3]
Alteration: [0/3]
Archery: [0/3]
Block: [0/2]
Conjuration: [1/3]
Destruction: [0/3]
Enchanting: [0/2]
Heavy Armor: [0/3]
Illusion: [0/2]
Light Armor: [0/3]
Lockpicking: [0/2]
One-Handed: [0/3]
Pickpocket: [0/3]
Restoration: [0/3]
Smithing: [0/3]
Sneak: [0/3]
Speech: [0/4]
Two-Handed: [0/2]
Traders [5/133]:
Apothecary [1/12]
Bartender [0/5]
Blacksmith [2/33]
Carriage Driver [0/5]
Fence [0/10]
Fletcher [0/3]
Food Vendor [0/9]
General Goods [0/19]
Innkeeper [1/15]
Jeweler [0/2]
Special [0/3]
Spell Vendor [1/12]
Stablemaster [0/5]

COLLECTIBLES

Captured Critters: [0/5]
Dragon Claws: [2/10]
Dragon Priest Masks: [3/10]
Larceny Targets: [0/7]
Skill Books: [15/180]
Alchemy: [0/10]

Alteration: [0/10]
Archery: [0/10]
Block: [1/10]
Conjuration: [1/10]
Destruction: [0/10]
Enchanting: [1/10]
Heavy Armor: [2/10]
Illusion: [0/10]
Light Armor: [0/10]
Lockpicking: [1/10]
One-Handed: [2/10]
Pickpocket: [2/10]
Restoration: [3/10]
Smithing: [0/10]
Sneak: [0/10]
Speech: [2/10]
Two-Handed: [0/10]
Treasure Maps: [0/11]
Unique Items: [4/112]
Unique Weapons: [6/80]
Unusual Gems: [0/24]

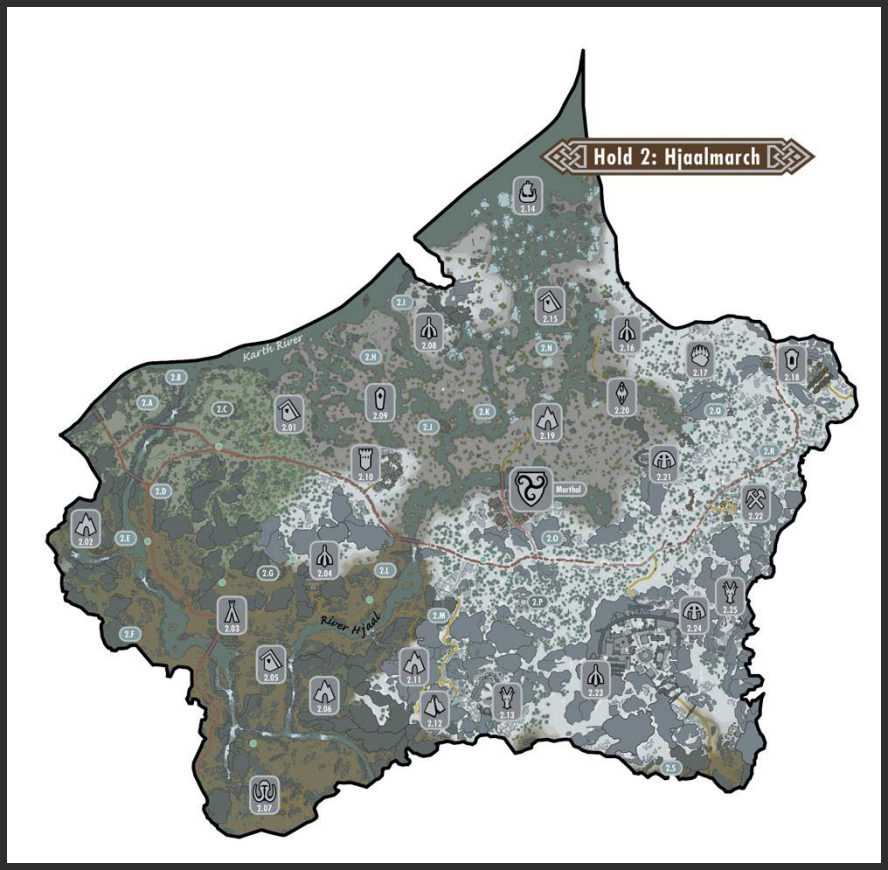
SPECIAL OBJECTS

Shrines: [2/69]
Akatosh: [1/6]
Arkay: [0/12]
Dibella: [0/8]
Julianos: [0/5]
Kynareth: [1/6]
Mara: [0/5]
Stendarr: [0/5]
Talos: [0/17]
Zenithar: [0/5]
Standing Stones: [1/13]
The Apprentice Stone
Word Walls: [7/42]
Animal Allegiance: [0/3]
Aura Whisper: [0/3]
Become Ethereal: [1/3]
Disarm: [1/3]
Dismaying Shout: [1/3]
Elemental Fury: [0/3]
Fire Breath: [0/2]
Frost Breath: [2/3]
Ice Form: [0/3]
Kyne's Peace: [0/3]
Marked for Death: [0/3]
Slow Time: [1/3]
Storm Call: [0/3]
Throw Voice: [0/1]
Unrelenting Force: [0/1]
Whirlwind Sprint: [1/2]

CRAFTING STATIONS: HJAALMARCH

Spell Name	Level	Standard Cost
Type	Location A	Location B
Alchemy Lab	Morthal (Thaumaturgist's Hut) [2.00]	—
Arcane Enchanter	Morthal (Falion's House) [2.00]	—
Anvil or Blacksmith Forge	—	—
Cooking Pot and Spit	Morthal (Falion's House) [2.00]	Morthal (Thonnir's House) [2.00]
Grindstone	Morthal (Falion's House) [2.00]	Stonehills (Exterior) [2.22]
Smelter	Stonehills (Exterior) [2.22]	—
Tanning Rack	Morthal (Exterior: Guardhouse) [2.00]	Morthal (Lumber Mill: Marshdeep Camp) [2.00]
Wood Chopping Block	Morthal (Lumber Mill: Marshdeep Camp) [2.00]	Stonehills (Exterior) [2.22]
Workbench	—	—

Hold 2



Primary Locations

TOTAL—26: HOLD CAPITAL AND 25 HOLD LOCATIONS

[2.00] Hold Capital City: Morthal
Jarl: Idgrod Ravencrone
[2.01] Meeko's Shack
[2.02] Chillwind Depths
[2.03] Robber's Gorge
[2.04] Dead Men's Respite
[2.05] Crabber's Shanty
[2.06] Orotheim
[2.07] Talking Stone Camp
[2.08] Folgunthur
[2.09] The Apprentice Stone
[2.10] Fort Snowhawk
[2.11] Brood Cavern
[2.12] North and South Cold Rock Pass
[2.13] Eldersblood Peak
[2.14] Wreck of the Icerunner
[2.15] Abandoned Shack
[2.16] Ustengrav
[2.17] Hjaalmarch Stormcloak Camp
[2.18] Mzinchaleft
[2.19] Movarth's Lair
[2.20] Hjaalmarch Imperial Camp
[2.21] Kjenstag Ruins
[2.22] Stonehills
[2.23] Labyrinthian
[2.24] Lost Valkygg
[2.25] Skyborn Altar

Secondary Locations

TOTAL—19 POINTS OF INTEREST

[2.A] Karth River Henge
[2.B] Riverside Bandit Camp
[2.C] Dragon Mound: Karth River Forest
[2.D] Ambushed Caravan
[2.E] Adventurers' Campsite
[2.F] Sabre Cat Rock
[2.G] Dragon Mound: Robber's Gorge Bluffs
[2.H] Swamp Pond Massacre
[2.I] Smuggler's Alcove
[2.J] Draugr Burial Mound
[2.K] Summoning Stones
[2.L] Dead Mammoth
[2.M] Shrine of Kynareth: Hjaalmarch Hills
[2.N] Collapsed Burial Ground
[2.O] Black Arts Burial Ground
[2.P] Dragon Mound: Labyrinthian Peaks
[2.Q] Ghost Barrow

[2.R] The Conjuror’s Caravan
[2.S] Hamvir’s Summit Hunter’s Camp

3.2 Hjaalmarch: Hold Capital Morthal

Related Quests

Civil War Quest: Liberation of Skyrim
Civil War Quest: A False Front
Daedric Quest: Pieces of the Past
Side Quest: Laid to Rest
Side Quest: Rising at Dawn
Side Quest: Innkeeper Rumors (Moorside Inn)
Side Quest: Falion's Nocturnal Habits* (Falion)
Side Quest: Gorm's Letter* (Gorm)
Dark Brotherhood Quest: Whispers in the Dark
Dark Brotherhood Quest: Side Contract: Lurbuk
Favor (Activity): Chopping Wood* (Hroggar)
Favor (Activity): Chopping Wood* (Jorgen)
Favor: Special Delivery* (Idgrod the Younger)
Favor: Sparring Partners* (Benor)
Favor: Rare Item Hunt* (Lami)
Thane Quest: Thane of Hjaalmarch*

Habitation Hold Capital (Minor)



CRAFTING

Alchemy Lab
Arcane Enchanter
Grindstone
Tanning Rack

SERVICES

Follower: Benor [4/47]
Marriage Prospect: Benor [6/62]
Trader (Apothecary): Lami [2/12]
Trader (Innkeeper): Jonna [3/15]
Trader (Spell Vendor): Falion [2/12]
Trainer (Alchemy: Journeyman): Lami [1/3]
Trainer (Conjuration: Master): Falion [1/3]

Morthal



SPECIAL OBJECTS

Civil War: Map of Skyrim

COLLECTIBLES

Skill Book [Enchanting]: Catalogue of Armor Enchantments [B1/10]
Skill Book [Heavy Armor]: 2920, Mid-Year, v6 [A1/10]
Skill Book [Lockpicking]: The Locked Room [D1/10]
Skill Book [Pickpocket]: Aevar Stone-Singer [A1/10]
Skill Book [Restoration]: 2920, Rain's Hand, v4 [A1/10]
Skill Book [Restoration]: Racial Phylogeny [C1/10] Chests
Potions aplenty

Lore: City Overview

Sitting on the southern edge of the Drajkmyr marsh, dry ground can be hard to come by in Morthal. The capital of the Hjaalmarch Hold, Morthal, is often shrouded in a thick fog, and ominous twisted trees grow from the surrounding marsh.
Morthal is foreboding to travelers approaching it, and the torches of the town glowing in the fog often give the impression of wisps at a distance. Many travelers choose to steer clear of the place altogether.

Morthal is a town shrouded in mystery. Its people are reclusive and wary of newcomers, and only a single lumber camp supports its weak economy.
The Jarl is among the most relaxed in Skyrim when it comes to taxation, but Hjaalmarch is also the poorest of the nine Holds.
The Hold is still part of the Empire, but the Jarl is unapologetically vague in her enthusiasm for the Imperial Legate stationed in her dwelling.
A number of the people in the town are concerned about the prospect of war. War brings outsiders, and outsiders are not a welcome sight in Morthal.
Most would rather the conflict were kept outside their home, leaving them free to pursue their own interests.

Important Areas of Interest

1) MAIN THOROUGHFARE

Lacking much in the way of paving, this main dirt track leads from one end of town to the other, with Highmoon Hall to the south and the lumber mill at the north end, after which the marshland encroaches and takes over.

2) DOCKSIDE

This deck passes the structures where the town's guards and two of the more interesting inhabitants live and leads to a jetty. This is where the civilization of Morthal stops and the wilds of the Drajkmyr marsh begin.
The bog isn't particularly deep, and many townsfolk spend time watching the water from the covered jetty, hoping the strange sounds during the night will go away.

3) HIGHMOON HALL



The following leaders of Morthal are (begrudgingly) loyal to the Imperials at the start of the Civil War.

Jarl Idgrod Ravencrone
Aslfur (Steward)
Gorm (Housecarl)
Idgrod the Younger
Joric
Legate Taurinus Duilis

JARL IDGROD RAVENCRONE

Idgrod Ravencrone is unlike the other Jarls of Skyrim: She is a hunched old woman, who speaks in riddles and parables and rarely ever directly. However, her wisdom is sometimes misunderstood as the ramblings of an old woman, and some are beginning to lose faith in her. Idgrod spent her younger years wandering Tamriel in search of wisdom. Some say that she returned from her trip "touched." Gorm is actively plotting to remove her.

ASLFUR (STEWARD)

Aslfur met Idgrod during the time she spent wandering Tamriel. A young warrior then, Aslfur protected Idgrod during her pilgrimage, and the two were married before returning to her home in Morthal.
Over the years, Aslfur has served as Idgrod's advisor, and now, in her old age (and some say her insanity), he is more protective than ever.

GORM (HOUSECARL)

Gorm was once loyal to Idgrod but has since come to think of her as insane and unfit for the throne in these trying times. Gorm has formulated a plan to remove her from power with little bloodshed. Aslfur and Idgrod are both aware of his plan, but Idgrod has refused to allow Aslfur to act on the knowledge, insisting that there is a larger role for Gorm to play.

IDGROD THE YOUNGER

Idgrod the Younger has heard the rumors that her mother is touched. In truth, Idgrod has been taught by her mother to seek insight and wisdom. Although neither recognize it, both are manipulating Magicka subconsciously in order to achieve their visions. The Younger Idgrod is much more adept at separating the visions from reality and is poised to make an excellent Jarl.

JORIC

Joric is the youngest child of Idgrod Ravencrone and Aslfur. He's a young boy who seems to have lost his mind at a very early age. He doesn't say much, but when he does speak, he is oddly insightful, even if his words make little sense.

LEGATE TAURINUS DUILIS

The following residents of Hjaalmarch arrive to take control of Morthal, once this Hold has fallen during the Civil War.

Jarl Sorli the Builder
Pactur (Steward)
Teeba-Ei (Housecarl)
Jarl Sorli the Builder

Sorli the Builder is the great-granddaughter of the founder of Stonehills. She lives in the first building constructed in the town by her ancestors. Leadership has been passed down through her family, but whatever that used to mean, it has little bearing on the present day.
Reduced to a single building and a marginally profitable mine owned by Bryling of Solitude, Sorli attempts to cling to whatever authority she currently has, while dreaming of something greater for herself.

PACTUR (STEWARD)

Pactur's life revolves around Sorli. He assists with running the mine, which means doing all the work Sorli doesn't care to, and he feeds her ambitions in whatever way he can.

TEEBA-EI (HOUSECARL)

The sole survivor of a wrecked trader vessel, Teeba-Ei wandered into Stonehills nearly frozen to death.
He was taken in and cared for, and was grateful that few questions were asked about how he came to be there. He now gladly serves Sorli, working the mine, and is willing to follow her everywhere, even if that means going to Morthal as her Housecarl.

Highmoon Hall is the central meeting place for all citizens of Hjaalmarch. Although, few seek audience with the reclusive and mysterious Jarl. She spends most of her days pottering around this sturdy Nordic structure.
Aslfur handles many of the citizens' grievances in the main hall, and some have come to question whether he is trying to remove that burden from his wife or trying to hide her deteriorating condition.
The war room manned by Legate Taurinus Duilis across from the Jarl's chamber is an inconvenience Idgrod is having to live with. Discover a Skill Book mixed in with other, less valuable books on the top shelf in the upstairs bedroom.
Skill Book [Lockpicking]: The Locked Room [D1/10]
Civil War: Map of Skyrim
Chests (2)
Potions aplenty

4) GUARDHOUSE

Benor
The guardhouse is not a picture of military order. The Jarl of Hjaalmarch had little need for an organized militia.
The Legion has attempted to improve the old guardhouse and the jail (which is more of a cellar with a single cell [Adept]), but it is still a mess. Find a Skill Book hidden behind a basket and barrel near the bed.
Follower: Benor [4/47]
Skill Book [Heavy Armor]: 2920, MidYear, v6 [A1/10]
Evidence Chest
Prisoner Belongings Chest
Chests (2)

5) MOORSIDE INN



Jonna
Lurbuk gro-Dushnikh
Jonna is the sister of Falion, both from Hammerfell. She and her brother have traveled together their whole lives, but when something “drew” Falion to Morthal, they both settled. The town was without an inn at the time, so Jonna modified one of the homes.
She doesn’t get a lot of business, but she does appreciate visitors who stop by and can stand to hear Lurbuk’s painful ballads. Search a woven basket that sits atop a dresser in one of the rooms to discover a hidden Skill Book.
Trader (Innkeeper): Jonna [3/15]
Room for the night, food
Innkeeper Rumors
Skill Book [Restoration]: Racial Phylogeny [C1/10]
Chest (2)

6) HROGGAR’S HOUSE (BURNED DOWN)

Close to the chiming Nirnroot is a house without its roof. It has been lying derelict since it caught fire recently. The house belonged to Hroggar, and his wife and child died in the fire, which some are calling suspicious. Perhaps the barkeep has some scuttlebutt you could follow up on?

7) MORTHAL CEMETERY

Too small for a Hall of the Dead, the few folks of Morthal make do with a more traditional Nordic graveyard to the west of town. Odd noises have been heard during the night there.

8) THAUMATURGIST’S HUT



This is Lami’s shop, although the only commodities she normally sells are potions and cures to the other residents. She offers a full selection of magical supplies to those who might be interested. Claim a Skill Book that’s stashed atop a tall shelf downstairs.
Crafting: Alchemy Lab
Trader (Alchemy Vendor): Lami [2/12]
Potions, Food, Ingredients, Misc
Trainer [Alchemy: Journeyman]: Lami [1/3]
Skill Book [Destruction]: Response to Bero’s Speech
Potions aplenty

9) THONNIR’S HOUSE

Thonnir
Virkmund
The place hasn’t been cleaned for weeks and is sparsely decorated by a man who may have simply given up. The lute, drums, and flute show Thonnir once sang, but no merry music has echoed around these walls for months. Claim a Skill Book that’s stashed beneath a basket on the corner shelf.
Skill Book [Pickpocket]: Aevar Stone-Singer [A1/10]
Chest

10) ALVA’S HOUSE [LOCKED: ADEPT]

Alva
Hroggar
Alva spends her nights gathering herbs and tending her small herb garden. She has filled the house with all manner of dried ingredients and homemade remedies. She used to spend a lot of time with Lami but now refuses to leave her abode.
If you break into this dwelling, Alva wakes from her slumber and attacks. There’s a key on her corpse. The cellar backs up the rumors of Alva’s vampiric tendencies. If you kill Alva, Hroggar will stalk and attack you once you leave town.

Key to Alva's House
Chest

11) FALION'S HOUSE



Falion is a Redguard. While his sister Jonna is accepted by the people of Morthal, Falion is looked at with fear and distrust. Falion has delved deep into the mysteries of Magicka and has become a master of the arts.
He has settled in Morthal because he felt drawn to the location and wishes to remain relatively close to the College in Winterhold.
He spends his time in his workshop and is the only person in the realm who knows how to cure vampirism. The house is cluttered and filled with trinkets of both superstition and genuine implements of Magicka. Peer around his residence for the following:
Crafting: Arcane Enchanter
Trader (Spells Vendor: Falion) [2/13]
Scrolls, Books, Misc
Trainer (Conjuration: Master): Falion [1/3]
Skill Book [Restoration]: 2920, Rain's Hand, v4 [A1/10]
Skill Book [Enchanting]: Catalogue of Armor Enchantments [B1/10]
Chest
Potions aplenty

12) JORGEN AND LAMI'S HOUSE [LOCKED: NOVICE]

Jorgen
Lami
Jorgen and Lami live in this small house, although both are rarely ever home, spending most of their time at their respective work.
The house is neat, in order, features a variety of stored food, and is barely lived in. Find a Skill Book hidden atop a tall cupboard and another tucked away in a bucket that sits atop a barrel.
Hilt of Mehrunes' Razor
Skill Book [One-Handed]: 2920, Morning Star, v1
Chest [Locked: Adept]

13) LUMBER MILL (MARSHDEEP CAMP)

This was once known as Marshdeep Camp before being settled and is now the only economy of Morthal. The sparse (but healthy and large) trees are processed here. Jorgen runs this with Hroggar and doesn't care about what happened in the fire.
Crafting: Grindstone, Tanning Rack

3.3 Hjaalmarch: Primary Locations

Next Page >

[2.01] Meeko’s Shack



RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 6
HABITATION: HUNTER CAMP SERVICES
Follower: Meeko [5/47]
COLLECTIBLES
Skill Book [Speech]: A Dance in Fire, v6 [B1/10]

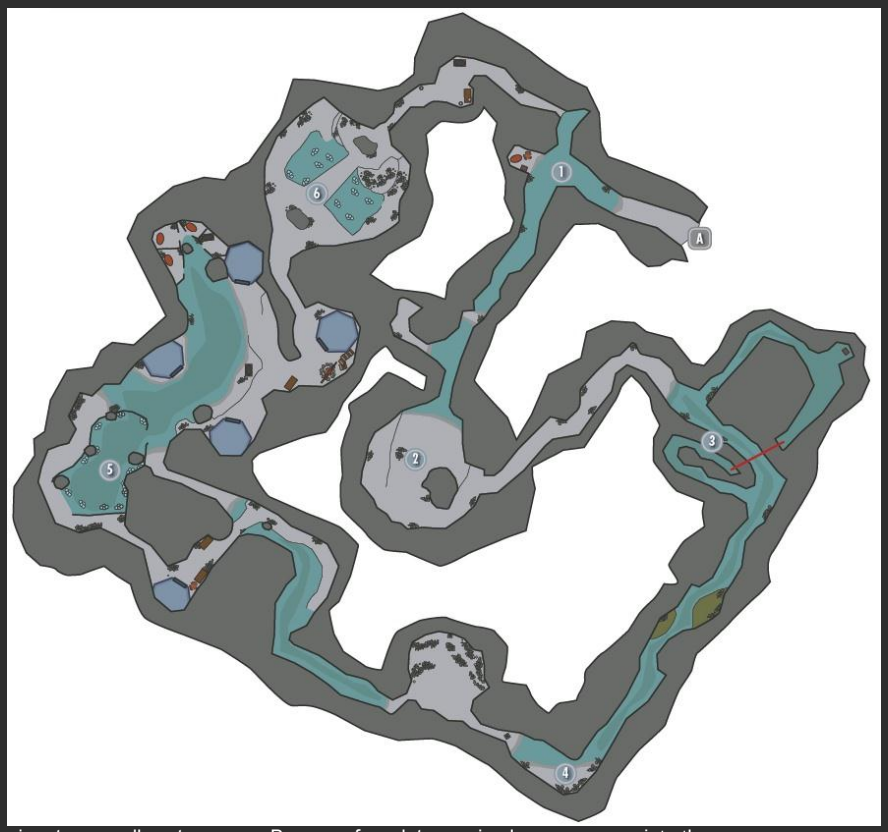
A dog named Meeko may approach you as you travel the road near this small, remote cabin. Follow Meeko to the nearby shack to find his late master—the dog will then join you as a Follower. There’s little of interest in the cabin besides the dead man and his journal, which references his faithful pooch.

[2.02] Chillwind Depths



RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 18
Dungeon: Falmer Hive
Chaurus
Falmer
Frostbite Spider
DANGERS
Spear Trap (pressure plate)
COLLECTIBLES
Skill Book [Lockpicking]: Advances in Lockpicking
Chest(s)
Potions

Chillwind Depths



Along Hjaalmarch's west edge, a dirt path follows the river to a small, watery cave. Beware of predatory animals on your way into the cave.

A) EXIT TO SKYRIM

1) FALLEN ADVENTURER CHAMBER

Just inside the cave, a slain adventurer lies on a bedroll near a looted chest. Swipe the nearby potions before venturing southwest toward [2].

Potions

2) SPIDER NEST

A nest of Frostbite Spiders have made quite a home for themselves here. The first spider is just a decoy—watch out for the others to drop from above if you rush in too quickly. Take the upper path to reach [3].

3) WATERLOGGED PASSAGEWAY

Explore the north section of these water-filled passages to loot a sunken chest. Beware of Falmer in the long, southern straight; they have a good angle on you.

Chest (Locked: Apprentice)

4) PRECARIOUS PASSAGE

Beware the pressure plate as you enter the tunnel—stepping on it causes long spikes to stab out from the wall in lethal fashion. Avoid it, or sprint past after the spikes retract, then battle a blend of Falmer, Frostbite Spiders, and Chaurus in the tunnel ahead.

Danger! Spear Trap (pressure plate)

Chaurus Pen

Take either an upper or lower path to reach this wide chamber, where the Falmer are keeping a few pet Chaurus in a pen. If you take the higher path, you'll face a powerful Falmer and discover some . Out in the main chamber, make sure to loot the two Chaurus-bone chests.

Chests (2)

6) THRONE ROOM

A mighty Falmer sits on a stone throne in this final chamber. Slay the monster to clear the cave, then loot the large chest in the back passage. Follow the trail back to the start and exit this dank cavern.

Chest

Apothecary's Satchel

Potion

[2.03] Robber's Gorge



RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
COLLECTIBLES
Skill Book [Archery]: The Black Arrow, v2
Chest(s)
Potions
This impressive bandit camp is a perfect site for an ambush. The bandits here call out to passersby, demanding that they pay a "toll." Either turn back, pay the toll, or be ready to fight.
If you battle the bandits, slay their chief and then loot his corpse to find a key that unlocks the trapdoor in the chief's cabin and a chest that you'll find later. Find a Skill Book inside the cabin. The trapdoor leads to Robbers' Cove.
Skill Book [Archery]: The Black Arrow, v2
Key to Robber's Cove (Bandit Chief)
Chest
ROBBERS' COVE
Unlock the trapdoor in the bandit chief's cabin to enter this small, watery cavern. A journal on the table tells the tale of this gang and mentions a hidden chest outside. Find a potion on the first table and a locked chest underwater, along with a couple of coin purses.
Swim out to fresh air when you've finished looting the place, then swim south and raid the large chest on the island in the middle of the lake—the bandit chief's secret stash!
Area Is Locked (Adept)
Chest (Locked: Adept)
Chest (Locked: Master)
Potion

[2.04] Dead Men's Respite



RELATED QUESTS
Other Factions: Bards College Quest: Tending the Flames
Dungeon Activity
RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT
Animal
Draugr
King Olaf One-Eye
Svaknir
CRAFTING
Arcane Enchanter
DANGERS
Battering Ram Trap (pressure plate)
Flamethrower Trap (pressure plate)

Swinging Blade Trap
Spear Trap (pressure plate)

PUZZLES

Nordic Puzzle Door (Ruby Dragon Claw)
(Wolf, Hawk, Wolf)

QUEST ITEMS

King Olaf's Verse

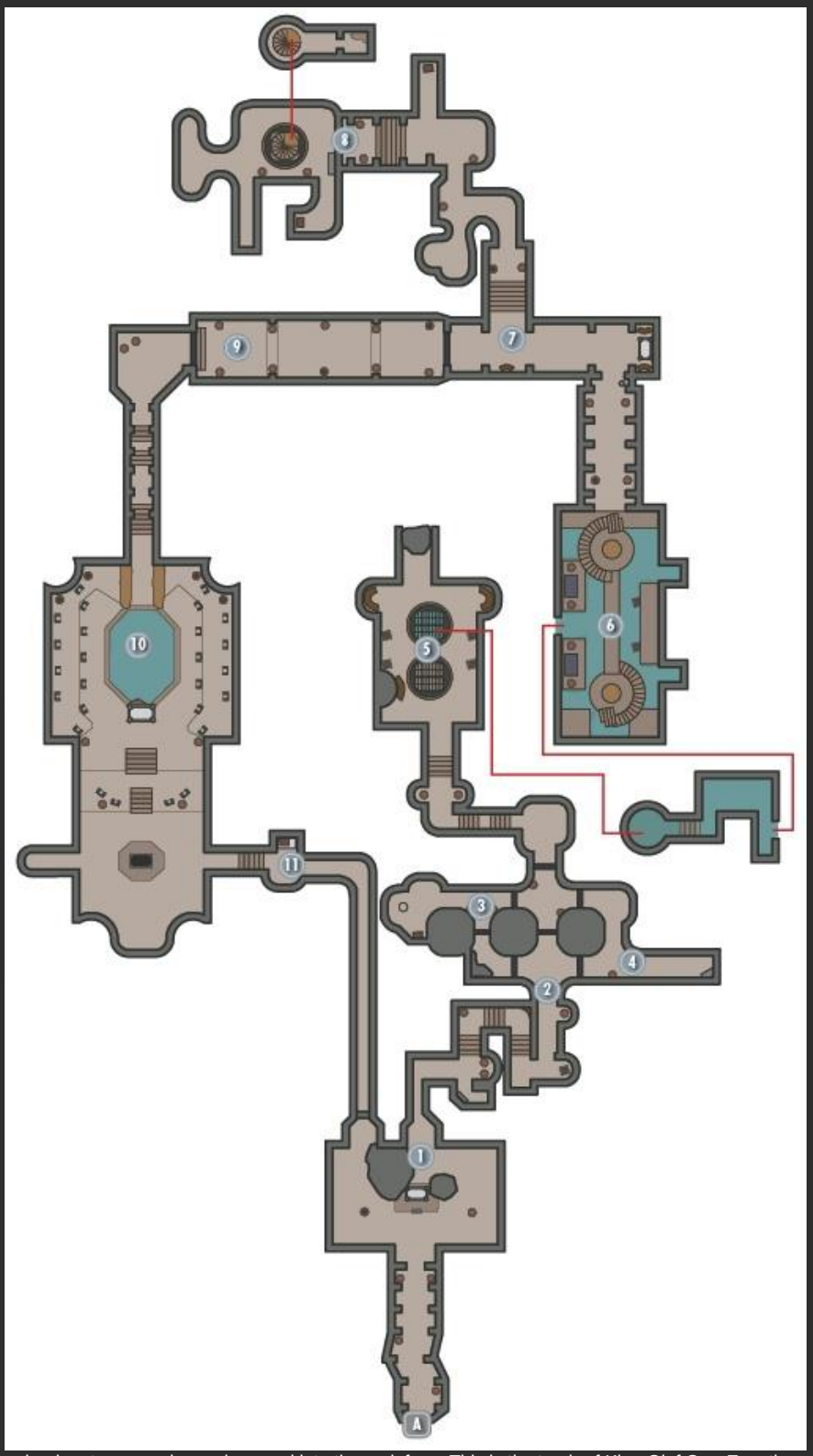
COLLECTIBLES

Dragon Claw: Ruby Dragon Claw [1/10]
Skill Book [Speech]: The Buying Game

SPECIAL OBJECTS

Word Wall: Whirlwind Sprint [2/2]
Chests
Potions

Dead Men's Respite



In the low mountains southwest of Morthal, stone steps lead up to a massive arch carved into the rock face. This is the tomb of King Olaf One-Eye, the ancient High King of Skyrim and also the de facto tomb of Svaknir, the bard who composed a legendary epic poem against Olaf's reign.
In revenge, Olaf captured Svaknir, burned all the copies of his work save one, then threw him into a pit to rot, with only the final verse to console himself. It is said that Svaknir's ghost still haunts the tomb, hoping that someone will come to avenge him.

A) EXIT TO SKYRIM

1) CLAW CHAMBER

A ghostly figure beckons you forward as you enter this chamber. Take the Ruby Claw from the pedestal to open the portcullis, but beware—a swarm of vicious Draugr ambush you when you do. Collect a potion from the nook beyond the iron door before advancing to [2].
Dragon Claw: Ruby Dragon Claw [1/10]

2) SNAKING PASSAGES

Beware the pressure plate in the corridor that leads into these passages, and pull a chain on the wall to open the way forward when you reach the dead end. Beware Frostbite Spiders in the passage that follows.
Danger! Spear Trap (pressure plate)
Spider Nest
Wipe out the Frostbite Spiders here and loot the urn they guard; then head south and pull another wall chain to open a passage leading east.
Dead End
Slay a few Draugr and skirt a dangerous pressure plate trap as you move to collect a bit of loot from this dead end. Double back afterward (dodge the trap again!) and go north.

Danger! Battering Ram Trap (pressure plate)
Potion

5) WEBBED CHAMBER

Loot a few urns and sidestep yet another pressure plate trap in the twisting passage that leads to this chamber, which is covered in webbing. Slay the Frostbite Spiders that descend from the ceiling, then pull the chain on the east wall to open a watery pit. Drop down to advance.
Danger! Flamethrower Trap (pressure plate)
Potion

Watery Chamber
Slay a Skeever and a few Draugr on your way to this large chamber, where more Draugr await. When you approach the barred door, look down and disarm the hinge trigger if you can, or you'll have to deal with a lethal series of swinging blades on the narrow bridge.
If you fail to disarm the trap, stop carefully by the candles to avoid the blades as they swing past. Pull the chain on the far side if you need to allow your Follower through, then take the upstairs door to reach [7].
Danger! Swinging Blade Trap (hinge trigger)

7) SEALED DOOR PASSAGE

Take advantage of a rare crafting station in this passage. The far door is sealed by some sort of energy—go north instead and slay several more Draugr on your way to [8].
Crafting: Arcane Enchanter

8) SVAKNIR'S GRAVE

As you enter this area, pick an Expert door lock to access a nook with a locked chest. Slay the mob of Draugr that attack you in the main chamber, then approach the chest in the south nook.
Disarm the hinge trigger or stand aside as you open it to avoid the dart trap. Back out in the main room, pull the south wall chain to open the central stairwell, then descend to at last catch up with the apparition you've been pursuing.
Collect the book near Svaknir's corpse, then backtrack to [7] and follow Svaknir's ghost through the previously sealed door.
King Olaf's Verse
Danger! Dart Trap
Chest
Chest (Locked: Master)

PUZZLE DOOR PASSAGE

Rotate the three rings of this passage's far door to mimic the same sequence of symbols that appear on the Ruby Dragon Claw you collected back at [1] (Wolf, Hawk, Wolf). Then activate the keyhole to insert the claw and open the way forward.

THE COURT OF THE DEAD

Enter King Olaf's court, and Svaknir calls his nemesis to battle. As the host of Draugr rise one by one, help Svaknir lay waste to the undead. When King Olaf rises to do battle, cut him down to finally free Svaknir from this tomb. Obtain a key off of Olaf's corpse, and stand near the south wall to learn a new Word of Power.
Word Wall: Whirlwind Sprint [2/2]
Olaf's Treasury Key
Potions

OLAF'S TREASURY

Use the key you found on Olaf's corpse to open this treasury, then loot the giant chest within. Pull the nearby lever to open the exit passage, which leads back to [1].
Chest
Potion

[2.05] Crabber's Shanty



Habitation: Hunter Camp

Fisherman
On the southwest edge of Hjaalmarch, a tiny crab shack sits by the river. Aside from a plethora of crab meat and a humble fisherman, there's nothing here of particular value or interest.

[2.06] Orotheim



RELATED QUESTS
Dungeon Activity
DUNGEON: BANDIT CAMP
Bandit
CRAFTING
Grindstone
Tanning Rack
DANGERS
Bone Alarm Trap
COLLECTIBLES
Skill Book [One-Handed]: Mace Etiquette [C1/10]
Chest
Chest (Locked: Apprentice)
Potions

This small cave, located along Hjaalmarch's southwest border, serves as a hideout for a small group of bandits. Beware the powerful leader, who lurks toward the cavern's rear. Slay him and claim plenty of loot from his corpse and from the two chests he guards (one is hidden beneath the stairs). Dispatching all of the bandits at this location ends their raids against the giant of Talking Stone Camp [2.07] to the south.

[2.07] Talking Stone Camp



RELATED QUESTS
Dungeon Activity
DUNGEON: GIANT CAMP
Giant
Mammoth
COLLECTIBLES
Chest
Chest (Locked: Apprentice)
A massive bonfire at Hjaalmarch's southernmost tip signals the camp of two towering giants. Mammoths roam the lower portion of the hill, shepherded by one giant, while the other can be found near the campfire up top.
You can claim plenty of loot from their chests, one in the camp and one in the cove by the waterfall—if you can slay the brutes.
Dispatching all of the bandits at Orotheim [2.06] ends their raids against the giants, allowing them to lead their mammoths to the nearby stream (which they do every few hours).
This draws off the giant and mammoths at the base of the hill, giving you free access to that chest, or a good opportunity to take out the lone remaining giant.

[2.08] Folgunthur



RELATED QUESTS

Side Quest: Forbidden Legend

DUNGEON ACTIVITY

RECOMMENDED LEVEL: 6

DUNGEON: DRAUGR CRYPT

Frostbite Spider
Draugr
Mikrul Gauldurson

QUEST ITEMS

Daynas Valen's Journal
Daynas Valen's Notes
Ivory Dragon Claw

DANGERS

Bone Alarm Trap
Flamethrower Trap (pressure plate)
Oil Lamp Trap
Oil Pool Trap
Rockfall Trap
Spear Trap (pressure plates)

PUZZLES

Nordic Pillars
Snake, Whale, Hawk
Nordic Puzzle Door (Ivory Claw)
Hawk, Hawk, Dragon

COLLECTIBLES

Dragon Claw: Ivory Dragon Claw [2/10]
Skill Book [One-Handed]: Fire and Darkness [B1/10]
Unique Item: Gauldur Amulet Fragment (Folgunthur) [6/112]
Unique Weapon: Gauldur Blackblade [6/80]

SPECIAL OBJECTS

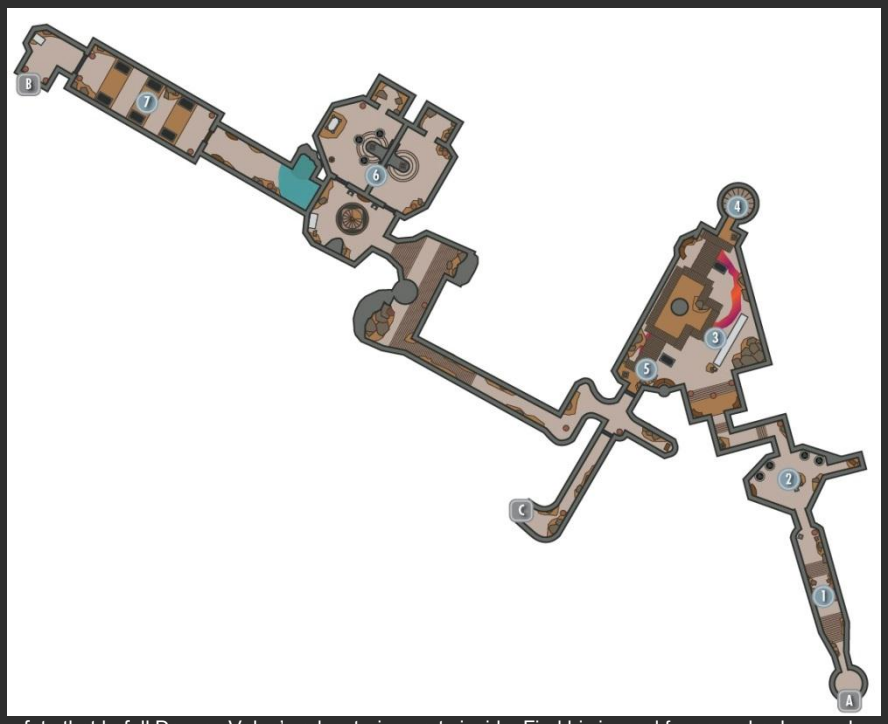
Word Wall: Frost Breath [1/3]
Chest(s)
Potions

FOLGUNTHUR

On a hill in Hjaalmarch's northern marshlands lies the ominous entrance to the tomb of Mikrul Gauldurson, one of the three brothers sealed away in ancient times.

EXTERIOR

Folgunthur'



The abandoned campsite outside the ruins hints at the fate that befell Daynas Valen's adventuring party inside. Find his journal for some background on the expedition, then loot the urns near the tomb's door.
Daynas Valen's Journal

A) DOOR TO SKYRIM

1) TRAPPED PASSAGE

Beware the pressure plate in the very first passage—stepping on it causes spikes to stab out from the statues just ahead. Once you're past the trap, don't miss the burial urns in the nearby wall.

Danger! Bone Alarm Traps, Spear Traps (pressure plate)

2) PUZZLE PILLAR CHAMBER

Daynas Valen's adventurers already solved the puzzle in this room, so there's little to do here during your first visit, but you can return after obtaining the Ivory Claw in [3]. Ignore the glyph puzzle and simply insert the claw into the keyhole on the east wall to open a small nook and expose a locked chest.
Chest (Locked: Apprentice)

3) DINING HALL

Avoid a pressure plate and slay a few Draugr on your way to this wide chamber. A gate shuts behind you, trapping you with more undead. Pull the chain near the gate to open it if you'd like to retreat.
Knock down the oil lamps or cast a fire spell to ignite the rivers of oil with explosive results. Discover a Skill Book near a corpse in a dark corner of the room. Upstairs, grab the Ivory Claw from Daynas Valen's corpse and use it to lower a drawbridge.
Danger! Flamethrower Trap (pressure plate), Oil Lamp Trap, Oil Pool Trap
Dragon Claw: Ivory Claw [2/10] (Daynas Valen)
Skill Book [One-Handed]: Fire and Darkness [B1/10]
Daynas Valen's Notes (Daynas Valen)

4) STAIRWELL 1

Use extreme care when entering this stairwell, which leads up to the dining hall's second floor. A trapdoor opens beneath your feet as you enter, dunking you into a watery pit.
The water actually spares you from falling onto lethal spikes—keep well away from the spikes as you carefully loot the sunken corpses, then swim onto the stairs (or pull the chain and let the trapdoor lift you up).
Loot the corpses near an upstairs keyhole to at last discover the Ivory Claw. Insert the claw into the keyhole to lower the drawbridge ahead, which leads toward several Draugr and a passage to the lower crypts. Before entering the crypts, return to [2] and use the Ivory Claw to access a treasure nook.

5) CRYPT CORRIDORS

Beware: Numerous Draugr roam these tight corridors, and pressure plates trigger lethal traps. Avoid the pressure plate in the corridor that leads toward a locked chest, and manipulate the levers in the opposing hall until all four portcullises have risen. Avoid a rockslide as you make your way deeper into the crypts.
Danger! Rockfall Trap, Spear Trap (pressure plate)
Chest (Locked: Novice)
Potions

6) STAIRWELL 2

You must solve a Nordic Pillar Puzzle here in order to advance to the lower crypts. Ignore the room's two levers and enter the northeast chamber. Note the order of the glyphs, then exit and pull either lever to access the northwest chamber.
Rotate three glyph pillars here, mirroring the glyph sequence in the previous chamber (Hawk, Hawk, Dragon). Then exit and pull the chain on the far wall to open the central stairwell.

7) SPIDER TUNNEL

Slay a few Frostbite Spiders in this final passage, and beware a surprise ambush as you approach the puzzle door. The lights suddenly go out, and Draugr emerge from the sarcophagi around you.
Cut them down, then inspect the Ivory Claw you found earlier and notice its three glyphs. Manipulate the puzzle door's three rings to mimic the Ivory Claw's glyph sequence (Hawk, Hawk, Dragon); then insert the Ivory Claw into the door's central keyhole to open the path to the crypt.
Potion

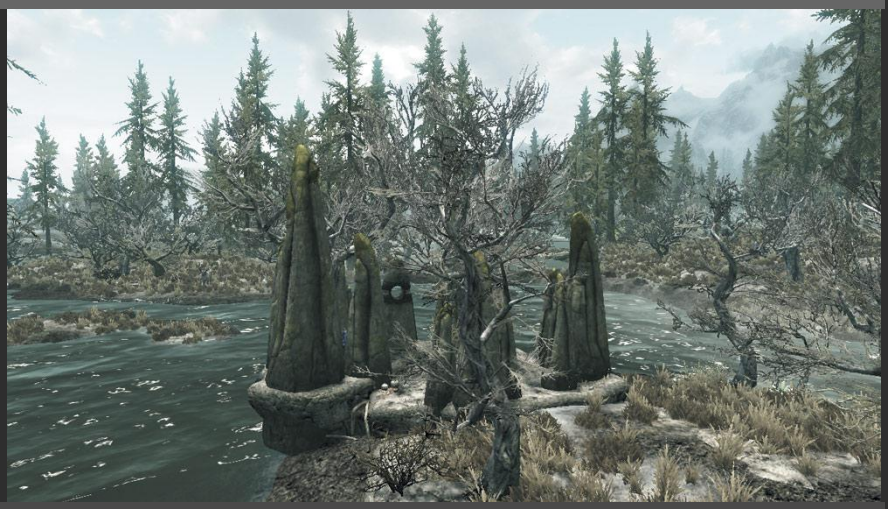
B) DOOR TO FOLGUNTHUR CRYPT

FOLGUNTHUR CRYPT

As you pass through this cavernous crypt, Mikrul Gauldurson, a powerful undead warrior, suddenly rises from the central sarcophagus. Refer to Side Quest: Forbidden Legend for strategies on dealing with this powerful foe and his vampiric blade. Once he falls, loot him and the corpses of his thralls before using the Ivory Claw to open the far gates. Follow the sound of chanting to locate a Word Wall and gain a new Word of Power. Loot a massive chest as well before proceeding through the nearby door and returning to the main level.
Word Wall: Frost Breath [1/3]
Unique Item: Gauldur Amulet Fragment (Folgunthur) [6/112]
Unique Weapon: Gauldur Blackblade [6/80]
Potions

Door to Folgunthur Crypt

[2.09] The Apprentice Stone



RECOMMENDED LEVEL: 6
SPECIAL OBJECTS
Standing Stone: The Apprentice [2/13]
This standing stone can be found on a small island in Hjaalmarch's frigid northern marsh. Inspect the stone to gain the Apprentice sign blessing. Those under the sign of the Apprentice recover Magicka faster but are more susceptible to Magicka damage. Note that you may possess only one sign blessing at a time.

[2.10] Fort Snowhawk



RELATED QUESTS
Civil War Quest: Liberation of Skyrim
Civil War Quest: The Battle for Fort Snowhawk
RECOMMENDED LEVEL: 6
HABITATION: MILITARY FORT
Mage
Skeleton
CRAFTING
Alchemy Lab
Arcane Enchanter (2)
Grindstone
DANGERS
Bear Traps
COLLECTIBLES
Skill Book [Block]: A Dance in Fire, v2 [A1/10]
Chest(s)
Potions

This imposing keep serves as a point of contention between the Stormcloaks and Imperials during the Civil War. Until then, it's populated by a band of necromancers. You can tackle this eroding stronghold in a number of ways—storm the front gate, slip in through the hole in the southeast wall, or leap over any of the crumbling battlements.

EXTERIOR
A host of necromancers and their skeletal minions defend the fort's outer grounds. Scale the ramparts and clear out every foe to gain plenty of loot from their corpses. There's little else of value outside.

FORT SNOWHAWK KEEP
Enter the fort's central keep by any of three doors. The ground-level door to the south is the easiest to locate. Go upstairs to locate a few potions, then head downstairs to find more, along with a locked chest.
Work your way through the sleeping quarters to reach the library, where you can find several crafting stations, a Skill Book, and a key that unlocks the Keep's central chamber. Within, deal with the leader of the necromancers, then claim the chest in his chamber and a locked chest in the nearby bedroom.
Crafting: Alchemy Lab, Arcane Enchanter, Grindstone
Skill Book [Block]: A Dance in Fire, v2 [A1/10]
Fort Snowhawk Quarters Key
Chest
Chest (Locked: Apprentice)
Chest (Locked: Adept)
Potions

PRISON
Fight your way across the battlements to reach the entrance to the prison tower in the Keep's northern courtyard. The prison is a small area with few guards. Find a chest in the nook just beyond the main entry staircase and another in one of the holding cells.
A passage in the back of another cell leads to a secret exit, but beware the bear traps as you jump down.
Danger! Bear Traps
Crafting: Arcane Enchanter
Chest (Locked: Apprentice)
Potions

[2.11] Brood Cavern



DUNGEON: ANIMAL DEN
Animal

COLLECTIBLES
Chest
Chest (Locked: Novice)
Potion
Ferocious [Leveled Predators] guard this waterfall cave. Make your way to the waterfall's top and follow the stream into the mountain to enter the Brood Cavern. Slay more [Leveled Predators] inside the cave and pass through an interior waterfall to locate a chest with an easy lock. Another chest lies on dry land near the body of a late hunter, who recently became the animals' prey.

[2.12] North and South Cold Rock Pass



RECOMMENDED LEVEL: 8
DUNGEON: ANIMAL DEN
Animal

This small, frozen cave runs straight through Hjaalmarch's southern mountains, providing a convenient means of passage into Whiterun. Unfortunately, a vicious Frost Troll resides here that you must either deal with or avoid.

[2.13] Eldersblood Peak



DUNGEON: DRAGON LAIR

Animal

Dragon (after Main Quest: Dragon Rising)

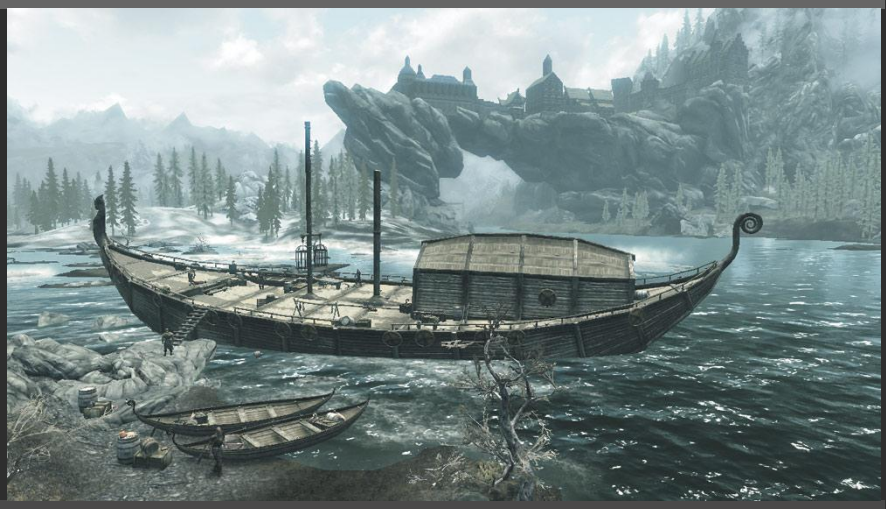
SPECIAL OBJECTS

Word Wall: Disarm [1/3]

A pack of ferocious Frost Trolls guard this ancient dragon lair, which is located atop the peak south of Morthal. If you visit here after the dragons have returned, most of the Frost Trolls will have been killed, but you will have a much bigger foe to contend with.

Secure the site, then follow the sound of chanting to locate a Word Wall that bestows you with a new Word of Power.

[2.14] Wreck of the Icerunner



RELATED QUESTS

Side Quest: Lights Out!

RECOMMENDED LEVEL: 6

DUNGEON: SHIPWRECK

Blackblood Marauder

Deeja

COLLECTIBLES

Area Is Locked (quest required)

Potions

This unique location exists only after you extinguish the Solitude Lighthouse as part of Side Quest: Lights Out! Without the Lighthouse to guide it, the Icerunner, an Imperial supply ship, runs aground on the reefs in this area. There's nothing of particular interest at this site until the shipwreck occurs.

EXTERIOR

The ship's deck is full of plunder, and there are potions stashed in a nearby rowboat—but anything you take on the way in to meet Deeja is considered theft by the marauders, who will turn on you without hesitation.

Potions

THE ICERUNNER (INTERIOR)

The thieves have nearly finished looting the ship's interior, but there are still a few valuables to be found. Make your way down to the cargo hold and speak with Deeja, who suddenly double-crosses you.

Slay the villain and inspect the note she carries to advance your quest, then fight your way back outside, claiming any loot you might have left alone before.

Apothecary's Satchel

Satchels (2)

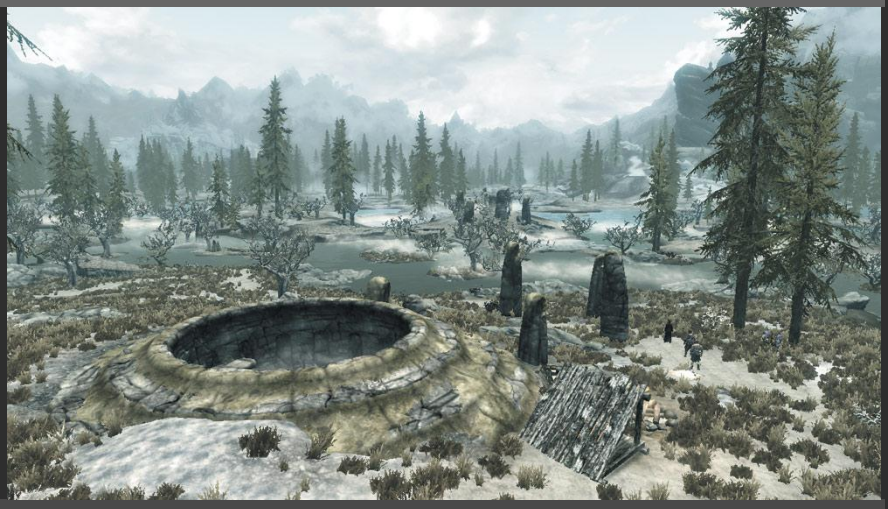
Potions

[2.15] Abandoned Shack



RELATED QUESTS
Dark Brotherhood Quest: With Friends Like These...
HABITATION: SPECIAL
Alea Quintus
Astrid
Fultheim the Fearless
Vasha
Area Is Locked
This remote, ramshackle cabin is used by the Dark Brotherhood for various purposes.
After you complete the first Dark Brotherhood Quest, Astrid brings you here, where you're faced with a choice of killing one of three persons as part of the second Dark Brotherhood Quest, "With Friends Like These..." Interrogate each of the three captives, then slay any of them to advance the quest—the choice affects only Astrid's remarks after the deed is done.

[2.16] Ustengrav

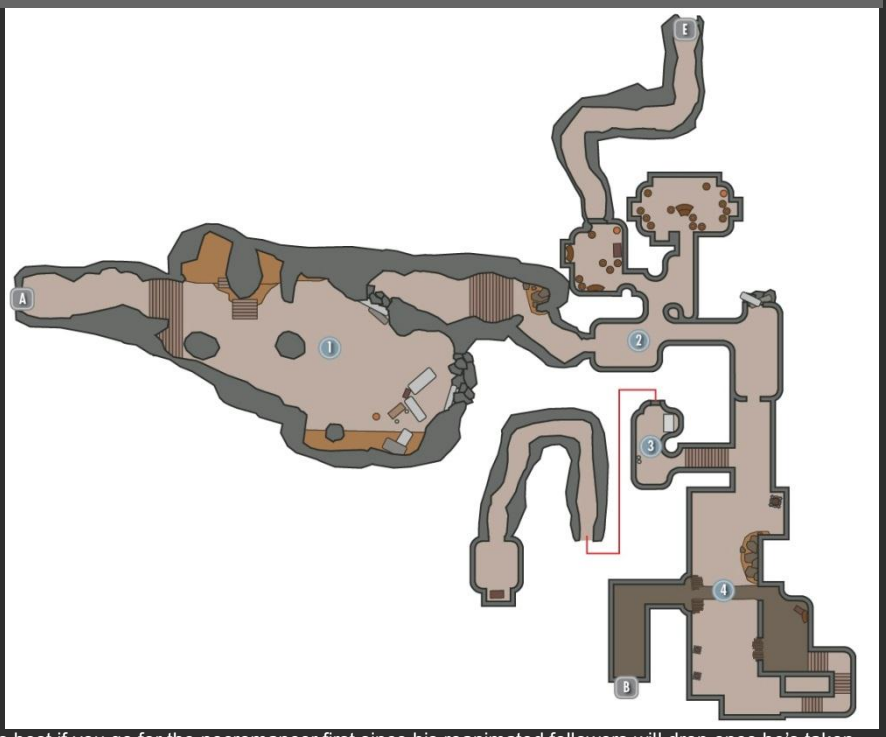


RELATED QUESTS
Main Quest: The Horn of Jurgen Windcaller
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Animal
Bandit
Draugr
Mage
Skeleton
Crafting
Arcane Enchanter
DANGERS
Flamethrowers (pressure plates)
Oil Lamp Trap
Oil Pool Trap
COLLECTIBLES
Skill Book [Restoration]: Mystery of Talara, v2 [B1/10]
SPECIAL OBJECTS
Word Wall: Become Ethereal [1/3]
Area Is Locked (quest required)
Chest(s)
Potions

Mineable Ore (Corundum, Iron, Silver)
Warlocks have turned the ruins here into a temporary camp as they explore an ancient temple—and pillage the crypts below. You can't delve too deeply into Ustengrav until you advance to Main Quest: The Way of the Voice, which tasks you with obtaining a special object from the crypts' depths.

EXTERIOR

Ustengrav



Warlock Necromancers have made camp outside. It's best if you go for the necromancer first since his reanimated followers will drop once he's taken care of. After you finish off the necromancer and his reanimated bandits, descend into the circular ruins and loot a chest before entering the nearby door.
Chest

A) EXIT TO SKYRIM

1) ENTRY CAVERN

Several reanimated bandits and mages are encountered in this first cavernous chamber. Loot a chest and swipe a few potions before proceeding to [2]. Note that the passage that leads to [2] is blocked when you visit this location prior to starting Main Quest: The Way of the Voice.
Chest
Potions

2) DRAUGR PASSAGES

Cut down the large number of undead Draugr that roam these passages. Search the northern side rooms to locate a chest, Skill Book, and lots of lootable urns.
Skill Book [Restoration]: Mystery of Talara, v2 [B1/10]
Chest
Potions

3) SECRET PASSAGE

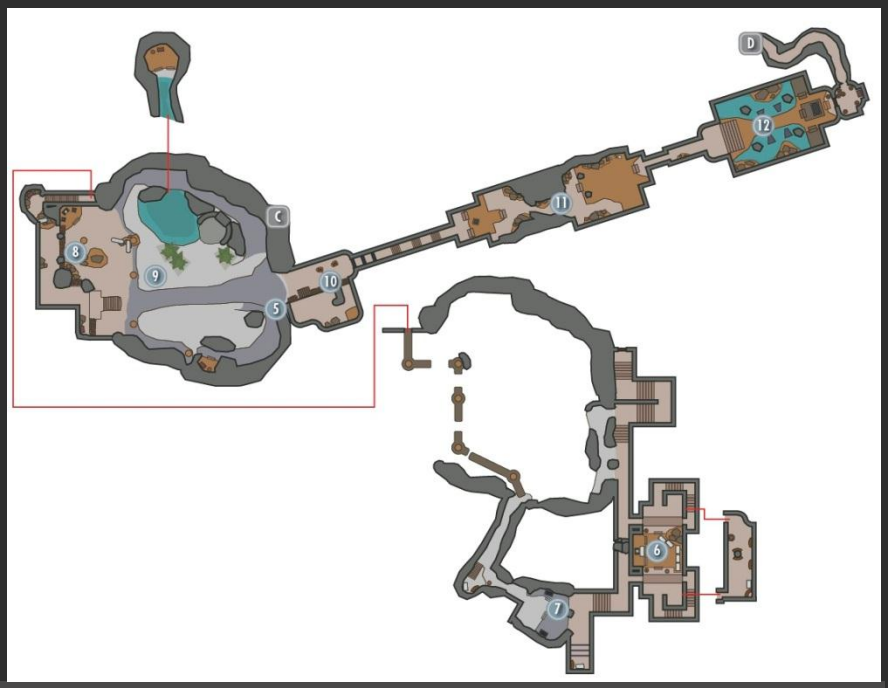
Descend into this small side room and swipe some coins off a table, and take the gear that's hidden beneath it. Pull the nearby wall chain afterward to reveal a secret passage that leads to a chest.
Chest

4) SARCOPHAGI CHAMBER

Slay more Draugr in this wide burial chamber, then scale the southeast stairs to locate several potions and a chest.
Chest
Potions

B) DOOR TO USTENGRAV DEPTHS

Ustengrav Depths



C) DOOR TO USTENGRAV

5) CAVERN ACCESS

Navigate a twisting stairway as you descend into this massive subterranean cavern. If you own the Whirlwind Sprint Shout, use it to safely streak past some wide pressure plates that trigger flamethrowers when depressed.
Also, if you look closely, you will see that some pressure plates are decoys and don't actually shoot fire. Figuring this out will help you navigate the halls ahead.
Danger! Flamethrowers (pressure plates)
Mineable Ore (Iron)

6) WALKWAY CHAMBER

Dispatch a few Draugr in this sizeable side chamber. Cross a walkway and head downstairs to raid a chest in the east alcove, then scale the south stairs afterward and cross another walkway on your way to [7].
Chest
Potions

7) OILY CAVERN

Draugr burst out from sarcophagi in this cavern. Quickly knock down the overhead lamps to ignite the oil on the ground and burn them up. Turn the handle on the wall near the south portcullis, then turn another handle on the wall near the south sarcophagus to expose a small crafting nook with a chest.
Danger! Oil Lamp Traps, Oil Pool Trap
Crafting: Arcane Enchanter
Chest
Potions

8) HUGE CAVERN: WEST BALCONY

Upon entering this massive cavern, you can utilize your Whirlwind Shout to jump across these destroyed bridges to discover a chest tucked away behind some rubble. Clear the skeleton archers from the west balcony afterward, and locate a few potions near the throne.
Descend the north sloping trail afterward to reach the cavern's bottom.
Danger! Flamethrowers (pressure plates)
Chest
Potions

9) HUGE CAVERN: GROUND FLOOR

Follow the sound of chanting to locate a Word Wall at the bottom of the cavern. Obtain a new Word of Power, then search behind the nearby waterfall to locate a hidden chest that's guarded by a powerful Draugr. Backtrack out and explore the cavern's opposite end to discover a chest and a few potions.
Word Wall: Word of Power: Become Ethereal [1/3]
Chests (2)
Potions
Mineable Ore (Corundum, Silver)

10) HUGE CAVERN: EAST BALCONY

Return to the cavern's west balcony and cross the central bridge to reach the opposite balcony, where a series of portcullises block your progress. The portcullises are controlled by the nearby glowing stones.
You must use Whirlwind Sprint to dash past the glowing rocks and through the portcullises before they close. The easiest way to make it through the gates is to sprint past all the stones; just after you reach the final stone, use Whirwind Sprint and continue sprinting.
Potion

11) FIRE TRAP PASSAGE

Use your Whirlwind Sprint Shout again to blaze through this dangerous passage—the entire floor is made of flamethrower traps! Alternatively, remember that some flamethrowers are decoys, and don't actually shoot flames.
Look carefully at the ground coloration to see which is which. Once you're past the traps, beware of a Giant Frostbite Spider that descends from the ceiling. Cut your way through the thick webs that follow so you may advance.
Danger! Flamethrowers (pressure plates)

12) JURGEN WINDCALLER'S TOMB

Massive pillars rise from the surrounding water as you enter this large, quiet chamber. Inspect the far tomb of Jurgen Windcaller to advance your quest, then enter the nearby door to locate a giant chest. Navigate the tunnel that follows to find your way back to the surface.
Chest

D) DOOR TO USTENGRAV

E) DOOR TO USTENGRAV DEPTHS

[2.17] Hjaalmarch Stormcloak Camp



RELATED QUESTS
Civil War Quest: Liberation of Skyrim
Civil War Quest: A False Front
Civil War Quest: The Battle for Fort Snowhawk

HABITATION: MILITARY: STORMCLOAK CAMP
Arrald Frozen-Heart
Stormcloak Soldier
Stormcloak Quartermaster (Blacksmith)

SERVICES
Trader (Blacksmith): Stormcloak Quartermaster [3/33]
Weapons, Apparel, Misc
Crafting
Anvil
Grindstone (2)
Workbench

SPECIAL OBJECTS
Civil War: Map of Skyrim
Chests (2)

A small detachment of Stormcloak Soldiers has made camp along the northern edge of Hjaalmarch—yet this site may exist only during the Civil War quest line. Barter with the quartermaster if you like, and inspect the large map in one of the tents to potentially acquire new map information.

[2.18] Mzinchaleft



RELATED QUESTS
Dark Brotherhood Quest: Side Contract: Maluril
Dungeon Activity

RECOMMENDED LEVEL: 16

DUNGEON: DWARVEN CITY
Animal
Bandit
Dwarven Centurion
Dwarven Sphere
Dwarven Spider
Falmer
Underground Connection: Blackreach [10.02]

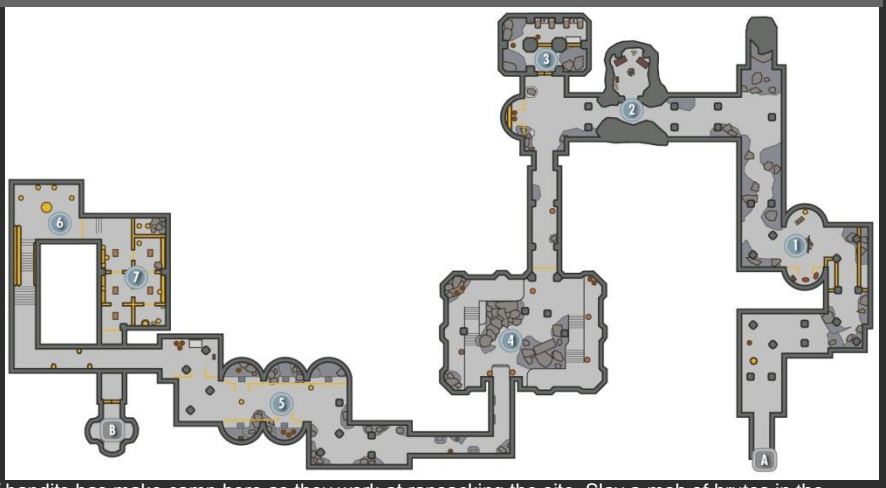
COLLECTIBLES
Skill Book [Archery]: The Black Arrow, v2
Unique Weapon: Grimsever [7/80]

SPECIAL OBJECTS
Dwarven Mechanism
Chest(s)
Potions

Mzinchaleft
Mzinchaleft Depths
Surrounded by rocks, these impressive dwarven ruins stand in the frozen wastelands in Hjaalmarch's northeast corner. South of the ruins, an ornate elevator grants passage to the Mzinchaleft Gatehouse, where a Dwarven Mechanism can be activated to grant passage to Blackreach [10.02]; however, you can't use this elevator until you've navigated all of Mzinchaleft and used it to exit the Gatehouse, which is the ruins' final area.
During a Miscellaneous Objective for Mjoll the Lioness, you can discover a unique weapon here at Mzinchaleft called "Grimsever." See the Quests chapter for further details.

EXTERIOR

Mzinchaleft



Entering the ruins won't be easy, for a large group of bandits has make camp here as they work at ransacking the site. Slay a mob of brutes in the exterior area, and locate a locked chest atop one of the spiral-path towers.
Chest (Locked: Adept)

A) DOOR TO BARREN SKYRIM

1) CAMPFIRE PASSAGE
A few bandits are huddled around a campfire in this first stretch of passage. Secure the site, loot a chest to the south, and swipe a few potions from the vicinity.
Chest
Potions

2) FROZEN CAVERN
Dispense with a couple of mages and loot another chest in this frosty cavern.
Chest
Potions

3) TREASURE ROOM 1
Pick a tricky door lock to enter this small chamber, where a chest, a Skill Book, and a few potions await collection.
Skill Book [Archery]: The Black Arrow, v2
Area Is Locked (Adept)
Chest
Potions

4) SPHERE CHAMBER
Ancient, yet still functional, Dwarven Spheres patrol this large chamber. Allow them to engage any roaming bandits, then dispatch the stragglers. There's little else of interest here.

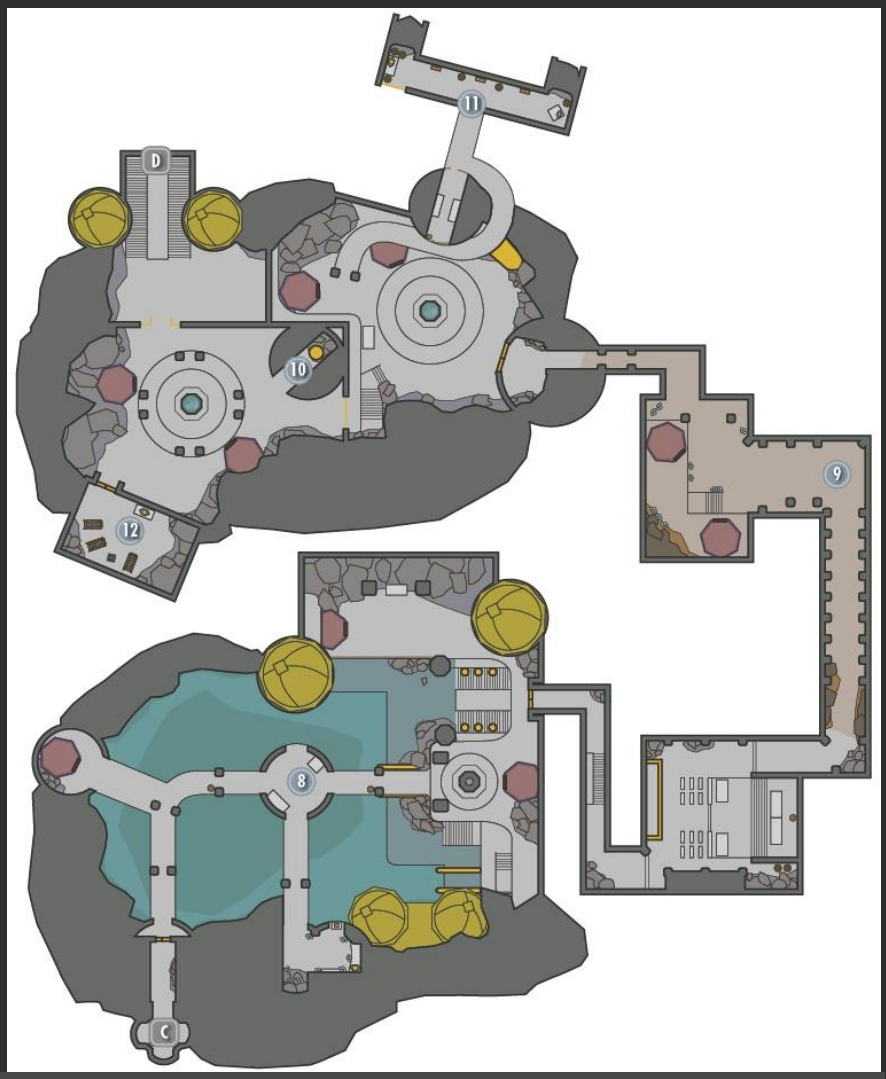
5) SPIDER CHAMBER
Dangerous Dwarven Spiders skitter about this long hall. Pick an Adept-level gate to the south to access a unique-looking dwarven chest.
Chest

6) STEAM PIPE PASSAGE
Disable several Dwarven Spheres in this chamber, then follow the thick pipes along the left wall to locate an elevated chest.
Chest

7) LEVER CHAMBER
Manipulate the levers in this chamber until you can access the southeast chamber, where you may loot a chest and turn a valve. This will allow you to advance to the Mzinchaleft Depths.
Chest

B) ELEVATOR TO MZINCHALEFT DEPTHS

Mzinchaleft Depths



C) ELEVATOR TO MZINCHALEFT

8) MZINCHALEFT DEPTHS: SOUTH

The Mzinchaleft Depths are truly breathtaking—an entire dwarven settlement built within a massive underground cavern. Dangerous Falmer and Chaurus lurk down here, and more Falmer will emerge from small holes high on the walls.

Find one chest hidden among the southern Chaurus nest and another in an northern nook, deep underwater. Find two more sunken chests by opening the southeast underwater gate and following the submerged passage to a small room.

Chests (4)

9) CONNECTING TUNNEL

After fulling looting the southern exterior area, enter the east building and slay a few more Falmer before following a long tunnel north. Dispatch additional Falmer and Chaurus along the way, and don't miss the odd chest that's hidden in a tent about halfway through.

Chest

10) MZINCHALEFT DEPTHS: NORTH

The long connecting tunnel deposits you in a northern exterior area. Find a chest in a north tent, then head up a winding ramp to reach a ledge with a button that shines a light on a nearby gate when pressed.

Pick a nearby Expert-level gate to enter [11], then head back down, go through the now-lit gate, and loot a long, unique chest that sits near the central fountain. Pick an Adept-level door to visit as well [12].

When you've finished raiding this place, proceed up the northwest stairs to reach the door to the Mzinchaleft Gatehouse.

11) TREASURE ROOM 2

Breaking into this small chamber isn't easy, but picking the Expert-level lock lands you within easy reach of two dwarven chests.

Area Is Locked (Expert)

Chest (2)

12) TREASURE ROOM 3

Pick a locked door in the southwest corner of [10] to access a small room with a chest.

Area Is Locked (Adept)

Chest

D) DOOR TO MZINCHALEFT GATEHOUSE

MZINCHALEFT GATEHOUSE

A fearsome Dwarven Centurion guards this large chamber, along with a lesser Dwarven Sphere. Fight hard to survive this encounter. Pull a lever to the northeast afterward to open a nook with a chest, and open the southwest gate to access a peculiar Dwarven Mechanism—activating this with a special item opens a way into Blackreach.

When you're ready to exit out to Skyrim, proceed through the far west door and take an elevator to the surface. Pull a lever outside to lower the elevator gate. Now you can quickly return to the Gatehouse in the future.

Chest

[2.19] Movarth's Lair



RELATED QUESTS
Side Quest: Laid to Rest
RECOMMENDED LEVEL: 6
DUNGEON: VAMPIRE LAIR
Animal
Movarth (During Laid to Rest)
Vampire
Vampire's Thrall
CRAFTING
Alchemy Lab
COLLECTIBLES
Skill Book [Illusion]: 2920, Sun's Dawn, v2
Unique Armor: Movarth's Boots [8/112]
Chest(s)
Potions aplenty

Bones and bloodstains lie at the mouth of this cave—an ominous warning of grave danger within. You must clear out this vampire lair during the final part of Side Quest: Laid to Rest.

ENTRY STAIRWELL AND PASSAGES
Pick off a couple of dangerous Frostbite Spiders in this first cavern, then dispatch a few Vampire Thralls in the following passages.
Potion

MASTER VAMPIRE'S LAIR
A powerful vampire lurks in the heart of the cave, along with several lesser vampires and thralls. Loot this cavern to obtain several potions, and find a chest and alchemy lab in a nook above the wooden ramp.
Venture north to snag a Skill Book and some unique boots from the vampires' sleeping quarters before proceeding south.
Crafting: Alchemy Lab
Skill Book [Illusion]: 2920, Sun's Dawn, v2
Unique Item: Movarth's Boots [8/112]
Potions aplenty

EXIT PATH
Slay a final thrall and loot one last chest as you make your way south, taking your leave of this unholy den.
Chest
Potion

[2.20] Hjaalmarch Imperial Camp



RELATED QUESTS
Civil War Quest (when active, depending on who you side with)
HABITATION: MILITARY: IMPERIAL CAMP

Imperial Soldier
Imperial Quartermaster (Blacksmith)

SERVICES

Trader (Blacksmith): Imperial Quartermaster [4/33]
Weapons, Apparel, Misc
Crafting
Anvil
Grindstone (2)
Workbench

SPECIAL OBJECTS

Civil War: Map of Skyrim
Chests (2)

A small band of Imperial troops have set up a small yet functional encampment at this site, which may appear only during the Civil War quest line. The quartermaster offers you blacksmith services, and inspecting the large map in one of the tents can grant you new map data.

[2.21] KJENSTAG RUINS



RECOMMENDED LEVEL: 5
DUNGEON: SPECIAL

Ghost

There must be something special about these unassuming ruins—and there is. Visit this site at night (between 8:00 p.m. and 4:00 a.m.) to witness a ghost materialize and run off. Pursue the specter and you'll be led to a small grave that's being looted by bandits. Dispatch the villains and claim their plunder.

[2.22] Stonehills



RELATED QUESTS

Miscellaneous Objective: Slow Shipments to Bryling* (Pactur)
Favor (Activity): Mining Ore* (Gestur Rockbreaker)

HABITATION: TOWN

Gestur Rockbreaker
Hjaalmarch Guard
Jesper
Pactur
Sorli the Builder
Sirgar
Swanhvir
Teeba-Ei

CRAFTING

Smelter

COLLECTIBLES

Skill Book [Heavy Armor]: Orsinium and the Orcs [D1/10]
Skill Book [Speech]: 2920, Second Seed, v5 [A1/10]

Chest(s)
Potions

This humble mining settlement has seen its share of hard times. Its people have suffered greatly through the various wars of the last two decades. Though currently self-sufficient, Stonehills is quite poor and run-down.

EXTERIOR

A few crafting stations can be exploited around town.
Crafting: Smelter

SORLI'S HOUSE

This humble abode houses several potions, plenty of ore and ignots, and a chest. Oh, and there's a Skill Book on the mantel!
Skill Book [Speech]: 2920, Second Seed, v5 [A1/10]
Chest
Potions

ROCKWALLOW MINE

Grag a pickaxe and dig into this icy mine's rich ore veins to collect some valuable Iron Ore. Any ore you mine can be sold to a man named Gestur Rockbreaker for fast coin. Speak with a man named Pactur to gain a new Side Quest as well. Nab the Skill Book that lies on the short table on the wooden loft.
Skill Book [Heavy Armor]: Orsinium and the Orcs [D1/10]

Mineable ore (Iron)

[2.23] Labyrinthian



RELATED QUESTS

Side Quest: Masks of the Dragon Priests*
College of Winterhold Quest: The Staff of Magnus

RECOMMENDED LEVEL: 24

DUNGEON: DRAGON PRIEST LAIR

Draugr
Dremora
Enthralled Wizard
Estormo
Frost Troll
Ghost Mages
Ice Wraith
Morokei
Skeever
Skeletal Dragon
Skeleton
Slaughterfish
Spectral Warhound
Troll
Wisp
Wispmother

CRAFTING

Alchemy Lab
Arcane Enchanter

DANGERS

Rune Trap (floor)
Magic Caster Trap (Frost)

COLLECTIBLES

Dragon Priest Mask: Konahrik [2/10]
Dragon Priest Mask: Morokei [3/10]
Dragon Priest Mask: Wooden Mask [3/10]
Skill Book [Conjuration]: Liminal Bridges [C1/10]
Unique Item: Ancient Helmet of the Unburned [9/112]
Unique Weapon: Drainblood Battleaxe [8/80]
Unique Weapon: Drainheart Sword [9/80]
Unique Weapon: Drainspell Bow [10/80]
Unique Weapon: Staff of Magnus [11/80]

SPECIAL OBJECTS

Word Wall: Dismaying Shout [1/3]
Word Wall: Slow Time [1/3]
Chest(s)

Labyrinthian (Exterior)



This vast network of ruins lies in the mountains southeast of Morthal. It was said to have been built by a mage named Shalidor, although in truth its history is much longer than this implies. Taken together, Labyrinthian may well be the largest network of ruins in all of Skyrim.
During the end of College of Winterhold Quest: The Staff of Magnus, you will obtain the unique Staff of Magnus.

1) CHEST NOOK A

Though intimidating in size, Labyrinthian's exterior ruins are simple to navigate. Slay a Frost Troll here and raid a chest.
Chest

2) CHEST NOOK B

Scale some steps and slaughter another Frost Troll to secure a chest over here.
Chest

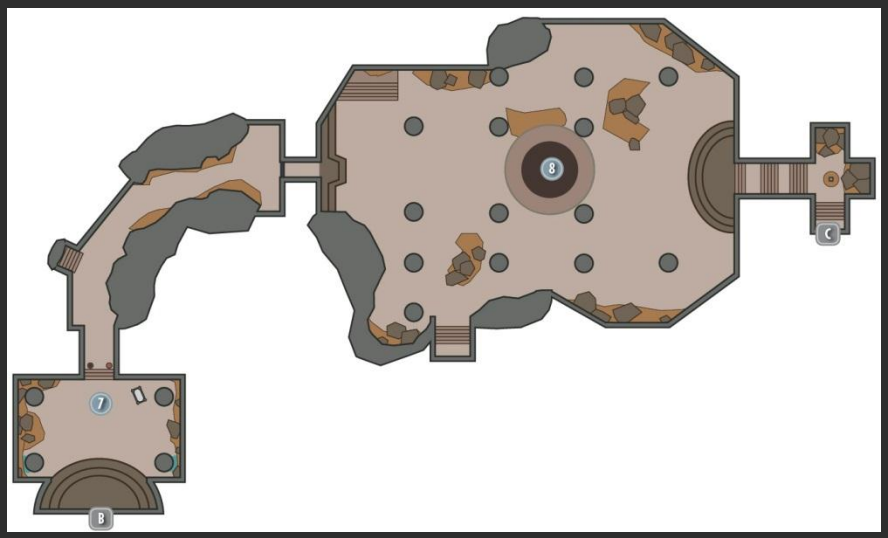
3) CENTRAL DOME

Duck into this central dome-shaped structure to discover an informative note near a skeleton. Collect the nearby Wooden Mask and put it on—you'll find yourself standing in a sacred chamber.
It's actually the same room; you've simply been whisked back to the past. Slay special named Dragon Priest adversaries that lurk at the end of dangerous dungeons throughout Skyrim to obtain special Dragon Masks, then bring these masks to this chamber and place them onto their corresponding busts.
Once all eight masks have been restored to the shrine, an immensely powerful Dragon Mask will be yours. This is a unique quest that will never appear in your quest log. Remove the Wooden Mask to return to the present.
Dragon Priest Mask: Konahrik [2/10]
Dragon Priest Mask: Wooden Mask [4/10]

4) SHALIDOR'S MAZE ENTRANCE

You may enter Shalidor's Maze at any time—see the "Shalidor's Maze" section at the end of the main Labyrinthian walkthrough. Or simply raid the chest near its entry door and continue exploring these exterior ruins.
Chest (Locked: Novice)

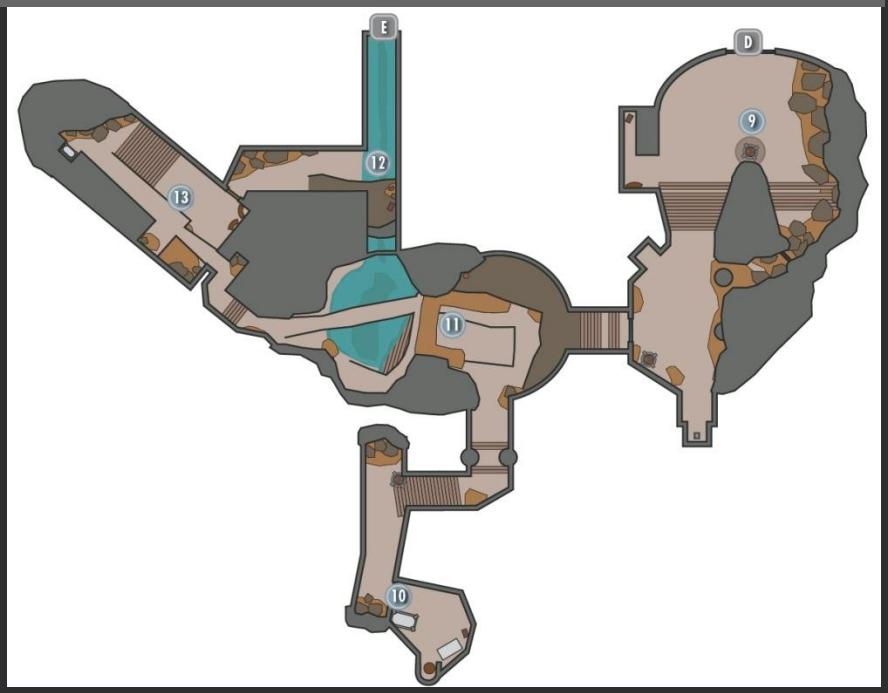
Labyrinthian (Interior)



5) LOST VALKYGG ENTRANCES
Two entrances to a side area named Lost Valkygg [2.24] are found in Labyrinthian's northeast corner. Use the higher entrance to fully explore this space. However, Lost Valkygg is considered a separate Primary Location in Hjaalmarch—for further details, please see its section, which appears earlier in this chapter.
6) CEREMONIAL DOOR
Progress through the College of Winterhold quest line until you acquire the College of Winterhold Quest: The Staff of Magnus. Then make your way up a series of steps that lead to this strange door. Fit the Torc of Labyrinthian onto the door so you may enter and begin your exploration of this massive place.
A) DOOR TO LABYRINTHIAN (INTERIOR)
B) EXIT TO SKYRIM
7) ENTRY CHAMBER
Labyrinthian's sizable entry chamber hints at the magnitude of this epic dungeon, and the vast number of skeletons hints at the danger that lies ahead. Proceed through the far door and wide corridor that follows, looting urns along the way.
Potion

Skeletal Dragon Chamber
A horde of skeletons guards this huge chamber, and a massive skeletal dragon rises from the room's center as you enter. Fortunately, these undead enemies are somewhat fragile, though the dragon's attacks are fierce.
Loot a few urns after the battle, then proceed to the far staircase to venture onward and downward, optionally stopping to check the carved tablet here.
C) DOOR TO LABYRINTHIAN CHASM

Labyrinthian Chasm



D) DOOR TO LABYRINTHIAN (INTERIOR)
9) CHASM ENTRY
Before descending the Chasm's entry steps, discover a chest that's tucked away near the west wall. Go downstairs afterward and use any fire-based attack to thaw the door that has magically frozen. The Spell Tome that sits on a nearby pedestal can provide you with the means to advance.
Chest

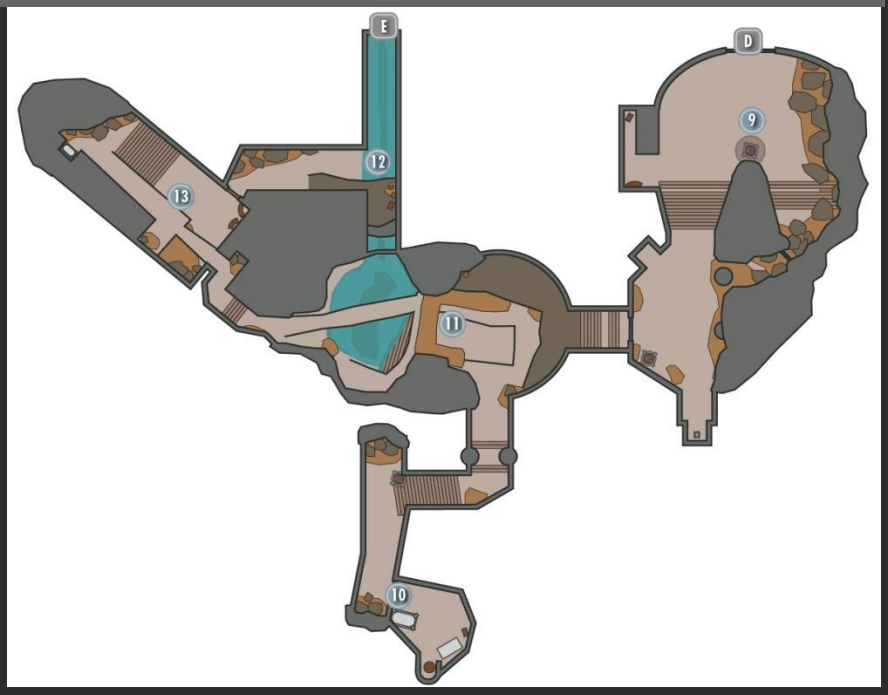
10) STUDY
Dispatch powerful Draugr as you descend some narrow ramps, then duck into the south side passage to battle more undead on your way to a room filled with crafting stations and valuables. Don't miss the Spell Tome: Equilibrium, a unique alteration spell that can only be obtained here.
Crafting: Alchemy Lab, Arcane Enchanter

Spell Tome: Equilibrium
Chest

11) NARROW RAMP CAVERN
Backtrack out from [10] and continue descending the sloping narrow ramps here, slaying a few more deadly Draugr on your way to the cavern's watery bottom.
12) PASSAGE TO THOROUGHFARE
Take the north passage from the bottom of [11] to locate the door that leads to the Labyrinthian Thoroughfare. Before heading through, venture up the west passage toward [12], doubling back at one point to scale a narrow trail that leads to treasure.
Chest

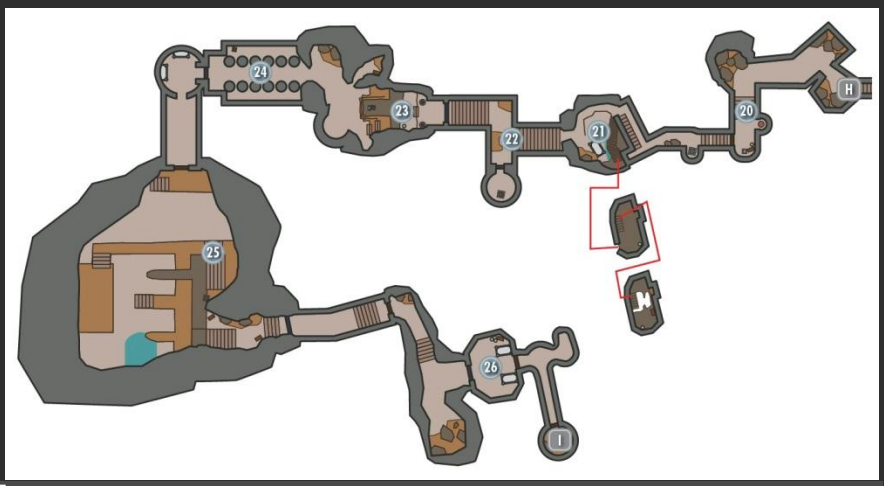
13) WEST CHAMBER
Optionally visit this side area to battle a powerful Draugr and nab a bit of loot. You may access this area by taking the high west passage at [11], or the low west passage from [12].
Potions
E) DOOR TO LABYRINTHIAN THOROUGHFARE
F) DOOR TO LABYRINTHIAN CHASM

Labyrinthian Thoroughfare



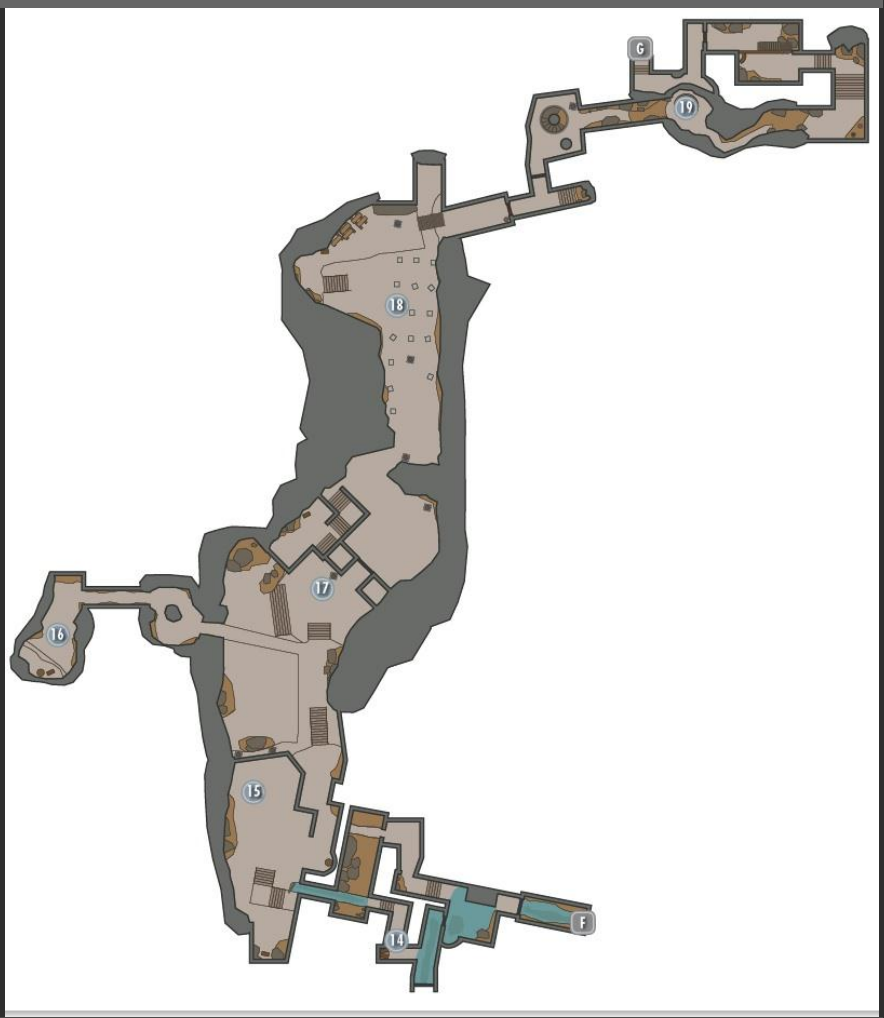
14) PLUNDER PASSAGE
Slay a skeleton as you enter the thoroughfare, then unlock a Novice-level gate to access this side passage, where treasure awaits.
Chests (2)
15) THOROUGHFARE ACCESS
Discover a chest tucked away against the south wall here, and beware of a vicious troll that lurks in the north passage that leads into the main thoroughfare.
Chest
16) TROLL DEN
Lowly skeletons roam the spacious thoroughfare, while a pair of dangerous trolls lurk in this side cavern, which you may optionally access by crossing the thoroughfare's first elevated footbridge. Best the trolls to secure the blood-soaked treasure they guard.
Chest
17) THOROUGHFARE
Throw a lever to gain entry to the main thoroughfare. Loot a few urns and scale the west steps to discover a chest on a ledge.
Chest
Potion
18) WISP SANCTUM
A trio of captivating wisps drift about a collection of short stone headstones here, and a formidable Wispmother soon rises from the ground to attack. A Wispmother in danger will spawn duplicates of herself—focus on slaying the real enemy and ending the fight so you may loot the chest. Use any form of cold spell to douse the burning door that follows so you may proceed to [19], but stand back and beware: a Ghostly Mage appears and attacks you relentlessly as you consider this magical barrier.
Chest
19) TRAPDOOR CHAMBER
Dispatch more foes as you loop around a winding passage to reach this lower chamber—or bypass the passage by opening a large trapdoor to drop straight down to the lower chamber, using a pipe to break your fall. Loot a few urns here before proceeding through the nearby door that leads to the Labyrinthian Tribune.
G) DOOR TO LABYRINTHIAN TRIBUNE

Labyrinthian Tribune



H) DOOR TO LABYRINTHIAN THOROUGHFARE

Labyrinthian Thoroughfare



20) ENTRY PASSAGE

Slay a couple of dangerous Draugr that patrol the Tribune's entry passage. Loot a chest and claim a Spell Tome that can help you navigate the next segment, which features several rune traps.

If you're no good with wards, you may do best to sprint and pray. Remove the soul gem from the pedestal to deactivate the first trap, then trigger the rune trap on the floor with a ranged attack from a safe distance.

Danger! Rune Trap (floor), Magic Caster Trap (Frost)

21) TOWER

Slay lowly Draugr as you descend this crumbling tower in search of loot. There's Malachite Ore at the bottom of the exterior pool, and a small stash of hidden loot in an upper area of the tower.

Chests (2)

22) LOCKED GATE HALL

Unlock an Adept-level gate as you move through here to access a south treasure nook that contains valuable gear, including a unique helmet.

Unique Item: Ancient Helmet of the Unburned [9/13]

Potions

23) WORD WALL CAVERN

Beware the mighty Draugr who sleeps upon this cavern's central throne. Raid a chest that's tucked away near the north wall before approaching the nearby Word Wall to gain new power.

Word Wall: Slow Time [1/3]

Chest

24) PILLAR PASSAGE

Use the large pillars to help you slip through this passage, avoiding its undead sentries.

Potion

25) GRAND CAVERN

The staff you seek is housed in this cavernous chamber. Disturb nothing and you are safe for the moment. Dive into the far pool to raid a chest, then make your way upstairs.

Two Enthralled Wizards are channeling their power to sustain a shield around the Dragon Priest Morokei. Interrupting these will break the shield, bringing the wrath of Morokei upon you.

Slay Morokei afterward to obtain his precious mask, along with the Staff of Magnus. Scale the steps and head for the cavern's door afterward, looting a large chest and then doubling back to locate a smaller chest that's tucked away near the stairs.

Staff of Magnus (Morokei)

Dragon Priest Mask: Morokei [3/10]

Chests (3)

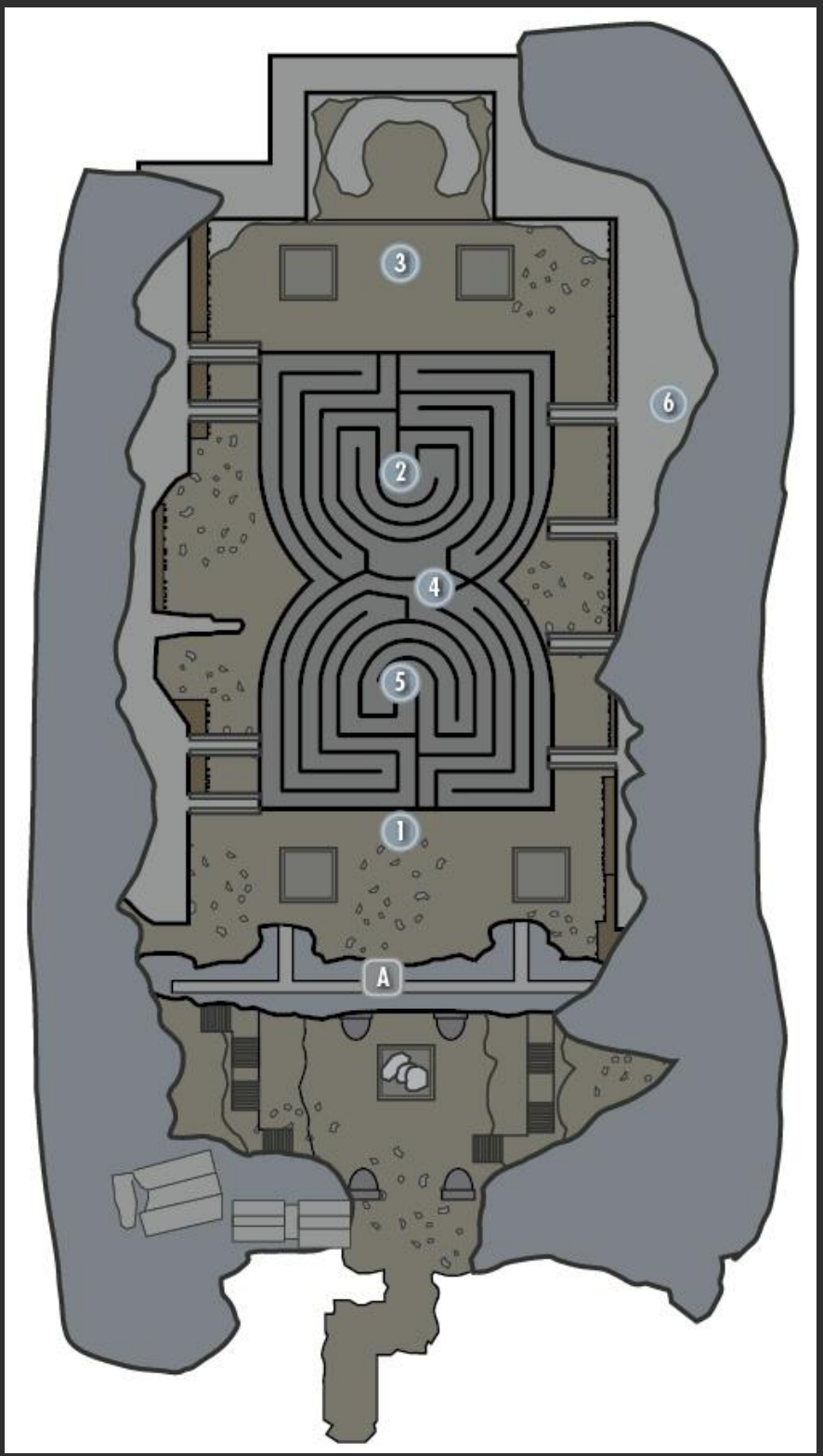
26) EXIT PASSAGE

Estormo ambushes you as you make your way out of Labyrinthian. Slay him, then loot a nearby chest before taking your leave of this forboding place.

Chest

1) EXIT TO SKYRIM

Shalidor's Maze



Shalidor's Maze is a separate subsection of Labyrinthian, and you may enter and fully explore this curious place at any time. Collect all four staves that hover in soft light at the entrance, then enter the maze and use the Staff of Magelight or any ranged Alteration spell you may possess to activate the Alteration Sigil so you may advance.
Open special shutters to expose hidden valuables as you navigate the linear maze. Leave each shutter open to mark your progress.
Activate the next sigil, again by hitting the sigil with a ranged spell of its matching school, to drop into a short network of underground passages.
Simply go west and take a spiral staircase back up to the surface. You're now outside the maze again; loop around and enter from the north this time.
Stop and obtain a new Word of Power from the wall nearby, then activate the next sigil and open the north gate.
Find your way toward a Skill Book, and then activate the fourth and final sigil to be whisked away to a battle against a Daedric warrior called a Dremora and its two Atronach minions.
After slaying the Dremora, liberate the unique "Diadem of the Savant" from its corpse and try leaping from the high southern ledges to reach the snowy wooden platforms that run the length of the cavern's west wall.
Loop around the wooden ledge to eventually discover valuable gear near a skeleton. Drop to the ground floor afterward and approach the north Word Wall if you haven't already claimed your new Word of Power.
Skill Book [Conjuration]: Liminal Bridges [C1/10]
Word Wall: Dismaying Shout [1/3]
Diadem of the Savant

Shalidor's Maze

Shalidor's Maze is a separate subsection of Labyrinthian, and you may enter and fully explore this curious place at any time.

A) EXIT TO SKYRIM

1) STAVES AND SOUTH MAZE ENTRANCE

Collect all four staves that hover in soft light here, then enter the maze and use the Staff of Magelight (or any ranged Alteration spell you may possess) to activate the Alteration Sigil so you may advance.
Open special shutters to expose hidden valuables as you navigate the linear maze. Leave each shutter open to mark your progress.

2) DESTRUCTION SIGIL

Activate the next sigil here, again by hitting the sigil with a ranged spell of its matching school (use the Staff of Firebolts if you like), to drop into a short underground passage. Simply go west and take a spiral staircase back up to the surface.

3) NORTH MAZE ENTRANCE AND WORD WALL

You're now outside the maze again; loop around and enter from the north this time. Stop and obtain a new Word of Power from the wall nearby, then activate the Illusion sigil with the Staff of Fear and open the north gate.
Word Wall: Dismaying Shout [1/3]

4) SKILL BOOK NOOK

Find your way toward a Skill Book that's found in this small nook, lying near a skeleton. You can only reach this Skill Book when you enter the Maze from the north.
Skill Book [Conjuration]: Liminal Bridges [C1/10]

5) RESTORATION SIGIL

Again, dart through the linear maze until you find andactivate the fourth and final sigil with the Staff of Repulsion. Fall into the pit and step into the portal to be whisked away to a battle against a Daedric warrior called a Dremora, and its two Atronach minions.
After slaying the Dremora, liberate the unique "Diadem of the Savant" from its corpse.
Diadem of the Savant

6) LONG-LOST LOOT

After the Dremora battle, try leaping from the high southern ledges to reach the snowy wooden platforms that run the length of the cavern's west wall. Loop around the wooden ledge to eventually discover valuable gear near a skeleton here. Drop to the ground floor afterward and take your leave of this unusual place.
Diadem of the Savant

[2.24] Lost Valkygg

RECOMMENDED LEVEL: 6

DUNGEON: DRAUGR CRYPT

Draugr

CRAFTING

Alchemy Lab

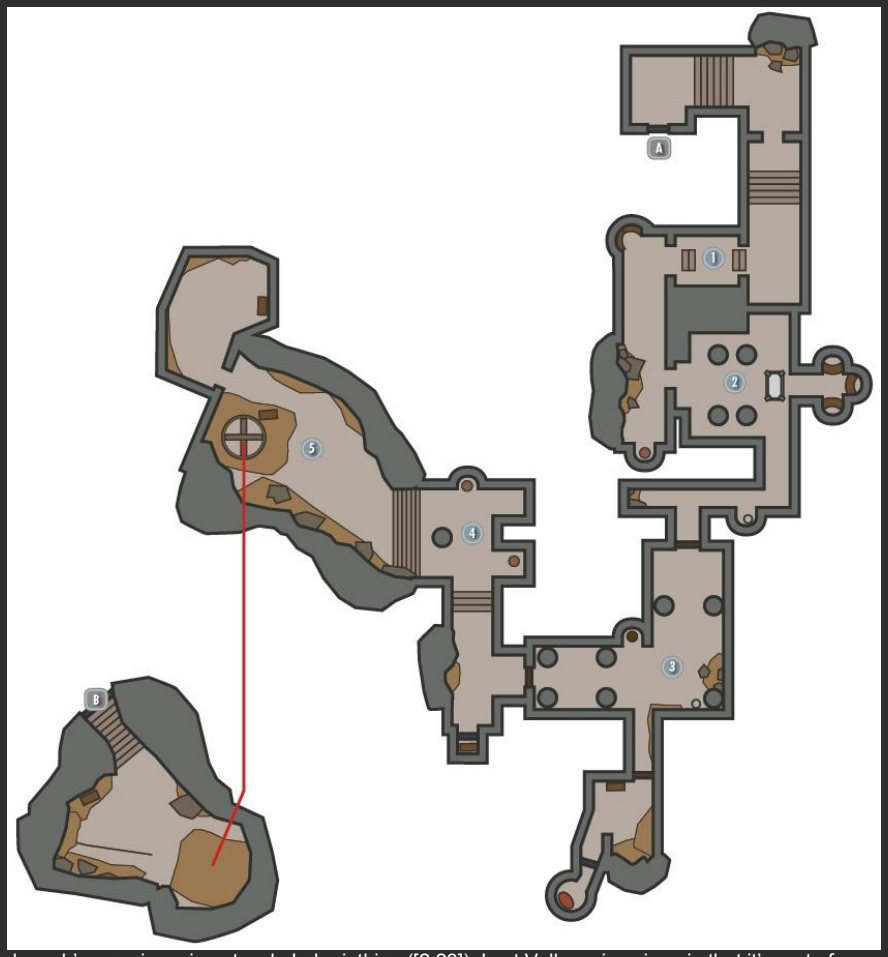
DANGERS

Bone Alarm Trap
Dart Trap (pressure plate)

COLLECTIBLES

Skill Book [Pickpocket]: Aevar Stone-Singer [A2/10]
Chest(s)
Potions

Lost Valkygg



These ancient ruins lie at the northeast corner of Hjaalmarch's massive ruin network, Labyrinthian ([2.23]). Lost Valkygg is unique in that it's part of Labyrinthian but also considered a separate Primary Location that can be explored at any time.
Lost Valkygg features two entrances that are easy to reach by navigating Labyrinthian's exterior ruins. Both entrances remain unlocked at all times.

A) EXIT TO SKYRIM

1) PRESSURE PLATE PASSAGE

Place three objects onto the three pressure plates in this passage to keep them depressed and open the way forward. You'll return to collect these items soon.
Potion

2) QUIET CHAMBER

Avoid hanging rattles and sneak through this small chamber to avoid stirring the mighty Draugr that rest on the central slab. Loot a few urns on your way to [3].
Danger! Bone Alarm Trap

3) SARCOPHAGI HALL

The slightest noise causes Draugr to burst out from sarcophagi here. Use an Alchemy Lab if you like, then pop into the south chamber and pull a lever to open a holding cell. Claim a Skill Book from the ground near the skeleton.
Crafting: Alchemy Lab
Skill Book [Pickpocket]: Aevar Stone-Singer [A2/10]
Apothecary's Satchel

4) LOCKED GATE PASSAGE

Unlock an Apprentice-level gate in this passage to reach and a few urns, but beware the pressure plate on the ground before the gate.
Danger! Dart Trap (pressure plate)

5) PIT CAVERN (UPPER LEVEL)

A deadly Draugr guards a tantalizing chest in this cavern. Before carefully dropping down the large pit to reach [6], enter the northwest doorway to find another, larger chest that's tucked away near a sloping portion of floor.
Chests (2)

6) PIT CAVERN (LOWER LEVEL)

It's possible to enter Lost Valkygg from its lower exit door. If you do, then you'll appear in this final room, where another mighty Draugr guards a chest that sits on a high ledge. There's no climbing back up the pit, so take your leave of Lost Valkygg.
Chest
Potion

B) EXIT TO SKYRIM

[2.25] Skyborn Altar



RECOMMENDED LEVEL: 10

DUNGEON: DRAGON LAIR

Dragon Lair (after Main Quest: Dragon Rising)
Wispmother

SPECIAL OBJECTS

Shrine of Akatosh [2/6]
Word Wall: Frost Breath [2/3]

High atop Hjaalmarch's eastern mountains, just east of the ruins of Labyrinthian [2.23], stands a remote shrine. Though this site is clearly visible from the north, you must either fight your way through the exterior of Labyrinthian to get here or approach from the south to find a narrow cliffside path that leads up to the summit.

Prior to Main Quest: Dragon Rising, a dangerous Wispmother guards this sacred place, where a Shrine to Akatosh can be found. Afterward, a dragon perches here. Defeat the guardian, then claim a new Word of Power from the Word Wall that dominates the overlook.

3.4 Hjaalmarch: Secondary Locations

[2.A] Karth River Henge



A mage of some repute is working at an Alchemy Lab near this ring of standing stones. In the center of the ring lies the sacrificial corpse of an Imperial woman. After defeating the mage, you can search the area for ingredients and the following:
Crafting: Alchemy Lab
Skill Book [Alchemy]: Mannimarco, King of Worms

[2.B] Riverside Bandit Camp



Close to the Karth River across from the Stormcloak Camp are two bandits resting by a campfire. They attack on sight (sneaking past or using ranged attacks from the rocks above work well). Check the chest (Locked: Novice) and find a Skill Book lying nearby as you loot items from this pair of reprobates.
Skill Book [Block]: Warrior
Chest (Novice)

[2.C] Dragon Mound: Karth River Forest



Related Quest: Main Quest: Diplomatic Immunity
This Dragon Mound is initially sealed. It opens during Main Quest: Diplomatic Immunity, and if you visit during or after this point in the Main Quest, the mound will be open and empty.

[2.D] Ambushed Caravan



At the road junction close to the southern of the two small bridges that lead to Dragon Bridge is a lone wagon. The merchants have been slaughtered. A journal on the woman's body describes her misgivings. Look more closely, and you can find a clue to what killed them—the Falmer arrows point toward a raid from the denizens of nearby Chillwind Depths [2.02].
Knapsack

[2.E] Adventurers' Campsite



On the edge of the river, at the base of the dirt pathway that winds up the hill to Chillwind Depths, lies this abandoned campsite. Weapons still lean against equipment crates. A journal describes attacks on the caravans in this area (see also [2.D]) and a plan to rout out those responsible. To discover the fate of these adventurers, continue up the hill and delve into Chillwind Depths [2.02].
Adventurer's Journal

Knapsack

[2.F] Sabre Cat Rock



Along the rocky border between Hjaalmarch and the Reach, you can find two Sabre Cats prowling near a handful of standing stones. Low-level adventurers are well advised to keep away. Two Sabre Cats may be more than you can handle, but defeating them is well worth the trouble. In addition to any loot found on the nearby corpses, you can also claim two good-sized coin pouches.

[2.G] Dragon Mound: Robber's Gorge Bluffs



Related Quest: Main Quest: Diplomatic Immunity
This Dragon Mound is initially sealed. It opens when Main Quest: Diplomatic Immunity begins, and if you visit during or after this point in the Main Quest, the resurrected dragon will likely be circling overhead. Face it here, or lure it down into Robber's Gorge below to wreak havoc among the bandits.

[2.H] Swamp Pond Massacre



Toward the swamp's northwestern edge is a rough campsite with a burned-out fire and two particularly horrific corpses. This could be the work of vampires. The nearby pond and tree stumps hold a wealth of ingredients. A Skill Book rests inside one of the lingering lean-tos.
Skill Book [Restoration]: The Exodus

[2.I] Smuggler's Alcove



Under a rocky outcrop near a group of standing stones is a smuggler's hideout, which hasn't been used for a few days. The place is deserted, but there's an important book to read on one of the crates.
Skill Book [Pickpocket]: Purloined Shadows

[2.J] Draugr Burial Mound



Deep into the marshes, northeast of Fort Snowhawk, is the familiar circular construction of a Draugr Burial Mound, now exposed and waterlogged. Drop down or wade in, and unlock a chest and locate a potion and Skill Book.
Skill Book [Lockpicking]: The Locked Room
Chest (Novice)

[2.K] Summoning Stones



Related Quest: Side Quest: Rising at Dawn
A circle of stones in the marsh north of Morthal are carved with runes. Some of the town's inhabitants believe that Falion (a wizard who lives in town) comes here at night but are too afraid to find out why.

[2.L] Dead Mammoth



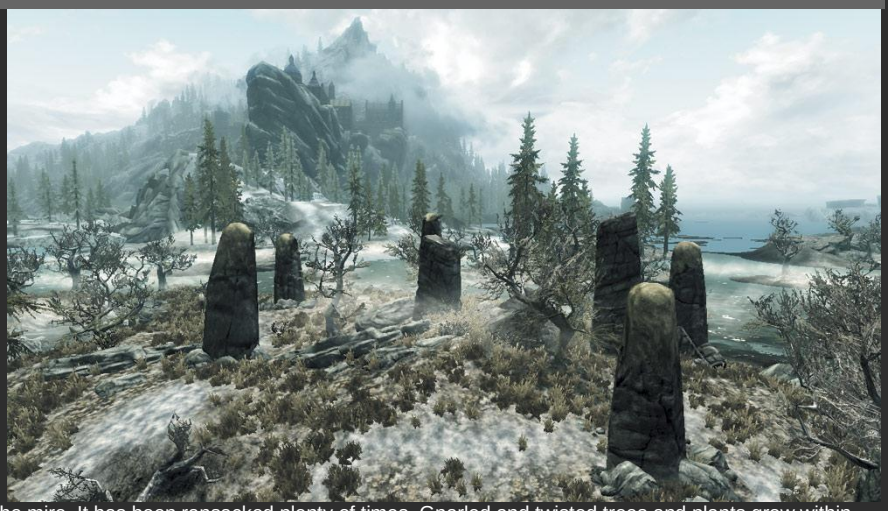
Along the riverside path near Dead Men's Respite and close to the waterfall that empties out into the marshland to the northeast, a fearsome predator has brought down a mammoth, which has yet to be picked clean. Slay the beast and claim the spoils for yourself.

[2.M] Shrine of Kynareth: Hjaalmarch Hills



On the rough path leading from the river's edge to Brood Cavern is a set of ancient steps leading to an old altar, where a Shrine to Kynareth has been erected. Pray here if you wish, and loot the small collection of offerings.
Shrine of Kynareth [2/6]

[2.N] Collapsed Burial Ground



A Nordic burial mound has slowly been sinking into the mire. It has been ransacked plenty of times. Gnarled and twisted trees and plants grow within the stones that have remained upright. Among the fallen rubble is a chest (Locked: Novice).
Chest (Novice)

[2.O] Black Arts Burial Ground



Enter this snow-covered burial mound from the open roof and deal with the skeleton who attacks you. In one of the side alcoves is a necromancer impaled by a dagger on the table. Claim the powerful Staff of Revenants near his body, then search the rest of the ruin to find a Skill Book.
Skill Book [Illusion]: The Black Arts on Trial

[2.P] Dragon Mound: Labyrinthian Peaks



Related Quest: Main Quest: Elder Knowledge
This Dragon Mound is initially sealed. It opens during Main Quest: Elder Knowledge, and if you visit during or after this point in the Main Quest, the mound will be open and empty.
Mineable ore (Moonstone)

[2.Q] Ghost Barrow



While wandering near Kjenstag Ruins, close to the road (to the south) or the pine forest, you may encounter a ghostly figure at night. It moves up across the snow-covered forest floor to this barrow and disappears. Attack the grave robbers here. You may not see it. Open the trapdoor (Adept). Inside is usually a Silver Necklace, enchanted Draugr sword, and a shield.

[2.R] The Conjurer's Caravan



Two bandits have ambushed a caravan and slaughtered the magician, and are dividing the spoils. Slaughter them on sight, before they do the same to you. Check the wagon for a basket of ingredients and the following:
Skill Book [Speech]: A Dance in Fire, v6
Apothecary Satchel (2)
Potions aplenty

[2.S] Hamvir's Summit Hunter's Camp



At the very southeastern corner of Hjaalmarch, in the rocky crags close to Labyrinthian, is a remote hunter's camp with two foragers waiting by the campfire (or on a hunt if no one is here). This location offers spectacular views across Whiterun to the south.
Knapsack (2)

4.1 The Pale: Overview and Services

Topographic Overview

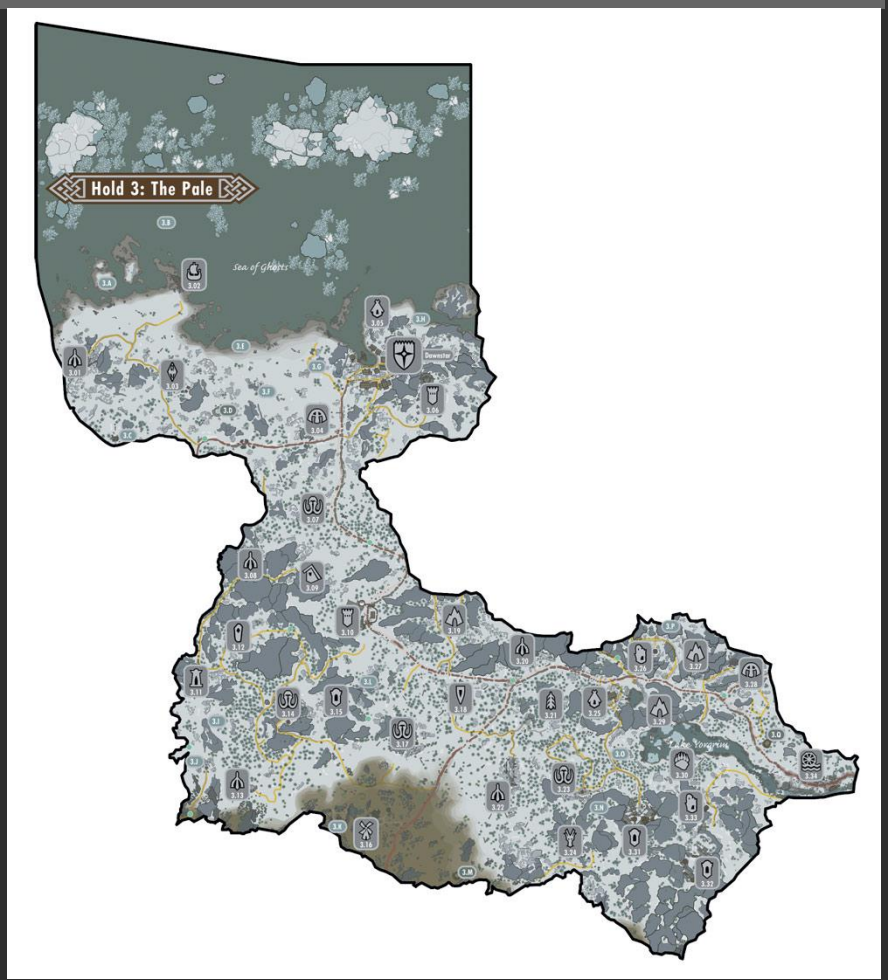


Dominated by ice fields and glacial deposits, especially along its northern shore, the Pale (named for the pallid Tundra and pigmentation of its Nord inhabitants) is one of the four oldest Holds in Skyrim.
The harsh environment here makes life a chore rather than a joy, and the shape of the Hold has led some to refer to it as “the old boot.” Ragged peaks, snow-covered ground, and little sunshine means most of the Nords congregate at the city of Dawnstar, a popular port and mining town.
The Pale lacks waterways, save for Lake Yorgrim, located in the southeastern part of the Hold.

Routes and Pathways

Possessing fewer roads and pathways than most other Holds, there is still a reasonable road connecting the Pale to Hjaalmarch, which continues past Fort Dunstad and eventually heads east into Eastmarch and Windhelm or south below the snow line into Whiterun Hold.

Hold 3: The Pale



This Hold’s perimeters are dominated by mountains that run north to south along the western edge, and the Sea of Ghosts runs along the northern coast. To the east are the Winterhold Mountains, which follow the perimeter south and then east, to the partially frozen Lake Yorgrim.
The River Yorgrim begins from here, merging with the mighty White River just east of Anga’s Mill, this Hold’s most easterly location. The rest of the dwarven ruins, barrows, and windswept catacombs are nestled between crags and the jutting, unforgiving mountains.
Follow the often-elusive minor paths to find some of these locations, or venture off into the snow to locate them all.

Available services, crafting, and collectibles

SERVICES

Followers: [2/47]
Houses for Sale: [0/5]
Marriage Prospects: [1/62]
Skill Trainers: [1/50]
- Alchemy: [0/3]
- Alteration: [0/3]
- Archery: [0/3]
- Block: [0/2]
- Conjuration: [0/3]
- Destruction: [0/3]
- Enchanting: [0/2]
- Heavy Armor: [0/3]
- Illusion: [0/2]
- Light Armor: [0/3]
- Lockpicking: [0/2]
- One-Handed: [0/3]
- Pickpocket: [0/3]
- Restoration: [1/3]
- Smithing: [0/3]
- Sneak: [0/3]
- Speech: [0/4]
- Two-Handed: [0/2]
- Traders [8/133]:
- Apothecary [1/12]
- Bartender [0/5]
- Blacksmith [4/33]
- Carriage Driver [0/5]
- Fence [0/10]
- Fletcher [0/3]
- Food Vendor [0/9]
- General Goods [0/19]
- Innkeeper [2/15]
- Jeweler [0/2]
- Special [0/3]
- Spell Vendor [1/12]
- Stablemaster [0/5]

COLLECTIBLES

Captured Critters: [1/5]
Dragon Claws: [1/10]
Dragon Priest Masks: [2/10]
Larceny Targets: [1/7]
Skill Books: [16/180]
- Alchemy: [1/10]
- Alteration: [0/10]
- Archery: [2/10]
- Block: [0/10]
- Conjuration: [1/10]
- Destruction: [3/10]
- Enchanting: [1/10]
- Heavy Armor: [2/10]
- Illusion: [0/10]
- Light Armor: [0/10]
- Lockpicking: [1/10]
- One-Handed: [0/10]
- Pickpocket: [1/10]
- Restoration: [0/10]
- Smithing: [1/10]
- Sneak: [3/10]
- Speech: [0/10]
- Two-Handed: [0/10]

Treasure Maps: [1/11]
Unique Items: [16/112]
Unique Weapons: [9/80]
Unusual Gems: [0/24]
Special Objects
Shrines: [6/69]
- Akatosh: [0/6]
- Arkay: [0/12]
- Dibella: [0/8]
- Julianos: [1/5]
- Kynareth: [1/6]
- Mara: [2/5]
- Stendarr: [1/5]
- Talos: [1/17]
- Zenithar: [0/5]

Standing Stones: [1/13]
- The Lord Stone

Word Walls: [7/42]
- Animal Allegiance: [0/3]
- Aura Whisper: [1/3]
- Become Ethereal: [0/3]
- Disarm: [1/3]
- Dismaying Shout: [0/3]
- Elemental Fury: [0/3]

Fire Breath: [0/2]
Frost Breath: [0/3]
Ice Form: [1/3]
Kyne's Peace: [0/3]
Marked for Death: [1/3]
Slow Time: [1/3]
Storm Call: [1/3]
Throw Voice: [1/1]
Unrelenting Force: [0/1]
Whirlwind Sprint: [0/2]

Crafting Stations—The Pale

Spell Name	Level	Standard Cost
Type	Location A	Location B
Alchemy Lab	Dawnstar (The Mortar and Pestle) [3.00]	Hall of the Vigilant [3.09]
Arcane Enchanter	Dawnstar (The White Hall) [3.00]	—
Anvil or Blacksmith Forge	Dawnstar (Rustleif's House) [3.00]	Fort Dunstad (Exterior) [3.10]
Cooking Pot and Spit	Dawnstar (Rustleif's House) [3.00]	Raldbthar [3.32]
Grindstone	Dawnstar (Windpeak Inn) [3.00]	Fort Dunstad (Exterior) [3.10]
Smelter	Dawnstar (Iron-Breaker Mine) [3.00]	Dawnstar (Quicksilver Mine) [3.00]
Tanning Rack	Dawnstar (Rustleif's House) [3.00]	Hall of the Vigilant [3.09]
Wood Chopping Block	Dawnstar (Windpeak Inn) [3.00]	Hall of the Vigilant [3.09]
Workbench	Fort Dunstad (Exterior) [3.10]	Raldbthar [3.3

Primary Locations

TOTAL—35: HOLD CAPITAL AND 34 HOLD LOCATIONS

[3.00] Hold Capital City: Dawnstar
Jarl: Skald the Elder
[3.01] High Gate Ruins
[3.02] Wreck of the Brinehammer
[3.03] Pale Imperial Camp
[3.04] Windward Ruins
[3.05] Dawnstar Sanctuary
[3.06] Nightcaller Temple
[3.07] Red Road Pass
[3.08] Frostmere Crypt
[3.09] Hall of the Vigilant
[3.10] Fort Dunstad
[3.11] Shrine of Mehrunes Dagon
[3.12] The Lord Stone
[3.13] Volunruud
[3.14] Stonehill Bluff
[3.15] Tower of Mzark
[3.16] Loreius Farm
[3.17] Blizzard Rest
[3.18] Weynon Stones
[3.19] Duskglow Crevice
[3.20] Silverdrift Lair
[3.21] Shrouded Grove
[3.22] Korvanjund
[3.23] Tumble Arch Pass
[3.24] Shearpoint
[3.25] Nightgate Inn
[3.26] Blackreach Elevator (Alftand)
[3.27] Forsaken Cave
[3.28] Yorgrim Overlook
[3.29] Bronze Water Cave
[3.30] Pale Stormcloak Camp
[3.31] Irkngthand
[3.32] Raldbthar
[3.33] Blackreach Elevator (Raldbthar)
[3.34] Anga's Mill

Secondary Locations

TOTAL—17 POINTS OF INTEREST

[3.A] Horker Standing Stones
[3.B] Sunken Treasures
[3.C] Bandit's Hovel
[3.D] Dragon Mound: Sea Shore Foothills
[3.E] Barnacle Boat
[3.F] Shoreline Bandit Camp
[3.G] Dawnstar Frost Troll Den
[3.H] Shoreline Lovers' Tent

[3.I] A Bloody Trail
[3.J] Border Corner: Roadside Shrine of Mara
[3.K] Mammoth Graveyard
[3.L] Ice Shard Wild Animal Den
[3.M] Dragon Mound: Shimmermist Hills
[3.N] Julianos's Fallen
[3.O] Yorgrim Forest Spider Trap
[3.P] Wayward Peak Summit
[3.Q] Dragon Mound: Yorgrim Resurrection

4.2 The Pale: Hold Capital Dawnstar

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RELATED QUESTS

Civil War Quest: Reunification of Skyrim
Civil War Quest: A False Front
Daedric Quest: Pieces of the Past
Daedric Quest: Waking Nightmare
Side Quest: Rise in the East
Dark Brotherhood Quest: Side Contract: Beitild
Miscellaneous Objective: Innkeeper Rumors (Windpeak Inn)
Miscellaneous Objective: Salt of the Seas* (Captain Leif Wayfinder)
Favor (Activity): Mining Ore* (Beitild)
Favor (Activity): Mining Ore* (Leigelf)
Favor (Activity): A Drunk's Drink* (Karl)
Favor: Rare Item Hunt* (Rustleif)
Favor: Item Retrieval (Cave)* (Frida)
Favor: Jobs for the Jarls* (Jarl Skald the Elder)
Thane Quest: Thane of The Pale*
Habitation: Hold Capital (Minor)

Dawnstar



CRAFTING
Alchemy Lab
Arcane Enchanter
Blacksmith Forge
Grindstone
Smelters (2)
Tanning Rack
SERVICES
Trader (Apothecary): Frida [4/14]
Trader (Blacksmith): Rustleif [5/33]
Trader (Blacksmith): Seren [6/33]
Trader (Innkeeper): Thoring [4/18]
Trader (Spells Vendor): Madena [3/12]
SPECIAL OBJECTS
Civil War: Map of Skyrim
COLLECTIBLES
Skill Book [Conjuration]: 2920, Hearth Fire, v9 [B2/10]
Skill Book [Destruction]: Response to Bero's Speech [D1/10]
Skill Book [Destruction]: The Art of War Magic [E2/10]
Skill Book [Enchanting]: Catalogue of Weapon Enchantments [C1/10]
Skill Book [Lockpicking]: The Wolf Queen, v1 [E1/10]
Skill Book [Smithing]: Cherim's Heart [A1/10]
Chest(s)
Potions aplenty

Mineable ore (Iron, Quicksilver)

Lore: City Overview

Dawnstar, capital of the Pale Hold, sits on Skyrim's northern coastline, halfway between Winterhold and Solitude. Because of the glacial icefields just to the east, it is the last port before Windhelm that is not icebound.
Dawnstar's economy is driven by its two mines, and the people of Dawnstar often find meaning in the stones. Like their leader, Jarl Skald the Elder, they stand unbreakable and firm despite all their troubles.
Residents of the city fight the weather, the beasts, and raiders every day in order to keep goods and ore flowing into and out of their port and market.

Important Areas of Interest

1) MAIN THOROUGHFARE
The main road (packed with snow and dirt) is in two tiers, with the structures built around the inlet to the Sea of Ghosts. The upper track houses the main structures, while the lower road connects all the buildings owned by individuals.
East and west of the roadways are the two mines that help bolster Dawnstar's economy. To the north, farther along the shoreline, is the entrance to an old, abandoned sanctuary. Dominating the town is the Nightcaller Temple, perched and ever watching over the rugged rocks.
2) NORTHSTAR PORT (AND THE SEA SQUALL)
Captain Lief Wayfinder
Located at the base of the cliffs under the Nightcaller Temple, these docks host incoming trade ships. The vessel currently docked in these frigid waters is the Sea Squall.
3) THE WHITE HALL



The following leaders of Dawnstar are loyal to the Stormcloaks at the start of the Civil War.
Jarl Skald the Elder
Skald has ruled Dawnstar since his father's death on the battlefield 35 years ago. He came into his rule in his teenage years and has never really lost the arrogance and sense of invincibility that comes with that age. He is quick to judge and doesn't change his mind once he has decided something.
Jod (Housecarl)
Jod is Captain of the Dawnguard. He takes his duty and his loyalty to the town seriously. He served on a ship in the Great War, and because of his experiences, he is not anxious to fight the Empire. Skald's fervent animosity toward the Empire has made Jod doubt him.
Bulfrek
Bulfrek's family has served the Jarls of Dawnstar for generations. He is not pleased with being born into a life that he considers to be without honor. Although he would never speak it out loud, he would do almost anything to be free of his duty.
Madena (Court Wizard)
Madena is far from home. She is a Breton who served as a battle-mage in the Imperial Legion during the Great War. After seeing the horrors of a large war firsthand, she moved to Dawnstar, hoping that being a court mage in a small hold would be free of complication. She refuses to take sides, insisting that her job is to help the people of Dawnstar. She will support whoever is in power.
Frorkmar Banner-Torn
The following residents of Dawnstar arrive to take control of the capital, once this Hold has fallen during the Civil War.
Jarl Brina Merilis
Brina was once renowned throughout the Legion for her leadership and her tactical ability. She is a stern woman who tolerates no foolishness from those under her command. She does have a warm side that sometimes shows through, although it is rarely seen since the start of the war.

Horik Halfhand (Housecarl)
Horik has served with Brina nearly his whole life. With no command ambitions of his own, he is content to serve as her bodyguard. Horik has nothing but respect and admiration for his commander, and there are few things that would shake his loyalty to her.
The White Hall keep serves as both the Jarl's residence and the place where he holds court. The keep's main feature is the large combined throne room, mead hall, and council chamber that dominates the largest portion of the main floor.
To the right are the Jarl's Bedchambers, while Madena, the Jarl's advisor (and excellent spell vendor), resides on the upper floor, along with his manservant Bulfrek.
Madena's spell shop has been partly turned over to the Stormcloaks as a war room, with the blessing of Jarl Skald. Find a Skill Book on a small table upstairs and another tucked between a barrel and pony keg in the room with the training dummy.
Crafting: Arcane Enchanter
Trader (Spells Vendor): Madena [3/12]
Scrolls, Books, Misc
Skill Book [Destruction]: The Art of War Magic [E2/10]
Skill Book [Enchanting]: Catalogue of Weapon Enchantments [C1/10]
Civil War: Map of Skyrim
Chest
Potions aplenty

4) DAWNSTAR BARRACKS

Jarl Skald's guards rest here after their patrols, murmuring about the nightmares all the inhabitants are suffering from. The Barracks has a main floor (where most of the drinking occurs) and an upper sleeping quarters leading to a balcony overlooking the shoreline.
Down the stairs is the Dawnstar Jail. Remarkably, a Skill Book is tucked away in one corner of the jail.
Skill Book [Lockpicking]: The Wolf Queen, v1 [E1/10]
Evidence Chest
Prisoner Belongings Chest
Chest (3)
Potions aplenty

5) WINDPEAK INN



Thoring
Karita
Stig Salt-Plank
Erandur
Windpeak Inn is Dawnstar's only tavern and is run by Thoring and his young daughter Karita, who both live in the building. Karita serves as a bard, and their servant Abelone handles most of the menial chores, chopping wood or using the grindstone in the pen outside.
Currently, the place is a meeting spot where anxious townsfolk (such as Fruki and Irgnir the miners) gather to gossip and worry about the strange nightmares that have been keeping them from their beds.
Crafting: Grindstone
Trader (Innkeeper): Thoring [4/15]
Room for the Night, Food, Innkeeper Rumors
Chest (2)

6) RUSTLEIF'S HOUSE



Rustleif **Seren**

Located overlooking the shoreline of Dawnstar, Rustleif has his smithy and home set up facing the main road. Rustleif is a renowned weaponsmith, and he is often called upon to arm and outfit the Jarl's men. His Redguard wife, Seren, assists him and is currently with child. Inside, their home is comfortable but a little spartan.
Crafting: Blacksmith Forge, Tanning Rack
Trader (Blacksmith): Rustleif [5/33]
Weapons, Apparel, and Misc
Trader (Blacksmith): Seren [6/33]
Weapons, Apparel, and Misc.
Chest

7) LEIGELF'S HOUSE

Leigelf Quicksilver
Because Leigelf manages Quicksilver Mine and spends most of his time obsessing about his work and his wife, his living arrangements are somewhat sparse.
Chest

8) BRINA'S HOUSE

Brina (a respected Legion commander) retired to Dawnstar and has been living here for several years. She shares her dwelling with her bodyguard and friend Horik. Recently, when the Jarl of Dawnstar seceded from the Empire, she attempted to talk sense into him, but to no avail.
Inside, their dwelling is where they sleep (in separate beds) and collect (rather than consume) a large amount of wine. Search the basket near the chest to discover a hidden Skill Book.
Skill Book [One-Handed]: The Importance of Where
Chest (2)

9) THE MORTAR AND PESTLE



Frida
The old widow Frida runs her modest alchemy shop from this building on the main road. A Skill Book is kept behind the counter.
Crafting: Alchemy Lab
Trader (Apothecary): Frida [3/12]
Potions, Food, Ingredients
Skill Book [Conjuration]: 2920, Hearth Fire, v9 [B2/10]
Unique Item: Ring of Pure Mixtures
Chest (2)
Potions aplenty

10) BEITILD'S HOUSE

Beitild Iron-Breaker
Beitild Iron-Breaker manages Iron-Breaker Mine. She's in constant competition with Leigelf Quicksilver, the owner of Quicksilver Mine and her former husband. Beitild lives in the house she used to share with her husband. She refuses to do much else but tend to her mine, eat, and sleep.
Chest

11) SILUS VESUIUS'S HOUSE (LOCKED: REQUIRES KEY)



Silus Vesuius
Also known as the Museum of the Mythic Dawn, the building is dedicated to the cult in Dawnstar. This is Silus's vain attempt to capture some attention and infamy for his family's past deeds.
The pride of the collection is his impressive assortment of Mythic Dawn memorabilia, as well as a piece of Mehrunes' Razor that is kept in a secured display case. This building is only accessible once Daedric Quest: Pieces of the Past begins.

Mehrunes' Razor Scabbard
Mythic Dawn Commentaries 1, 2, 3, 4
Mysterium Xarxes (Fragment; cannot be taken)
Mythic Dawn Boots, Gloves, and Robes
The Keepers of the Razor

12) IRGNIR'S HOUSE

Irgnir
Karl
Karl and Irgnir, the workers of Iron-Breaker Mine, live here in this modest dwelling. They have finally saved up enough gold to purchase from Beitild. They sometimes board with Gjak and Bodil, who take the other shifts to keep the mine constantly productive.
Chest

13) IRON-BREAKER MINE

This mine is located on the outskirts of town to the east. Karl, Irgnir, Gjak, and Bodil work here. This mine produces iron and has a smelter for extracting steel from the iron. Under the watchful (some might say, stern and overbearing) gaze of Beitild, the mine is producing a large amount of ore and is a boon to the local economy.
Find a Skill Book resting atop a barrel near the firepit.
Crafting: Smelter
Skill Book [Destruction]: Response to Bero's Speech [D1/10]
Mineable ore (Iron)

14) FRUKI'S HOUSE

Fruki
Lond Northstrider
Fruki and Lond, the miners working the Quicksilver veins, live here in this small structure in which Fruki was raised. They occasionally speak with Borgny and Edith, who take the other shifts to keep the mine productive—when Leigelf isn't running the operation into the ground.
Chest

15) QUICKSILVER MINE

This mine is located on the outskirts of town to the west. Fruki, Lond, Borgny, and Edith work here. This is the only Quicksilver mine inside Skyrim's borders, but despite this, the mine is suffering—from marauders and falling production.
In fact, it is practically shut down as Leigelf spends his time obsessing over his wife and the competing mine. More proud than sensible, Leigelf's negligence is causing all of his workers to consider quitting in frustration or fear of attack. The mine holds a Skill Book. Find it inside the small crate on the ground floor of the farthest cavern.
Crafting: Smelter
Skill Book [Smithing]: Cherim's Heart [A1/10]
Mineable ore (Quicksilver)

4.3 The Pale: Primary Locations

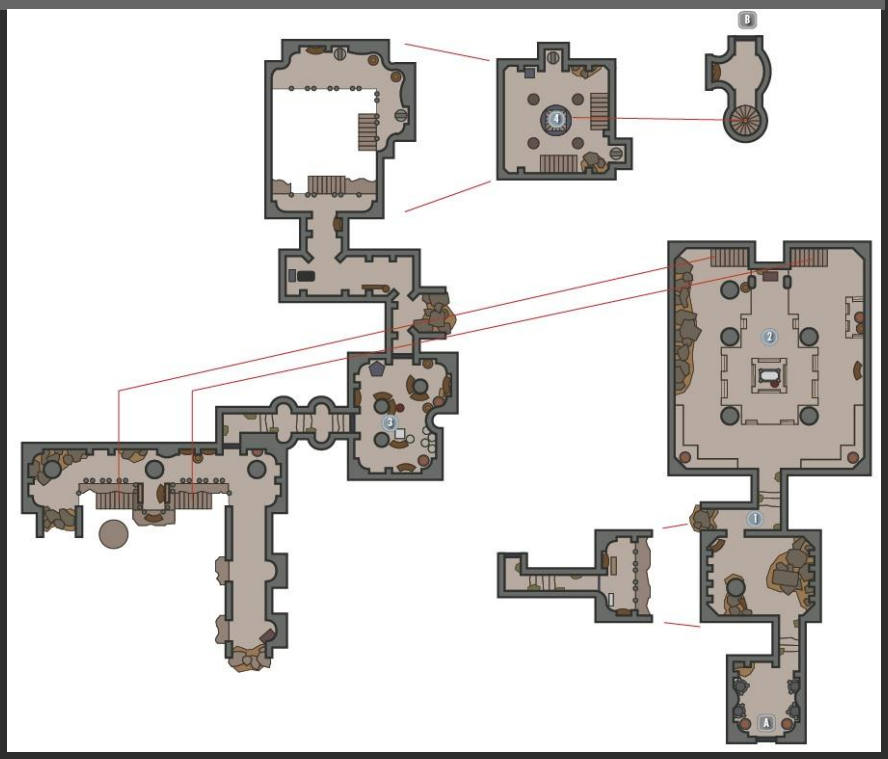
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[3.01] High Gate Ruins



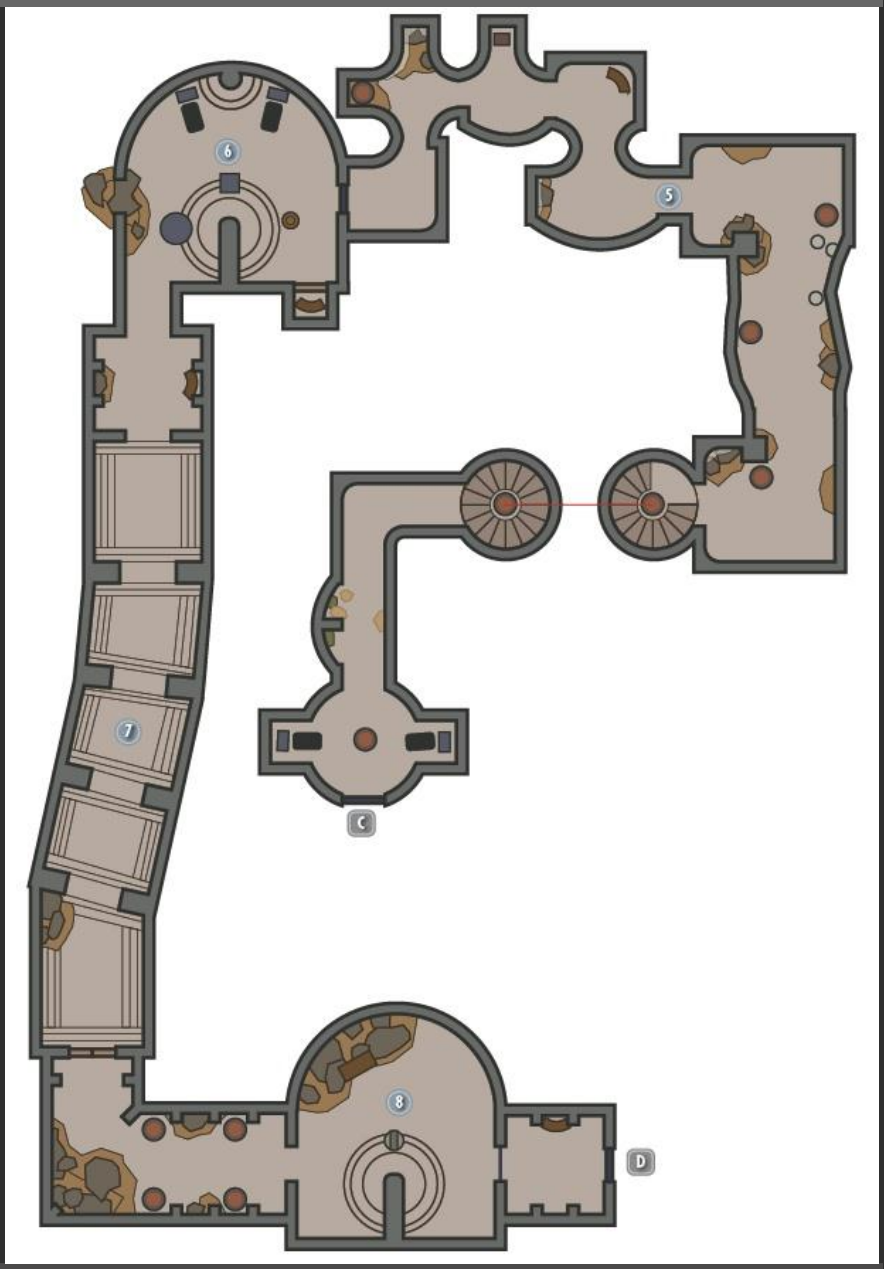
RELATED QUESTS
Side Quest: Masks of the Dragon Priests*
Dungeon Quest: A Scroll for Anska
RECOMMENDED LEVEL: 24
DUNGEON: DRAGON PRIEST LAIR
Anska
Draugr
Vokun
DANGERS
Dart Trap (pressure plates)
Spear Trap (pressure plate)
Swinging Spikes (pressure plates)
QUEST ITEMS
Sealed Scroll
COLLECTIBLES
Dragon Priest Mask: Vokun [5/10]
Skill Book [Destruction]: A Hypothetical Treachery [A1/10]
SPECIAL OBJECTS
Word Wall: Storm Call [1/3]
Chest(s)
Potions aplenty

High Gate Ruins



High Gate ruins is an old Draugr ruin inhabited by the Dragon Priest Vokun, wearer of the Iron Mask. The plucky adventurer and powerful Fire Mage Anska has already begun making her way toward Vokun's treasure, where she believes she will find a scroll tying her family's history to Ysgramor's.

High Gate Ruins Catacombs



A) EXIT TO SKYRIM
E) DOOR TO VOKUN'S THRONE ROOM
1) ANSKA ENCOUNTER

Loot a few Draugr corpses on your way into this small chamber, where you encounter a woman named Anska. Speak with her to begin a new Side Quest that takes place in these ruins. Anska then assists you in clearing this dreary place.

2) SACRIFICIAL CHAMBER

Slay a few Draugr in this large chamber, then raid the far chest and surrounding urns. Head upstairs and claim a number of potions from the balcony, along with a Skill Book that lies next to a skeleton in a dark corner. Don't miss looting another chest at the balcony's far end.
Skill Book [Destruction]: A Hypothetical Treachery [A1/10]
Chest (2)
Potions aplenty

3) POTION ROOM

Slay a group of Draugr on the way to this next chamber, which holds several more potions.
Potions aplenty

4) STAIRWELL CHAMBER

Sidestep a pressure plate trap in the passage that leads to this chamber. Look at the ceiling to find the pattern in which you must pull this chamber's four levers to open the central stairwell and descend to the catacombs below.
Danger! Swinging Spikes (pressure plate)
Potions
picture highgaterunonscatacombs

B) DOOR TO HIGH GATE RUINS CATACOMBS
C) DOOR TO HIGH GATE RUINS
5) DRAUGR TUNNELS

Leap over a pressure plate that lies directly in a doorway in these passages—you'll be punctured by arrows if you touch it. Open the chest along the northernmost stretch without getting too close; you'll be impaled by spears if you touch the pressure plate on the ground near the chest.
Danger! Dart Trap (pressure plate), Spear Trap (pressure plate)
Chest
Potions

6) TREASURE ROOM

After slaying this cavern's resident undead, open an Adept-level door to access a tiny closet with a chest. Removing the Soul Gem from the central pedestal causes two additional Draugr to emerge from the coffins behind you.
Chest

7) TRAPPED PASSAGE

Avoid a myriad of pressure plates in this wide corridor—each one triggers a lethal trap.
Danger! Dart Trap (pressure plates), Spear Trap (pressure plates)
Potions

8) LEVER CHAMBER

Slay a lone Draugr here, then pull the lever in the nearby alcove to open aonther small nook, freeing a powerful Draugr that quickly attacks. Pull the lever in the other nook to open the way to the throne room. The central lever can be ignored.
Potions aplenty

D) DOOR TO VOKUN'S THRONE ROOM

VOKUN'S THRONE ROOM

The doors swing open as you enter this wide chamber, and a demonic apparition rises from the central sarcophagus. It's Vokun. Slay the deadly Dragon Priest and collect his powerful mask, then head to the back room to locate a Word Wall. Open two chests along the upstairs balcony and loot a number of urns before claiming the scroll that Anska seeks from the central table. Take the upstairs passage back to the ruin's entrance and return the scroll to Anska, who now awaits you just outside.
Dragon Priest Mask: Vokun [5/10]
Word Wall: Storm Call [1/3]
Sealed Scroll
Chests (2)

[3.02] The Wreck of the Brinehammer



RECOMMENDED LEVEL: 6

DUNGEON: SHIPWRECK

Mudcrab

COLLECTIBLES

Skill Book [Archery]: *Father of the Niben [A1/10]*

SPECIAL OBJECTS

Shrine of Kynareth [3/6]
Chest(s)

A merchant vessel called the Brinehammer has crashed along the Pale's brutal northern shoreline. Before heading below deck, enter the captain's quarters, where a chest and the remains of the captain await plundering.
Captain Slaughterfish's Key (Captain Slaughterfish)
Chest

BELOW DECK

Slay the odd Mudcrab as you scour the Brinehammer's belly—the only items of interest are a chest near the vessel's center and the shrine that's nearby. There's no need to unlock the Novice-level door; you can simply circumvent it. Head down to the cargo hold after looting the chest. The north door to the cargo hold is unlocked as well.
Shrine of Kynareth [3/6]
Chest

CARGO HOLD

Open the hold's locked chest and collect the nearby Skill Book, then dive underwater and find another locked chest that's sunken beneath the ship.
Skill Book [Archery]: Father of the Niben [A1/10]
Chests (Locked: Adept) (2)

[3.03] Pale Imperial Camp



RELATED QUESTS
Civil War Quest: Reunification of Skyrim
Civil War Quest: A False Front
Civil War Quest: The Battle for Fort Dunstad
Dungeon Activity

HABITATION: MILITARY: IMPERIAL CAMP
Imperial Quartermaster (Blacksmith)
Imperial Soldier
Legate Constantius Tituleius

SERVICES
Trader (Blacksmith): Imperial Quartermaster [7/33]
Weapons, Apparel, Misc

CRAFTING
Anvil
Grindstone
Workbench

SPECIAL OBJECTS
Civil War: Map of Skyrim
Chest(s)

This small military camp stands against the harshness of the Pale's frozen northern wastelands. Trade with the quartermaster, or use his many crafting workstations. Examine the map in the largest tent to potentially gain new map data. Loot a few chests within the smaller tents if you like before setting off.

[3.04] Windward Ruins



RELATED QUESTS
Side Quest: Kyne's Sacred Trials
College of Winterhold Radiant Quest: Destruction Ritual Spell

RECOMMENDED LEVEL: 5

DUNGEON: ANIMAL DEN
Animal
Chest (Locked: Adept)

A pair of lowly Skeevers guard this small collection of ruins. Head inside the small domed structure and utilize the pedestal in the back to advance the Destruction Ritual Spell Quest. Plunder the chest that's tucked away among rocks in the ruins' outer ring.

[3.05] Dawnstar Sanctuary



RELATED QUESTS

Dark Brotherhood Quest: The Cure for Madness
Dark Brotherhood Quest: Where You Hang Your Enemy's Head…
Dark Brotherhood Quest: Welcome to the Brotherhood
Dark Brotherhood Quest: Cicero's Return*
Dark Brotherhood Quest: The Dark Brotherhood Forever!
Dark Brotherhood Quest: The Torturer's Treasure: Parts I, II, III, IV*

RECOMMENDED LEVEL: 8

DUNGEON: SPECIAL/HABITATION: SPECIAL

Cicero
Sanctuary Guardian
Udefrykte (Troll)

SERVICES

Follower: Cicero [6/47]
Follower: Dark Brotherhood Initiate [7/47]

DANGERS

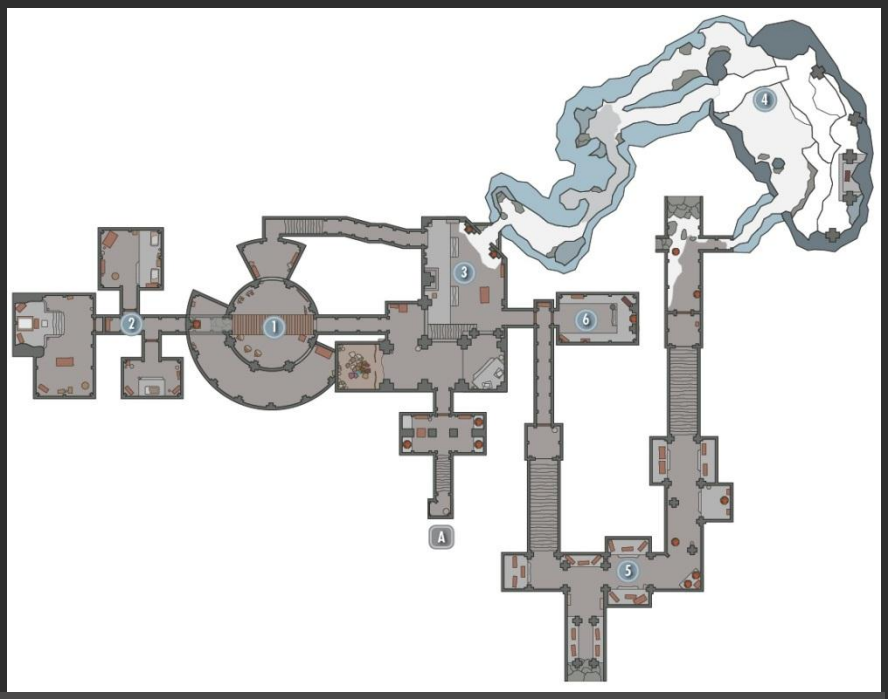
Bear Traps
Oil Pool Trap
Spear Trap (proximity)

COLLECTIBLES

Skill Book [Alteration]: Sithis
Skill Book [Archery]: The Marksmanship Lesson [D1/10]
Skill Book [One Handed]: Fire and Darkness
Skill Book [Sneak]: Sacred Witness
Unique Item:Jester's Boots [10/112]
Unique Item:Jester's Clothes [11/112]
Unique Item:Jester's Gloves [12/112]
Unique Item:Jester's Hat [13/112]
Unique Item:Cicero's Boots [14/112]
Unique Item:Cicero's Clothes [15/112]
Unique Item:Cicero's Gloves [16/112]
Unique Item:Cicero's Hat [17/112]
Unique Item: Worn Shrouded Armor [18/112]
Unique Item: Worn Shrouded Boots[19/112]
Unique Item: Worn Shrouded Cowl [20/112]
Unique Item: Worn Shrouded Gloves [21/112]
Unique Item: Tumblerbane Gloves[22/112]
Area Is Locked (quest required)
Chest(s)
Potions

Explore the coastline north of Dawnstar to discover an ominous door built into the rock face. This is the entrance to Dawnstar Sanctuary, which you cannot enter until you've advanced to Dark Brotherhood Quest: The Cure for Madness, during which you must chase a wounded person through this trap-filled place.
The Dark Brotherhood eventually moves their hideout here after you complete their quest line.

Dawnstar Sanctuary



A) EXIT TO SKYRIM

1) TRAINING CHAMBER

Swipe a Sneak Skill Book off a small table on your way to this tall, circular chamber. Before maneuvering past the stabbing spears (Whirlwind Sprint may help), knock down two hanging lamps to ignite the oily floor below and singe a pair of Sanctuary Guardians. Get past the spears and then go downstairs to find a pair of Skill Books. Another book on a nearby shelf can potentially grant you a new quest.

Danger! Oil Pool Traps, Spear Trap (proximity)
Skill Book [Archery]: The Marksmanship Lesson [D1/10]
Skill Book [One Handed]: Fire and Darkness
Skill Book [Sneak]: Sacred Witness
Potions

2) NO ACCESS

These rooms are blocked by rubble until the Dark Brotherhood takes over the Dawnstar Sanctuary and removes the debris.

3) NORTH ENTRY HALL

Moving through the training chamber lets you explore the north half of the sanctuary's entry hall. This section of the sanctuary has given way to the ravages of time. Collect a Skill Book from a shelf near the circular stained-glass window before proceeding into the snowy tunnel on your way to [4].

Skill Book [Alteration]: Sithis

4) UDEFRYKTE'S LAIR

Dodge bear traps as you navigate the frigid tunnel, which leads to the den of an ill-tempered troll named Udefrykte. Raid a chest on a high ledge here as you continue to the trail of blood toward your quarry.

Chest

5) COFFIN CORRIDORS

Slay a number of Sanctuary Guardians as you navigate this long passage. If you're skilled enough, loot the large locked chest in the southern nook as you go.

Chest (Locked: Master)

6) TORTURE CHAMBER

Don't worry if you couldn't open that last chest—this gruesome chamber contains another. Unbar the nearby door to find yourself back at [3], your exploration of the Sanctuary complete. During Dark Brotherhood Quest: The Cure for Madness, you face Cicero here.

Chest

POST-DARK BROTHERHOOD OCCUPATION

The Dark Brotherhood repurposes Dawnstar Sanctuary for their own base of operations after you complete the entire Dark Brotherhood quest line. Naturally, the place is much different after the Brotherhood moves in:

During Dark Brotherhood: Where You Hang Your Enemy's Head..., you can purchase New Banners (1,000 gold), a Poisoner's Nook (5,000 gold), a Torture Chamber (5,000), a Secret Entrance (5,000) that can be accessed from the hills above the Sanctuary, and a Master Bedroom (3,000 gold). All are bought from Delvin Mallory of the Thieves Guild, inside the Ragged Flagon in Riften.

During Dark Brotherhood: Welcome to the Brotherhood, Nazir has an initiate recruited for you.

Follower: Dark Brotherhood Initiate [7/47]

During Dark Brotherhood: Cicero's Return,* you can elect to keep Cicero as a companion.

Follower: Cicero [6/47]

During Dark Brotherhood: The Dark Brotherhood Forever!, you receive assassination orders from the Night Mother, who is also ensconced in these new surroundings.

During Dark Brotherhood: The Torturer's Treasure: Parts I, II, III, IV,* providing you've had the Torture Chamber installed, you can torture victims until they reveal the location of their treasure.

[3.06] Nightcaller Temple



RELATED QUESTS
Daedric Quest: Waking Nightmare
Dungeon Activity
RECOMMENDED LEVEL: 18
DUNGEON: FALMER HIVE
Animal
Orcish Invader
Thorek
Vaermina Devotee
Veren Duleri
SERVICES
Follower: Erandur [8/47]
CRAFTING
Alchemy Labs (3)
Arcane Enchanter
QUEST ITEMS
The Dreamscape
Skull of Corruption
Vaermina's Torpor
COLLECTIBLES
Skill Book [Alchemy]: Mannimaro, King of Worms [D1/10]
Unique Weapon: Skull of Corruption [12/80]
SPECIAL OBJECTS
Shrine of Mara [2/5]
Area Is Locked (quest required)
Chest(s)
Potions aplenty

Just southeast of the Pale's capital city of Dawnstar, the single tower of an ancient temple rises up from the frozen rock. You visit this temple with Erandur as part of Daedric Quest: Waking Nightmare, hoping to solve the mystery of why Dawnstar's townsfolk have been suffering nightmares. Slay the beasts that guard the temple's entrance, then head inside.

Nightcaller Temple



A) EXIT TO SKYRIM
1) SHRINE CHAMBER
The temple's entry chamber features a small shrine that instantly cures you of all diseases when touched. When you visit the temple as part of the "Waking Nightmare" quest, Erandur will open the way forward, allowing you to explore beyond this first room.
Shrine of Mara [2/5]
Chest (Locked: Novice)
2) INNER SANCTUM

The Skull of Corruption is located here, which Erandur insists you must destroy to end the townsfolk's nightmares. Follow Erandur downstairs and slay the Orcish Invaders that awaken and attack. A barrier halts your progress; follow Erandur back upstairs and into the library.
Skull of Corruption

3) LIBRARY

The library is in a terrible state. Cross a fallen pillar to locate a unique tome entitled The Dreamstride, which Erandur seeks.
The Dreamstride

4) LABORATORY

Secure the lab, then find a Skill Book near one of its three Alchemy Lab stations. Find the potion you seek downstairs, then speak to Erandur to advance the quest. Drink the potion to be whisked away to a vision of the past.
Crafting: Alchemy Labs (3)
Skill Book [Alchemy]: Mannimarco, King of Worms [D1/10]
Vaermina's Torpor
Apothecary's Satchels (2)
Potions

TORPOR TANTRUM

After drinking Vaermina's Torpor, you must race through these rooms and passages to locate your objective: the Miasma release controls. At the end of the passage, pull the chain to release the Miasma and awaken from the dream.
Potions aplenty

2) INNER SANCTUM REVISITED

You emerge from the Torpor's effects back at the inner sanctum. Somehow you've gotten past the barriers. Take the Soul Gem that feeds them to deactivate the obstacles so that Erandur may join you. Follow Erandur to [5].

5) PASSAGE TO SLEEPING QUARTERS

Use an Arcane Encanter and loot a chest as you navigate this passage.
Crafting: Arcane Enchanter
Chest
Potions

6) SLEEPING QUARTERS

Loot a chest on the balcony as you enter this room, and find another down below, near the stairs. Grab potions off a table and find more in the dining room that follows.
Chest
Chest (Locked: Adept)
Potions

2) INNER SANCTUM, THIRD VISIT

At last, you've reached the Skull of Corruption. Slay the final pair of priests after their brief chat with Erandur, then loot a large chest that's tucked away near the Skull's platform as your partner begins his ritual.
A voice urges you to slay Erandur before the ritual is complete. If you do, the Skull of Corruption, an incredibly powerful and valuable staff, will be yours. Allowing Erandur to complete his ritual destroys the Skull and earns you Erandur's services as a follower.
Unique Weapon: Skull of Corruption [12/80]
Chest

[3.07] Red Road Pass



DUNGEON: GIANT CAMP

Giant
Mammoth
In the northern section of the Pale, along the main road that runs between the east and west mountains, a giant has made camp. Bandits may attack this giant camp as you draw near. If this occurs, allow the conflict to play out, then slay the weakened victor (usually the giant) to claim some worthy plunder from the giant and the surrounding corpses.

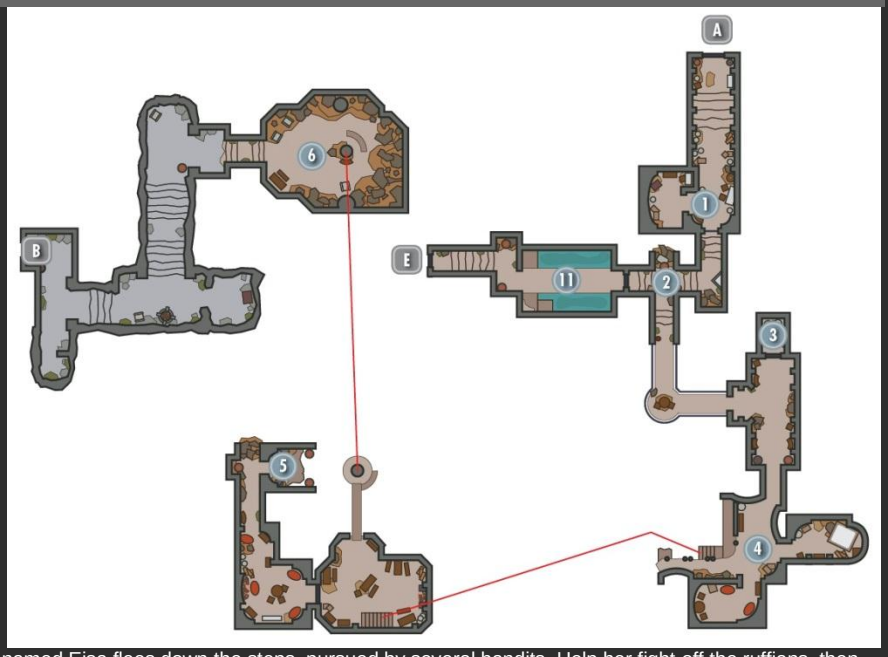
[3.08] Frostmere Crypt



RELATED QUESTS
Dungeon Quest: The Pale Lady
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
Eisa Blackthorn
Kyr
Ra'jirr
The Pale Lady
CRAFTING
Grindstone
QUEST ITEMS
Eisa's Log
Kyr's Log
Ra'jirr's Note
COLLECTIBLES
Skill Book [Sneak]: The Red Kitchen Reader [D1/10]
Unique Weapon: The Pale Blade [13/80]
SPECIAL OBJECTS
Word Wall: Ice Form [1/3]
Chest(s)
Potions

Mineable ore: Iron

Frostmere Crypt



When you approach these mountain ruins, a warrior named Eisa flees down the steps, pursued by several bandits. Help her fight off the ruffians, then speak with her to begin a new quest that takes place within the nearby ruins.

Frostmere Depths



A) EXIT TO SKYRIM

1) GUARD ROOM

Slay a couple of bandits in this entry hall and loot a locked chest in the western nook. Pull the wall chain near the portcullis to open the way forward.
Chest (Locked: Apprentice)
Potions

2) CONNECTING TUNNELS

Claim a few valuables on your way through these short passages.
Potion

3) GRINDSTONE ALCOVE

Grab a Skill Book from a shelf before picking a locked door to enter this small nook, where a crafting station and some valuable gear is found.
Area Is Locked (Adept)
Skill Book [Sneak]: The Red Kitchen Reader [D1/10]
Crafting: Grindstone

4) UPPER QUARTERS

Search these small bedchambers to loot a chest and collect important quest-related documents.
Eisa's Journal (if you didn't take it from outside)
Kyr's Log
Ra'jirr's Note
Chest
Potion

5) LEVER OVERLOOK

Silence more bandits, then swipe a potion and loot an urn on your way to this overlook, where a Bandit Archer awaits. Pull the nearby lever to cause a drawbridge to fall, then head to [6] and head north across this new bridge.
Potion

6) DRAWBRIDGE AND STAIRWELL

Cross the drawbridge to enter this chamber from the south, then descend some stairs and slay a Bandit Mage in the lower chamber. Press onward through a winding mining tunnel, looting a chest and optionally mining some Iron Ore on your way to the crypt's lower depths.
Chest
Mineable ore: Iron

picture frostmere depths

B) DOOR TO FROSTMERE DEPTHS

C) DOOR TO FROSTMERE CRYPT

7) SHROUDED GROVE

A massive, overgrown cavern lies beneath the Frostmere Crypt. You find Kyr just inside—he's near death and gasps out a few final words before expiring. Continue deeper into the grove, and you'll spot Ra'jirr racing to the altar. The wraithlike form of the Pale Lady emerges and strikes him down before turning her wrath on you.

8) THE PALE BLADE

Claim the Pale Blade from Ra'jirr's corpse, then deal with the Pale Lady. Slay her or return the sword to the stand on the central altar to seal her away. Either choice completes this quest.
Unique Weapon: The Pale Blade [13/80]
Word Wall

After defeating the Pale Lady, go upstairs and follow the sound of chanting to this location, where a Word Wall bestows you with an new Word of Power. Scale more steps and open a large chest near the exit door to the crypts. Don't leave just yet!
Word Wall: Ice Form [1/3]
Chest

10) CHEST NOOK
Raid a large locked chest that rests on a rise in this corner of the cavern. There's also some gear on a nearby skeleton that's just to the left as you step out into the grove proper.
Chest (Locked: Master)

D) DOOR TO FROSTMERE CRYPT
E) DOOR TO FROSTMERE DEPTHS
11) WATERY CHAMBER
Take a quick dive underwater and try to open a chest for some loot before scaling this watery chamber's ramp. Unbar the far door and go through to return to the crypt's entrance.
Chest (Locked: Adept)

[3.09] Hall of the Vigilant



RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 5
DUNGEON: SPECIAL
Keeper Carcette (Restoration Trainer)
Vigilant of Stendarr
SERVICES
Trainer (Restoration): Keeper Carcette [1/3]
CRAFTING
Alchemy Labs (2)
Tanning Rack
COLLECTIBLES
Skill Book [Heavy Armor]: The Knights of the Nine [E1/10]
SPECIAL OBJECTS
Shrine of Stendarr [2/5]
Chest(s)
Potions

Follow the main road south from Dawnstar, and you may well notice this small meeting hall, located to the road's right. This lodge is owned by the Vigilants of Stendarr—a group of monster hunters that specializes in fighting Daedra.
Pray at the shrine inside if you like, and speak to any of the Vigilants here to have them cure you of diseases or maladies you might be suffering, free of charge. Keeper Carcette runs the Hall and offers training in the Restoration skill.

[3.10] Fort Dunstad



RELATED QUESTS

Civil War Quest: Reunification of Skyrim
Civil War Quest: The Battle for Fort Dunstad

RECOMMENDED LEVEL: 6

HABITATION: MILITARY FORT

Bandit or Civil War Soldiers

CRAFTING

Alchemy Labs (2)
Blacksmith Forge
Grindstone
Workbench

DANGERS

Bear Traps
Oil Pool Traps
Wall Trap (lever)

COLLECTIBLES

Skill Book [Heavy Armor]: 2920, MidYear, V6 [A2/10]
Chest(s)
Potions aplenty

This Imperial fort was constructed around the Pale's main road as a highly effective checkpoint station and served as a prison for some of the worst criminals in Skyrim.
Unfortunately, it's been overrun by vicious bandits! However, during the Civil War quest line, the bandits are banished from Fort Dunstad, and the place becomes a point of contention between the Stormcloaks and Imperials.

EXTERIOR

Secure the exterior compound and tavern before breaching the keep, and snag a potion hidden inside a bucket atop the southern exterior watchtower.
Crafting: Blacksmith Forge, Workbench
Potion

STUMBLING SABRECAT (TAVERN)

A pair of bandits lurk in this small tavern's basement. Clear out the place, then raid the basement chest.
Chest (Locked: Apprentice)
Fort Dunstad (Interior)
Breach the stronghold's interior using either the main door or the second-story trapdoor. Inside, wipe out a host of bandits on the first floor, and optionally pull a lever to release a caged Skeever. Three more caged Skeevers are found upstairs, but beware of bear traps on the floor.
Danger! Bear Traps
Chest (Locked: Novice)
Potion

COMMANDER'S QUARTERS

This small barracks is loaded with potions of every sort, but a dangerous mage defends the place.
Crafting: Alchemy Lab
Potions aplenty

PRISON

Enter the prison from the ground floor, and spy a potion that's mixed in with the booze on the wall. A large oil spill in the following hall gives you an opportunity to set the corridor ablaze with a fire-based attack.
Loot a chest and free some caged Skeevers in the next room. If you wish, you can use the Wall Trap there by pulling a nearby lever. The chief of these villainous outlaws lurks upstairs, as does a ladder that leads up to a large chest.
Danger! Oil Pool Trap, Wall Trap (lever)
Crafting: Alchemy Lab, Grindstone
Skill Book [Heavy Armor]: 2920, MidYear, V6 [A2/10]
Chest (Locked: Apprentice)
Potions

4.4 The Pale: Primary Locations II

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[3.11] Shrine of Mehrunes Dagon



RELATED QUESTS
Daedric Quest: Pieces of the Past
DUNGEON: SPECIAL
Dremora
COLLECTIBLES
Skill Book [Enchanting]: Catalogue of Armor Enchantments
Unique Weapon: Mehrunes' Razor [14/18]
Area Is Locked (quest required)
Chests (3)
Potion

High atop the frigid peaks of the Pale's western mountains, narrow stone stairs carved into the rock lead up to an ancient shrine. You visit this site during Daedric Quest: Pieces of the Past.
Decide whether you wish to slay Silus and wield Mehrunes' Razor, a unique and powerful weapon, or allow Silus to keep the blade and be paid a large sum of coin in the process. Fight Dremora both inside and in this shrine, providing the Quest has reached its zenith.

[3.12] The Lord Stone



RECOMMENDED LEVEL: 6
DUNGEON: SPECIAL
Bandit
SPECIAL OBJECTS
Standing Stone: The Lord Stone [3/13]
High atop the snowy mountains on the Pale's western edge, a small crew of bandits guards a tranquil shrine. Lay waste to the ruffians, then inspect the nearby stone to activate it and gain a new sign blessing. Those under the sign of the Lord are more resistant to both physical and magical damage.
Note that you may have only one sign blessing at a time, so activating this Standing Stone will override any previous Stones you may have discovered.

[3.13] Volunruud



RELATED QUESTS

Dark Brotherhood Quest: The Silence Has Been Broken
Dark Brotherhood Quest: Hail Sithis!
Dungeon Quest: Silenced Tongues

RECOMMENDED LEVEL: 14

DUNGEON: DRAUGR CRYPT

Dragon Priest
Draugr
Kvenel the Tongue
Skeleton

DANGERS

Spear Trap (pressure plates)

COLLECTIBLES

Skill Book [One-Handed]: Mace Etiquette
Unique Item: Jeweled Amulet [23/112]
Unique Weapon: Ceremonial Sword [15/80]
Unique Weapon: Ceremonial Axe [16/80]
Unique Weapon: Eduj [17/80]
Unique Weapon: Okin [18/80]

SPECIAL OBJECTS

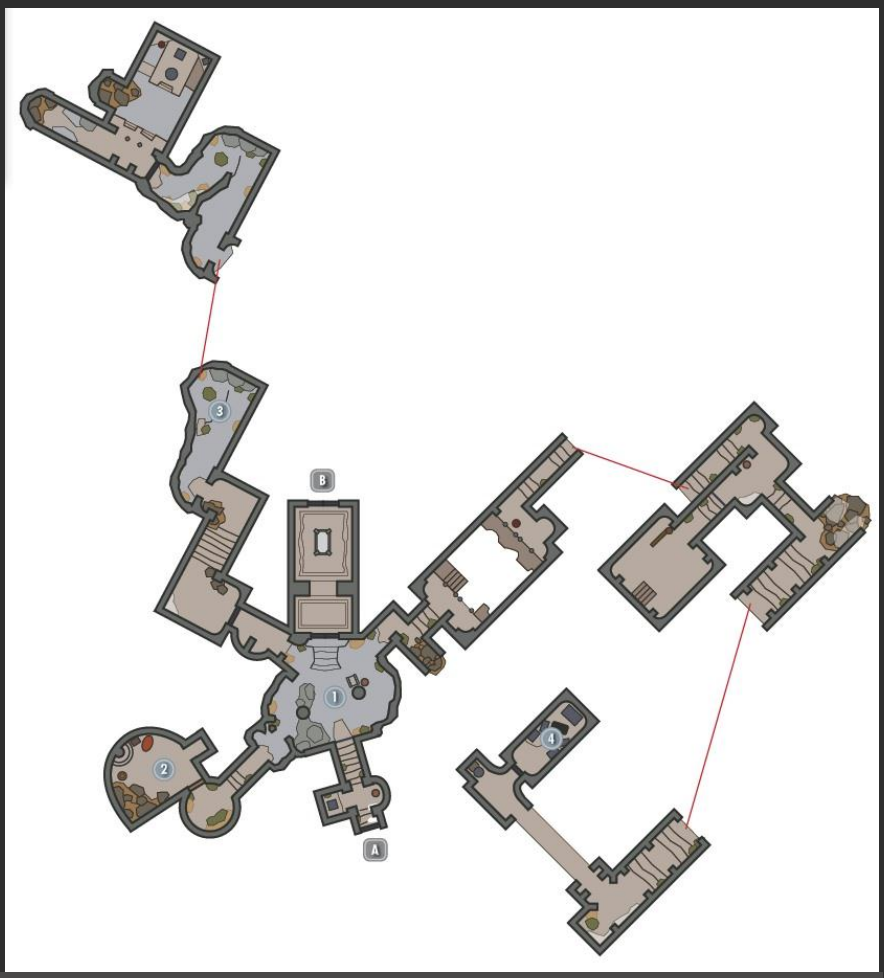
Word Wall: Aura Whisper [1/3]
Chest(s)
Potions

Standing stones mark these sunken ruins, which lie at the far southwest reaches of the Pale. This small Draugr crypt is the personal mausoleum of a legendary Nord named Kvenel the Tongue and houses a pair of legendary weapons that he possessed in life. During Dark Brotherhood Quest: The Silence Has Been Broken, Amaund Motierre will give you a unique amulet here as well.

EXTERIOR

Loot a chest and burial urn outside the ruins, then drop into the recessed area to raid another chest and urn before heading inside.
Chests (2)

Volunruud



A) EXIT TO SKYRIM

1) JUNCTION CHAMBER

Slay an unsuspecting skeleton as you descend into the central cavern, optionally stopping to read the book near the foot of its throne. Three side passage stretch off from this central hub. Scale the north steps to visit an altar room, and inspect the Elder's Cairn Door, which you cannot open until completing the Side Quest that plays out in these ruins.

2) SLEEPING NOOK

Visit this southwest nook first to loot a chest and urn.

Chest

3) WEAPON CHAMBER A

Slay a host of vile Draugr on your way to this far chamber, and head upward to where you find one of the two ceremonial weapons you seek in an open tomb. Claim a Skill Book that rests on a throne here as well. As you exit, beware the two mighty Draugr that guard the weapon.

Skill Book [One-Handed]: Mace Etiquette

Unique Weapon: Ceremonial Sword [15/80]

4) WEAPON CHAMBER B

Dispatch many more undead and avoid dangerous traps as you head to this far room, where the second ceremonial weapon you're after is kept. Bring both weapons back to [2] and scale the north steps once more to at last open the Elder's Cairn Door.

Danger! Spear Trap (pressure plate)

Unique Weapon: Ceremonial Axe [16/80]

B) DOOR TO VOLUNRUUD ELDER'S CAIRN

KNEVEL'S CHAMBER

Battle some Draugr and a powerful undead chieftan called Knevel the Tongue in this cavernous lair. After the melee, search Knevel's remains to obtain two unique weapons, and follow the sound of chanting to locate an ancient Word Wall. Go north and cross a small footbridge to reach a treasure-filled alcove, then drop down to retrace your steps to the entrance.

Unique Weapon: Eduj [17/80]

Unique Weapon: Okin [18/80]

Word Wall: Aura Whisper [1/3]

Chests (4)

Potions

[3.14] Stonehill Bluff



RELATED QUESTS
Side Quest: Repairing the Phial
DUNGEON: GIANT CAMP
Giant
QUEST ITEMS
Mammoth Tusk Powder
Chest(s)
The massive bones of slain mammoths decorate this giant's campsite, which is nestled amongst the Pale's southwest mountains. Slay the mighty giant if you dare, then raid his chest and corpse for plenty of treasure. During Side Quest: The White Phial, you'll find some needed Mammoth Tusk Powder here.

[3.15] Tower of Mzark



RELATED QUESTS
Main Quest: Elder Knowledge
Main Quest: Alduin's Bane
Daedric Quest: Discerning the Transmundane
RECOMMENDED LEVEL: 18
SPECIAL OBJECTS
Underground Connection: Blackreach [10.02]
COLLECTIBLES
Area Is Locked
Chest

This small tower, located just east of Stonehill Bluff [3.14], doesn't appear as a Primary Location on the in-game map, but it's important enough to consider it one. Beyond the tower's locked gate lies an elevator that ferries you down to the mythical Dwarven city of Blackreach [10.02], but you must pull the lever inside the tower to open its gate, making this a one-way ride until after you've used this elevator to exit Blackreach—then the gate remains unlocked.

[3.16] Loreius Farm



RELATED QUESTS
Side Quest: Kyne's Sacred Trials
Dark Brotherhood Quest: Delayed Burial

HABITATION: FARM
Curwe
Vantus Loreius

COLLECTIBLES
Unique Item: Cicero's Boots [14/112]
Unique Item: Cicero's Clothes [15/112]
Unique Item: Cicero's Gloves [16/112]
Unique Item: Cicero's Hat [17/112]
Chest
Potion

Speak to the owner of this quaint farm to obtain Dark Brotherhood Quest: Delayed Burial, which plays out here. However, you can only obtain this quest prior to joining the Dark Brotherhood.
You'll be rewarded no matter how you choose to resolve this quest, but note that if you choose to turn Cicero over to the guards, or if you're unable to convince Loreius to fix his cart's broken wheel, you will find Loreius and his wife murdered when you return here later.
Pick a Novice-level lock to break into the farmhouse if you like. You can steal from a chest and swipe a potion from the floor within.

[3.17] Blizzard Rest



DUNGEON: GIANT CAMP
Giant
Mammoth
Chest (Locked: Expert)
Beware when exploring the Pale's southern scrubland—an ill-tempered giant has made camp here. Exploit the difficult terrain to outmaneuver the lumbering brute when battling him, but beware his roaming mammoths. If you're able, unlock the campsite's chest afterward to obtain valuable plunder.

[3.18] Weynon Stones



RECOMMENDED LEVEL: 18
DUNGEON: SPECIAL
Ice Wraith
SPECIAL OBJECTS
Shrine of Talos [2/17]
Chest (Locked: Novice)

Near the heart of the Pale, just south of the main road, a small collection of stones stands in the scrubland. The broken gear found here is largely worthless; loot a locked chest that's tucked away amongst the surrounding stones instead. You may also pray at the shrine at the base of the statue to receive Talos's blessing.

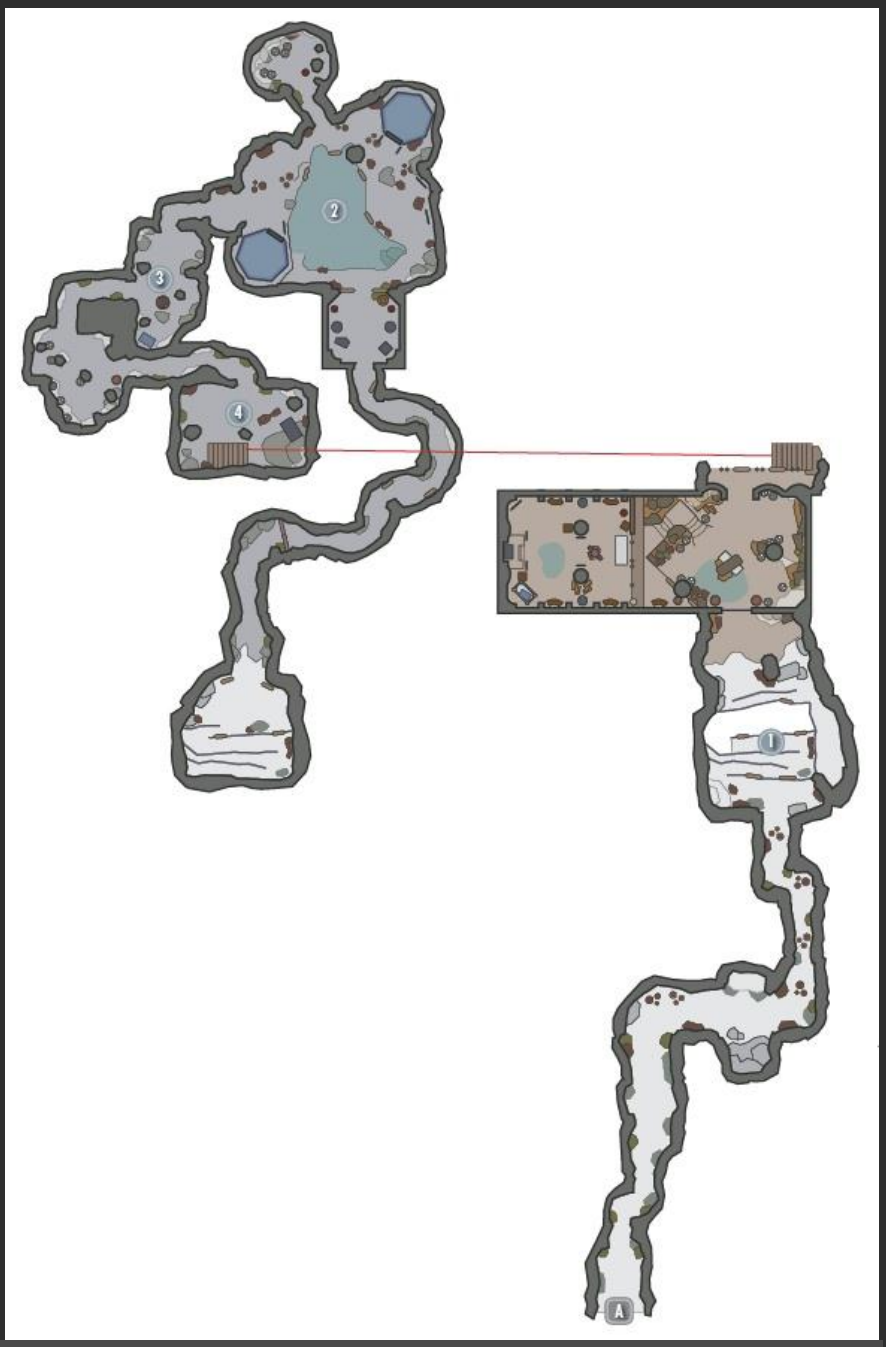
[3.19] Duskglow Crevice



RELATED QUESTS
Side Quest: Captured Critters*
DUNGEON ACTIVITY
Recommended Level: 18
DUNGEON: FALMER HIVE
Animal
Bandit
Falmer
COLLECTIBLES
Captured Critter: Moth in a Jar [1/5]
Skill Book [Lockpicking]: The Wolf Queen, v1
Skill Book [Pickpocket]: Purloined Shadows [C1/10]
Chest(s)
Potions

This small cave is home to several vicious entities, but valuable treasure awaits the bold.

Duskglow Crevice



A) EXIT TO SKYRIM

1) TALL CAVERN

Murder a few lowly bandits on your way into this first sizeable cavern, and slay a few Falmer here to secure the area. You can't reach the far ledge at present; watch your footing as you descend to the lower passage instead.

2) FALMER DEN

The vicious Falmer have erected a few tents here—search one of them to discover an odd-looking chest. Follow the north passage to locate an angry Chaurus, and loot the body of its latest victim.

Chest

3) FIREPIT CAVE

Don't miss the chest in this small cavern—it's hidden in the shadows.

Chest

4) CHAURUS CHAMBER

Butcher another Chaurus on your way to this large chamber, then scale some stairs and squash yet another of the giant bugs. Proceed westward to locate a large chest and several valuable potions, along with a pair of Skill Books and a special Moth in a Jar that pertains to Side Quest: Captured Critters.

Pull the chain on the wall in the corner near the potion shelf to open the downstairs portcullis, granting passage back to the cave's entrance.

Captured Critter: Moth in a Jar [1/5]
Skill Book [Lockpicking]: The Wolf Queen, v1
Skill Book [Pickpocket]: Purloined Shadows [C1/10]
Chest
Potions

[3.20] Silverdrift Lair



RECOMMENDED LEVEL: 6

DUNGEON: DRAUGR CRYPT

Bandit
Draugr

DANGERS

Battering Ram Trap (wall chain)
Oil Lamp Trap
Oil Pool Trap
Swinging Spikes (pressure plates)
Spear Trap (pedestal pressure plate)

COLLECTIBLES

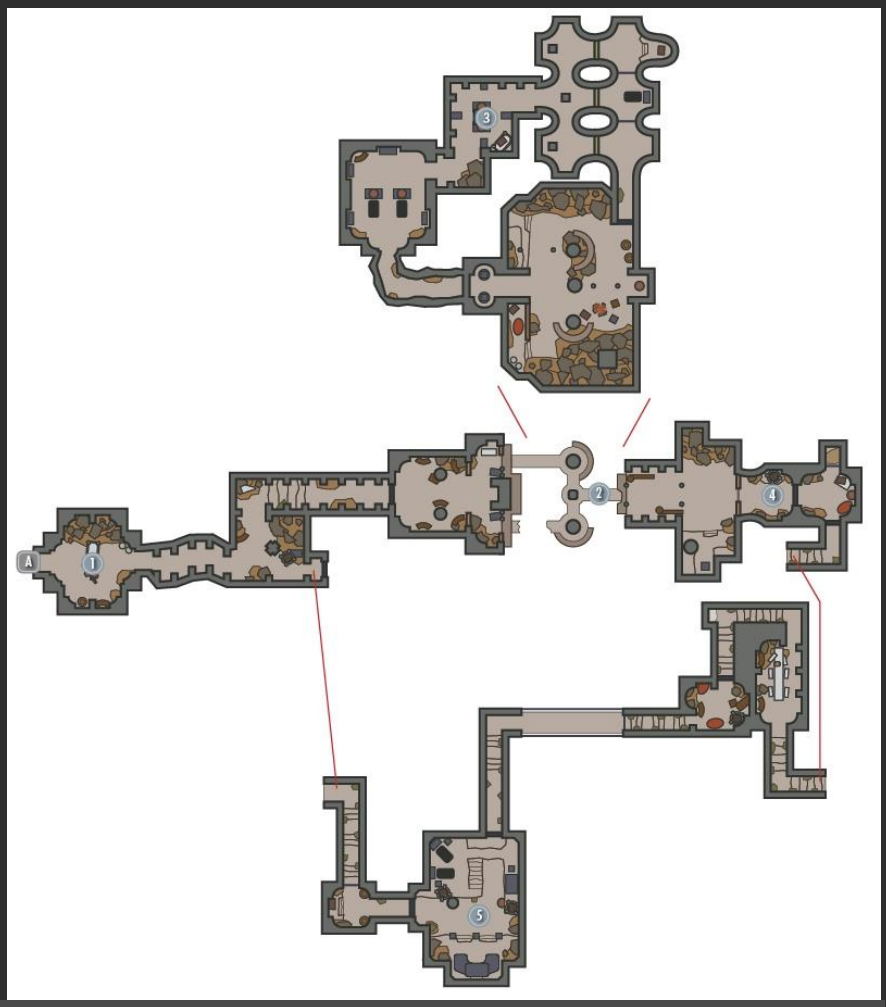
Skill Book [Pickpocket]: Thief
Skill Book [Two-Handed]: Words and Philosophy

SPECIAL OBJECTS

Word Wall: Disarm [2/3]
Chest(s)
Potions aplenty

These Nordic ruins, which lie along the southwest base of the Pale's eastern mountains, have become home to ruthless bandits. Dispatch a few exterior guards before investigating the ruins' interior.

Silverdrift Lair



A) EXIT TO SKYRIM

1) ENTRY CHAMBER

Loot an urn and the corpses of a few bandits in this first chamber before delving down into the Draugr-filled passages ahead. Don't miss the coin purse and piece of gear that's tucked away behind some rubble in the passage as you make your way to [2].

2) CENTRAL CHAMBER

Collect a number of potions from a table and a shelf as you enter this large, central chamber. Find a Skill Book on a stone table at the room's east end before heading downstairs to loot a couple of chests and turn a pair of handles in the oily western nook to open a passage leading toward [3].

Danger! Oil Lamp Trap, Oil Pool Trap, Swinging Spikes (pressure plate)
Skill Book [Two-Handed]: Words and Philosophy
Chest
Chest (Locked: Apprentice)
Potions aplenty

3) BURIAL CHAMBERS

Slay a few Draugr in these passages, then open a locked chest to claim plenty of precious gear. Turn the handles on the three stone pillars that follow to open small chambers filled with treasure and enemies. Pass through the south chamber to return to [2].

Chest
Chest (Locked: Master)
Potions

4) PORTCULLIS PASSAGE

Explore the elevated walkways at [2] to discover a handle on the central stone pillar. This opens the east portcullis; jump the dangerous pressure plate at the walkway's end and beware the powerful Draugr ahead.

When taking the valuable item from the southern pedestal, stand on the nearby rockshelf to avoid being impaled by floor spikes. Find a Skill Book lying on a stone mound in a corner near a brazier, bedroll, and chest that's resting on a short shelf.

Pull a wall chain to the east to open the next portcullis—but keep back to avoid the dangerous battering ram that unexpectedly swings through.

Danger! Battering Ram Trap (wall chain), Swinging Spikes (pressure plate), Spear Trap (pedestal pressure plate)
Skill Book [Pickpocket]: Thief
Chests (2)
Potions

Word Wall Chamber

Navigate a series of passages to reach this large chamber, where two mighty Draugr guard an ancient Word Wall. Slay the fiends and then approach the Word Wall to learn a new Word of Power.

Take the west door back to the ruins' entrance, pillaging a large chest and turning the nearby handle on the wall to open the exit route.

Word Wall: Disarm [2/3]
Chest

[3.21] Shrouded Grove



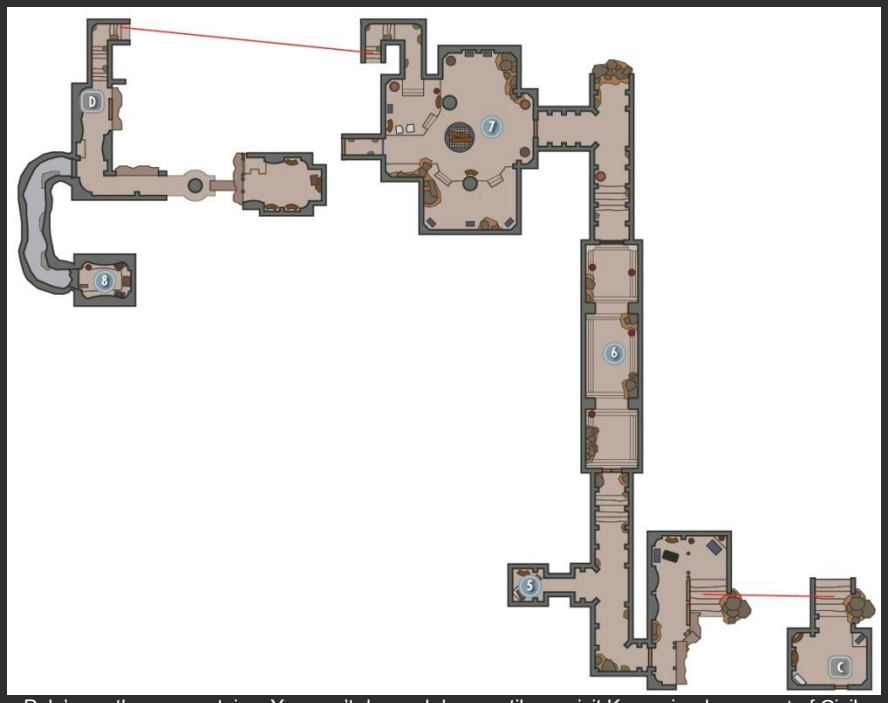
RECOMMENDED LEVEL: 8
DUNGEON: SPRIGGAN GROVE
Animal
Spriggan
COLLECTIBLES
Skill Book [Light Armor]: Ice and Chitin
Chest(s)
Battle a Spriggan and its animal companion at this grove before entering the small nearby cave. Slay another Spriggan and dangerous animal inside the cave, then open the half-buried chest to claim plenty of loot.

[3.22] Korvanjund



RELATED QUESTS
Civil War Quest: The Jagged Crown
RECOMMENDED LEVEL: 12
Dungeon: Draugr Crypt
Bandit (Prequest)
Soldier (Imperial or Stormcloak depending on your allegiance)
Draugr
DANGERS
Oil Lamp Traps
Oil Pool Traps
Swinging Blade Trap
Trapped Chest
PUZZLES
Nordic Puzzle Door (Ebony Claw)
QUEST ITEMS
Jagged Crown
COLLECTIBLES
Dragon Claw: Ebony Claw [3/10]
Skill Book [Light Armor]: Jornibret's Last Dance
Unique Item: Jagged Crown [24/112]
SPECIAL OBJECTS
Word Wall: Slow Time [2/3]
Chest(s)
Potions

Korvanjund Halls



These unusual, crevicelike ruins are found north of the Pale's southern mountains. You can't do much here until you visit Korvanjund as a part of Civil War Quest: The Jagged Crown. A rockslide seals off much of the ruins until then.

EXTERIOR

Defeat a few dangerous bandits to secure the crevicelike exterior of these ancient ruins. (During Civil War Quest: The Jagged Crown, the bandits will already be slain and replaced with either Imperial or Stormcloak soldiers, depending on your allegiance.) If possible, unlock a Master-level gate at the far basin to access a chest and a few coin purses. Head through the upper door to enter the Korvanjund Temple.

Chest

A) EXIT TO SKYRIM

1) ENTRY CHAMBER

Loot a chest in this first small chamber, then cross the huge hall that follows.

Chest

2) OPEN-AIR CHAMBER

The ceiling has collapsed here, allowing fresh air and light to pour in. Raid the chest on the east balcony and loot a number of urns found at the chamber's bottom, then take either the upper or lower north passage to reach [3] (taking the upper passage gives you a tactical advantage).

Chest (Locked: Novice)

Potion

3) OIL LAMP CHAMBER

Knock down this chamber's plentiful array of hanging lamps to ignite various pools of oil on the ground and burn up the enemy soldiers that assault you here. Though the large east chest is empty, a Skill Book sits not far away.

Danger! Oil Lamp Traps, Oil Pool Traps

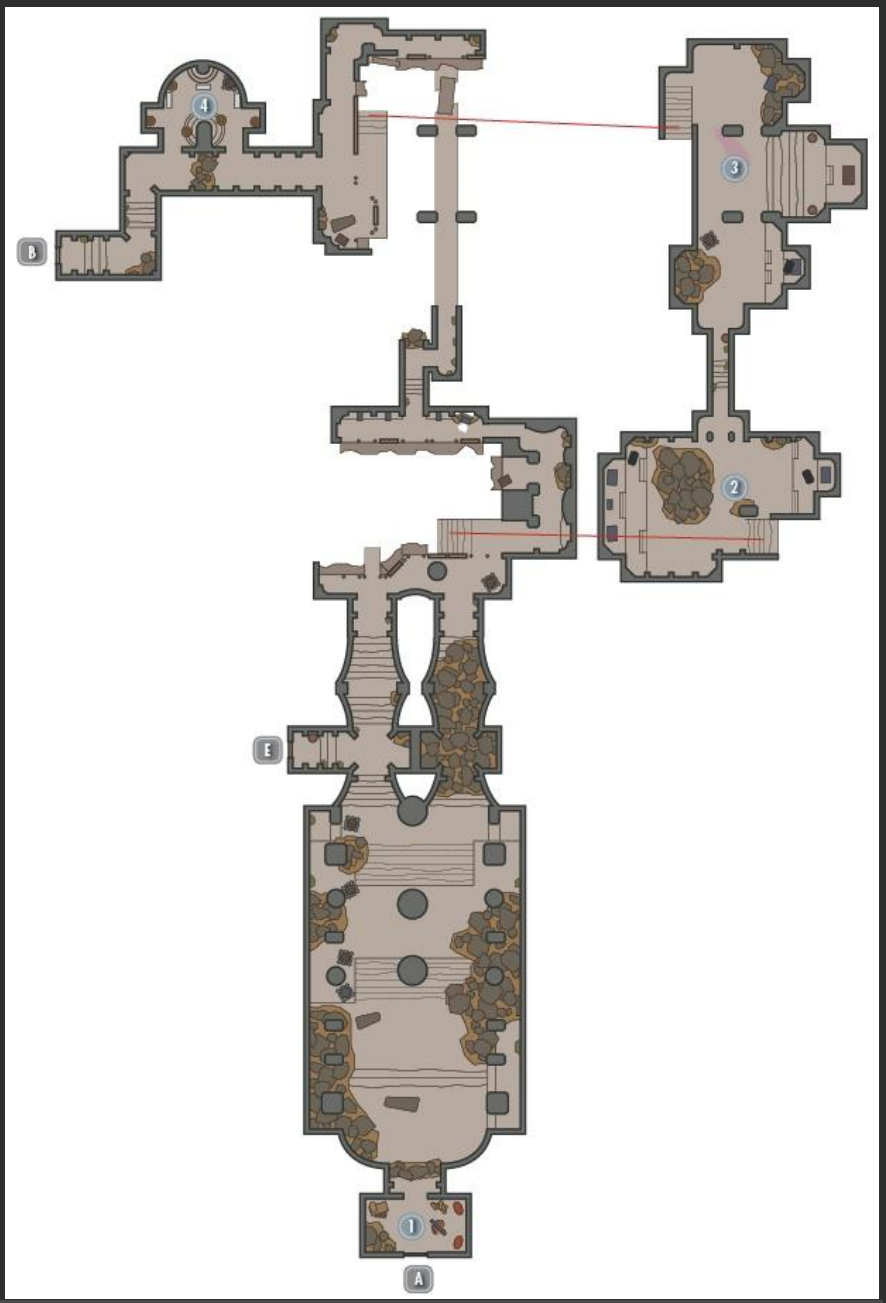
Skill Book [Light Armor]: Jornibret's Last Dance

4) URN ROOM

Loot an assortment of urns on your way through this small chamber as you make for the Korvanjund Halls.

B) DOOR TO KORVANJUND HALLS

Korvanjund Temple



C) DOOR TO KORVANJUND TEMPLE

5) TRAPPED TREASURE NOOK A

Sprint straight past the swinging blades in the passage that leads to this small treasure room—you can just make it through unscathed. Pull a lever in the room to deactivate the blades and make your exit less stressful.

Danger! Swinging Blade Trap

Chest

6)PUZZLE DOOR PASSAGE

Collect the Ebony Claw from the ground near this passage's peculiar door. Inspect the Ebony Claw in your inventory to notice three symbols running down its palm. Rotate the door's three rings to mimic the same sequence of symbols (Wolf, Moth, Dragon), then inspect the central keyhole to insert the Ebony Claw and open the way forward.

Dragon Claw: Ebony Claw [3/10]

7) GREAT HALL

Take the north passage to go upstairs, then cross this large chamber's elevated walkway to locate a chest. Pull the nearby wall handle to open the portcullis, gaining access to the Korvanjund Crypts—but beware that doing so causes a number of Draugr to burst out from the surrounding sarcophagi.

8) TRAPPED TREASURE NOOK B

Before rushing off to the crypts, take the upstairs west passage to locate a dagger sitting on a pedestal. If you take the dagger off the pedestal, a secret passage will open, revealing a tunnel to a room containing a large chest. Notice the holes in the floor and ensure you're not standing near one when opening the chest—spikes shoot up when you lift its lid. (You may also attempt to disable the chest's trigger hinge.)

Danger! Trapped Chest

Potion

D) DOOR TO KORVANJUND CRYPTS

KORVANJUND CRYPTS

Slay the mighty Draugr that sleeps upon this great chamber's central throne, then loot the locked chest behind the throne and approach the far Word Wall to gain a new Word of Power. You're all done here. Take the southeast passage to quickly find your way back to the temple's entrance.

Word Wall: Slow Time [2/3]

Chest (Locked: Apprentice)

Potion

E) DOOR TO KORVANJUND CRYPTS

[3.23] Tumble Arch Pass



DUNGEON: GIANT CAMP

Giant
Mammoth
Chest

A massive bonfire blazes away at the northern base of the Pale's southern mountains—a sure sign of a giant's campsite. Muster your courage and defeat the mighty brute, firing down from the upper rock ledge to present a difficult target. Loot the giant's corpse afterward, along with the nearby chest.

4.5 The Pale: Primary Locations III

Next Page >

[3.24] Shearpoint



RELATED QUESTS
Side Quest: Masks of the Dragon Priests*
DUNGEON: DRAGON LAIR
Dragon (after Main Quest: Dragon Rising)
Krosis
COLLECTIBLES
Dragon Priest Mask: Krosis [6/10]
SPECIAL OBJECTS
Word Wall: Throw Voice [1/1]
Chest (Locked: Master)
Located high atop the Pale's southern mountains, Shearpoint is the most formidable of all the Dragon Lairs. This ancient Word Wall is guarded by a dragon and by a terrifying Dragon Priest as well.
This is Krosis, who holds one of the eight masks needed to unlock the Konahrik Mask at Labyrinthian [2.23]. You learn all three Words of Power at once from Shearpoint's World Wall, unlike all other Word Walls, which each bestow only one Word of Power.

[3.25] Nightgate Inn



RELATED QUESTS
Civil War Quest: Reunification of Skyrim
Civil War Quest: A False Front
Dark Brotherhood Quest: Recipe for Disaster
Miscellaneous Objective: Innkeeper Rumors
HABITATION: INN
Balagog gro-Nolob
Fultheim
Hadring (Innkeeper)
SERVICES
Trader (Innkeeper): Hadring [5/15]
Food, Room and Board
Quest Rumors
QUEST ITEMS
Writ of Passage
COLLECTIBLES
Skill Book [Sneak]: The Legend of Krately House [B1/10]
Chests (2)

This old tavern is one of the few places where one can find a warm bed and frothy pint in the southern end of the Pale. The unscrupulous can steal from a few chests here if they wish.
One particular Dark Brotherhood Quest leads you to this humble establishment, where you must kill an Orc named Balagog gro-Nolob and steal the important Writ of Passage that he possesses.

[3.26] Blackreach Elevator (Alftand)



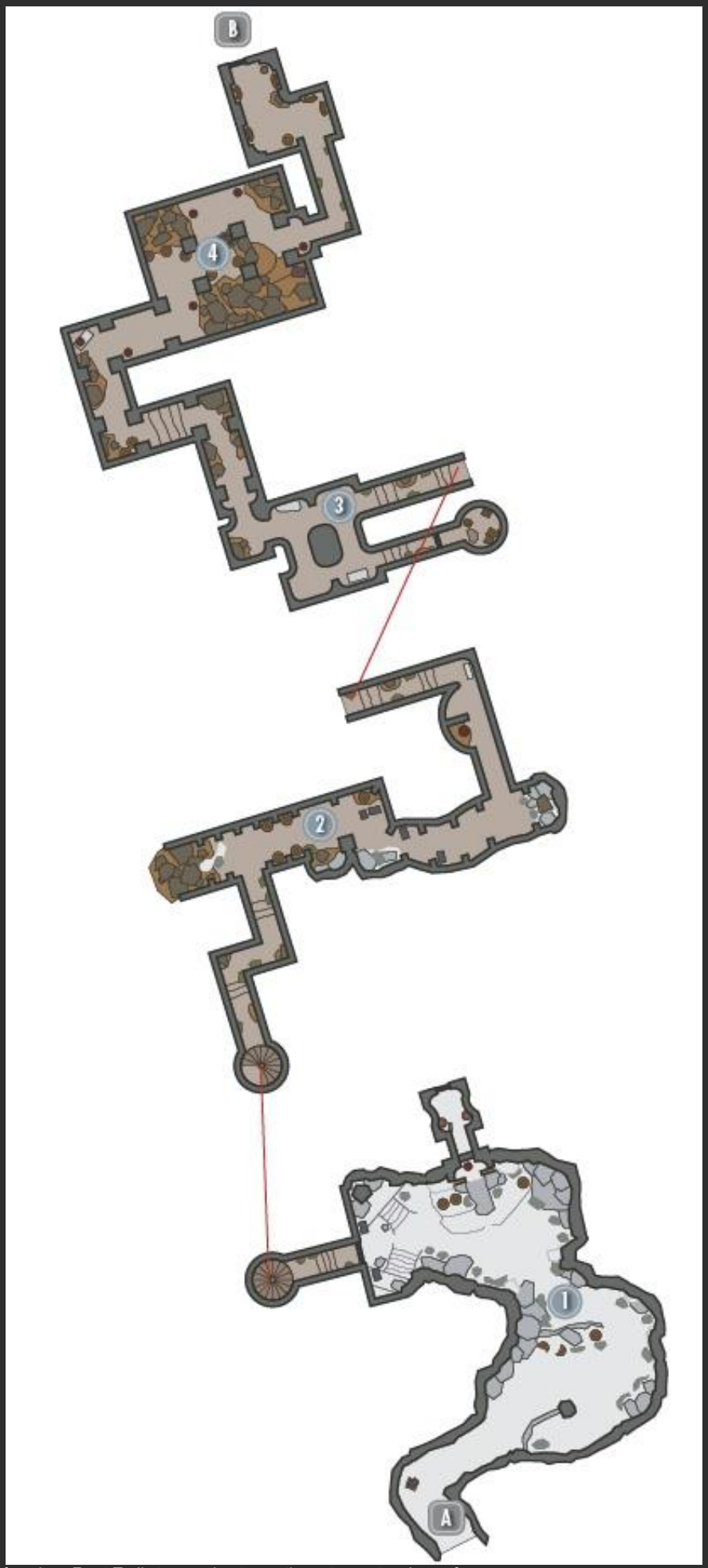
SPECIAL OBJECTS
Underground Connection: Blackreach [10.02]
COLLECTIBLES
Area Is Locked
This small tower, located high up on the hills north of Nightgate Inn [3.25], doesn't appear as a Primary Location on the in-game map, but it's important enough to be considered one.
Beyond the tower's locked gate lies an elevator that transports you down to the legendary dwarven city of Blackreach [10.02], but you must pull the lever inside the tower to open its gate. This makes this a one-way trip until after you've used this elevator to exit Blackreach (the gate remains unlocked afterward).

[3.27] Forsaken Cave



RELATED QUESTS
Side Quest: The White Phial
RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT
Curalmil
Draugr
Frost Troll
CRAFTING
Alchemy Lab
DANGERS
Battering Ram Trap (pressure plate)
Dart Trap (pressure plate)
Rising Floor Trap
QUEST ITEMS
Cracked White Phial
COLLECTIBLES
Skill Book [Alchemy]: A Game at Dinner
Skill Book [Block]: The Mirror
SPECIAL OBJECTS
Word Wall: Marked for Death [1/3]
Chest(s)
Potions

Forsaken Cave



Just off the main road at the Pale's southeast end, a ferocious Frost Troll stomps about near the entrance to a huge, frozen cave.

A) EXIT TO SKYRIM

1) TROLL CAVERN
Loot a satchel and chest as you enter this first frosty cavern, which is home to a pair of Frost Trolls and numerous gold-holding urns. Open an iron door and proceed to [2].
Chest
Satchel

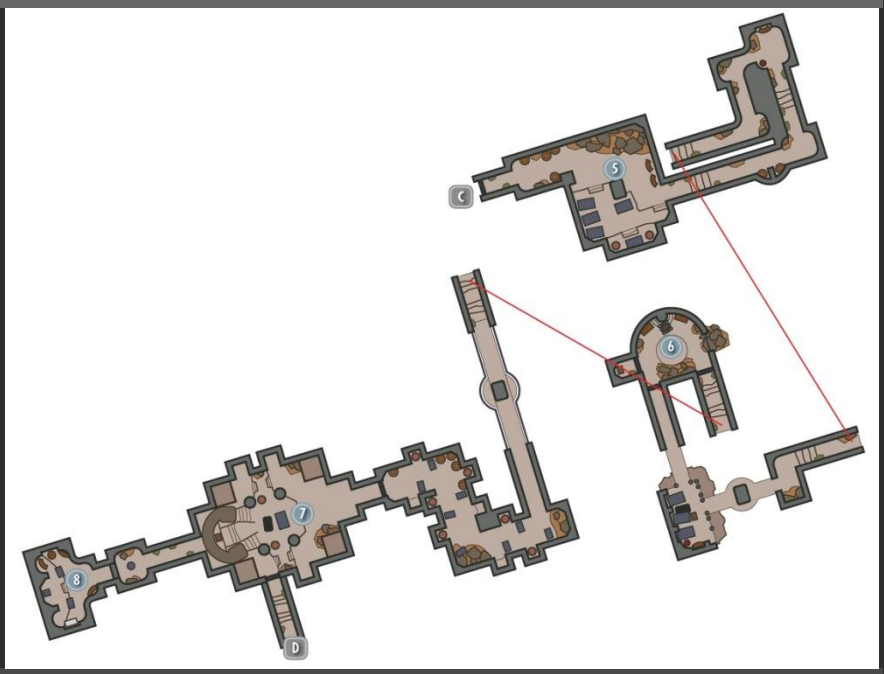
2) TRAPPED PASSAGE
Loot even more urns and skirt a pressure plate in this hall to avoid being perforated by arrows. Open a chest and beware the host of Draugr that lurk just ahead.
Danger! Dart Trap (pressure plate)
Chest

3) BURIAL HALLS
Loot a number of burial urns in these passages, which are lined with the resting dead. Spy a Skill Book lying on a stone table, and unlock an Adept-level door to access a small room with a chest.
Skill Book [Block]: The Mirror
Chest

4) COLLAPSING CHAMBER
Slay more Draugr in this chamber, and don't miss the chest that's hidden in the shadows among the southeast rubble. Jump a pressure plate in the passage that follows to avoid a trap, and proceed into the crypts.
Danger! Battering Ram Trap (pressure plate)
Chest
Potions

B) DOOR TO FORSAKEN CRYPT

Forsaken Crypt



C) DOOR TO FORSAKEN CAVE

5) JUNCTION CHAMBER
Loot a few urns on your way into this tall, multitiered chamber. Slaughter all Draugr and navigate the east passages to reach this chamber's second level. Open a chest up here and then proceed north to [6].
Chest
Potions

6) TRAPPED FLOOR ROOM
Beware the center of the floor in this small chamber—stepping on it causes it to rise, slamming you into lethal ceiling spikes. Unlock the Expert-level west door to access a treasure nook, then proceed through the other door to cut back through [5] and eventually arrive at [7].
Danger! Rising Floor
Chest

7) CURALMIL'S CHAMBER
Cut down more undead and loot more urns on your way to this chamber, where a mighty Draugr warrior awaits. Sprint past the swinging blades and slay Curalmil, then scale the nearby steps to reach a large chest and Word Wall.
Word Wall: Marked for Death [1/3]
Chest

8) PHIAL CHAMBER
Make your way to this quiet chamber, which opens after you use Nurelion's Mixture. Collect the Cracked White Phial from the pedestal, along with a Skill Book. Return to [7] and take the exit passage back to the cave's entrance.
Crafting: Alchemy Lab
Cracked White Phial
Skill Book [Alchemy]: A Game at Dinner
Apothecary's Satchel
Potions

D) DOOR TO FORSAKEN CAVE

E) DOOR TO FORSAKEN CRYPT

[3.28] Yorgrim Overlook



RECOMMENDED LEVEL: 5
DUNGEON: SPECIAL
Skeleton
COLLECTIBLES
Chest(s)
At the Pale's southeast end, a shallow cave has been carved into the mountains that form the border to Winterhold. Slay a few skeletons up here, then see if you can unlock an Expert-level gate and claim the contents of a large chest.

[3.29] Bronze Water Cave



RELATED QUESTS
Thieves Guild Quest: Blindsighted
Dungeon Activity
DUNGEON: ANIMAL DEN
Animal
Underground Connection: Irkngthand [3.31]
COLLECTIBLES
Unique Weapon: Nightingale Bow [19/80]
Along the Pale's southeast border, several thick metal pipes protrude from the ground near a widemouthed cave. Enter the cave with caution—a pair of ferocious beasts lurk within.
You also visit this cave during a frantic escape from Irkngthand [3.31] at the climax of Thieves Guild Quest: Blindsighted. When you make good your escape, Karliah rewards your success with a unique bow.

[3.30] Pale Stormcloak Camp



RELATED QUESTS
Civil War Quest (when active, depending on who you side with)
HABITATION: MILITARY: STORMCLOAK CAMP
Stormcloak Quartermaster (Blacksmith)
Stormcloak Soldier
SERVICES
Trader (Blacksmith): Stormcloak Quartermaster [8/33]
Weapons, Apparel, Misc
CRAFTING
Anvil
Grindstone
Workbench
SPECIAL OBJECTS
Civil War: Map of Skyrim
Chests (2)

The Stormcloaks have set up a samll encampment here, but this site may appear only during the Civil War quest line. Feel free to trade with the quartermaster or improve your weapons at his crafting workstations. Examine the map in the largest tent to potentially update your own.

[3.31] Irkngthand



RECOMMENDED LEVEL: 12
RELATED QUESTS
Thieves Guild Quest: Blindsighted
Thieves Guild Additional Quest: Larceny Targets*
Dungeon Activity
DUNGEON: DWARVEN CITY
Animal
Bandit
Dwarven Sphere
Dwarven Spider
Dwarven Centurion
Falmer
Mercer Frey
CRAFTING
Alchemy Lab
Tanning Rack
DANGERS
Bear Traps
Bone Alarm Trap
Dwarven Fire Pillar Trap (proximity)
Dwarven Thresher (proximity)
Dwarven Thresher (lever)

Flail Trap (door)
Flamethrower Trap (proximity)
Flamethrower Trap (pressure plates)
Spear Trap (pressure plate)
Underground Connection: Bronze Water Cave [3.29]

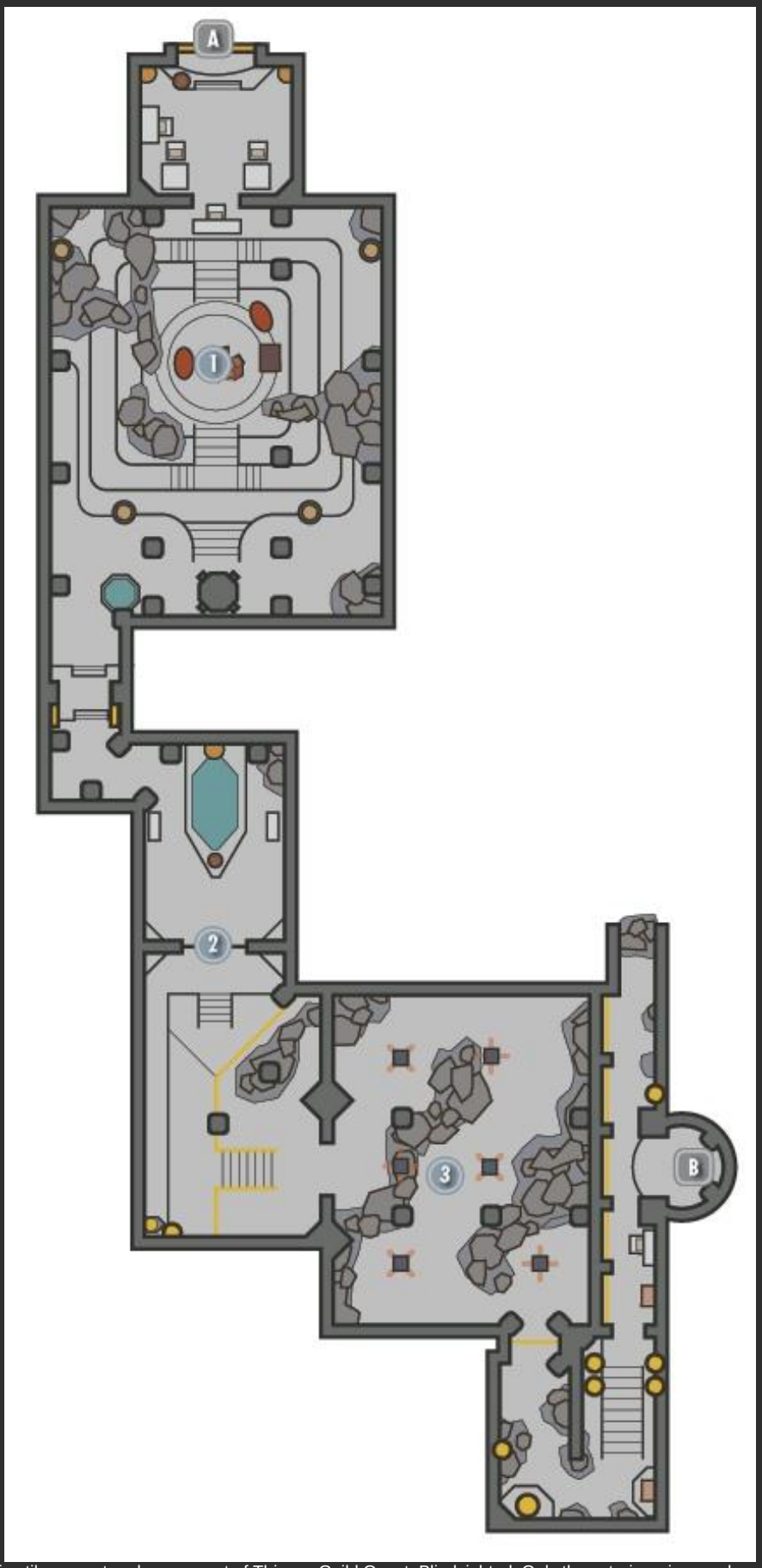
QUEST ITEMS

Skeleton Key
Right Eye of the Falmer

COLLECTIBLES

Larceny Target: Left Eye of the Falmer [2/7]
Unique Item: Skeleton Key [25/112]
Area Is Locked (quest required)
Chest(s)
Potions aplenty

Irkngthand Arcanex



This massive dwarven city remains largely sealed off until you venture here as part of Thieves Guild Quest: Blindsighted. Only the exterior ruins can be explored until then. Use stealth whenever possible here.

EXTERIOR

Bandits have established a campsite at Irkngthand's exterior ruins. The front gate is sealed, so go west, pillaging a chest and swiping some potions from a wooden table. Go left and scale the stone steps, skirting bear traps and swiping some potions from a lean-to found at the top.

Find a chest tucked away beneath another wooden table near some bedrolls, then avoid a pressure plate trap in the tunnel-like passage that follows. Pull the lever beyond the tunnel to open Irkngthand's front gate.

Scale a series of narrow wooden stairs afterward to locate the bandits' leader. Loot two more chests that the chief guards. Scale the following ramps to reach the high door that leads to the Irkngthand Arcanex—these last few ramps appear only when the "Blindsighted" quest is active.
Danger! Bear Traps, Spear Trap (pressure plate)
Chests (2)
Chest (Locked: Apprentice)
Chest (Locked: Adept)
Potions

A) EXIT TO SKYRIM

1) ENTRY CHAMBER

Bandits lay slain near a firepit in this first chamber—likely the work of your quarry, Mercer Frey. Loot the large nearby chest if you're able to pick its tricky lock—an even more challenging dwarven chest sits nearby, tucked away near the middle of the west wall. Beware of a patrolling Dwarven Sphere as you make your way to [2].
Chest (Locked: Expert)
Chest (Locked: Master)

2) PIPEWORKS PASSAGE

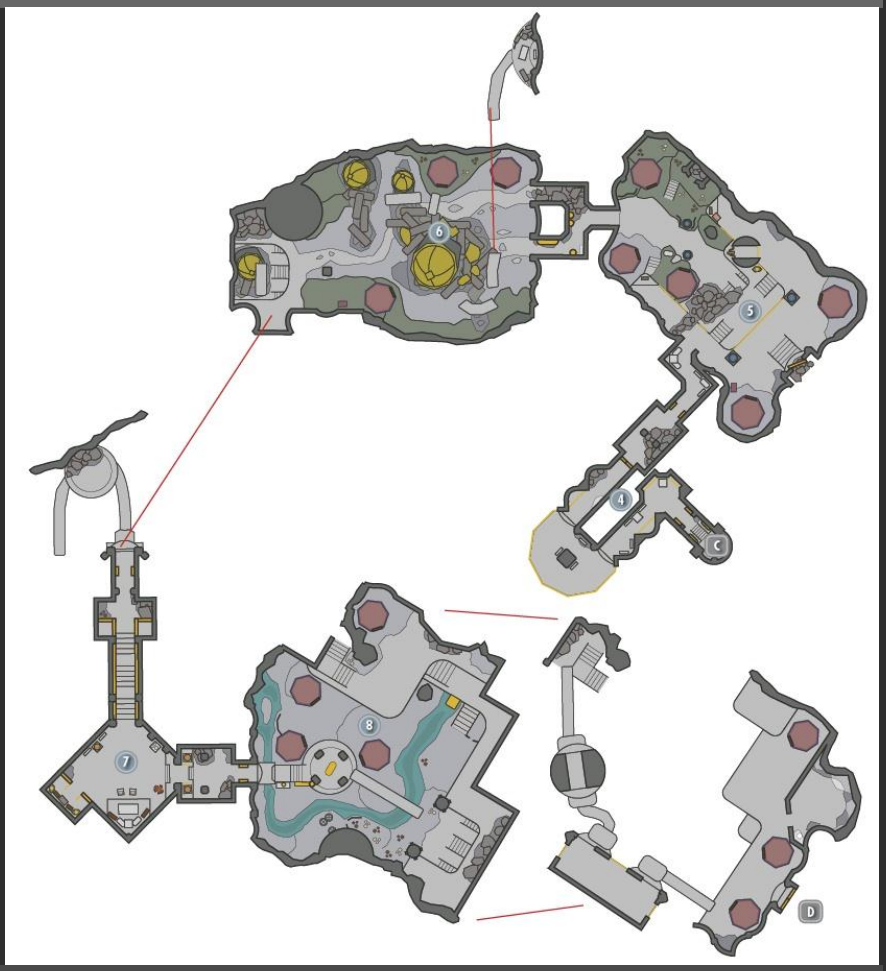
Sneak through this passage to reduce the odds of alerting reinforcement sentries. Find two small dwarven chests at the far south end of the passage—one on the lip of the outside wall, the other near the foot of the nearby stairs.
Chest

3) GATE CHAMBER

Keep as close to the outside wall as possible to avoid this wide chamber's spinning Flame Pillars. Sneak or you'll alert Dwarven Spiders, which stand too short to be harmed by the traps.
You can just barely circle past the final spout without being seared. Open the gate beyond and navigate a passage that leads up to a high east balcony, raiding a couple of chests as you go. Use the Alchemy Lab if you wish before taking the elevator down to the Grand Cavern.
Danger! Dwarven Fire Pillar Trap (proximity)
Crafting: Alchemy Lab
Chests (Locked: Apprentice) (2)
Potions

B) ELEVATOR TO IRKNGTHAND GRAND CAVERN

Irkngthand Grand Cavern



C) ELEVATOR TO IRKNGTHAND ARCANEX

4) ENTRY PASSAGE

After meeting up with Karliah and Brynjolf, stand back after opening the door here—Mercer has left it trapped, and a mace will come swinging your way. (Alternately, you can try and disable the trap's hinge.)
Unlock an Expert-level gate a few paces farther to claim a chest and some potions. Continue out onto a balcony overlooking a huge cavern and you can spot Mercer offing a pair of Falmer. You cannot get to him yet, so continue down a sloping passage.
Danger! Flail Trap (door)
Chest
Potion

5) CAVERN A

Turn left as you enter this first massive cavern and creep across a pile of debris to locate a lever. Pull the lever, then creep back the way you came and loot a grotesque chest that sits near a Falmer tent with several potions.
Continue sneaking around the balcony and, if possible, unlock an Expert-level gate so you may fire a ballista down at the dangerous Falmer below. Raid a chest at the balcony's other end and find the second lever there.
You must pull one of the levers, then race to the other side to pull the other lever to open the gate below or the levers will reset. You can tell that the gate is open when the dwarven lamps on either side are both lit.
Make your way downstairs, looting the chest that's tucked away near the steps. Avoid the road that follows—it's trapped with lethal spinning blades. Hop up and navigate the earthen ledges instead, finding a chest stashed near the north wall. Use stealth or you will alert the Sphere Centurions here.
Danger! Dwarven Thresher (proximity)
Crafting: Tanning Rack
Chests (2)
Chest (Locked: Novice)
Chest (Locked: Adept)
Potions

6) CAVERN B

This second cavern is as big as the first. Sneak through here to avoid alerting the roaming Falmer. Scale a ramp as you enter to visit a small balcony with a few ingredients, as well as a good sniping position.
Search the ledge to the left of the central road to discover a Falmer chest. A dwarven chest lies in the rubble at the trail's end. Follow a looping walkway around to reach the hallway that leads to the third cavern.
Chest
Chest (Locked: Apprentice)

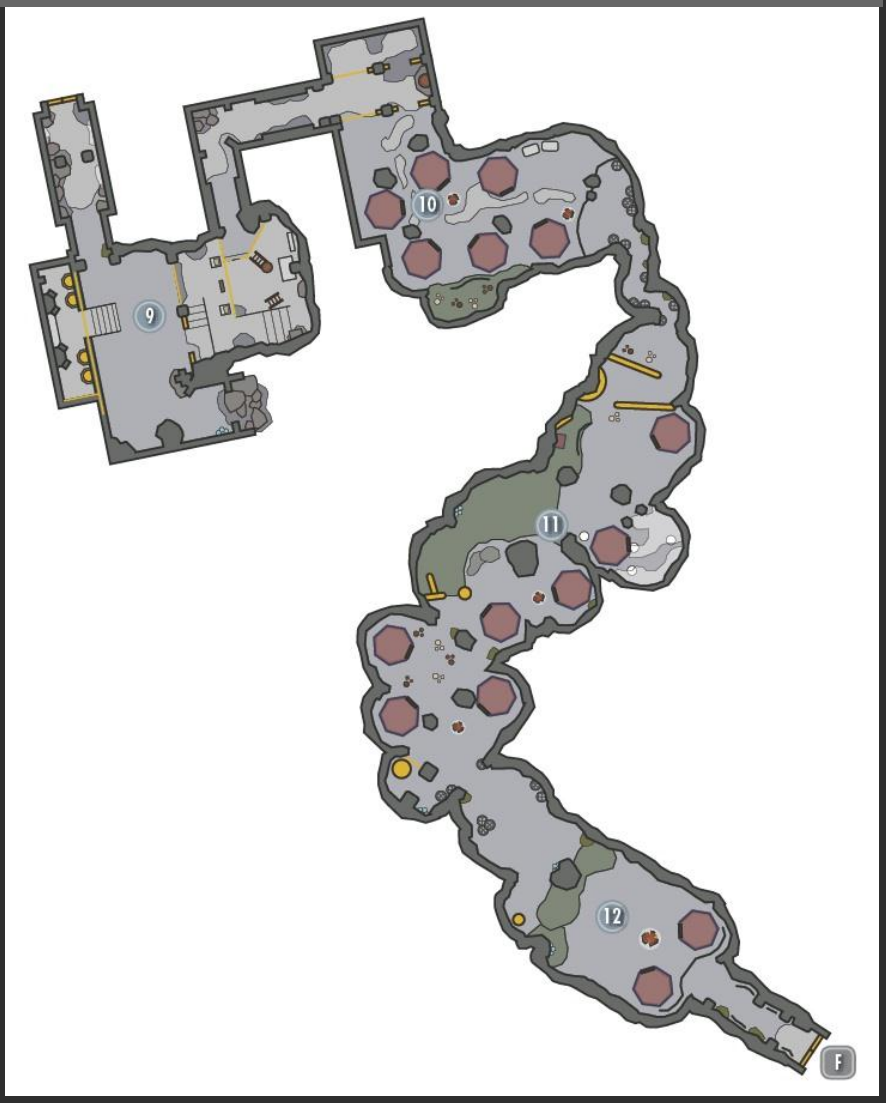
7) CONNECTING HALLWAY

Mercer Frey has been here, looted the place, and scribbled a taunting message on the wall. Three scrolls of Detect Life can be found here, which can make the fight with Mercer much easier, so be sure to grab them.
Danger! Bear Traps

8) CAVERN C

The third cavern is the largest of all, and it's teeming with powerful Falmer and a Dwarven Centurion. Do your best to avoid detection, and optionally jump off the bridge's right side, which you start on when entering the area.
Press the button at the base of the entry stairs to unleash the Dwarven Centurion on the unsuspecting Falmer. Scale the east steps and cross a long walkway to advance toward the cavern's south end, where more Falmer and a nest of Frostbite Spiders threaten you.
Watch out for Bear Traps left by Mercer along the way. Loot the two chests near the Falmer tents before proceeding through the door to the Slave Pens.
Danger! Bear Traps
Chest

D) DOOR TO IRKNGTHAND SLAVE PENS
IRKNGTHAND SLAVE PENS



E) DOOR TO IRKNGTHAND GRAND CAVERN

9) ENTRY AND TORTURE ROOM

Ignore this area's locked gate—there's little of interest behind it. Check the south rubble to discover a chest, then sneak down and pull the lever on the east balcony to slice up the unsuspecting Falmer below. Go downstairs and collect an array of potions from a table.
Search an unfortunate thief to discover his last words, which hint at riches ahead. Beware of the pressure plates in the passage that leads to [10].
Danger! Bone Alarm Trap, Dwarven Thresher (lever), Flamethrower (pressure plates)
Chest
Potions aplenty

10) FALMER CAMP

Several powerful Falmer are camped here, making this a dangerous area. Sneak through by keeping close to the west wall. Two of their tents contain chests.
Chests (2)

11) CHAURUS DEN

Stick close to the west wall to slip past the Falmer in this area, raiding a chest as you go. Beware of two hulking Chaurus that lurk to the south. A chest with a difficult lock sits in one of the southern tents, and a potion lies on the ground where the passage bends southeast.
Pipes span the ceiling above the area with the Chaurus. Sneaking along here should allow you to bypass the enemies below or give you a great vantage to snipe them. A health potion can also be found at the opposite end of this cave.
Chest (Locked: Apprentice)
Chest (Locked: Expert)

12) SANCTUARY ACCESS

Loot one last chest—an ornate dwarven chest with an intricate lock—as you make your way through the Slave Pens' final stretch. Proceed through the nearby gate to reach the door to the Irkngthand Sanctuary.
Chest (Locked: Master)

F) DOOR TO IRKNGTHAND SANCTUARY

IRKNGTHAND SANCTUARY

You finally catch up with your quarry in the sanctuary. Slay Mercer Frey in an epic battle (see Thieves Guild Quest: Blindsighted for complete strategies), then loot his body to obtain vast wealth, including the priceless Right Eye of the Falmer and the quest-related Skeleton Key.
The cavern soon begins to collapse and fill with water. Exploit the rising tide to make your escape, but the way will open to you only if you possess the Skeleton Key. You will eventually emerge in Bronze Water Cave [3.29].
Right Eye of the Falmer
Larceny Target: Left Eye of the Falmer [2/7]
Unique Item: Skeleton Key [25/112]

[3.32] Raldbthar



RELATED QUESTS

Dark Brotherhood Quest: Sentenced to Death

DUNGEON ACTIVITY

RECOMMENDED LEVEL: 12

DUNGEON: DWARVEN CITY

Animal
Alain Dufont
Bandit
Dwarven Centurion
Dwarven Sphere
Dwarven Spider
Falmer

CRAFTING

Workbench (3)

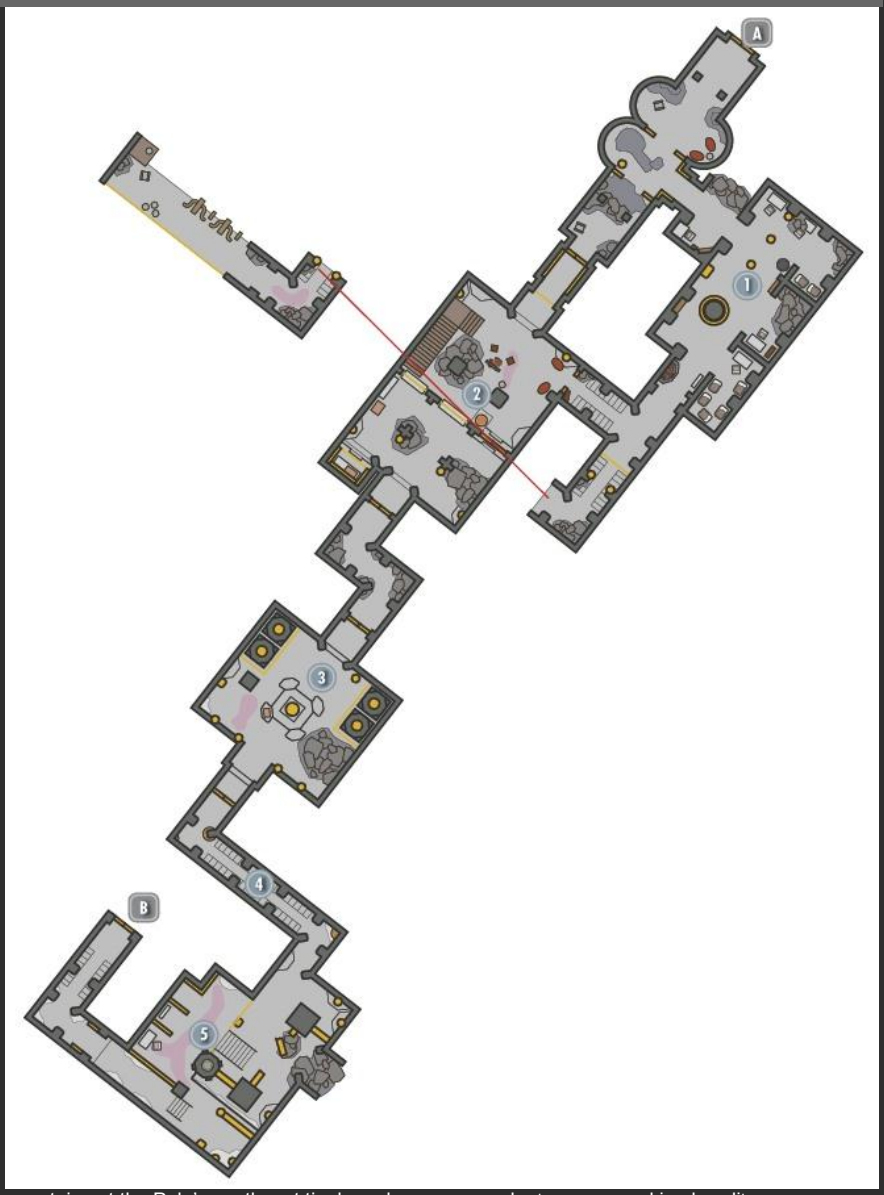
DANGERS

Dwarven Ballista Trap (pressure plate)
Dwarven Piston
Dwarven Thresher (proximity)
Dwarven Thresher (pressure plate)
Flamethrower
Flamethrower (buttons)
Oil Pool Traps
Underground Connection: Blackreach [10.02]

COLLECTIBLES

Skill Book [Sneak]: 2920, Last Seed, v8 [A1/10]
Unique Weapon: Aegisbane [20/80]
Chest(s)

Raldbthar



These ancient dwarven ruins, which run through the mountains at the Pale's southeast tip, have been overrun by treasure-seeking bandits.

A) EXIT TO SKYRIM

1) BANDIT DEN

Ignore the passage that's blocked by active fire spouts and take a side passage to reach this chamber, which the bandits have secured as a base of operations. Dispatch the villains and loot an odd-looking dwarven chest that's tucked away to one side of the room's entry doorway.
Crafting: Workbench
Chest

TRADING CONSORTIUM

If possible, pick a locked gate in the hall that leads to this chamber so you may enter from an elevated vantage; then pull a few levers to fire large siege weapons down at bandits below.
Eliminate all bandits to discover a valuable key on one of their bodies. If you're running quests for the Dark Brotherhood, ensure that you kill Alain Dufont in this room as well—collect the unique weapon he wields after the deed is done.
Collect a Skill Book from the counter in the room's center, and loot a chest that's tucked beneath the northwest stairs. Pass through the central gate and raid the odd-shaped dwarven chests on the other side. If possible, unlock a Master-level gate to claim even more plunder.
Danger! Oil Pool Trap
Crafting: Workbench
Skill Book [Sneak]: 2920, Last Seed, v8 [A1/10]
Unique Weapon: Aegisbane [20/80]
Irkngthand Consortium Key (bandit)
Chests (4)
Chest (Locked: Apprentice)
Potions

3) OILY FLOOR CHAMBER

Formidable dwarven spheres emerge from small holes in this second chamber's walls. Look to ignite the room's oil slicks to help defeat these foes. Secure the chamber and pillage the chest near the northwest wall. Find a coin purse tucked away near the southeast wall as well.

Danger! Oil Pool Traps
Chest (Locked: Apprentice)

4) THRESHER HALLWAY

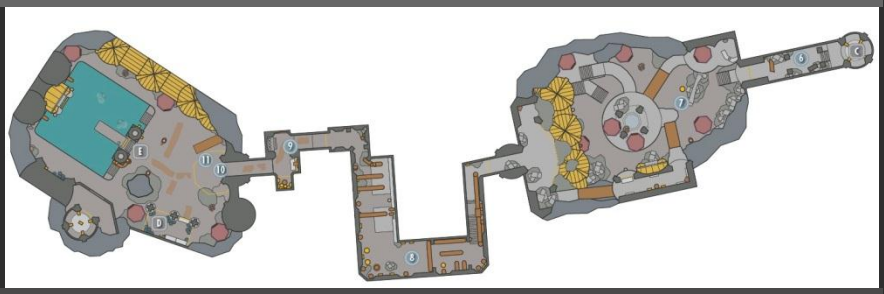
Time the movement of the spinning blades carefully as you scale this sloping passage, and keep close to the walls to avoid being sliced to ribbons.
Danger! Dwarven Thresher (proximity)

5) PIPEWORKS

Search the wall near the stairs here to find a well-hidden dwarven chest. Find two more chests upstairs in the cubicles—one is long and rectangular and features a difficult lock. Beware of Dwarven Spiders that emerge from holes in the walls as you head for the far lift that ferries you to Raldbthar's Deep Market.
Danger! Flamethrower, Oil Pool Trap, Dwarven Piston
Crafting: Workbench
Chests (Locked: Novice) (2)
Chest (Locked: Master)

B) DOOR TO DEEP MARKET

Raldbthar Deep Market



C) DOOR TO RALDBTHAR

6) DEEP MARKET ENTRY

Carefully move past the spinning blade that emerges from the ground as you descend this first sloping passage. Raid a chest that's tucked away in a corner at the bottom.
Danger! Dwarven Thresher (proximity)
Chest (Locked: Novice)

7) FOUNTAIN SQUARE

Beware: vicious Falmer lurk in this massive cavern. Free a couple of Skeevers from a holding pen as you enter, then flee—they may attack their captors for you. Loot an odd-looking Falmer chest in the west tent, then scale the north steps and raid a locked Dwarven chest. Slay a powerful Falmer on the high central balcony.
You can circle around the Falmer tents up here to locate a chest that's cleverly hidden behind them. Cross a ramp afterward to locate another Falmer chest and a button. Press the button to lower a drawbridge that grants you access to the room's southern and western ledges. Loop around and take the west passage to [8].
Chests (2)
Chest (Locked: Apprentice)
Potion

8) TRAPPED PASSAGE

Dodge pressure plate traps as you navigate this passage, slaying the odd dwarven automaton as you go. Loot a dwarven chest that's curiously affixed to the east wall. If you have Whirlwind Sprint, you can walk up the diagonal pipes in this room, then sprint across to the caged area you just walked under to find another hidden chest.
Danger! Dwarven Ballista Trap (pressure plate), Swinging Blade Trap (pressure plate)
Chest (2)

9) BUTTON PUZZLE PASSAGE

Four buttons are lined up in a row in this passage. Simply press the third button from the left to open the way forward. Pressing any other button causes lethal flamethrowers to jet out from the surrounding walls.
Danger! Flamethrower (buttons)

10) JAMMED GEAR CHAMBER

Battle a number of fierce Falmer in this sizeable chamber. If you are feeling tough, unlock the small trading post to battle the Chaurus and obtain the treasure lock in the cage. Find a chest at the chamber's west end and another within a Falmer tent that features an Expert-level locked gate.
A third chest sits near another tent to the north. Remove obstructions from four gears around the room to restore power to the central button—search underwater to find one of the blocked gears. Press the button to lower the far drawbridge, unleashing a fearsome Dwarven Centurion! Loot the rectangular chest across the drawbridge after defeating the Centurion.
Chests (4)
Potion

11) MECHANISM CHAMBER

Raid the chest that lies among this final room's north rubble, along with the locked chest that's affixed to the west wall. If you've previously been to Blackreach [10.02], you can use the central mechanism here to return to the dwarves' subterranean city. Otherwise, the nearby lift will take you back out to Skyrim. Loot one last Dwarven chest as you descend the outdoor steps that lead back to Raldbthar's main entrance.
Chest
Chest (outdoors)
Chest (Locked: Adept)
Potion

D) EXIT TO SKYRIM

E) ELEVATOR TO BLACKREACH

[3.33] Blackreach Elevator (Raldbthar)



Underground Connection: Blackreach [10.02]

COLLECTIBLES

Area Is Locked
This small tower, located near the base of the mountain ruins of Raldbthar [3.32], doesn't appear as a Primary Location on the in-game map, but it's important enough to be considered one.
Beyond the tower's locked gate lies an elevator that zips you down to the rumored dwarven city of Blackreach [10.02], but you must pull the lever inside the tower to open its gate. This makes it a one-way transport until after you've used this elevator to exit Blackreach. (The gate remains unlocked afterward.)

[3.34] Anga's Mill



RELATED QUESTS

Dark Brotherhood Quest: Side Contract: Ennodius Papius
Favor (Activity): Chopping Wood* (Aeri)
Favor: Special Delivery* (Aeri)

HABITATION: LUMBER MILL

Aeri (Marriage Prospect)
Kodrir
Leifur

CRAFTING

Grindstone

SERVICES

Marriage Prospect: Aeri [7/62]

COLLECTIBLES

Skill Book [Speech]: Biography of the Wolf Queen
Chest(s)
Potions

At the Pale's southern end, a quiet lumber mill sits along the River Yorgrim, erected along the main road and near a bridge.

EXTERIOR

Take advantage of the crafting stations located around the mill.
Crafting: Grindstone

AERI'S HOUSE

Break into this small cabin to loot a chest and swipe a few potions, among other items of interest.
Area Is Locked (Novice)
Chest
Potions

COMMON HOUSE

Pick the lock of the common house's door to break in and plunder a few chests. A Skill Book rests on the end table by the bed.
Area Is Locked (Novice)
Skill Book [Speech]: Biography of the Wolf Queen
Chests (2)

4.6 The Pale: Secondary Locations

[3.A] Horker Standing Stones



On one of the tidal islands just north of High Gate Ruins is a cluster of dilapidated Nordic standing stones. Thieves have long since departed with anything of value (aside from a chiming Nirnroot at the water's edge). The place is now home to Horkers.

[3.B] Sunken Treasures



In the frigid waters of the Sea of Ghosts, north and a little west of the Wreck of the Brinehammer, are two tiny flat islands. Face due north on the smaller (western) one, and swim until you reach a sunken chest (Expert). Beware of Slaughterfish!
Chest (Expert)

[3.C] Bandit's Hovel



A recently destroyed hunter's lodge is now home to a roaming bandit. The fire is still hot in the hearth, but the building itself is ruined and the contents picked clean aside from a chest with a dusting of snow on it.
Chest

[3.D] Dragon Mound: Sea Shore Foothills



Related Quest: Main Quest: Elder Knowledge
This Dragon Mound is initially sealed. It opens during Main Quest: Elder Knowledge, and if you visit during or after this point in the Main Quest, the resurrected dragon will likely still be in the area. Engage!

[3.E] Barnacle Boat



Southwest from the Wreck of the Brinehammer, along the shore of the Sea of Ghosts, is a small upturned fishing boat. Now home to Mudcrabs, clear them out, and take the Fine Boots and Nordic Barnacle Clusters if you wish. But the real prize is the book.
Skill Book [Alteration]: Daughter of the Niben
Scimitar

[3.F] Shoreline Bandit Camp



On the northern shoreline side of a low rocky buttress north of the east-west path and northwest of Windward Ruins is a small fish-drying camp where three bandits are resting. Beware of bowmen here, and find a Skill Book resting atop a barrel
Skill Book [Destruction]: A Hypothetical Treachery
Chest

[3.G] Dawnstar Frost Troll Den



If you're following the shoreline or taking the main road north to Dawnstar, then head along the rough snow path northwest and around to a shoreline overhang. Face down (or sneak behind) a Frost Troll for a chest with a Skill Book on it.
Enemy: Frost Troll
Skill Book [Block]: Death Blow of Abernanit
Chest

[3.H] Shoreline Lovers' Tent



Follow the shoreline from Dawnstar Sanctuary to the east, passing Horkers, and step into an animal-skin tent with two bedrolls, some empty wine bottles, an Amulet of Mara, and a scattering of Red Mountain Flowers. The lovers who erected this tent are nowhere to be seen.

[3.I] A Bloody Trail



Side Quest: The Great Skyrim Treasure Hunt*
Approach this upper peak northward from Volunruud. Search the forested slopes for a bloodied male Wood Elf corpse. Follow the trail of blood upward, passing a long bow, into an area of rugged rocks, where another Wood Elf corpse lies.
Treasure Map VI [1/11]

[3.J] Border Corner: Roadside Shrine of Mara



Decorated with a sprig of Snowberry, this Shrine to Mara marks the general location of the borders between Hjaalmarch, the Pale, and Whiterun. Visit it easily if you head northeast from the path that takes you up and into Labyrinthian.
Shrine of Mara [3/5]

[3.K] Mammoth Graveyard



RELATED QUESTS

Side Quest: Kyne's Sacred Trials

West of Loreius Farm, on the fringe of Whiterun Hold, lies a Mammoth Graveyard, where generations of these creatures have come to die. Giant stones and bone ornaments flank the entrance to this sacred site. A more recent corpse is being picked over by poachers when you arrive. If you are sent here for Kyne's Sacred Trials, you will face the Mammoth Guardian Spirit in this desolate place.

[3.L] Ice Shard Wild Animal Den



Off the beaten track and south of Fort Dunstad is a wooded area with deep snow and a wild animal den, usually populated with wolves. Shelter from the perpetual cold here, as the prey the wolves have dragged back have little worth looting.

[3.M] Dragon Mound: Shimmermist Hills



Related Quest: Main Quest: Elder Knowledge
This Dragon Mound is initially sealed. It opens during Main Quest: Elder Knowledge, and if you visit during or after this point in the Main Quest, the resurrected dragon will likely be circling this location. To battle!

[3.N] Julianos's Fallen



A half-buried skeleton is easy to miss, lying on a precarious abutment north of Shearpoint, overlooking the Lake Yorgrim basin below. This follower of Julianos was carrying a small shrine, which is also embedded in the ground.
Shrine of Julianos [2/5]

[3.O] Yorgrim Forest Spider Trap



Among the trees just off the path that winds just northeast of Tumble Arch Pass are the remains of a section of dwarven masonry. Embedded into this stone is a chest. Approach, and around six Frostbite Spiders ambush you from the trees above!
Chest

[3.P] Wayward Peak Summit



Above the tower to Blackreach and Forsaken Cave, you may be able to make out a tattered flag. If you manage to clamber up to the top, there's some equipment and an excellent view across the Yorgrim basin.
Satchel

[3.Q] Dragon Mound: Yorgrim Resurrection



Related Quest: Main Quest: Elder Knowledge
Related Quest: Main Quest: Alduin's Bane
This Dragon Mound is initially sealed. It opens during Main Quest: Elder Knowledge, once you learn that you need an Elder Scroll. After this point, but before you learn the Dragonrend Shout, Alduin will appear here and resurrect the dragon Viinturuth. Alduin cannot be harmed; he resurrects his brethren and flies off. But slay Viinturuth and claim his power for your own.

5.1 Winterhold: Overview and Services

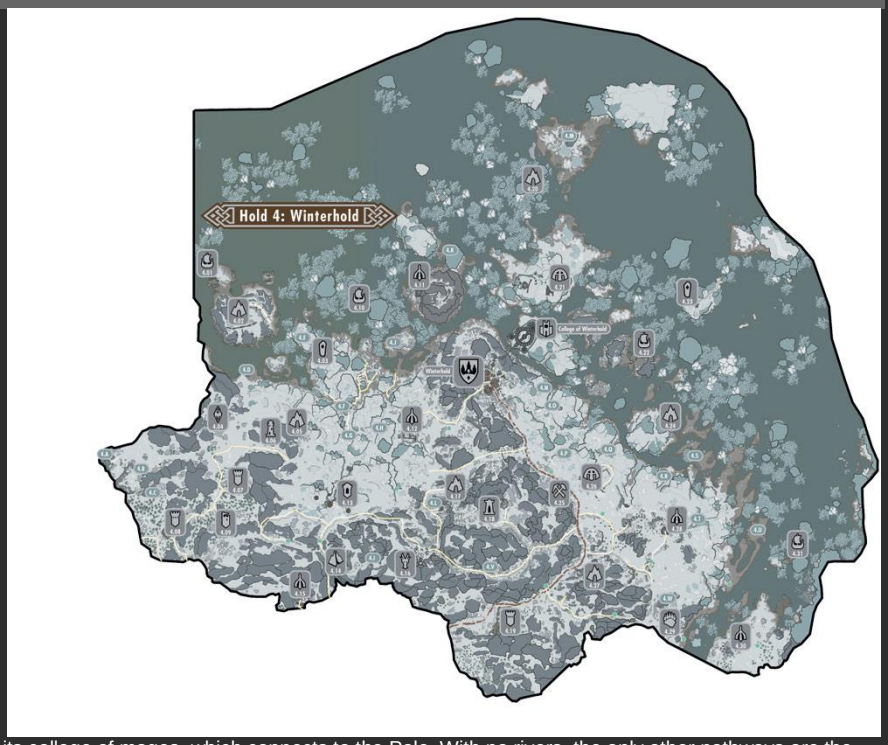
Topographical Overview



The northeastern coast of the Sea of Ghosts around the city of Winterhold is by far the least populated area of Skyrim, and the same can be said for the entire Hold. It has no towns or villages other than the capital, and many adventurers perish in the glacial fields that surround the city.
Winterhold boasts a vast stretch of sharp and rugged coastline, and even the mouth of the White River, but it is otherwise devoid of flowing water.
Instead, the vast majority of the Hold is either encased in snow or ice or part of the vast and treacherous Mount Anthor range, interspersed with strange or ancient burial sites, including the ominous Saarthal.

Routes and Pathways

Hold 4: Winterhold



There is but a single main road from Winterhold and its college of mages, which connects to the Pale. With no rivers, the only other pathways are the minor goat and hunting trails that weave through the mountains. These are recommended routes when first exploring such a vast and foreboding wilderness.
The entire north and western part of the Hold is rugged coastline; don't forget your explorations can take you well into the Sea of Ghosts. To the west is Fort Fellhammer, a good marker since it is close to the border of the Pale.
Should you refrain from using the main road, the Wayward Pass is another option, as the path it connects to weaves through the Mount Anthor range and takes in many locations.
Otherwise, the edges of this Hold are less rocky and more glacial and feature a variety of lonely and lost barrows, including one said to be the tomb of the legendary warrior and founder of the Companions, Ysgramor.

Available Services, Crafting, and Collectibles

SERVICES

Followers: [4/47]
Houses for Sale: [0/5]
Marriage Prospects: [2/62]
Skill Trainers: [6/50]
Alchemy: [0/3]
Alteration: [1/3]

Archery: [0/3]
Block: [0/2]
Conjuration: [1/3]
Destruction: [1/3]
Enchanting: [1/2]
Heavy Armor: [0/3]
Illusion: [1/2]
Light Armor: [0/3]
Lockpicking: [0/2]
One-Handed: [0/3]
Pickpocket: [0/3]
Restoration: [1/3]
Smithing: [0/3]
Sneak: [0/3]
Speech: [0/4]
Two-Handed: [0/2]
Traders [13/133]:
Apothecary [0/12]
Bartender [0/5]
Blacksmith [2/33]
Carriage Driver [0/5]
Fence [1/10]
Fletcher [0/3]
Food Vendor [0/9]
General Goods [2/19]
Innkeeper [0/15]
Jeweler [0/2]
Special [2/3]
Spell Vendor [5/12]
Stablemaster [0/5]

COLLECTIBLES

Captured Critters: [1/5]
Dragon Claws: [1/10]
Dragon Priest Masks: [0/10]
Larceny Targets: [1/7]
Skill Books: [12/180]
Alchemy: [1/10]
Alteration: [2/10]
Archery: [0/10]
Block: [2/10]
Conjuration: [0/10]
Destruction: [1/10]
Enchanting: [1/10]
Heavy Armor: [0/10]
Illusion: [0/10]
Light Armor: [0/10]
Lockpicking: [2/10]
One-Handed: [0/10]
Pickpocket: [0/10]
Restoration: [2/10]
Smithing: [0/10]
Sneak: [1/10]
Speech: [0/10]
Two-Handed: [0/10]
Treasure Maps: [2/11]
Unique Items: [15/112]
Unique Weapons: [6/80]
Unusual Gems: [3/24]

SPECIAL OBJECTS

Shrines: [6/69]
Akatosh: [0/6]
Arkay: [2/12]
Dibella: [1/8]
Julianos: [0/5]
Kynareth: [0/6]
Mara: [0/5]
Stendarr: [0/5]
Talos: [3/17]
Zenithar: [0/5]
Standing Stones: [2/13]
The Serpent Stone
The Tower Stone
Word Walls: [5/42]
Animal Allegiance: [1/3]
Aura Whisper: [0/3]
Become Ethereal: [1/3]
Disarm: [1/3]
Dismaying Shout: [0/3]
Elemental Fury: [0/3]
Fire Breath: [0/2]
Frost Breath: [0/3]
Ice Form: [2/3]
Kyne’s Peace: [0/3]
Marked for Death: [0/3]
Slow Time: [0/3]
Storm Call: [0/3]
Throw Voice: [0/1]

Unrelenting Force: [0/1]
Whirlwind Sprint: [0/2]

Crafting Stations: Winterhold

Spell Name	Level	Standard Cost
Type	Location A	Location B
Alchemy Lab	College of Winterhold (Hall of Countenance) [4.00]	College of Winterhold (Arch-Mage's Quarters) [4.00]
Arcane Enchanter	College of Winterhold (Hall of Countenance) [4.00]	College of Winterhold (Arch-Mage's Quarters) [4.00]
Anvil or Blacksmith forge	–	–
Cooking Pot and Spit	Winterhold (Birna's Oddments) [4.00]	Winterhold (Kraldar's House) [4.00]
Grindstone	Fort Kastav (Exterior) [4.19]	–
Smelter	Fort Fellhammer [4.08]	–
Tanning Rack	Wreck of the Pride of Tel Vos [4.22]	–
Wood Chopping Block	–	–
Workbench	–	–

Primary Locations

TOTAL—33: HOLD CAPITAL, COLLEGE OF WINTERHOLD, AND 31 HOLD LOCATIONS

[4.00] Hold Capital City: Winterhold
[4.00] College of Winterhold
Jarl: Korir
[4.01] Hela's Folly
[4.02] Yngvild
[4.03] The Tower Stone
[4.04] Winterhold Imperial Camp
[4.05] Hob's Fall Cave
[4.06] Frostflow Lighthouse
[4.07] Driftshade Refuge
[4.08] Fort Fellhammer
[4.09] Snowpoint Beacon
[4.10] Pilgrim's Trench
[4.11] Ysgramor's Tomb
[4.12] Saarthal
[4.13] Alftand
[4.14] Wayward Pass
[4.15] Ironbind Barrow
[4.16] Mount Anthor
[4.17] Sightless Pit
[4.18] Shrine of Azura
[4.19] Fort Kastav
[4.20] Septimus Signus's Outpost
[4.21] Skytemple Ruins
[4.22] Wreck of the Pride of Tel Vos
[4.23] The Serpent Stone
[4.24] Bleakcoast Cave
[4.25] Whistling Mine
[4.26] Journeyman's Nook
[4.27] Stillborn Cave
[4.28] Snow Veil Sanctum
[4.29] Winterhold Stormcloaks Camp
[4.30] Yngol Barrow
[4.31] Wreck of the Winter War

Secondary Locations

TOTAL—23 POINTS OF INTEREST

[4.A] Shrine of Dibella: Watching Dawnstar
[4.B] Hunter's Overlook: Fellhammer Wastes
[4.C] Wolf Den: Fellhammer Wastes
[4.D] Yisra's Beachside Combustion
[4.E] The Iceberg Explorer
[4.F] Shrine of Talos: Winterhold Glaciers
[4.G] Frozen Mammoth
[4.H] Wet Bones
[4.I] Dwarven Monument: Mount Anthor Summit
[4.J] Shrine of Talos: Sea of Ghosts
[4.K] Shrine of Talos: Ilas-Tei's Last Stand
[4.L] Altar of Xrib
[4.M] The Chill
[4.N] Trapped for Eternity
[4.O] Rundi's Mistake
[4.P] Hunter's Camp: Glacier's Edge
[4.Q] Haul of the Horkers
[4.R] Hunters' Camp: Sea Shore of Ghosts
[4.S] Hunter's Last Stand: Sea Shore of Ghosts

[4.T] Ill-Gotten Gains: Sea Shore of Ghosts
[4.U] Fisherman’s Camp: Slaughterfish Bay
[4.V] Avalanche Pass
[4.W] Shrine of Arkay: Windhelm Hills

5.2 Winterhold: Hold Capital Winterhold

Next Page >

Related Quests



Daedric Quest: The Black Star
College of Winterhold Quest: First Lessons
Thieves Guild Quest: Hard Answers
Miscellaneous Objective: Innkeeper Rumors (The Frozen Hearth)
Miscellaneous Objective: Finding Isabelle* (Dagur)
Favor (Activity): A Drunk's Drink* (Ranmir)
Favor: A Good Talking To* (Haran)
Favor: A Little Light Thievery* (Malur Seloth)
Favor: Jobs for the Jarls* (Jarl Korir)
Thane Quest: Thane of Winterhold Hold*
Habitation: Hold Capital (Minor)

Winterhold

(click here for an interactive view of this map)



SERVICES

Trader (General Store Vendor): Birna [3/19]

SPECIAL OBJECTS

Civil War: Map of Skyrim

COLLECTIBLES

Dragon Claw: Coral Dragon Claw [4/10]
Skill Book [Alteration]: Breathing Water [A1/10]
Skill Book [Destruction]: Mystery of Talara, v3 [C2/10]
Skill Book [Restoration]: The Exodus [D1/10]
Unique Item: The Black Star [26/112]
Unique Weapon: Nightingale Blade [21/80]
Unique Weapon: Staff of Arcane Authority [22/80]
Chest
Potions aplenty

College of Winterhold

Hold Capital: Winterhold

LORE: CITY OVERVIEW

Once a great capital rivaling Solitude in power and importance, Winterhold is now little more than a shell of its former self. Eighty years ago, a seemingly never-ending series of storms lashed out at the northern coast of Skyrim, eventually causing most of the city to plummet into the Sea of Ghosts, an event now known as the Great Collapse.

Strangely, the College of Winterhold was unaffected, remaining firm on a now freestanding spire of rock. Many inhabitants of Winterhold, both mages and magic-fearing Nords, were forced to abandon the city, and those who remained still eye the College with suspicion.

Since that time, the population of Winterhold has continued to dwindle. Other than the College, only a handful of buildings still stand. What remains of the town's economy is based around serving the needs of the College. As such, Winterhold has become something of a haven for mages in Skyrim, a safe refuge from distrustful Nords.

Important Areas of Interest

1) MAIN THOROUGHFARE

A single, snow-covered road winds past the dilapidated and collapsed structures of Winterhold, leading to the Winterhold Bridge and the domain of mages.

2) RUINS OF THE CATACLYSM

Four of the town's main structures lie abandoned and rotting into the snowy ground. There are no items to snag of any worth.

3) JARL'S LONGHOUSE



The following leaders of Winterhold are loyal to the Stormcloaks at the start of the Civil War.

Jarl Korir

Whatever optimism might have lived in Korir's heart was beaten down by decades of hearing how much better things used to be before the Great Collapse. Knowing nothing else, he carries on the grudges of his ancestors while refusing to abandon his home, so he's done everything he can to persevere. He'll maintain the traditions of his forefathers if it kills him, and he fails to realize the impact it's having on his son.

Thaena

Thaena's life isn't what it was supposed to be. The beautiful city she should've grown up in doesn't exist, her husband has turned into a bitter, cynical man, and the future for her son looks bleak. While Korir may stop short of assigning blame, Thaena has no problem pointing a finger at those responsible for her family's plight: the mages of Winterhold. Refusing to accept any responsibility for her situation, she's placed all the blame squarely on the shoulders of the College and spends every day cursing its existence.

Assur

Assur is confused by the reaction he gets when he repeats what his parents have always told him: mages can't be trusted, and anyone who uses magic is dangerous. He's been taught that warlocks and witches are even worse than elves, and no one but a Nord is a friend to Winterhold.

Malur Seloth

A slouch with few marketable skills, Melur has landed himself in what he perceives as a wonderful position. Korir is convinced that he's in cahoots with the mages of the College of Winterhold and therefore expects little of Malur in the way of servant's duties. Malur has done nothing to dissuade this misunderstanding; in fact, he's cultivating it to get away with as little work as possible. Naturally, he survives if the balance of power shifts to the Imperials.

Kai Wet-Pommel

The following residents arrive to take control of Winterhold, should this Hold fall during the Civil War.

Jarl Kraldar

Kraldar is, by all accounts, what may well be the last in a long line of nobility in Winterhold, due to the cataclysm. He understands that while the College may seem a bit of an eyesore to the rest of the province, being on good terms with the Arch-Mage is in Winterhold's best interest. Ever the optimist, he firmly believes that Winterhold will be restored to greatness someday, and often regales his Housecarl with his dreams for the future. He's less chatty with Malur Seloth.

Thonjolf (Housecarl)

Thonjolf's family has served the Kraldars for generations. It's all he knows. It doesn't matter that there's little for him to actually do or that the Great City of Winterhold doesn't exist anymore; he has a duty and he will perform it to the best of his ability. He's aware of Malur's abuse of his position and has repeatedly attempted to speak to Kraldar about it. Kraldar refuses to listen, so Thonjolf grows more frustrated with every passing day.

One of the buildings of old Winterhold has been repurposed as the Jarl's Longhouse, since the original home of the Jarl was lost in the Great Collapse. Korir rules from this new location, though currently there's very little "ruling" that actually takes place; the College remains separated from the mainland (both physically and socially), and the handful of residents left need little governing on a daily basis.

Korir is convinced that without the Imperials or the College, Winterhold will someday regain its former glory. Jarl Korir is grateful for any protection and actively encourages the Stormcloaks to plan their attacks from his war room. In the downstairs bedroom, a Skill Book has been stashed in a woven basket that sits atop a barrel.

Skill Book [Enchanting]: Twin Secrets
Civil War: Map of Skyrim
Chest
Potions aplenty

Note

There is no jail in Winterhold, but that doesn't mean you can hack, steal, or annoy anyone you please. If you're caught committing a crime in Winterhold, you're taken to serve out your sentence on a remote glacial cave north of here in the Sea of Ghosts, aptly named the Chill. See the Secondary Location for the details.

4) THE FROZEN HEARTH



Dagur
Haran
Eirid
Nelacar
Angwe
The only profitable business left in Winterhold, the Inn serves as the sole place petitioners to the College may stay. As such, Dagur has put aside any personal feelings he may have toward wizards and does his best to look on the bright side.
Nelacar is paying Dagur good money to maintain a small room in the Inn, where he can do some research on his own, away from the College. He also takes a cut of Enthir's questionable sales downstairs in the cellar. Enthir (a member of the College) stays here during the Thieves Guild Quests and becomes a Fence for you. Down in the cellar, a Skill Book is hidden among a collection of crates and sacks.
Skill Book [Restoration]: The Exodus [D1/10]
Unique Item: The Black Star [26/112]
Unique Weapon: Nightingale Blade [21/80]
Unique Weapon: Staff of Arcane Authority [22/80]
Chest (3)

5) BIRNA'S ODDMENTS



Ranmir
Birna
Birna's family has lived there for generations beyond count, and no amount of natural disaster or weird magic is going to drive her out now. Her family's house is also a small shop selling a variety of items. She'll even part with a strange claw if the price is right.
Trader (General Store Vendor): Birna [3/19]
Potions, Food, Misc
Dragon Claw: Coral Dragon Claw [4/10]
Skill Book [Destruction]: Mystery of Talara, v3 [C3/10]
Potions aplenty

6) KRALDAR'S HOUSE

One of the last few holdouts, Kraldar refuses to give up and move away from Winterhold. Everything he has been through has instilled a great distrust for the mages of the College that borders on hatred. Kraldar is a pleasant sort, convinced that Winterhold will someday again be the shining jewel of Skyrim that it once was. Check inside the woven basket on the shelf to discover a hidden Skill Book.
Skill Book [Alteration]: Breathing Water [A1/10]
Chest

College of Winterhold



RELATED QUESTS
Main Quest: Elder Knowledge
Daedric Quest: The Black Star
Daedric Quest: Discerning the Transmundane
Side Quest: Forbidden Legend
College of Winterhold Quest: First Lessons
College of Winterhold Quest: Under Saarthal
College of Winterhold Quest: Hitting the Books
College of Winterhold Quest: Good Intentions
College of Winterhold Quest: Revealing the Unseen
College of Winterhold Quest: Containment
College of Winterhold Quest: The Staff of Magnus
College of Winterhold Quest: The Eye of Magnus
College of Winterhold Radiant Quest: Rejoining the College
College of Winterhold Radiant Quest: Tolfdir's Alembic*
College of Winterhold Radiant Quest: Out of Balance*
College of Winterhold Radiant Quest: An Enchanted Journey*
College of Winterhold Radiant Quest: Restocking Soul Gems*
College of Winterhold Radiant Quest: Valuable Book Procurement*
College of Winterhold Radiant Quest: Shalidor's Insights
College of Winterhold Radiant Quest: The Atronach Forge*
College of Winterhold Radiant Quest: Tolfdir's Alembic*
College of Winterhold Radiant Quest: Forgotten Names*
College of Winterhold Radiant Quest: Aftershock*
College of Winterhold Radiant Quest: Rogue Wizard
College of Winterhold Radiant Quest: Arniel's Endeavor
College of Winterhold Radiant Quest: Apprentice: Brelyna's Practice
College of Winterhold Radiant Quest: Apprentice: J'Zargo's Experiment
College of Winterhold Radiant Quest: Apprentice: Onmund's Request
College of Winterhold Radiant Quest: Destruction Ritual Spell
College of Winterhold Radiant Quest: Illusion Ritual Spell
College of Winterhold Radiant Quest: Conjuration Ritual Spell
College of Winterhold Radiant Quest: Restoration Ritual Spell
College of Winterhold Radiant Quest: Alteration Ritual Spell
Thieves Guild Radiant Quest: No Stone Unturned
Miscellaneous Objective: Lost Apprentices: Borvir* (Phinis Gestor)
Miscellaneous Objective: Lost Apprentices: Ilas-tei* (Phinis Gestor)
Miscellaneous Objective: Lost Apprentices: Rundi* (Phinis Gestor)
Miscellaneous Objective: Lost Apprentices: Yisra* (Phinis Gestor)
Habitation: Special

CRAFTING
Alchemy Labs (3)
Arcane Enchanters (2)

SERVICES
Follower: Brelyna Maryon [9/47]
Follower: J'Zargo [10/47]
Follower: Onmund [11/47]
Marriage Prospect: Brelyna Maryon [8/62]
Marriage Prospect: Onmund [9/62]
Trader (Fence): Enthir [2/11]
Trader (General Store Vendor): Enthir [4/19]
Trader (Special): Enthir [1/3]
Trader (Spell Vendor): Tolfdir [4/12]
Trader (Spell Vendor): Phinis Gestor [5/12]
Trader (Spell Vendor): Faralda [6/12]
Trader (Spell Vendor): Drevis Neloren [7/12]
Trader (Spell Vendor): Colette Marence [8/12]
Trainer (Tolfdir: Master): Alteration [2/3]
Trainer (Phinis Gestor: Expert): Conjuration [2/3]
Trainer (Faralda: Expert): Destruction [2/3]
Trainer (Sergius Turrianus: Expert): Enchanting [1/2]
Trainer (Drevis Neloren: Master): Illusion [1/2]
Trainer (Colette Marence: Expert): Restoration [2/3]

COLLECTIBLES

Skill Book [Alchemy]: De Rerum Direnis [B2/10]
Unique Item: Arch-Mage's Robes [27/112]
Unique Item: Mage's Circlet [28/112]
Unique Item: Savos Aren's Amulet [29/112]
Unique Item: Mystic Tuning Gloves [30/112]
Unusual Gem: [5/24]
Chest
Potions aplenty
For more information on the College and biographies of the mages who live, teach, or learn there, please consult the College of Winterhold Quests.

NOTABLE COLLEGE INHABITANTS

Savos Aren (Arch-Mage)
Unique Item: Arch-Mage's Robes [27/112]
Unique Item: Mage's Circlet [28/112]
Ancano (Thalmor Advisor)
Mirabelle Ervine (Master-Wizard)
Unique Item: Savos Aren's Amulet [29/112]
Enthir (Scholar)
Trader: Fence [2/11] (during Thieves Guild Quests only)
Trader: General Store Vendor [4/19]
Trader: Special [1/3]
Tolfdir (Wizard)
Trader: Spell Vendor [4/13]
Weapons, Scrolls, Books, Misc
Trainer: Alteration: Master [2/3]
Phinis Gestor (Wizard)
Trader: Spell Vendor [5/13]
Scrolls, Books, Misc
Trainer: Conjuration: Expert [2/3]
Faralda (Wizard)
Trader: Spell Vendor [6/13]
Weapons, Scrolls, Books, Misc
Trainer: Destruction: Expert [2/3]
Sergius Turrianus (Wizard)
Trainer: Enchanting: Expert [1/2]
Drevis Neloren (Wizard)
Trader: Spell Vendor [8/13]
Weapons, Scrolls, Books, Misc
Trainer: Illusion: Master [1/2]
Unique Item: Mystic Tuning Gloves [30/112]
Colette Marence (Scholar)
Trader: Spell Vendor [9/13]
Scrolls, Books, Misc
Trainer: Restoration: Expert [2/3]
Arniel Gane (Scholar)
Nirya (Scholar)
Urag gro-Shub (Lorekeeper)
Trader: Special [2/3]
Brelyna Maryon (Student)
Follower [9/47]
Marriage Prospect [8/62]
J'Zargo (Student)
Follower [10/47]
Onmund (Student)
Follower [11/47]
Marriage Prospect [9/62]
Augur of Dunlain

1) WINTERHOLD BRIDGE

Many of the townsfolk in Winterhold think this bridge is being held up by magic alone, and they are correct. Faralda waits to greet (or halt) anyone thinking of entering the College, forcing them to prove they have an aptitude for magic.
Ignore her, and the gates into the College remain closed to you. Fall from the bridge, and expect a long death plummet. Walk on the shores of the Sea of Ghosts below, and you'll find the remains of fallen masonry and stones, but only Clams, Nordic Barnacles, and Slaughterfish Eggs to collect.

2) MAIN COURTYARD



Dominated by a statue of the first Arch-Mage of the College, this is the hub of the facility, offering access back out to the bridge and into the three Halls and one of the trapdoors into the murky depths of the Midden. The exterior windows offer exceptional views of the coastline.

Note

If you're looking for a specific member of the College, most move constantly throughout the Halls of Attainment, Countenance, and Elements. Any mages who are usually in a single location are mentioned below.

3) HALL OF ATTAINMENT

This is to the west of the Courtyard and is where the students and some of the teachers rest. If you join the College, the first room on your right is where you can sleep. There are two floors and a door up onto the roof where you can access the other main parts of the College, which can be accessed from ground level as well.

Chest (2)

4) HALL OF COUNTENANCE

The senior members of the College have a home here, which is a tower laid out in the same fashion as the Hall of Attainment. Check the upper floor and the roof access. There are many staffs here, but stealing them isn't wise.

The ingredients (and Soul Gems) on display near the Alchemy Lab (and Arcane Enchanter) can be used without penalty, so seek them out if you're looking for a particularly rare item (or gem) to craft. Also note the trapdoor entrance to the Midden at the base of the spiral steps.

Crafting: Alchemy Lab, Arcane Enchanter

Tolfdir's Alembic

Chest

Potions aplenty

5) HALL OF THE ELEMENTS

The College's grand central chamber is where students practice their magic and senior members discuss important matters. You attend your first lesson in magic here. Ancano usually mooches around these parts. This is a major location during the College of Winterhold Quests. The entrance is flanked by two doors, each leading to a higher level of the main tower.

6) ARCH-MAGE'S QUARTERS

You can reach the Arch-Mage's Quarters from the Hall of the Elements or the Arcanaeum. These are the chambers of Savos Aren, where he spends some of his time.

The circular chamber is lined with ingredients for mixing and features a fungal garden lit by magical floating lights. These aren't yours to take, unless you wish to incur the wrath of the College elders (or can manage it without being seen!) or you're patient enough to complete the College quest line, at which point the chamber becomes yours.

Crafting: Alchemy Lab, Arcane Enchanter

Unusual Gem: [5/24]

7) THE ARCANAEUM

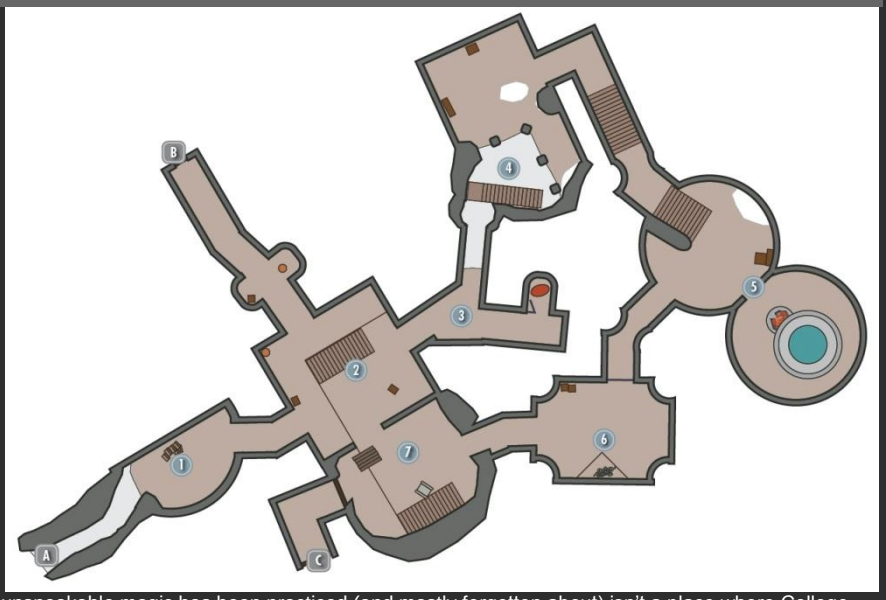
You can reach the Arcanaeum from the Hall of the Elements or the roof parapets. This is the home to Urag gro-Shub the Lorekeeper and his extensive collection of tomes (although he's always on the lookout for more research materials).

The Ysmir Collective, a selection of rare books, is on display, and many books are scattered about. If you want to read, you've come to the right place.

The Investigator's Chest has rings to be used in the Midden, as part of College of Winterhold Radiant Quest: Forgotten Names.

The Midden

(click here for an interactive view of this map)



The Midden, a hidden underbelly where ancient and unspeakable magic has been practiced (and mostly forgotten about) isn't a place where College members usually go.

A) LADDER TO MAIN COURTYARD

1) SEMICIRCULAR CHAMBER

2) TORTURE CHAMBER TOWER

Some rotting rugs lie at the bottom of the wooden steps, overlooked by two clamped skeletons. There are four exits to choose from here.

B) HAGRAVEN'S CORRIDOR

Pass the deer skull altar to reach this exit door.

3) WET BONES AND BLOOD

An unpleasant sacrifice was made here.

4) SNOW CATACOMBS

5) SUMMONING CHAMBER

A large summoning circle is lit with an offering box to fill. This is the Atronach forge and used in the quest of that name.

6) ANCIENT ALTAR

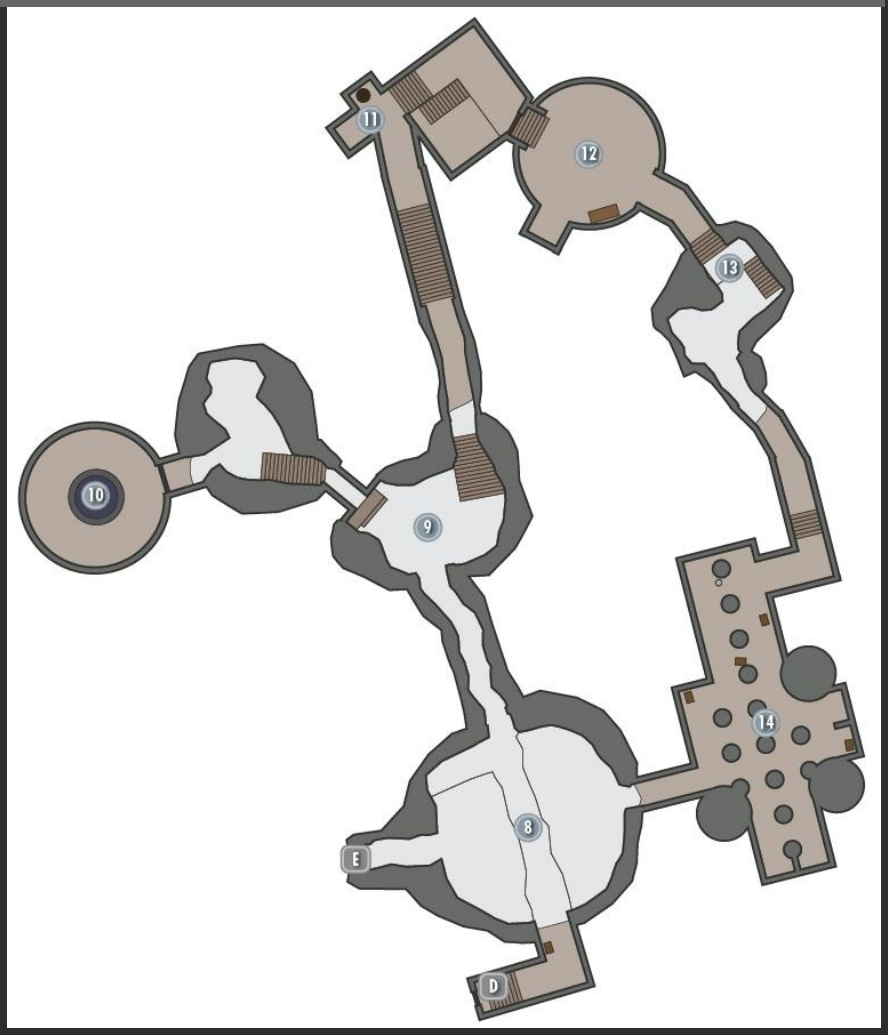
7) TORTURE CHAMBER TOWER (WATERFALL)

This provides access to the Midden Dark.

C) DOOR TO MIDDEN DARK

The Midden Dark

(click here for an interactive view of this map)



D) DOOR TO MIDDEN

8) CHASM BRIDGE

Pass the skeletal design on the wall and watch your footing. Drop down if you wish.

Chest

9) CATACOMBS JUNCTION

10) CHAMBER OF AUGUR OF DUNLAIN (LOCKED: REQUIRES KEY)

The entity that lives in the depths of the Midden is holed up here. Speak to him only during specific quests.

11) ALCHEMY OFFERINGS AND BONE PILE

A small lab and an interesting book are available, prior to a skeleton skirmish.

Crafting: Alchemy Lab

Skill Book [Alchemy]: De Rerum Dirennis [B2/10]

12) DAEDRIC GAUNTLET

This bears the Sigil of Oblivion. It is the focus of Radiant Quest: Forgotten Names.

13) THE UNLUCKY GOAT

Slain in this snow cave, this is evidence of necromancy!

14) SPIDER CATACOMBS

E) EXIT TO SKYRIM

This exit is one-way and brings you out onto a rocky outcrop. From here you have a view of the Sea of Ghosts and the Skytemple Ruins.

5.3 Winterhold: Primary Locations

Next Page >

[4.01] Hela's Folly



RELATED QUESTS
Dark Brotherhood Quest: Side Contract: Deekus
RECOMMENDED LEVEL: 6
DUNGEON: SHIPWRECK
Deekus
Chest (Locked: Novice)
Chest (Locked: Apprentice)

A treasure-seeker named Deekus has made camp near a shipwreck along Winterhold's treacherous northern coastline. One of the Dark Brotherhood's side contracts marks this Argonian as a target.
Deekus has amassed a hoard of precious gemstones and baubles. Steal these valuables to gain a small fortune, if you dare. Hop aboard the remnants of the nearby ship and dive underwater to discover a locked chest and additional gemstones aboard the ship's sunken half.

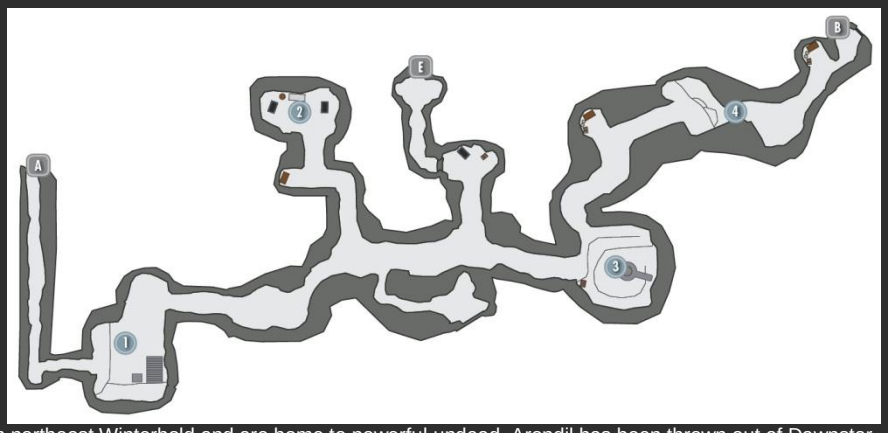
[4.02] Yngvild



RELATED QUESTS
Side Quest: No Stone Unturned
Miscellaneous Objective: Toying with the Dead*
RECOMMENDED LEVEL: 8
DUNGEON: WARLOCK LAIR
Aroundil
Draugr
Yngvild Ghost
COLLECTIBLES
Skill Book [Alteration]: Reality & Other Falsehoods [C1/10]
Unusual Gem: [6/24]
Chest(s)
Potions

Yngvild

(click here for an interactive view of this map)



These ancient burial grounds lie on a frozen island in northeast Winterhold and are home to powerful undead. Arondil has been thrown out of Dawnstar and has unearthed and resurrected undead here. They are only female, however. His journals hint as his vile intentions.

A) EXIT TO SKYRIM

1) ENTRY CAVERN

Swipe a few potions in this first cavern, then battle a powerful Draugr on your way to [2].

Potions

2) URN CAVERN

Defeat a deadly Yngvild Ghost and read an insightful journal on your way to this small cavern, where several urns beg looting.

3) TALL CAVERN

Kill more ghosts and more mighty Draugr on your way to this tall cavern, then descend to the bottom, where a chest awaits.

Chest

4) PASSAGE TO THRONE ROOM

Slay another ghost and scan another two journals on your way to the Yngvild Throne Room.

Potions

B) DOOR TO YNGVILD THRONE ROOM

C) DOOR TO YNGVILD

5) THRONE ROOM

A powerful mage named Arondil sits on a throne in this wide cavern. Slay him and collect a key from his corpse. Snatch the Skill Book that rests on a nearby table as well.

Skill Book [Alteration]: Reality & Other Falsehoods [C1/10]

Arondil's Key (Arondil)

6) ARONDIL'S QUARTERS

Raid the giant chest in Arondil's private chamber, and collect the Unusual Gem from the table to gain a new Miscellaneous Objective.

Unusual Gem: [6/24]

Chest

Potions

7) EXIT PASSAGE

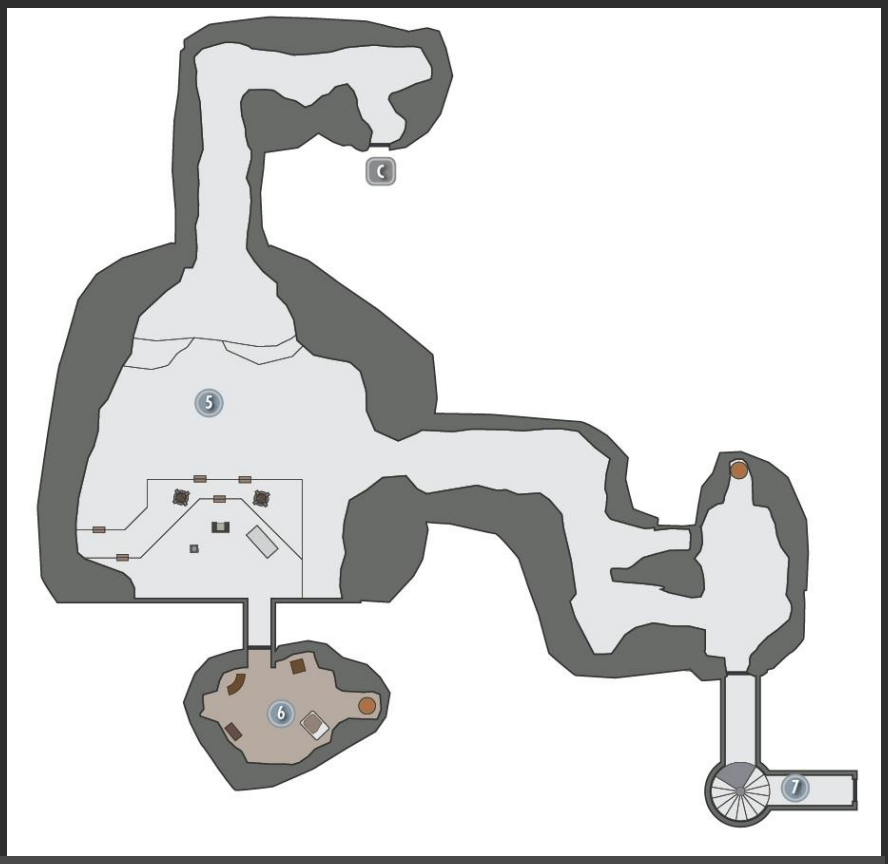
Throw a lever in this final stretch to raise a portcullis, then use the key you found on Arondil to unlock the iron door and make your way back to Yngvild's entrance. Loot a locked chest on your way out.

Chest (Locked: Apprentice)

D) DOOR TO YNGVILD

Yngvild Throne Room

(click here to view an interactive version of this map)



E) DOOR TO YNGVILD THRONE ROOM

[4.03] The Tower Stone



RECOMMENDED LEVEL: 6
SPECIAL OBJECTS:

Standing Stone: The Tower Stone [4/13]
Ancient stones stand atop this glacial spire on Winterhold's frozen northwest coastline. Inspect the central Standing Stone to accept a new sign blessing. Those under the sign of the Tower can automatically open one Expert-level or lower lock once per day.
Note that you can have only one sign blessing at a time, so activating this Standing Stone will override your current sign blessing (if any).

[4.04] Winterhold Imperial Camp



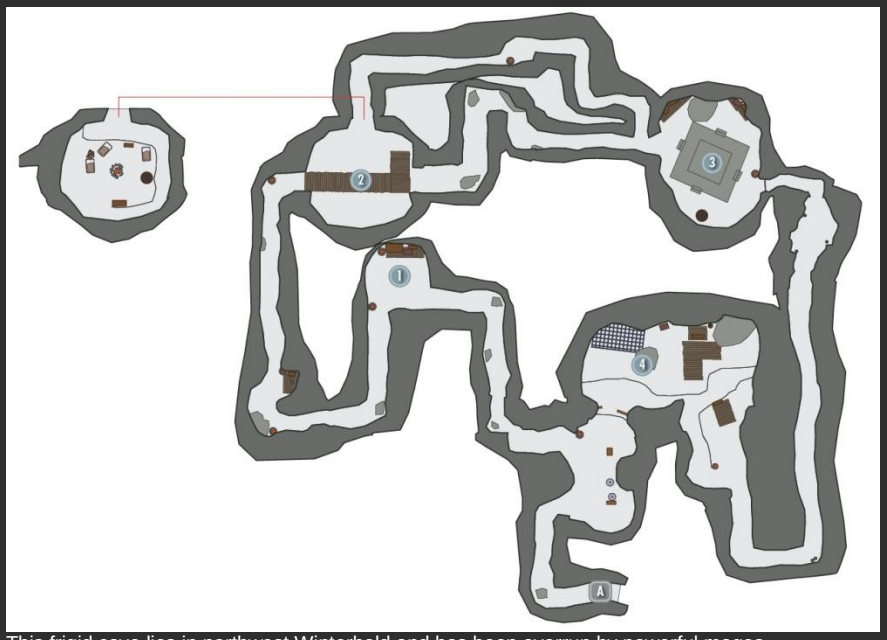
RELATED QUESTS
Civil War Quest: Reunification of Skyrim
Civil War Quest: Rescue from Fort Kastav
HABITATION: MILITARY: IMPERIAL CAMP
Imperial Quartermaster (Blacksmith)
Legate Sevan Telendas
SERVICES
Trader (Blacksmith): Imperial Quartermaster [9/33]
Weapons, Apparel, Misc
CRAFTING
Alchemy Lab
Anvil
Grindstone
Workbench
SPECIAL OBJECTS
Civil War: Map of Skyrim
Chests (2)
Potions

The Imperials have made camp in the frigid northwest mountains of Winterhold. Note that this Imperial campsite may only exist when you're playing through the Civil War quest line.
Trade with the quartermaster if you like, or use his bevy of crafting stations. Inspect the tabletop map in the largest tent to potentially gain new map data. Loot a few chests before moving on.

[4.05] Hob's Fall Cave



RELATED QUESTS
Other Factions: Bards College Quest: Pantea's Flute
Side Quest: No Stone Unturned
RECOMMENDED LEVEL: 8
DUNGEON: WARLOCK LAIR
Mage
Skeleton
CRAFTING
Alchemy Lab
Arcane Enchanter
COLLECTIBLES
Skill Book [Enchanting]: Enchanter's Primer [D1/10]
Skill Book [Restoration]: The Exodus
Unusual Gem: [7/24]
Chest(s)
Potions



This frigid cave lies in northwest Winterhold and has been overrun by powerful mages.

A) EXIT TO SKYRIM

1) MAGE'S CAVERN

Slay a skeleton on your way to this small cavern, where a mage defends several potions and a chest.

Chest

Potions

2) BRIDGE CHAMBER

Avoid falling from this chamber's wooden rope bridge—it's a long way down. Instead, visit the bottom of this chamber by venturing down the north passage just before you reach [3]. Collect the Skill Book from the table here, along with the Unusual Gem that sits on the nearby cupboard—the latter begins a Side Quest.

Crafting: Alchemy Lab

Skill Book [Restoration]: The Exodus

Unusual Gem: [7/24]

Potions

3) HEAD MAGE'S LAIR

A powerful spellcaster lurks in this wide chamber. Raid the place after slaying the mage, collecting a Skill Book from atop an Arcane Enchanter before pulling a wall chain to open the way forward. Steal Soul Gems from the pedestals in the passage that follows to deactivate the dangerous frost spout.

Crafting: Arcane Enchanter

Skill Book [Enchanting]: Enchanter's Primer [D1/10]

Chest (Locked: Apprentice)

Apothecary's Satchel

Potions

4) MAGE'S STUDY

Several learned spellweavers guard this final cavern—slay them all to secure a large chest, then drop off the west cliff to return to the cave's first chamber.

Chest

Potion

[4.06] Frostflow Lighthouse



RELATED QUESTS

Side Quest: Captured Critters*
Dungeon Quest: What Lies Beneath*

RECOMMENDED LEVEL: 18

DUNGEON: FALMER HIVE

Animal
Falmer

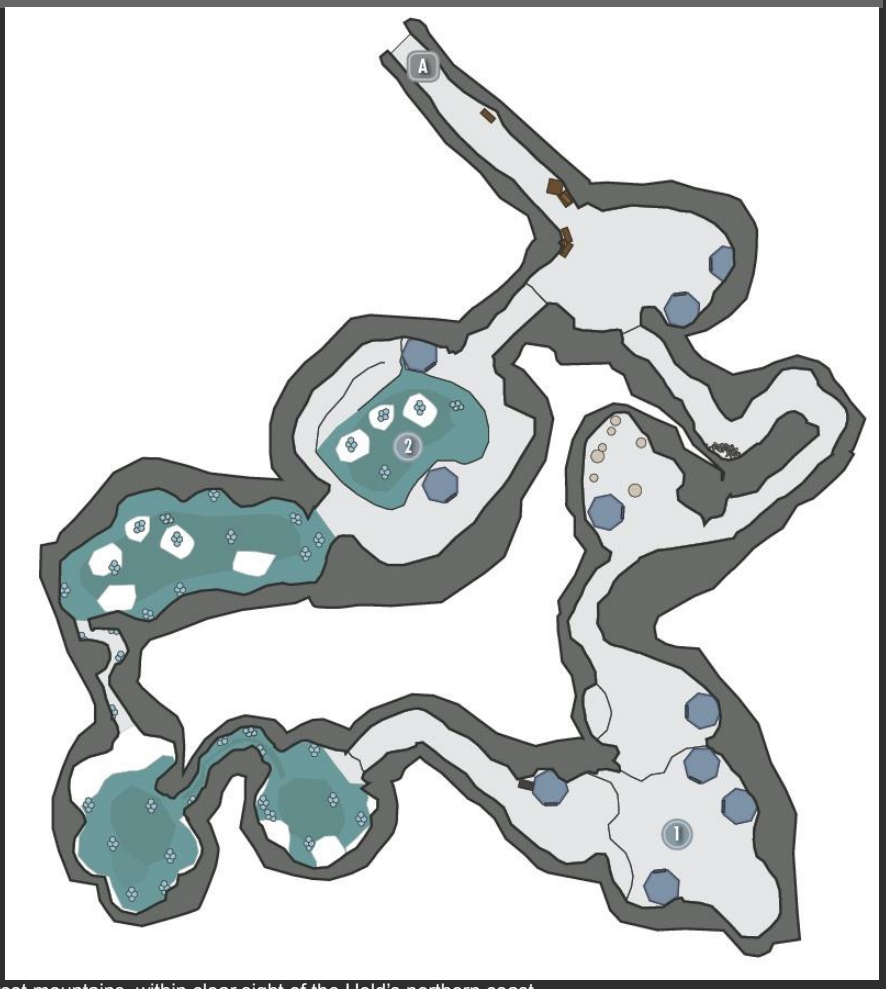
DANGERS

Falmer Claw Trap (trip wire)

COLLECTIBLES

Captured Critter: Torchbug in a Jar [2/5]
Skill Book [Restoration]: Mystery of Talara, v2 [B2/10]
Chest(s)
Potions

Frostflow Lighthouse



This tall watchtower stands atop Winterhold's northwest mountains, within clear sight of the Hold's northern coast.

EXTERIOR

Pick the Novice door lock to open the small storage shed that's attached to the lighthouse. A few potions are found within.
Potions

FROSTFLOW LIGHTHOUSE (INTERIOR)

Enter the tower to discover a butchered person. Search the corpse to gain a new Dungeon Quest and obtain an informative journal. A Torchbug in a Jar rests atop the mantel—this pertains to Side Quest: Captured Critters.
In the northern room, you find Sudi's Journal on the desk, Mani's Letter in the knapsack under the bed, and a Skill Book.
In the room adjacent, you find the journal of Ramati, the dead woman you just found. Piecing together the story from these journals will lead you to find Mani's Cellar Key, hidden in an urn on the mantel above the fireplace.
Ramati's Journal also mentions a promise to cremate her husband in the lighthouse fire in the event of his death (this is important later).
Take the key and use it to reach the cellar where you can clear out a cluster of Chaurus and loot a locked chest. Venture through the large hole in the basement's southeast wall to proceed to the Frostflow Abyss.
Captured Critter: Torchbug in a Jar [2/5]
Skill Book [Restoration]: Mystery of Talara, v2 [B2/10]
Chest (Locked: Adept)
Mani's Cellar Key
Mani's Letter
Ramati's Journal
Sudi's Journal
Potions

A) PATH TO FROSTFLOW LIGHTHOUSE

1) FALMER DEN

Exterminate a Chaurus, Falmer, and Frostbite Spiders as you head to this chamber. Carefully trigger a trip wire from a safe distance to disable the Falmer Claw Trap as well. Dispatch all Falmer here, then search the tents to find two chests. Locate a third chest along the passage to [2].
Danger! Falmer Claw Trap (trip wire)
Chest (Locked: Novice)
Chest (Locked: Apprentice)

2) CHAURUS NEST

Slay countless Chaurus on your way to this final cavern, where a monstrous Chaurus lurks—the source of the murders back in the lighthouse. Defeat the fiend to purify this place and complete the Miscellaneous Objective you acquired when you first entered the lighthouse.
Collect the key you find within the giant Chaurus's remains, along with Habd's Remains (trust us); then take the exterior path to reach a chest with valuable loot.
Habd's Lighthouse Key (Chaurus)
Habd's Remains (Chaurus)
Chest

ROOFTOP LOOT

Now that you've solved the lighthouse's mystery, backtrack to the main level and use your newfound key to open the door that leads to the roof. Open the giant chest you find on the roof to obtain a nice haul of plunder.
If you like, you may also throw Habd's Remains into the signal fire to receive a special blessing called Sailor's Repose, which permanently increases how much you heal with spells by 10 percent.

[4.07] Driftshade Refuge



RELATED QUESTS

The Companions Quest: Purity of Revenge

RECOMMENDED LEVEL: 6

DUNGEONS: VAMPIRE LAIR

Silver Hand

CRAFTING

Anvil
Grindstone
Workbench

DANGERS

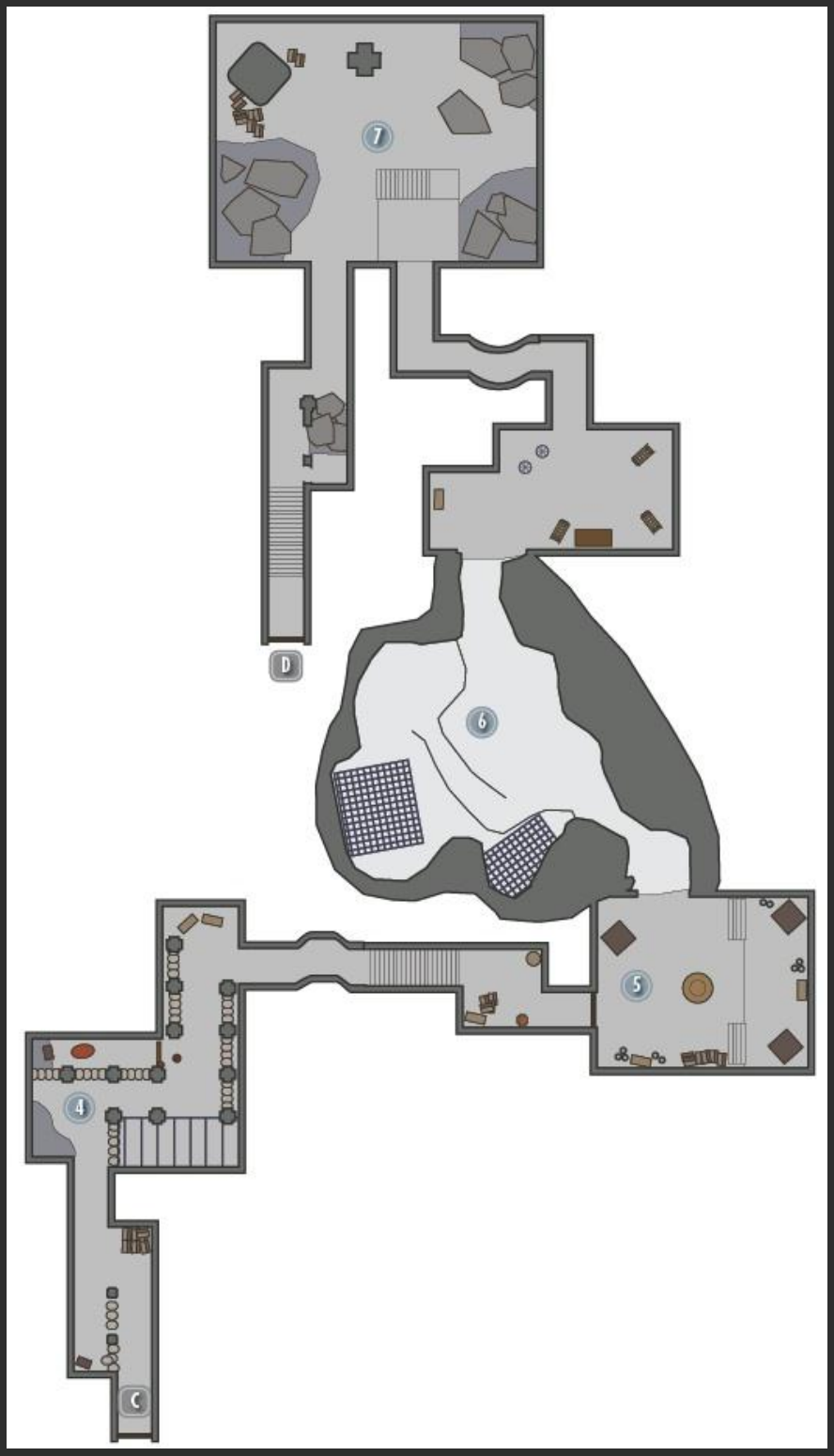
Swinging Wall Trap (pressure plate)

COLLECTIBLES

Skill Book [Block]: Warrior [E1/10]
Skill Book [Light Armor]: The Rear Guard
Skill Book [One-Handed]: 2920, Morning Star, v1
Chest(s)
Potions

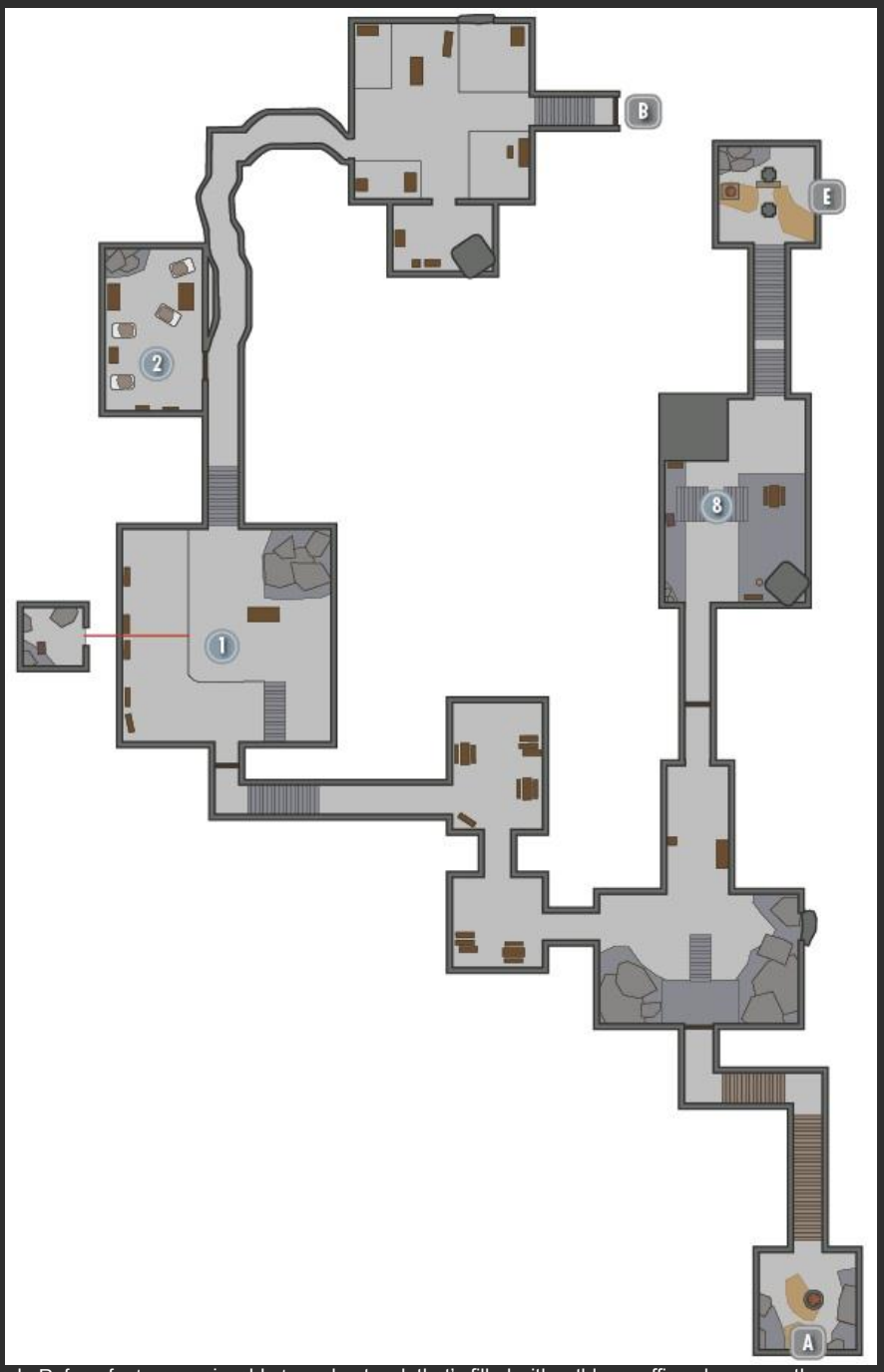
Driftshade Cellar

(click here to view an interactive version of this map)



Driftshade Refuge

(click here to view an interactive version of this map)



Though it appears to be a small barracks, the Driftshade Refuge features a sizeable tunnel network that's filled with ruthless ruffians known as the Silver Hand—hated enemies of the Companions. You must fight your way through this area during Companions Quest: Purity of Revenge.

A) DOOR TO SKYRIM

1) GREAT HALL

Eliminate severeal Silver Hand and swipe a few minor valuables on your way to this chamber, where a chest awaits pillaging in a nook downstairs.
Chest (Locked: Adept)
Potions

2) SLEEPING QUARTERS

Pick a locked door to enter this small sleeping area, then slay the groggy guard and plunder the place.
Area Is Locked (Adept)
Chest
Potions

3) CELLAR ACCESS

Dispatch more Silver Hand in this far chamber and pillage a chest before pulling the wall lever to open a passage that leads to the cellar.
Chest
Potions

B) DOOR TO DRIFTSHADE CELLAR

C) DOOR TO DRIFTSHADE REFUGE

4) BARREL-LINED PASSAGE

As you enter the cellar, search for a chest that's tucked away in a dark corner among barrels. Jump a pressure plate trap in this area, and don't bother picking the locked holding cell—the slain werewolf within has nothing of value.

Danger! Swinging Wall Trap (pressure plate)
Chest
Potions

5) DISTILLERY
Dispatch several Silver Hand ruffians here, then collect the Skill Book on the far shelf.

Skill Book [Light Armor]: The Rear Guard
Potions

6) HOLDING CELLS
Enter this snowy cavern, which features two giant holding cells, one of which contains a live werewolf. Free the creature if you dare, but be ready for a challenging battle.

7) CELLAR HEARTH
Check behind the large fireplace here to find some potions and a coin purse. Then head through the nearby door to return to the Refuge.

Potions

D) DOOR TO DRIFTSHADE REFUGE
E) DOOR TO DRIFTSHADE CELLAR
8) CRAFTING STATION
Lay waste to the final crew of Silver Hand bandits here, then locate two Skill Books and loot a large chest before unbarring the far door and making your way back outside.

Crafting: Anvil, Grindstone, Workbench
Skill Book [Block]: Warrior [E1/10]
Skill Book [One-Handed]: 2920, Morning Star, v1
Chest

[4.08] Fort Fellhammer



RECOMMENDED LEVEL: 6
DUNGEONS: BANDIT CAMP
Bandit

CRAFTING
Smelter

COLLECTIBLES
Skill Book [Heavy Armor]: Orsinium and the Orcs
Chest(s)
Potions

Mineable ore (Iron)
This bandit-ridden keep stands at the west base of Winterhold's western mountains.

GARRISON
Slay the bandit chief inside the small garrison and loot the large chest for valuables.

Chest
Potions

MINES
A skilled hand is required to pick the lock to this fort's interior mines, where more bandits lurk and iron can be harvested in abundance. More importantly, a Skill Book rests on the far table.

Area Is Locked (Expert)
Skill Book [Heavy Armor]: Orsinium and the Orcs
Mineable ore (Iron)

[4.09] Snowpoint Beacon



RECOMMENDED LEVEL: 5
DUNGEON: BANDIT CAMP
Bandit
COLLECTIBLE
Chest (Locked: Novice)
Bandits have overrun this small tower, which stands atop Winterhold's west mountains. The chief awaits up top. Loot his body after the slaughter for plenty of plunder.

[4.10] Pilgrim's Trench



RECOMMENDED LEVEL: 6
DUNGEON: SHIPWRECK
SPECIAL OBJECTS
Chests (2)
This small campsite is located along Winterhold's northern coastline. An interesting note rests atop a nearby barrel. Take a dip into the frigid ocean and swim out to a rowboat to the north.
From here, dive straight underwater to discover a graveyard of ships that have wrecked against the ice and sunk. The largest ship, which features a topside cabin, still carries two chests within her hull.

[4.11] Ysgramor's Tomb



RELATED QUESTS

The Companions Quest: Glory of the Dead

RECOMMENDED LEVEL: 6

DUNGEON: DRAUGR CRYPT

Animal
Companion Ghost
Kodlak Whitemane
Kodlak's Wolf Spirit

COLLECTIBLES

Skill Book [Two-Handed]: The Legendary City of Sancre Tor
Unique Item: Shield of Ysgramor [31/112]

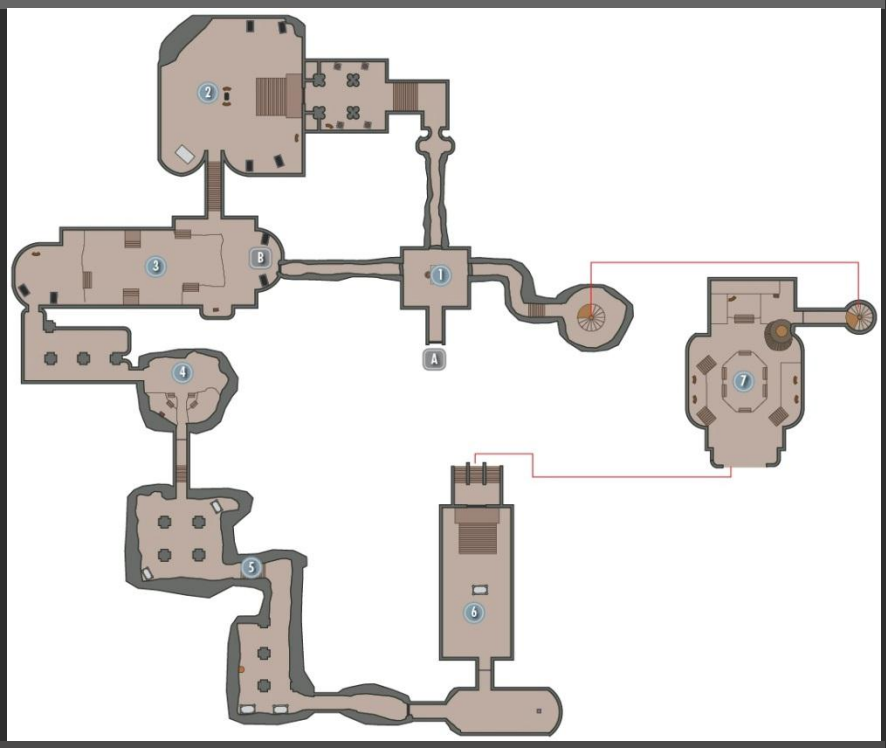
SPECIAL OBJECTS

Word Wall: Animal Allegiance [1/3]
Area Is Locked (quest required)
Chest(s)
Potions

This remote burial ground holds special significance to the Companions; you visit here during their "Glory of the Dead" quest. The area remains largely sealed off until you acquire that quest.

Ysgramar's Tomb

(click here to view an interactive version of this map)



A) EXIT TO SKYRIM

1) ENTRY CHAMBER

A statue to Ysgramor dominates the tomb's quiet entry chamber. If you're running Companions Quest: Glory of the Dead, place the axe Wuuthrad onto the statue at Vilkas's instruction to open the north passage and advance to [2]. If you haven't yet obtained that quest, then you cannot explore any farther.

Potion

2) SARCOPHAGI CHAMBER A

Prove your valor to the Companions' ancestors by slaying the Companion Ghosts that emerge from sarcophagi in this sizable chamber.
Potion

3) SARCOPHAGI CHAMBER B

Many more Companion Ghosts ambush you here—expect a challenging battle. Raid the room's southeast chest after things settle down, and find a potion in a nearby sarcophagus. Shred through thick cobwebs and snatch another potion on your way into a small room filled with ravenous Frostbite Spiders.

Chest
Potions

4) GIANT SPIDER DEN

Squash more spiders in this room, including a monstrous Giant Frostbite Spider that drops from the ceiling in ambush. Loot a locked chest and pull a wall chain to open the way forward.

Chest (Locked: Adept)
Burial Passages
Pocket a bit of plunder as you navigate these quiet halls. More Companion Ghosts attack as you near [6].

Apothecary's Satchel
Potions

5) SHRINE CHAMBER

Pull a handle to open the passage that leads into this chamber, where another host of Companion Ghosts descend upon you. Claim a Skill Book and potion from the central table before scaling the north stairs to [7].

Skill Book [Two-Handed]: The Legendary City of Sancre Tor
Potion

6) BURIAL CHAMBER

Speak with Kodlak's spirit in this large room, then examine the nearby Flame of the Harbinger to toss in one of the Glenmoril Witch Heads you obtained earlier in the Companions quest line.
Slay Kodlak's Wolf Spirit when it emerges, then speak with Kodlak again to complete your quest. Raid the chamber's large northeast chest on your way upstairs, claiming a unique shield from within. You'll soon find your way back to the tomb's entry chamber.

Unique Item: Shield of Ysgramor [31/112]
Chest

B) EXIT TO SKYRIM
EXTERIOR WORLD WALL

Upon returning to [1], take the west passage and exit out to Skyrim via the west door. Marvel at the view for a moment before sprinting up the snowy steps to discover a Word Wall.

Word Wall: Animal Allegiance [1/3]

[4.12] Saarthal



RELATED QUESTS

College of Winterhold Quest: Under Saarthal
Side Quest: Forbidden Legend

RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT

Arniel Gane
Draugr
Jyrik Gauldurson
Nerien

CRAFTING

Alchemy Lab

DANGERS

Dart Trap (pressure plates)
Rune Traps (floor)

PUZZLES

Nordic Pillars I
Nordic Pillars II

QUEST ITEMS

Enchanted Rings (3)
Saarthal Amulet

COLLECTIBLES

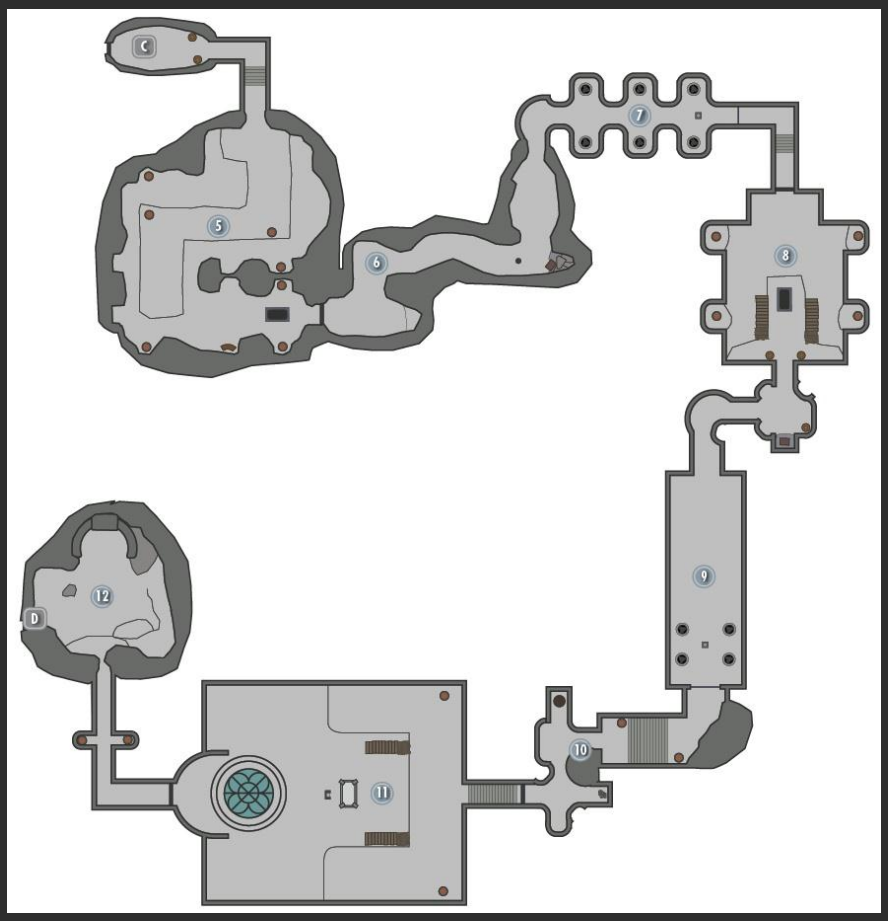
Skill Book [Two-Handed]: The Legendary Sancre Tor
Unique Item: Enchanted Ring [32/112]
Unique Item: Gauldur Amulet Fragment (Saarthal) [33/112]
Unique Item: Saarthal Amulet [34/112]
Unique Weapon: Staff of Jyrik Gauldurson [23/80]

SPECIAL OBJECTS

Word Wall: Ice Form [2/3]
Area Is Locked (quest required)
Chest(s)
Potions

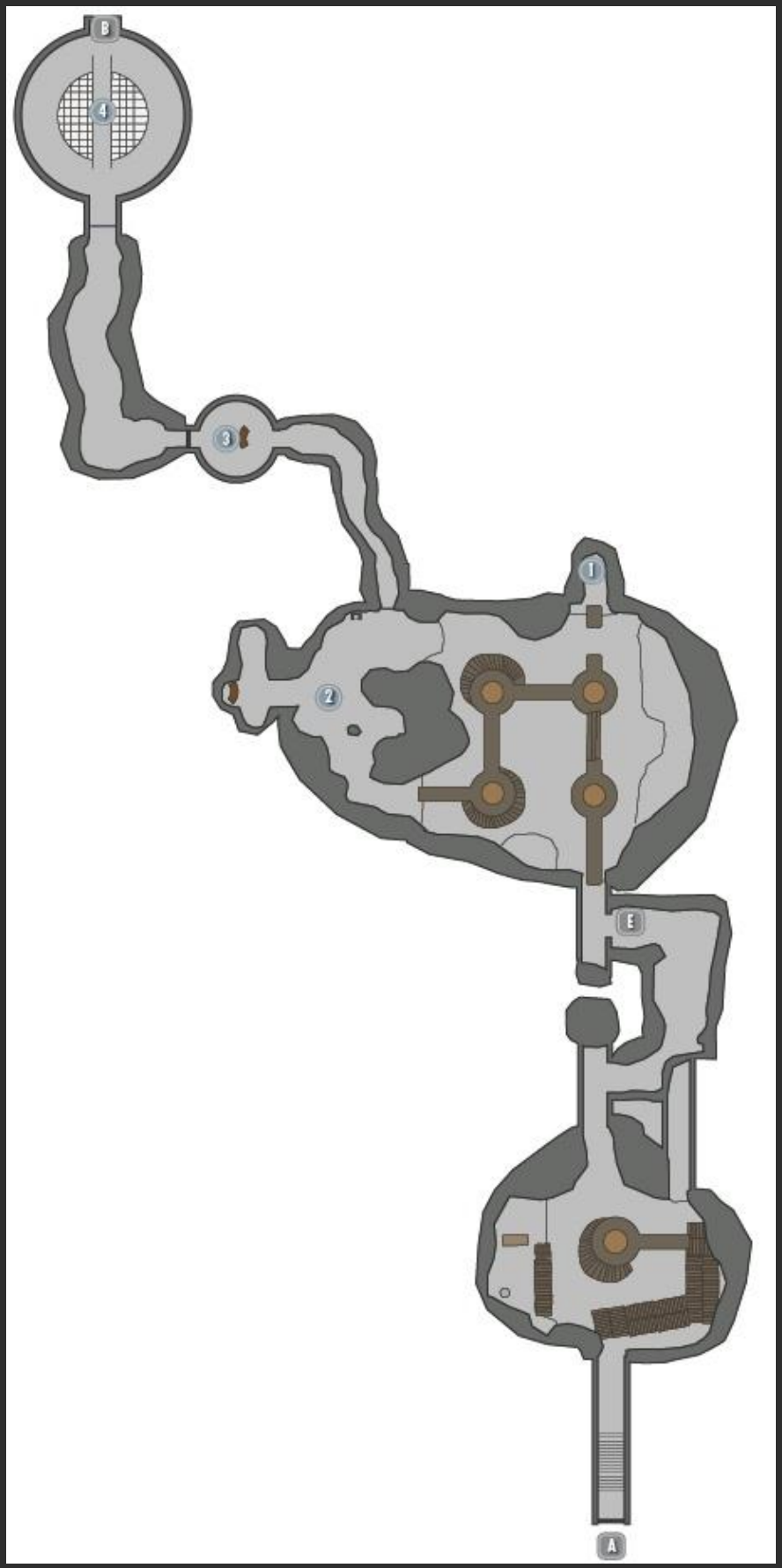
Saarthal

(click here to view an interactive version of this map)



Saarthal Excavation

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This snowy excavation site lies just southwest of Winterhold's capital and serves as the setting for the College of Winterhold's second quest.

EXTERIOR

Loot a chest and several urns before speaking with Tolfdir at the excavation site as part of College of Winterhold Quest: Under Saarthal. Tolfdir unlocks the nearby door and urges you keep pace as he heads inside.

Chest

A) EXIT TO SKYRIM

1) CHEST LEDGE

Chat up your colleagues as you follow Tolfdir deep into the excavation site. While navigating the high, narrow walkways here, boldly leap over to this north ledge and loot a chest.

Chest

2) ARNIEL GANE'S STUDY

Follow Tolfdir all the way to Arniel Gane's study, then speak with Arniel to advance the quest. Use your map and compass to locate four magical artifacts scattered about the nearby area—three small enchanted rings found on the ground and one amulet that hangs from a wall.
Removing the amulet springs a trap. Speak with Tolfdir, then put on the amulet and strike the wall where you recovered the amulet with any spell to destroy it, gaining your freedom.

Unique Item: Enchanted Ring [32/112]
Unique Item: Saarthal Amulet [33/112]

3) VISION CHAMBER

Tell Tolfdir of the curious vision you have upon entering this small chamber, then slay the powerful Draugr that burst out from the room's standing sarcophagi. Follow Tolfdir into the west passage, pulling a lever to open a gate on your way to [4].

4) COFFIN CHAMBER

You become trapped in this chamber when you enter and are forced to battle a swarm of Draugr. Slay them with haste, then pull the far wall chains to open the way forward; this seals off the passage from which you came.
Tolfdir remains here to study; head through the west door to brave the heart of Saarthal.

B) DOOR TO SAARTHAL

C) DOOR TO SAARTHAL EXCAVATION

5) DRAUGR PASSAGES

Sneak through these dark corridors, or risk awakening several powerful Draugr. Venture upstairs to loot a few urns and go through an iron door on your way to [6].

6) TRAPPED PASSAGE A

Beware of a rune trap that's been cast on the ground in this hall. Detonate it with a ranged attack from afar to safely advance. Avoid a pressure plate next, which lies just in front of a tantalizing chest. Slay or sneak past a few more deadly Draugr on your way to [7].

Danger! Rune Trap (floor), Dart Trap (pressure plate)
Chest

7) PUZZLING PILLARS

Spin the six pillars in this passage so that each one's glyph matches the glyph on the wall behind it (Snake, Whale, Hawk, Hawk). Pull the lever to raise the portcullis and advance.
Potion

8) GREAT HALL

Kill or avoid a deadly Draugr in this cavernous chamber, opening the far door to access a chest on your way to [9]. Beware of more rune traps that lie on the floor just beyond the chest. Detonate them both with ranged attacks from a safe distance.

Danger! Rune Traps (floor)
Chest

9) MORE NORDIC PILLARS

Solve another simple puzzle here by spinning the four pillars so that their facing glyphs match those that make up the mouths of the nearby stone heads (Snake, Whale, Hawk, Whale).
This is somewhat tricky, because rotating one pillar may also cause others to spin in sync. One of the pillars can be spun independently—save this one for last as you focus on correctly aligning the other three.

10) TRAPPED PASSAGE B

Tolfdir catches up to you as you enter this passage. Avoid the pressure plate on the floor as you swipe gear, potions, and loot urns here. Collect the Skill Book that rests atop the Alchemy Lab before entering the final cavern.

Danger! Dart Trap (pressure plate)
Crafting: Alchemy Lab
Skill Book [Two-Handed]: The Legendary Sancre Tor
Potions

11) ORB CHAMBER

A massive orb that churns with mysterious energy awaits you in this chamber, along with a deadly Draugr named Jyrik Gauldurson. No attack can harm Jyrik until Tolfdir begins to drain the energy from the orb.
You must then vary your attacks to counter the Draugr's defensive magics. Raid the chamber after the fight, then promise Tolfdir that you'll hurry back to the College to tell the Arch-Mage of your discovery.

Unique Item: Gauldur Amulet Fragment (Saarthal) [34/112]
Unique Weapon: Staff of Jyrik Gauldurson [23/80]

12) WORD WALL GROVE

This small cavern houses a mystical Word Wall. Approach the object to gain a new Word of Power as you follow the exit route out of Saarthal.

Word Wall: Ice Form [2/3]

D) DOOR TO SAARTHAL EXCAVATION

E) DOOR TO SAARTHAL

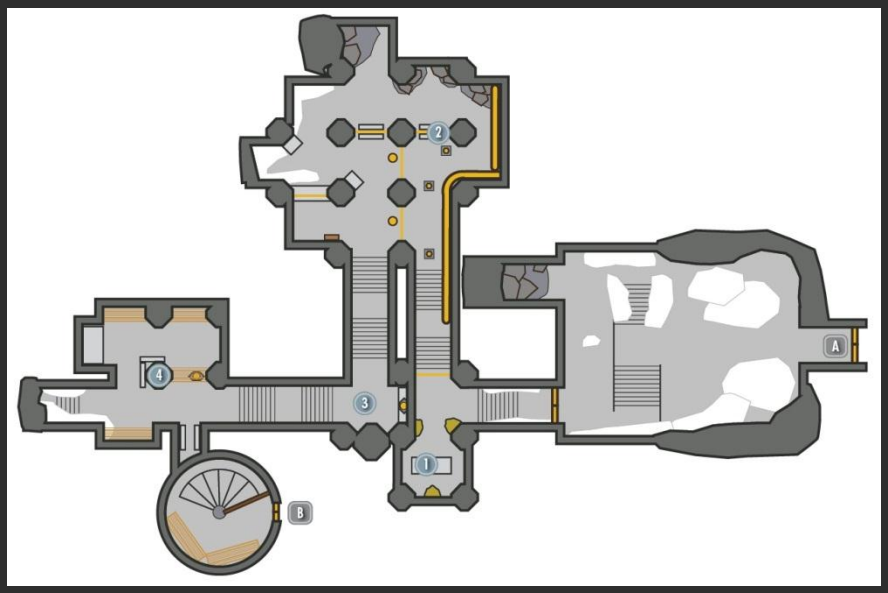
[4.13] Alftand



RELATED QUESTS
Main Quest: Elder Knowledge
Daedric Quest: Discerning the Transmundane
Dungeon Activity
RECOMMENDED LEVEL: 16
DUNGEON: DWARVEN CITY
Animal
Dwarven Centurion
Dwarven Sphere
Dwarven Spider
Falmer
J'darr
Sulla Trebatius
Umana
CRAFTING
Alchemy Lab
Blacksmith Forge
Tanning Rack
Workbench
DANGERS
Bone Alarm Trap
Dwarven Piston Traps
Dwarven Thresher Trap (pressure plates)
Falmer Claw Trap (trip wire)
Flamethrowers
Flamethrowers (button)
Oil Pool Traps
Spear Trap (pressure plates)
Swinging Wall Trap (pressure plate)
Underground Connection: Blackreach [10.02]
COLLECTIBLES
Skill Book [Lockpicking]: The Locked Room [D2/10]
Unique Item: Targe of the Blooded [35/112]
SPECIAL OBJECTS
Dwarven Mechanism
Chest(s)
Potions

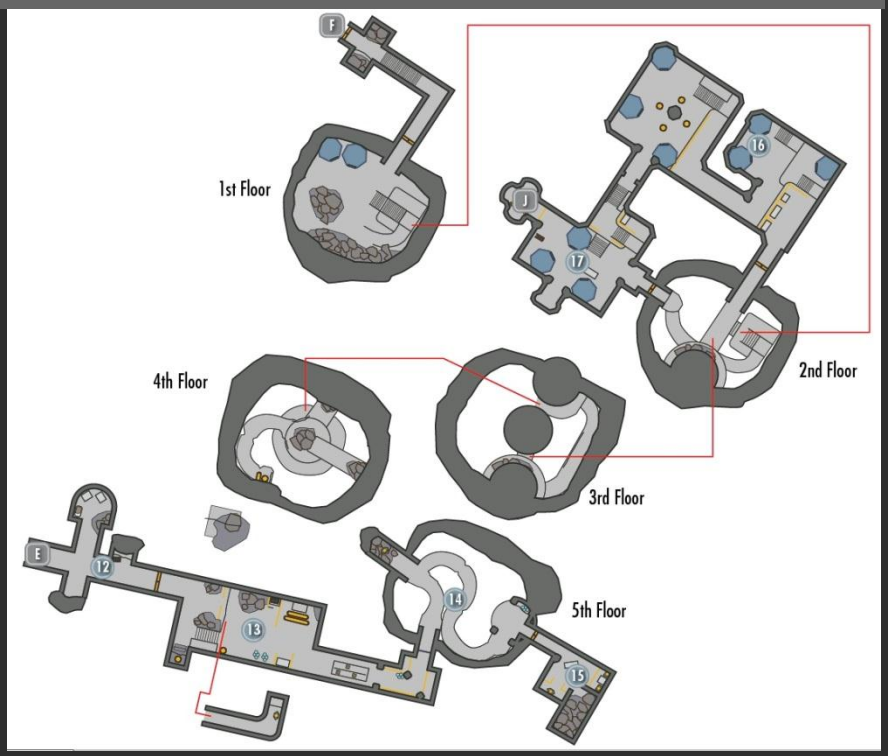
Alftand Ruined Tower

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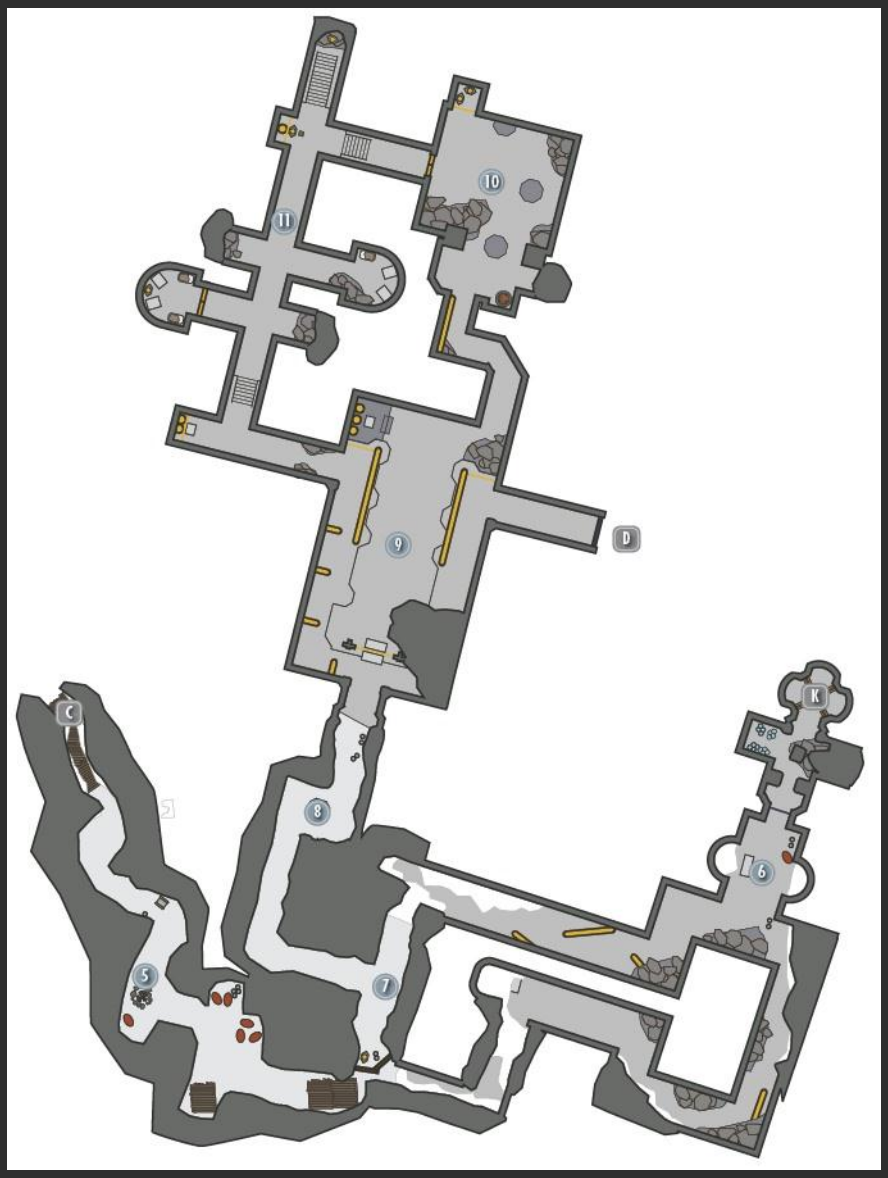
Alftand Animonculory

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Alftand Glacial Ruins

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This collection of Dwarven ruins has been exposed by the splitting of a massive glacier in the mountains southwest of Winterhold's capital. Navigating a ruined tower grants passage up to a high excavation site.

EXTERIOR (LOWER GLACIER)

Slay the odd animal as you sprint south along the base of the glacier's wide fissure. Enter the ruined tower at the fissure's far end to navigate an interior passage that leads you high atop the glacier.

A) EXIT TO SKYRIM

1) CHEST NOOK A

Sneak through the ruined tower, or you risk alerting Dwarven Spiders and Spheres that quickly emerge from small portals in the walls. Find a chest here, and push a button to open the nearby gate.
This also activates several flamethrowers near the gate, which you must sprint through. Read the nearby book to learn the Lesser Ward spell, which can help reduce the flamethrowers' harmful effect.
Danger! Flamethrowers (button)
Chest (Locked: Apprentice)
Potion

2) TRAPPED STAIRWELL

Beware of pressure plates in this passage as you head upstairs. If Dwarven Spheres sense your presence, try using these traps against them by looping around and pressing the buttons on the other side of the thin metal gate.
Danger! Spear Trap (pressure plates)

3) CHEST NOOK B

If possible, unlock a challenging chest here to claim worthy loot.
Chest (Locked: Expert)

4) STORAGE

Swipe some potions from the metal shelves here, and unlock another chest that sits on the ground. Make your way up a spiral stairwell and exit the tower.
Chest (Locked: Adept)
Potions

B) EXIT TO SKYRIM

C) EXTERIOR (UPPER GLACIER)

Head south after passing through the ruined tower, scaling a snowy hill. Sprint east to finally locate the Alftand excavation site. Search some open-air cabins here to discover a chest and an informative journal, then descend a series of wooden planks to discover a cave that leads into Alftand's glacial ruins.
Chest

C) EXIT TO SKYRIM

5) GLACIAL RUINS' ENTRY PASSAGE

Thumb through Sulla's Journal, which lies on a barrel in the Glacial Ruins' first passage, for a bit more insight into the expedition. Raid a nearby chest for plunder as well. As you pass a boarded off section by a dwarven tower, you can catch a glimpse of a deranged Khajiit searching the ruins and muttering to himself.

Chest

Workstation

Trek through the frigid passages that lead to this work area. Inspect a book on the table here to learn more about the ill-fated excavation effort, and loot a chest that lies in the nearby snow. You can't open the nearby gate for now, so continue following the snaking passage as it doubles back on itself. Be wary as Dwarven Spiders start to pop out of hiding.

Chest (Locked: Novice)

7) CHEST NOOK C

Find a chest and potion tucked away in this snowy corner, along with a coin purse and Apothecary's Satchel.

Chest

Apothecary's Satchel

8) J'DARR ENCOUNTER

You encounter one of the expedition's laborers in this icy passage. J'darr has gone quite mad and relentlessly attacks you on sight. Search around to find a pack, several potions, and an insightful journal afterward.

J'zhar's Pack

Potions

9) OILY CHAMBER

Flip through yet another journal as you enter this sizable chamber. Beware of Dwarven Spheres that emerge from portals in the room's center. Ignite the oily floor to burn them up. Ride a trio of vertical dwarven piston traps in the room's northwest corner to reach loot on a high ledge

Danger! Oil Pool Traps

Chests (2)

Potions

FORGE

Exploit this chamber's oily floor as well to help you defeat its Dwarven Spiders. Use a crafting station here and unlock the Novice-level northwest gate to raid a small treasure nook.

Crafting: Blacksmith Forge

Chest (Locked: Apprentice)

Chest (Locked: Adept)

11) TRAPPED CHEST CORRIDOR

Avoid the pressure plate that lies in front of this passage's tantalizing chest, and loot another chest that lies among the nearby north rubble. Collect a few potions as you explore the passage's southern alcoves, and pick an Apprentice-level gate to access a small room with yet another chest. Several Dwarven Spiders can be seen working through here, which can be bypassed if you are very stealthy.

Danger! Spear Trap (pressure plate)

Chests (2)

Chest (Locked: Adept)

Potions

9) OILY CHAMBER REVISITED

You soon return to [9], entering at a high balcony. Loop around the room, jumping or slipping past rows of dangerous dwarven piston traps that threaten to knock you down. Destroy a few more Dwarven Spiders on your way to the door that leads to the Animonculory.

Danger! Dwarven Piston Traps

D) DOOR TO ALFTAND ANIMONCULORY

E) DOOR TO ALFTAND GLACIAL RUINS

12) ANIMONCULORY ENTRY

Raid two chests in this first passage, one of them dark and made of bone and Chaurus hide.

Chests (2)

13) CONNECTING CORRIDOR

First, explore this wide corridor's lower tunnel to discover the remains of another member of the dig team, along with his personal journal.

Loot a locked chest before backtracking out and heading upstairs to discover another chest and some potions in the oily passage above. Avoid the pressure plates on the slope that follows—they trigger a lethal trap.

Danger! Oil Pool Trap, Dwarven Thresher Trap (pressure plates)

Chest

Chest (Locked: Adept)

Potions

14) GRAND CAVERN

Pull a lever to open the way into this tall chamber, then follow the first elevated walkway to its end to discover a chest and a few potions among debris. Descend the central winding ramp, and pick an Apprentice-level door to visit [15] before making a long drop down to a bloodstained platform, where the body of another excavation team member lies pierced with arrows on the rubble.

Dispatch Dwarven Spiders and avoid pistons as you continue to descend the winding ramp, sprinting past a flamethrower when it momentarily deactivates to reach the door to [16].

Danger! Flamethrower Trap, Dwarven Piston Traps

Chest (Locked: Novice)

Potions

15) TREASURE ROOM

Unlock a gate to visit this chamber and raid a chest. Unlock an Expert-level gate here to access a second chest with even more plunder.

Area Is Locked (Apprentice)

Skill Book [Lockpicking]: The Locked Room [D2/10]

Chests (2)

Chest (Locked: Master)

Potions

16) FALMER DEN

Vicious Falmer have erected tents in these chambers. Slay the foul creatures, seeking to exploit oil spills when possible. Some ingredients and an alchemy workbench can be found in a corner, as well as some ingots and dwarven scrap on the shelves. The second room contains a blacksmith forge, as well as an armor workbench. Shelves to the left of the stairs can be used to sneak past the Falmer and traps here or to provide a good sniping position.

Danger! Bone Alarm Trap, Flamethrower Trap, Oil Pool Trap

Crafting: Alchemy Lab, Blacksmith Forge, Workbench

17) TORTURE ROOM

The Falmer have turned the tools of their dwarven captures to their own uses, and the body of yet another excavation team member lies on a torture table. If you've had enough adventuring, ride the northwest elevator back to the start of the Glacial Ruins (behind the barred-off area you found before).

You can quickly return to this point later. When you're ready to delve deeper into Alftand, go through the southeast door to return to [14] and take a winding ramp down to the Grand Cavern's bottom.
Crafting: Tanning Rack

14) GRAND CAVERN REVISITED

Slaughter a host of Falmer and Frostbite Spiders at the Grand Cavern's bottom, then pass through a door and avoid a trap in the short hall that leads to the cavernous Alftand Cathedral.
Danger! Falmer Claw Trap (pressure plate)

F) DOOR TO ALFTAND CATHEDRAL
G) DOOR TO ALFTAND ANIMONCULORY
J) DOOR TO ALFTAND GLACIAL RUINS
K) DOOR TO ALFTAND ANIMONCULORY

ALFTAND CATHEDRAL

Dodge a few pressure plates as in the cathedral's entry passage. If you're lucky, the patrolling Falmer may trigger them for you. Open a door and slay or sneak past more Falmer in the cavernous chamber.
Loot three grotesque chests in and around the surrounding Falmer tents, then scale the east stone steps to find two dwarven chests, along with a lever that opens the west gate. Loot another two dwarven chests beyond the gate as you head upstairs, then defeat a mighty Dwarven Centurion to obtain a useful key.
Raid one final dwarven chest at the top of the stairs before opening a gate and confronting the final two members of the expedition.
Slay the remaining expedition members while they are busy attacking each other, then either use the nearby Dwarven Mechanism to visit Blackreach [10.02], or use the key you found on the Centurion to open the nearby gate and take an elevator back up to the surface.
Don't forget to take the Targe of the Blooded off of Umana's corpse. This unique shield causes bleeding damage to enemies when you bash them with it.
Danger! Swinging Wall Trap (pressure plates)
Unique Item: Targe of the Blooded [35/112] (Umana)
Key to Alftand Lift (Dwarven Centurion)
Chests (4)
Chest (Locked: Novice)
Chests (Locked: Apprentice) (2)
Chest (Locked: Adept)
Potion

[4.14] Wayward Pass



RECOMMENDED LEVEL: 5
DUNGEON: SPECIAL
SPECIAL OBJECTS:
Shrine of Arkay [3/12]

This smooth trail cuts through Winterhold's harsh central mountains, making it the easiest means of traveling between this Hold and the southern end of the Pale. As a bonus, touch the shrine located halfway through this serene pass to instantly cure any diseases you might have.

[4.15] Ironbind Barrow



RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT
Animal
Beem-Ja
Draugr
Salma
Warlord Gathrik...

[4.18] Shrine of Azura



RELATED QUESTS
Daedric Quest: The Black Star
DUNGEON: SPECIAL
Aranea Ienith (Follower)
SERVICES
Follower: Aranea Ienith [12/47]
COLLECTIBLES
Unique Item: Azura's Star [36/112]

This awesome statue to the goddess Azura towers high atop Winterhold's snowcapped northeast peaks. Scale the icy stone steps and speak with Aranea Ienith, who prays at the statue's base, to obtain a new Side Quest.
Return here later and give Azura's Star to Aranea to speak with the goddess Azura, who asks you to enter her Star [10.01] and purge Malyn Varen's soul from the sacred object.
If you choose to complete "The Black Star" quest with Aranea's help, she'll become available as a Follower afterward.

[4.19] Fort Kastav



RELATED QUESTS
Civil War Quest: Reunification of Skyrim
Civil War Quest: Rescue from Fort Kastav
RECOMMENDED LEVEL: 6
HABITATION: MILITARY FORT
Mage
Skeleton
Crafting
Alchemy Lab
COLLECTIBLES
Skill Book [Block]: Warrior [E2/10]
Chest(s)
Potions

This forboding fortress is a point of contention between the Imperials and Stormcloaks during the Civil War campaign. When not running Civil War Quests, you may instead find Fort Kastav to be populated by a variety of powerful adversaries, including dangerous cultists and fearsome mages. The fort can be infiltrated covertly via a trapdoor that lies just outside the wall to the northwest. The trapdoor leads to the prison—the fort's only interior area.

EXTERIOR
Slay a few lowly skeletons and two mighty mages to secure the outer compound. This is the most dangerous area of the fort, so take care in how you approach the battle.
Crafting: Alchemy Lab

PRISON
Find a chest in the southeast corner of the prison's north entry chamber, along with a few potions. A dangerous mage lurks in the southern holding cells. There's no need to open any of the cells, unless you're simply after lockpicking practice.
Chest
Potions

CAPTAIN'S QUARTERS
Two chests, no enemies, and a Skill Book. What good fortune!
Skill Book [Block]: Warrior [E2/10]
Chests (2)

APOTHECARY'S SATCHEL

[4.20] Septimus Signus's Outpost



RELATED QUESTS
Main Quest: Elder Knowledge
Daedric Quest: Discerning the Transmundane
Habitation: Special
Septimus Signus
QUEST ITEMS

Attunement Sphere
Blank Lexicon

COLLECTIBLES

Unique Item: Oghma Infinium [37/112]
This small, coastal ice cave is easy to miss—only a wooden door at the base of one of Winterhold's northern glaciers gives it away. Enter to speak with a robed man named Septimus Signus and learn about Blackreach [10.02].
Septimus also gives you a new quest, along with two important items. Complete the quest to obtain a unique item.

[4.21] Skytemple Ruins



RECOMMENDED LEVEL: 6

DUNGEON: SPECIAL

Draugr
Skeleton

COLLECTIBLES

Skill Book [Illusion]: Before the Ages of Man
Chest (Locked: Apprentice)
Potions

On one of Winterhold's frozen northern isles, slay skeletons as you fight your way up a snowy path that leads to some long-forgotten ruins. Pick a Novice-level door to access a small room with a large, locked chest and Skill Book—but beware the powerful Draugr that bursts from a nearby coffin to ambush you.

[4.22] Wreck of The Pride of Tel Vos



RECOMMENDED LEVEL: 12

DUNGEON: SHIPWRECK

Bandit

CRAFTING

Tanning Rack

QUEST ITEMS

Lymdrenn Tenvanni's Journal
Waterlogged Chest
Chests (2)
Chest (Locked: Novice)
A number of seasoned bandits have made camp near a shipwreck along Winterhold's northeast coastline. The bandits carry plenty of plunder. Raid the chest at their camp for even more loot, along with the two chests found within the wrecked ship.
The journal that you find is the item that Brand-Shei in Riften has been searching for—proof of his childhood. Return it to him for a reward.

[4.23] The Serpent Stone



RELATED QUESTS

Civil War Quest: Joining the Stormcloaks

RECOMMENDED LEVEL: 6

Dungeon: Special
Ice Wraith

SPECIAL OBJECTS

Standing Stone: The Serpent Stone [5/13]
Brave Winterhold's icy northeast waters to discover a group of unique standing stones atop a large glacier. Slay a pesky Ice Wraith here, then examine the central Standing Stone to accept a new sign blessing.
Once per day, those under the sign of the Serpent can use a ranged paralyzing poison against opponents. Note that you can have only one sign blessing at a time, so activating this Standing Stone will override your current sign blessing (if any).

[4.24] Bleakcoast Cave



RELATED QUESTS

Side Quest: Kyne's Sacred Trials

DUNGEON: ANIMAL DEN

Animal

Descend into this relatively small ice cave, where a pair of Frost Trolls lurk. Several smaller caverns sprout from the main one. Loot the corpses of less-capable adventurers in the side caverns to the east and west, which are also guarded by Frost Trolls.

[4.25] Whistling Mine



RELATED QUESTS
Favor (Activity): Mining Ore* (Thorgar)
RECOMMENDED LEVEL: 8
HABITATION: MINE
Miners
CRAFTING
Smelter
COLLECTIBLES
Skill Book [Smithing]: Heavy Armor Forging

Mineable ore (Iron)
This small, icy cave contains raw veins of iron ore that anyone with a pickaxe is free to mine. Find a Skill Book sitting atop a barrel in the campsite cavern.

[4.26] Journeyman's Nook



RELATED QUESTS
Side Quest: The Great Skyrim Treasure Hunt*
Miscellaneous Objective: Lost Apprentices: Borvir*
Recommended Level: 6
Dungeon: Bandit Camp
Bandit
CRAFTING
Alchemy Lab
COLLECTIBLES
Skill Book [Alchemy]: Herbalist's Guide to Skyrim
Treasure Map II [2/11]
Unique Weapon: Borvir's Dagger [25/80]
Knapsack
Potions

This small igloo lies among the snowy hills north of Snow Veil Sanctum [4.28]. The warmth of a roaring fire—and a heated encounter with a bandit—await you within. You find the corpse of Borvir here, one of the missing members of the College of Winterhold and brother to the also deceased Rundi. A unique dagger lies nearby, and there's a Treasure Map in the nearby knapsack. After you've heard Phinis Gestor mention them in one of his addresses to the College, you can bring back proof of his demise. A Skill Book is also found here; it rests atop a snowy crate inside the ruin.

[4.27] Stillborn Cave



Recommended Level: 18
Dungeon: Falmer Hive
Animal
Falmer

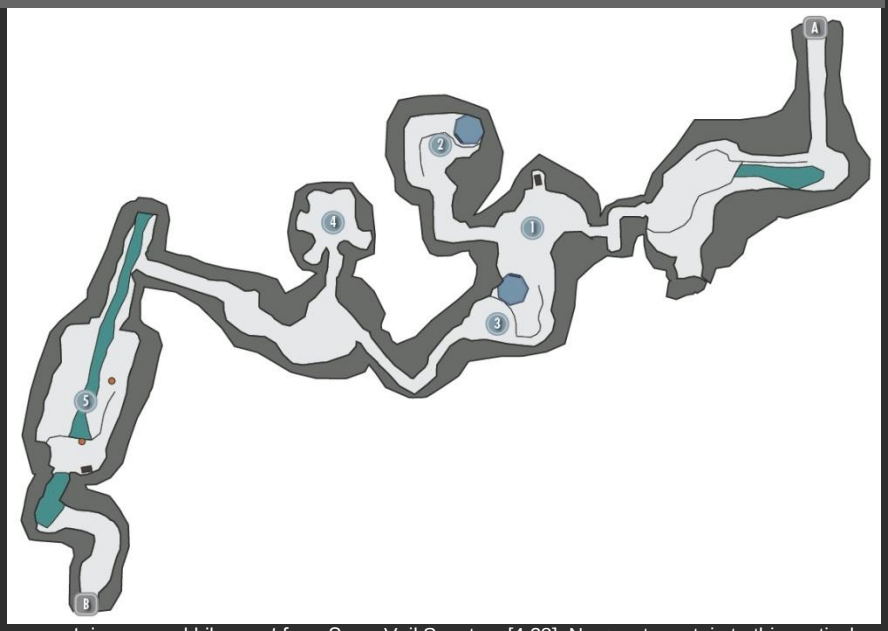
DANGERS

Swinging Wall Trap (trip wire)

COLLECTIBLES

Skill Book [Conjuration]: The Warrior's Charge
Chest(s)

Stillborn Cave



This Falmer-filled cave is found in Whiterun's southern mountains, a good hike west from Snow Veil Sanctum [4.28]. No quests pertain to this particular Falmer den, but treasure and adventure await you within.A) Exit to Skyrim

1) NORTH FALMER CAVERN

Slay a grotesque Chaurus on your way to this cavern, where a chest is found in a northern nook.
Chest

2) SIDE CAVERN A

Dispatch another Chaurus and loot another chest in this small side cavern.
Chest

3) SOUTH FALMER CAVERN

Beware the powerful Falmer on patrol here, and the dangerous trip wire that's stretched near the tunnel that leads to [4]. After passing the trip wire, turn right and search a dark corner to discover a Skill Book that lies near a skeleton.
Danger! Swinging Wall Trap (trip wire)
Skill Book [Conjuration]: The Warrior's Charge

4) FALMER NEST

Falmer emerge from holes in the walls around this area. Slaughter the fiends before looting the chest they sought to guard.
Chest (Locked: Novice)

5) CHAURUS LAIR

Cut down a few more Chaurus in this final cavern, and raid the chest that's found on the high ground.
Chest

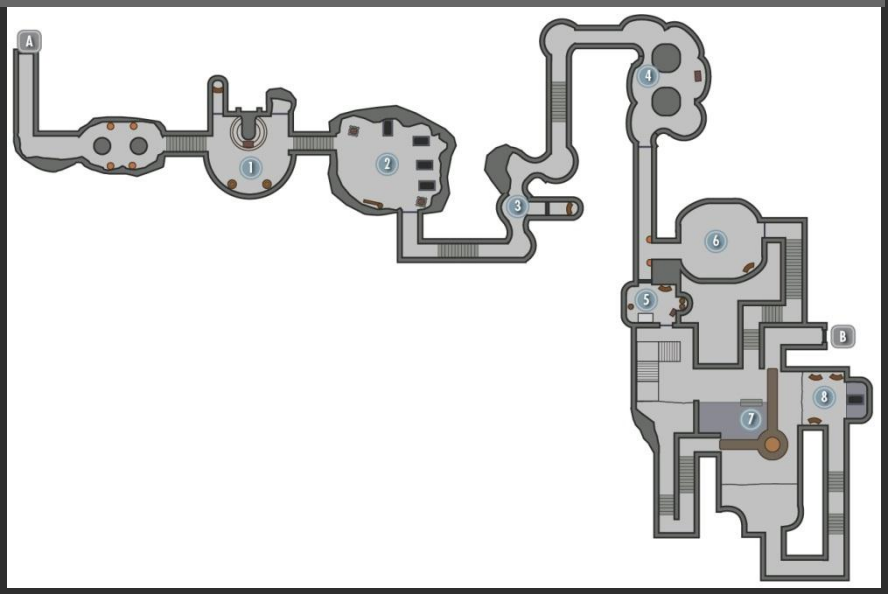
B) EXIT TO SKYRIM

[4.28] Snow Veil Sanctum

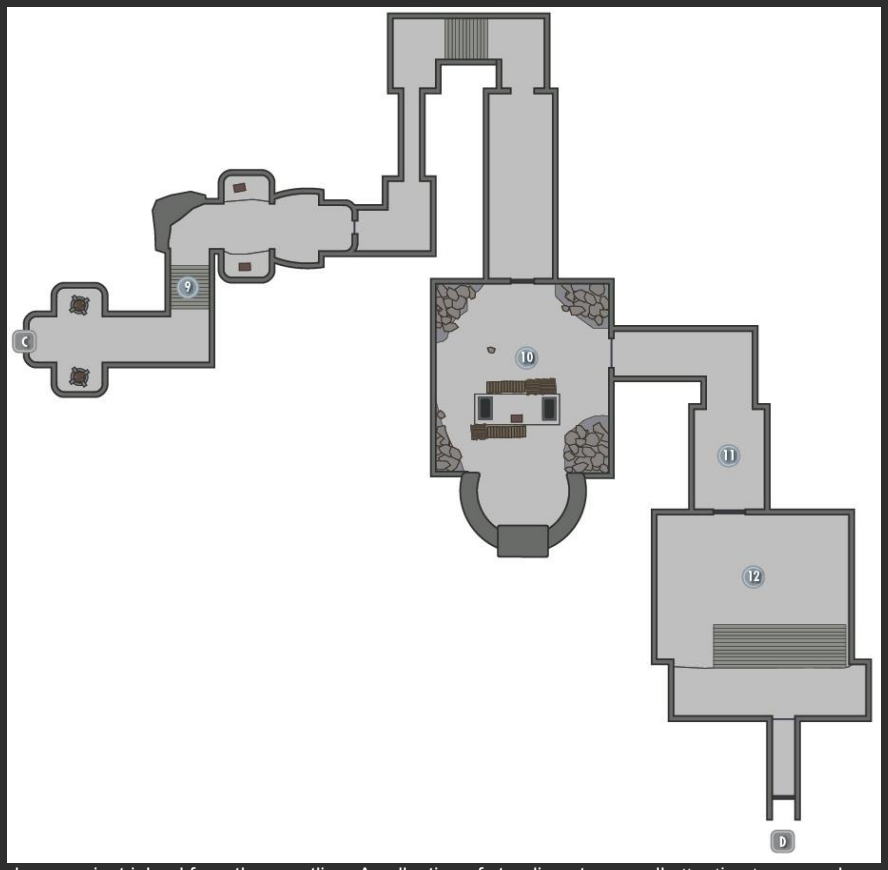


RELATED QUESTS
Thieves Guild Quest: Speaking With Silence
Thieves Guild Radiant Quest: Larceny Targets*
RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT
Draugr
DANGERS
Bone Alarm Trap
Bear Traps
Dart Trap (wall chain)
Oil Lamp Traps
Oil Lamp Traps (pedestal pressure plate)
Oil Lamp Traps (trip wires)
Oil Pool Traps
Swinging Wall Trap (wall chain)
COLLECTIBLES
Larceny Target: Model Ship [3/7]
Skill Book [Light Armor]: Ice and Chitin
Skill Book [Sneak]: Three Thieves [E1/10]
SPECIAL OBJECTS
Word Wall: Disarm [3/3]
Area Is Locked (quest required)
Chest(s)
Potions

Snow Veil Catacombs



Snow Veil Sanctum



This frigid temple is found within Winterhold's eastern barrens, just inland from the coastline. A collection of standing stones call attention to a round stone depression dug into the earth.
Descend the stairs to discover the door that leads into the Snow Veil Catacombs. You can't enter unless you're participating in Thieves Guild Quest: Speaking With Silence. Then Mercer Frey opens the door for you.

EXIT TO SKYRIM

ENTRY CHAMBER

Slay the Draugr that ambush you in this small chamber, then loot the central chest and pull a wall chain to raise a portcullis and access some potions.
Chest

SWINGING WALL TRAP CHAMBER

Pull a wall chain to open this chamber's portcullis, and immediately run toward the portcullis after pulling the chain; otherwise you'll soon be struck by a lethal trap that triggers after a slight delay.
Danger! Swinging Wall Trap (wall chain)

BURIAL PASSAGES

Sneak through these twisting passages to avoid rousing Draugr. Unlock an Adept-level iron door along the way to access a small alcove with valuable potions. Safely deactivate a few bear traps around the next corner.
Danger! Bear Traps
Potions

DRAUGR HALLS

Continue to sneak through these passages, or risk waking several more Draugr. Should the undead awaken, look to knock down hanging lamps and ignite the oily floor. Do this easily by triggering either of the two trip wires stretched across the corridor. Loot a chest here before pulling a wall chain to raise a portcullis and advance.
Danger! Oil Lamp Traps (tripwires), Oil Pool Trap
Chest

TREASURE NOOK

Unlock an iron door to access this small storage room. If you like, fire ranged attacks through the barred window to thin out the Draugr in [7].
Area Is Locked (Apprentice)
Chest

HANGING RATTLE CHAMBER

Avoid the hanging rattles in this chamber—they can alert nearby undead. Claim a valuable Skill Book and nab some potions before pulling another wall chain to advance.
Danger! Bone Alarm Trap
Skill Book [Sneak]: Three Thieves [E1/10]
Potions

DRAUGR DEN

A hoard of fearsome undead lurk in this large cavern. Let Mercer Frey take the lead in battle. Scale the south wooden stairs and take the southeast passage to [8] before heading up the west stone stairs to reach an elevated walkway that leads to the Snow Veil Sanctum.

MODEL SHIP CHAMBER

Take a southwest passage from [7] to reach this oily overlook, where a unique Model Ship sits atop a pedestal. Stand back and knock down the hanging lamps from a safe range to burn up the oil before taking the Model Ship; otherwise the lamps will fall when you take the item. Delvin will be interested in buying this unique item when you return to the Thieves Guild.
Danger! Oil Lamp Traps (pedestal pressure plate), Oil Pool Trap
Larceny Target: Model Ship [3/7]
Potions

DOOR TO SNOW VEIL SANCTUM

DOOR TO SNOW VEIL CATACOMBS

SANCTUM ENTRY PASSAGE

Sneak through the Sanctum's first twisting passage, or risk stirring a legion of bloodthirsty undead. Leap over low-hanging rattles to reach a pair of chests as you go. When you reach the far portcullis, pull the nearby wall chain to raise it, then take cover from a slew of arrows that fly out from the passage beyond.
This is a result of the clay jars stacked against the portcullis tumbling onto a nearby pressure plate. Quickly dart into the passage after the arrows stop flying and pull another wall chain to close the portcullis again, thereby cutting off any Draugr that might be in pursuit.
Danger! Bone Alarm Trap, Dart Trap (pressure plate)
Chest
Chest (Locked: Adept)

WORD WALL ROOM

Opening the door that leads into this sizable chamber knocks over several jars, rousing a slew of vicious Draugr. Inspect a book on a stone table to increase your Light Armor skill and follow the sound of chanting to locate a Word Wall that grants a new Word of Power.
Scale the central stairs to raid a giant chest before pulling the wall chain near the east portcullis and advancing.
Skill Book [Light Armor]: Ice and Chitin
Word Wall: Disarm [3/3]
Chest

PUZZLE DOOR PASSAGE

Don't worry that you haven't found the claw that unlocks the Nordic Puzzle Door in this hall—Mercer Frey kindly opens the door for you!

INNER SANCTUM

The plot thickens when you enter this room, but we won't reveal any story-based spoilers here. When you're ready, proceed through the far door to quickly exit out to Skyrim.

EXIT TO SKYRIM

[4.29] Winterhold Stormcloaks Camp



RELATED QUESTS

Civil War Quest (when active, depending on who you side with)

HABITATION: MILITARY: STORMCLOAK CAMP

Stormcloak Quartermaster (Blacksmith)
Stormcloak Soldier

SERVICES

Trader (Blacksmith): Stormcloak Quartermaster [10/33]
Weapons, Apparel, Misc

CRAFTING

Alchemy Lab
Anvil
Grindstone
Workbench

SPECIAL OBJECTS

Civil War: Map of Skyrim
Shrine of Arkay [4/12]
Chests (2)
Potions

The Stormcloaks have set up camp here—though this encampment may appear only during the Civil War quest line. Trade with the quartermaster and exploit his array of crafting stations. Inspect the large map in one tent to potentially gain new map data. Loot a few chests before moving on.

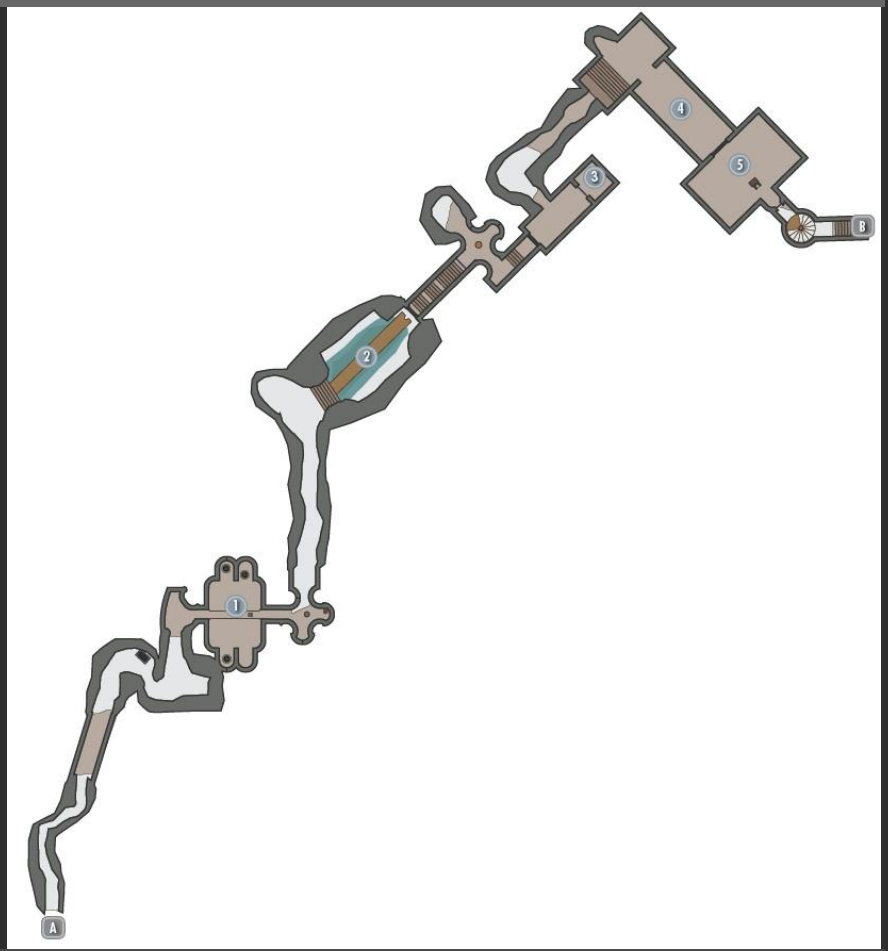
[4.30] Yngol Barrow



RELATED QUESTS
Dungeon Quest: Ashore in a Sea of Ghosts*
RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT
Draugr
DANGERS
Swinging Wall Trap (pressure plate)
PUZZLES
Nordic Puzzle Door (Coral Dragon Claw)
Nordic Pillars
COLLECTIBLES
Dragon Claw: Coral Dragon Claw [4/10]
Unique Item: Helm of Yngol [38/112]
Chest(s)

Yngol's Barrow lies hidden within an ice cave at Winterhold's southeast corner. This place is haunted by spectres of old and is scarcely remembered as the namesake of the Sea of Ghosts.

Yngol Barrow



EXIT TO SKYRIM
PILLAR PUZZLE CHAMBER

Loot a few Draugr corpses on the way to this first chamber, then inspect the dead scholar's remains to discover a book that provides a clue on how to solve the room's puzzle. Spin the glyph pillars to create the pattern described in the scholar's book.
The lone south pillar should be a Whale, while the other two north pillars should be a Snake and a Hawk; then pull the central lever to open the way forward. Collect the Coral Dragon Claw from a pedestal just beyond the gate, unless you've already acquired it from Winterhold.
Dragon Claw: Coral Dragon Claw [4/10]

WATERY PASSAGE

Take a dip in the frigid water here to locate a sunken chest and burial urn.
Chest

TREASURE NOOK

Unlock a metal gate here to access a nook full of goodies.
Area Is Locked (Adept)
Chest

NORDIC PUZZLE DOOR

Jump the pressure plate in a narrow tunnel and loot a chest on your way to this unusual door. Examine the Coral Dragon Claw and notice the sequence of glyphs etched into the piece.
Rotate the door's rings to imitate the claw's pattern (Snake, Wolf, Moth), then insert the claw into the door's central keyhole to open the way forward.
Danger! Swinging Wall Trap (pressure plate)
Chest

DRAUGR CHAMBER

Put to rest the ancient Shade of Yngol just beyond the puzzle door, then loot a large chest and retrieve Yngol's Helm from the throne nearby, raising the portcullis and allowing a quick exit from the ruin.
Chest
Unique Item: Helm of Yngol [38/112]

EXIT TO SKYRIM

[4.31] WRECK OF THE WINTER WAR



RECOMMENDED LEVEL: 6
DUNGEON: SHIPWRECK

Bandits

COLLECTIBLES

Skill Book [Lockpicking]: Surfeit of Thieves [C1/10]
Chest (Locked: Expert)
An old ship named the Winter War has crashed among the unyielding glaciers of Winterhold's eastern coast. A crew of salty bandits have made this shipwreck their home. Kill them all, then locate a locked chest within the ship and collect the nearby Skill Book.

5.4 Winterhold: Secondary Locations

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[4.A] Shrine of Dibella: Watching Dawnstar



Visible from the main road heading south away from Dawnstar in the Pale, this rocky abutment has a carved platform upon which the writhing and sensual form of Dibella is visible. This shrine marks the edge of this Hold. Upon the Shrine is a Skill Book.
Skill Book [Illusion]: Incident at Necrom
Shrine of Dibella [2/8]

[4.B] Hunter's Overlook: Fellhammer Wastes



North and a little west of Fort Fellhammer, around the steep mountain crags, is a small campfire with two hunters on an exposed overlook above the Shrine of Dibella. This offers excellent views of Dawnstar and the Nightcaller Temple.
Crafting: Tanning Rack

[4.C] Wolf Den: Fellhammer Wastes



On the forested floor below the windswept snow flurries just northwest of Fort Fellhammer is a rocky alcove where wolves prowl. Defeat the wild animals guarding this den, and inspect the bandit corpse within. There's little else but fallen prey and bones here.

[4.D] Yisra's Beachside Combustion



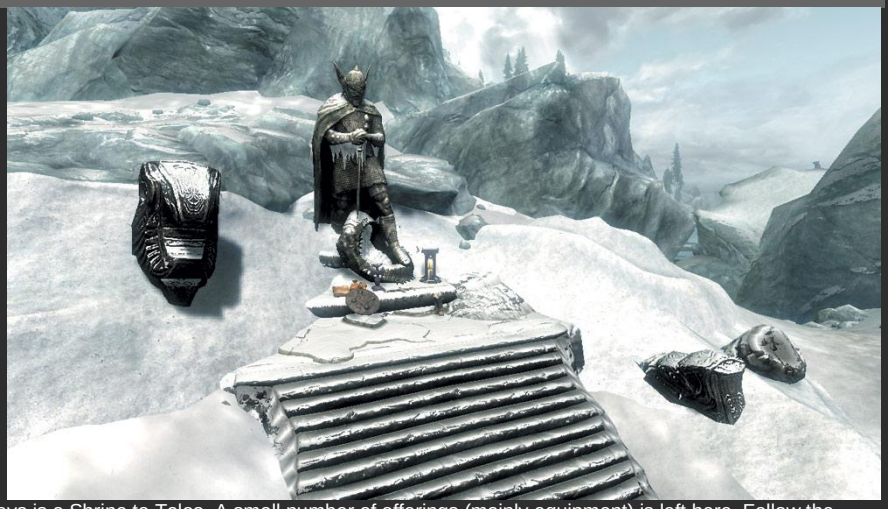
RELATED QUESTS
Miscellaneous Objective: Lost Apprentices: Yisra*
South of the island on which Yngvild is located is a section of blasted beach. It appears a College apprentice named Yisra has misfired her Flame Cloak. This is one of the missing Apprentices that Phinis Gestor of the College of Winterhold is looking for. Listen to him talk about this, then bring back proof of Yisra's demise; search her crispy corpse for a necklace.
Unique Item: Yisra's Necklace [39/112]
Spell Tome: Flame Cloak

[4.E] The Iceberg Explorer



Just north of the Tower Stone but only safely accessible by clambering up from the north, a half-buried skeleton lies encased in this iceberg, just off the coast of the Sea of Ghosts. The flag the long-dead explorer was carrying still flutters near a Chest and Skill Book.
Skill Book [Heavy Armor]: The Knights of the Nine
Chest

[4.F] Shrine of Talos: Winterhold Glaciers



Half buried in the snow that blasts up the glacial valleys is a Shrine to Talos. A small number of offerings (mainly equipment) is left here. Follow the ground, heading east from Hob's Fall Cave, along the coast.
Skill Book [Two-Handed]: Words and Philosophy

[4.G] Frozen Mammoth



Encased in ice, too cold to rot, are the remains of an ancient frozen mammoth. Adventurers have used this frozen beast as target practice, enabling you to collect a few arrows and weapons. More mammoth bones are on top of this glacier.

[4.H] Wet Bones



On top of the glacier, just west of Saarthal, is an easily overlooked cluster of rocks near half-buried skeletons (human and deer). They lie next to a dwarven chest. Expect a choice item or two from it.
Chest

[4.I] Dwarven Monument: Mount Anthor Summit



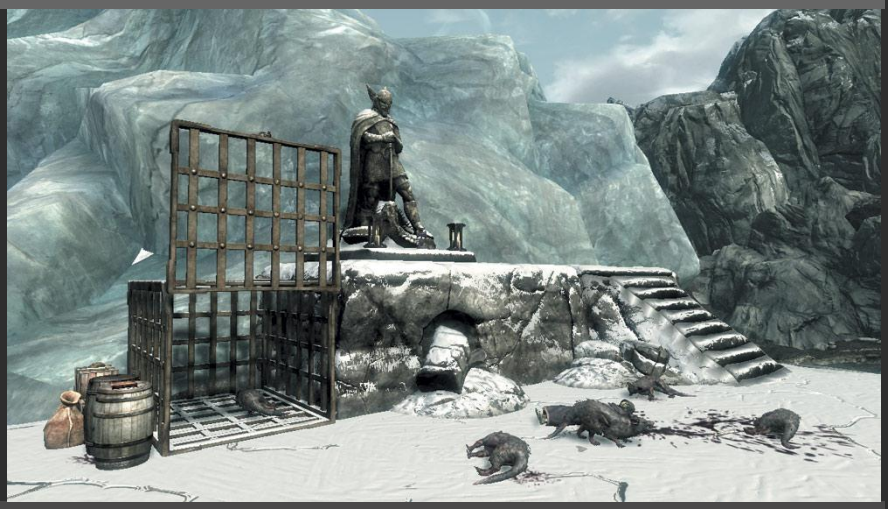
At the top of Mount Anthor (accessed via some treacherous climbing from Mount Anthor [4.16]) is a small dwarven monument. Little is known about this. Beware of Ice Wraiths guarding the spectacular view south.
Chest (2)
Mineable ore (Quicksilver)

[4.J] Shrine of Talos: Sea of Ghosts



Facing the Frostflow Lighthouse in the distance is a large statue of Talos, with the snake intertwined by his feet. Climb the small rock and ice island the statue stands on for a blessing and the following items:
Skill Book [One-Handed]: The Importance of Where
Shrine of Talos [4/17]
Apothecary's Satchel

[4.K] Shrine of Talos: Ilas-Tei's Last Stand



RELATED QUESTS
Miscellaneous Objective: Lost Apprentices: Ilas-tei*
On the tidal ground north of Ysgramor's Tomb is an old Shrine to Talos, along with a cage of Skeevers. These have recently been freed and have savaged an Argonian named Ilas-Tei. This is one of the missing Apprentices that Phinis Gestor of the College of Winterhold is looking for. Listen to him talk about this, then bring back proof of Ilas-Tel's demise. Scrabble around for some scrolls and a Skill Book on the cage crates.
Skill Book [Alteration]: Breathing Water
Unique Item: Ilas-Tei's Ring [40/112] (Ilas-Tei)
Shrine of Talos [5/17]
Apothecary's Satchel

[4.L] Altar of Xrib



Perched atop Sightless Pit is an ancient sacrificial altar, with piles of bones indicating how well used this location once was. Among the bones are a Skill Book and various offerings. But disturb them at your peril; touching anything here will awaken the skeleton on the altar and will resurrect two more from the pile of bones behind you for a surprise ambush.
Skill Book [Conjuration]: The Doors of Oblivion

[4.M] The Chill



The Soldiers of Winterhold have found a novel way of imprisoning ne'er-do-wells now that their town is in ruins: They cage them inside a glacial island northwest of Septimus Signus's Outpost. The cages are locked (Adept), but check the top of the glacier for a gold deposit. If you're jailed here, this location is guarded by Frost Atronachs.
Mineable ore (Gold)

[4.N] Trapped for Eternity



Between the glacier pathways, approaching the seashore almost due east of Winterhold, are two brittle skeletons, both long dead. A triggered Bear Trap is the clue to how they came to rest here forever.
Apothecary's Satchel

[4.O] Rundi's Mistake



RELATED QUESTS
Miscellaneous Objective: Lost Apprentices: Rundi*

Atop a glacier (approach it from the west to climb onto it) is a summoning circle with three Runic traps that explode with frost damage as you step near them. The body of a mage named Rundi is here, close to some offerings, a unique dagger, and a Skill Book. This is one of the missing Apprentices that Phinis Gestor of the College of Winterhold is looking for. Listen to him talk about this, then bring back proof of Rundi's demise.
Danger! Rune Trap (Frost)
Skill Book [Alchemy]: Mannimarco, King of Worms
Unique Weapon: Rundi's Dagger [26/80]

[4.P] Hunter's Camp: Glacier's Edge



A small, two-tent camp with an unlit fire sit on the edge of the glacier. Aside from offering impressive views of the College of Winterhold to the northwest, there's a locked strongbox and skeleton to sort through.
Strongbox (Adept)

[4.Q] Haul of the Horkers



Down on the ground close to the windswept beach, in the glacial canyon, are two vicious Horkers. They valiantly guard a bloodied pile of bones, close to a locked chest.
Chest (Locked: Novice)

[4.R] Hunters' Camp: Sea Shore of Ghosts



While their horse waits patiently for them to return, two hunters have departed their camp in search for Horkers. They've already hauled in one and cut it up for meat and tusks. Search the campsite for the following (you can ride the horse without penalty).
Skill Book [Light Armor]: Rislav the Righteous

Horse
Knapsack

[4.S] Hunter's Last Stand: Sea Shore of Ghosts



Side Quest: The Great Skyrim Treasure Hunt*
The hunters from the camp close to the shore have felled their final Horker; they both lie dead, run through by more Horkers than they could cope with. Kill any remaining Horkers, and search the hunters' corpse; there's some equipment and a Treasure Map to find.
Treasure Map VIII [3/11]

[4.T] Ill-Gotten Gains: Sea Shore of Ghosts



In the glacial field just east of Snow Veil Sanctum is a shallow fissure with a dead Horker and usually a Wild Animal guarding a couple of crates and a locked treasure chest. Pry open the chest to see what long-dead smugglers have left you.
Chest (Adept)

[4.U] Fisherman's Camp: Slaughterfish Bay



Northwest of the Wreck of the Winter War, on the muddy shore just before the glacial line, is a small fisherman's camp. Aside from chopping wood, you can take whatever mead remains in this deserted camp, and flip through the Fisherman's Journal for a clue as to what happened here. The fish certainly are biting; the waters just offshore are teeming with Slaughterfish. If you can survive the onslaught, swim out to the overturned fishing boat and search for a knapsack and other .
Fisherman's Journal

[4.V] Avalanche Pass



In a high mountain pass between Mount Anthor and Snow Veil Sanctum, a caravan of refugees and their cart have been wiped out by an avalanche. Pick through the debris for any loose loot before moving on. If you've entered this pass from the eastern side, be careful, or you might face the same fate....

[4.W] Shrine of Arkay: Windhelm Hills



On the snowbanks above Windhelm, close to where the Stormcloaks base their Winterhold camp during the Civil War, is a Shrine to Arkay, usually guarded by a Wispmother. Approach the altar through the standing stones and receive a blessing if you wish.
Shrine of Arkay [4/12]

6.1 The Reach: Overview and Services

Next Page >



Topographical Overview

Over 600 years ago, historians described the Reach as the most cosmopolitan of Skyrim's Holds. Others stated "the Reach could be mistaken for one of the petty kingdoms of High Rock; it is full of Bretons, Redguards, Cyrodiils, elves of all stripes, and even a few misplaced Khajiit."



Topographically, it takes up the entire western edge of Skyrim and is arguably the most difficult to traverse and easiest to lose your way in.
The towering crags, the sheer number of locations, and the ferociousness of its Forsworn inhabitants (friendly hamlets are few and far between) mean that many fail to stop and marvel at the Hold's rugged beauty and numerous ruins.



ROUTES AND PATHWAYS

The Druadach Mountains rise to the west of this Hold, cradling Markarth and other settlements within its peaks, crags, and foothills.
The Karth River and its tributaries are the waterways you can track as you familiarize yourself with the geography; pause every so often to explore the bisecting pathways from the main road, which loops in from Whiterun Hold to the east and circles back again.
Then rejoin the road, until you can muster the stomach to venture into the scrubland and rocky ravines, ready to stumble upon a Forsworn camp...or worse! Karthwasten and Old Hroldan provide some degree of safety, and the Blades hideout known as Sky Haven Temple is another beacon of tranquility surrounded by hard terrain and harder adversaries.
Fort Sungard and Broken Tower Redoubt are both fortifications to explore, and two Orc Strongholds (Mor Khazgur and Dushnikh Yal) are also here for you to find. To the northeast is Hjaalmarch, but the majority of the Reach borders Whiterun; once you step into the flat Tundra plains, you know you've left the Reach.

Available Services, Crafting, and Collectibles

SERVICES

Followers: [7/47]
Houses for Sale: [1/5]
Marriage Prospects: [16/62]
Skill Trainers: [6/50]
Alchemy: [0/3]
Alteration: [0/3]
Archery: [0/3]
Block: [1/2]
Conjuration: [0/3]
Destruction: [0/3]
Enchanting: [0/2]
Heavy Armor: [1/3]
Illusion: [0/2]
Light Armor: [0/3]
Lockpicking: [0/2]
One-Handed: [1/3]
Pickpocket: [0/3]
Restoration: [0/3]
Smithing: [1/3]
Sneak: [1/3]
Speech: [1/4]
Two-Handed: [0/2]
Traders [19/133]:
Apothecary [3/12]
Bartender [0/5]
Blacksmith [5/33]
Carriage Driver [1/5]
Fence [2/10]
Fletcher [0/3]
Food Vendor [1/9]
General Goods [1/19]
Innkeeper [2/15]
Jeweler [1/2]
Special [1/3]
Spell Vendor [1/12]
Stablemaster [1/5]

COLLECTIBLES

Captured Critters: [1/5]
Dragon Claws: [1/10]
Dragon Priest Masks: [2/10]
Larceny Targets: [1/7]
Skill Books: [24/180]
Alchemy: [1/10]
Alteration: [2/10]
Archery: [0/10]
Block: [1/10]
Conjuration: [2/10]
Destruction: [0/10]
Enchanting: [0/10]
Heavy Armor: [2/10]
Illusion: [2/10]
Light Armor: [3/10]
Lockpicking: [1/10]
One-Handed: [1/10]
Pickpocket: [1/10]
Restoration: [1/10]
Smithing: [2/10]
Sneak: [1/10]
Speech: [2/10]
Two-Handed: [2/10]
Treasure Maps: [0/11]
Unique Items: [17/112]
Unique Weapons: [12/80]
Unusual Gems: [3/24]

SPECIAL OBJECTS

Shrines: [12/69]
Akatosh: [1/6]
Arkay: [2/12]
Dibella: [3/8]
Julianos: [1/5]
Kynareth: [1/6]
Mara: [1/5]
Stendarr: [0/5]
Talos: [2/17]
Zenithar: [1/5]
Standing Stones: [1/13]
The Lover Stone
Word Walls: [6/42]
Animal Allegiance: [0/3]
Aura Whisper: [1/3]
Become Ethereal: [1/3]
Disarm: [0/3]
Dismaying Shout: [1/3]
Elemental Fury: [1/3]

Fire Breath: [0/2]
Frost Breath: [0/3]
Ice Form: [0/3]
Kyne's Peace: [1/3]
Marked for Death: [0/3]
Slow Time: [1/3]
Storm Call: [0/3]
Throw Voice: [0/1]
Unrelenting Force: [0/1]
Whirlwind Sprint: [0/2]

Crafting Stations: The Reach

Type	Location A	Location B
Alchemy Lab	Markarth (Understone Keep - Calcelmo's Work Area) [5.00]	Dushnikh Yal (Exterior) [5.38]
Arcane Enchanter	Markarth (Understone Keep - Calcelmo's Work Area) [5.00]	—
Anvil or Blacksmith Forge	Markarth (Understone Keep - Forge) [5.00]	Dushnikh Yal (Exterior) [5.38]
Cooking Pot and Spit	Markarth (Understone Keep - Kitchens) [5.00]	Markarth (Silver-Blood Inn) [5.00]
Grindstone	Markarth (City Gates) [5.00]	Dushnikh Yal (Exterior) [5.38]
Smelter	Markarth (Smelter and Smelter Overseer's House) [5.00]	Dushnikh Yal (Exterior) [5.38]
Tanning Rack	Markarth (Understone Keep - Forge) [5.00]	Dushnikh Yal (Exterior) [5.38]
Wood Chopping Block	Old Hroldan (Exterior) [5.34]	—
Workbench	Markarth (Understone Keep - Forge) [5.00]	Dushnikh Yal (Exterior) [5.38]





Primary Locations

TOTAL—49: HOLD CAPITAL, UNDERSTONE KEEP, AND 47 HOLD LOCATIONS

[5.00] Hold Capital City: Markarth
[5.00] Understone Keep
Jarl: Igmund
[5.01] Mor Khazgur
[5.02] Deepwood Redoubt
[5.03] Hag's End
[5.04] Deep Folk Crossing
[5.05] Bruca's Leap Redoubt
[5.06] Bthardamz
[5.07] Druadach Redoubt
[5.08] Dragontooth Crater
[5.09] Harmugstahl
[5.10] Reach Stormcloak Camp
[5.11] Liar's Retreat
[5.12] Cliffside Retreat
[5.13] Dragon Bridge Overlook
[5.14] Ragnvald
[5.15] Reach Imperial Camp
[5.16] Shrine of Peryite
[5.17] Karthwasten
[5.18] Broken Tower Redoubt
[5.19] Markarth Stables
[5.20] Salvius Farm
[5.21] Left Hand Mine
[5.22] Kolskeggr Mine
[5.23] The Lover Stone
[5.24] Blind Cliff Cave
[5.25] Four Skull Lookout
[5.26] Red Eagle Redoubt
[5.27] Sundered Towers
[5.28] Rebel's Cairn
[5.29] Karthspire Camp
[5.30] Karthspire
[5.31] Sky Haven Temple
[5.32] Soljund's Sinkhole
[5.33] Bleakwind Bluff
[5.34] Old Hroldan
[5.35] Hag Rock Redoubt
[5.36] Dead Crone Rock
[5.37] Purewater Run
[5.38] Dushnikh Yal
[5.39] Reachwater Rock
[5.40] Reachwind Eyrie

[5.41] Reachcliff Cave
[5.42] Valthume
[5.43] Gloomreach
[5.44] Lost Valley Redoubt
[5.45] Bard's Leap Summit
[5.46] Cradle Stone Tower
[5.47] Fort Sungard

Secondary Locations

TOTAL—28 POINTS OF INTEREST

[5.A] Dwarven Rubble: Druadach
[5.B] Dragon Mound: Reachward Pass
[5.C] Dwarven Arch: Harmugstahl Falls
[5.D] The Incautious Bather
[5.E] A Bandit's Book
[5.F] Dwarven Rubble: Karth River Confluence
[5.G] Forsworn Camp: Bthardamz Outskirts
[5.H] The Bloodied Bandit
[5.I] Dragon Mound: Ragnvald Vale
[5.J] Dwarven Ruins: Lair of the Wispmother
[5.K] Sabre Cat Ravine
[5.L] Totem to the Dragon
[5.M] The Exposed Miner
[5.N] Hagraven Camp: Ragnvald Scree
[5.O] Dwarven Rubble: Salvius Farm Trail
[5.P] Shrine of Zenithar: Four Skull Lookout
[5.Q] Brush Strongbox: Riverside
[5.R] Lost Treasure: Purewater Run
[5.S] Forsworn Camp: Reachwater River
[5.T] Dragon Mound: Karthspire Bluffs
[5.U] Reachman's Altar: Red Eagle Redoubt
[5.V] Lovers' Camp
[5.W] River Rapids Treasure Chest
[5.X] Reachwind Burial Mound
[5.Y] Forsworn Camp: Gloomreach Pathway
[5.Z] Shrine of Dibella: Bridge at Old Hroldan
[5.AA] Juniper Tree Ruins
[5.AB] Cradle Stong Crag

6.2 The Reach: Hold Capital Markarth

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RELATED QUESTS

Civil War Quest: Liberation of Skyrim
Civil War Quest: Compelling Tribute
Daedric Quest: The House of Horrors
Daedric Quest: Prelude: Hunger in the Hall*
Daedric Quest: The Taste of Death
Daedric Quest: A Night to Remember
Side Quest: The Forsworn Conspiracy
Side Quest: No One Escapes Cidhna Mine
Temple Quest: The Heart of Dibella
Temple Quest: The Book of Love
Dark Brotherhood Quest: Sentenced to Death
Dark Brotherhood Quest: Breaching Security
Dark Brotherhood Quest: Recipe for Disaster
Thieves Guild Quest: Hard Answers
Thieves Guild Radiant Quest: No Stone Unturned (x2)
Thieves Guild Radiant Quest: Larceny Targets*
Thieves Guild City Influence Quest: Silver Lining
Dungeon Quest: The Lost Expedition
Dungeon Activity (Understone Keep)
Dungeon Activity (Abandoned House)
Miscellaneous Objective: Innkeeper Rumors (Silver-Blood Inn)
Miscellaneous Objective: Calcelmo's Ring* (Kerah)
Miscellaneous Objective: Dibella's Shrine* (Lisbet)
Miscellaneous Objective: The Steward's Potion* (Bothela)
Miscellaneous Objective: The Last Scabbard* (Ghorza gra-Bagol)
Miscellaneous Objective: Triumph Over Talos* (Ondolemar)
Miscellaneous Objective: The Heart of the Matter* (Moth gro-Bagol)
Miscellaneous Objective: Neutralizing Nimhe* (Calcelmo)
Favor (Activity): A Drunk's Drink* (Cosnach)
Favor (Activity): A Drunk's Drink* (Degaine)
Favor (Activity): The Gift of Charity* (Degaine)
Favor: A Good Talking To* (Omluag)
Favor: Sparring Partners* (Cosnach)
Favor: Jobs for the Jarls* (Jarl Igmund: 1)
Favor: Jobs for the Jarls* (Jarl Igmund: 2)
Thane Quest: Thane of The Reach*

CRAFTING

Alchemy Labs (3)
Anvils (2)
Arcane Enchanters (3)
Blacksmith Forges (2)
Grindstones (2)
Smelter
Tanning Racks (2)
Workbenches (4)

SERVICES

Follower: Cosnach [13/47]
Follower: Vorstag [14/47]
Follower: Argis the Bulwark [15/47]
House for Sale: Vlindrel Hall [2/5]
Marriage Prospect: Cosnach [10/62]
Marriage Prospect: Vorstag [11/62]
Marriage Prospect: Argis the Bulwark [12/62]
Marriage Prospect: Anwen [13/62]
Marriage Prospect: Orla [14/62]
Marriage Prospect: Senna [15/62]
Marriage Prospect: Omluag [16/62]
Marriage Prospect: Muiri [17/62]
Marriage Prospect: Ghorza gra-Bagol [18/62]
Marriage Prospect: Moth gro-Bagol [19/62]

Trader (Apothecary): Bothela [4/12]
Trader (Blacksmith): Ghorza [11/33]
Trader (Blacksmith): Mot gro-Bagol [12/33]
Trader (Fence): Endon [3/10]
Trader (Food Vendor): Hogni Red-Arm [4/9]
Trader (General Store Vendor): Lisbet [5/19]
Trader (Innkeeper): Kleppr [6/15]
Trader (Jeweler): Kerah [1/2]
Trader (Spell Vendor): Calcelmo [9/12]
Trainer (Enchanting: Master): Hamal [2/2]
Trainer (Smithing: Journeyman): Ghorza [1/3]
Trainer (Sneak: Expert): Garvey [1/3]
Trainer (Speech: Expert): Ogmund the Skald [2/4]
Trader (Alchemy Vendor): Bothela [5/14]
Trader (Alchemy Vendor): Muiri [6/14]
Trader (Fence): Endon [3/4]
Trader (General Store Vendor): Kerah [5/25]
Trader (General Store Vendor): Hogni Red-Arm [6/25]
Trader (General Store Vendor): Lisbet [7/25]
Trader (Innkeeper): Kleppr [6/18]
Trader (Innkeeper): Keerava [7/18]
Trader (Weapons/Armor Vendor): Moth gro-Bagol [13/35]
Trainer (Enchanting: Master): Hamal [2/2]
Trainer (Smithing: Journeyman): Ghorza [1/3]
Trainer (Sneak: Expert): Garvey [1/3]
Trainer (Speech: Expert): Ogmund the Skald [2/4]

SPECIAL OBJECTS

Business Ledgers
Civil War: Map of Skyrim
Shrine of Arkay [5/12]
Shrine of Dibella [3/8]
Shrine of Talos [6/17]

COLLECTIBLES

Larceny Target: Dwemer Puzzle Cube [4/7]
Skill Book [Alchemy]: Herbalist's Guide to Skyrim [C1/10]
Skill Book [Alteration]: Daughter of the Niben [B1/10]
Skill Book [Alteration]: Sithis [D1/10]
Skill Book [Conjuration]: The Warrior's Charge [E1/10]
Skill Book [Heavy Armor]: Chimarvamidium [B1/10]
Skill Book [Illusion]: 2920, Sun's Dawn, v2 [A1/10]
Skill Book [Illusion]: Mystery of Talara, Part 4 [D1/10]
Skill Book [Light Armor]: Ice and Chitin [A1/10]
Skill Book [Lockpicking]: Proper Lock Design [B1/10]
Skill Book [One-Handed]: The Importance of Where [E1/10]
Skill Book [Restoration]: 2920, Rain's Hand, v4 [A2/10]
Skill Book [Speech]: A Dance in Fire, v7 [C1/10]
Unique Item: Calcelmo's Ring [41/112]
Unique Item: Armor of the Old Gods [42/112]
Unique Item: Boots of the Old Gods [43/112]
Unique Item: Gauntlets of the Old Gods[44/112]
Unique Item: Helmet of the Old Gods [45/112]
Unique Item: Silver-Blood Family Ring [46/112]
Unique Item: Muiri's Ring [47/112]
Unique Item: Ogmund's Amulet of Talos [48/112]
Unique Item: Raerek's Inscribed Amulet of Talos [49/112]
Unique Weapon: Rusty Mace [50/80]
Unique Weapon: Mace of Molag Bal [28/80]
Unique Weapon: Shiv [29/80]
Unique Weapon: Spider Control Rod [30/80]
Unusual Gem: [8/24]
Unusual Gem: [9/24]
Chest(s)
Potions aplenty

Lore: City Overview



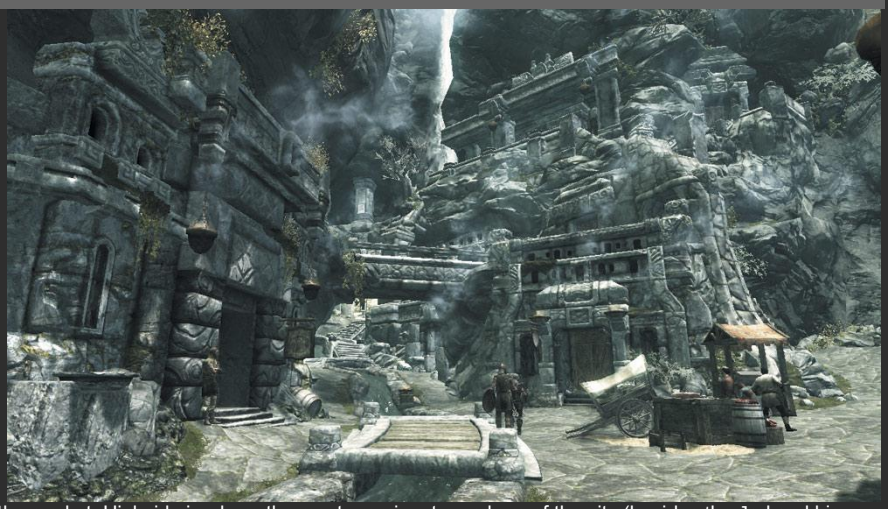
Markarth is an epic canyon city built eons ago by dwarven stonewrights in the Druadach Mountains. It is a defensive fortification constructed around the underground city of Nchuand-Zel.
Primitive Reachmen were the first to repopulate the sprawling city after the dwarves' disappearance. Hundreds of years later, Markarth is in a state of turmoil stemming from what some historians (and Nord nationalists) call "the Markarth Incident."
In 4E 174, at the height of the Great War, a tribe of native Reachmen called the Forsworn took advantage of the Empire's desperate straits by launching an open rebellion, wresting control of Markarth and declaring their independence from Skyrim. This was seen as a stab in the back by both the Empire and more radical Nord elements, but the Forsworn were left unchallenged for a time.
Two years later, in a short but very bloody war, Nord irregulars invaded the Reach and drove the Forsworn from Markarth. The Nords were led by the most vociferous adherents to Talos (whose worship had been outlawed by the terms of the White-Gold Concordat that ended the Great War), who claimed that they had been promised freedom of worship within the Reach in return for their help in retaking the Hold.
While true, this secret agreement violated the terms of the treaty. Shortly thereafter, the Thalmor ambassador arrived in the Imperial City to confront the Emperor. Faced with the threat of a second war, the Emperor was forced to send the Imperial Legion to back the Thalmor Justiciars.
The Nords refused to back down, and many were arrested or imprisoned. The Markarth Incident was a large step toward the eventual Civil War.
Aside from conflict and power struggles, Markarth is the center of silver mining in Skyrim. The city is a contrast between the beauty of its architecture, based on its dwarven heritage and the wealth of its silver mines, and the squalor and grime of the mining operation. Markarth simmers with tension between the ruling Nords and the native Reachmen who work the mines. Meanwhile, the surviving Forsworn hide in the hills, terrorizing the Reach and waiting for an opportunity to strike.

Important Areas of Interest

1) CITY GATES

The only way to enter Markarth (until you've visited Understone Keep and can Fast-Travel there) is to step through the giant dwarven doors. However, you can use the rocks to the north or the river to the south, and sneak into the guardhouse from either of these side entrances. There are some covered battlements from which the guards look out across the Reach and two watchtowers, one of which forms the side of the stables.
Crafting: Workbench

HIGHSIDE



Located on the spur's north side, behind and above the market, Highside is where the most prominent members of the city (besides the Jarl and his advisors) live and work, mingling with the lower classes who stagger around the canal streets during let-out time at the Silver-Blood Inn.

2) MARKETPLACE

Endon
Kerah
Adara
Hogni Red-Arm
An open-air market near the city gate, the Marketplace is where you'll watch a brazen Forsworn named Weylin attack one of the street traders (Margaret), meet Eltrys, and begin Side Quest: The Forsworn Conspiracy. One of the stalls has several necklaces to steal. Search Margaret's corpse for the key to her room inside the Silver-Blood Inn.

Trader (Jeweler): Kerah [1/2]
Trader (Food Vendor): Hogni Red-Arm [4/9]
Unique Item: Calcelmo's Ring [41/112]
Key to Margaret's Room

3) ARNLEIF AND SONS TRADING COMPANY



Lisbet
Imedhnain
Cosnach
Another of the ancient Markarth trading houses, this dwelling adjacent to the market functions as the general store for Markarth. Currently run by the widow Lisbet, the trading company has fallen on hard times due to the Forsworn situation.
Follower: Cosnach [13/47]
Marriage Prospect: Cosnach [10/62]
Trader (General Store Vendor): Lisbet [5/19]
Skill Book [Speech]: A Dance in Fire, v7 [C1/10]
Business Ledger
Strongbox [Adept]
Chest

4) SILVER-BLOOD INN



Kleppr
Frabbi
Hroki and Hreinn
Ogmund
The Silver-Blood Inn is a relatively successful establishment considering the problems Markarth is facing and is perhaps the most welcoming of Markarth's social dwellings. It is comprised of a central bar and roaring fire, with rentable rooms on either side.
Hire Vorstag to aid you in your adventures here, learn eloquence from Ogmund, and beckon Kleppr to ask him for the latest rumor around town and beyond. His wife, Frabbi, is a little more crabby. Search the rooms for , a few coins, and books. Continue Side Quest: The Forsworn Conspiracy by searching the only rented room that is locked (Adept), which belonged to the deceased Margaret. There's a journal in the end table that helps your progress.
Follower: Vorstag [14/47]
Marriage Prospect: Vorstag [11/62]
Trader (Innkeeper): Kleppr [5/15]
Room for the night, food
Trainer (Speech: Expert): Ogmund the Skald [2/4]
Margaret's Journal
Business Ledger
Strongbox (Apprentice)

5) ABANDONED HOUSE (LOCKED: REQUIRES KEY)

Vigilant Tyranus
This dwelling is currently empty. It was the scene of a gruesome murder, and there's rumors of it being haunted. In order to explore this location and the passageways that run deep into the long-forgotten and unspeakable chambers, Daedric Quest: House of Horrors must be active.

Unique Weapon: Rusty Mace [27/80]
Unique Weapon: Mace of Molag Bal [28/80]
Chest (2)
Potions

6) THE TREASURY HOUSE

Thonar Silver-Blood
Betrid
Rhiada
Ildene and Donnel
This is an impressive building befitting one of Markarth's most important families, who take charge of the Reach should it fall into Stormcloaks hands (Thongvor will move to Understone Keep with Reburrus and Yngvar, while Thonar, Betrid, Kolgrim, and the servants will remain in Treasury House). This family mansion of the Silver-Blood clan is the most elaborate dwelling in Markarth and also functions as a bank.
It is where a frightening Forsworn insurrection is mounted during Side Quest: The Forsworn Conspiracy. Inside, a Skill Book rests on a stone shelf at the foot of the stairs. Behind the counter is a locked gate (Expert), behind which are some ingots and a safe. The rooms to the southeast are where the servants sleep. The locked door (Apprentice) to the northwest leads to Thonar's private chambers.
Shadowmark: "Loot"
Skill Book [Archery]: Vernaccus and Bourlor
Unusual Gem: [8/24]
Safe (Expert)

7) ENDON'S HOUSE

This is a small but well-appointed house where Endon and Kerah work as silversmiths, along with their daughter Adara. One of them sells their wares in the market during the day. The shop contains a number of fine necklaces to steal.
Crafting: Anvil, Workbench, Cooking Pot
Display Cases (Adept) (2)
Chest

8) OGMUND'S HOUSE

A smaller but comfortable house where Ogmund lives. He follows the ancient teachings of a Nord skald; he plays in the Silver-Blood Inn and announces the news of the day in the market.
Chest

9) NEPOS'S HOUSE

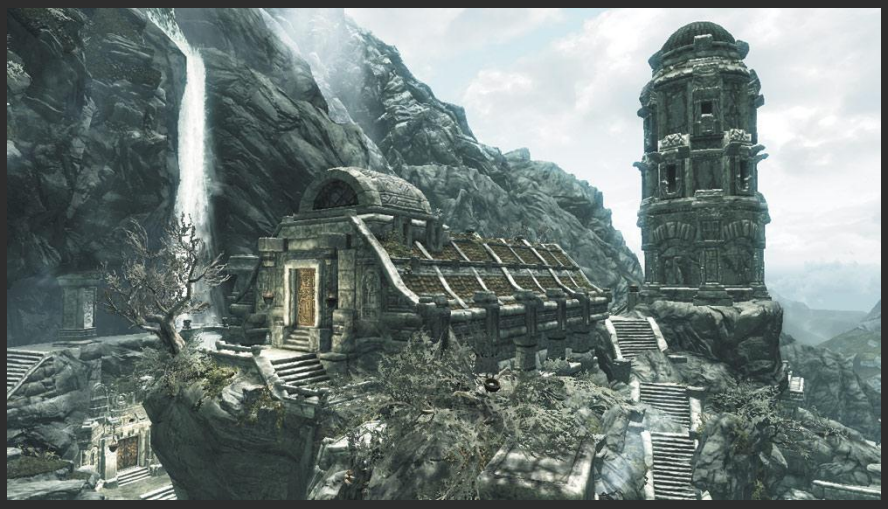
Nepos the Nose
Uaile and Morven
Tynan
Nepos administers Cidhna Mine and the smelter. He's rather wealthy, for a native, and is collaborating with both the Silver-Bloods and Madanach in Side Quest: The Forsworn Conspiracy. His home consists of a large fireplace and a large feasting room with two tables. To the rear of the property are the bedrooms.
Skill Book [Illusion]: Mystery of Talara, Part 4 [D1/10]
Display Case (Apprentice)
Chest
Potions

10) VLINDREL HALL (HOUSE FOR SALE)



Should you become the Thane of the Reach (by completing Favors for the citizens and Jarl), you can purchase this abode from Jarl Thongvor's Steward, Reburrus Quintilius. Consult the Thane Quests for more information.
This is a cliff house in the upper part of the city. The Vlindrels were a Colovian merchant family. During the Reachmen Rebellion, the Markarth Vlindrels were driven out, and their former mansion has stood empty ever since.
Follower: Argis the Bulwark [15/47]
Marriage Prospect: Argis the Bulwark [12/62]

THE CRAG



This is the central spur of rock that splits the city into north (Highside) and south (Riverside) sections.

11) GUARD TOWER

This dwarven tower atop the central rock spur is now used as a barracks and lookout tower for the soldiers who patrol the city. Head down the spiral steps to the training room and sleeping quarters.
Skill Book [Light Armor]: Ice and Chitin [A1/10]
Skill Book [One-Handed]: The Importance of Where [E1/10]

12) TEMPLE OF DIBELLA

Hamal
Orla and Anwen
Senna
The other main structure atop the Crag is the ancient Temple of Dibella. There is a Shrine of Dibella where you can get a Blessing Sybil's Antechamber: where the High Priestess sleeps. An Inner Sanctum (Locked: Expert) is where only women are allowed to go.
A small number of priestesses wander the temple grounds. Inside the Sanctum, more priestesses pray and seek sensual contemplation, including Hamal, who is an exceptional enchantress.
Aside from books (including a Skill Book on a shelf), ingredients, and a variety of trinkets, the following offerings are to be found. The door at the far end of the Inner Sanctum leads to an altar, where Dibella's fetish is prayed to and offerings are made.
Marriage Prospect: Anwen [13/62]
Marriage Prospect: Orla [14/62]
Marriage Prospect: Senna [15/62]
Trainer (Enchanting: Master): Hamal [2/2]
Skill Book [Illusion]: 2920, Sun's Dawn, v2 [A1/10]
Shrine of Dibella [3/8]
Chest
Potions

13) SHRINE OF TALOS

This is a relatively grand chapel. During Imperial control, it will be deserted and "closed," but even the Thalmor know not to desecrate this place for fear of fueling the rebellion. The shrine functions again if the Stormcloaks seize control. Eltrys usually hides out here.
Shrine of Talos [6/17]

14) RIVERSIDE



This section of Markarth encompasses the area along the river, near the smelter, on the south side of the central spur. Reachmen laborers of Markarth live here; mainly they work in the smelter but are also maids and servants in other parts of the city. There's a slight feeling of despair cloaking the already-dirty air.

15) SMELTER AND SMELTER OVERSEER'S HOUSE

Mulush gro-Shugurz
The smelter is by the river, for all your ingot-creation needs. Above the smelter, by some half-hidden steps at the waterfall, is the locked entrance to Mulush's dwelling.
Crafting: Anvil, Smelter
Chest

Knapsack

16) THE STOCKS AND DUCKING CAGE

For those who are unwilling or unable to work in Cidhna Mine to pay for their crimes, Markarth has another solution. The Stocks and Ducking Cage stands right outside the entrance to the mine, a reminder of the fate of any criminals who don't work or who talk back to their overseers.
This can result in humiliation or death. Fortunately, you don't suffer either; you're put to work in the mines if you commit a crime in the Reach!

17) THE WARRENS

Degaine
Hathrasil
Omluag
Eltrys
Garvey
Cairine
Weylin
Dryston

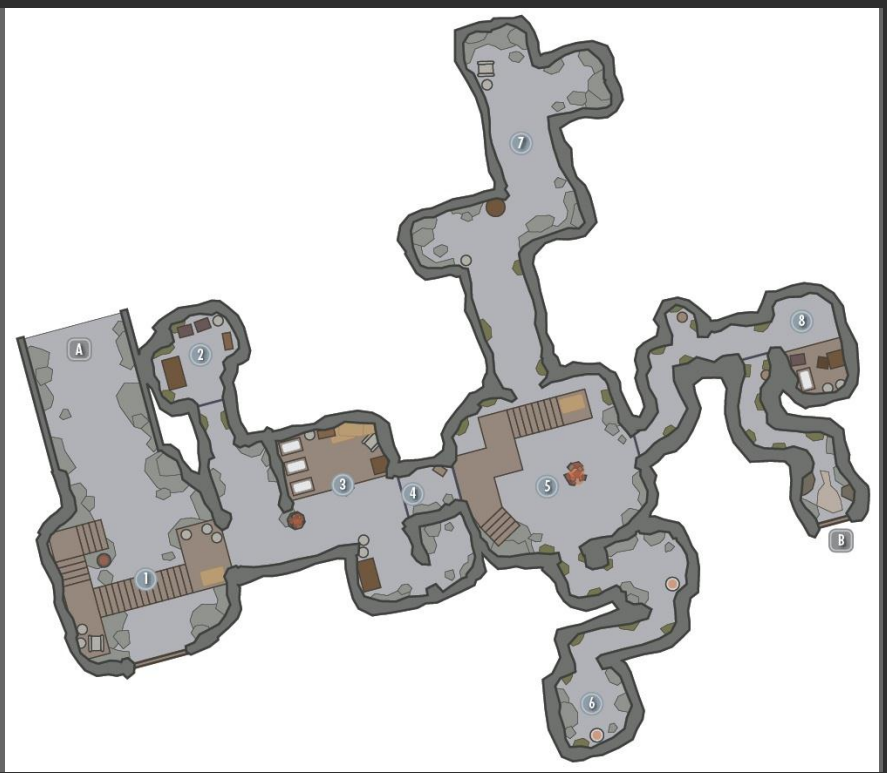
Most of the poor in Markarth live in the Warrens, an old crypt with run-down chambers for the poorest of the city's residents. Aside from the chambers that have suffered a cave-in, all six rooms are locked (Novice), and good practice for your Lockpicking skill.
Only Weylin's room has anything more than a few pieces of food in it; there is a chest inside with a Note important for Side Quest: The Forsworn Conspiracy.
Marriage Prospect: Omluag [16/62]
Trainer (Sneak: Expert): Garvey [1/3]
Weylin's Note
Chest

18) CIDHNA MINE



Urzoga gra-Shugurz
Madanach
Braig
Duach
Odvan
Uraccen
Borkul
Grisvar the Unlucky

Cidhna Mine



This silver mine (Cidhna means “silver” in the Reach dialect) is the primary source of Markarth’s wealth. It is also a prison where criminals work off their sentences. Many of the prisoners here are Forsworn, imprisoned for life after the Nords recaptured the city. The mine is owned and operated by the powerful Silver-Blood clan.

A) DOOR TO MARKARTH

1) ENTRANCE SHAFT

Urzoga gra-Shugurz and her Silver-Blood Guards patrol this area, which is usually off-limits to visitors. The main mine to the south has already been excavated and is sealed off.

2) HOLDING CELL (LOCKED: ADEPT)

This is where you collect your belongings and evidence should you try to escape.
Skill Book [Lockpick]: Proper Lock Design [B1/10]
Evidence Chest
Unique Weapon: Shiv [29/80]
Prisoner Belongings Chest
Apothecary’s Satchel
Potions aplenty

3) EARLY EXCAVATIONS AND BARRACKS

Urzoga’s guards sleep here and use a couple of pull chains to open and close the mine entrance.

4) MINE ENTRANCE (LOCKED: REQUIRES KEY)

Two connecting gates are opened by Urzoga when she ferries prisoners to and fro. You normally appear inside the prison only after committing crime or concluding Side Quest: The Forsworn Conspiracy.

5) CAMPFIRE

The large hub room has exits out of the mine, to the two tunnel areas. The entrance to Madanach’s Quarters are guarded by Borkul the Beast and a moping man named Uraccen who usually sits by the fire.

6) SOUTH TUNNEL

Mining occurs in these parts.
Silver Ore Vein (2)

7) NORTH TUNNEL

PICPIC/media/files/skyrim/cidhnamine.jpg

Mining is coming to an end, and this area is home to more addicts than miners.

9) MADANACH’S QUARTERS (LOCKED: REQUIRES KEY)

The leader of the Forsworn Resistance is holed up in impressive surroundings given his imprisonment. He is the key to the Forsworn cause, during Side Quest: No One Escapes Cidhna Mine.

B) DOOR TO MARKARTH RUINS

This is only accessible during Side Quest: No One Escapes Cidhna Mine.

19) MARKARTH RUINS (LOCKED: REQUIRES KEY)

Part of an ancient dwarven city, these ruins have been slowly collapsing during earthquakes. No one ventures into these parts, due to the instability of the area and reports of mechanical monstrosities guarding the place. The only place with any items of worth is a ruined two-floor chamber with pipes and a dwaven automaton or two guarding. This area is used during Side Quest: No One Escapes Cidhna Mine. It connects Cidhna Mine to Markarth (Riverside).
Unique Item: Armor of the Old Gods [42/112]
Unique Item: Boots of the Old Gods [43/112]
Unique Item: Gauntlets of the Old Gods[44/112]
Unique Item: Helmet of the Old Gods [45/112]
Unique Item: Silver-Blood Family Ring [46/112]
Potions

20) THE HAG’S CURE



Bothela
Muiri
Bothela is an old Reach woman who dispenses potions, poisons, and ingredients; tells your fortune; and runs the creepiest shop in Riverside. Aside from the ingredients to steal, you can always purchase a good amount of items. A Skill Book is kept behind the counter.
Crafting: Alchemy Lab
Marriage Prospect: Muiri [17/62]
Trader (Apothecary): Bothela [5/14]
Potions, Food, Ingredients
Skill Book [Alchemy]: Herbalist's Guide to Skyrim [C1/10]
Unique Item: Muiri's Ring [47/112]
Business Ledger
Strongbox (Apprentice)
Chest
Potions aplenty

21) LUMBER MILL AND FORGE



Ghorza gra-Bagol
Tacitus Sallustius
This overlooks Riverside, but the Blacksmith and her apprentice are well-respected members of the Understone Keep's staff and provide the Jarl with the best steel in the Reach.
Crafting: Blacksmith Forge, Grindstone, Tanning Rack, Workbench
Trader (Blacksmith): Ghorza [11/33]

22) HALL OF THE DEAD [LOCKED: ADEPT]

Brother Verulus
The Hall of the Dead is in a side cavern accessed via Darkside or Understone Keep (both doors are locked), where the dead are buried in crypts and mausoleums are carved into the cave walls. Brother Verulus is the priest of Arkay who oversees the Hall of the Dead.
Skill Book [Restoration]: 2920, Rain's Hand, v4 [A2/10]
Shrine of Arkay [5/12]

23) UNDERSTONE KEEP



The following leaders of Markarth are loyal to the Imperials at the start of the Civil War.
Jarl Igmund
Raerek (Steward)
Faleen (Housecarl)
Legate Emmanuel Admand
Thongvor Silver-Blood
Reburrus Quintilius (Steward)
Yngvar (Housecarl)
Calcelmo (Court wizard)
Aicantar
Anton Virane
Rondach and Voada
Blacksmith: Moth gro-Bagol
Ondolemar
Jarl Igmund
Jarl Igmund, son of Hrolfdir and nephew of Raerek, recently took the throne when Hrolfdir was killed in battle with the Forsworn. Igmund is an Imperial supporter (some might say a puppet) and holds court all day and eats and sleeps in the Keep. He sits upon the Mournful Throne, a relic and seat of power famous for centuries across the Reach.
Raerek (Steward)
Igmund's Steward and successor manages the household, serves as the treasurer, and commands the palace guard.
Unique Item: Raerek's Inscribed Amulet of Talos [48/112]
Faleen (Housecarl)
She is completely loyal and very competent. She was Igmund's father's Housecarl and managed to escape from the ambush with the gravely wounded Igmund, although she blames herself for not being able to do more. As a result, she is almost paranoid about Igmund's security and will rarely allow him out of her sight.
Legate Emmanuel Admand
The following residents of Markarth arrive to take control once this Hold has fallen during the Civil War.
Thongvor Silver-Blood
Thongvor is the head of the Silver-Blood family, who controls the majority of Markarth's wealth. More involved in politics and Ulfric's rebellion, Thongvor leaves the business operations of the family to his brother Thonar.
Reburrus Quintilius (Steward)
Reburrus Quintilius is the steward to Thongvor. His family has served as the chief financial and political advisors to the Silver-Blood family for generations, and Reburrus has distilled the wisdom of the generations to a fine art.
Yngvar (Housecarl)
The huge housecarl to the Silver-Blood family, Yngvar has a reputation for cheerful brutality. He is completely loyal to the Silver-Blood clan and loves his job. He particularly loves it when he can beat someone to a pulp. But he is also surprisingly cultured; he attended the Bard's College as a youth, until he found better employment using his other talents.
The following citizens are staff of Understone Keep:
Calcelmo (Court wizard)
Calcelmo is here in order to study the Dwemer ruins in and around the city. He views his duties as the castle mage as a distraction from his main scholarly interest. He is completely uninterested (and mainly unaware) of politics. He has been quite put out by the Forsworn situation, which has prevented him from doing his usual wide-ranging travels. He is secretly in love with Faleen, although he has never told anyone else or done anything about it.
Trader (Spell Vendor): Calcelmo [9/12]
Aicantar
Aicantar is Calcelmo's assistant and nephew. He is less than enthused by his uncle's plans to study more dangerous Dwemer Ruins and prefers they spend time studying spells and enchanting. Aicantar is aware of Calcelmo's secret love for Faleen but is unlikely to do anything about it directly. Faleen scares Aicantar, and the thought of her being around the laboratory more makes him nervous.
Anton Virane
Anton is a genuine Breton from High Rock in a city of Reachmen, a fact that constantly annoys him (because everyone assumes he's a Reachman). He is particularly bigoted toward Reachmen. He is an excellent cook, though, which is why the Jarl continues to tolerate him.
Rondach and Voada
Moth gro-Bagol
Trader (Blacksmith): Moth gro-Bagol [12/33]
Ondolemar
Ondolemar is the head of the Thalmor Justiciars in Markarth, and a prime example of why most folk hate the Thalmor. Ondolemar is completely confident in the Dominion's ultimate victory over the Empire. He's a Thalmor true believer, and is not here if the Stormcloaks take this city during the Civil War.
Understone Keep is a gigantic dwarven structure, now used as the city's castle. Built by the Dwemer into the western wall of the canyon, the Castle Wizard, Calcelmo, has recently uncovered additional chambers (and worrying underground monstrosities) and a wealth of artifacts that he keeps in his museum. The sheer size of this place and ability to be well guarded negates some of the instability the location has recently suffered from.

UNDERSTONE KEEP (INTERIOR): ENTRANCE TO THE MOURNFUL THRONE

The first time you enter via the main doors, Thongvor Silver-Blood is having a heated discussion with Brother Verulus about the worship of the outlawed deity, Talos. At this huge intersection of stone and fire, head left to Nchuand-Zel's entrance, right to the Dwemer Museum or on to meet the Jarl, who is guarded by both Markarth Guards and Thalmor Soldiers. Jarl Igmund sits on the Mournful Throne, usually with his Steward and Housecarl by him.

Outside, on the upper top of the stairs where Ondolemar and his guards like to stride about, are two stone tables. The one to the right (northwest) houses a Skill Book.
Skill Book [Alteration]: Daughter of the Niben [B1/10]

KITCHENS

To the left (south) of the throne room are the kitchens. The two hounds around here are large but friendly. Inside, you usually find Voada and Rondach and the short-tempered Anton Virane. As expected, there's a massive amount of food in here.

JARL'S CHAMBER (LOCKED: ADEPT)

Igmund rests here, behind the large golden door to the left (southeast) of the throne room. If you're going to sift through his personal belongings, remember to try the ones on the stone shelf facing the subterranean river that dominates the rear of the chamber.
Skill Book [Conjuration]: The Warrior's Charge [E1/10]

UNDERSTONE FORGE

This is located to the right (north) of the throne room. Moth gro-Bagol works here, while his sister Ghorza tends to the Blacksmith Forge outside.
Crafting: Blacksmith Forge, Grindstone, Tanning Rack, Workbench
Marriage Prospect: Ghorza gra-Bagol [18/62]
Marriage Prospect: Moth gro-Bagol [19/62]
Trader (Blacksmith): Moth gro-Bagol [12/34]
Weapons, Apparel, Misc.
Trainer (Smithing: Journeyman): Ghorza [1/3]

BEDROOMS

You are trespassing if you head into this area! To the right (northwest) are bedrooms for the more important members of the Jarl's counsel. Faleen's room (sometimes locked: Adept) is to the right, with the large dinner table, a Key to Markarth Keep that opens the two other nearby doors, and the Jarl's Quarters. Raerek (sometimes locked: Adept) houses the steward, a Key, and his secret Talos-loving reading materials. Up the stairs is a third room (sometimes locked: Apprentice) leading to the Imperial War Room, where Legate Emmanuel Admand is overseeing the Civil War in this territory.
Civil War: Map of Skyrim
Key to Markarth Keep (3)
Display case (Novice)

MARKARTH WIZARDS QUARTERS

Unless you've been given approval by Calcelmo, you are trespassing in the following areas. You are unable to head farther into the laboratory or tower unless Thieves Guild Quest: Hard Answers is active, so plan to loot the three connected areas during this quest.

DWEMER MUSEUM (LOCKED: ADEPT)

The Dwemer Museum showcases Calcelmo's collection of artifacts recovered from ruins across Skyrim. Only three guards patrol this area, keeping watch for intruders. This space is normally off-limits—the guards will aggressively arrest you if you trespass here—but you can get Calcelmo's permission to visit the museum in any number of ways; see Thieves Guild Quest: Hard Answers for details.
The Museum has the finest collection of Dwarven artifacts (weapons, armor, items, and books) in the entirety of Skyrim and the highest concentration of locked containers in any area of the game. There's even a small selection of Falmer items. To the south is a gate (Apprentice) leading to a small workshop with an Unusual Gem and locked chest (Expert). To the northwest is a locked gate (Adept) to a two-level storage room. Up the steps to the west is the laboratory door.
Unusual Gem: [9/24]
Display Case (3)
Display Case (Novice) (5)
Display Case (Apprentice) (2)
Display Case (Adept) (7)
Display Case (Expert) (14)
Chest (Adept)
Chest (Expert)

CALCELMO'S LABORATORY

This area is the main living and research quarters for Calcelmo and Aicantar, although they typically spend most of their time in the Keep, closer to the Nchuand-Zel Entrance. Most of this area is locked unless you're on Thieves Guild Quest: Hard Answers; see that quest for an exhaustive walkthrough of quest events in this space.
The laboratory is divided into a number of chambers. The Entry Room has oil on the floor, a dart trap, and a gate you can't normally open to the southeast.
Danger! Dart Trap, Oil Pool Trap
Unique Weapon: Spider Control Rod [30/80] (quest only)
The Throne Chamber consists of a main room with a raised throne and guard. Dwarven junk (or is it research?) is scattered around, along with several traps you can activate. To the northwest is Calcelmo's bedroom, which has some display cases (Apprentice) and scrolls to steal. To the south is Aicantar's bedroom and food preparation area.
Danger! Dwarven Ballista Trap, Dwarven Thresher Trap, Swinging Wall Trap
Display Case (Apprentice)

You cannot progress beyond the Throne door without a key, which you can only find during Thieves Guild Quest: Hard Answers.
Beyond the Throne Room is the Steam Hall. There's little to search for, except a few corpses of fallen foes. The valve at the far end activates the thresher traps in the floor, ideally against enemies following you.
Danger! Dwarven Thresher Trap, Poison Gas Trap
Next is the Statue Room, whose exit is flanked by two Dwarven Spheres. There are two side chambers here; take advantage of the guard's patrol to slip through the door when he steps away from it.
And finally, you emerge into a large workroom. The valve in the control booth sets off a frightening number of traps in the room that will send even the most stout-hearted guard running for cover. This area has the following items and two exits.
Danger! Dwarven Ballista Trap, Dwarven Thresher Trap, Flamethrower Trap
Crafting: Arcane Enchanter
Larceny Target: Dwemer Puzzle Cube [4/7]
Skill Book [Enchanting]: Twin Secrets
Chest

MARKARTH WIZARDS' BALCONY

The great balcony atop the keep connects Calcelmo's laboratory to his tower, a separate structure off the main body of the Keep. There's a great view of the city from here. One section of the balcony wall has broken away, exposing a path around the cliffside that ends in a waterfall. If you were in a hurry, you might just be able to jump from here.

CALCELMO'S TOWER (LOCKED: REQUIRES KEY)

The tower (accessible only during Thieves Guild Quest: Hard Answers) has a lower-level entry hall, an upper-level office, and a massive stone relic containing a text in Dwemer and Falmer on the same granite slab! This stone is the key to Calcelmo's current research, a secret he jealously protects.
Crafting: Alchemy Lab, Arcane Enchanter
Calcelmo's Stone

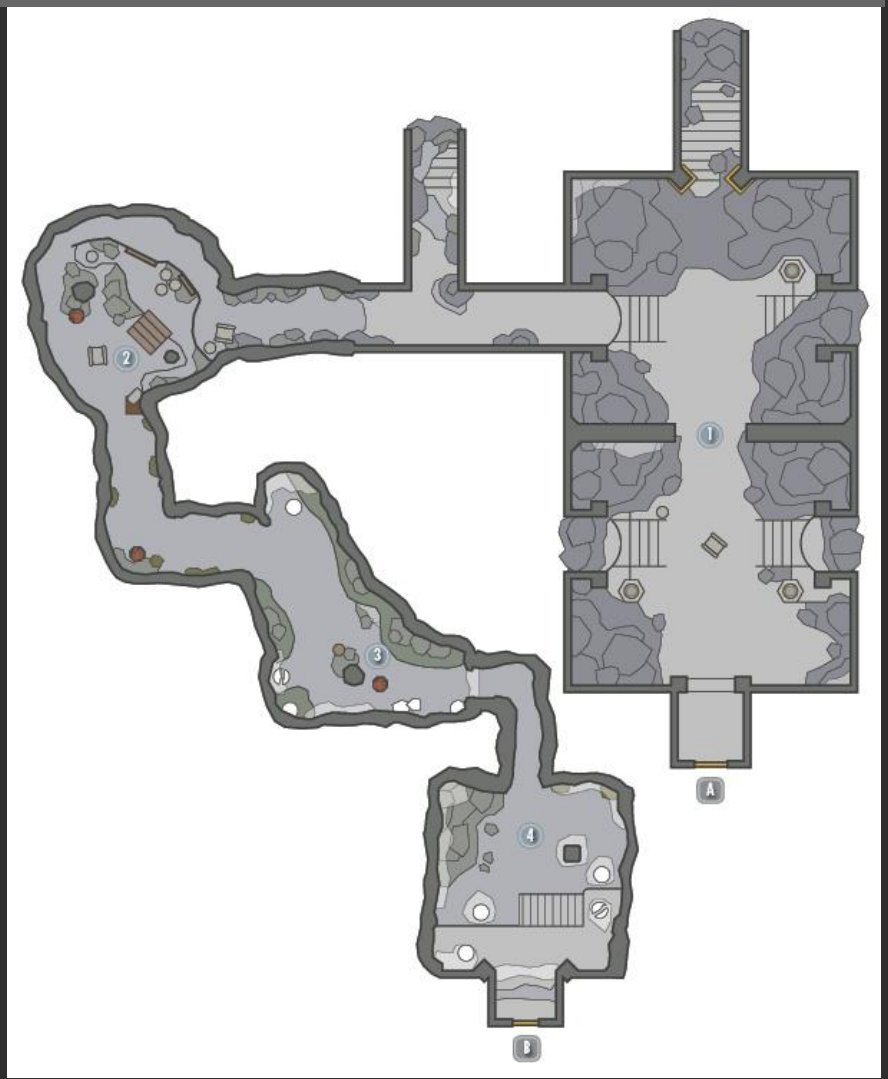
Skill Book [Heavy Armor]: Chimarvamidium [B1/10]
Potions

NCHUAND-ZEL ENTRANCE



The epic cavern is usually where Calcelmo and Aicantar can be found, dedicating their lives to researching this mighty dwarven stronghold of historic significance. When you emerge from the entrance cavern close to the throne room, you are greeted by a rushing river, various curved passageways, and circular towers (one with seats to sit on and gaze down at the rushing water), as well as an entrance to the Hall of the Dead. Of more significance is the entrance to Nchuand-Zel itself. Enter here, either before speaking to Calcelmo (Locked: Adept) or after acquiring the key and agreeing to slay a large spider for him (Miscellaneous Objective: Neutralizing Nimhe*).
Crafting: Alchemy Lab, Arcane Enchanter

Nchuand-Zel Excavation Site



DUNGEON: DWARVEN CITY

Animal
Dwarven Centurion

Dwarven Sphere
Dwarven Spider
Falmer
Nimhe

DANGERS

Flamethrower Traps
Rune Traps
Spear Trap

QUEST ITEMS

Alethius's Notes
Krag's Journal
Stromm's Diary
Erj's Notes
Staubin's Diary

COLLECTIBLES

Skill Book [Alteration]: Sithis [D1/10]
Area Is Locked (Adept)
Chest(s)
Potions

Mineable ore (Corundum, Iron, Moonstone)

A) DOOR TO UNDERSTONE KEEP

1) ENTRANCE CORRIDOR

Throughout this entire area, there's Dwemer artifacts to gather and sell later. Turn left (west) to break through the already-collapsed wall to where the excavation site was first discovered.

2) EXCAVATION DROP

In this steam-filled drop, follow the mine working's ledges. Take that Potion of Plentiful Healing by the wagon before you descend. You'll need it! Try dropping onto the nearer stalagmite for a quicker drop down.
Potion

3) MINE WORKINGS

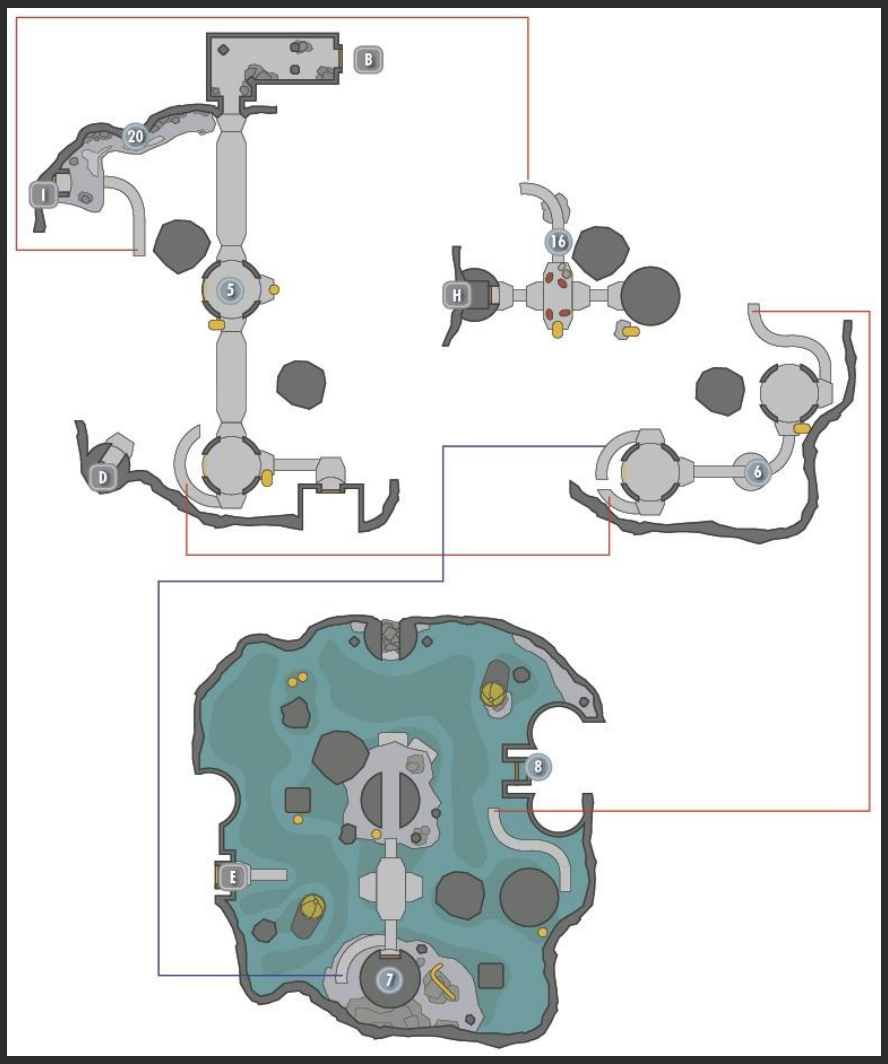
These have been completely taken over by Frostbite Spiders. Slay them all here before continuing past the skeletons of the long-dead miners and cut through the webs.
Mineable ore (Corundum, Iron)

4) NIMHE'S LAIR

A gigantic Frostbite Spider drops in to slay you as you reach the edge of the mining area. Face her or flee! Then inspect the dead Imperial named Alethius and read his Note. This begins Dungeon Quest: The Lost Expedition. Consult that quest for precise knowledge on completing this exploration.
Alethius's Notes

B) DOOR TO NCHUAND-ZEL

NCHUAND-ZEL



B) DOOR TO NCHUAND-ZEL EXCAVATION SITE

5) UPPER WALKWAY (UPPER LEVEL)

After a short corridor ramp down, this opens up into a single, dramatic and gigantic chamber. This Upper Walkway has a couple of Falmer to face, and the southern tower has ramps down and a walkway across to the Nchuand-Zel Quarters. Find a Skill Book resting on an ornate bench as you go.
Skill Book [Alteration]: Sithis [D1/10]

Tip

There is a rocky ledge [20] that you can actually jump and climb on if you wish to explore this area in the opposite direction.

C) DOOR TO NCHUAND-ZEL QUARTERS (UPPER LEVEL)

6) LOWER WALKWAYS (LOWER LEVEL)

Below the upper walkway are stone ramps down to a middle section, and down again to the base of the structure, which is waterlogged.

7) SOUTH GATE (WATERLOGGED GROUND AREA; LOCKED: ADEPT)

Chest

8) PISTON BUILDING DOOR (WATERLOGGED GROUND AREA)

Potions (underwater)

D) DOOR FROM NCHUAND-ZEL QUARTERS (LOWER LEVEL)

This leads from the Quarters to an otherwise-inaccessible ledge.
Chest

E) DOOR TO NCHUAND-ZEL ARMORY (WATERLOGGED GROUND AREA)

H) DOOR FROM NCHAUND-ZEL ARMORY (LOWER LEVEL)

16) KRAG'S WALKWAY

The researcher Krag lies near blood splatters along this walkway and camping spot. The Dwarven Centurion roars into life only after you pull the switch inside the Control.
Krag's Journal

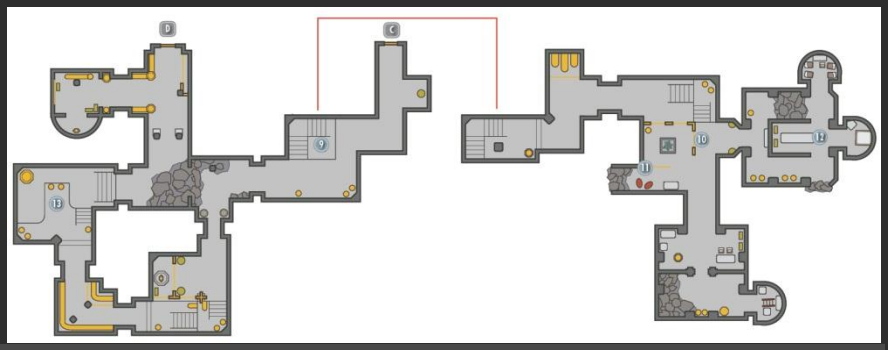
I) DOOR TO NCHUAND-ZEL CONTROL (UPPER LEVEL)

This is only accessed from this location, but only after you emerge from the Armory.

20) ESCAPE LEDGE (UPPER LEVEL)

The Dwarven mechanical entities may be moving (and attacking any Falmer you've left alive) if you fiddled with the Control. Use this ledge running around the northwest corner of this gigantic chamber to reach the exit and escape to the Excavation Site.
Mineable ore (Moonstone)

NCHUAND-ZEL QUARTERS



C) DOOR TO NCHUAND-ZEL (UPPER LEVEL)
Return here after you've fully explored the Quarters, as there are no other exits from the Quarters (aside from the one leading to a high platform with no way onwards).

9) CENTRAL QUARTERS STAIRWELL
This descends to corridors that run under the upper corridors above and the exit door [C], to another set of steps.

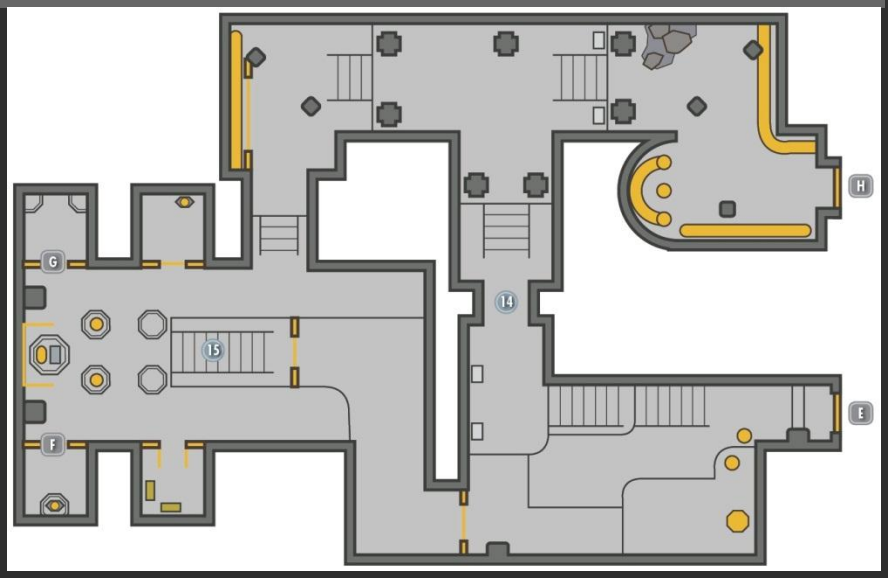
10) EASTERN QUARTERS
Access this series of upper chambers from the Central Quarters Stairwell. When you reach the second ascending set of steps, watch for Fire Rune Traps at the top. Continue south down the corridor, passing Stromm's corpse, and check the dead bodies of the expedition's Imperial Guards and a torture chamber at the far end.
Danger! Rune Traps

11) STROMM
Search the corpse, and check the nearby stone table for his diary.
Stromm's Diary

12) FAR EASTERN LIVING AREAS
This collection of small rooms and a corridor are accessed after turning east at the steps with the Fire Rune Traps. Pass the pistons to reach a variety of dining, sleeping, and storage rooms.

13) WESTERN CHAMBERS
These lower chambers are filled with Falmer foes. They lead you to the Door to Nchuand-Zel and a dead-end area with dwarven barrels and a chest.
Chest

D) DOOR TO NCHUAND-ZEL (UPPER LEVEL)
NCHUAND-ZEL ARMORY



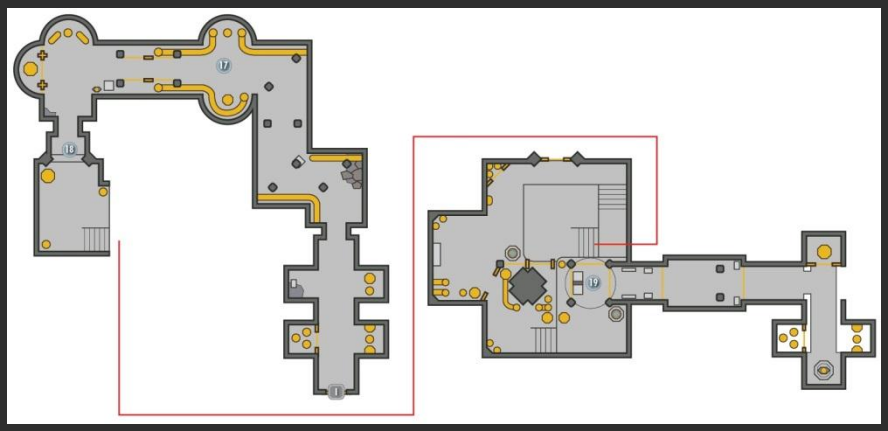
E) DOOR TO NCHUAND-ZEL (WATERLOGGED GROUND LEVEL)

14) STONE CORRIDORS (UPPER AND LOWER)
These wind through to the center of the Armory. Take the upper ramped corridors to the right turn (east) and to an exit door leading back into Nchuand-Zel [H]. Take the upper path and turn right (west), heading down past a Wall Fire and Wall Spear Trap (check the floor for a trigger and don't step on them!) to the Armory Hall. Take the lower path directly to the Armory Hall. There's a gate at the base of the steps to unlock (Adept).
Danger! Flamethrower Trap, Spear Trap

15) ARMORY HALL AND ERJ
Statues of dwarven mechanical monsters stand frozen in time at the top of these steps. A dead Falmer and the remains of Erj the adventurer are also here. Close by are three gates, one of which is unlocked; behind it is a chest surrounded by Dwemer pots.
Erj's Notes
Chest

F) GATE (LOCKED: EXPERT)
G) GATE (LOCKED: EXPERT)
Chest

H) DOOR TO NCHUAND-ZEL (LOWER LEVEL)
NCHUAND-ZEL CONTROL



1) DOOR TO NCHUAND-ZEL (LOWER LEVEL)
17) CONTROL CORRIDOR (UPPER AND LOWER)

You begin on the lower part of this north-south corridor. You drop down from above to exit this area; the way in is the only way out!

18) FALMER PIPEWAY AND STAUBIN

A group of these creatures are guarding the golden pipes and barred sections of this corridor. Close by are the remains of Staubin.
Staubin's Diary

19) CONTROL ROOM

This is guarded by a Falmer. Tug on the lever next to the potion, and all the previously dormant Dwemer statuary clanks into life and battles any Falmer you haven't killed yourself. Return from whence you came.
Chest

6.3 The Reach: Primary Locations

Next Page >

[5.01] Mor Khazgur



RELATED QUESTS
Side Quest: The Forgemaster's Fingers
Favor (Activity): Mining Ore* (Shuftharz)
Favor: Sparring Partners* (Larak)

RECOMMENDED LEVEL: 6

HABITATION: ORC STRONGHOLD
Bagrak
Borgakh the Steel Heart (Follower, Marriage Prospect)
Chief Larak (Trainer: Block)
Ghamorz
Gul
Olur
Sharamph (Apothecary Vendor)
Shuftharz

SERVICES
Follower: Borgakh the Steel Heart [16/47]
Marriage Prospect: Borgakh the Steel Heart [20/62]
Trader (Apothecary Vendor): Sharamph [7/14]
Potions, Food, Ingredients
Trainer (Block: Master): Chief Larak [1/2]

CRAFTING
Alchemy Lab
Blacksmith Forge
Grindstone
Smelter

COLLECTIBLES
Skill Book [Smithing]: The Armorer's Challenge [E1/10]
Chest(s)
Potions

This Orc stronghold stands at the Reach's far northwest tip, on the edge of Skyrim. The Orcs here are mistrustful, but the first guard that spots you will call out and offer you a Side Quest, which can help you curry favor with the Orcs. If you like, test your fistfighting aptitude in a friendly wager against the chief.

EXTERIOR
Even if the Orcs are giving you the cold shoulder, you can still explore their stronghold and make use of several crafting stations. Grab a Skill Book off a shelf near the Blacksmith forge.
Crafting: Alchemy Lab, Blacksmith Forge, Grindstone, Smelter
Skill Book [Smithing]: The Armorer's Challenge [E1/10]
Chest
Apothecary's Satchel
Potions

LARAK'S LONGHOUSE
The Orc chief's longhouse holds some worthy loot, but you risk angering the Orcs if you break inside.
Area Is Locked (Novice)
Chests (2)
Potions

MOR KHAZGUR CELLAR
Unlock the trapdoor near Larak's Longhouse to access a small cellar with a handful of valuables.
Area Is Locked (Novice)
Chest
Potions

MOR KHAZGUR MINE
This small mine is worked by the Orcs and features thick veins of Orichalcum Ore.
Chest

Mineable ore (Orichalcum)

[5.02] Deepwood Redoubt



RELATED QUESTS
Dark Brotherhood Quest: The Feeble Fortune*
RECOMMENDED LEVEL: 14
DUNGEON: FORSWORN REDOUBT
Forsworn
CRAFTING
Alchemy Lab
Arcane Enchanter
Anvil
Blacksmith Forge
Grindstone
Workbench
DANGERS
Bone Alarm Trap
Dart Trap (pressure plate)
Rune Traps (floor)
Swinging Blade Trap (lever)
Swinging Wall Trap (pressure plate)
COLLECTIBLES
Skill Book [Sneak]: Sacred Witness [C1/10]
Trapped Chest
Chest(s)
Potions

A band of Forsworn have taken over this ancient ruin, located atop a rocky rise at the northern tip of the Reach. Deepwood Redoubt leads to a larger Nordic ruin on the far side of a secret vale—Hag's End [5.03].

EXTERIOR
Fight your way up the outer stone steps to locate the entrance to the ruins. Swipe some potions from the nearby altar and lean-to before heading inside.
Potions

TRAPPED PASSAGES
Beware the Hinge Trigger when opening the first chest that you discover in a recessed alcove. Long spears will stab out from the wall beneath the chest if you set off the trap. Disarm it or stand to one side to safely claim your treasure.
Stand on the pressure plate that follows to trigger a trap just ahead, then simply move through the doorway after the darts stop firing.
After dealing with the first batch of Forsworn, sprint straight through the stretch of swinging blades that follows. You can make it through unscathed if you time it just right.
Danger! Swinging Blade Trap (lever), Dart Trap (pressure plate), Trapped Chest

ROOM OF DOOM
A small chamber lies beyond the swinging blades. Beware the many Rune Traps on the floor here. Summon a Familiar to set off the traps and absorb the damage, or draw out the Forsworn Shaman in the far room and kill her with her own traps. Take the key from the Shaman's corpse, then unlock the nearby iron door to advance.
Danger! Rune Traps (floor)
Crafting: Arcane Enchanter
Deepwood Redoubt Key (Forsworn)
Potions

EXIT PASSAGE
Hop over a pressure plate to avoid a nasty trap as you enter the passage beyond the iron door. The Bone Alarm traps can give away your location to nearby Forsworn, if any remain. Proceed through the far door to head into Deepwood Vale.
Danger! Bone Alarm Trap, Swinging Wall Trap (pressure plate)
Potion

DEEPWOOD VALE
Deepwood Redoubt leads out into a secret vale nestled in the mountains, where a much larger ruin awaits. Forsworn archers patrol the ramparts that lead to Hag's End ([5.03]), the towering structure on the vale's east side. Search near the southwest waterfall to find a chest; there's also a Skill Book in the tent with the Alchemy Lab. Make your way east toward Hag's End, slaying the Forsworn and claiming the treasure they guard. See Dark Brotherhood Radiant Quest: The Feeble Fortune for some strategies on assaulting this formidable fortress.
Crafting: Alchemy Lab, Anvil, Blacksmith Forge, Grindstone, Workbench
Skill Book [Sneak]: Sacred Witness [C1/10]
Chests (2)
Chest (Locked: Apprentice)

[5.03] Hag’s End



RELATED QUESTS
Dark Brotherhood Quest: The Feeble Fortune*
Dungeon Activity

RECOMMENDED LEVEL: 14

DUNGEON: HAGRAVEN NEST
Animal
Hagraven
Witch

CRAFTING
Alchemy Lab
Arcane Enchanter

DANGERS
Battering Ram Trap (pressure plate)
Dart Trap
Flamethrower Trap
Rune Trap
Oil Lamp Trap
Oil Pool Trap

COLLECTIBLES
Skill Book [Illusion]: Mystery of Talara, Part 4
Unique Item: Ancient Shrouded Armor [50/112]
Unique Item: Ancient Shrouded Boots [51/112]
Unique Item: Ancient Shrouded Cowl [52/112]
Unique Item: Ancient Shrouded Gloves [52/112]
Unique Item: Predator’s Grace [53/112]
Unique Weapon: Bloodthorn [31/80]

SPECIAL OBJECTS
Word Wall: Slow Time [3/3]
Chest(s)
Potions

The ruins of Deepwood Redoubt [5.02] protect the tower of Hag’s End, home to the formidable Hagraven that’s revered by this band of Forsworn. You must brave Deepwood Redoubt in order to reach Deepwood Vale and challenge the Hagraven of Hag’s End.

A) DOOR TO DEEPWOOD VALE



1) DINING ROOM AND SIDE CHAMBERS

Slay vicious witches and battle the Hagraven in the first few chambers.
Crafting: Alchemy Lab
Potions

2) TRAPPED STAIRCASE

Explore the ice-filled room at the hall's end for some loot, but be careful of the Rune Traps. Then continue up the stairs, avoiding the pressure plate at the top, or wait a moment to let the battering ram swing by. Note the hinge trigger on the nearby chest; disarm it to disable the dart trap, which is otherwise difficult to avoid.
Danger! Battering Ram Trap (pressure plate), Rune Trap, Dart Trap (hinge trigger)

3) THRONE ROOM

Slay more witches in the small throne room that follows. Collect a Skill Book before pulling a nearby lever to lower a drawbridge.
Skill Book [Illusion]: Mystery of Talara, Part 4
Potion

4) ASSASSIN'S ALCOVE

If you've come here for Dark Brotherhood Quest: The Feeble Fortune, you can open this secret alcove by pulling a handle on the wall behind the throne in the Throne Room [3] (it doesn't exist unless you're on the quest). Inside, take the Ancient Shrouded Armor from the body of the fallen assassin, and claim the loot in the large chest.
Unique Item: Ancient Shrouded Armor [50/112]
Unique Item: Ancient Shrouded Boots [51/112]
Unique Item: Ancient Shrouded Cowl [52/112]
Unique Item: Ancient Shrouded Gloves [53/112]
Chest

5) MATRIARCH'S CHAMBER

Beware the circular chamber beyond the drawbridge—a Frostbite Spider silently descends from the ceiling as you explore the room. Slay the spider and swipe an important key from near the fireplace.
Hag's End Key
Potions

6) TWO-GATE JUNCTION

Use the key you found back at [5] to unlock the Master-level west gate here, then approach the giant chest in the nook beyond. Carefully disarm the hinge trigger or stand aside to avoid being singed by the trio of flamethrower traps. Exit the nook and turn a handle on the wall to raise the east portcullises and advance. When the portcullis opens, wait for a moment to avoid the spear traps before heading up the stairs.
Danger! Flamethrower Trap, Spear Trap

7) FIRE CHAMBER

Use the hanging oil lamp to ignite the central pool of oil and singe the witches and Hagraven in this chamber. Again, use the key you found at [5] to open the locked door here and access a treasure nook. Pull the chain that hangs above the oil to open the way forward.
Danger! Oil Lamp Trap, Oil Pool Trap

8) SUNLIT CHAMBER

This chamber has a massive hole in its ceiling, allowing soft light and frigid air to flow in. Follow the sound of chanting to locate an ancient Word Wall that yields a new Word of Power.
Crafting: Arcane Enchanter
Word Wall: Slow Time [3/3]

B) DOOR TO DEEPWOOD VALE

DEEPWOOD VALE SUMMIT

You exit out onto the upper level of Hag's End, overlooking Deepwood Vale below. Face the Hagraven and her summoned minions for a final time and cut them down. Then claim the unique dagger from the corpse on the altar and the large chest nearby.
Unique Weapon: Bloodthorn [31/80]
Chest

Deepwood Vale holds one final secret. If you have the Whirlwind Sprint Shout (or are good at rock climbing), head to the upper level of the Vale from which the waterfall descends. There, you can find one more chest and a unique pair of boots.
Unique Item: Predator's Grace [54/112]
Chest (Locked: Expert)

[5.04] DEEP FOLK CROSSING



RELATED QUEST

College of Winterhold Radiant Quest: Arniel's Endeavors

RECOMMENDED LEVEL: 8

DUNGEONS: SPECIAL

SPECIAL OBJECTS:

Dwemer Convector
Chest

Along the Reach's western border, an ancient stone bridge stretches across a waterfall at a serene location. Cross the bridge to discover a small shrine with a unique chestlike object—this is a Dwarven Convector, used during a College of Winterhold Radiant Quest.

[5.05] BRUCA'S LEAP REDOUBT



RECOMMENDED LEVEL: 14

DUNGEON: FORSWORN REDOUBT

Forsworn

CRAFTING

Tanning Rack

DANGERS

Bear Trap

COLLECTIBLES

Skill Book [Enchanting]: A Tragedy in Black
Chest(s)
Potions

This small Forsworn camp lies near a cave, inside of which lurks a powerful Forsworn Chief. Eradicate the vicious brigands and then claim a Skill Book from a shelf. Search a dark corner to discover a large chest, but beware of the bear trap on the ground before it.

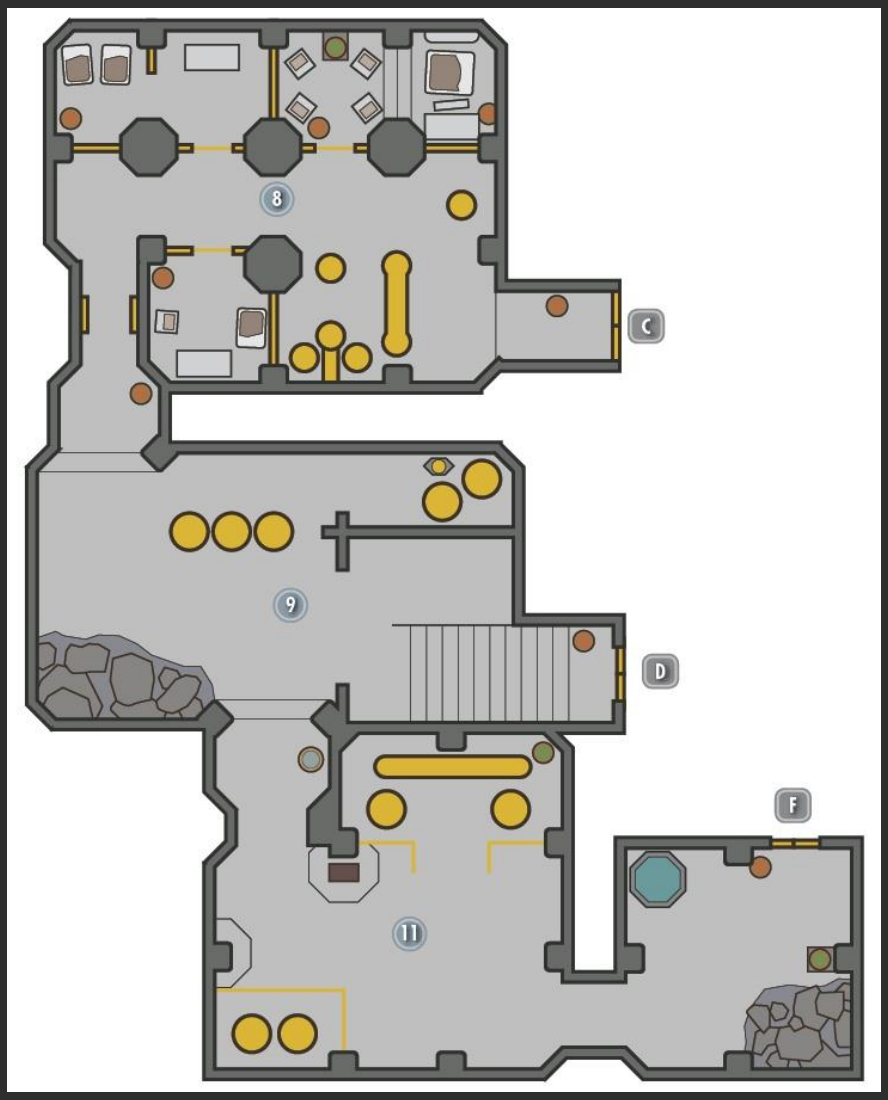
[5.06] Bthardamz



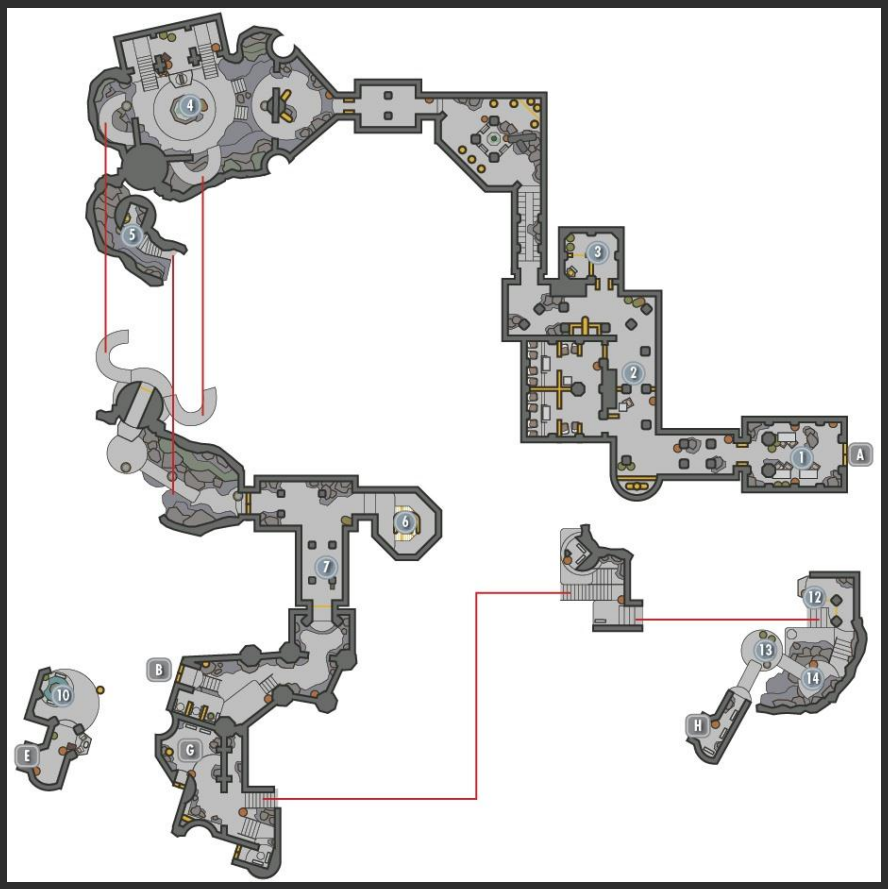
RELATED QUESTS
Daedric Quest: The Only Cure
RECOMMENDED LEVEL: 16
DUNGEON: DWARVEN CITY
Afflicted
Dwarven Sphere
Dwarven Spider
Orchendor
DANGERS
Dwarven Thresher (pressure plate/levers)
Swinging Blade Trap (lever)
COLLECTIBLES
Skill Book [Speech]: Biography of the Wolf Queen
Unique Item: Spellbreaker [55/112]
Chests
Potions

Mineable ore (Gold, Quicksilver)

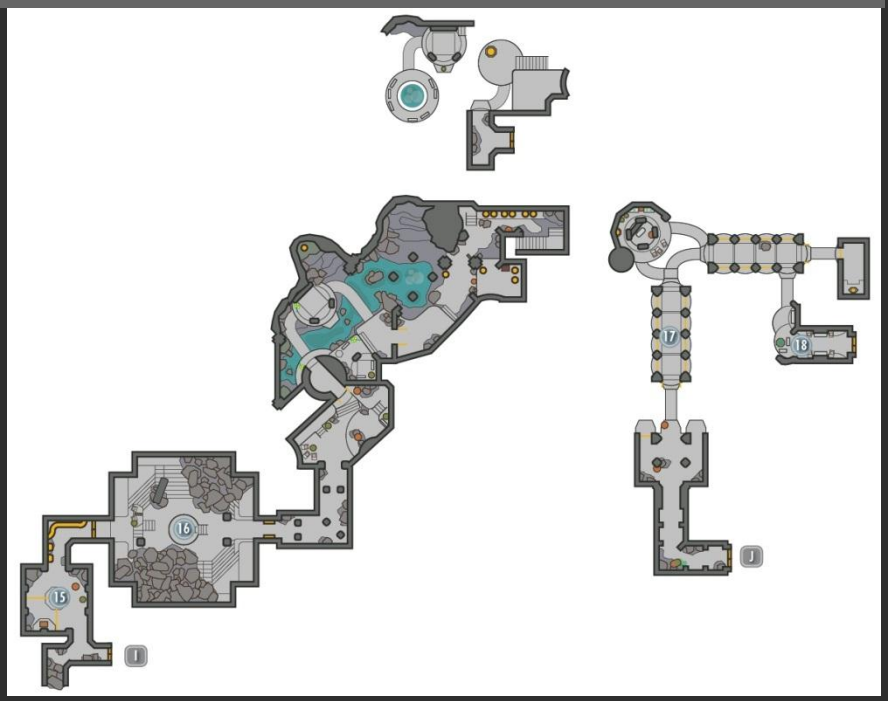
Bthardamz Workshop



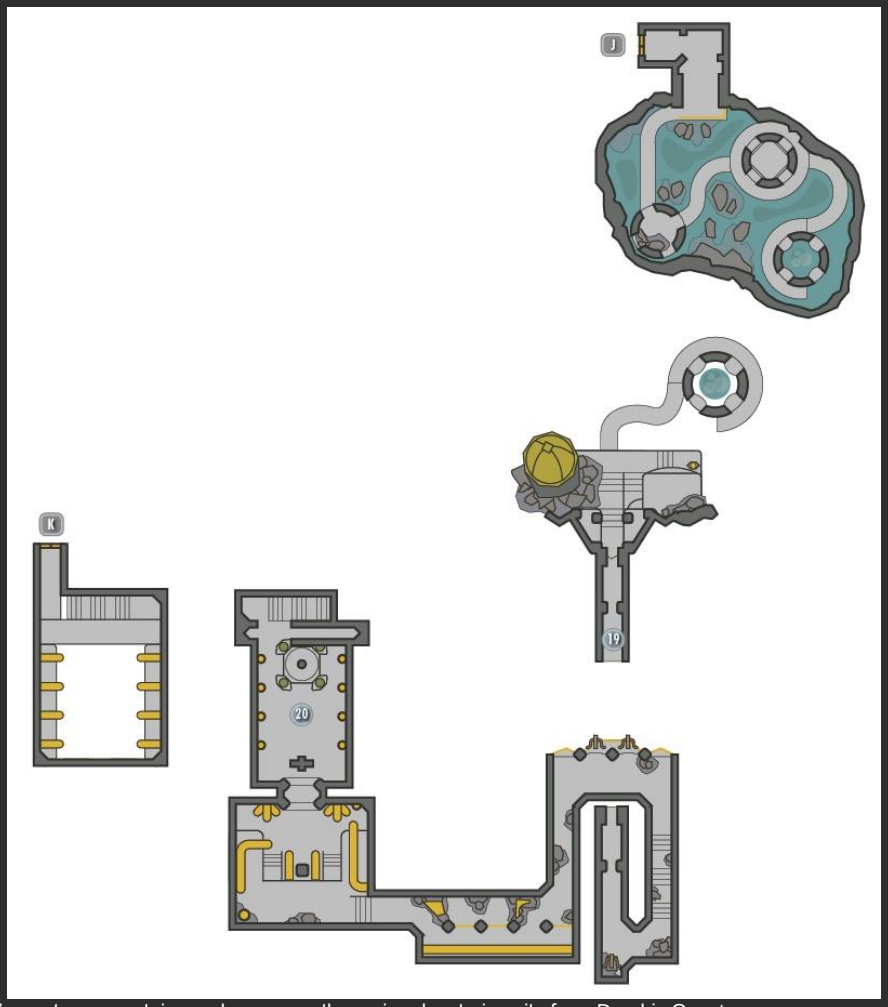
Bthardamz Upper District



Bthardamz Lower District



Bthardamz Arcanex



This massive dwarven city stands among the Reach's western mountains and serves as the main adventuring site for a Daedric Quest.

EXTERIOR

Navigate the city's sprawling yet simple exterior, descending a long set of stairs and pulling the farther of two levers to open the way into the Bthardamz Upper District. The other lever activates a dangerous trap and is best left alone.
Continue exploring the exterior ruins before heading inside, venturing upstairs to discover a pair of chests tucked away near the first tower at the top. Backtrack down and enter the Upper District to begin your exploration of the city's interior.
Danger! Dwarven Thresher (lever)
Chests (2)

A) EXIT TO SKYRIM

1) ENTRY CHAMBER

Find a bit of plunder atop the tables in the Upper District's first room.
Chest
Potion

2) TWO ROUTES

Pick a Novice-level gate to slip through this passage without incident. If you can't pick the lock, you must navigate an Afflicted-filled sleeping area in order to circumvent the gate instead.
Potion

3) STORAGE

Pick an Adept-level gate in this small room to access a potion and chest.
Chest
Potion

4) PUBLIC SQUARE

Kill or avoid a group of Afflicted on your way to this cavernous area, where many more Afflicted are gathered. Scale some stairs to locate a chest on the north balcony, then pull the nearby lever to lower the far south gate. Sprint up a winding ramp on your way to [5].
Chest

5) SLOPING PASSAGE

Descend a sloping ramp that leads toward a metal door, but double back before going through, and loot a hidden chest at the end of the lower trail.
Chest

6) TREASURE CHAMBER

Sneak as you make for this room's far chest; otherwise you risk alerting a pair of Dwarven Spheres here.
Chest

7) SPINNING BLADE SLOPE

Avoid a pressure plate as you descend a ramp here, which leads to the door to the Bthardamz Workshop.
Danger! Dwarven Thresher (pressure plate/lever)
Potion

B) DOOR TO BTHARDAMZ WORKSHOP

C) DOOR TO BTHARDAMZ UPPER DISTRICT

8) WORKER'S QUARTERS

More Afflicted lurk within the Bthardamz Workshop. Read the note on the southwest table to learn where your quest-related quarry might have gone.

9) SPIDER PIT

Beware of alerting dangerous Dwarven Spiders in this chamber—you can be quickly overwhelmed. Loot the chest in the northeast corner, then scale the east stairs to return to the Upper District.
Chest

D) DOOR TO BTHARDAMZ UPPER DISTRICT

E) DOOR TO BTHARDAMZ WORKSHOP

10) BALCONY

Duck out of the Bthardamz Workshop just for a moment to raid a chest on this balcony, then head back inside.
Chest
Potion

11) STEAM ROOM

Raid one last chest from this steamy area of the Bthardamz Workshop before taking the southeast door back to the Upper District.
Chest

F) DOOR TO BTHARDAMZ UPPER DISTRICT

G) DOOR TO BTHARDAMZ WORKSHOP

12) LOWER DISTRICT ACCESS

At last, you've reached the Upper District's southern end. Before scaling the first set of stone stairs, leap up the rocks to the right (south) and keep going to reach a rooftop, where you discover a hidden chest. Go back down and return to the stairs—again, don't climb them. Explore the north alley to find another chest, then scale the stairs and open a door to visit a dwelling.
Chests

13) BTHARDAMZ DWELLING

Make a quick stop here to raid a chest that's guarded by a few Afflicted. If possible, unlock an Apprentice-level gate to access another chest and a Skill Book. If you don't alert the Afflicted here, you can overhear one of them explaining how she wants to leave this place.
Skill Book [Speech]: Biography of the Wolf Queen
Chests (2)

14) STAIRS AND BALCONIES

Explore this network of stairs and walkways thoroughly to locate a vein of valuable Gold Ore on a rocky ledge and a chest tucked away near a tower's high balcony to the north. Scale some ramps to reach the tallest tower afterward and proceed through the south door to the Bthardamz Lower District.
Chest
Mineable ore (Gold)

H) DOOR TO BTHARDAMZ LOWER DISTRICT

I) DOOR TO BTHARDAMZ UPPER DISTRICT

15) LOWER DISTRICT ENTRY

Open an unlocked gate in the Lower District's first area to raid a chest before sneaking through the passage that follows to avoid alerting Dwarven Spiders.
Chest

16) AMPHITHEATER

Pull the lever on the balcony as you enter this wide cavern to slice up the unwary Afflicted below. Eliminate any stragglers so you may safely descend and raid the central chest.
Danger! Dwarven Thresher (lever)
Chest

17) GRAND CAVERN

A river rushes through the middle of this massive cavern, where a network of stairs and walkways connect several towers. Stealth tactics help you avoid the patrolling Afflicted and various Dwarven sentries.
Raid a wooden chest in a downstairs room, then head upstairs and check behind the north tower to find a small dwarven chest stashed near a skeleton. Backtrack a bit and scale the east stairs to reach walkways that lead to the Bthardamz Study.
Danger! Swinging Blade Trap (pressure plate/lever)
Chests (2)
Minable ore (Gold)

18) BTHARDAMZ STUDY

Open a gate in the Study's first room to locate a chest, then avoid a pressure plate before scaling a long ramp. Beware of the Sphere Centurion that comes out of the pipe at the ramp's top. Open another gate at the top and pillage a chest. Head through the door that follows to exit back out to the Grand Cavern's highest walkways.
Danger! Dwarven Thresher (pressure plate)
Chests (2)

17) GRAND CAVERN REVISITED (UPPER WALKWAYS)

Before crossing the first sloping walkway, turn right and cross the nearby east roof to discover a hidden chest. Cross the sloping walkway afterward and open the east gate to loot another chest in a small room.
Venture west afterward and scale the winding ramps to find a third chest affixed to the northwest wall—this one's guarded by several Afflicted. Either clear them out or forgo the chest and loop around, taking the long southern passage to the Bthardamz Arcanex.
Chests (3)

J) DOOR TO BTHARDAMZ ARCANEX

K) DOOR TO BTHARDAMZ LOWER DISTRICT

19) ARCANEX GRAND CAVERN

If Bthardamz's beauty has escaped you up to this point, you'll certainly appreciate it when you enter this huge, sunlit cavern. Continue to sneak through here, or risk alerting a host of Dwarven Spiders and Spheres. Scale a winding ramp to climb a tower, then cross a curved walkway and find a chest that lies just east of some stone stairs.
Climb the stairs and check to the east again to discover a Quicksilver Ore vein, but beware of alerting the formidable Dwarven Centurion and host of Dwarven Spiders that lurk in the south passage. Ignore the south passage's ballistae—you can't interact with them.
Chest
Mineable ore (Quicksilver)

20) ORCHENDOR SHOWDOWN

Do your best to avoid the patrolling Dwarven Spheres on your way to this final chamber, where you must slay a powerful mage named Orchendor as part of Daedric Quest: The Only Cure. Obtain a useful key from Orchendor's corpse after the deed is done and use it to quickly exit Bthardamz via the upstairs elevator.
Key to Bthardamz Elevator (Orchendor)

K) EXIT TO SKYRIM

[5.07] Druadach Redoubt



RELATED QUESTS
Dungeon Activity

Recommended Level: 14

Dungeon: Forsworn Redoubt

Forsworn

CRAFTING
Anvil
Forge
Grindstone
Tanning Rack

COLLECTIBLES
Skill Book [Light Armor]: The Rear Guard [D2/10]

SPECIAL OBJECTS
Reachmen's Rebellion Map
Shrine of Arkay [6/12]
Chest
Chest (Locked: Expert)
Potions

In the Reach's northern section, a swarm of Forsworn have fortified their position within a shallow cave. Enter to battle a host of the scrappy scavengers—for this is one of the larger Forsworn redoubts in the Reach.
Find a large chest in one of the tents, and don't miss the smaller, locked chest that's hidden below the east ramp.
After the Side Quest: No One Escapes Cidhna Mine, if Madanach survives the escape, he will return here. His presence will keep the Forsworn from attacking you, though they will still be hostile at other locations. A Skill Book rests on a shelf near a cage.

Note

Sitting on one of the tables is a rough sketch of the Reach showing the location of most Forsworn redoubts. Activating this will place markers for all of them on your world map!

[5.08] Dragontooth Crater



Dungeon: Dragon Lair

Dragon (after Main Quest: Dragon Rising)
Forsworn
Hagraven

CRAFTING
Arcane Enchanter

SPECIAL OBJECTS
Word Wall: Elemental Fury [2/3]
Chest

Chest (Locked: Expert)
Potions
In the Reach's northern mountains, the Forsworn have made a campsite next to a collapsed tower—unless a dragon has roosted here, in which case, only the mighty beast must be contended with.
Slay the dragon and loot the giant chest. You'll also gain a new Word of Power, as the chest sits right near a Word Wall. Enter the ruined tower afterward here to pillage some potions, and loot the upstairs chest if your Lockpicking skill is high enough.

[5.09] Harmugstahl



RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 8
DUNGEON: WARLOCK LAIR
Adventurer
Animal
Kornalus
CRAFTING
Alchemy Lab
Arcane Enchanter
PUZZLES
Lever Puzzle
COLLECTIBLES
Skill Book [Alchemy]: A Game at Dinner
SPECIAL OBJECTS
Shrine of Julianos [3/5]
Chest(s)
Potions aplenty

This unassuming stronghold is built into the north side of the Reach's central mountains.

ENTRY CAVERN
Witness an adventurer dispatch an overgrown spider in the first cavern, then speak to the man to learn that this place is supposedly overrun with the pests. You can loot a chest atop this room's balcony when you eventually make your way back around.
Chest
Satchel

LEVER CAVERN
Progress until you encounter a room with four levers. Pull only the far left and far right levers to open the way forward.

ALCHEMY ROOM
If you can, unlock this chamber's Expert-level door to access a small storage room filled with potions and a Skill Book.
Crafting: Alchemy Lab
Skill Book [Alchemy]: A Game at Dinner
Chest
Potions aplenty

KORNALUS'S LAB
Slay a dangerous mage named Kornalus in the next chamber, who's conducting some sort of nefarious study on the spiders. Claim a key from Kornalus's corpse and use it to open the nearby north door.
Crafting: Arcane Enchanter
Kornalus Frey's Key (Kornalus)
Potions

KORNALUS'S QUARTERS
Loot the giant chest in the small room beyond to claim valuable treasure. Touch the pyramid-shaped shrine to instantly cure any diseases you may have.
Shrine of Julianos [3/5]
Chest
Potions

GIANT SPIDER CAVERN
This cavern's two Giant Frostbite Spiders are not only massive, but they've also been enchanted by Kornalus to make them even more formidable.

[5.10] Reach Stormcloak Camp



RELATED QUESTS
Civil War Quest: Liberation of Skyrim
Civil War Quest: Compelling Tribute
Civil War Quest: The Battle for Fort Sungard

HABITATION: MILITARY: STORMCLOAK CAMP
Kottir Red-Shoal
Stormcloak Quartermaster (Blacksmith)
Stormcloak Soldier

SERVICES
Trader (Blacksmith): Stormcloak Quartermaster [13/33]
Weapons, Apparel, Misc

CRAFTING
Alchemy Lab
Anvil
Grindstone
Workbench

SPECIAL OBJECTS
Civil War: Map of Skyrim Chests (2)
Potions

The Sons of Skyrim have erected a camp in the Reach's eastern mountains. Use the array of crafting stations here, and inspect the tabletop map in the largest tent to potentially gain new map data. If your stealth skills are sharp, loot a few chests before moving on.

[5.11] Liar's Retreat



RELATED QUESTS
Dungeon Activity

RECOMMENDED LEVEL: 18

DUNGEON: FALMER HIVE
Animal
Bandit
Falmer

COLLECTIBLES
Skill Book [Speech]: Biography of the Wolf Queen
Unique Weapon: The Longhammer [32/80]
Chest(s)
Potions

This medium-sized cave, which is situated within the Reach's eastern mountains, is being used as a bar and gambling hall by bandits. However, the bandits have recently found themselves faced with an overwhelming adversary—Falmer have invaded the cave!

DINING HALL
Sneak into the cave's first chamber to watch a few bandits battle against several Falmer. Slay the victors afterward, and beware of many more Falmer that emerge from the room's northern entrances. Claim a few potions from behind the bar.

Potions

SLEEPING QUARTERS

Find a few potions and some in the various rooms that connect off the dining hall. Find a locked chest in the northwest room and pick the Novice-level southwest door to free a powerful bandit and obtain even more wealth. A Skill Book sits atop a high stone shelf near the locked chest.
Skill Book [Speech]: Biography of the Wolf Queen
Chest
Chest (Locked: Adept)
Potions

SPIDER TUNNELS

Slay a ravenous Frostbite Spider in the webbed passages that follow, and find a locked chest in a Falmer tent. Beware of additional spiders that may descend from the ceiling, as well as the Falmer archer who stands in an elevated position as you exit the tunnel. Loot the chest on the Falmer's perch.
Chest
Chest (Locked: Apprentice)
Potions

CHAURUS DEN

Slay some poorly equipped bandit prisoners on your way to the cave's large, final chamber, where a massive Chaurus lurks. Loot a chest here, collect the Longhammer from near the bar owner's splayed body, then backtrack outside. Beware: a handful of powerful bandits will ambush you back in the dining hall, thinking that you're to blame for their hideout's destruction!
Unique Weapon: The Longhammer [32/80]
Chest

[5.12] Cliffside Retreat



RECOMMENDED LEVEL: 8
HABITATION: HUNTER CAMP

Hunter
Crafting
Tanning Rack

COLLECTIBLES

Skill Book [Archery]: The Marksmanship Lesson
A lone hunter makes his home at this humble shack, which stands on the Reach's eastern cliffs. A Skill Book is the main attraction here.

[5.13] Dragon Bridge Overlook



RECOMMENDED LEVEL: 8
DUNGEON: FORSWORN REDOUBT

Forsworn
Chest (Locked: Novice)
Potion

This Forsworn campsite overlooks Haafingar's infamous Dragon Bridge [1.17]. Slay the dangerous ruffians and then plunder their valuables.

[5.14] Ragnvald



RELATED QUESTS
Side Quest: Masks of the Dragon Priests*
Dungeon Quest: Otar's Mad Guardians*

RECOMMENDED LEVEL: 24

DUNGEON: DRAGON PRIEST LAIR
Draugr
Guardian Saerek
Guardian Torsten
Otar the Mad

CRAFTING
Arcane Enchanter

DANGERS
Dart Trap (pressure plates)
Flamethrowers (iron door)
Oil Lamp Traps
Oil Pool Traps
Swinging Blade Trap
Trapped Chest

QUEST ITEMS
Saerek's Skull Key
Torsten's Skull Key

COLLECTIBLES
Dragon Priest Mask: Otar [7/10]
Skill Book [Restoration]: Mystery of Talara, v2

SPECIAL OBJECTS
Word Wall: Kyne's Peace [1/3]
Chest(s)
Potions

These ancient ruins lie within the Reach's western mountains, on the edge of Skyrim. Dispatch a few Draugr as you scale the massive stone steps that lead into the temple.

RAGNVALD TEMPLE
The cavernous temple is silent. Go downstairs and loot a chest before taking a winding passage to another large chamber. Slay a couple of powerful Draugr, then drop from the walkway and loot a chest that sits in a nook. Go back upstairs and proceed west, fully exploring the chamber to discover another chest and several potions scattered about.
After venturing into the crypts and canal to obtain a pair of special skulls (see the following sections), you will battle a powerful enemy here in the temple and subsequently unlock the temple's west area, where you'll discover a locked chest in the northern nook and a Word Wall to the south.
Danger! Oil Lamp Traps, Oil Pool Traps
Word Wall: Kyne [1/3]
Chests (4)
Chest (Locked: Apprentice)
Potions

RAGNVALD CRYPTS
Swipe a few potions in the crypts' first chamber, then take the right (west) passage to avoid the left passage's traps. Slay a host of powerful Draugr in the burial passages that lead into the next chamber, where a trapped chest tempts you.
Open the chest from as far away as possible to avoid being impaled by spears. Go upstairs to reach the crypts' final chamber, where a special skull sits atop a central pedestal. Take the skull to gain a new Side Quest, then slay the deadly Draugr guardian that soon emerges from the far sarcophagus.
Danger! Oil Lamp Trap, Oil Pool Trap, Trapped Chest, Dart Trap (pressure plates)
Saerek's Skull Key
Chest
Potions

RAGNVALD CANAL
Enter this watery cave and search the northwest nook to discover a chest. Pull a southeast lever to lower a drawbridge ahead, but before you cross, open the nearby iron door from as far away as possible—a fire trap activates when the door opens.
Loot the chest in the nook beyond the door, then cross the drawbridge and advance farther south, eventually reaching a large chamber. Swipe another skull from the central pedestal here to battle Guardian Torsten, who emerges from the far sarcophagus.
Go upstairs to loot a locked chest, then take the north corridor back to the previous cavern, jumping the pressure plate at the corridor's start to avoid activating a nasty trap. Open one last chest near the Arcane Enchanter before following the walkways back to the temple.
Danger! Flamethrowers (iron door), Swinging Blade Trap (pressure plate)
Crafting: Arcane Enchanter

Torsten's Skull Key
Chests (3)
Chest (Locked: Novice) (2)
Potion

[5.15] Reach Imperial Camp



RELATED QUESTS
Civil War Quest (when active, depending on who you side with)
HABITATION: MILITARY: IMPERIAL CAMP
Imperial Quartermaster (Blacksmith)
Imperial Soldier
SERVICES
Trader (Blacksmith): Imperial Quartermaster [14/33]
Weapons, Apparel, Misc
CRAFTING
Alchemy Lab
Anvil
Grindstone
Workbench
SPECIAL OBJECTS
Civil War: Map of Skyrim Chests (2)
Potions

Imperial forces have erected a small camp in the Reach's eastern mountains, though this site may not exist, depending on the status of the Civil War quest line.
Use the array of crafting stations here, and inspect the tabletop map in the largest tent to potentially gain new map data. If you like, loot a few chests before moving on.

[5.16] Shrine to Peryite



RELATED QUESTS
Daedric Quest: The Only Cure
RECOMMENDED LEVEL: 12
DUNGEON: SPECIAL
Kesh the Clean
CRAFTING
Alchemy Lab
COLLECTIBLES
Skill Book [Speech]: The Buying Game [E2/10]
This quaint shrine is perched high atop the Reach's northern mountains. Speak with the lone individual here, an alchemist named Kesh, to begin a Daedric Quest if you are Level 10 or higher. A Skill Book sits on the table near the Alchemy Lab.
[5.17] KARTHWASTEN



RELATED QUESTS

Temple Quest: The Heart of Dibella
Miscellaneous Objective: Sauranach's Mine!: Helping Atar* (Atar or Ainethach)
Miscellaneous Objective: Sauranach's Mine!: Helping Ainethach* (Atar or Ainethach)

HABITATION: TOWN

Ainethach (Marriage Prospect)
Atar
Belchimac
Enmon
Lash gra-Dushnikh
Mena
Ragnar

CRAFTING

Grindstone
Smelters (2)

SERVICES

Marriage Prospect: Ainethach [21/62]

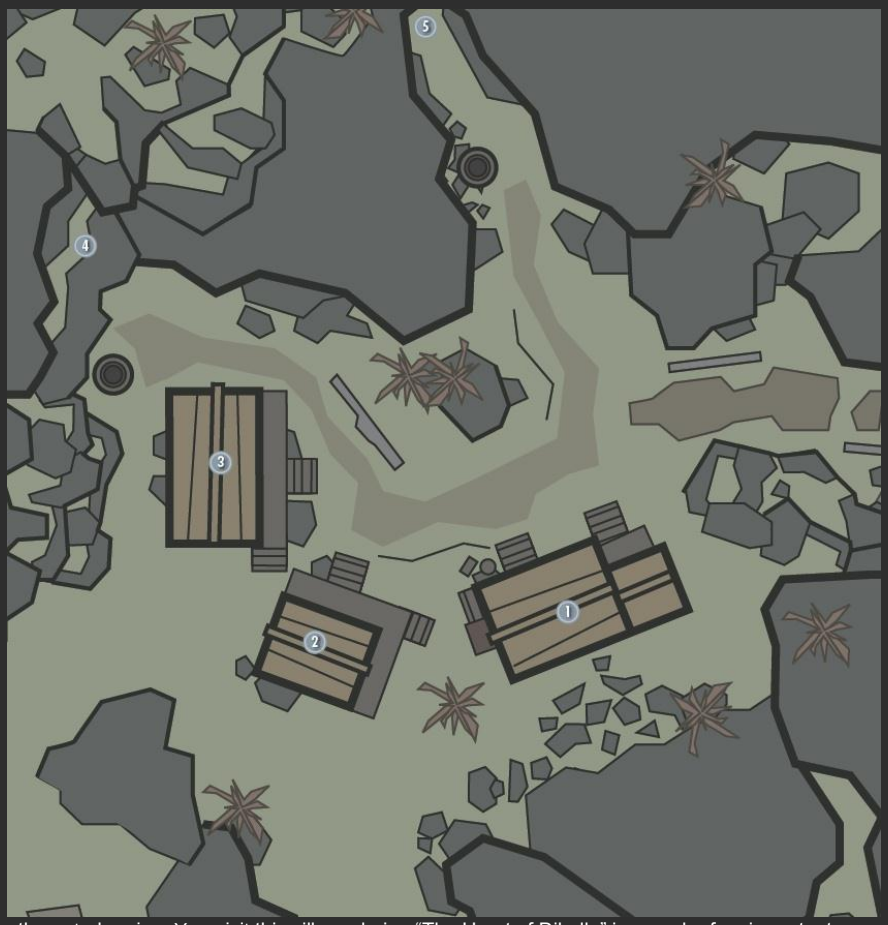
COLLECTIBLES

Chest(s)
Potions

Mineable ore (Silver)

Karthasten

(click here to view an interactive version of this map)



This bustling mining community lies in the Reach's north-central region. You visit this village during "The Heart of Dibella" in search of an important child.

EXTERIOR

When you first arrive at Karthwasten, you witness a verbal dispute between some Silver-Blood soldiers and a man named Ainethach, who owns the nearby Sanuarach mine. Speak to either person afterward to gain a Side Quest that involves the settling of their dispute.

Crafting: Grindstone, Smelter (2)

1) KARTHWASTEN HALL

This small area sports a chest and some loose coin, making it worth breaking into.

Area Is Locked (Novice)

Chest

2) ENMON'S HOUSE

Pillage this humble abode for several potions and a chest.

Area Is Locked (Novice)

Chest

Potions

3) MINER'S BARRACKS

Break into the barracks to raid a few chests.

Area Is Locked (Novice)

Chests (2)

4) FENN'S GULCH MINE

This small silver mine has been largely mined out, but there's a bit of ore to be found in the northern nook.

Mineable ore (silver)

5) SANUARACH MINE

Silver-Blood soldiers guard this newer mine, and they won't let anyone harvest its precious silver until the situation between Atar and Ainethach here at Karthwasten has been resolved.

Mineable ore (Silver)

[5.18] Broken Tower Redoubt



RELATED QUESTS
Temple Quest: The Heart of Dibella
RECOMMENDED LEVEL: 14
DUNGEON: FORSWORN REDOUBT
Forsworn
CRAFTING
Grindstone
DANGERS
Rockfall Trap (tripwire)
Rune Trap (floor)
Swinging Wall Trap (pressure plate)
COLLECTIBLES
Skill Book [Block]: The Mirror [D1/10]
Skill Book [Conjuration]: Liminal Bridges
SPECIAL OBJECTS
Shrine of Dibella [4/8]
Chest(s)
Potions aplenty

This battered fortress stands in a valley between the Reach's rocky eastern hills. While Temple Quest: The Heart of Dibella is active, a band of Forsworn will be guarding an important child here, whom you must free.

GREAT HALL
Unlock the first chamber's Adept-level northwest door to access a stockroom with a chest. Proceed through the upstairs door and sidestep a pressure plate trap in the corridor on your way to the next room.
Danger! Swinging Wall Trap (pressure plate
Chest
Potions

TOWER A
Unlock the chest within this circular chamber and swipe several potions off shelves. Claim a Skill Book from a table in the sleeping area before opening the east door and navigating a long passage to another tower.
Skill Book [Block]: The Mirror [D1/10]
Chest (Locked: Novice)
Potions

TOWER B
Slay more Forsworn in the second tower, and beware of a tripwire that's stretched across the stairs as you make your ascent. Loot a chest on the second level and then continue upstairs. Exit through the door at the top to access the fort's upper ramparts.
Chest
Potions

EXTERIOR RAMPARTS
Exit the keep via any of its northern doors to visit the exterior ramparts, where more Forsworn await. Access the highest ramparts by exiting through the upstairs door in Tower B, then cut across and enter the top of Tower A.
Crafting: Grindstone
Potion

TOWER A (TOP LEVEL)
Beware: a powerful Forsworn mage lurks at the top of this tower, and the center of the room features a dangerous rune trap. Keep away from the room's center as you battle the mage. The key you find on his corpse opens the nearby holding cell, where the child you seek as part of "The Heart of Dibella" quest is imprisoned. Claim the Skill Book on the nearby table and touch the shrine near the altar to banish any diseases you might have.
Danger! Rune Trap (floor)
Skill Book [Conjuration]: Liminal Bridges
Shrine of Dibella [4/8]
Broken Tower Prison Key (Forsworn mage)
Chest
Potions aplenty

[5.19] Markarth Stables



RELATED QUESTS
Favor: Special Delivery* (Banning)
HABITATION: FARM
Banning (Special)
Cedran (Stables)
Kibell (Carriage)
SERVICES
Follower: Vigilance [17/47]
Trader (Carriage): Kibell [2/5]
Trader (Stables): Cedran [2/5]
Trader (Stablemasters): Cedran [2/5]
Stop by these fine stables to buy a steed or purchase a carriage ride to any Hold's capital. For 500 gold, you may also buy a trusty war dog named Vigilance to serve as your Follower – speak with Banning for assistance.

[5.20] Salvius Farm



RELATED QUESTS
Miscellaneous Objective: Letter to Leonitus* (Rogatus Salvius)
Favor (Activity): Harvesting Crops* (Vigdis Salvius)
HABITATION: FARM
Rogatus Salvius
Vigdis Salvius
COLLECTIBLES
Area Is Locked [Novice]
Chest
This small farm stands just outside of Markarth's front gate. Speak with the farm's owner, Rogatus Salvius, to gain a new Side Quest. Break into the farmhouse and raid it for valuables if you dare.

[5.21] Left Hand Mine



RELATED QUESTS

Favor (Activity): Mining Ore* (Skaggi Scar-Face)

HABITATION: MINE

Adeber
Daighre
Erith
Gat gro-Shargakh (Marriage Prospect)
Pavo Attius (Marriage Prospect)
Skaggi Scar-Face
Sosia Tremellia
Torom (dog)
Willem

CRAFTING

Smelter

SERVICES

Marriage Prospect: Gat gro-Shargakh [22/62]
Marriage Prospect: Pavo Attius [23/62]

COLLECTIBLES

Chest(s)

Mineable ore (Iron)

This bustling mining community is located just outside of Markarth's gates. It's busier than normal due to an influx of miners who have fled from the nearby Kolskeggr Mine [5.22], which has been overrun by Forsworn raiders.

EXTERIOR

Chat with the villagers outside, including the mine's owner, Skaggi Scar-Face, to acquire a Side Quest involving another mine to the north. Skaggi will also purchase Iron Ore for a fair price.

Crafting: Smelter

MINER'S BARRACKS

If you like, raid a chest in the miner's barracks to claim some ill-gotten loot.

Chest

DAIGHRE'S HOUSE

These humble miners don't have much, but you can steal what little they've got.

Chest

SKAGGI'S HOUSE

The mine's owner isn't a rich woman, but you can break into her house and steal her life savings if you like.

Area Is Locked (Novice)

Chest

LEFT HAND MINE

There's plenty of iron to be claimed from this mine's thick ore veins.

Mineable ore (iron)

[5.22] Kolskeggr Mine



RELATED QUESTS
Miscellaneous Objective: Kolskeggr Clear Out* (Pavo)
DUNGEON: FORSWORN REDOUBT
Forsworn
CRAFTING
Smelter
Potions

Mineable ore (Gold)
This valuable mining site has been overrun by Forsworn—its former workers have fled to the nearby Left Hand Mine [5.21]. Pick the easy front door lock to break into the cabin if you wish—you'll find pickaxes within.
Go up the hill and enter the mine, slaying the remaining Forsworn there to secure it and its rich supply of valuable Gold Ore. Once the Forsworn are no more, the miners who fled to Left Hand Mine will return here to work.

[5.23] The Lover Stone



RECOMMENDED LEVEL: 6
DUNGEON: SPECIAL
SPECIAL OBJECTS
Standing Stone: The Lover [6/13]
A small collection of ancient stones stands atop the mountains northeast of Markarth. Inspect the central Standing Stone to receive a new sign blessing. Those under the sign of the Lover can master all skills 15 percent faster. Note that you may only have one sign blessing at a time, so activating this Standing Stone will override your current sign blessing (if any).

[5.24] Blind Cliff Cave



RELATED QUESTS
Dungeon Quest: Melka and Petra*
RECOMMENDED LEVEL: 14
DUNGEON: HAGRAVEN NEST
Forsworn
Melka
CRAFTING
Alchemy Lab
DANGERS
Oil Lamp Traps
Oil Pool Traps
PUZZLES
Handle Puzzle
COLLECTIBLES
Skill Book [Illusion]: Mystery of Talara, Part 4
Skill Book [Light Armor]: The Refugees [E2/10]
Unique Weapon: Eye of Melka [33/80]
Chest(s)
Potions

This small cave is located in the heart of the Reach, not far from the main road, and passing through it allows you to reach a pair of secluded, crumbling towers. The twisted Forsworn are using this area as a hideout.

BLIND CLIFF CAVE (INTERIOR)
Bring down a hanging lamp to ignite the oil in the cave's first passage and sear a lone Forsworn guard. Slay more Forsworn in the wide cavern that follows as you work your way up to a collapsed tower. Smiths should be on the lookout for ore veins throughout. Before entering the tower, check around behind it to locate a hidden chest, along with a Skill Book. Exit the cave via the tower's top door to return outside, near a pair of twin exterior towers.
Skill Book [Light Armor]: The Refugees [E2/10]
Danger! Oil Lamp Traps, Oil Pool Trap
Chest

BLIND CLIFF TOWERS
Head to the top of the first exterior tower, slaying a few more Forsworn and looting a chest along the way. Cross the elevated walkway to reach the neighboring tower, looting a chest as you enter. Proceed into the bastion.
Chests (2)
Potion

BLIND CLIFF BASTION
You encounter a caged Hagraven named Melka in the bastion's entry passage. Speak to Melka to gain a new Side Quest, then pull the nearby chain to free Melka, who will guide you from this point forward.
Melka can hold her own in most fights, but she is not invincible. Just ahead, turn the middle of three handles to safely raise a portcullis. Just beyond, allow Melka to expose a hidden lever, then pull it to deactivate the swinging blades in the next corridor. Just before Melka's alchemy parlor, you may spy a handle on the wall beyond the swinging blades and turn it to reveal a secret passage that leads to several urns and a chest.
Backtrack out and proceed to the final cavern, where two Forsworn and a Hagraven named Petra await. Slay Petra to complete Melka's quest, and search Petra's remains to discover a Skill Book. Be sure to talk to Melka (or scavenge her corpse!) to claim your reward—a unique staff, the Eye of Melka.
Crafting: Alchemy Lab
Skill Book [Illusion]: Mystery of Talara, Part 4
Unique Weapon: Eye of Melka [33/80]
Chests (2)
Potions

[5.25] Four Skull Lookout



RELATED QUESTS
College of Winterhold Radiant Quest: Destruction Ritual Spell
RECOMMENDED LEVEL: 8
DUNGEON: BANDIT CAMP
Bandit
COLLECTIBLES
Chest(s)

Bandits have taken over this small stone ruin, located in the heart of the Reach. Clear out the villains, then loot the chest they're guarding. The special pedestal here is used during a College of Winterhold Quest.

[5.26] Red Eagle Redoubt



RELATED QUESTS
Side Quest: Repairing the Phial
Dungeon Quest: The Legend of Red Eagle
RECOMMENDED LEVEL: 14
DUNGEON: FORSWORN REDOUBT
Forsworn
CRAFTING
Alchemy Lab
Blacksmith Forge
Tanning Rack
Workbench
DANGERS
Dart Trap
Oil Lamp Trap
Oil Pool Trap
Rockfall Trap
QUEST ITEMS
Red Eagle's Fury
COLLECTIBLES
Skill Book [Alteration]: Reality & Other Falsehoods
Unique Weapon: Red Eagle's Fury [34/80]
Chest(s)
Potions

Red Eagle Redoubt is perched on the precipice of the Tundra Plateau, just as the land plummets into the depths of the Reach. Millennia of erosion have all but destroyed the immense Nordic temple that once stood here, but a few remnants of its stairs and foundations remain.
The Forsworn have built an impressive camp here, taking advantage of the area's natural defenses and commanding view of the Reach. The leader of this clan wields Red Eagle's Fury, an ancient blade that seals the tomb of Rebel's Cairn [5.28].

EXTERIOR (LOWER AREA)
Slay the guards near the entrance and claim a few potions and a coin purse before continuing into the nearby cave.

Potions

RED EAGLE ASCENT

This winding cave leads up to Red Eagle Redoubt's upper half. Avoid the oil pool (or shoot down the oil lamp above to ignite it), then look for a few potions next to a large brazier and a locked chest hidden behind some vines nearby. As you climb the first set of stairs, watch out for the rockfall and dart traps. A second chest can be found beneath the wooden stairs that lead up to the exit.

Danger! Dart Trap, Oil Pool Trap, Oil Lamp Trap, Rockfall Trap
Chest
Chest (Locked: Adept)
Potions

EXTERIOR (ASCENT AREA)

As you emerge from the Red Eagle Ascent cave, travel south to find a lone chest sitting near a small yet unique statue that catches the eye [5.U]. Return to the cave exit entrance and scale a long flight of stone steps to reach a sizable Forsworn camp on the hill above. Find a Skill Book in a tent up here, along with a few crafting stations. Slay the mighty Forsworn leader to find a special key on his corpse, along with Red Eagle's Fury, a unique sword. When you have finished in the camp, use the key to open the nearby iron door and enter the Sundered Towers [5.27]. Pull a wall chain to lower the drawbridge and pillage the neighboring tower as well.

Crafting: Alchemy Lab, Blacksmith Forge, Tanning Rack, Workbench
Skill Book [Alteration]: Reality & Other Falsehoods
Unique Weapon: Red Eagle's Fury [34/80] (Forsworn leader)
Red Eagle Tower Key (Forsworn leader)
Chests (2)
Chest (Locked: Novice)
Chest (Locked: Adept)
Potions

[5.27] Sundered Towers



RELATED QUESTS

Side Quest: Repairing the Phial

DUNGEON: FORSWORN REDOUBT

COLLECTIBLES

Area Is Locked (Barred)
Chest (Locked: Novice)
Potion

These two towers are a major landmark, visible from much of the Reach and the western Tundra. The eastern tower is initially barred and all but inaccessible because of the surrounding cliffs.

To explore them, claim the key from the boss in Red Eagle Redoubt [5.26], then enter the western tower from the entrance near the boss. Loot a few urns on your way up, then pull a wall chain to lower a drawbridge to the eastern tower. Raid a locked chest here, take in the spectacular view from atop both towers, and then unbar the eastern door as you leave.

[5.28] Rebel's Cairn



RELATED QUESTS

Dungeon Quest: The Legend of Red Eagle

RECOMMENDED LEVEL: 14

DUNGEON: DRAUGR CRYPT

Red Eagle
Skeleton

COLLECTIBLES

Unique Weapon: Red Eagle's Bane [35/80]
Area Is Locked (Red Eagle's Fury required)
Chest
Potion

A common sword imbedded in a stone cairn marks the entrance to this secluded cave. Find the legendary blade called Red Eagle's Fury by slaughtering the Forsworn leader in nearby Red Eagle Redoubt [5.26], then place the sword into the pedestal in the main chamber to open a secret passage.
Enter the tomb of Red Eagle, a powerful Draugr Warrior who raises skeletons to aid him. Lay Red Eagle to rest and loot his remains—along with a giant chest—to complete your quest and amass plenty of plunder.
On your way out, reclaim Red Eagle's sword, which has been transfigured into an even more powerful blade—Red Eagle's Bane.

[5.29] Karthspire Camp



RELATED QUESTS

Main Quest: Alduin's Wall
Main Quest: The Throat of the World

RECOMMENDED LEVEL: 14

DUNGEON: FORSWORN REDOUBT

Dragon
Forsworn

CRAFTING

Blacksmith Forge
Grindstone
Tanning Rack
Workbench

COLLECTIBLES

Skill Book [Block]: A Dance in Fire, v2
Chest
Apothecary's Satchels (2)
Potion

This sprawling Forsworn encampment lies just outside of Karthspire [5.30]. This dangerous camp must be braved in order to reach Karthspire and explore Sky Haven Temple [5.31] as part of the Main Quest. Search the lower walkways and tents thoroughly to discover a Skill Book.
Make your way up to a high platform, where a chest and a number of crafting stations are found. You also obtain a Dragon's Soul here during the Main Quest. Scale the west rocks afterward to locate a large cave entrance that leads into Karthspire.

[5.30] Karthspire



RELATED QUESTS
Main Quest: Alduin's Wall
RECOMMENDED LEVEL: 14
DUNGEON: FORSWORN REDOUBT
Forsworn
DANGERS
Flamethrower (pressure plates)
PUZZLES
Spinning Pillars Puzzle
Pressure Plates Puzzle
UNDERGROUND CONNECTION: SKY HAVEN TEMPLE [5.31]
COLLECTIBLES
Chests (2)
Potions

Located due east of Markarth, Karthspire is a cave that you must navigate to reach Sky Haven Temple [5.31] during the Main Quest. Battle more Forsworn to secure the interior, finding a chest and several potions in the entry encampment.
During the Main Quest, Esbern helps you solve a simple puzzle in the cavern that follows: spin the three pillars so that they each show the symbol of the Dragonborn, which resembles a circle. Cross the drawbridge that lowers and proceed to a room filled with pressure plates—step only on the path of Dragonborn tiles to safely reach a far wall chain that deactivates the trap. Proceed to the final chamber afterward to raid a large chest and locate the entrance to the Sky Temple, which Esbern helps you open.

[5.31] Sky Haven Temple



RELATED QUESTS
Main Quest: Alduin's Wall
Main Quest: The Throat of the World
Main Quest: Paarthurnax
Main Quest: Epilogue
Main Quest: Elder Knowledge
Other Factions: The Blades Quest: Rebuilding the Blades*
Other Factions: The Blades Quest: Dragon Hunting*
Other Factions: The Blades Quest: Dragonslayer's Blessing*
Other Factions: The Blades Quest: Dragon Research*
HABITATION: SPECIAL
Delphine (the Blades)
Esbern (the Blades)
UNDERGROUND CONNECTION: KARTHSPIRE [5.30]
COLLECTIBLES
Skill Book [One-Handed]: Mace Etiquette
Unique Weapon: Dragonbane [36/80]
SPECIAL OBJECTS

Alduin's Wall
Area Is Locked (quest required)
Chests (10)

Lots o'Gold!
This sacred sanctum lies east of Markarth and cannot be entered until you progress to Main Quest: Alduin's Wall. Inspect the central mural with Esbern to complete that quest and begin a new one. Search the west alcove to find a chest and Skill Book, then head upstairs and search the northwest sleeping area to discover a whopping seven more chests.
Explore the armory to find a unique weapon lyinh on the table. Exit through any of the northeast doors to reach an exterior courtyard that offers breathtaking views, along with quick access to the world map's Fast-Travel option. Far below the upper exterior courtyard is the Karth River, and an abandoned rowboat containing scattered gems, an underwater chest, and a strongbox.

BLADES OCCUPATION

The Blades repurpose the Sky Haven Temple as their base of operations during the Main Quest. After finishing Main Quest: Alduin's Wall (and once you've sided with the Blades and completed Main Quest: Paarthurnax, meaning you're in good standing with them), you're able to return to Delphine and Esbern and commence the following:
During Other Factions Quest: Rebuilding the Blades,* you can bring up to three of your Followers (or Hirelings) and have Delphine train them to be Blades, after which they remain here.
During Other Factions Quest: Dragon Hunting, once you've brought three Followers to be trained, you can speak to Esbern and hunt a dragon with the newly trained Blades.
During Other Factions Quest: Dragonslayer's Blessing, you can receive a blessing from Esbern if you're in good standing with the Blades, which grants you +10 percent Critical Hit versus dragons for five days.
During Other Factions Quest: Dragon Research, bring back any Dragon Scales or Dragon Bones to Esbern and he concocts Esbern's Potion, imbuing you with a 10 percent damage reduction from dragon attacks.

[5.32] Soljund's Sinkhole



RELATED QUESTS

Miscellaneous Objective: Making It Hole Again* (Perth)

RECOMMENDED LEVEL: 6

DUNGEON: DRAUGR CRYPT

Draugr
Perth (Marriage Prospect)

CRAFTING

Smelter

SERVICES

Marriage Prospect: Perth [24/62]

DANGERS

Dart Trap (lever)
Spear Trap (pressure plates)

COLLECTIBLES

Skill Book [Light Armor]: Jornibret's Last Dance
Chest(s)
Potions

Located in the heart of the Reach, this old mine has recently been invaded by Draugr and has since stopped working.

EXTERIOR

Outside the mine, a man named Perth explains that the miners dug too deeply and accidently unearthed a Draugr-filled tomb. This gains you a Side Quest that you can satisfy by clearing out the undead within the mine.
Crafting: Smelter

MINER'S HOUSE

Breaking into the miner's house puts you within easy reach of two chests and a few potions.
Area Is Locked (Novice)
Chests (2)
Potions

SOLJUND'S SINKHOLE (INTERIOR)

These sizeable mines have been filled with undead ever since the miners accidentally tunneled into a forgotten crypt. Turn left at the first junction and slay the Draugr at the dead end, where a Skill Book sits atop a table on the overlook. Then backtrack and go right, dropping down a giant hole and slaughtering a host of powerful Draugr in the chamber below.
Skill Book [Light Armor]: Jornibret's Last Dance
Potion

DRAUGR TUNNELS

Wipe out undead on your way through the tunnels that follow, but don't touch the lever you soon locate—you'll only spring a nasty trap. Instead, pull two hidden levers that are affixed to the nearby walls to open the way forward.

Scale some winding steps afterward and sidestep a couple of pressure plates upstairs. After passing the second pressure plate, climb more steps and search the dark west nook to discover an ornate chest. Slay a mighty Draugr in the large chamber that follows, then raid a large chest before following an elevated passage back to the mine's entrance.
Danger! Spear Trap (pressure plates), Dart Trap (lever)
Chests (2)
Potions

[5.33] Bleakwind Bluff



DUNGEON: HAGRAVEN NEST
Forsworn
Hagraven
COLLECTIBLES
Skill Book [Two-Handed]: King [B2/10]
Chest
Scale the crumbling stone steps that encircle this fallen tower, which protrudes from the Reach's eastern hills. Slay powerful Forsworn and Hagraven as you make your way up to the tower, where a large chest and Skill Book are found.

[5.34] Old Hroldan



RELATED QUESTS
Miscellaneous Objective: The Ghost of Old Hroldan* (Eydis/Ghost of Old Hrolden)
HABITATION: INN
Eydis (Innkeeper)
Leonitus Salvius
Skuli
SERVICES
Trader (Innkeeper): Eydis [7/15]
COLLECTIBLES
Skill Book [Two-Handed]: Battle of Sancre Tor [A1/10]
Chest
Chests (Locked: Novice) (2)
Nestled along the west bank of the Reach's eastern hills, this small inn offers room and board to weary travelers. Speak to the innkeeper to buy a meal or rent a room, and search the place to loot a number of chests and discover a Skill Book on a nightstand.

[5.35] Hag Rock Redoubt



RELATED QUESTS
Daedric Quest: Pieces of the Past
RECOMMENDED LEVEL: 14
DUNGEON: FORSWORN REDOUBT
Forsworn
CRAFTING
Alchemy Lab
Anvil
Tanning Rack
Workbench
DANGERS
Rockfall Trap (tripwire)
COLLECTIBLES
Skill Book [Sneak]: 2920, Last Seed, v8
Chest(s)
Potions aplenty

Located along the Reach's southwest edge, this large collection of mountainous ruins has been exploited by the Forsworn and fortified into a military encampment. You must pass through Hag Rock Redoubt in order to reach Dead Crone Rock [5.36] as part of Daedric Quest: Pieces of the Past.
EXTERIOR
Scale the exterior tower, looting a chest and slaying a Forsworn on your way to the top. Cross the narrow aqueduct and dispatch more Forsworn, raiding a dome-shaped outdoor shack to obtain several potions and sack another chest.
Beware the tripwire that's stretched across the steps of the east ruins, and keep going up to eventually reach Dead Crone Rock [5.36].
Danger! Rockfall Trap (tripwire)
Crafting: Alchemy Lab, Anvil, Tanning Rack, Workbench
Chests (2)
Chest (Locked: Adept)
Apothecary's Satchels (2)
Potions aplenty
HAG ROCK REDOUBT RUIN
Enter the west structure via any of its three entrances to explore a small network of interior ruins. Lay waste to more Forsworn here as you plunder even more loot. Search the shelves of the cupboard near the holding cells to find the key that unlocks them.
Downstairs, find a Skill Book on a table that's covered with potions, along with a chest that's tucked away in a dark southeast nook.
Skill Book [Sneak]: 2920, Last Seed, v8
Hag Rock Ruin Jail Key
Chest
Chest (Locked: Adept)
Potions

[5.36] Dead Crone Rock



RELATED QUESTS

Daedric Quest: Pieces of the Past
Thieves Guild Radiant Quest: No Stone Unturned

RECOMMENDED LEVEL: 14

DUNGEON: HAGRAVEN NEST

Drascua
Forsworn

CRAFTING

Arcane Enchanter

DANGERS

Flamethrowers (floor)

QUEST ITEMS

Pommel Stone of Mehrunes' Razor

COLLECTIBLES

Skill Book [Alchemy]: A Game at Dinner
Unusual Gem: [10/24]

SPECIAL OBJECTS

Word Wall: Dismaying Shout [2/3]
Chest(s)
Potions

To reach this remote Forsworn outpost, which lies at the southwest corner of the Reach, one must first deal with leagues of bloodthirsty Forsworn in the surrounding Hag Rock Redoubt [5.35].

DEAD CRONE ROCK (INTERIOR)

Loot a chest in the first passage, then slay Forsworn and snatch up potions on your way into a large cavern, where a large spiral staircase leads upstairs. Visit the west dining room to find another chest, more potions, and an Arcane Enchanter.
Sprint down the following passage to avoid being burned by flamethrowers on the floor. Find a Skill Book in the next room and pull the nearby lever to raise a portcullis back in a previous chamber. Backtrack and take the southern stairs up to a door that leads outside.
Danger! Flamethrowers (floor)
Crafting: Arcane Enchanter
Skill Book [Alchemy]: A Game at Dinner
Chests (2)
Potions

EXTERIOR

Climb the exterior steps to find another chest, then keep going up to face a powerful Hagraven named Drascua on the hill. Slay the fiend and obtain a key from its corpse, along with a quest-related item.
Then loot a giant chest before approaching the nearby Word Wall to gain a new Word of Power. Collect the Unusual Gem from the table to potentially gain a new Side Quest as well. Go back inside afterward and return to the spiral stairwell chamber.
Unlock the southeast door with Drascua's key and head back outside to locate a third exterior chest.
Pommel Stone of Mehrunes' Razor (Drascua)
Unusual Gem: Stone of Barenziah [10/24]
Word Wall: Dismaying Shout [2/3]
Dead Crane Rock Key (Drascua)
Chests (2)
Potions

[5.37] Purewater Run



DUNGEON: ANIMAL DEN

Animal

COLLECTIBLES

Chests (2)

Follow a stream into this watery cave, and swim quickly to the bottom of the deep water to loot a pair of dwarven chests before you're chewed up by aggressive Slaughterfish.

[5.38] Dushnikh Yal



RELATED QUESTS

Side Quest: The Forgemaster's Fingers
Side Quest: Captured Critters*
Miscellaneous Objective: The Sword of Gharol* (Gharol)
Favor (Activity): Mining Ore* (Gharol)
Favor: Sparring Partners* (Burguk)

RECOMMENDED LEVEL: 6

HABITATION: ORC STRONGHOLD

Arob
Chief Burguk
Dulug
Ghak
Gharol (Blacksmith)
Ghorbash the Iron Hand (Follower, Marriage Prospect)
Mahk
Murbul (Apothecary)
Nagrub
Oglub
Umurn

SERVICES

Follower: Ghorbash the Iron Hand [18/47]
Marriage Prospect: Ghorbash the Iron Hand [25/62]
Trader (Apothecary): Murbul [8/14]
Potions, Food, Ingredients
Trader (Blacksmith): Gharol [15/33]
Weapons, Apparel, Misc
Trainer (Heavy Armor: Expert): Gharol [1/3]
Trainer (One-Handed: Master): Burguk [1/3]

CRAFTING

Alchemy Labs (2)
Blacksmith Forge
Grindstone
Smelter
Tanning Racks (2)
Workbench

COLLECTIBLES

Captured Critter: Dragonfly in a Jar [3/5]
Skill Book [Heavy Armor]: Orsinium and the Orcs [D2/10]
Chest(s)
Potions

Mineable ore (Orichalcum)

The Reach boasts two Orc strongholds—this one lies far to the south, on the high cliffs of the southern Reach. As always, the Orcs will loathe your presence if you're an outsider, but you can gain their acceptance by completing a Side Quest that just about any of the local Orcs will bestow during conversation.

EXTERIOR

Use any of the crafting stations outside. Check behind the chief's Longhouse to find a chest under some stairs. The blacksmith, Gharol, will buy any ore you collect from the nearby mine at a fair price. Test your fistfighting prowess in a friendly wager against the chief if you like.

Crafting: Alchemy Lab, Blacksmith Forge, Grindstone, Smelter, Tanning Racks (2), Workbench
Chest (Locked: Apprentice)
Potions

BURGUK'S LONGHOUSE

If you dare, enter the Orc chief's Longhouse and plunder the place. Unlock the Novice-level trapdoor to enter the cellar and claim a Skill Book, along with a Dragonfly in a Jar that pertains to Side Quest: Captured Critters. Loop around the cellar's circuitlike tunnel to locate an Alchemy Lab and a locked chest that's hidden beneath the stairs.

Area Is Locked (Novice)
Crafting: Alchemy Lab
Captured Critter: Dragonfly in a Jar [3/5]
Skill Book [Heavy Armor]: Orsinium and the Orcs [D2/10]
Chests (2)
Chest (Locked: Apprentice)
Apothecary's Satchel

Potions

DUSHNIKH MINE

Grab a pickaxe and collect Orichalcum Ore from the mine. There's a chest and a couple of potions here as well.
Chest
Potions

Mineable ore (Orichalcum)

[5.39] Reachwater Rock



RELATED QUESTS

Side Quest: Forbidden Legend
Dungeon Activity

RECOMMENDED LEVEL: 15

DUNGEON: DRAUGR CRYPT

Gauldur
Jyrik Gauldurson
Mikrul Gauldurson
Sigdis Gauldurson

PUZZLES

Nordic Puzzle Door (Emerald)
Nordic Puzzle Door (Ivory)

COLLECTIBLES

Dragon Claw: Emerald Dragon Claw [5/8]
Unique Item: Gauldur Amulet [56/112]
Chest(s)
Potion

Follow the main road east out of Markarth and you'll eventually reach a bridge. Look up to spy this waterfall cave, which is perched on a high cliff, hidden beneath a spray of water.
Reachwater Rock is the long-forgotten tomb of the Arch-Mage Gauldur, a powerful First Era wizard. Visit this site after you've obtained all three Gauldur Amulet Fragments to reforge the Gauldur Amulet.

REACHWATER CAVERN

First, dive underwater to locate worthy gear and a locked chest. A second chest is perched on a high ledge on the room's east side; to reach it, stand by the Puzzle Door and use the Whirlwind Sprint Shout. Then climb the central spire and collect the Emerald Dragon Claw from the cavern's pedestal. Inspect the claw closely to notice three markings on it. Approach the nearby puzzle door and rotate its three rings to match the symbols on the claw: Bear, Whale, Snake. Examine the door's central keyhole to insert the claw and open the way forward.
Dragon Claw: Emerald Dragon Claw [5/10]
Chest
Chest (Locked: Adept)

SEALED PASSAGE

Continue down the sealed passage as the doors open ahead of you until you reach another Puzzle Door. This one requires the Ivory Claw from Folgunthur [2.08] to solve.
If you have the claw, inspect it to find the symbol sequence as you did before, then mimic the same pattern on the door: Hawk, Hawk, Dragon. Insert the Ivory Claw to open the way forward. Loot a few urns and grab a potion on your way to the final cavern.
Potion

AMULET CHAMBER

Approach the altar and place the three Gauldur Amulet Fragments onto the pedestals to battle the three Gauldurson Brothers once more and receive the reforged Gauldur Amulet as a reward (see Side Quest: Forbidden Legend for tips). You'll find a secret nook has opened as you backtrack out of the chamber. Raid the large chest within.
Unique Armor: Gauldur Amulet [55/112]
Chest

[5.40] Reachwind Eyrie



RECOMMENDED LEVEL: 8
DUNGEON: SPECIAL
COLLECTIBLES
Skill Book [Heavy Armor]: Chimarvamidium
Chest (Locked: Apprentice)
Chest (Locked: Expert)

This striking dwarven tower is visible for miles, standing tall among the Reach's rocky south-central hills. The tower is free of danger and contains a number of valuables. Stop by and have a look. The view from the balcony is spectacular.

[5.41] Reachcliff Cave

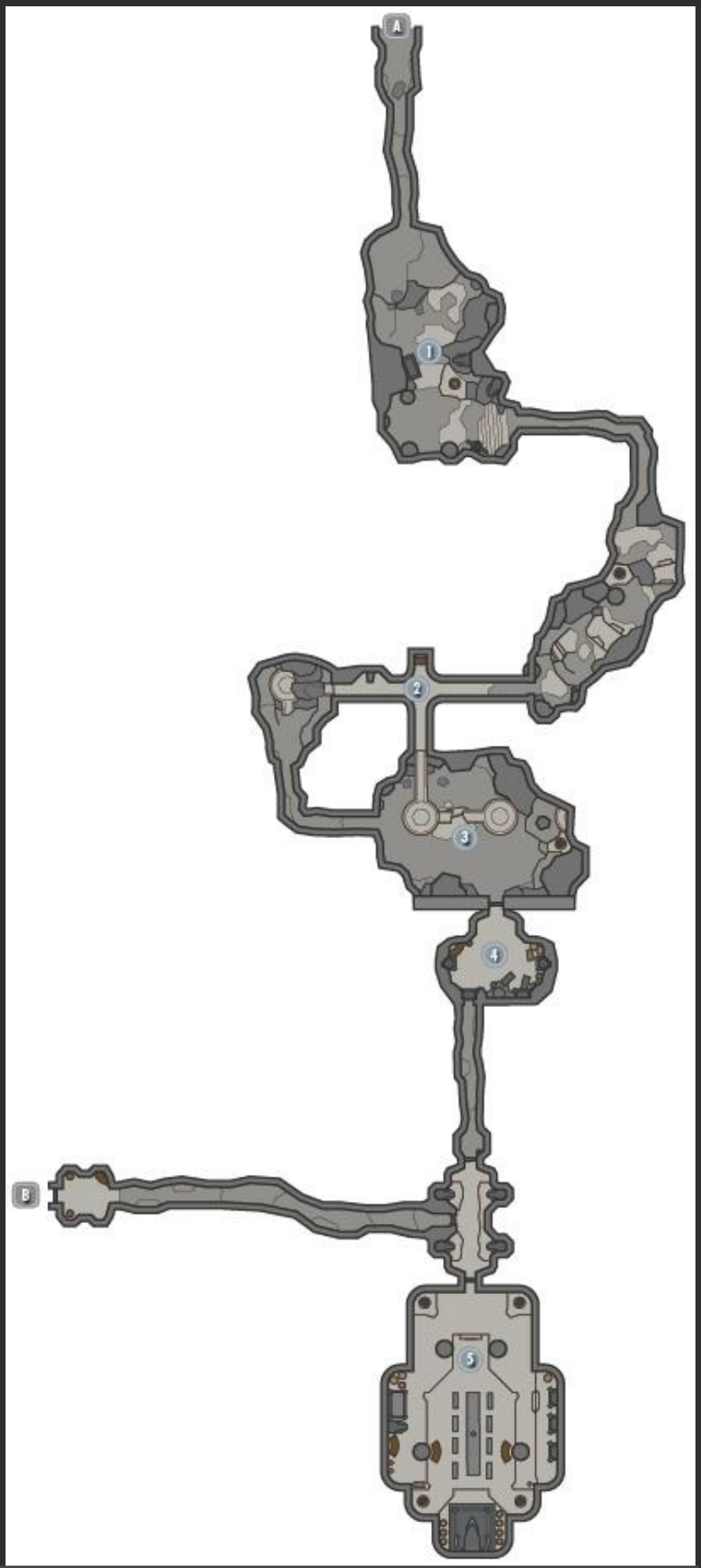


RELATED QUESTS
Daedric Quest: The Taste of Death
RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT
Draugr
SERVICES
Follower: Eola [19/47]
DANGERS
Trapped Chest
COLLECTIBLES
Skill Book [Conjuration]: The Doors of Oblivion [D1/10]
Unique Item: Ring of Namira [57/112]
Area Is Locked
Chest(s)
Potions

Stone ruins line the path that leads to this sizable cave, where restless undead dwell. You cannot fully explore this site until you visit it as part of Daedric Quest: The Taste of Death, during which you can obtain a unique ring. Complete the quest, and Eola will offer to join you as a Follower.

A) EXIT TO SKYRIM

Reachcliff Cave



1) ENTRY PASSAGES

Slay a handful of mighty Draugr as you navigate these winding passages.

2) JUNCTION

Loot an urn and grab a potion and some gear in these burial passages. Beware of waking the resting dead.
Potion

3) WALKWAY CHAMBER

Go south from [2] to explore this chamber's upper walkways and discover a trapped chest. Open the chest from the side or from behind to avoid begin punctured by arrows.
Danger! Trapped Chest

4) CHECKPOINT CHAMBER

Slay the Draugr that emerges from a standing sarcophagus in this small room, then loot another chest and find a Skill Book on a shelf. If you're not playing Daedric Quest: The Taste of Death, then this is as far as you can go. Proceed to [5] otherwise.
Skill Book [Conjuration]: The Doors of Oblivion [D1/10]
Chest
Potions

5) FEASTING HALL

Slay a trio of rugged Draugr to secure this final chamber, then search around to acquire plenty of plunder. If you've slaughtered all Draugr up to this point, then your quest advances when these last three fall. Backtrack out of the room and take the west passage, which is now open, to quickly exit out to Skyrim.
Chest
Potion

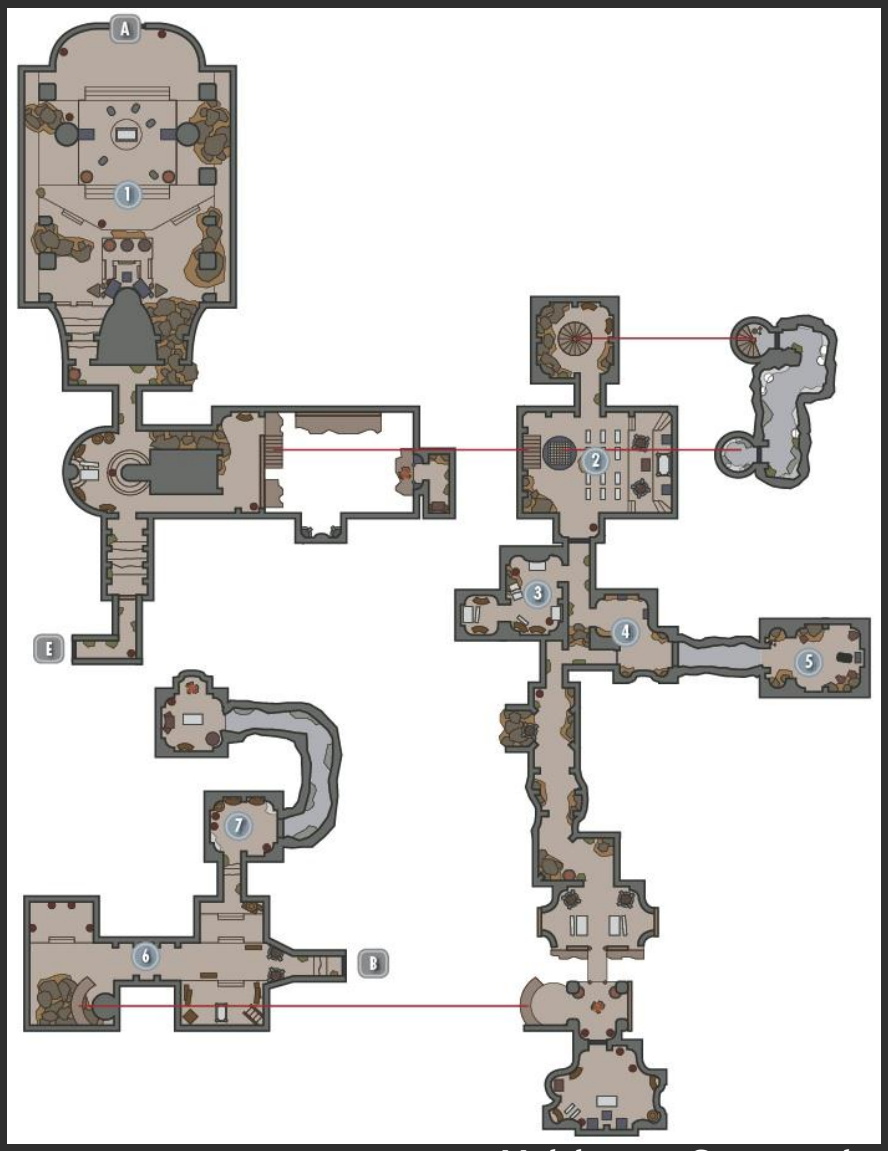
B) EXIT TO SKYRIM

5.42] Valthume

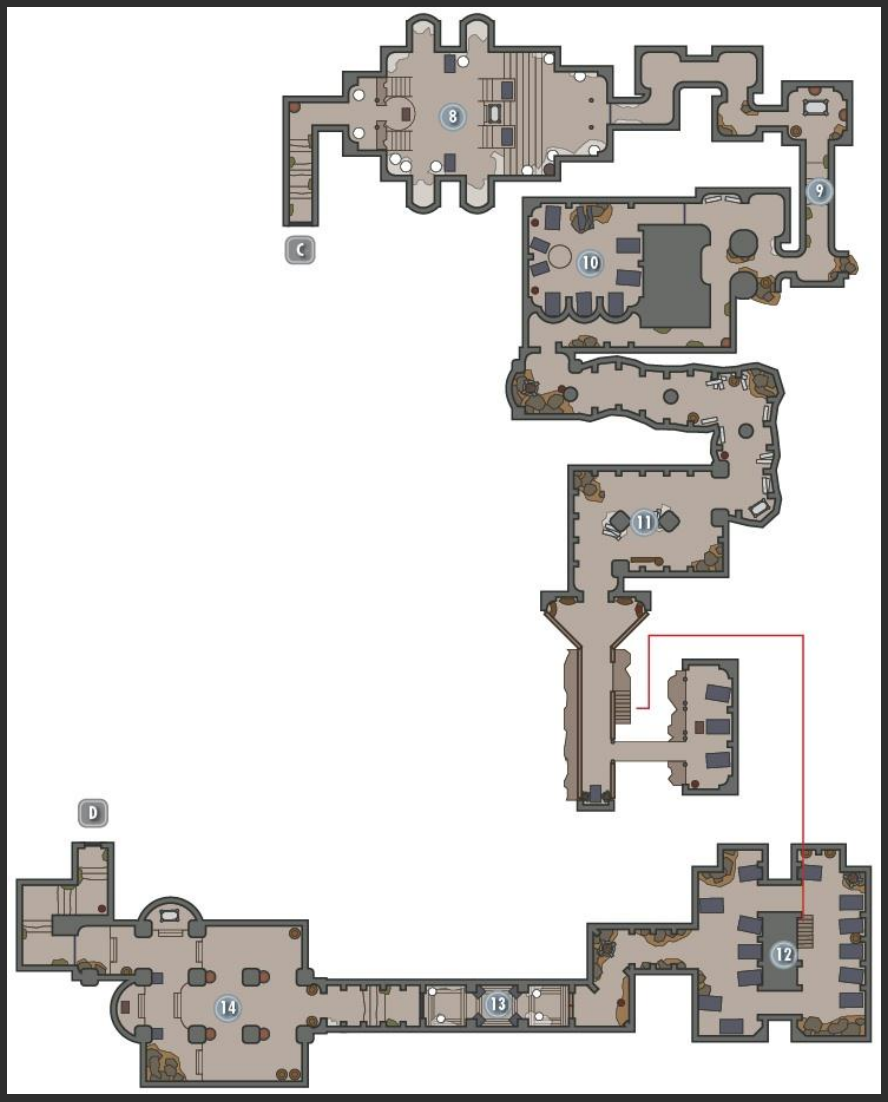


RELATED QUESTS
Side Quest: Masks of the Dragon Priests*
Dungeon Quest: Evil in Waiting
RECOMMENDED LEVEL: 24
DUNGEON: DRAGON PRIEST LAIR
Animal
Draugr
Hevnoraak
Valdar
CRAFTING
Alchemy Lab
DANGERS
Battering Ram Trap (pressure plate)
Dart Trap (lever)
Oil Lamp Traps
Oil Pool Trap
Swinging Blade Trap (pressure plate)
Swinging Wall Trap (pressure plate)
PUZZLES
Nordic Puzzle Door (Iron Claw)
QUEST ITEMS
Opaque Vessels (3)
COLLECTIBLES
Dragon Claw: Iron Claw [6/10]
Dragon Priest Mask: Hevnoraak [8/10]
Skill Book [Restoration]: Withershins
Unique Weapon: Hevnoraak's Staff [37/80]
SPECIAL OBJECTS
Word Wall: Aura Whisper [2/3]
Chest(s)
Potions aplenty

Valthume



Valthume Catacombs



This large network of burial chambers lies at the Reach's southeast end. Braving this ancient tomb can earn you a precious Dragon Priest Mask, among other valuable prizes.

VESTIBULE

The vestibule serves as the ruins' entrance. Speak with a ghost named Valdar here to learn that an ancient evil named Hevnoraak is stirring within the depths of this place and gain a new Side Quest. Proceed into Valthume afterward.

A) DOOR TO VESTIBULE

1) THRONE ROOM

This cavernous chamber is completely void of loot. Beware the pressure plate trap in the south passage on your way to [2].

Danger! Battering Ram Trap (pressure plate)

2) TRAPDOOR CHAMBER

Beware the large trapdoor in the center of this wide chamber. It will open as you battle powerful Draugr here, potentially dropping you into an underground passage filled with Frostbite Spiders.

Secure the room and loot a chest, then return upstairs and make a couple of daring jumps along a narrow balcony to reach the ledge where Hevnoraak's specter is spectating.

Ignore Hevnoraak's specter and loot a second chest in the nearby nook. If you fall into the central pit, slay a Draugr and search its remains to find a key that'll help you escape.

Valthume Cellar Key (Draugr)
Chests (2)
Apothecary's Satchel

3) EMBALMING CHAMBERS

Explore these small side rooms to discover a Skill Book on a table.

Danger! Oil Lamp Traps
Skill Book [Restoration]: Withershins
Knapsack

4) TRAPPED PASSAGES

Beware the oil that runs through this passage. Knock down a hanging lamp from a safe range to burn away the potential hazard. Then simply sidestep pressure plates as you advance. When you reach a dead end, turn a small handle on the nearby wall to open passages to the east and west.

Danger! Oil Lamp Traps, Oil Pool Trap, Dart Trap (pressure plates)

5) VESSEL CHAMBER 1

Dispatch a powerful Draugr in this small chamber, then claim the Opaque Vessel he leaves behind.

Opaque Vessel [1/3]

6) TWO-TIER CHAMBER

Dispatch more Draugr here, then optionally pick the Adept-level south door to access a room filled with potions and a chest. If you like, follow the lower northeast passage to obtain more plunder on your way to [7] before taking the lower east passage to reach the Valthume Catacombs.

Chest
Potions aplenty

7) TREASURE RUN

Turn the handle on the wall here to open a secret passage that leads to a small chamber with an Alchemy Lab and a chest.
Crafting: Alchemy Lab
Chest
Potions

B) DOOR TO VALTHUME CATACOMBS

C) DOOR TO VALTHUME

8) SPIDER LAIR

Beware: a Giant Frostbite Spider descends from the Catacombs' first wide chamber, along with several of her young. Slay these dangerous creatures from your elevated vantage, then raid the nearby chest and urns before opening the far portcullis (pull the nearby chain) and advancing.
Chest

9) BURIAL PASSAGES

Slay Draugr and sidestep a pressure plate trap in these undead-filled passages.
Danger! Swinging Blade Trap (pressure plate)

10) VESSEL CHAMBER 2

Pull a wall chain to gain entry to this small chamber, then exploit the hanging lamps to help you slay a powerful Draugr Knight. Collect the second of three vessels from the room's altar afterward.
Area Is Locked (wall chain)
Danger! Oil Lamp Traps
Opaque Vessel [2/3]

11) BURIAL CHAMBER

Loot a host of urns on your way into this wide burial chamber, where more powerful Draugr await. Secure the place and pull the wall chain to advance.
Danger! Swinging Wall Trap (pressure plate)

12) SARCOPHAGI CHAMBER

Find plenty of urns and a chest to loot in this large sarcophagi-filled chamber.
Chest

13) IRON CLAW PASSAGE

Eradicate a few Frostbite Spiders in this chamber, then quickly retreat after collecting the Iron Claw from this passage's central pedestal; fire soon spews forth from the surrounding statues. Inspect the Iron Claw carefully in your inventory, and notice its three special markings. Mimic this same sequence of patterns (Dragon, Hawk, Wolf) on the nearby Puzzle Door by spinning its three rings. Inspect the central keyhole afterward to insert the Iron Claw and open the way forward.
Draqgon Claw: Iron Claw [6/10]

14) VESSEL CHAMBER 3

Dispatch a swarm of mighty Draugr in this chamber, then collect the final vessel from the central pedestal. Follow the sound of chanting afterward to locate a Word Wall and gain a new Word of Power. Loot the nearby chest before taking the passage back to [1]. Follow Valdar's instructions to complete his quest, slaying the Dragon Priest Hevnoraak and obtaining his unique mask.
Opaque Vessel [3/3]
Dragon Priest Mask: Hevnoraak [8/10]
Unique Weapon: Hevnoraak's Staff [37/80]
Word Wall: Aura Whisper [2/3]
Chest

[5.43] Gloomreach



RECOMMENDED LEVEL: 18

DUNGEON: FALMER HIVE

Animal
Falmer

CRAFTING

Smelter

DANGERS

Swinging Wall Trap (tripwire)

COLLECTIBLES

Skill Book [Restoration]: Withershins
Chest(s)

This widemouthed cave is found at the Reach's southeast edge and is home to dangerous Falmer. If you're in the area, brave this relatively short cave for a bit of sport and plunder.

GLOOMREACH CAVERN

Slay a handful of Falmer and Chaurus inside the cavern as you work your way around in clockwise fashion. About halfway through, spy a Skill Book resting atop a barrel near some scaffolding.

Unlock a pair of Adept-level cages in the southern chamber to free a few caged critters, but beware: The vicious Saber Cat may attack you. Find a chest in a Falmer tent before taking the upper passage to reach the Gloomreach Hive, looting another chest along the way.
Crafting: Smelter
Skill Book [Restoration]: Withershins
Chests (2)

GLOOMREACH HIVE
Stand back and safely trigger the tripwire that's stretched across the Hive's first passage. Dispatch more Falmer in the tall cavern that follows, then find a sunken chest deep underwater.
Head to a second cavern afterward and loot a chest before descending and slaying a powerful Falmer down below. Raid a third chest as you continue to descend, then take the bottom passage back to the Gloomreach Cavern—you'll find you're right back near the entrance.
Danger! Swinging Wall Trap (trip wire)
Chests (3)

[5.44] Lost Valley Redoubt



RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 14
DUNGEON: FORSWORN REDOUBT
Forsworn
CRAFTING
Blacksmith Forge
Grindstone
Workbench
SPECIAL OBJECTS
Word Wall: Become Ethereal [3/3]
Chests (2)
Chest (Locked: Expert)
Potions

At the southern end of the Reach, stone steps lead up to ancient ruins that overlook a tall, majestic waterfall. These ruins have been fortified by the Forsworn and transformed into a sprawling military campsite. Scale the hillside and eliminate these scavengers as you raid their camp for an array of plunder.
Reach the top of the waterfall and go south to locate a pair of Hagraven conducting a ritual to raise a powerful Forsworn Briarheart. These are all powerful foes, so if you had trouble on your way up here, you may want to leave them be. If you are feeling confident, slay the wicked creatures, then approach the nearby Word Wall to acquire a new Word of Power.

[5.45] Bard's Leap Summit



RELATED QUESTS
Dungeon Quest: Leap Before You Look*
DUNGEON: HAGRAVEN NEST

Forsworn
Hagraven
COLLECTIBLES
Chest
Apothecary's Satchel

Scale the ruin-covered hills of the Lost Valley Redoubt [5.44], slaying Forsworn on your way to the top of this serene waterfall, which lies at the Reach's south end. Enjoy the view from the top of the waterfall, and leap off to land safely in the pool below.
This is best accomplished by using Whirlwind Sprint to clear the waterfall and land safely in the water or by using Become Ethereal just before jumping off to ensure you take no damage. After making a splash, you encounter the ghost of an impressed bard, who increases your Speech skill!

[5.46] Cradle Stone Tower



RECOMMENDED LEVEL: 8
DUNGEON: HAGRAVEN NEST
Hagraven
COLLECTIBLES
Skill Book [Alteration]: Sithis
Chest
Chest (Locked: Apprentice
Potions

After scaling the Forsworn-filled hills of the Lost Valley Redoubt [5.44] and crossing the waterfall at Bard's Leap Summit [5.45], follow the trail up the west hill, looting a chest along your way to this remote tower. Unlock the downstairs gate to reach a burial urn and chest, and scale the tower to slay a Hagraven and claim even more loot.

[5.47] Fort Sungard



RELATED QUESTS
Civil War Quest: Liberation of Skyrim
Civil War Quest: The Battle for Fort Sungard
RECOMMENDED LEVEL: 6
HABITATION: MILITARY FORT
Forsworn
CRAFTING
Anvil
Workbench
Forge
COLLECTIBLES
Skill Book [Pickpocket]: Wulfmare's Guide to Better Thieving [E1/10]
Skill Book [Smithing]: Last Scabbard of Akrash [C1/10]
SPECIAL OBJECTS

Shrine of Akatosh [3/6] (only during Imperial occupation)
Shrine of Kynareth [4/6] (only during Forsworn occupation)
Shrine of Talos [7/17] (only during Stormcloak occupation)
Chest(s)
Potions

This mighty stronghold, located at the Reach's southeast corner, teems with Forsworn. You may attack through the front gate, which lies to the west, or you may breach the fort more covertly by several methods, such as the southwest sewer entrance, which leads into the muster.
Note that Fort Sungard is a point of contention between the Stormcloaks and Imperials during the Civil War quest line, and therefore may be populated by either Stormcloak or Imperial troops instead of Forsworn.

EXTERIOR

A host of Forsworn warriors and archers guard this stronghold, so don't rush in. Remain just outside the main gate, picking off archers from afar and luring out warriors to cut them down in turn. Fight hard to secure the outer grounds, swipe a potion from a cart inside the walls, then begin storming the fort's many separate interior sections.
Crafting: Anvil, Workbench, Forge
Potion

FORT SUNGARD MUSTER

Bust into the muster to raid numerous chests. A Skill Book sits on a small table in the weapons room.
Skill Book [Smithing]: Last Scabbard of Akrash [C1/10]
Chests (3)

FORT SUNGARD SHRINE

This small room holds a shrine and some common foodstuffs. The shrine changes depending on who controls the fort.
Shrine of Akatosh [3/6] (only during Imperial occupation)
Shrine of Kynareth [4/6] (only during Forsworn occupation)
Shrine of Talos [7/17] (only during Stormcloak occupation)

FORT SUNGARD ANNEX

This three-story structure features two chests on its bottom floor. There's nothing in the middle floor's holding cell, but you can get some good lockpicking practice. Exit via the ground floor door to access an exterior crafting area.
Chests (2)
Potion

FORT SUNGARD TOWER

Loot the chest on the tower's entry level, then go upstairs to find a bit more loot on its upper floor. Head all the way downstairs afterward and exit via the basement door to go outside, close to the stronghold's oubliette.
Chest
Knapsack
Potions

FORT SUNGARD OUBLIETTE

The oubliette stands outside of the fort's walls, just to the east. There's little of interest inside the structure, but if you survive the fall into the pit (the Become Ethereal Shout helps), a Skill Book will be yours. Use the key found near the Skill Book to open the nearby gate and make your way out to fresh air.
Skill Book [Pickpocket]: Wulfmare's Guide to Better Thieving [E1/10]
Fort Sungard Jail Key

6.4 The Reach: Secondary Locations

Next Page >

[5.A] Dwarven Rubble: Druadach



By the edge of the rushing river is a cluster of long-forgotten dwarven ruins. Aside from a couple of arrows, there's an empty Dwemer Convector. Otherwise, use this location as a marker.

[5.B] Dragon Mound: Reachwater Pass



Related Quest: Main Quest: Elder Knowledge
This Dragon Mound is initially sealed. It opens during Main Quest: Elder Knowledge, and if you visit during or after this point in the Main Quest, the resurrected dragon will likely be in the area. Attack!

[5.C] Dwarven Arch: Harmugstahl Falls



A strange and possibly ceremonial arch hewn from stone by ancient dwarves stands close to the waterfall near to Harmugstahl. Claim a Skill Book from the edge of the stone altar.
Skill Book [Restoration]: Withershins

[5.D] The Incautious Bather



While traversing the path west of Dragontooth Crater, head southwest at the path junction to reach a small pond with a half-naked corpse. Forsworn arrows are sticking out of her back. Read the careless woman's journal, and take her valuables if you wish.
Journal
Satchel

[5.E] A Bandit's Book



On the rocky and treacherous cliff paths between Harmugstahl and the confluence of the Karth River is a dead bandit. Kill any nearby critters, and check the Skill Book by the corpse. Note the Silver Ore Vein nearby if mining is how you make a living.
Skill Book [Destruction]: Horror of Castle Xyr
Mineable ore (Silver)

[5.F] Dwarven Rubble: Karth River Confluence



On the Karth River's eastern bank, among the juniper bushes and just west of the Reach Stormcloak Camp is a scattered pile of dwarven stones. Among them is a small dwarven chest to pilfer from.
Chest
Mineable ore (Iron)

[5.G] Forsworn Camp: Bthardamz Outskirts



A small two-tent Forsworn Camp has been recently attacked by a Frost Troll, which is still roaming this site. The actual location is around the southern rocks from Bthardamz. One of the tents houses a Skill Book.
Crafting: Tanning Rack
Skill Book [Destruction]: The Art of War Magic
Chest

[5.H] The Bloodied Bandit



On the rocky outcrops halfway between Bthardamz and Ragnvald is a dead bandit, slumped over the chest he was valiantly guarding. Expect a wild animal attack as you open the locked chest and search the corpse.
Chest (Locked: Novice)

[5.I] Dragon Mound: Ragnvald Vale



Related Quest: *Main Quest: Elder Knowledge*
This Dragon Mound remains sealed. It opens during Main Quest: Elder Knowledge, and if you return during or after this point in the Main Quest, the mound will be open and a dragon will likely still be in this area. Attack!

[5.J] Dwarven Ruins: Lair of the Wispmother



Just southwest of the crest of the mountain where the Shrine to Peryite stands is a tiny temple structure and fallen outer ruins. It is home to a vicious Wispmother. Slay or flee if you wish; this location has no further items of note.

[5.K] Sabre Cat Ravine



In the steep crags south of the Shrine of Peryite is a ravine where a Sabre Cat has been brought down by arrows. There's along the ravine, and a skeleton of a previous feast the Sabre Cat enjoyed.
Knapsack

[5.L] Totem to the Dragon



On the lower and slightly flatter scrubland below the Shrine to Peryite are the remains of a Wood Elf. There is blood everywhere, and the body is slumped against a writhing stone column, likely a totem to dragon worshippers of old. Among the offerings is a diamond!
Chest

[5.M] The Exposed Miner



Head east, away from Broken Tower Redoubt. Once the mountainous terrain drops along your left (northern) side, head down the first ravine you see. Close to a trio of pine trees are the skeletal remains of a miner.
Mineable ore (Corundum)

[5.N] Hagraven Camp: Ragnvald Scree



Once you reach Ragnvald, take the winding path south, unless you pass the snow line, and enter a small Hagraven Camp. Bloodied goat appendages are strewn about, but the place is empty...until you enter the tent and the Hagraven returns!
Chest

[5.O] Dwarven Rubble: Salvius Farm Trail



Take the goat trail north from Salvius Farm to discover these sections of dwarven rubble. Note that there may be a World Encounter occurring here as you arrive. Among the ancient stones under a small bush is a chest to open.
Chest

[5.P] Shrine of Zenithar: Four Skull Lookout



West of Four Skull Lookout, over the rise of the hill, is a narrow stone balcony leading to a small Shrine to Zenithar. A few offerings are available, but the main reason to visit is the blessing you receive. Fall off here, and you're likely to die.
Shrine of Zenithar [2/5]

[5.Q] Brush Strongbox: Riverside



Close to the chiming Nirnroot, just northeast of the long protruding rocks in the river, the bank rises slightly, and a collection of dead brush makes a less-than-competent hiding spot for a small dagger and strongbox.
Strongbox (Adept)

[5.R] Lost Treasure: Purewater Run



North of Purewater Run, on the south riverbank just east of where the two waterfalls meet but before the last waterfall cascades down toward the bridge, is a long-forgotten treasure chest.
Chest

[5.S] Forsworn Camp: Reachwater River



Follow the road west past Reachwater Rock until you see this small Forsworn Camp on the hill to the south. As you approach, two soldiers (Imperials or Stormcloaks, depending on who controls the Reach) attack the camp. Join in the assault, and they'll thank you for the help. Then loot the four tents and corpses, finding a Skill Book in a wooden bucket in one of the tents
Skill Book [Block]: Death Blow of Abernanit
Chest
Satchel

[5.T] Dragon Mound: Karthspire Bluffs



Related Quest: *Main Quest: Alduin's Wall*
This Dragon Mound is initially sealed. It opens during Main Quest: Alduin's Wall. If you visit during or after this point in the Main Quest, the resurrected dragon will likely be circling overhead. Challenge it on the high bluff near the mound, or lure to attack the nearby Forsworn camp at Karthspire Redoubt.

[5.U] Reachman's Altar: Red Eagle Redoubt



Among the rocks and scrub southeast (and downhill) of Red Eagle Redoubt is a clifftop promontory with the ruined remains of an old altar and a throne, along with a chest and bird's nest.
Chest

[5.V] Lovers' Camp



Two corpses lie in this remote camp, having been savaged by a wild animal. Kill the beast, then search Karan's body for a journal. It seems she was eloping with her lover, Talvur. The journal hints at a treasure nearby; search the tree stump behind the tent for a knapsack and some items.
If you leave the camp and return later, you'll find that someone else (perhaps Karan's father?) has passed this way: The camp has been cleaned up, the bodies buried, and a Shrine to Mara has been erected to commemorate their love.
Shrine of Mara [4/5]
Apothecary's Satchel
Knapsack

[5.W] River Rapids Treasure Chest



West of Old Hroldan, after the waterfall has cascaded and where the river runs quick and a small island has formed around the rapids is a locked wooden treasure chest to pry open.
Chest (Locked: Apprentice)

[5.X] Reachwind Burial Mound



Follow the path south from Dushnikh Yal as it curves around to the east, and head left at the junction to the hilltop, into which an ancient burial mound has been dug. At the bottom are a few outstretched skeletal arms and a chest.
Chest

[5.Y] Forsworn Camp: Gloomreach Pathway



Journey along the winding path from the main road by the river, toward Gloomreach, and you'll encounter a small cliffside Forsworn camp with two foes to defeat or sneak past.

[5.Z] Shrine of Dibella: Bridge at Old Hroldan



Cross the bridge spanning the rushing river, and you can stop to receive a blessing at this roadside Shrine to Dibella. You may not be the only pilgrim; one or more hunters can often be found resting here as well. Steal the offerings if you wish, but beware if there are hunters nearby, as they will take offense at this sacrilege.

Shrine of Dibella [5/8]

[5.AA] Juniper Tree Ruins



If you follow the dirt trail through the southernmost part of the Reach, you can find this small ruin perched near the edge of the bluff. Pick through the rubble to find a chest and Skill Book. Weather permitting, there's a great view from the edge of the cliff—just watch your step.

Skill Book [Enchanting]: Enchanter's Primer

Chest

[5.AB] Cradle Stone Crag



In the hills to the east of Valthume, you can find this animal den set into the mountains. When you approach, you'll see two trolls fighting for territory. Watch their fight play out, then move in to kill the survivor before he can recover. The ironically named Frofnir Trollsbane lies dead in this den. Search his twisted corpse for an excellent Troll-slaughtering weapon!
Unique Weapon: Trollsbane [38/80]

7.1 Whiterun Hold: Overview and Services



Topographical Overview

Whiterun Hold, named for the fortress city in the eastern part of its vast Tundra plain, is the most centrally located of the nine Holds. Roads are numerous and well maintained, and visibility across the plains is excellent.
This Hold is relatively flat, surrounded by the mountains of the Reach to the west, Hjaalmarch and the Pale to the north, and Falkreath to the south. However, Whiterun's southeastern corner is dominated by the gigantic and soaring Throat of the World—the highest mountain in all of Tamriel. It is here that many climb the 7,000 steps to High Hrothgar, home to the mysterious and reclusive Greybeards.

ROUTES AND PATHWAYS

Whiterun is certainly one of the most well-tracked Holds, with main roads and excellent access west to the Reach, with a border road north through the town of Rorikstead and up toward Dragon Bridge.
The Tundra plains have a number of odd barrows and giant camps to investigate, and the center is dominated by Fort Greymoor. The road here allows you to travel north, up through the mountains to reach the dreaded Labyrinthian in Hjaalmarch.
Farther east is Whiterun and the roaring White River and town of Riverwood on the southern border with Falkreath. Another road stretches north from here, into the wilds of the Pale.
There's yet another road that skirts the northern foothills of the Throat of the World, following White River valley into Eastmarch.
And although the first of the 7,000 steps that pilgrims take to reach the summit of the Throat of the World begins in Ivarstead (in the Rift), the actual mountain lies within Whiterun's domain.
However, only those possessing a Thu'um (Shout) powerful enough to impress the Greybeards of High Hrothgar will be allowed to finish the journey to the summit.

Available Services, Crafting, and Collectibles

SERVICES

Followers: [14/47]
Houses for Sale: [1/5]
Marriage Prospects: [13/62]
Skill Trainers: [8/50]
Alchemy: [1/3]
Alteration: [0/3]
Archery: [2/3]
Block: [1/2]
Conjuration: [0/3]
Destruction: [0/3]
Enchanting: [0/2]
Heavy Armor: [1/3]
Illusion: [0/2]
Light Armor: [0/3]
Lockpicking: [0/2]
One-Handed: [2/3]
Pickpocket: [0/3]
Restoration: [1/3]
Smithing: [1/3]
Sneak: [0/3]
Speech: [0/4]
Two-Handed: [1/2]
Traders [22/133]:
Apothecary [1/12]
Bartender [1/5]
Blacksmith [6/33]
Carriage Driver [1/5]
Fence [1/10]
Fletcher [1/3]
Food Vendor [3/9]
General Goods [3/19]
Innkeeper [3/15]Jeweler [0/2]
Special [0/3]
Spell Vendor [1/12]
Stablemaster [1/5]

COLLECTIBLES

Captured Critters: [0/5]
Dragon Claws: [0/10]
Dragon Priest Masks: [0/10]
Larceny Targets: [1/7]

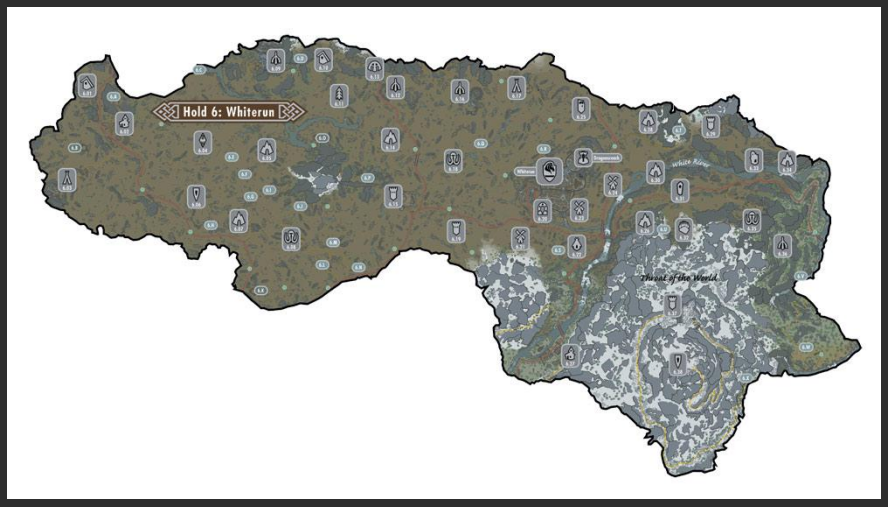
Skill Books: [22/180]
Alchemy: [2/10]
Alteration: [0/10]
Archery: [2/10]
Block: [1/10]
Conjuration: [1/10]
Destruction: [1/10]
Enchanting: [2/10]
Heavy Armor: [1/10]
Illusion: [2/10]
Light Armor: [1/10]
Lockpicking: [0/10]
One-Handed: [2/10]
Pickpocket: [0/10]
Restoration: [1/10]
Smithing: [1/10]
Sneak: [2/10]
Speech: [1/10]
Two-Handed: [2/10]
Treasure Maps: [1/11]
Unique Items: [2/112]
Unique Weapons: [12/80]
Unusual Gems: [5/24]

SPECIAL OBJECTS

Shrines: [10/69]
Akatosh: [1/6]
Arkay: [1/12]
Dibella: [0/8]
Julianos: [1/5]
Kynareth: [1/6]
Mara: [0/5]
Stendarr: [1/5]
Talos: [3/17]
Zenithar: [2/5]
Standing Stones: [1/13]
The Ritual Stone
Word Walls: [2/42]
Animal Allegiance: [0/3]
Aura Whisper: [0/3]
Become Ethereal: [0/3]
Disarm: [0/3]
Dismaying Shout: [0/3]
Elemental Fury: [0/3]
Fire Breath: [1/2]
Frost Breath: [0/3]
Ice Form: [0/3]
Kyne's Peace: [1/3]
Marked for Death: [0/3]
Slow Time: [0/3]
Storm Call: [0/3]
Throw Voice: [0/1]
Unrelenting Force: [0/1]
Whirlwind Sprint: [0/2]

Crafting Stations: Whiterun

Type	Location A	Location B
Alchemy Lab	Whiterun (Dragonsreach) [6.00]	Riverwood (Sleeping Giant Inn) [6.27]
Arcane Enchanter	Whiterun (Dragonsreach) [6.00]	Riverwood (Sleeping Giant Inn) [6.27] (after Main Quest: The Horn of Jurgen Windcaller)
Anvil or Blacksmith Forge	Whiterun (Warmaiden's) [6.00]	Riverwood (Exterior) [6.27]
Cooking Pot and Spit	Whiterun (Warmaiden's) [6.00]	Riverwood (Exterior) [6.27] (after Main Quest: Before the Storm)
Grindstone	Whiterun (Warmaiden's) [6.00]	Riverwood (Exterior) [6.27]
Smelter	Whiterun (Warmaiden's) [6.00]	—
Tanning Rack	Whiterun (Warmaiden's) [6.00]	Riverwood (Exterior) [6.27]
Wood Chopping Block	Whiterun (Belethor's General Goods) [6.00]	Riverwood (Exterior) [6.27]
Workbench	Whiterun (Warmaiden's) [6.00]	Riverwood (Exterior) [6.27]



Primary Locations

Total—40: Hold Capital, Dragonsreach, and 38 Hold Locations
[6.00] Hold Capital City: Whiterun
[6.00] Dragonsreach
Jarl: Balgruuf the Greater
[6.01] Lund's Hut
[6.02] Rorikstead
[6.03] Serpent's Bluff Redoubt
[6.04] Whiterun Imperial Camp
[6.05] Swindler's Den
[6.06] Gjukar's Monument
[6.07] Broken Fang Cave
[6.08] Sleeping Tree Camp
[6.09] Rannveig's Fast
[6.10] Drelas' Cottage
[6.11] Greenspring Hollow
[6.12] Dustman's Cairn
[6.13] Hamvir's Rest
[6.14] Redoran's Retreat
[6.15] Fort Greymoor
[6.16] Silent Moons Camp
[6.17] Halted Stream Camp
[6.18] Bleakwind Basin
[6.19] Western Watchtower
[6.20] Whiterun Stables
[6.21] Pelagia Farm
[6.22] Honningbrew Meadery
[6.23] Chillfurrow Farm
[6.24] Battle-Born Farm
[6.25] Whitewatch Tower
[6.26] White River Watch
[6.27] Riverwood
[6.28] Shimmermist Cave
[6.29] Fellglow Keep
[6.30] Graywinter Watch
[6.31] The Ritual Stone
[6.32] Whiterun Stormcloak Camp
[6.33] Valtheim Towers
[6.34] Darkshade
[6.35] Guldun Rock
[6.36] Hillgrund's Tomb
[6.37] High Hrothgar
[6.38] Throat of the World

Secondary Locations

Total—24 Points of Interest
[6.A] Shrine of Akatosh: Rorikstead
[6.B] Dragon Mound: Rorikstead Resurrection
[6.C] The Expired Alchemist
[6.D] Hunter and Hunted
[6.E] Shrine of Zenithar: Ring of Boulders
[6.F] Fetid Pond
[6.G] Shrine of Zenithar: Crumbling Bastion
[6.H] King of the Mudcrabs
[6.I] Shrine of Stendarr: The Two Pillars
[6.J] Swallowed Skeleton: Greymoor Foothills
[6.K] Dragon Mound: Great Henge Resurrection
[6.L] Puzzling Pillar Ruins
[6.M] Necromancer's Bluff
[6.N] Bloodied Box: Sleeping Tree Camp
[6.O] Dragon Mound: Lone Mountain
[6.P] The Skeleton's Strong Box: Greymoor
[6.Q] The Lad of the Lake: Bleakwind Basin
[6.R] Smuggler's Den: Whiterun
[6.S] Whiterun Attack Camp

[6.T] Shrine of Talos: White River Valley
[6.U] Hunters' Camp: White River Hills
[6.V] Big Log Bridge
[6.W] Ruined Toll and Wispmother's Well
[6.X] The Seven Thousand Steps

7.2 Whiterun Hold: Hold Capital Whiterun

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Hold Capital: Whiterun



RELATED QUESTS

Main Quest: Before the Storm
Main Quest: Bleak Falls Barrow
Main Quest: Dragon Rising
Main Quest: The Way of the Voice
Main Quest: The Fallen
Main Quest: Season Unending
Main Quest: The World-Eater's Eyrie
Civil War Quest: Message to Whiterun
Civil War Quest: Battle for Whiterun
Civil War Quest: Defense of Whiterun
The Companions Quest: Take Up Arms
The Companions Quest: Proving Honor
The Companions Quest: The Silver Hand
The Companions Quest: Blood's Honor
The Companions Quest: Purity of Revenge
The Companions Quest: Glory of the Dead
The Companions Radiant Quest: Animal Extermination (I)
The Companions Radiant Quest: Animal Extermination (II)
The Companions Radiant Quest: Hired Muscle
The Companions Radiant Quest: Trouble in Skyrim
The Companions Radiant Quest: Family Heirloom
The Companions Radiant Quest: Escaped Criminal
The Companions Radiant Quest: Rescue Mission
The Companions Radiant Quest: Striking the Heart
The Companions Radiant Quest: Stealing Plans
The Companions Radiant Quest: Retrieval
The Companions Radiant Quest: Totems of Hircine
The Companions Radiant Quest: Purity
The Companions Radiant Quest: Dragon Seekers
Daedric Quest: The Whispering Door
Daedric Quest: A Night to Remember
Side Quest: In My Time of Need
Side Quest: Missing in Action
Temple Quest: The Blessings of Nature
Dark Brotherhood Quest: Breaching Security
Dark Brotherhood Quest: Hail Sithis!
Dark Brotherhood Quest: The Feeble Fortune*
Dark Brotherhood Quest: Side Contract: Anoriath
Thieves Guild Quest: Dampened Spirits
Thieves Guild Radiant Quest: No Stone Unturned (x3)
Thieves Guild City Influence Quest: Imitation Amnesty
Miscellaneous Objective: Innkeeper Rumors (the Bannered Mare)
Miscellaneous Objective: Bullying Braith* (Lars Battle-Born)
Miscellaneous Objective: Argonian Ale Extraction* (Breniun)
Miscellaneous Objective: Greatsword for a Great Man* (Adrianne Avenicci)
Miscellaneous Objective: Andurs' Arkay Amulet* (Anders)
Miscellaneous Objective: Salt for Arcadia* (Arcadia)
Favor (Activity): Chopping Wood* (Hulda)
Favor (Activity): The Gift of Charity* (Brenuin)
Favor: A Good Talking To* (Carlotta Valentia)
Favor: Sparring Partners* (Uthgerd)
Favor: Rare Item Hunt* (Ysolda)
Favor: Item Retrieval (Bandit Camp)* (Amren)
Crafting Tutorial: Blacksmithing* (Adrianne Avenicci)
Crafting Tutorial: Alchemy* (Arcadia)
Crafting Tutorial: Enchanting* (Farengar Secret-Fire)
Thane Quest: Thane of Whiterun Hold*

CRAFTING

Alchemy Labs (2)
Arcane Enchanter
Blacksmith Forge
Grindstones (2)
Skyforge
Smelter
Tanning Rack
Workbench

SERVICES

Follower: Jenassa [20/47]
Follower: Uthgerd the Unbroken [21/47]
Follower: Lydia [22/47]
Follower: Aela the Huntress [23/47]
Follower: Athis [24/47]
Follower: Farkas [25/47]
Follower: Njada Stonearm [26/47]
Follower: Ria [27/47]
Follower: Torvar [28/47]
Follower: Vilkas [29/47]
House for Sale: Breezehome [3/5]
Marriage Prospect: Jenassa [26/62]
Marriage Prospect: Uthgerd the Unbroken [27/62]
Marriage Prospect: Ysolda [28/62]
Marriage Prospect: Lydia [29/62]
Marriage Prospect: Aela the Huntress [30/62]
Marriage Prospect: Athis [31/62]
Marriage Prospect: Farkas [32/62]
Marriage Prospect: Njada Stonearm [33/62]
Marriage Prospect: Ria [34/62]
Marriage Prospect: Torvar [35/62]
Marriage Prospect: Vilkas [36/62]
Trader (Apothecary): Arcadia [7/12]
Trader (Blacksmith): Adrianne Avenicci [16/33]
Trader (Blacksmith): Ulfberth War-Bear [17/33]
Trader (Blacksmith): Eorlund Gray-Mane [18/33]
Trader (Fletcher): Elrindir [2/3]
Trader (Food Vendor): Carlotta Valentia [5/9]
Trader (Food Vendor): Anoriath [6/9]
Trader (General Store Vendor): Fralia Gray-Mane [9/25]
Trader (General Store Vendor): Belethor [6/19]
Trader (Innkeeper): Hulda [8/15]
Trader (Spell Vendor): Farengar Secret-Fire [10/12]
Trainer (Alchemy: Expert): Arcadia [2/3]
Trainer (Archery: Expert): Aela the Huntress [1/3]
Trainer (Block: Expert): Njade Stonearm [2/2]
Trainer (Heavy Armor: Master): Farkas [2/3]
Trainer (One-Handed: Journeyman): Amren [2/3]
Trainer (One-Handed: Expert): Athis [3/3]
Trainer (Restoration: Master): Danica Pure-Spring [3/3]
Trainer (Smithing: Master): Eorlund Gray-Mane [2/3]
Trainer (Two-Handed: Master): Vilkas [1/2]

SPECIAL OBJECTS

Shrine of Arkay [7/12]
Shrine of Kynareth [5/6]
Shrine of Talos [8/17]
Business Ledger
Civil War: Map of Skyrim

COLLECTIBLES

Skill Book [Alchemy]: Herbalist's Guide to Skyrim [C2/10]
Skill Book [Archery]: The Black Arrow, v2 [B1/10]
Skill Book [Block]: Death Blow of Abernanit [C1/10]
Skill Book [Enchanting]: Enchanter's Primer [D2/10]
Skill Book [Heavy Armor]: Hallgerd's Tale [C1/10]
Skill Book [Illusion]: Before the Ages of Man [B1/10]
Skill Book [Restoration]: Withershins [E1/10]
Skill Book [Speech]: Biography of the Wolf Queen [D2/10]
Skill Book [Two-Handed]: Song of Hrormir [C2/10]
Unique Item: Andurs' Amulet of Arkay [58/112]
Unique Weapon: Balgruuf's Greatsword [39/80]
Unique Weapon: Wuuthrad [40/80]
Unique Weapon: Ebony Blade [41/80]
Unusual Gem: [11/24]
Unusual Gem: [12/24]
Unusual Gem: [13/24]
Chest
Potions aplenty

Lore: City Overview

(click here to view an interactive version of this map)



Whiterun is seen as the most “pure” Nordic city in Skyrim. In Whiterun, Nords live as they have for centuries: their lives are simple, harsh, and rooted in ancient traditions. Even the city’s fortifications—wooden and stone palisade walls and the sheer defensive advantage offered by its position on a large bluff that raises the city above the surrounding Tundra—are archaic by contemporary standards.
So while Windhelm may serve as the Stormcloaks’ center of operations in the Civil War, it is the culture of Whiterun that best exemplifies what it means to be a “True Nord.”
Whiterun is located on the eastern end of its Hold, a cold and windy Tundra that fills the center of Skyrim. It was constructed around the Companions’ hall of Jorrvaskr, which, centuries ago, was the sole structure on the mountain. Now, Whiterun is a large city, albeit one that retains the feel of a smaller Nord village.
When approaching Whiterun, the towering fortress of Dragonsreach dominates the view. Its history can be traced back to the First Era, when King Olaf One-Eye subdued the great dragon Numinex in a legendary duel of Thu’ums atop Mount Anthor, and brought him back to the fledgling town as a captive. It was then that the magnificent keep was rebuilt and renamed to serve as a cage for Numinex, whose head still adorns the Great Hall.

Important Areas of Interest

1) CITY GATES AND DRAWBRIDGE

The winding stone path that leads from the outer gate to the drawbridge and to the entrance to the Main Gate is designed to keep marauders at bay. The drawbridge is open and utilized in the Civil War Quests.

PLAINS DISTRICT



This is the first district any visitor to Whiterun enters, so named because it is the lowest of the three and therefore closest to the plains outside the city. It contains all the major merchants and the marketplace.

2) MAIN GATE AND GUARD BARRACKS (WEST)

Persuade, bribe, or otherwise insist that the guard lets you into Whiterun the first time you reach these gates. There is a small guard barracks just over the bridge and a couple of Alik'r Warriors (Side Quest: In My Time of Need) you can speak to. Explore the rushing canal water under the bridge or the platform on top of the guard barracks roof if you wish. Inside, there's little but food and Nordic pottery to steal.
Chest

3) THE DRUNKEN HUNTSMAN



Anoriath
Elrindir
Nazeem
Ahlam
The Drunken Huntsman is a unique shop specializing in the needs of hunters. It sells bows, arrows, clothing, suits of armor, and anything else that may be useful to those who stalk Skyrim's game. But the establishment is also set up as a small bar, and customers can buy a small selection of alcoholic drinks, including a specially made Wood Elven wine.
The shop is run by the Wood Elf brothers Anoriath and Elrindir. Jenassa the Hireling is to be found here, too. There's also a Skill Book behind the counter. Check the back bedroom on the ground floor near the central cooking spit for a chest and strongbox. Upstairs is a single bedroom with an empty chest.
Follower: Jenassa [20/47]
Marriage Prospect: Jenassa [26/62]
Trader (Fletcher): Elrindir [2/3]
Weapons, Apparel, Food
Skill Book [Archery]: The Black Arrow, v2 [B1/10]
Business Ledger
Strongbox (Apprentice)
Chest

4) SEVERIO PELAGIA'S HOUSE

Severio Pelagia
Nestled above the market is the residence of Severio Pelagia, who owns the Pelagia Farm just outside Whiterun's walls. Aside from a cooking pot and some delicious long taffy treat, there's very little worth stealing in this single-floor dwelling, which has a small bedroom and office on either side of the main dining area and fire pit.
Shadowmark: "Loot"

5) MARKETPLACE

Carlotta Valentia
Brenuin
Fralia Gray-Mane
The Whiterun Marketplace rivals the Bannered Mare as the most popular congregation spot in Whiterun. It is open during the day and closed at night. When the marketplace is open, stalls sells various items, including fresh fruits and vegetables. The stalls are run by Carlotta Valentia (fruits and vegetables), Fralia Gray-Mane (trinkets and jewelry), and Anoriah (fresh meat).
Trader (Food Vendor): Carlotta Valentia [5/9]
Food
Trader (Food Vendor): Anoriath [6/9]
Food
Trader (General Store Vendor): Fralia Gray-Mane [6/19]
Apparel, Misc.

6) THE BANNERED MARE



Hulda
Saadia
Mikael
Uthgerd the Unbroken
Sinmir
The Bannered Mare is Whiterun's most popular gathering place, a tavern and inn that offers cold mead, fresh food, and a warm and welcoming fire. Its sign is that of a majestic horse carrying a banner.
Hulda, the publican, is fond of telling the story of the horse, which belonged to a Nord king who died in battle; the king may have died, but his favorite filly carried his banner still, inspiring the leader's warriors to victory.
The building has a central tavern area and a side kitchen with a business ledger and strongbox near the roasting spit. To the rear of the main bar area is a small bedroom and office where shady deals may be done. There are two sets of steps to separate bedroom areas.
Shadowmark: "Loot"
Follower: Uthgerd the Unbroken [21/47]
Marriage Prospect: Uthgerd the Unbroken [27/62]
Trader (Innkeeper): Hulda [8/15]
Room for the Night, Food
Innkeeper Rumors
Skill Book [Heavy Armor]: Hallgerd's Tale [C1/10]
Business Ledger
Strongbox (Apprentice)
Chest (2)

7) GUARD BARRACKS (EAST)

This set of barracks bridges the gap between the Plains District and Dragonsreach. It is also where you exit after being jailed (or escaping from jail). The trapdoor in the side alcove leads to Dragonsreach Dungeon.
Display case (Novice)
Chest

8) ARCADIA'S CAULDRON



Arcadia
Arcadia's Cauldron is Whiterun's apothecary. It sells potions and potion ingredients of all kinds and is probably the most respected of the city's non-Nord-owned businesses.
Aside from the goods she sells, she is an excellent trainer. Check the office at the back of the store for a Skill Book and the locked door (Adept) next to the lab; this leads to the area under the stairs and a chest. Upstairs is a landing balcony overlooking the shop and a cooking pot.
Shadowmark: "Loot"
Crafting: Alchemy Lab
Trader (Apothecary): Arcadia [7/12]
Potions, Food, Ingredients, Books
Trainer (Arcadia: Expert): Alchemy [2/3]
Skill Book [Alchemy]: Herbalist's Guide to Skyrim [C2/10]
Chest
Potions aplenty

9) YSOLDA'S HOUSE

Ysolda

The young maid Ysolda lives in this house, making handcrafted goods that she hopes to sell. She is currently selling her goods to the Khajiit caravans, raising money to buy a shop of her own. Her dwelling is modest, locked, and has no loot to speak of, although there's a bowl of impressive potatoes.
Shadowmark: "Empty"
Marriage Prospect: Ysolda [28/62]

10) BELETHOR'S GENERAL GOODS



Belethor
The Wood Elf owner Belethor will buy and sell just about anything, and he's got a fair collection of items that could best be categorized as junk. From tomatoes to troll skulls, there's something here to steal, and a Skill Book on one of the shelves.
In the back is a kitchen, and upstairs is a balcony, bed, and ledger with a strongbox.
Shadowmark: "Loot"
Trader (General Store Vendor): Belethor [7/19]
Apparel, Potions, Food, Books, Misc.
Skill Book [Speech]: Biography of the Wolf Queen [D2/10]
Business Ledger
Strongbox (Apprentice)

11) OLAVA THE FEEBLE'S HOUSE

Olava the Feeble
Besides being a seer, Olava is also something of a hermit. She rarely leaves her house, and her residence is usually locked. Inside, there's a small table with a Petty Soul Gem and a setup for a reading, but otherwise the place is devoid of valuables.
Chest

12) BREEZEHOME (HOUSE FOR SALE)



This dwelling is currently empty. Should you become the Thane of Whiterun (by completing Main Quest: Dragon Rising), you can purchase this abode from Jarl Balgruuf the Greater's Steward, Proventus Avenicci. Consult the Thane Quests for more information.
Follower: Lydia [22/47]
Marriage Prospect: Lydia [29/62]

13) WARMAIDEN'S



Adrianne Avenicci
Ulfberth War-Bear
This is the house and shop of Adrianne Avenicci and features a number of smithing locations, which is handy to use if you've purchased the adjacent Breezehome or you've entered the city.
Inside, speak to Ulfberth War-Bear (or Adrianne, who also sells items) if you're interested in buying anything. Behind the counter is a door to a small kitchen and side exit. Upstairs is a landing overlooking the shop.
Crafting: Blacksmith Forge, Grindstone, Smelter, Tanning Rack, Workbench
Trader (Blacksmith): Adrianne Avenicci [16/33]
Weapons, Apparel, Misc
Trader (Blacksmith): Ulfberth War-Bear [17/33]
Weapons, Apparel, Misc
Unique Weapon: Balgruuf's Greatsword [39/80]

WIND DISTRICT



The Wind District is where most of Whiterun's residential buildings (including the mead hall Jorrvaskr) are located and was named because of the strong mountain winds that gust through the area.

14)15) GILDERGREEN TREE AND TEMPLE OF KYNARETH

Danica Pure-Spring
Acolyte Jenssen
Maurice Jondrelle
The Temple of Kynareth is a tall wooden building with a central praying chamber. The sick and weary gather here, and Acolyte Jenssen and Danica Pure-Spring cast their healing spells.
To the sides are an office stocked with books (one of them being a Skill Book found on a shelf) and a chest and a waiting area with an empty strongbox. The temple is receiving a steady flow of pilgrims, but these have started to wane as the ancient Gildergreen Tree in the main exterior gathering place and thoroughfare has begun to die.
Trainer (Danica Pure-Spring: Master): Restoration [3/3]
Skill Book [Restoration]: Withershins [E1/10]
Shrine of Kynareth [5/6]
Strongbox (empty)
Chest
Potions

16)17) HEIMSKR'S HOUSE AND SHRINE OF TALOS

Heimskr
His home is devoid of important or valuable possessions; is has been turned into a gathering place for illegal worship.
Shrine of Talos [8/17]

18) JORRVASKR

Harbinger: Kodlak Whitemane
The Circle: Aela the Huntress; Farkas, brother of Vilkas; Vilkas, brother of Farkas; Skjor, the scarred
Member: Athis, Njada Stonearm, Ria, Torvar, Vignar the Revered
Housekeeper: Tilma the Haggard
Blacksmith: Eorlund Gray-Mane
Jorrvaskr is the ancient and honored mead hall that has served as headquarters of the mercenary company the Companions for untold generations.

According to local legend, Jorrvaskr is actually the oldest building in all of Whiterun and once existed by itself on the mountain, with the other buildings the town being built up around it over the centuries.
Jorrvaskr is a place of honor and courage, and to walk into the hall is to proclaim, “I am a warrior and will die as I lived—in glorious battle!” The mead hall is also the place where you may join the Companions as a Shield-Brother or Sister. The exterior of the building features two front doors and a rear outside dining and training area.
Inside, the main floor is dominated by the mead hall and fire pit. A Skill Book rests on a low shelf here. At one end of the hall is a sparring area, and around the sides are various shelves stocked with books and food. The door at the north end leads to a bedroom with another chest.
The stairs at the sound end lead down to the living quarters. Displayed on the wall here are the pieces of Wuuthrad, a powerful weapon wielded by their founder, Ysgramor. Check Kodlak Whitemane’s bedroom chambers to find an Unusual Gem that pertains to Side Quest: No Stone Unturned.
Follower: Aela the Huntress [23/47]
Follower: Athis [24/47]
Follower: Farkas [25/47]
Follower: Njada Stonearm [26/47]
Follower: Ria [27/47]
Follower: Torvar [28/47]
Follower: Vilkas [29/47]
Marriage Prospect: Aela the Huntress [30/62]
Marriage Prospect: Athis [31/62]
Marriage Prospect: Farkas [32/62]
Marriage Prospect: Njada Stonearm [33/62]
Marriage Prospect: Ria [34/62]
Marriage Prospect: Torvar [35/62]
Marriage Prospect: Vilkas [36/62]
Trainer (Archery: Expert): Aela the Huntress [1/3]
Trainer (Block: Expert): Njade Stonearm [2/2]
Trainer (Heavy Armor: Master): Farkas [2/3]
Trainer (One-Handed: Expert): Athis [3/3]
Trainer (Two-Handed: Master): Vilkas [1/2]
Skill Book [Heavy Armor]: Hallgerd’s Tale [C1/10]
Unusual Gem: [11/24]
Chest (2)
Potions

LIVING QUARTERS

The main corridor leading north begins with a dormitory where the new recruits sleep. At the far end are four bedrooms of the Circle members. Check for the Skill Book inside the display case.
There’s also a small bar in one of the bedrooms! At the far end of the corridor is Kodlak’s private chambers, which has some rare items to steal:
Skill Book [Archery]: The Marksmanship Lesson
Skill Book [Two-Handed]: Song Of Hrormir [C2/10]
Unusual Gem: [11/24]
Chest (3)

19) SKYFORGE AND THE UNDERFORGE



The Skyforge is the great forge used by Eorlund Gray-Mane to craft his masterful weapons, shields, and armor. It got its name due to the fact that it’s a large, ancient forge, located outside on a mountain, close to the sky. The forge is large, and unlike most forges is rather ornate. It is in the shape on an eagle, with wings spreading out from each side. Eorlund is happy to train and trade his wares with you, but only after you join the Companions.
Crafting: Skyforge, Grindstone
Trader (Blacksmith): Eorlund Gray-Mane [18/33]
Weapons, Apparel, and Misc
Trainer (Smithing: Master): Eorlund Gray-Mane [2/3]
Skill Book [Smithing]: The Armorer’s Challenge
Unique Weapon: Wuuthrad [40/80]
Underneath the Skyforge is a hidden area known as the Underforge, where those welcomed into the Circle of the Companions observe a special blood ritual. This is only accessible during the Companions quest line. You can return here to deliver or utilize Totems.

20) HOUSE GRAY-MANE

Olfina the Golden
Avulstein Gray-Mane
House Gray-Mane is the residence of Eorlund Gray-Mane and his children. It is a large, solid house, built by Eorlund over 35 years earlier. Recently, due to their differing stances on the Civil War, Clan Gray-Mane has bad relations with Clan Battle-Born, with whom they had always been friendly before the conflict started.
Jon Battle-Born and Olfina the Golden are said to be in love, but the families certainly do not approve of such activities. Outside the house is a small paddock with a cow. Inside the house is a central fire pit and dining area, with a small entrance alcove and Avulstein’s bedroom. Upstairs is a landing and two bedrooms with some books and valuables (usually necklaces) lying around.
Shadowmark: “Loot”
Chest (4)

21) UTHGERD'S HOUSE
This is the house belonging to the violent Nord warmaiden that challenges you to fisticuffs in the Bannered Mare. Her home is locked, but once inside, is full of Nord pottery, a chest, and a small book collection in a nook under the stairs. Upstairs is an empty chest and a full display case.
Chest

22) AMREN'S HOUSE
Amren
Braith
Amren's House is attached to Uthgerd's. Amren is usually walking around the Wind District. His wife, Saffir, and daughter Braith may be inside the dwelling. There's very little worth stealing here.
Shadowmark: "Danger"
Trainer (One-Handed: Journeyman): Amren [2/3]

23) CARLOTTA VALENTIA'S HOUSE
Mila Valentia
Carlotta Valentia lives in this house with her young daughter Mila. Find a couple of potions in one of the upstairs bedrooms, along with a Skill Book that's tucked between the bed and end table.
Shadowmark: "Loot"
Skill Book [Enchanting]: Enchanter's Primer [D2/10]

24) HOUSE OF CLAN BATTLE-BORN
Olfrid Battle-Born
Bergritte Battle-Born
Idolaf Battle-Born
Jon Battle-Born
Alfhild Battle-Born
Lars Battle-Born
This large house holds three generations of the equally large Clan Battle-Born. This warrior family—owners of the Battle-Born Farm outside Whiterun—has lived in the city for centuries; their ties to Skyrim and the ancient Nord ways cannot be disputed.
The Clan has come out vocally in support of the pro-Imperial forces in the ongoing Civil War. Recently, due to their differing stances on the Civil War, Clan Battle-Born has bad relations with Clan Gray-Mane, with whom they had always been friendly before the conflict started.
The rear door is usually unlocked, while the front door isn't (Novice). Inside, the ground floor is one large chamber with a cooking spit and dining table dominating the area.
To the northwest is Olfrid's bedroom, which has some valuables on display (including a Skill Book) and a locked door (Adept) leading to a small office with books and an Imperial Missive, useful during Side Quest: Missing in Action. On the opposite side is a small bedroom with books to check, stairs up to the balcony, and two more bedrooms.
Shadowmark: "Protected"
Imperial Missive
Skill Book [Two-Handed]: Battle of Sancre Tor
Potions

25) HALL OF THE DEAD
Andurs
The Whiterun Hall of the Dead is a single-story, high-ceilinged wooden structure and serves as Whiterun's mausoleum. The main floor has the sleeping quarters for Andurs (with a large collection of books and small collection of skulls) and a shrine to Arkay where the people of Whiterun can come and worship. Check one of the wall crypts to find an Unusual Gem lying near the foot of a skeleton—this pertains to Side Quest: No Stone Unturned.
Unique Item: Andurs' Amulet of Arkay [58/112]
Unusual Gem: [12/24]
Shrine of Arkay [7/12]
Chest

WHITERUN CATACOMBS
These catacombs contain generations of Whiterun's dead, including the bodies of some of Skyrim's most honored departed—and not quite departed. There is also graveyard outside.
Skill Book [Block]: Death Blow of Abernanit [C1/10]

Cloud District



The Cloud District is the smallest of Whiterun's three districts. It was so named because it is located atop the mountain Whiterun was built on and is therefore closer to the clouds than any other. It is dominated by the imposing form of Dragonsreach.

26) DRAGONSREACH



The following leaders of Whiterun are loyal to the Imperials at the start of the Civil War.

Jarl Balgruuf the Greater

Balgruuf believes that Skyrim should remain a part of the Empire. This has become something of a confusing situation for the people of Skyrim, many of whom are decidedly anti-Empire. Balgruuf embodies the very best of what it is to be a Nord, but at the same time he supports the Empire's presence. This has actually caused some of these same anti-Empire residents of Whiterun to at least reconsider their thinking. After all, if Balgruuf the Greater supports the Empire, then maybe they are the key to Skyrim's future. Balgruuf is very close to his younger brother Hrongar.

Hrongar

Hrongar is Balgruuf's younger brother and is something of a warmonger. He believes his brother should organize Imperial forces and wipe out any Stormcloaks presence in Whiterun Hold. Hrongar divides his time among a few activities, most notably advising (and sometimes arguing with) his brother Balgruuf and practicing with his sword and axe against the town guard.

Frothar

Dagny

Nelkir

Farengar Secret-Fire (Court Wizard)

Farengar serves the Jarl because of duty, but Farengar has no interest in the Civil War and certainly has no love for the Empire. He is dedicated to the College of Winterhold and furthering the cause of magical research. So as long as he is able to maintain his laboratory and keep up his research, he really doesn't care what the Jarl believes.

Proventus Avenicci (Steward)

Proventus essentially tells Balgruuf whatever he wants to hear and is a politician through and through. In other words, Proventus is completely inept as a Steward. The only reason he's been able to achieve any manner of success and keep his position is because his daughter Adrianne is tactically brilliant and has been telling her father what to tell the Jarl.

Irileth (Housecarl)

Irileth is unusual for a Housecarl: She's female, a Dark Elf, and doesn't fit the role of muscle-bound protector. But that doesn't make her any less effective. Irileth is actually a skilled assassin, trained in Morrowind by the Morag Tong. She met Balgruuf several years prior and the two became fast friends and adventuring companions.

Commander Caius

The following residents arrive to take control of Whiterun, should this Hold fall during the Civil War.

Jarl Vignar Gray-Mane

Vignar was once a general and commander in the Legion during the Great War. He came to Whiterun to retire and be near his brother, the renowned smith Eorlund Gray-Mane. Because of his long experience as a soldier, Vignar holds a place of honor among the Companions, and the group welcomes his council. In the course of the Civil War, Vignar shifted loyalties to his home. He is angry at the Empire for surrendering to the Dominion and feels that Skyrim would be better off on its own, as in the ancient times. When the Stormcloaks control Whiterun, they call on Vignar's experience and wisdom to lead the city as its Jarl.

Brill (Steward)

Brill was once an adventurer who was injured by a Draugr axe a number of years ago. This brush with death left him shaken and broken. He took to drinking, spending much time and coin in the Bannered Mare. It was there he met Vignar, who he befriended. Vignar took Brill into his home, and he's never left.

Olfina Gray-Mane (Housecarl)

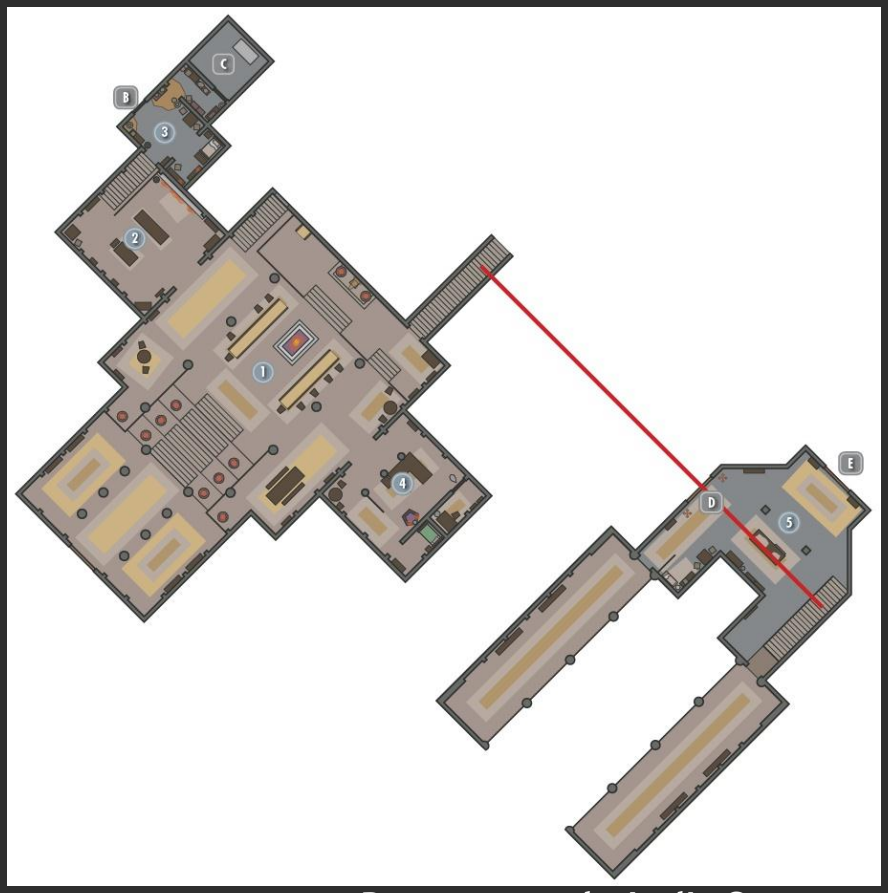
When Vignar is called upon to serve as Whiterun's Jarl, he names his niece Olfina as his Housecarl. Willful and determined, Olfina accepts the honorable duty and swears to defend her uncle's life with her own.

Sinmir

Dragonsreach is Whiterun's majestic keep. It was constructed in the ornate wooden style of the great Nord longhouses of old. Visually and politically, it is very much the focal point of the city. As is true of the keeps in other cities, Dragonsreach serves many important functions. There is an ornate bridge leading to the main double doors. Around to the side is an entrance to Dragonsreach Dungeon.

Dragonsreach (Interior)

(click here for an interactive version of the map)



Dragonsreach Jarl's Quarters

(click here for an interactive version of the map)



A) DOOR TO WHITERUN

1) GREAT HALL

The great hall is the main chamber of the keep and is where the Jarl holds court on his throne beyond the long tables and central fire pit. Check the shelves to the sides for all manner of books. There are balconies on the upper floor, accessed via the War Room, from which you can peer down.

2) KITCHENS

Two large tables and an even bigger fireplace are where the Jarl's servants prepare the feasts of the long table.

3) SERVANT'S BEDROOM AND STORAGE (LOWER)

A rough-hewed, rock-walled chamber where the servant sleeps. There is a storage room behind the door.

B) DOOR TO JARL'S QUARTERS

C) OLD WOODEN DOOR (REQUIRES KEY)

This odd door seems sealed from the other side. Consult Side Quest: The Whispering Door for more information.

4) FARENGAR'S QUARTERS

In this laboratory, the Court Wizard Farengar mixes concoctions and conducts research into the mysteries of the dragons' return. His bedroom and a small library are behind his main study.

Crafting: Alchemy Lab, Arcane Enchanter
Trader (Spell Vendor): Farengar Secret-Fire [10/12]
Apparel, Scrolls, Books, Misc
Potions

5) WAR ROOM
This is where the Jarl and his advisors discuss matters of state, pouring over the Civil War map near the book-lined shelves. When needed, an Imperial Legate also plans from this location.
Civil War: Map of Skyrim
Display Case (Apprentice)

D) DOOR TO JARL'S QUARTERS
E) DOOR TO DRAGONSREACH, GREAT PORCH
Enter the Great Porch if you want an impressive view to the east. Legend has it that a dragon was trapped here, on this porch. Perhaps history might repeat itself? Consult the Main Quest for further information.
DRAGONSREACH JARL'S QUARTERS
This is the private quarters of the Jarl, and entering here without invitation results in you being removed, facing a fine, or worse. However, a special gem can be found here that pertains to Side Quest: No Stone Unturned.
Unique Weapon: Ebony Blade [41/80]
Unusual Gem: [13/24]
D) DOOR TO DRAGONSREACH
6) INNER HALL AND STAIRCASE
Display Cases (Apprentice) (3)
Display Case (Master)

7) PROVENTUS AVENICCI'S CHAMBER
Note the display case; it usually has something valuable inside.
Display Case (Adept)
Chest
8) SERVANT'S QUARTERS
Fianna and Gerda usually rest here, in the tiny alcove bedrooms off the main food storage and wine vat area.
Chest
B) DOOR TO DRAGONSREACH
9) CHILDRENS' BEDROOM
The Jarl's three children, Nelkir, Dagny, and Frothar, sleep here.
Chest (3)
10) HRONGAR'S BEDROOM
The Jarl's brother sleeps here. The study desk has shelves with books on them.
11) JARL'S BEDCHAMBER
There are three connected chambers here: a dining area, bedroom, and book-filled study.
Skill Book [Illusion]: Before the Ages of Man [B1/10]

F) DOOR TO WHITERUN
Exit onto a narrow parapet balcony and overlook the entirety of Whiterun.
DRAGONSREACH DUNGEON
CELL BLOCK
Arn
Home to a proportion of the city's guard and the jail. The entrance area has the chests you need to retrieve your items, either after you serve your time or if you reach in from the sewer grate behind the chests. The main cell block has cells on either side (Adept, unless a quest-related cell) and a door at the opposite end leading to Dragonsreach.
The cell to the west is of particular interest, as it comes decked out with food and a variety of luxuries not normally associated with jails. This is where the more prominent miscreants are kept, usually after a drunken binge. A man named Arn is imprisoned in this location, but only after you undertake Thieves Guild City Influence Quest; Imitation Amnesty.
Evidence Chest
Prisoner Belongings Chest
DUNGEON CATACOMBS
Below the cells are the Catacombs, ideally explored only after you escape from your cell, and wish to weave your way to the small hub chamber, where you can climb a ladder and stand on some barrels to reach the chests which contain your belongings. Then open the barred door [Expert] or drop down the hole to reach a ladder leading up and into [7] Guard Barracks (East), down in the Plains District.

[6.01] Lund's Hunt



RECOMMENDED LEVEL: 12

DUNGEON: ANIMAL DEN
Animal
COLLECTIBLES
Chest(s)
Potions
Ravenous animals have swarmed this small cabin. Search poor Lund's remains, along with his chest, to relieve him of his final possessions.
[6.02] RORIKSTEAD



RELATED QUESTS
Civil War Quest: Liberation of Skyrim
Civil War Quest: A False Front
Daedric Quest: A Night to Remember
Side Quest: In My Time of Need
Miscellaneous Objective: Innkeeper Rumors (Frostfruit Inn)
Miscellaneous Objective: Erik the Slayer* (Erik)
Favor (Activity): Harvesting Crops* (Reldith)
Favor (Activity): Harvesting Crops* (Lemkil)
HABITATION: TOWN
Britte
Ennis
Erik the Slayer (Follower; Marriage Prospect)
Jouane Manette
Lemkil
Mralki (Innkeeper)
Reldith
Rorik
Sissel
SERVICES
Follower: Erik the Slayer [30/47]
Marriage Prospect: Erik the Slayer [37/62]
Trader (Innkeeper): Mralki [9/15]
Food, Room and Board
Quest Rumors
CRAFTING
Tanning Rack
Chest(s)
Potions

This small farming community lies at the west edge of Whiterun, near the Reach's border. A cozy inn offers food and comfort to weary travelers.
EXTERIOR
There are plenty of crops to pluck up around the village, but little else of interest. Speak to Erik out in the fields to gain a Side Quest that you can fulfill right here.
Crafting: Tanning Rack

Rorikstead

(click here for an interactive version of the map)



1) FROSTFRUIT INN
This small inn offers a warm bed and hot meal at a fair price.
Chest

2) RORIK'S MANOR
Rorikstead's founder lives quite modestly. Still, his abode is worth looting.
Chests (2)
Potion

3) COWFLOP FARMHOUSE
Break into this farmhouse when no one's looking and steal from two chests.
Area Is Locked (Novice)
Chests (2)
Potions

4) LEMKIL'S FARMHOUSE
This humble home has just one chest, but it's worth a peek if you can break in unseen.
Area Is Locked (Novice)
Chest

[6.03] Serpent's Bluff Redoubt



RELATED QUESTS
Dungeon Activity

RECOMMENDED LEVEL: 14

DUNGEON: FORSWORN REDOUBT
Forsworn
Hagraven

CRAFTING
Arcane Enchanter
Forge

Tanning Rack
Workbench

DANGERS

Battering Ram Trap (pressure plate)
Dart Trap (pressure plate)
Spear Trap (tripwire)
Swinging Wall Trap (pressure plate)

COLLECTIBLES

Skill Book [Enchanting]: Twin Secrets [E1/10]
Chest(s)
Potions

Sharing a border with the Reach has its drawbacks—the Forsworn have established a formidable encampment in Whiterun's western flatlands.

EXTERIOR

Slay a host of Forsworn as they pour forth to defend their camp, then begin looting their tents for valuables.
Crafting: Forge, Tanning Rack, Workbench
Chest
Chest (Locked: Apprentice)
Knapsack
Potions

SERPENT'S BLUFF REDOUBT (INTERIOR)

The interior ruins begins with a trio of lethal traps: Sidestep a pressure plate at the foot of the stairs (which triggers a dart trap), jump the trip wire that lies just beyond (spear trap), and avoid the pressure plate beyond the wire (a swinging wall trap).
Slay the Forsworn archer, then descend the stairs and avoid yet another pressure plate at the bottom (battering ram). Assail more Forsworn and a dangerous Hagraven in the main chamber, then unlock the Adept-level door under the platform to access a small room with a chest.
Place any object (book, etc.) onto the pressure plate that sits atop the altar to open the passage on the upper level. Go through to discover a Skill Book sitting atop an Arcane Enchanter in the next area, along with a giant chest. Press a wall button to open the exit gate.
Danger! Battering Ram Trap (pressure plate), Spear Trap (trip wire), Swinging Wall Trap (pressure plate), Dart Trap (pressure plate)
Crafting: Arcane Enchanter
Skill Book [Enchanting]: Twin Secrets [E1/10]
Chest
Chest (Locked: Apprentice)
Potions

[6.04] Whiterun Imperial Camp



RELATED QUESTS

Civil War Quest (when active, depending on who you side with)

HABITATION: MILITARY: IMPERIAL CAMP

Imperial Quartermaster (Blacksmith)
Imperial Soldier

SERVICES

Trader (Blacksmith): Imperial Quartermaster [19/33]
Weapons, Apparel, Misc

CRAFTING

Alchemy Lab
Anvil
Grindstone
Workbench

SPECIAL OBJECTS

Civil War: Map of Skyrim
Chest
Potions

Hardened Imperial soldiers have made camp at this site; however, the camp may or may not exist, depending on the state of the Civil War quest line. Trade with the quartermaster and feel free to utilize his numerous crafting stations. Inspect the tabletop map in the largest tent to potentially gain new map data as well.

[6.05] Swindler's Den



RELATED QUESTS
Side Quest: In My Time of Need
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
Kematu
Alik'r
DANGERS
Bear Traps
COLLECTIBLES
Skill Book [One-Handed]: Night Falls on Sentinel [D1/10]
Skill Book [Pickpocket]: Thief
Chest(s)
Potions

Tall rocks east of Rorikstead mark the entrance to a sizable underground cave. During Side Quest: In My Time of Need, this cave is used by the Alik'r Coterie as a base of operations. Bandits occupy the cave otherwise. Test your mettle against the drunken exterior guard before venturing inside.

SUNLIT CAVERN
Dispatch a bandit in the first cavern, then leap up to discover a chest on a sunlit ledge.
Chest

FIREPIT CAVERN
Silence a few more bandits in the next cavern, then collect potions and loot a satchel that sits on a crate in the corner.
Satchel
Potions

MESS
Fight hard to secure this cavern—more bandits are likely to emerge from the north passage. When you return to this cavern, navigating the high overlook on your way from the Sleeping Area to the Waterfall Cavern, you can claim a Skill Book that rests on a crate.
Skill Book [One-Handed]: Night Falls on Sentinel [D2/10]
Potion

SLEEPING AREA
Loot a chest on your way into this dimly lit cavern, where a Skill Book rests on a bedroll.
Skill Book [Pickpocket]: Thief
Chest

WATERFALL CAVERN
Avoid a pair of bear traps as you journey to this watery cavern, where the bandits' formidable leader lurks. Loot the cavern's giant chest after the battle, then simply continue along to come full circle and return to the first cavern.
Danger! Bear Traps
Chest
Potion

[6.06] Gjukar's Monument



RELATED QUESTS
Side Quest: Kyne's Sacred Trials
Temple Quest: The Book of Love
RECOMMENDED LEVEL: 12
DUNGEON: SPECIAL
Ruki
COLLECTIBLE

A small circle of rocks stands out among Whiterun's western flatlands, with one central pillar that's tall enough to catch one's eye from afar. Stop by this quiet shrine to collect some valuable gear. During Temple Quest: The Book of Love, you'll help reunite a pair of wayward souls here.

[6.07] Broken Fang Cave



RELATED QUESTS
RECOMMENDED LEVEL: 6
DUNGEON: VAMPIRE LAIR
Skeleton
Vampire
CRAFTING
Alchemy Lab
Arcane Enchanter
COLLECTIBLES
Skill Book [Illusion]: Mystery of Talara, v4 [D2/10]
Skill Book [Lockpicking]: The Wolf Queen, v1
Chest
Chest (Locked: Adept)
Potions

This shallow, rocky cave stands out among Whiterun's western flats. Inside lurks a powerful vampire and several lowly skeletons. Search the entry cavern's southeast corner to discover a locked chest, then take the west passage to a sleeping area, where another mighty vampire lurks, along with a large chest and a few crafting stations. Find a Skill Book on the metal shelf near the Arcane Enchanter, and another resting beside the Alchemy Lab.

[6.08] Sleeping Tree Camp



RELATED QUESTS
Dungeon Quest: The Secret at the Sleeping Tree*
DUNGEON: GIANT CAMP
Giant
Mammoth
Ulag
QUEST ITEMS
Sleeping Tree Sap
Chest
A group of giants have made camp at this remote site, perhaps drawn by the mystifying glow of an unusual tree that grows from a steamy glowing pond. The tree has a sap spigot that you can turn to acquire some Sleeping Tree Sap, an unusual substance that greatly increases your health...with certain side effects.
Returning here after a few days will allow another batch of Sap to be harvested. Enter the nearby cave afterward to face another formidable giant and a dead orc named Ulag. Read the note that Ulag carries to gain a new Side Quest to sell the Sleeping Tree Sap to Ysolda in Whiterun.

[6.09] Rannveig's Fast



RELATED QUESTS
Side Quest: No Stone Unturned
RECOMMENDED LEVEL: 8
DUNGEON: WARLOCK LAIR
Sild the Warlock
Subjugated Ghost
CRAFTING
Alchemy Lab
COLLECTIBLES
Skill Book [Destruction]: Horrors of Castle Xyr [B1/10]
Unusual Gem: [14/24]
SPECIAL OBJECTS
Word Wall: Kyne's Peace [2/3]
Chest(s)
Potions aplenty

A nefarious warlock named Sild is forcing a host of ghosts to defend these ancient ruins. Send the exterior ghosts to their eternal rest, or have pity and simply sprint past them, entering the large door that leads to an ancient crypt. Scaling the ruins' exterior steps leads to Cold Rock Pass [2.12] in Hjaalmarch.
RANNVEIG'S FAST (INTERIOR)
All is silent in the crypts' massive entry cavern. Proceed through the north passage, dispatching a ghost and swiping some potions on your way to the next chamber, where a giant chest tempts you from afar.
Avoid the large, discolored trapdoor on the ground before the chest—the chest turns out to be empty, but you obtain a new Word of Power from the nearby Word Wall in the process.
Take the north passage and scale a long staircase to reach the chamber's upper walkways; pull a lever to open the portcullis on the lower level that will lead you behind Sild as he still waits for you, or some other unlucky adventurer, to fall into the pit.

Before you move on, cross the walkways to reach a high nook with a locked chest.
Word Wall: Kyne's Peace [2/3]
Chest
Chest (Locked: Apprentice)
Chest (Locked: Expert)
Potions

SILD'S PIT

If you've fallen through the trapdoor near the Word Wall, you will find yourself in a locked cage, with a madman named Sild the Warlock taunting you from just beyond the bars.
Exploit Sild's hubris by crouching and pickpocketing a key off of him (you can also pick the lock, or loot another key out of Sild's Assistants Satchel that sits beside the cage), then escape the cage and slay the nefarious mage.
Claim a number of potions from this frightening area, along with a Skill Book and an Unusual Gem that pertains to a Thieves Guild Radiant Quest. Then open the south door and scale some stairs that lead up to a chest and an exit door.
Crafting: Alchemy Lab
Skill Book [Destruction]: Horrors of Castle Xyr [B1/10]
Unusual Gem: [14/24]
Rannveigs Fast Key (Sild the Warlock)
Chest
Potions aplenty

[6.10] DRELAS'S COTTAGE



RELATED QUESTS
RECOMMENDED LEVEL: 12
DUNGEON: WARLOCK LAIR

Drelas

CRAFTING

Alchemy Lab
Arcane Enchanter
Chest(s)
Potions aplenty

This quaint cottage is home to a seclusive mage named Drelas, who'll attack you on sight if you dare enter. Slaying Drelas is worthwhile, for the mage has amassed a wealth of valuable potions and ingredients.

[6.11] Greenspring Hollow



RELATED QUESTS

Temple Quest: The Book of Love

DUNGEON: ANIMAL DEN

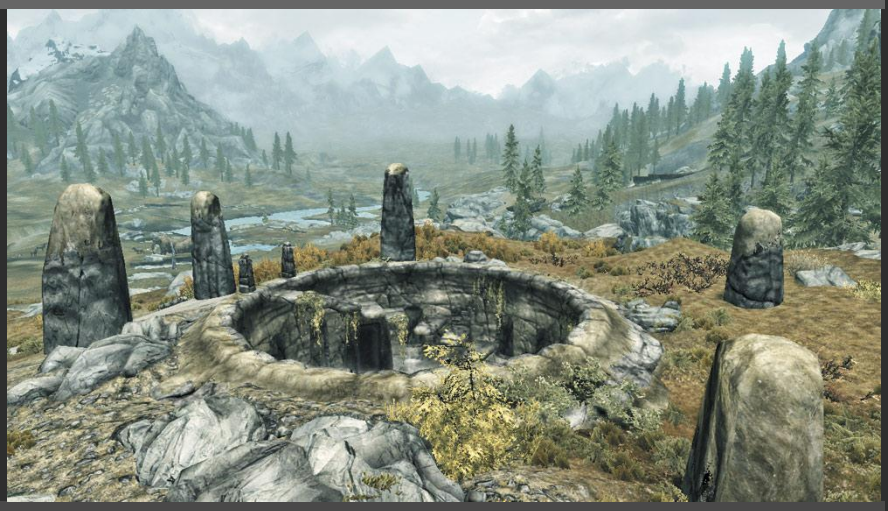
Animal

CRAFTING

Tanning Rack
Chest (Locked: Adept)

A hunter has become the hunted in Whiterun's western wilds, where a ferocious animal has slaughtered an unwary woodsman at his own camp. Avenge the poor hunter by dispatching the beast, then relieve the man of his final possessions.

[6.12] Dustman's Cairn



RELATED QUESTS

The Companions Quest: Proving Honor
Dungeon Activity

RECOMMENDED LEVEL: 6

DUNGEON: DRAUGR CRYPT

Animal
Draugr
Silver Hand

CRAFTING

Alchemy Lab

DANGERS

Dart Trap (pressure plate)

QUEST ITEMS

Fragment of Wuuthrad

COLLECTIBLES

Skill Book [Two-Handed]: The Battle of Sancre Tor [A2/10]

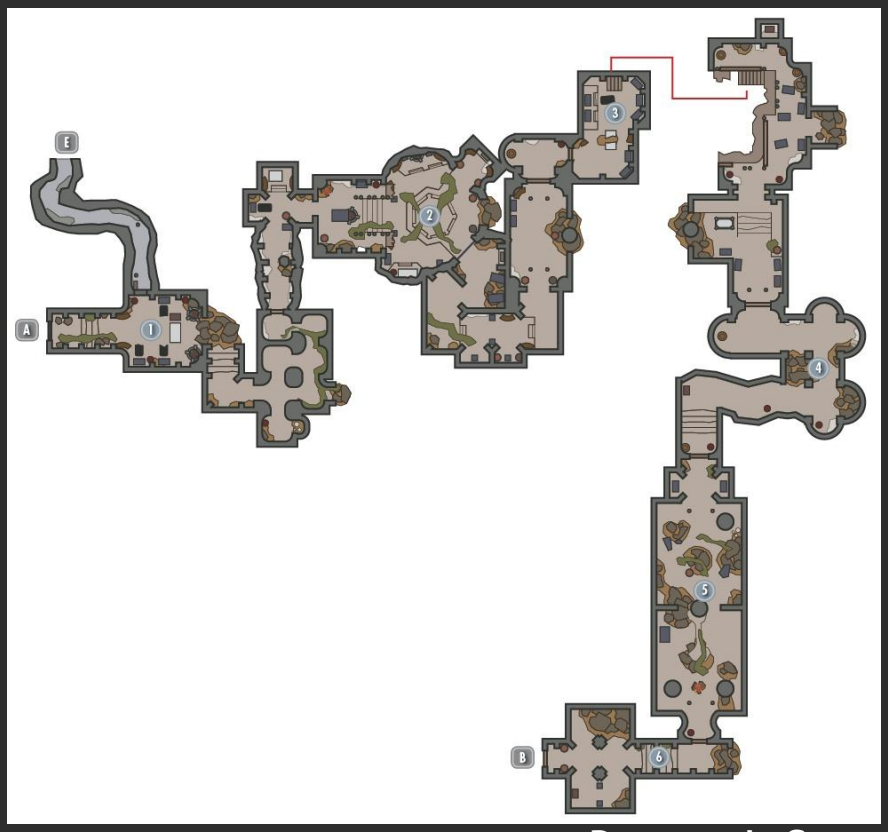
SPECIAL OBJECTS

Word Wall: Fire Breath [1/2]
Chest(s)
Potions

Scale the hill that lies northwest of Whiterun's capital to discover ancient ruins dug directly into the hilltop. You visit this site with your Shield-Sibling during Companion Quest: Proving Honor, in search of a fragment of Wuuthrad, the Blade of Ysgramor.
Only a small portion of Dustman's Cairn can be explored until you visit the site as part of that quest.

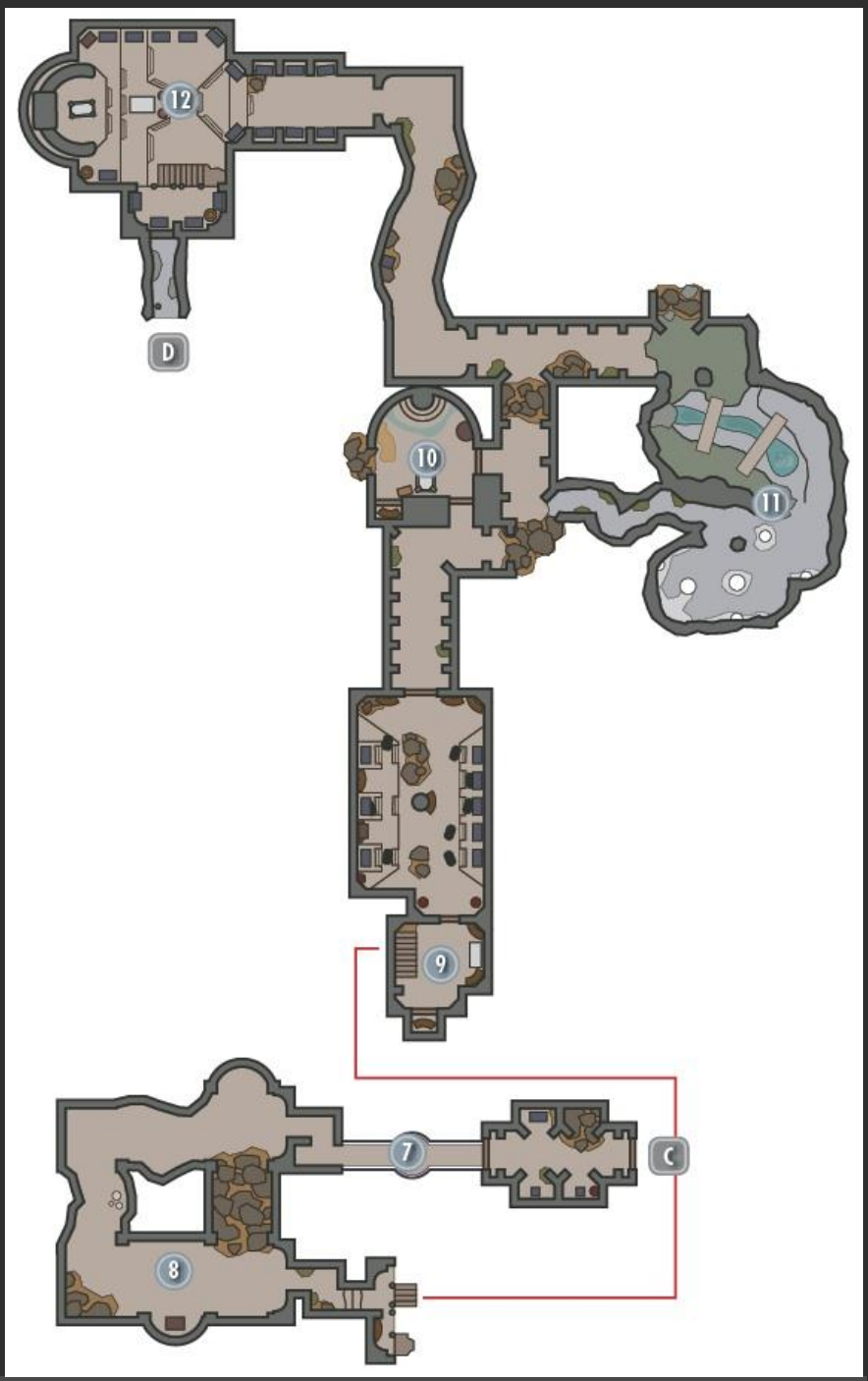
Dustman's Cairn

(click here for an interactive version of the map)



Dustman's Crypt

(click here for an interactive version of the map)



A) EXIT TO SKYRIM

1) ENTRY CHAMBER

Inspect the Skill Book on the entry chamber's central table, then loot the nearby chest before advancing.
Skill Book [Two-Handed]: The Battle of Sancre Tor [A2/10]
Chest (Locked: Novice)

2) CAVERNOUS CHAMBER

Snag potions from a north nook in this quiet chamber, then pull a lever to open the south portcullis and advance the plot.
Crafting: Arcane Enchanter
Potions

3) BURIAL HALL

Dispatch several Silver Hand mercenaries on your way to this chamber, then raid the chest beneath the stairs. Find a larger chest hidden among the upstairs rubble, and open a secret nook in the upstairs north wall by pulling the nearby wall chain so you may access a third chest.
Descend the south stairs and claim a bit of loot from a table on your way to [4].
Chest
Chest (Locked: Novice)
Chest (Locked: Master)
Potions

4) OVERGROWN PASSAGES

Slay a powerful Silver Hand mercenary and several Draugr in these passages. Loot the locked chest as you near [5].
Chest (Locked: Adept)

5) CRUMBLING HALL

Dispatch worthy Silver Hand mercenaries in this wide, debris-filled chamber. You can just reach the coin purse on the south ledge by standing on the nearby stone.

6) CRYPT ACCESS

Avoid a pressure plate as you descend this
Danger! Dart Trap (pressure plate)
Chest

B) DOOR TO DUSTMAN'S CRYPT
C) DOOR TO DUSTMAN'S CAIRN

7) WALKWAY CHAMBER

You arrive just in time to witness a fierce battle between the Silver Hand and Draugr. Wait for the battle to play out, then slaughter the victors and cut across to [8].

8) LOOPING PASSAGE

Loot a lone chest as you loop around this passage, heading back toward [7].
Chest

9) BURIAL PREPARATION AREA

Raid a chest that lies beneath this chamber's wooden stairs, then open the nearby door to find several potions.
Chest (Locked: Adept)
Potions

7) WALKWAY CHAMBER REVISITED

Raid a chest on this chamber's ground floor, then search the nearby chest to discover a key that unlocks the north door.
Dustman's Cairn Key (chest)
Chest

10) LAB

Mix up a few potions at the Alchemy Lab here, and unlock the Novice-level door to access a closet with a potion.
Crafting: Alchemy Lab
Potion

11) SPIDER DEN AND WATERFALL

Combat a Giant Frostbite Spider here, along with her young, then slaughter the Draugr that lie in the watery passage beyond.

12) WORD WALL CHAMBER

Obtain a new Word of Power from this chamber's far Word Wall, then raid the nearby large chest and collect the Fragment of Wuuthrad from the nearby table to advance your quest. Beware: a host of powerful Draugr emerge from the surrounding sarcophagi after you claim the Fragment, and you've no choice but to slay them all.
They will come at you in waves, so take your time and jump off the raised area and over the altar to give you space between you and your opponent if you need it. After the final Draugr emerges, a passage that leads back to the Dustman's Cairn is revealed.
Fragment of Wuuthrad
Word Wall: Fire Breath [1/2]
Chest
Potions

D) PATH TO DUSTMAN'S CAIRN
E) PATH TO DUSTMAN'S CRYPT

[6.13] Hamvir's Rest



RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT
Draugr
Skeleton

COLLECTIBLE

Chest (Locked: Master)
Follow Whiterun's central road to its north end, and you'll find yourself standing before this plagued graveyard. Slay the undead here to cleanse the site and safely loot its giant—albeit locked—chest.

[6.14] Redoran's Retreat



RELATED QUESTS
Side Quest: The Great Skyrim Treasure Hunt*
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
Dog
DANGERS
Bear Trap
Bone Alarm Trap
COLLECTIBLES
Skill Book [Sneak]: 2920, Last Seed, v8 [A2/10]
Treasure Map IV [4/11]
Chest
Chest (Locked: Novice)
Potions

This shallow cave, which lies near Whiterun's central main road, has been occupied by ruthless bandits. Open a locked chest in the first cavern if you're able, then make your way into the rear cavern, where the bandit's chief lurks.
Beware the bear trap that lies in front of the large chest. Open it from the side to claim a rare Treasure Map, among other spoils.

[6.15] Fort Greymoor



RELATED QUESTS
Dark Brotherhood Quest: Side Contract: Agnis
RECOMMENDED LEVEL: 6
HABITATION: MILITARY FORT
Agnis
Bandit
Soldier (Stormcloak/Imperial, depending on your allegiance during the Civil War)
CRAFTING
Blacksmith Forge
Tanning Rack
Workbench
DANGERS
Bear Traps
Flail Trap (trip wire)
Oil Pool Trap
COLLECTIBLES
Skill Book [Light Armor]: Rislav The Righteous [C1/10]
Chest(s)
Potions

Near the heart of Whiterun stands an imposing fortress that's been overrun by lawless bandits. Fort Greymoor also serves as a point of contention between the Stormcloaks and Imperials during the Civil War quest line, and therefore may be found populated by soldiers instead of bandits.
A friendly old maid named Agnis also resides here—she's a person of interest to the Dark Brotherhood.

EXTERIOR

Fight hard to secure the fort's exterior, then search the grounds thoroughly to find a chest tucked away near some hay to the east, along with a potion and coin purse near the west wooden lookout. A locked grate can be used to enter covertly from outside the walls. Enter the north tower to find another chest.
Crafting: Blacksmith Forge, Tanning Rack, Workbench
Chest
Potion

FORT GREYMOOR (INTERIOR)

The fort's interior consists of three multifloor towers. Find a chest in the middle tower's main floor, and avoid a trip wire and several bear traps as you head downstairs to explore its lower level.
Take the passage to the north tower next, slaying bandits as you head upstairs to chat with a friendly maid named Agnis. Cut across to the south tower afterward and go upstairs to discover a large chest and a Skill Book.
Danger! Bear Traps, Oil Pool Trap, Flail Trap (trip wire)
Skill Book [Light Armor]: Rislav The Righteous [C1/10]
Chest
Chest (Locked: Novice)
Potions

FORT GREYMOOR PRISON

Dispatch rugged bandits as you fight your way toward a chest that lies at the bottom of the prison. None of the cells are worth opening, unless you're simply after some lockpicking practice.
Chest

[6.16] Silent Moons Camp



RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP

Bandit

CRAFTING

Blacksmith Forge
Grindstone
Workbench

COLLECTIBLES

Skill Book [Smithing]: Heavy Armor Forging [B1/10]
Skill Book [Smithing]: Light Armor Forging
Unique Weapon: Lunar Iron Mace [42/80]
Unique Weapon: Lunar Iron Sword [43/80]
Unique Weapon: Lunar Iron War Axe [44/80]
Unique Weapon: Lunar Steel Mace [45/80]
Unique Weapon: Lunar Steel Sword [46/80]
Unique Weapon: Lunar Steel War Axe [47/80]
Chest(s)
Potions aplenty

These ancient ruins, located along Whiterun's northern border, have become home to ruthless bandits. Beware: these scoundrels' unique weapons deal additional fire damage, but only at night. This Silent Moons enchant can be disenchanted and put on other weapons!

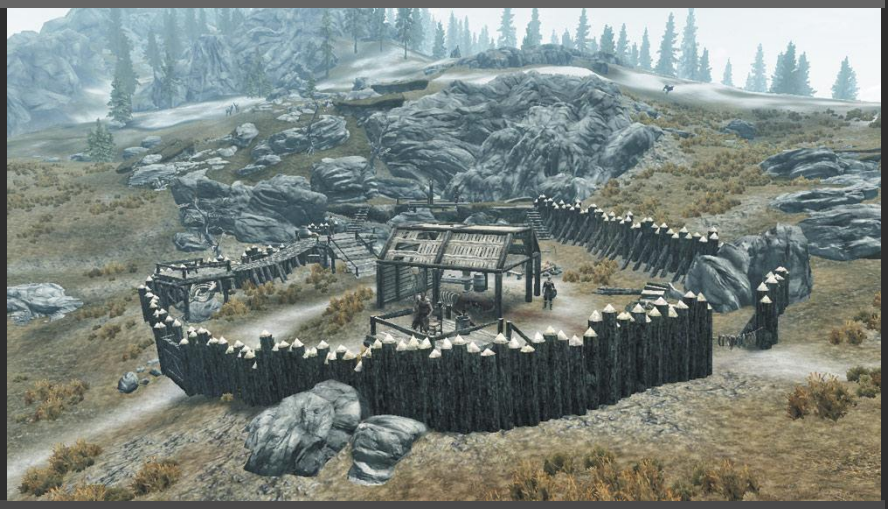
EXTERIOR

Slay some tough outer guards, then scale the ruins' exterior steps to reach a small enclosure at the top, where more bandits lurk. Loot a giant chest if you can manage to pick its tricky lock, then claim a pair of Skill Books and make use of some crafting stations before heading back downstairs and entering the door to the Silent Moons Camp.
Crafting: Blacksmith Forge, Grindstone, Workbench
Skill Book [Smithing]: Heavy Armor Forging [B1/10]
Skill Book [Smithing]: Light Armor Forging
Chest
Chest (Locked: Master)

SILENT MOONS CAMP (INTERIOR)

Slay bandits and loot a chest in the ruins' small interior. If you're able, pick an Adept-level door to access a storage room filled with potions and another chest. Climb the central ladder to return outside, then loot an exterior chest that you couldn't have reached before.
Chests (2)
Potions aplenty

[6.17] Halted Stream Camp



RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
CRAFTING
Blacksmith Forge
Grindstone (2)
Tanning Rack (2)
DANGERS
Bear Trap
Bone Alarm Trap
Oil Lamp Traps
Oil Pool Trap
Rockfall (pressure plate)
Trapped Chest
COLLECTIBLES
Unique Weapon: Poacher's Axe [49/80]
Chest(s)
Potions

Mineable ore (Iron)
Bandits have raised an impressive campsite just north of Whiterun. This is good place to acquire Iron Ore early in the game if you're into smithing.
EXTERIOR
Avoid falling into the pit that lies just east of the camp; sharpened stakes will spell your end. Search beneath the wooden stairs to find two chests, but beware the trapped chest near the potions.
Stand back and to the right when you open it to avoid being struck by a swinging flail, or lockpick the trigger attached to the chest to disarm it.
Danger! Trapped Chest
Crafting: Grindstone, Tanning Rack
Chest (Locked: Apprentice)
Potions

HALTED STREAM CAMP (INTERIOR)
Beware a pressure plate trap as you enter the mine around which the bandits have built their camp. Slay a bandit within the mine and search his body to find a key that opens the following gate. Face the bandit chief in the large cavern beyond—sneak in and knock down the overhead lamps to start things off with a bang.
Search the room afterward to secure multiple potions and pillage a pair of chests. Avoid the bear trap and hanging lamp in the exit passage as you make your way back outside. A bandit may be present sharpening a unique axe called the Poacher's Axe, which gives bonus damage against animals.
Danger! Bear Trap, Oil Lamp Traps, Bone Alarm Trap, Oil Pool Trap, Rockfall (pressure plate)
Crafting: Blacksmith Forge, Grindstone, Tanning Rack
Unique Weapon: Poacher's Axe [48/80]
Key to Halted Steam Mine (Bandit)
Chest
Chest (Locked: Novice)
Potions aplenty

Mineable ore (Iron)

[6.18] Bleakwind Basin



RECOMMENDED LEVEL: 2
DUNGEON: GIANT CAMP
Giant
Mammoth
COLLECTIBLE
Chest (Locked: Expert)
Two towering giants have made camp in the heart of Whiterun, tending to a herd of aggressive mammoths. Slay the brutes and their hulking livestock to secure the campsite. If you're able, unlock the giants' Expert-level chest to claim even more plunder from this site.

[6.19] Western Watchtower



RELATED QUESTS
Main Quest: Dragon Rising
DUNGEON: DRAGON LAIR
Dragon (only during Main Quest visit)
Whiterun Guard
This tall tower lies west of Whiterun's capital and is patrolled by Whiterun Guards. Early in the Main Quest, a dragon attacks you here. This is your first battle against a dragon. Exploit the defensive nature of the tower to help you bring down the mighty beast.

[6.20] Whiterun Stables



RELATED QUESTS
Side Quest: In My Time of Need

HABITATION: FARM
Bjorlam (Carriage Driver)
Skulvar Sable-Hilt (Stablemaster)
SERVICES
Trader (Carriage Driver): Bjorlam [3/5]
Trader (Stablemaster): Skulvar Sable-Hilt [3/5]
SPECIAL OBJECTS
Business Ledger
Chest
Strongbox (Locked: Expert)
Potions

Stop by the stables south of Whiterun's capital during daylight hours to buy a horse or buy a carriage ride to any other capital in Skyrim. If you're hard up for loot, pick the stable house's Novice-level lock to break in and raid the place.

[6.21] Pelagia Farm



RELATED QUESTS
The Companions Quest: Take Up Arms
Favor (Activity): Harvesting Crops* (Severio Pelagia)
HABITATION: FARM
Nimriel
Severio Pelagia
Potion
A windmill draws the eye to this quaint farm, which lies just south of Whiterun's capital. There's little worth stealing from these humble folk—better to leave them be.

[6.22] Honningbrew Meadery



RELATED QUESTS
Thieves Guild Quest: Dampened Spirits
Thieves Guild Radiant Quest: Larceny Targets*
RECOMMENDED LEVEL: 8
HABITATION: SPECIAL
Animal
Hamelyn
Mallus Maccius
Sabjorn (Food Vendor)
Venomfang Skeever
SERVICES
Trader (Fence): Mallus Maccius [5/10]
Trader (Food Vendor): Sabjorn [6/12]
Food

Crafting
Alchemy Lab

DANGERS

Bear Traps
Flail Trap (trip wire)
Quest Items
Honningbrew Meadery Key (Sabjorn)
Pet Poison (Sabjor)
Promissory Note

COLLECTIBLES

Larceny Target: Honningbrew Decanter [5/7]
Skill Book [Alchemy]: A Game at Dinner [A1/10]
Skill Book [Sneak]: Three Thieves [E2/10]
Chests
Potions

Whiterun's renown meadery lies just southeast of her capital. There's little of interest outside but quite a bit of drama and intrigue brewing within.

HONNINGBREW MEADERY (INTERIOR)

Speak with Sabjorn inside the meadery to purchase a variety of foodstuffs. You need special keys to enter the meadery's basement and upstairs office; these are obtained during Thieves Guild Quest: Dampened Spirits.
The office holds most objects of value, including an informative note and Skill Book found on tables, as well as a locked chest that's further secured behind an Expert-level locked door (no key for this one). The office also contains one of seven Larceny Targets that pertain to a Thieves Guild Radiant Quest.
Larceny Target: Honningbrew Decanter [5/7]
Skill Book [Alchemy]: A Game at Dinner [A1/10]
Honningbrew Meadery Key (Sabjorn)
Pet Poison (Sabjor)
Promissory Note
Chest (Locked: Master)

HONNINGBREW BASEMENT

Beware of bear traps as you purge the brewery's basement of Skeevers during the "Dampened Spirits" quest. Beware: the Venomfang Skeevers can poison you. Stay sharp and safely trigger a trip wire from as far away as possible to disable a swinging flail.
Surprisingly, a dangerous mage named Hamelyn lurks in the cavern that follows. Slay him and poison the nearby Skeever nest, then read the journal you find on Hamelyn's corpse to learn of his questionable motives. Loot a chest here as well before proceeding into the boilery.
Danger! Bear Traps, Flail Trap (trip wire)
Crafting: Alchemy Lab
Skill Book [Sneak]: Three Thieves [E2/10]
Chest (Locked: Novice)
Potions

HONNINGBREW BOILERY

You can only enter the boilery via the meadery's basement passage—the front door remains locked at all times. Head upstairs and optionally steal from a locked chest before nefariously poisoning the giant vat. Exit the boilery afterward with the key that hangs on the wall near the door.
Chest (Locked: Apprentice)
Honningbrew Brewhouse Key

[6.23] Chillfurrow Farm



HABITATION: FARM

Wilmuth

COLLECTIBLES

Skill Book [One-Handed]: The Importance of Where [E2/10]
Chest

This small farm consists of a farmhouse, a windmill, and a small plot of wheat. Pick the Novice-level door to enter the farmhouse and steal from a chest if you like. A Skill Book rests on the nearby dresser as well.

[6.24] Battle-Born Farm



RELATED QUESTS
Favor (Activity): Harvesting Crops* (Alfhild Battle-Born)
HABITATION: FARM
Alfhild Battle-Born
Gwendolyn
COLLECTIBLE

Harvest Alfhild Battle-Born's crops and sell them back to her—she'll pay a fair wage for your work in her fields. If you don't feel like toiling out in the Skyrim sun, pick the farmhouse's Novice-level door and pilfer a couple of coin purses from within.

[6.25] Whitewatch Tower



RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 6
DUNGEONS: SPECIAL
Whiterun Guard
COLLECTIBLES
Chest
Chest (Locked: Novice)
Whiterun guards patrol this small tower, which lies on the road just north of the city. A small group of bandits are attacking the tower when you first approach; rush in, and you may be able to lend the guards a hand.
Strip the bandits of their valuables, then scale the ruined western tower to claim a chest. If you're willing to take the risk, you can also loot the locked chest and weapon racks on the ground level, though the guards consider it theft if they catch you. Make sure to listen to the latest local gossip before moving on.

[6.26] White River Watch



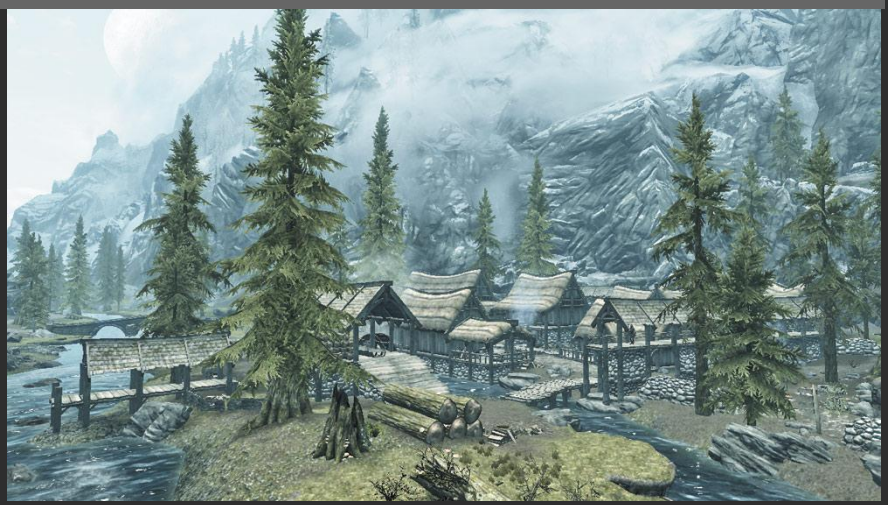
RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
Hajvarr Iron-Hand
Ulfr the Blind
CRAFTING
Alchemy Lab
COLLECTIBLES
Unique Item: Ironhand Gauntlets [59/112]
Chest(s)
Potions

This small bandit hideout lies east of Whiterun's capital, just across the White River. Pass through the small cave to face the bandits' leader, who prefers the cold embrace of the outdoor mountain air.
EXTERIOR
Dispatch the exterior guards to secure a chest, then head inside.
Chest (Locked: Novice)
WHITE RIVER WATCH (INTERIOR)
A blind guard sits just inside the cave—he'll call for reinforcements if you threaten him. Lie your way past the blind sentry and proceed upstairs. Dispatch or avoid the bandits in the sleeping area that follows. Loot the chest near the cupboard before heading upstairs to discover an Alchemy Lab. Bandits have been mistreating a wolf in the cavern that follows. Free the animal to have it attack its captors, then attack while they're distracted. Scale the winding ramp to reach a high passage that leads out to the White River Overlook.
Crafting: Alchemy Lab
Chest
Potions

OVERLOOK
You emerge onto this rocky overlook, where the bandits' leader, Hajvarr Iron-Hand, awaits. Slay this worthy adversary to obtain valuable plunder from his corpse and from the nearby chest. Take in the view before Fast-Traveling away.
Chest
Potions

Unique Item: Ironhand Gauntlets [59/112]

[6.27] Riverwood



RELATED QUESTS
Main Quest: Before the Storm
Main Quest: The Horn of Jurgen Windcaller
Main Quest: A Blade in the Dark
Main Quest: Diplomatic Immunity

Main Quest: A Cornered Rat
Main Quest: Alduin's Wall
Main Quest: Paarthurnax
Side Quest: The Golden Claw
Miscellaneous Objective: Innkeeper Rumors (Sleeping Giant Inn)
Miscellaneous Objective: The Love Triangle: Helping Sven* (Sven)
Miscellaneous Objective: The Love Triangle: Betraying Sven* (Sven)
Miscellaneous Objective: The Love Triangle: Helping Faendal* (Faendal)
Miscellaneous Objective: The Love Triangle: Betraying Faendal* (Faendal)
Favor (Activity): Chopping Wood* (Hod)
Favor (Activity): A Drunk's Drink* (Embry)
Crafting Tutorial: Blacksmithing* (Alvor)
Crafting Tutorial: Alchemy* (Orgnar)

HABITATION: SETTLEMENT

Alvor (Blacksmith)
Camilla Valerius (Marriage Prospect)
Delphine (Innkeeper)
Dorthe
Embry
Faendal (Follower; Trainer: Archery)
Frodnar
Gerdur
Hilde
Lucan Valerius (General Store Vendor)
Orgnar (Bartender)
Stump (dog)
Sigrid
Sven (Follower)

SERVICES

Follower: Faendal [31/47]
Follower: Sven [32/47]
Marriage Prospect: Camilla Valerius [38/62]
Trader (Bartender): Orgnar [1/5]
Food, Ingredients
Trader (Blacksmith): Alvor [20/33]
Weapons, Apparel, Misc
Trader (General Store Vendor): Lucan Valerius [8/19]
Weapons, Apparel, Potions, Scrolls, Food, Books, Misc
Trader (Innkeeper): Delphine [10/15]
Room and Board
Innkeeper Rumors
Trainer (Archery: Journeyman): Faendal [2/3]

CRAFTING

Alchemy Lab
Blacksmith Forge
Grindstone (2)
Tanning Rack (2)
Workbench

COLLECTIBLE

Chest(s)
Potions

Located in Whiterun's eastern valley, this small logging community is the first village that you're urged to visit following your escape from Helgen [8.32]. The friendly villagers here assist you and give advice during the early stages of your adventure.

Riverwood

(click here for an interactive version of the map)



EXTERIOR
Speak with villagers to learn a little about Riverwood. Alvor will sell you fine weapons and armor and can also give you a Side Quest involving the use of his forge.
Crafting: Blacksmith Forge, Grindstone (2), Tanning Rack (2), Workbench

1) SLEEPING GIANT INN
Rent a room for the night by talking to Delphine, or purchase food and drink from Orgnar. Gain a Miscellaneous Objective by asking Orgnar if you can use the inn's Alchemy Lab, and speak with Sven, the bard, to gain another Miscellaneous Objective involving the Bard's College.
Delphine has a secret room beneath the inn with two chests, an Alchemy Lab, an Arcane Enchanter, and a lot of loose items. Once you befriend her in Main Quest: The Horn of Jurgen Windcaller, you have access to all of it.
Crafting: Alchemy Lab
Chest (3)

2) RIVERWOOD TRADER
Speak with this humble shop's proprietor, Lucan Valerius, to gain a Side Quest involving the retrieval of a Golden Claw that's recently been stolen from his store. Then browse Lucan's impressive array of goods.
Chest
Chest (Locked: Novice) (2)
Potions

3) ALVOR AND SIGRID'S HOUSE
If you followed Hadvar out of Helgen, you'll be welcomed into Alvor and Sigrid's home. The town blacksmith's house has a few items worth swiping, if you're that kind of adventurer.
Area Is Locked (Novice)
Chests (2)
Potions

4) FAENDAL'S HOUSE
This wily elf has amassed several valuables that are well worth stealing if you think you can get away with it.
Area Is Locked (Novice)
Chests (2)
Potions

5) HOD AND GERDUR'S HOUSE
If you followed Ralof out of Helgen, after you speak with Gerdur, you'll be welcome to sleep at her humble home whenever you like.
Area Is Locked (Novice)
Chests (2)
Potion

6) SVEN AND HILDE'S HOUSE
Sven and Hilde have very little worth stealing, but you may rob them if you like.
Area Is Locked (Novice)
Chest

[6.28] Shimmermist Cave



RECOMMENDED LEVEL: 18
DUNGEON: FALMER HIVE
Animal
Dwarven Centurion
Falmer
DANGERS
Swinging Wall Trap (trip wire)
QUEST ITEMS
Ebony Blade
Chest(s)

This sizeable cave is found at the foot of mountains that lie northeast of Whiterun's capital.
SHIMMERMIST CAVE (INTERIOR)
Slay an overgrown Frostbite Spider in the first watery cavern, and beware the trip wire that's stretched across the end of the following passage. Slay a lone Falmer Archer in the next cavern with the Falmer tent, then proceed along the upper passage, dispatching another Falmer and looting an unusual chest on your way to the cave's inner grotto.
Swinging Wall Trap (trip wire)
Chest

SHIMMERMIST GROTTO
Pick off more Falmer in the grotto's first tall cavern, and raid a tent to loot a chest before descending to the cavern's bottom. Dispatch an overgrown Chaurus in the passage that leads to the second chamber, where yet more Chaurus lurk.
Loot a chest that rests near the mouth of the following passage, which leads to some long-forgotten dwarven ruins. Defeat a powerful Falmer here, along with a lumbering Dwarven Centurion, then loot one last chest before taking the east passage back to the cave's entrance.
Chests (3)

[6.29] Fellglow Keep

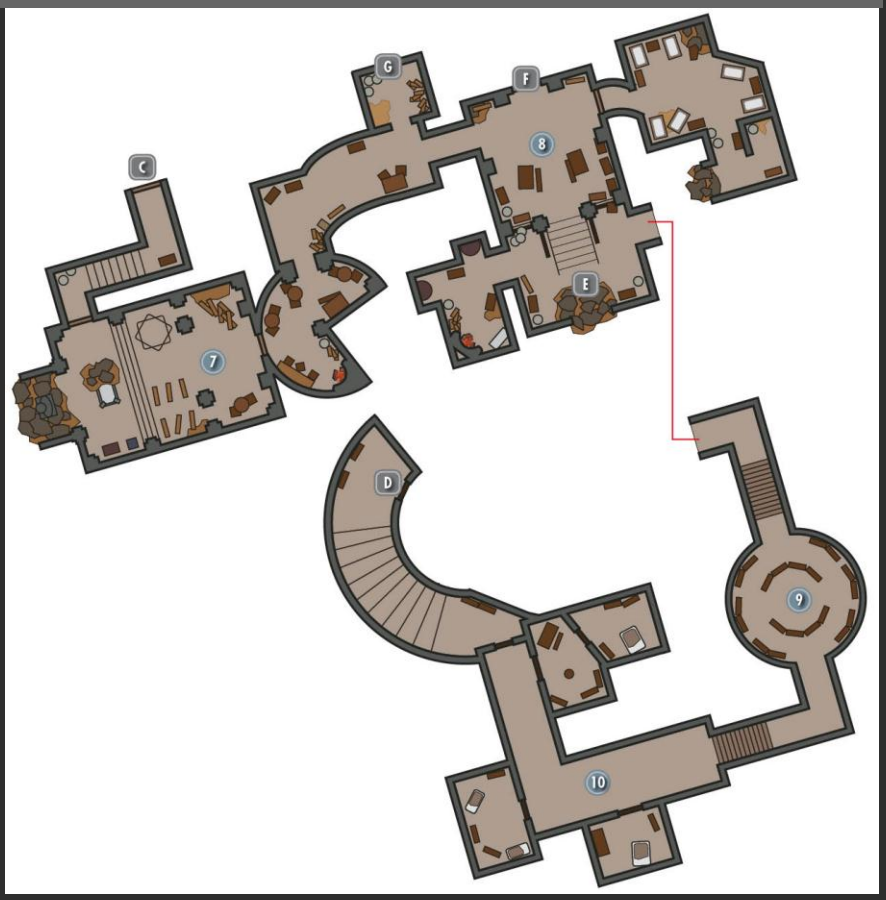


RELATED QUESTS
College of Winterhold Quest: Hitting the Books
Side Quest: No Stone Unturned
Dungeon Activity
RECOMMENDED LEVEL: 8
DUNGEON: WARLOCK LAIR
Animal
Mages
Atronachs
Orthorn
CRAFTING
Alchemy Lab
Anvil
Arcane Enchanter
Workbench

DANGERS
Bear Traps
Dart Traps
Rune Traps
QUEST ITEMS
Book: Fragment: On Artaeum
Book: Night of Tears
Book: The Last King of the Ayleids

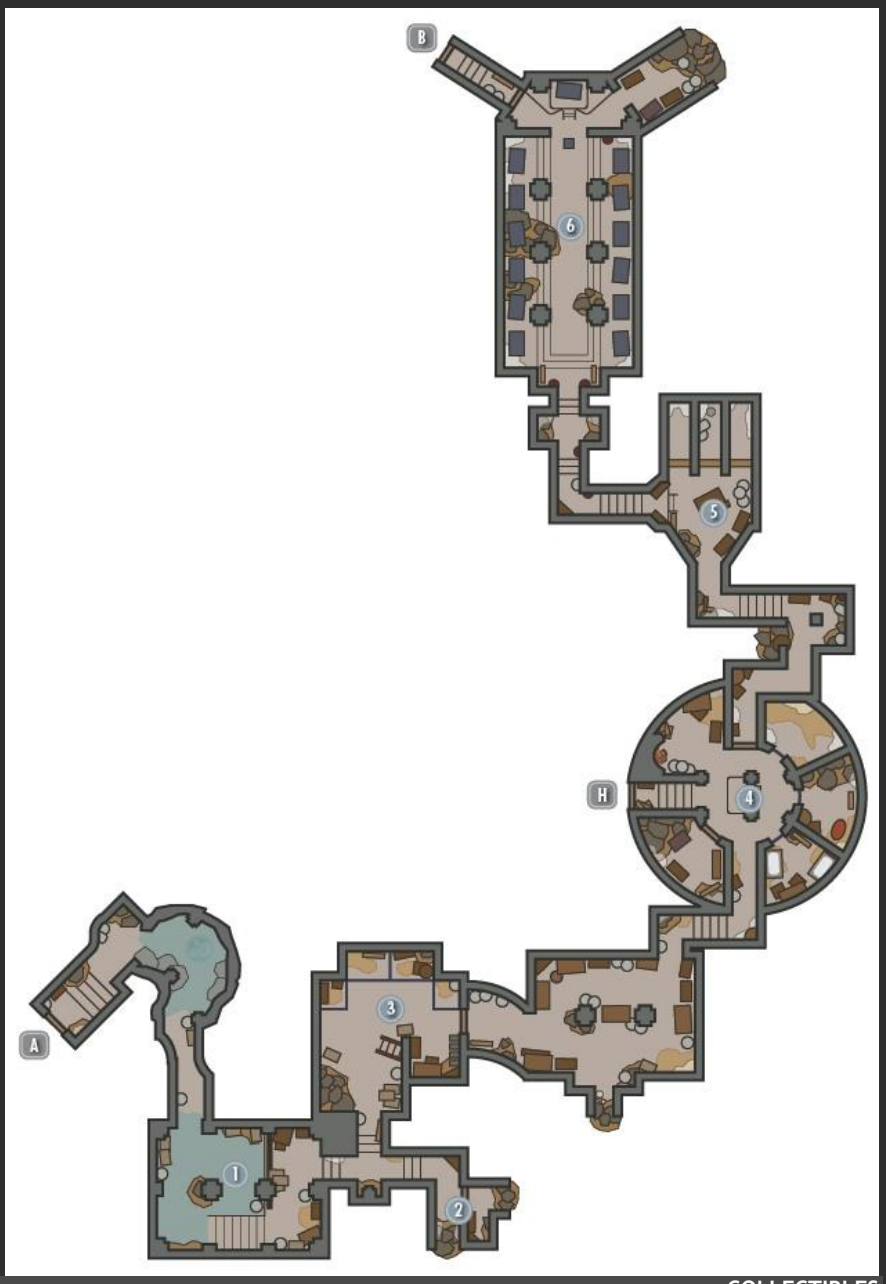
Fellglow Keep

(click here for an interactive version of the map)



Fellglow Keep Dungeons

(click here for an interactive version of the map)



COLLECTIBLES

Skill Book [Conjuration]: The Doors of Oblivion [D2/10]
Skill Book [Destruction]: A Hypothetical Treachery
Unusual Gem: [15/24]

SPECIAL OBJECTS

Shrine of Julianos [4/5]
Shrine of Talos [9/17]

COLLECTIBLES

Chest(s)
Potions

This crumbling stronghold in Whiterun's northeast mountains has become a haven for renegade mages and necromancers.
If you're here for College of Winterhold Quest: Hitting the Books, this location changes substantially. The front door is locked, forcing you to enter through the side tower and take the longer route through the dungeons.
The upper levels of the keep, previously sealed, are now accessible. And a whole host of unique events await you. The description below assumes you're here for the quest; if not, expect to have more flexibility in exploring the space, and be aware that most of the unique events described below will be replaced by combat with a handful of mages and their familiars.
Regardless, deal with the guardians in the exterior, then scale the cliffs to reach the first-level roof, where a chest awaits you on the eastern side.
Chest (Locked: Novice)

A) EXIT TO SKYRIM

1) FLOODED CHAMBERS

Avoid the bear traps on your way through the first two flooded chambers. In the second room, a mage unleashes his pet Frostbite Spiders to fight you. Slay the arachnids and their master to continue on.
Danger! Bear Traps
Potions

2) TREASURE NOOK

Sidestep a pressure plate as you head down the hall to loot the chest in this small room.
Danger! Dart Trap (pressure plate)
Chest (Locked: Apprentice)
Potion

3) CELL BLOCK A

Detonate a dangerous Rune Trap with a ranged spell before entering this small prison, where a powerful mage stands guard. Free the caged vampires by picking the locks on their cell doors or by using the levers near the mage. They'll help you defeat the mage here and rush off to battle the mages in the next room before making their escape.
Danger! Rune Trap (floor)

4) CELL BLOCK B

A mage throws a lever as you enter this room, loosing a pair of wolves that quickly attack you. Slaughter them, then pull the middle of the room's three levers to free Orthorn, who offers to help you find the books you seek. Unlock the nearby Apprentice-level wooden door if possible, then raid the storage room beyond.
Chest (Locked: Apprentice)
Potion

5) FIRING RANGE

A powerful mage is training some students in this room, giving you an opportunity for a stealthy ambush.

6) UNDERCROFT

Lay waste to more necromancers here, along with the skeletons that emerge from the surrounding sarcophagi. Claim a chest from a dead-end room at the hall's far end, then take the nearby exit up to Fellglow Keep's main level.

B) DOOR TO FELLGLOW KEEP
C) DOOR TO FELLGLOW KEEP DUNGEONS
7) CHAPEL

Cut down more mages and a summoned creature in this room, then grab the Skill Book. If you picked up any diseases from the animals and traps downstairs, find the Shrine of Talos buried amid the rubble on the altar and activate it to heal yourself before continuing on.
Skill Book [Conjuration]: The Doors of Oblivion [D2/10]
Shrine of Talos [9/17]

8) FELLGLOW FOYER

Loop around to the keep's foyer and fight your way upstairs, slaying two more mages and a summoned creature. (There's little of interest in the east room aside from a few more mages.) Enter the upstairs west room to find several crafting stations, some good loot, and an Unusual Gem for Side Quest: No Stone Unturned.
Crafting: Alchemy Lab, Anvil, Arcane Enchanter, Workbench
Unusual Gem: [15/24]
Potions

9) LIBRARY

Kill or sneak past a pair of mages in the round library. A Skill Book and potion rest on the central tables.
Skill Book [Destruction]: A Hypothetical Treachery
Potion

10) BEDCHAMBERS

Defeat a powerful mage and a Flame Atronach here, then loot a chest in the south room and find a satchel in the west room. Unlock the Adept-level door to gain access to a larger bedroom with a shrine and locked chest. Continue up to the Ritual Chamber, making sure to loot the scrolls and potions from the nearby shelf—you'll need them.
Shrine of Julianos [4/5]
Chest
Chest (Locked: Adept)
Satchel
Potions

D) DOOR TO FELLGLOW KEEP RITUAL CHAMBER
RITUAL CHAMBER

The leader of these mages awaits you in the Keep's Ritual Chamber and introduces herself as "The Caller." Negotiate with her to obtain the books you seek. You can Persuade her to just let you take them or offer to trade her Orthorn. If you succeed, take the books and retrace your steps to leave the Keep.
If you decide to fight, the Caller summons Atronachs and uses a unique ability to teleport around the room to evade your attacks. See College of Winterhold Quest: Hitting the Books for tips on this challenging battle. Once she falls, take the books and collect a key from her corpse, which you can use to raid the nearby treasure room. Take the trapdoor there to quickly return to the foyer and leave this dreadful place.
Book: Fragment: On Artaeum
Book: Night of Tears
Book: The Last King of the Ayleids
Fellglow Ritual Chamber Key (The Caller)
Chest
Satchel
Potions

E) TRAPDOOR TO FELLGLOW KEEP
F) EXIT TO SKYRIM
G) DOOR TO FELLGLOW KEEP DUNGEONS
H) DOOR TO FELLGLOW KEEP

[6.30] Graywinter Watch



RELATED QUESTS

Side Quest: Kyne's Sacred Trials

DUNGEON: ANIMAL DEN

Animal

COLLECTIBLES

Skill Book [Archery]: Vernaccus and Bourlor
Unique Weapon: Froki's Bow [49/80]

This shallow cave lies due north of Whiterun's breathtaking mountain, the Throat of the World [6.38]. This cave used to be a hideout for bandits, but a pair of vicious predators have recently taken up residence here.
Slay the foul beasts and then loot the bandits' remains. Find a unique bow and Skill Book resting atop barrels at the back of the cave.

[6.31] The Ritual Stone



DUNGEON: SPECIAL
Necromancer
Skeletons
RECOMMENDED LEVEL: 6
SPECIAL OBJECTS:
Standing Stone: The Ritual Stone [7/13]
Along the road east of Whiterun, a series of stone steps lead up a small bluff. Slay a dangerous necromancer and his skeletal minions here, then inspect the mysterious rune-covered stone to accept a new sign blessing.
Those under the sign of the Ritual can reanimate all nearby corpses to fight for them once a day. Try it now on the mage you've just slain! Note that you can have only one sign blessing at a time, so activating this Standing Stone will override your current sign blessing (if any).

[6.32] Whiterun Stormcloak Camp



RELATED QUESTS
Civil War Quest (when active, depending on who you side with)
HABITATION: MILITARY: STORMCLOAK CAMP
Hjornskar Head-Smasher
Stormcloak Quartermaster (Blacksmith)
Stormcloak Soldier
SERVICES
Trader (Blacksmith): Stormcloak Quartermaster [21/33]
Weapons, Apparel, Misc
CRAFTING
Alchemy Lab
Anvil
Grindstone
Workbench
SPECIAL OBJECTS
Civil War: Map of Skyrim
Chest
Potions

A band of fearless Stormcloak soldiers has made camp at the base of Whiterun's towering mountain, the Throat of the World [6.38]. Trade with the quartermaster if you like, or use his array of crafting stations. Inspect the tabletop map in the largest tent to potentially gain new map data.

[6.33] Valtheim Towers



RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
CRAFTING
Alchemy Lab
DANGERS
Trapped Chest
COLLECTIBLES
Skill Book [Archery]: The Black Arrow, v2 [B2/10]
Chest(s)
Potions

Mineable ore (Iron)
Mineable ore (Corundum)
A large gang of bandits has taken control of two neighboring towers along the road, and they demand a toll of all travelers who think to pass. Those unwilling or unable to endure the extortion must face the bandits' wrath.
SOUTH TOWER
Beware: the south tower's chest is trapped. Crouch as far away from the chest as possible before opening it to avoid the swinging flail trap, or use your lockpicking talent to disarm the trigger attached to the chest.
Danger! Trapped Chest
Potions
NORTH TOWER
Cross the narrow footbridge that connects the two towers to reach the north tower, where you must deal with more bandits. Inspect the book on the upstairs nightstand to increase your Archery skill. Along the path leading north from this tower, you can find a few veins of ore.
Crafting: Alchemy Lab
Skill Book [Archery]: The Black Arrow, v2 [B2/10]
Chests (2)
Potions
Mineable ore (Iron)
Mineable ore (Corundum)

[6.34] Darkshade



RECOMMENDED LEVEL: 6
DUNGEON: ANIMAL DEN
Animal
COLLECTIBLES
Skill Book [Heavy Armor]: Orsinium and the Orcs
Chest
Potion

Massive bones mark the entrance to this otherwise unassuming cave, which lies at the far east edge of Whiterun. Slay a few beasts as you navigate the first few caverns and passages, which hold little of value.

Follow a stream to a waterfall and find a potion and Skill Book nearby. Nab a coin purse in the passage that leads to the next chamber, where a large chest begs looting.

[6.35] Guldun Rock



RECOMMENDED LEVEL: 24
DUNGEON: GIANT CAMP
Giant
COLLECTIBLES
Skill Book [Heavy Armor]: The Knights of the Nine
Chest
Giants have made camp at Whiterun's eastern edge. Slay two of the brutes if you can, then enter their cave to plunder gold and valuables from a chest. A Skill Book sits on the rock near the chest as well.

[6.36] Hillgrund's Tomb



RELATED QUESTS
Dungeon Quest: Ancestral Worship
RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT
Draugr
Golldir
Vals Veran
DANGERS
Dart Trap (pressure plate)
Flail Trap (door)
Oil Pool Trap
COLLECTIBLES
Chest(s)
Potions

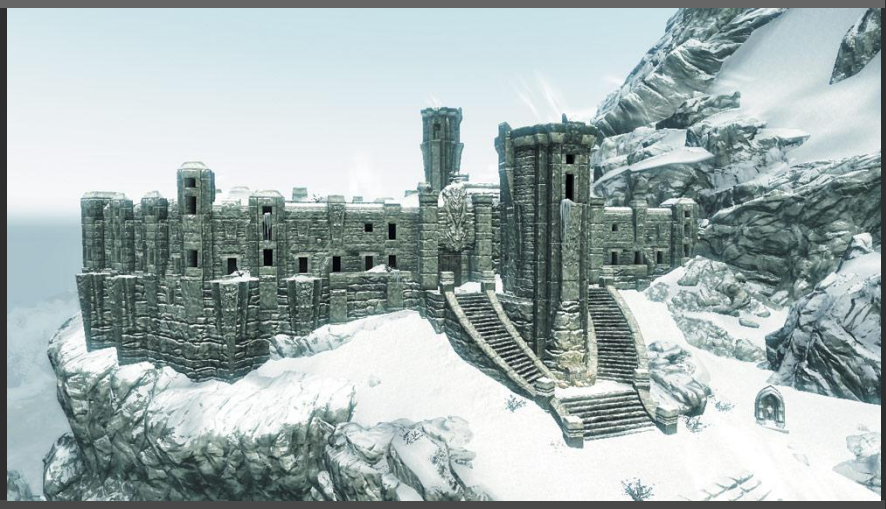
These small burial ruins are found along Whiterun's eastern border, just west of the White River. The locals use this site as a burial ground for loved ones.

EXTERIOR
Before entering the tomb, scale the rocky slope behind it and locate a hidden chest. Then enter the exterior enclosure and speak with a troubled man named Golldir. Agree to help Golldir confront a dangerous necromancer named Vals Veran within the crypt to gain a new quest. Golldir then unlocks the crypt's door.
Chest (Locked: Expert)
Potion

HILLGRUND'S TOMB (INTERIOR)
Follow Golldir into the crypt. He will accompany you through here. Beware of the first trapped door in the entry passage, and ignite the oily floor behind the second door to help slay a mighty Draugr—or simply avoid the sleeping monster.

Loot a web-covered chest on your way to a bloodsoaked chamber, where you discover the remains of Golldir's poor aunt. Proceed through the west door and loot a chest that lies among the rubble. Sneak through the tight burial passages that follow to skirt pressure plates and avoid waking the resting Draugr.
Find another chest as you creep toward a Draugr-filled chamber. Pull a chain near a Bear glyph here to expose a secret passage, then go through and unlock an Apprentice-level door to access a treasure nook. Open the large north door to confront Vals Veran in a large chamber.
Defeat the foul necromancer to avenge Golldir and obtain a key that opens the nearby door. Raid a chest and collect more plunder on your way out of this unholy place. Golldir will also give you a small reward, and if you speak with him after you exit the tomb, he will agree to be your Follower if you desire.
Danger! Oil Pool Trap, Flail Trap (door), Dart Trap (pressure plate)
Hillgrund's Tomb Crypt Key (Vals Veran)
Chests (2)
Chest (Locked: Novice)
Chest (Locked: Adept)
Chest (Locked: Expert)
Apothecary's Satchel
Potions

[6.37] High Hrothgar



RELATED QUESTS
Main Quest: The Way of the Voice
Main Quest: The Horn of Jurgen Windcaller
Main Quest: The Throat of the World
Main Quest: Elder Knowledge
Main Quest: The Fallen
Main Quest: Season Unending
Main Quest: Epilogue
Other Factions: Greybeards Quest: Word Wall Revelations*
RECOMMENDED LEVEL: 8
HABITATION: SPECIAL
Arngeir
Borri
Einarth
Wulfgar
COLLECTIBLE
Area Is Locked (quest required)
Potions aplenty

This ancient monastery stands high upon Skyrim's tallest mountain, the Throat of the World [6.38]. High Hrothgar is home to the Greybeards—the legendary masters of the Voice. Many important quests intersect at this remote monastery, but you can't enter until you've advanced to Main Quest: The Way of the Voice.
HIGH HROTHGAR (INTERIOR)
Speak with the Greybeards to advance your quests here. A host of potions and ingredients are scattered about the monastery's small interior, but anything you take is considered theft.
Potions aplenty
HIGH HROTHGAR COURTYARD
Exit through any of the north doors to visit High Hrothgar's frigid courtyard. The southeast stairs lead to the summit, but a raging blizzard prevents passage until you've advanced to Main Quest: The Throat of the World.
Enjoy the commanding view from the north ledge, then use your Ethereal Form Shout and leap off—it's fun! Enter the courtyard's tower for even more stunning views of Skyrim.

[6.38] Throat of the World



RELATED QUESTS

Alduin's Bane
Main Quest: Paarthurnax
Main Quest: Epilogue
Side Quest: Repairing the Phial
Other Factions: Greybeards Quest: Meditations on Words of Power*

RECOMMENDED LEVEL: 10

DUNGEON: DRAGON LAIR

Paarthurnax

QUEST ITEMS

Snow

COLLECTIBLES

Unique Weapon: Notched Pickaxe [50/80]
Mineable ore (Malachite)

The highest point in Skyrim, the Throat of the World stands at the apex of Whiterun's towering eastern mountain, which forms the border between its neighboring Hold, Eastmarch.

This site has great significance to the story surrounding the Dragonborn. It is also the place where special snow that never melts can be found—a necessary ingredient for "The White Phial" quest.

But after coming all this way, why stop here? Make your way up the final, rocky slope to reach the summit of the mountain and see all of Skyrim spread out below you.

Just below the peak is a vein of rare Malachite (Glass) ore, and a unique pickaxe is imbedded in the rock way up top—a nice little bonus for completing your epic climb!

7.4 Whiterun Hold: Secondary Locations

Next Page >

[6.A] Shrine of Akatosh: Rorikstead



A small cluster of weatherbeaten rocks lie atop this hill overlooking Rorikstead, north of the town. Resting on the ground on the west side is a Shrine of Akatosh, and a book.
Shrine of Akatosh [4/6]

[6.B] Dragon Mound: Rorikstead Resurrection



Related Quest: Main Quest: Alduin's Wall
Related Quest: Main Quest: Elder Knowledge
This Dragon Mound is initially sealed. It opens during Main Quest: Alduin's Wall, once you set off for Sky Haven Temple. After this point, but before you begin your search for the Elder Scroll, Alduin will appear here and resurrect the dragon Nahagliiv.
Alduin cannot be harmed; he resurrects his brethren and flies off. But confront Nahagliiv quickly, or he will attack Rorikstead and wipe out much of the town. Alternatively, you could lure him to the town and use the guards as a distraction to make the battle that much easier.

[6.C] The Expired Alchemist



Follow the stream from Talking Stone Camp until it ends in a waterfall. On the rocky outcropping in the pool below, you can find the body of a dead alchemist. Loot the corpse for a Nirnroot and other valuables.

[6.D] Hunter and Hunted



In the mountains close to Drelas' Cottage, you find a hunter's body. Fend off the fierce predator nearby, then search the corpse for valuables.

[6.E] Shrine of Zenithar: Ring of Boulders



Due west of the Swindler's Den is a ring of large boulders. A small Shrine to Zenithar has been built up against the largest of these stones, with a few offerings.

Shrine of Zenithar [3/5]

[6.F] Fetid Pond



West and a little south of Swindler's Den is a small pond with the skeleton of a mammoth and a dead bandit, still grasping for a Nirnroot at the pool's edge. Search him and harvest any nearby ingredients you need.

[6.G] Shrine of Zenithar: Crumbling Bastion



Due north of Broken Fang Cave lies a crumbling stone ruin. This fortification has seen better days, but a small altar with a Shrine to Zenithar and some offerings still remains. Jump up the rocks behind the ruin to reach a hidden chest on the arched wall over the shrine.
Skill Book [Speech]: 2920, Second Seed, v5
Shrine of Zenithar [4/5]
Chest (Locked: Novice)
Satchel

[6.H] King of the Mudcrabs



Related Quest: Side Quest: Kyne's Sacred Trials
Due west of Broken Fang Cave, just off the main road, is a small pond with a number of Mudcrabs, including a huge Mudcrab carcass. Wonder what it would be like to fight such an enormous creature? Then return here for Kyne's Sacred Trials to battle the Mudcrab Guardian Spirit. Near the pool is a rocky alcove with spilled blood and an old skeleton and some loose items.

[6.I] Shrine of Stendarr: The Two Pillars



Due south of Swindler's Den, two Nordic columns and a bare foundation are all that remain of this old structure, long since lost to the elements. A small Shrine to Stendarr is now present here, along with a Skill Book. Check the altar for some offerings to take.
Skill Book [Enchanting]: Twin Secrets
Shrine of Stendarr [3/5]
Strong Box

[6.J] Swallowed Skeleton: Greymoor Foothills



In the foothills due north of Sleeping Tree Camp is a strange sight: a mammoth skeleton with a human skeleton inside of it. There's little else here but this oddity.

[6.K] Dragon Mound: Great Henge Resurrection



Related Quest
Main Quest: Diplomatic Immunity
Main Quest: Alduin's Wall
This Dragon Mound is initially sealed. It opens during Main Quest: Diplomatic Immunity, once you set off for Solitude. After this point, but before you begin your journey to Sky Haven Temple, Alduin will appear here and resurrect the dragon Vuljotnaak. Alduin cannot be harmed; he resurrects his brethren and flies off. But slay Vuljotnaak and claim his soul.

[6.L] Puzzling Pillar Ruins



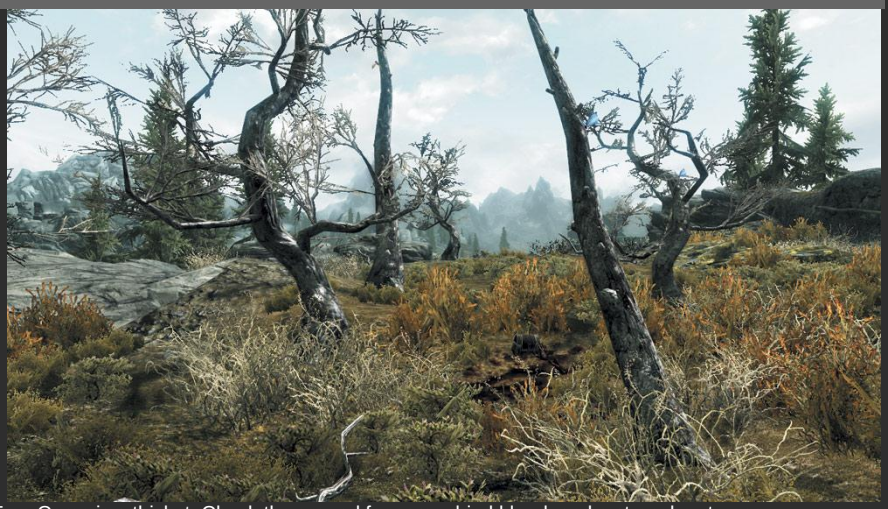
On the rough path leading toward Sleeping Tree Camp is a group of standing stones and three Nordic Puzzle Pillars. Line up the animal glyph associated with the glyph in the rubble around the pillar to open the trapdoor, which has a chest to open.
Chest

[6.M] Necromancer's Bluff



An ancient altar rests atop this rocky bluff. Climb the hill from the east and take in the scene; a pair of skeletons have slain the necromancers that raised them. Splinter these bony fiends, then collect any items on or around the dead.

[6.N] Bloodied Box: Sleeping Tree Camp



Just east of the second path that leads to Sleeping Tree Camp is a thicket. Check the ground for some dried blood, and a strongbox to open.
Strongbox (Apprentice)

[6.O] Dragon Mound: Lone Mountain



Related Quest: Main Quest: Alduin's Wall
This Dragon Mound is initially sealed. It opens during Main Quest: Alduin's Wall. If you visit during or after this point in the Main Quest, the resurrected dragon will likely be circling this location. Strike it down and claim its soul as your prize.

[6.P] The Skeleton's Strong Box: Greymoor



In the rocky scree above the pond to the northwest of Fort Greymoor is a copse of trees. Beneath one of them is a skeleton, still clutching the strongbox it was attempting to covet.
Strongbox (Apprentice)

[6.Q] The Lad of the Lake: Bleakwind Basin



Northwest of Bleakwind Basin is a small lake shrouded by mist. Sticking out of the water is a bony arm, still clutching a sword. Claim it, then pick the nearby Nirnroot you wish.

[6.R] Smuggler's Den: Whiterun



Beneath the rocky cliffs on Whiterun's northern rim lies a smuggler's den, with two bandits who attack if you approach. There's plenty of loose loot lying about, including a supply of Skooma, a Skill Book, and a horse you can steal. Be careful when opening the chest, though. When you do, the remaining members of the gang return and ambush you!
Skill Book [Pickpocket]: Aevar Stone-Singer
Chest (Adept)
Potions

[6.S] Whiterun Attack Camp



Related Quests
Civil War Quest: Battle of Whiterun
Civil War Quest: Defense of Whiterun
At the beginning of the assault on Whiterun, Galmar Stone-Fist assembles his men for a rousing speech at this location, prior to the epic assault (from your allied footsoldiers and flame catapults) on this Imperial-allied stronghold.

[6.T] Shrine of Talos: White River Valley



Related Quests: Favors: Jobs for the Jarls: Elisif the Fair
On a mountain bluff north of the White River, you can find an overhang with a hidden Shrine to Talos. Receive a blessing here if you wish, before helping yourself to the offerings.
Jarl Elisif the Fair of Solitude will send you to this remote shrine to dedicate her husband's Torygg's War Horn to Talos. But when you do, prepare to be ambushed by two Thalmor! A note suggests they have been waylaying worshippers to the shrine.
Shrine of Talos [10/17]
Satchel

[6.U] Hunters' Camp: White River Hills



If the Stormcloaks take control of Whiterun, a small group of hunters will set up camp on this plateau, taking over the spot formerly occupied by Whiterun Stormcloak Camp [6.32].

[6.V] Big Log Bridge



Crossing the gorge with the river rapids below, just south of Hillgrund's Tomb, is a massive fallen tree. A bandit or two are likely to be readying an ambush here. Dropping them with arrows from hiding and watching them plunge into the river is exceptionally satisfying! On the northwest side of the log bridge, find a chest and Skill Book hidden behind the remains of a tree stump.
Skill Book [Illusion]: The Black Arts on Trial
Chest

[6.W] Ruined Toll and Wispmother's Well



Along the winding path in the eastern foothills of the Throat of the World, close to Darkwater River, are the remains of an old Imperial toll building. The place is deserted, save for the screech of a Wispmother, appearing from the well atop the hill. A Skill Book rests atop a large woven basket among the ruins.
Skill Book [Conjuration]: The Warrior's Charge

[6.X] The Seven Thousand Steps



To reach High Hrothgar, pilgrims must climb the Seven Thousand Steps, a journey that begins near the village of Ivarstead in the Rift. Along this path lie ten wayshrines, which recount the history of the Greybeards and the Voice. Read the stone plaques at all ten shrines to receive the unique Voice of the Sky blessing (animals neither attack nor flee from you for a day). You can repeat the pilgrimage to replenish the blessing if you wish.
Voice of the Sky

8.1 Eastmarch: Overview and Services

Topographical Overview



Historians refer to Eastmarch as one of the “old Holds.” Its ancient capital, Windhelm, sits in the northeast of Skyrim, where the White River races toward the Sea of Ghosts.
Windhelm remains the only sizable city in the otherwise determinedly rural Hold of Eastmarch, where the volcanic terrain limits farming and development.



The entire Hold is dominated by sulfur pools where very little grows and seems sunken in compared to the higher elevations of the Rift and the towering Throat of the World.
Most Nords congregate in the north, in and around the granite walls of Windhelm, where Ulfric Stormcloak plans his rebellion against the Empire.



Routes and Pathways

Hold 7

(click here for an interactive version of the map)



Travelers to this region should be satisfied with the well-maintained roads that connect Windhelm to Winterhold in the north, head across to the Pale and Whiterun to the west, and wind south into the Rift.
The White and Darkwater Rivers combine in this territory, allowing you to find your bearings more easily. These rivers then combine with River Yorgrim at the Windhelm bridge and flow out into Winterhold and the Sea of Ghosts, with Dunmeth Pass to the northeast.
The eastern edge of this Hold (and Skyrim itself) is dominated by the Dunmeth Pass at lower elevations, which merge into the Velothi Mountains; this impenetrable mountain range stretches south into the Rift and shrouds the Orc stronghold of Narzulbur and the hidden dwarven ruins of Mzulft.
To the south, the tumbledown Mistwatch and steep slopes buttressing the Rift dominate the area. More rocky terrain can be found to the southwest and west, toward the foothills of the Throat of the World.
The interior of Eastmarch is a no-man's-land of bubbling sulfur pools, giant camps, crests, slopes, and mines.

Available Services, Crafting, and Collectibles

SERVICES

Followers: [6/47]
Houses for Sale: [1/5]
Marriage Prospects: [13/62]
Skill Trainers: [7/50]
Alchemy: [0/3]
Alteration: [1/3]
Archery: [0/3]
Block: [0/2]
Conjuration: [0/3]
Destruction: [1/3]
Enchanting: [0/2]
Heavy Armor: [1/3]
Illusion: [0/2]
Light Armor: [1/3]
Lockpicking: [0/2]
One-Handed: [0/3]
Pickpocket: [1/3]
Restoration: [0/3]
Smithing: [0/3]
Sneak: [0/3]
Speech: [1/4]
Two-Handed: [1/2]
Traders: [15/133]
Apothecary [1/12]
Bartender [1/5]
Blacksmith [3/33]
Carriage Driver [1/5]
Fence [1/10]
Fletcher [0/3]
Food Vendor [1/9]
General Goods [3/19]
Innkeeper [2/15]
Jeweler [0/2]
Special [0/3]
Spell Vendor [1/12]
Stablemaster [1/5]

COLLECTIBLES

Captured Critters: [0/5]
Dragon Claws: [0/10]
Dragon Priest Masks: [0/10]

Larceny Targets: [0/7]
Skill Books: [22/180]
Alchemy: [1/10]
Alteration: [2/10]
Archery: [1/10]
Block: [2/10]
Conjuration: [1/10]
Destruction: [1/10]
Enchanting: [1/10]
Heavy Armor: [2/10]
Illusion: [1/10]
Light Armor: [1/10]
Lockpicking: [1/10]
One-Handed: [0/10]
Pickpocket: [2/10]
Restoration: [0/10]
Smithing: [3/10]
Sneak: [1/10]
Speech: [1/10]
Two-Handed: [1/10]
Treasure Maps: [4/11]
Unique Items: [5/112]
Unique Weapons: [4/80]
Unusual Gems: [4/24]
Special Objects
Shrines: [8/69]
Akatosh: [1/6]
Arkay: [1/12]
Dibella: [2/8]
Julianos: [1/5]
Kynareth: [0/6]
Mara: [0/5]
Stendarr: [0/5]
Talos: [3/17]
Zenithar: [0/5]
Standing Stones: [1/13]
The Atronach Stone
Word Walls: [1/42]
Animal Allegiance: [0/3]
Aura Whisper: [0/3]
Become Ethereal: [0/3]
Disarm: [0/3]
Dismaying Shout: [0/3]
Elemental Fury: [0/3]
Fire Breath: [0/2]
Frost Breath: [1/3]
Ice Form: [0/3]
Kyne's Peace: [0/3]
Marked for Death: [0/3]
Slow Time: [0/3]
Storm Call: [0/3]
Throw Voice: [0/1]
Unrelenting Force: [0/1]
Whirlwind Sprint: [0/2]

Crafting Stations: Eastmarch

Type	Location A	Location B
Alchemy Lab	Windhelm (the White Phial) [7.00]	Narzulbur (Exterior) [7.22]
Arcane Enchanter	Windhelm (Market District) [7.00]	Windhelm (Palace of the Kings: Wuunferth the Unliving's Chamber) [7.00]
Anvil or Blacksmith Forge	Windhelm (Market District) [7.00]	Gloombound Mine (Exterior) [7.23]
Cooking Pot and Spit	Windhelm (Candlehearth Hall) [7.00]	Windhelm (House of Clan Shatter-Shield) [7.00]
Grindstone	Windhelm (Market District) [7.00]	Gloombound Mine (Exterior) [7.23]
Smelter	Windhelm (Market District) [7.00]	Gloombound Mine (Exterior) [7.23]
Tanning Rack	Windhelm (Market District) [7.00]	Narzulbur (Exterior) [7.22]
Wood Chopping Block	Windhelm (Market District) [7.00]	Narzulbur (Exterior) [7.22]
Workbench	Windhelm (Market District) [7.00]	Gloombound Mine (Exterior) [7.23]

Primary Locations

Total—40: Hold Capital, Palace of the Kings, 38 Hold Locations
[7.00] Hold Capital City: Windhelm
[7.00] Palace of the Kings
Jarl: Ulfric Stormcloak

[7.01] Uttering Hills Cave
[7.02] Gallows Rock
[7.03] Mara's Eye Pond
[7.04] Morvunskar
[7.05] Kynesgrove
[7.06] Windhelm Stables
[7.07] Brandy-Mug Farm
[7.08] Hlaalu Farm
[7.09] Hollyfrost Farm
[7.10] Traitor's Post
[7.11] Refugees' Rest
[7.12] Sacellum of Boethiah
[7.13] Cradlecrush Rock
[7.14] Abandoned Prison
[7.15] Mixwater Mill
[7.16] Broken Limb Camp
[7.17] Cronvangr Cave
[7.18] Riverside Shack
[7.19] Witchmist Grove
[7.20] Bonestrewn Crest
[7.21] Steamcrag Camp
[7.22] Narzulbur
[7.23] Gloombound Mine
[7.24] Cragwallow Slope
[7.25] Mzulft
[7.26] Lost Knife Hideout
[7.27] Fort Amol
[7.28] Darkwater Pass
[7.29] Snapleg Cave
[7.30] Eldergleam Sanctuary
[7.31] Darkwater Crossing
[7.32] The Atronach Stone
[7.33] Mistwatch
[7.34] Eastmarch Imperial Camp
[7.35] Kagrenzel
[7.36] Stony Creek Cave
[7.37] Cragslane Cavern
[7.38] Ansilvund

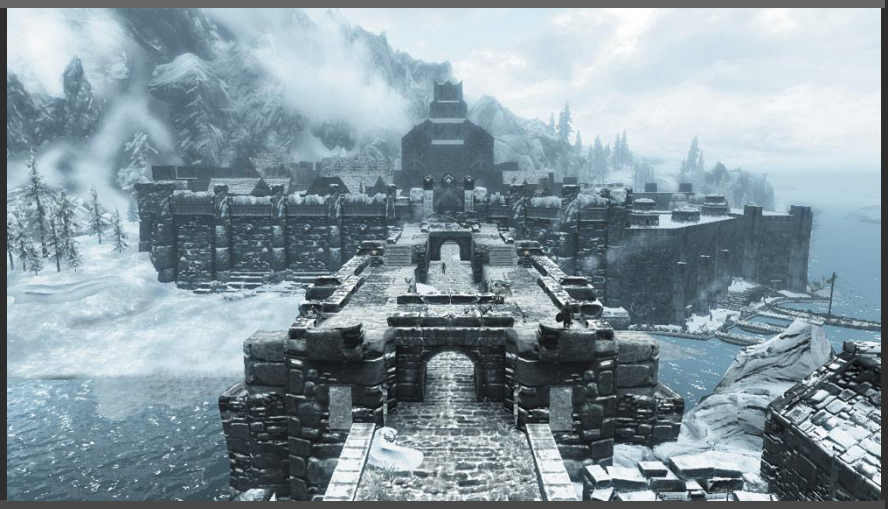
Secondary Locations

Total—21 Points of Interest

[7.A] Lucky Lorenz's Shack
[7.B] Shrine of Talos: Cradlecrush Pond
[7.C] Mara's Eye Stones
[7.D] Frost Troll Den: Uttering Hills
[7.E] Shrine of Talos: Watcher of Windhelm
[7.F] Hunter's Camp: Windhelm Plateau
[7.G] Windhelm Attack Camp
[7.H] Dragon Mound: Kynesgrove Resurrection
[7.I] Hunter's Camp: Dunmeth Pass
[7.J] Wild Animal Den: Dunmeth Pass
[7.K] Hunter's Camp: Sulphur Soaking Pools
[7.L] Dragon Mound: Bonestrewn Flats
[7.M] Cronvangr Summoning Altar
[7.N] Dragon Mound: Witchmist Slope
[7.O] Witchmist Sulphur Pool
[7.P] Hunters' Camp: Steamcrag Slopes
[7.Q] Mistwatch Folly
[7.R] Shrine of Akatosh: Steamcrag Hillock
[7.S] The Mournful Giant
[7.T] Dragon Mound: Mzulft Foothills
[7.U] Hunters' Camp: Slopes of Kagrenzel

8.2 Eastmarch: Hold Capital Windhelm

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RELATED QUESTS

Main Quest: Season Unending
Civil War Quest: Joining the Stormcloaks
Civil War Quest: The Jagged Crown
Civil War Quest: Message to Whiterun
Civil War Quest: Liberation of Skyrim
Civil War Quest: A False Front
Civil War Quest: Rescue from Fort Neugrad
Civil War Quest: Compelling Tribute
Civil War Quest: The Battle for Fort Snowhawk
Civil War Quest: The Battle for Fort Sungard
Civil War Quest: Battle for Whiterun
Civil War Quest: Reunification of Skyrim
Civil War Quest: Battle for Windhelm
Side Quest: Rise in the East
Side Quest: Blood on the Ice
Side Quest: The White Phial
Side Quest: Repairing the Phial
Dark Brotherhood Quest: Innocence Lost
Dark Brotherhood Quest: Sentenced to Death
Dark Brotherhood Quest: Breaching Security
Thieves Guild Radiant Quest: No Stone Unturned (x2)
Thieves Guild City Influence Quest: Summerset Shadows
Miscellaneous Objective: Innkeeper Rumors (Candlehearth Hall)
Miscellaneous Objective: Crew Cut† (Kjar)
Miscellaneous Objective: Nightshade for the Unliving† (Hillevi Cruel-Sea)
Miscellaneous Objective: Malborn's Long Shadow† (Malborn)
Favor (Activity): A Drunk's Drink† (Brond)
Favor (Activity): A Drunk's Drink† (Torbjorn Shatter-Shield)
Favor (Activity): The Gift of Charity† (Angrenor Once-Honored)
Favor (Activity): The Gift of Charity† (Silda the Unseen)
Favor: Special Delivery† (Adonato Leotelli)
Favor: A Good Talking To† (Scouts-Many-Marshes)
Favor: Sparring Partners† (Rolff)
Favor: A Little Light Thievery† (Stands-in-Shadows)
Favor: A Little Light Burglary† (Revyn Sadri)
Favor: The Bandit Slayer† (Brunwulf Free-Winter)
Favor: Rare Item Hunt† (Torbjorn Shatter-Shield)
Favor: Item Retrieval (Bandit Camp)† (Shahvee)
Favor: Item Retrieval (Cave)† (Oengul War-Anvil)
Thane Quest: Thane of Eastmarch†
Habitation or Dungeon Type: Hold Capital (Major)

CRAFTING

Alchemy Lab (2)
Arcane Enchanter
Blacksmith Forge
Grindstones (2)
Smelter
Tanning Racks (3)
Workbench (2)

SERVICES

Follower: Adelaisa Vendicci [34/47]
Follower: Stenvar [35/47]
Follower: Calder [36/47]
House for Sale: Hjerim [4/5]
Marriage Prospect: Scouts-Many-Marshes [39/62]
Marriage Prospect: Shahvee [40/62]
Marriage Prospect: Angrenor Once-Honored [41/62]
Marriage Prospect: Stenvar [42/62]
Marriage Prospect: Viola Giordano [43/62]
Marriage Prospect: Quintus Navale [44/62]

Marriage Prospect: Revyn Sadri [45/62]
Marriage Prospect: Calder [46/62]
Trader (Apothecary): Nurelion [8/12]
Trader (Bartender): Ambarys Rendar [2/5]
Trader (Blacksmith): Oengul War-Anvil [22/33]
Trader (Fence): Niranye [5/10]
Trader (Food Vendor): Hillevi Cruel-Sea [8/9]
Trader (General Store Vendor): Aval Atheron [9/19]
Trader (General Store Vendor): Niranye [10/19]
Trader (General Store Vendor): Revyn Sadri [11/19]
Trader (Innkeeper): Elda Early-Dawn [11/15]
Trader (Spell Vendor): Wuunferth the Unliving [11/12]
Trainer [Destruction: Journeyman]: Wuunferth the Unliving [3/3]
Trainer [Heavy Armor: Journeyman]: Hermir Strong-Heart [3/3]
Trainer [Light Armor: Journeyman]: Scouts-Many-Marshes [1/3]
Trainer [Pickpocket: Expert]: Silda the Unseen [1/3]
Trainer [Speech: Journeyman]: Revyn Sadri [3/4]
Trainer [Two-Handed: Expert]: Torbjorn Shatter-Shield [2/2]

COLLECTIBLES

Skill Book [Alchemy]: A Game at Dinner [A2/10]
Skill Book [Block]: The Mirror [D2/10]
Skill Book [Conjuration]: 2920, Frostfall, v10 [A1/10]
Skill Book [Destruction]: A Hypothetical Treachery [A2/10]
Skill Book [Heavy Armor]: The Knights of the Nine [E2/10]
Skill Book [Illusion]: The Black Arts On Trail [E1/10]
Skill Book [Light Armor]: Ice and Chitin [A2/10]
Skill Book [Pickpocket]: Thief [D1/10]
Skill Book [Sneak]: The Red Kitchen Reader [D2/10]
Skill Book [Speech]: 2920, Second Seed, v5 [A2/10]
Unique Item: Viola's Gold Ring [60/112]
Unique Item: Strange Amulet [61/112]
Unique Item: Necromancer Amulet [62/112]
Unusual Gem: [16/24]
Unusual Gem: [17/24]

SPECIAL OBJECTS

Business Ledger
Civil War: Map of Skyrim
Shrine of Arkay [8/12]
Shrine of Talos [11/17]
Chest
Potions aplenty

Lore: City Overview

Windhelm

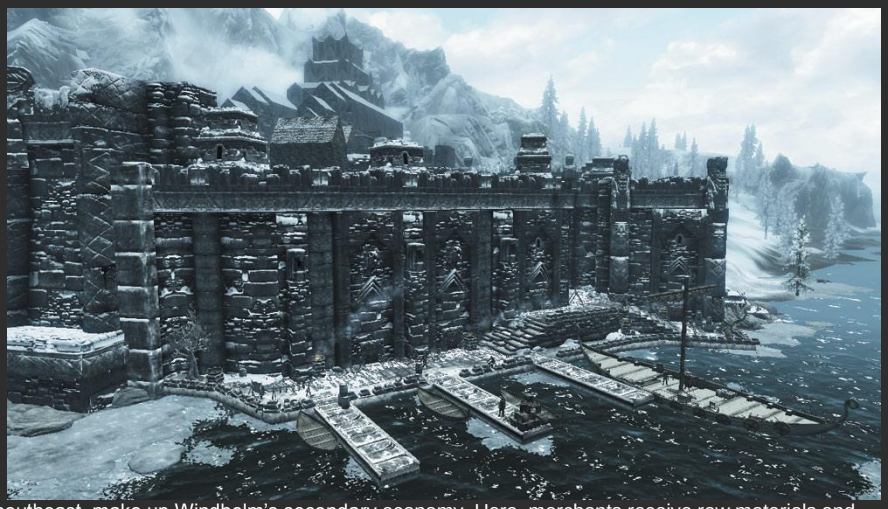
(click here for an interactive version of the map)



Windhelm sits on the northern bank of the White River and is an imposing sight, with its massive ice-covered stone walls.
Travelers to the city are greeted by the majestic frozen bridge leading to the main gate, but it is the old Palace of Ysgramor (now known as the Palace of the Kings), towering over all other structures in the city, that truly takes the breath away.
The city slopes slightly northward and has different levels of elevation, with the Palace located at the city's highest point, making it even more visible and striking. The streets are packed with snow, giving the city something of a claustrophobic feel; the sky is always white or overcast, and fierce blizzards batter the city with alarming regularity.
It is within these snow-strewn streets and icy alleys that Windhelm's inhabitants live, usually with an overriding sense of tension. There's a lot on the minds of the city's residents these days.
Skyrim is now in the throes of Civil War, and Jarl Ulfric Stormcloak leads the rebellion against the Empire. The Dark Elves in the Gray Quarter have grown increasingly disillusioned. Dragons have returned to the world and threaten to destroy all of Skyrim.
And as if all that weren't bad enough, a mysterious killer has been stalking the snowy streets of Windhelm at night and has already claimed three victims.

Important Areas of Interest

EXTERIOR AND DOCKSIDE



The Docks, located just outside the city walls to the southeast, make up Windhelm's secondary economy. Here, merchants receive raw materials and other goods from all over the Empire, and ship out processed goods and raw materials unique to Skyrim. The Windhelm Docks are also where the East Empire Company has its only office outside of Solitude.
Most of the dockworkers are poor Argonians who live on the docks in a large, ramshackle residence known as the Argonian Assemblage. They are the lowest class in all of Windhelm, and the Docks district is their domain.

1) CITY GATES AND BRIDGE

Windhelm's large fortified main gate serves as the primary means of entry into the city. The bridge leading to the gate from the Stables has side parapets, mostly in disrepair, but offers a good view of the ominous main walls.
Head into the belly of the bridge (there's an interior barracks) to discover a Skill Book resting on a table. You can drop down to the dockside from the right edge of the bridge, by the gate.
***Skill Book [Light Armor]**: Ice and Chitin [A2/10]*

2) EAST EMPIRE COMPANY

Orthus Endario
Adelaisa Vendicci (after Side Quest: Rise in the East has started)
The East Empire Company is the well-known Imperial Shipping organization and has spread its influence across Tamriel. A few years prior, the company made its first in-roads in Skyrim by establishing an office and shipping center in Windhelm.
The organization enjoyed a brisk business here, in direct competition with that of Clan Shatter-Shield's, but the office is now closed. It can be reopened as part of Side Quest: Rise in the East; if that happens, business will resume.
Follower: Adelaisa Vendicci [34/47]
Business Ledger
Strongbox (Adept)

3) CLAN SHATTER-SHIELD OFFICE

A small office building where Clan Shatter-Shield runs the business of their shipping operation. This has a front desk area where Suvaris Atheron meets clients, and a back area where records are kept, including a logbook noting the Clan's decision to work clandestinely with pirates (Side Quest: Rise in the East).
Suvaris Atheron's Logbook
Business Ledger
Strongbox (Adept)

4) ARGONIAN ASSEMBLAGE

Shahvee
Stands-In-Shallows
Scouts-Many-Marshes
Neetrenaza
The Argonian Assemblage is a jail-like dwelling on the freezing Windhelm Docks that serves as communal housing for the city's Argonian dockworkers. It is the worst building in all of Windhelm, outside the protection of the city's giant stone walls.
Marriage Prospect: Scouts-Many-Marshes [39/62]
Marriage Prospect: Shahvee [40/62]
Trainer (Light Armor: Journeyman): Scouts-Many-Marshes [1/3]
Skill Book [Pickpocket]: Thief [D1/10]
Knapsack

5) WAREHOUSE

An old warehouse with nothing but slightly musty barrels and crates.
Knapsack

6) DOCK AND THE NORTH WIND

Kjar
Dalan Merchad
The main dockside where the Argonian workers are ferrying wood and using the tanning rack is also where the North Wind is moored. Captain Kjar and first mate Dalan Merchad are sitting on this vessel, planning their next trip into the Sea of Ghosts. The steps between the Argonian Assemblage and the Warehouse leads to another Tanning Rack, and the city's smaller, East Gate.
Crafting: Grindstone, Tanning Rack, Workbench

Interior

STONE QUARTER



The Stone Quarter is Windhelm's central district, the one visitors first enter when passing through the Main Gate into the city. It contains the marketplace and the most important shops and inn.

I) SOUTH GATE

Rolff Stone-Fist
Angrenor Once-Honored
Just inside the main gate are a number of stone steps and thoroughfares around the Candlehearth Hall. Rolff Stone-Fist is ranting his racism against Dark Elf Suvaris Atheron as his lackey Angrenor Once-Honored looks on.
This ugly undercurrent of racial tension clashes with the spectacular and sturdy ancient Nord architecture of this wondrous walled city.

2) EAST GATE

This allows you quick access to and from Dockside, and allows you to enter close to the edge of the Gray Quarter.

3) NIRANYE'S HOUSE

Niranye
Niranye sets up her stall in the Stone Quarter Marketplace selling various goods, including Black-Briar Mead from Riften, fish from the docks, fruits and vegetables she must acquire from some outside contact, and various baubles.
Her home is well appointed but not grand. Via a hidden panel, her house contains the locked (Expert) secret cellar headquarters of the Summerset Shadows. See Thieves Guild City Influence Quest: Summerset Shadows for more details.
Niranye's Safe (Expert)
Knapsack

4) CANDLEHEARTH HALL



Elda Early-Dawn
Adonato Leotelli
Susanna the Wicked
Nils
Candlehearth Hall is the city's inn, but to the people of Windhelm, it is much more than that. It is a place of warmth, comfort, and security, where all the troubles of the outside world are drowned away by cold mead.
The inn gets its name from its giant fireplace, with a fire that is constantly attended. On the hearth above the great fire sits a lone candle that was lit 150 years earlier, when the inn was a smaller private residence, to mark the death of the great warrior Vundheim; since that day, the candle has never gone out.
Follower: Stenvar [35/47]
Marriage Prospect: Angrenor Once-Honored [41/62]
Marriage Prospect: Stenvar [42/62]
Marriage Prospect: Viola Giordano [43/62]
Trader (Innkeeper): Elda Early-Dawn [11/15]
Room for the night, Food
Innkeeper Rumors
Business Ledger
Adonato's Book
Strongbox (Adept)
Potions

5) CALIXTO'S HOUSE OF CURIOSITIES



6) Calixto Corrium
Calixto's House of Curiosities is like no other building in Skyrim. It is a private residence but has been set up as a collection of oddities, all of which have been gathered by the owner, Calixto Corrium, over a period of nearly 20 years.
The items range from ingredients to the unique to the questionable (such as Ysgramor's Spoon). Take the tour for two gold pieces. Calixto has a key that opens his chest on the upper cubbyhole.
Calixto's Chest (Requires Key)
Calixto's Key
The Book of Fate
The Dancer's Flute
Ysgramor's Soup Spoon
Knapsack

BRUNWULF FREE-WINTER'S HOUSE

Brunwulf Free-Winter
This well-kept house belongs to Brunwulf Free-Winter, Nord war hero. Aside from a few books, there's some minor loot and a potion.
Shadowmark: "Loot"

7) ARETINO RESIDENCE

Aventus Aretino
The Aretino Residence is where Aurelia Aretino lived with her young son Aventus, until her brutal murder in a Windhelm back alley a couple of weeks prior.
Now, the home is locked up, but rumors around town (including talk from Idesa Sadri and Grimvar Cruel-Sea under the eaves of the house) are that young Aventus is inside—having escaped from the Honorhall Orphanage and returned home—and has gone mad with grief. That's the only reasoning that could explain the strange noises coming from the house at odd hours.
Consult the Dark Brotherhood Quest: Innocence Lost for more information. Inside the house, find a Skill Book hidden behind a shelf.
Skill Book [Destruction]: A Hypothetical Treachery [A2/10]

8) BLACKSMITH QUARTERS



Oengul War-Anvil
Hermir Strong-Heart
Windhelm's Blacksmiths consists of Oengul's personal residence, with scattered weapons and books inside, and the smithing apparatus outside, close to the Marketplace. The alleyway back to the South Gate has a Wood Chopping Block.
Shadowmark: "Loot"
Crafting: Blacksmith Forge, Grindstone, Smelter, Tanning Rack, Workbench
Trader (Blacksmith): Oengul War-Anvil [22/33]
Weapons, Apparel, Misc
Trainer (Heavy Armor: Journeyman): Hermir Strong-Heart [3/3]

9) MARKETPLACE

Hillevi Cruel-Sea
Aval Atheron
The marketplace consists of a group of stalls and shops close to the Blacksmiths and the White Phial. During the day, when the Marketplace is open, stalls sell various items, from armor to fresh fruits and vegetables.

Trader (Food Vendor): Hillevi Cruel-Sea [8/9]
Food
Trader (General Store Vendor): Aval Atheron [9/19]
Weapons, Apparel, Potions Food, Books, Misc
Trader (Fence): Niranye [5/10]
Trader (General Store Vendor): Niranye [10/19]
Weapons, Apparel, Potions Food, Books, Misc

10) THE WHITE PHIAL



Nurelion
Quintus Navale
The White Phial is Windhelm's apothecary and sells all manner of potions and alchemical reagents. It was named after an item of legend, the White Phial, a potion bottle made of magically infused snow, which was said to replenish any liquid placed into it, one day after that liquid was consumed or emptied. The truth is, the White Phial is quite real and is coveted greatly by the establishment's owner and resident alchemist, Nurelion, who has recently learned of its location. In any case, search behind the counter to discover a Skill Book.
Crafting: Alchemy Lab
Marriage Prospect: Quintus Navale [44/62]
Trader (Apothecary): Nurelion [8/12]
Potions, Food, Ingredients, Books
Skill Book [Illusion]: The Black Arts On Trail [E1/10]
Business Ledger
Strongbox (Adept)
Potions aplenty

11) HALL OF THE DEAD

Helgird
The Windhelm Hall of the Dead is a large stone structure that serves as both mausoleum and Shrine to Arkay. The first chamber anyone enters is the shrine, and people do come to worship freely. But the rest of the building, and the lower catacombs, hold generations of Nord dead. The entire facility is overseen by Helgird, a Priestess of Arkay. Outside is a graveyard separated by the main thoroughfare; this is the scene of a gruesome murder that begins Side Quest: Blood on the Ice.
Shrine to Arkay [8/12]
Knapsack

12) TEMPLE OF TALOS

Lortheim
Jora Wing-Wish
The Temple of Talos is immense and unique, and due to the current Civil War, it is the only full-fledged Temple of Talos in all of Skyrim. Here in Windhelm, a city held by the Stormcloaks, the people are free to worship Talos freely. You can get a Blessing at the altar, and the priests sleep behind in the alcove, which has a number of books you might wish to read.
Shrine to Talos [11/17]

GRAY QUARTER



The Gray Quarter was so named because of the sheer number of Dark Elves who reside here. It was once named the "Snow Quarter," but that was a long time ago. But to the elves, the name "Gray Quarter" is one of derision, cruelty, and discrimination. They believe the Nord people of Windhelm have always seen them as outsiders and hated them because of it.

Unique Item: Viola's Gold Ring [60/112]

13) BELYN HLAALU'S HOUSE

Belyn Hlaalu

This is the house of Belyn Hlaalu, owner of the Hlaalu Farm, which is located just outside the city walls to the south. The house is well kept, and there's a chest and Skill Book in a dark corner upstairs.

Shadowmark: "Loot"
Skill Book [Conjuration]: 2920, Frostfall, v10 [A1/10]
Chest
Knapsack
Potion

14) ATHERON RESIDENCE

Faryl Atheron
Suvaris Atheron

This large building serves as the home of the Dark Elf Atheron family, whose members have been hard-working laborers in Windhelm for nearly three generations. The Atherons are also tired of feeling like second-class citizens and are fairly strong leaders on the Dark Elf community of Windhelm.

Potions

15) NEW GNISIS CORNERCLUB



Ambarys Rendar
Malthyr Elenil

The New Gnisis Cornerclub is the social center of the Dark Elves within Windhelm. Patrons can buy drinks and swap stories, but there are no rooms to rent.

Ambarys, the proprietor, has no great love of the Nords (especially given the way they treat his fellow Dark Elves) and thus has allowed a back room to become a small headquarters for the Imperial faction in Skyrim.

There are three floors; at the very top are the bedrooms and a business ledger. In the basement, a Skill Book is tucked between barrels beneath the stairs.

Trader (Innkeeper): Ambarys Rendar [2/5]
Food
Innkeeper Rumors
Skill Book [Alchemy]: A Game at Dinner [A2/10]
Skill Book [Sneak]: The Red Kitchen Reader [D2/10]
Business Ledger
Potions

16) SADRI'S USED WARES



Revyn Sadri

Sadri's Used Wares is a large pawnshop, and the owner, Revyn Sadri, will buy and sell just about anything, with the exception of any goods he knows are stolen. Look on the counter shelves for a Skill Book.

Marriage Prospect: Revyn Sadri [45/62]
Trader (General Store Vendor): Revyn Sadri [11/19]
Weapons, Apparel, Potions, Food, Books, Misc
Trainer (Speech: Journeyman): Revyn Sadri [3/4]
Skill Book [Speech]: 2920, Second Seed, v5 [A2/10]

Business Ledger
Potions aplenty

VALUNSTRAD



Translated from the ancient Nordic, Valunstrad means “Avenue of Valor.” It is the oldest section of Whiterun and has the largest buildings in the entire city, including the ancient and majestic Palace of the Kings.

17) HOUSE OF CLAN SHATTER-SHIELD

Torbjorn Shatter-Shield
Tova Shatter-Shield
Nilsine Shatter-Shield

Clan Shatter-Shield has lived in Windhelm for generations. They are from “old money,” garnered from the city’s shipping industry, and have not needed to do any kind of work for as long as anyone in the city can remember (much to the jealously and general derision of many citizens). They still control much of the shipping but leave the particulars up to their supervisor Suvaris Atheron and the workers at the Argonian Assemblage. Lately, the Shatter-Shields have become an object of pity, as one of the clan’s members, Friga, twin sister of Nilsine, was recently murdered by the unknown killer stalking Windhelm’s streets.

Shadowmark: “Loot”
Trainer (Two-Handed: Expert): Torbjorn Shatter-Shield [2/2]
Unusual Gem: [16/24]
Knapsack

18) HJERIM (HOUSE FOR SALE)



This dwelling is currently empty and has been unoccupied for some time. Translated from the Nord, the name means “Home of Frost.” Should you become the Thane of Windhelm (by completing Favors for the citizens and Jarl), you can purchase this abode from Jarl Ulfric Stormcloak’s Steward, Jorleif.

Consult the Thane Quests for more information.

Follower: Calder [36/47]
Marriage Prospect: Revyn Sadri [46/62]
Unique Item: Strange Amulet [61/112]

19) HOUSE OF CLAN CRUEL-SEA

Torsten Cruel-Sea
Grimvar Cruel-Sea
Sings-of-Dreams

This is the house of Clan Cruel-Sea, a well-liked and respected Nord family. Husband and wife Torsten and Hillevi run the Hollyfrost Farm, and now that they have a young son, they’re raising him to take over the family business someday. As expected for the location, the house is grand and spotlessly clean.

Shadowmark: “Protected”
Knapsack
Potions

20) VIOLA GIORDANO’S HOUSE

Viola Giordano

This large house is the residence of Viola Giordano, an elderly Imperial noblewoman who came to Skyrim several years prior with her (now deceased) husband, a captain in the Imperial Legion. Her dwelling is stocked with food and books.
Shadowmark: "Loot"
Chest (2)
Potions

Palace of the Kings



The following people of Windhelm are the leaders of the Stormcloaks at the start of the Civil War:
Ulfric Stormcloak (Jarl)
Ulfric Stormcloak is the leader of the Stormcloaks, who are attempting to make Skyrim independent of the Empire. He fought in the Imperial Legions during the Great War against the Aldmeri Dominion, 20 years ago, distinguishing himself in the battle at the Imperial City, which ended the war in the White-Gold Concordat. In 176, he was one of the key figures in the Markarth Incident. Soon after, he founded the Stormcloaks (initially as an underground group centered around the now-proscribed worship of Talos). He became Jarl of Windhelm after the death of his father Hoag in 183. In 201, he killed the High King of Skyrim in the throne room of the Blue Palace in Solitude, declaring him a lackey of the Empire and no true Nord (the slaying was based on the High King's support for the Empire's policy of suppression of Talos worship). A surprisingly swift and effective response by the Empire (possibly secretly aided by Thalmor informants) led to his arrest along with those of his associates. After escaping death in Helgen, he returned to his throne. Fiery and impetuous, he is a born leader but lacks the cool head of a military strategist. He passionately believes in his cause, though; he is not an opportunist—although the chance to become King of Skyrim certainly does appeal to his substantial ego.

Galmar Stone-Fist (Housecarl)
Galmar is old but still hale, a very experienced Nord warrior and Ulfric's right-hand man. He served Ulfric's father and is more concerned with winning the war than the politics behind it. He is one of Ulfric's most trusted allies and acts as the main field commander for the Civil War.

Jorleif (Steward)
Jorleif is an excellent advisor, especially in this time of war. Ulfric greatly values Jorleif's council and especially appreciates the man's honesty and realistic assessments of the ongoing conflict.

Captain Lonely-Gale
One of Skyrim's most respected citizens, Captain Lonely-Gale made his fortune as a trading ship captain working the rivers and coastlines of Skyrim. Those adventurous days are behind him now, but his authoritative, commanding nature remains and the people of Windhelm have a great respect for his fair and evenhanded views of the war. It is these qualities that cause Brunwulf Free-Winter to choose him as a Steward when he takes over as Jarl following a successful invasion of Windhelm by the Imperial forces during the Civil War.

Wuunferth the Unliving (Court Wizard)
An ancient and frail Court Wizard, Wuunferth is also an immensely powerful magic user and is obsessed with becoming even more powerful. The people of Windhelm are convinced the man has sold his soul to some Daedra or is only part human, and that's how he earned the title "the Unliving." For his part, Ulfric doesn't necessarily like Wuunferth and distrusts his sorcery, but he respects the great power the man holds and his possible use in the Civil War.

Unique Item: Necromancer Amulet [62/112]

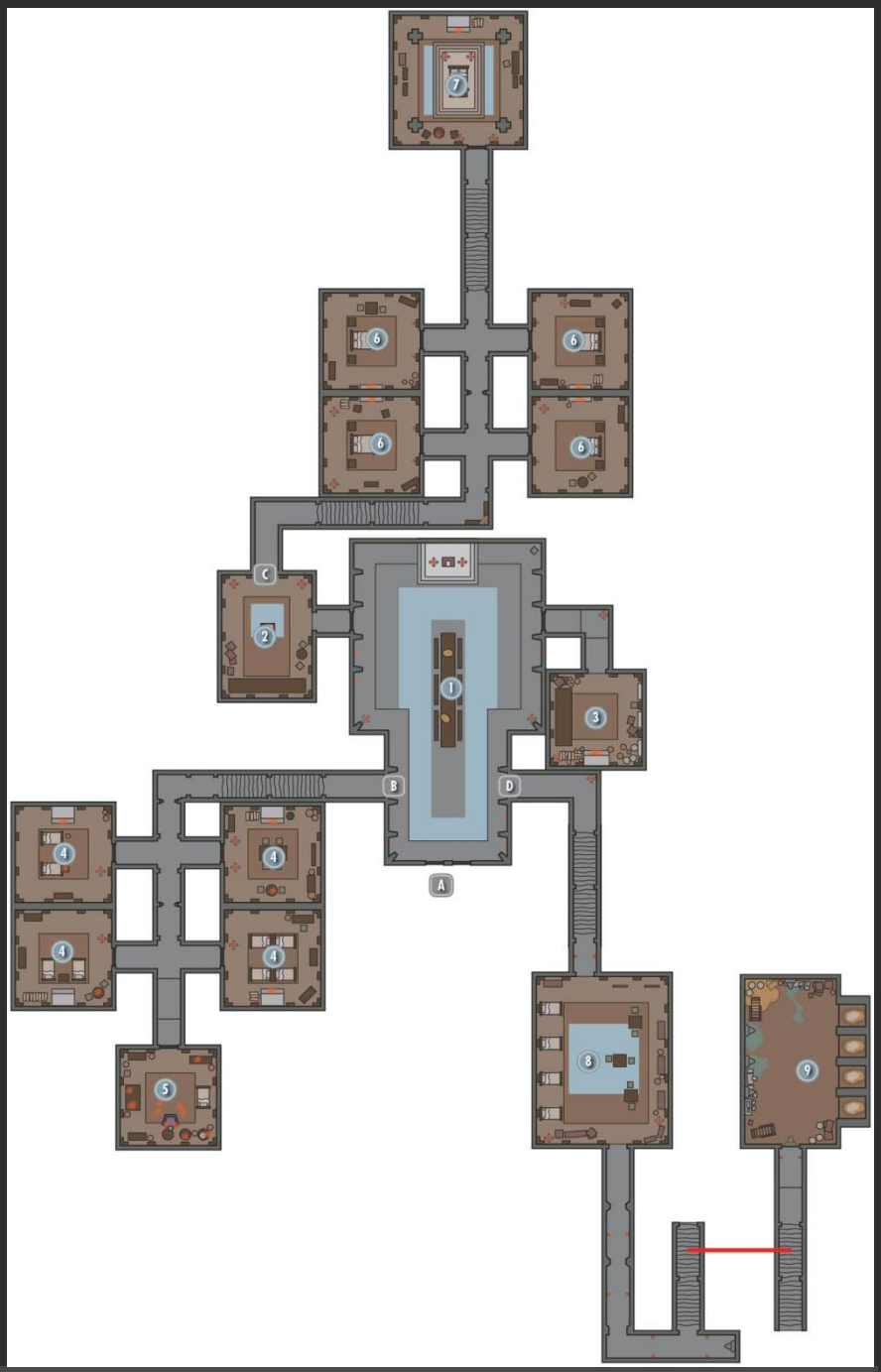
Sifnar Ironkettle
Silda the Unseen
Trainer (Pickpocket: Expert): Silda the Unseen [1/3]
The following residents of Windhelm take control of Windhelm once this Hold falls during the Civil War.

Jarl Brunwulf Free-Winter
Brunwulf's reputation and natural leadership would be enough to make him the Empire's choice to replace Ulfric as Jarl of the city, but the fact that its people both love and respect him cements the choice. Brunwulf has no patience for those who exhibit prejudice, and this fits well with the Empire's cosmopolitan views. Notably, Brunwulf will forgo the naming of a Housecarl because he believes that he can defend himself capably enough, and he does not want anyone else to risk their life on his behalf.

Captain Lonely-Gale (Steward)
When Brunwulf ascends to the position of Jarl, he calls upon Captain Lonely-Gale to join him as Steward. In his days as a ship's master, the good captain earned his success by running a tight ship and managing his resources wisely. Brunwulf is counting on those same qualities as he works to heal his city and his Hold from the scars of war.

Palace of the Kings: Ground Floor

The Palace of the Kings is an ancient stone fortress that now serves as 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 the center of the pro-Nord war effort in the Civil War.
(click here for an interactive version of the map)



A) DOOR TO WINDHELM

The two massive front doors are built to withstand an army.

1) GREAT HALL

Once a place of great merriment, this banquet and throne of Ysgramor is a place of planning and argument. There is much of the feast still left on the table to steal.

B) DOOR TO PALACE OF THE KINGS UPSTAIRS

2) WAR ROOM

Inside the Palace Keep, Ulfric and his advisors discuss their Civil War strategies.

Civil War: Map of Skyrim

C) DOOR TO PALACE OF THE KINGS UPSTAIRS

3) KITCHENS

Food preparation for the castle occurs here.

D) DOOR TO WINDHELM BARRACKS

Palace of the Kings: Upstairs

B) DOOR TO PALACE OF THE KINGS

4) PRIVATE CHAMBERS

These four upstairs chambers are for guests of the Jarl. The northeastern chamber has a couple of books of interest.

Skill Book [Heavy Armor]: The Knights of the Nine [E2/10]

5) WUUNFERTH THE UNLIVING'S CHAMBER

The Court Wizard resides here and has a supply of scrolls and books for you to purchase and ingredients to steal.

Crafting: Alchemy Lab, Arcane Enchanter

Trader (Spell Vendor): Wuunferth the Unliving [11/12]

Apparel, Scrolls, Books, Misc

Trainer (Destruction: Journeyman): Wuunferth the Unliving [3/3]

Palace of the Kings Upstairs II

C) DOOR TO PALACE OF THE KINGS UPSTAIRS

This separate area is accessed from the War Room.

6) PRIVATE CHAMBERS

These four upstairs chambers are for guests of the Jarl.

7) JARL ULFRIC STORMCLOAK'S BED CHAMBER

The largest bed in all of Windhelm greets you, as well as some musty tomes to read. A Skill Book rests on a table here, partially covered by another book.

Skill Book [Block]: The Mirror [D2/10]

D) DOOR TO WINDHELM BARRACKS (AKA BLOODWORKS)

8) WINDHELM BARRACKS

The sleeping quarters for the city's guards. Note the chests in one corner.

Evidence Chest

Prisoner Belongings Chest

9) WINDHELM JAIL

Unlike some other capital cities, there are no secret exits when you're caught in Windhelm. Pick the lock (Adept) to face a guard's wrath, or serve out your sentence.

8.3 Eastmarch: Primary Locations

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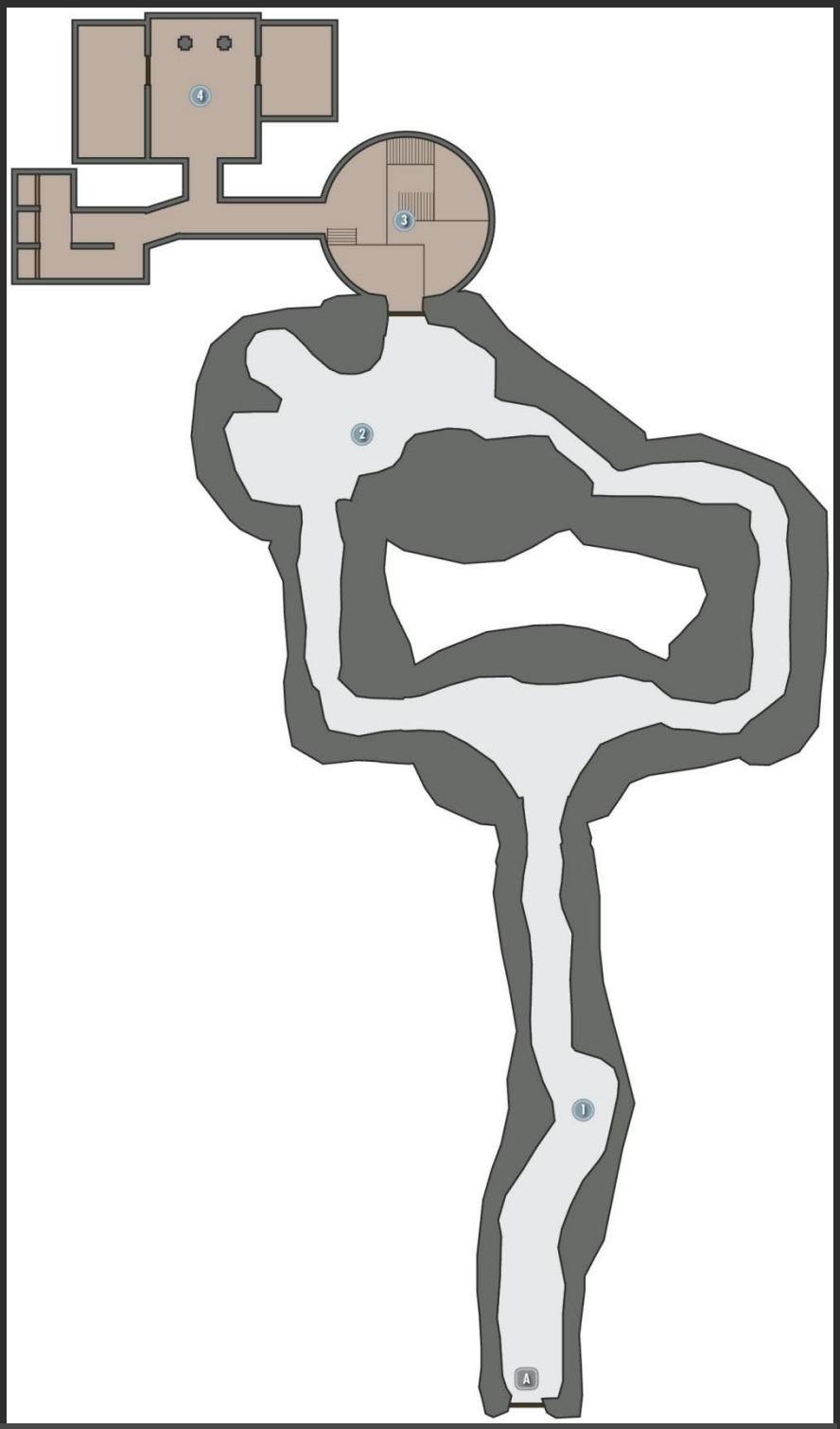
[7.01] Uttering Hills Cave



RELATED QUESTS
Thieves Guild City Influence Quest: Summerset Shadows
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit (prequest only)
Summerset Shadows (only during quest)
COLLECTIBLES
Skill Book [One-Handed]: Mace Etiquette
Unique Item: Fjotli's Silver Locket [63/112]
Chests
Potions

Uttering Hills Cave

This small bandit cave is found within Eastmarch's northwest mountains. Slay a couple of exterior guards before venturing inside.
(click here for an interactive version of the map)



A) EXIT TO SKYRIM

1) ENTRY TUNNEL

Grab a few items of value from a table as you descend the cave's snowy entry tunnel.
Potions

2) CAMPFIRE CAVERN

Slay bandits as you make your way to this far cavern, where several bandits guard a chest near a campfire.
Chest

3) HIDEOUT ENTRY AND HOLDING CELLS

Loot the hideout's entry chamber, and discover a chest that's tucked away in a nook near the following corridor.
Chest (Locked: Adept)
Potions

4) BANDIT HIDEOUT

A powerful bandit lurks at the cave's end. Raid the place after securing the area, and burn the banner here as part of your quest. Find a Skill Book on a shelf in the bedroom with the chest, then make your way back outside.
Skill Book [One-Handed]: Mace Etiquette
Chest
Knapsack
Potion

[7.02] Gallows Rock



RELATED QUESTS

The Companions Quest: The Silver Hand

RECOMMENDED LEVEL: 6

DUNGEON: BANDIT CAMP

Animal
Silver Hand
Werewolf

CRAFTING

Tanning Racks (2)
Skill Book [One-Handed]: The Importance of Where
Skill Book [Smithing]: Last Scabbard of Akrash [C2/10]

DANGERS

Swinging Wall Trap (pressure plate)
Chests
Potions

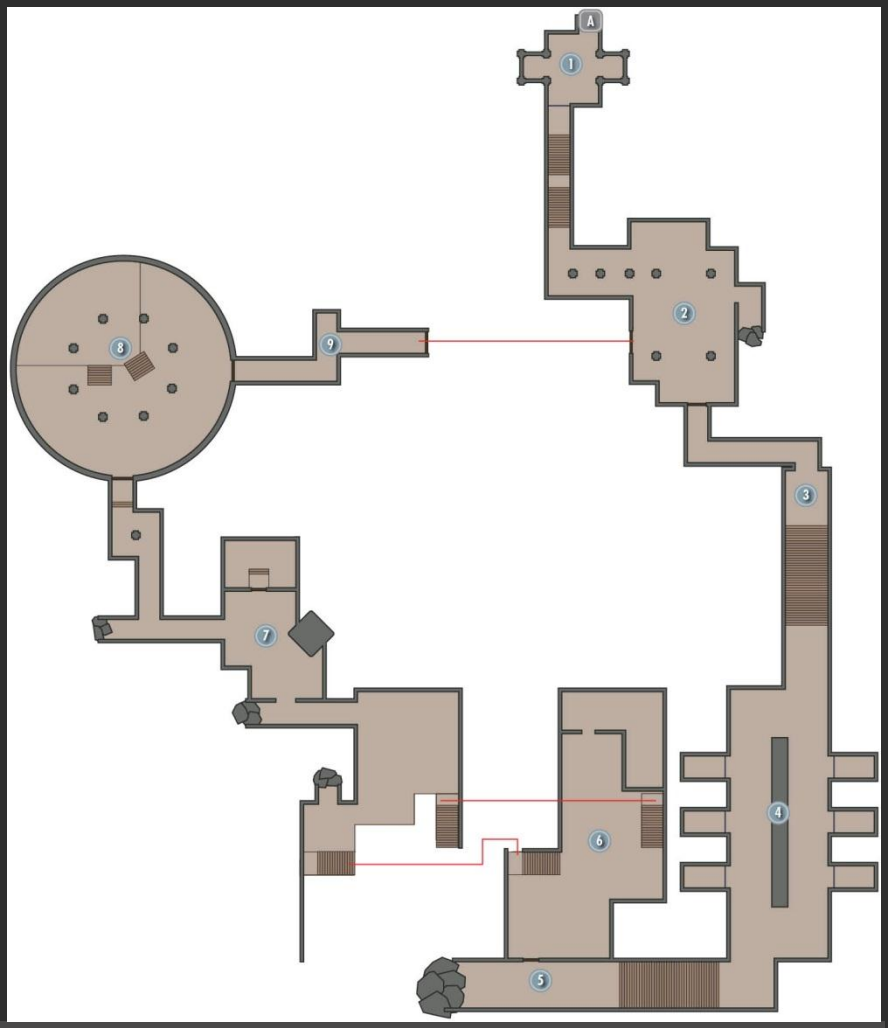
A group of bandits called the Silver Hand control a small fortress along Eastmarch's northwest border. You fight your way through this fort during Companions Quest: Silver Moon.

EXTERIOR

Slay the outdoor guards, then search the top of the fort to discover a chest inside a small tower.
Chest

Gallows Rock

(click here for an interactive version of the map)



A) EXIT TO SKYRIM

1) ENTRY CHAMBER

Pull a chain in the entry chamber to open the way forward.

2) MESS

Slay a few more Silver Hand in this room, which contains a chest. The west door is barred, so go south instead.

Chest

Potions

3) CORRIDOR AND STAIRS

Slay a Skeever on your way upstairs, and avoid the pressure plate at the top of the steps—it triggers a nasty trap.

Danger! Swinging Wall Trap (pressure plate)

4) PRISON CELLS

Defeat the Silver Hand bandits that guard a number of werewolves in this area. If you dare, pick the Adept-level locks on the cell doors to free and battle with the beasts.

Potions

5) SOUTH STAIRS AND CORRIDOR

The primary item of interest here is a knapsack that contains valuable loot.

Knapsack

6) GREAT HALL

Kill more Silver Hand to secure the Great Hall, then explore the downstairs area thoroughly to discover a large chest with a tricky lock. A Skill Book rests on a table at the hall's north end.

Crafting: Tanning Racks (2)

Skill Book [One-Handed]: The Importance of Where

Chest (Locked: Master)

Potions

7) HEARTH AND SLEEPING QUARTERS

A roaring fireplace dominates the first chamber of this area. Find a Skill Book on a table near the hearth. Unlock the Adept-level north door to access a sleeping quarters filled with valuables.

Skill Book [Smithing]: Last Scabbard of Akrash [C2/10]

Chest

Potions

8) CIRCULAR CHAMBER

Slay the final batch of Silver Hand here before looting the room and making your way back outside.

Crafting: Tanning Racks (3)

Chest

Potions

9) BARRED DOOR CORRIDOR

Claim an array of worthy gear from this corridor, then unbar the far door and take your leave of this place.
Knapsack

[7.03] Mara's Eye Pond



RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 6
DUNGEON: VAMPIRE LAIR
Animal
Vampire
COLLECTIBLES
Skill Book [Pickpocket]: Wulfmare's Guide to Better Thieving [E2/10]
Chest(s)

This small, eerie pond lies on the west side of Eastmarch, just north of the Hold's larger and more prominent western hot springs. The pond derives its name from the tiny isle found in its center—when viewed from above, it resembles an eye.

EXTERIOR
Exterminate the small cluster of Mudcrab near the pond's central "eye," then search for a trapdoor on the central isle, which leads into Mara's Eye Den. There's little else of interest around the pond.

MARA'S EYE DEN (INTERIOR)
This small underground cavern was once a smugglers den but has since been taken over by a more blood chilling foe—vampires. Slay the cursed beings, then loot the place for loads of valuables, including a Skill Book that's mixed in with other books in a small crate. There's no need to pick the locked cage here—nothing of interest is found within.
Skill Book [Pickpocket]: Wulfmare's Guide to Better Thieving [E2/10]
Chest
Chest (Locked: Apprentice)

[7.04] Morvunskar



RELATED QUESTS
Daedric Quest: A Night to Remember
RECOMMENDED LEVEL: 8
DUNGEON: WARLOCK LAIR
Mage
Naris the Wicked
CRAFTING
Blacksmith Forge
Tanning Rack
Workbench
DANGERS

Swinging Wall Trap (pressure plate)

COLLECTIBLES

Skill Book [Destruction]: Mystery of Talara, v3
Skill Book [Smithing]: Cherim's Heart [A2/10]
Unique Weapon: Sanguine Rose [51/80]

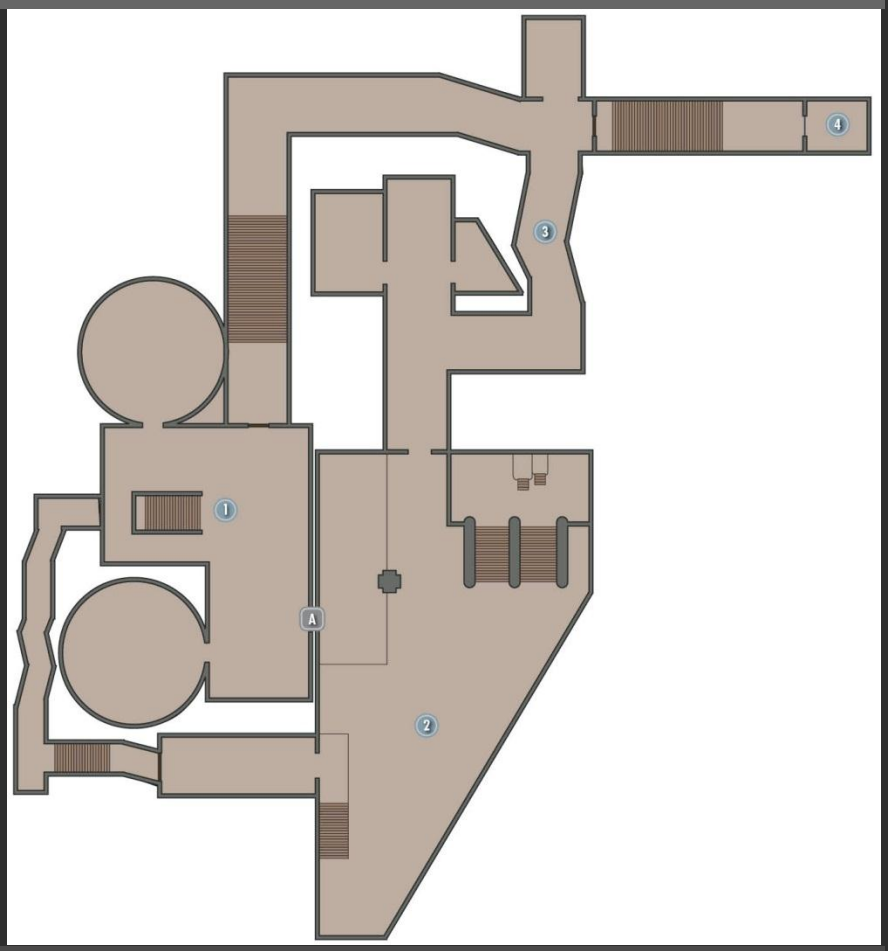
SPECIAL OBJECTS

Shrine of Dibella [6/8]
Chest(s)
Potions aplenty

Morvunskar

(click here for an interactive version of the map)

A host of hostile mages practice their nefarious arts at this frigid fortress, which you visit during Daedric Quest: A Night to Remember. Slay the mob of mages that guard the grounds before heading inside. There's little of interest out in the cold.



A) EXIT TO SKYRIM

1) CRAFTHOUSE

Crafting opportunities abound in this first area of Morvunskar. Beware when engaging mages here—the sound of battle may bring reinforcements. Find a Skill Book resting on a table.
Crafting: Blacksmith Forge, Tanning Rack, Workbench
Skill Book [Smithing]: Cherim's Heart [A2/10]
Potion

2) HEAD MAGE'S CHAMBER

Take the basement stairs from [1] to visit this wide chamber, collecting a bit of gold on your way. Slay a powerful mage here, then claim precious loot from the large chest atop the stairs.
Chest
Potions

3) CORRIDORS AND SLEEPING QUARTERS

Dispatch a few more mages here and raid their bunks for valuables. Touch the shrine in the north quarters to instantly cure any diseases you might be suffering.
Danger! Swinging Wall Trap (pressure plate)
Shrine of Dibella [6/8]
Potions aplenty

4) TORTURE CHAMBER

Unlock Morunskar's northwest door and slay the twisted mage in the chamber beyond. A Skill Book sits on a shelf here. Pull a lever to access and loot the burnt corpses in the holding cell.
Area Is Locked (Novice)
Skill Book [Destruction]: Mystery of Talara, v3
Chest

[7.05] Kynesgrove



RELATED QUESTS
Main Quest: A Blade in the Dark
Miscellaneous Objective: Innkeeper Rumors (the Braidwood Inn)
Miscellaneous Objective: Salt for the Stoneweaver* (Dravynea the Stoneweaver)
Favor (Activity): Chopping Wood* (Ganna Uriel)
Favor (Activity): Mining Ore* (Kjeld)
Favor: A Good Talking To* (Iddra)
Favor: Item Retrieval (Cave)* (Roggi)

HABITATION: TOWN
Dravynea the Stoneweaver (Marriage Prospect; Trainer: Alteration)
Ganna Uriel
Gemma Uriel
Iddra (Innkeeper)
Kjeld the Younger
Roggi Knot-Beard (Follower; Marriage Prospect)
Stormcloak Soldier

SERVICES
Follower: Roggi Knot-Beard [37/47]
Marriage Prospect: Dravynea the Stoneweaver [47/62]
Marriage Prospect: Roggi Knot-Beard [48/62]
Trader (Innkeeper): Iddra [12/15]
Food, Room and Board
Innkeeper Rumors
Trainer (Alteration: Expert): Dravynea [3/3]
Crafting
Smelter

COLLECTIBLES
Skill Book [Enchanting]: Catalogue of Armor Enchantments [B2/10]
Chest(s)
Potion

Mineable ore (Malachite)
A short jaunt south of Windhelm lies a small mining community consisting of an inn that's been erected next to a working mine. You visit Kynesgrove during the Main Quest in search of Dragons.

EXTERIOR
Chop wood outside the inn, or smelt ore by the mine.
Crafting: Smelter

BRAIDWOOD INN
Chat up the locals in the inn to hear an array of gossip that leads to several Side Quests. Trade with Iddra if you like, or purchase a room if you're weary.
Chests (2)

STEAMSCORCH MINE
Kynesgrove's mine lies just up the hill from the Braidwood Inn. Inside, a woman named Ganna Uriel will purchase any firewood that you cut outside. If you like, use a pickaxe to mine some Malachite from the ore veins that run along the walls and floors. A Skill Book rests on the table at the tunnel junction.
Skill Book [Enchanting]: Catalogue of Armor Enchantments [B2/10]
Potion

Mineable ore (Malachite)

[7.06] Windhelm Stables



HABITATION: FARM
Alfarinn (Carriage Driver)
Arivanya
Ulundil (Stablemaster)
SERVICES
Trader (Carriage Draiver): Alfarinn [4/5]
Trader (Stablemaster): Ulundil [4/5]
SPECIAL OBJECTS
Business Ledger
Strongbox (Expert)
Potion
The Windhelm Stables lie directly south of Eastmarch's capital city. The lone building here remains shut tight with a Novice-level locked door, but worthy services are available just outside. Break into the building and see if you can open the strongbox within.

[7.07] Brandy-Mug Farm



RELATED QUESTS
Favor (Activity): Harvesting Crops* (Bolfrida Brandy-Mug)
HABITATION: FARM
Bolfrida Brandy-Mug
Faryl Atheron
COLLECTIBLES
Skill Book [Alteration]: Daughter of the Niben [B2/10]
Chest
Potion
This quaint farm lies just south of Windhelm. Harvest wheat and other ingredients from outside, then enter the farm and sell Bolfrida's wheat back to her for 5 gold a bundle.

[7.08] Hlaalu Farm



RELATED QUESTS

Favor (Activity): Harvesting Crops* (Belyn Hlaalu)

HABITATION: FARM

Adisla
Belyn Hlaalu

COLLECTIBLES

Chest
Potions

This small farm lies southeast of Windhelm and is owned by a Dark Elf named Belyn Hlaalu. Harvest some wheat from outside, but you'll need to pick the door's Novice-level lock to enter and raid the farmhouse.

[7.09] Hollyfrost Farm



RELATED QUESTS

Favor (Activity): Harvesting Crops* (Tulvur)

HABITATION: FARM

Tulvur
Tiber (dog)

COLLECTIBLES

Chest
Potion

This humble farm stands to the southeast of Eastmarch's capital. A feisty guard dog named Tiber guards the locked farmhouse.

[7.10] Traitor's Post



RELATED QUESTS
Side Quest: The Great Skyrim Treasure Hunt*
RECOMMENDED LEVEL: 5
DUNGEON: BANDIT CAMP
Bandit
CRAFTING
Tanning Rack
COLLECTIBLES
Skill Book [Block]: A Dance in Fire, v2 [A2/10]
Treasure Map VII [5/11]
Chest (Locked: Novice)
Chest (Locked: Master)

A small gang of bandits has taken refuge within a derelict inn located at Eastmarch's northeast corner. Find a Treasure Map inside the chest on the main floor, along with a Skill Book that's on a cupboard shelf.
Then scale the rocks on the west side of the building, edge your way around the roof, and climb into the otherwise-inaccessible second floor to reach another, larger chest.

[7.11] Refugees' Rest



DUNGEON: ANIMAL DEN
Animal
COLLECTIBLE
Chest (Locked: Adept)
This remote station, which lies at Eastmarch's northeast tip along the northern road to Morrowind, consists of a ruined tower and unceremonious graveyard. A book found at the base of the nearby road sign reveals a little of this location's history.

[7.12] Sacellum of Boethiah



RELATED QUESTS
Daedric Quest: Boethiah's Calling
RECOMMENDED LEVEL: 12
HABITATION: SPECIAL
Boethiah Cultist
Priestess of Boethiah
CRAFTING
Alchemy Lab
Arcane Enchanter
COLLECTIBLES
Unique Weapon: Blade of Sacrifice [52/80]
Potions
You obtain the "Boethiah's Calling" quest upon discovering this unusual cult hideout, which lies at Eastmarch's northeast corner. Speak to the Priestess of Boethiah to learn of her cult and advance your quest.
Watch the zealots practice their swordplay in the training area, and notice the pillar of sacrifice atop the snowy stairs—this comes into play later in the quest, after you lure an unfortunate soul here to their demise.

[7.13] Cradlecrush Rock



DUNGEON: GIANT CAMP
Giant
COLLECTIBLES
Chest
Knapsack
Potions

A monstrous giant makes its home near these large, ominous rocks. One rock has apparently crushed some poor, unfortunate soul—loot the fool's surviving knapsack, which lies near a skeletal foot, for additional valuables.

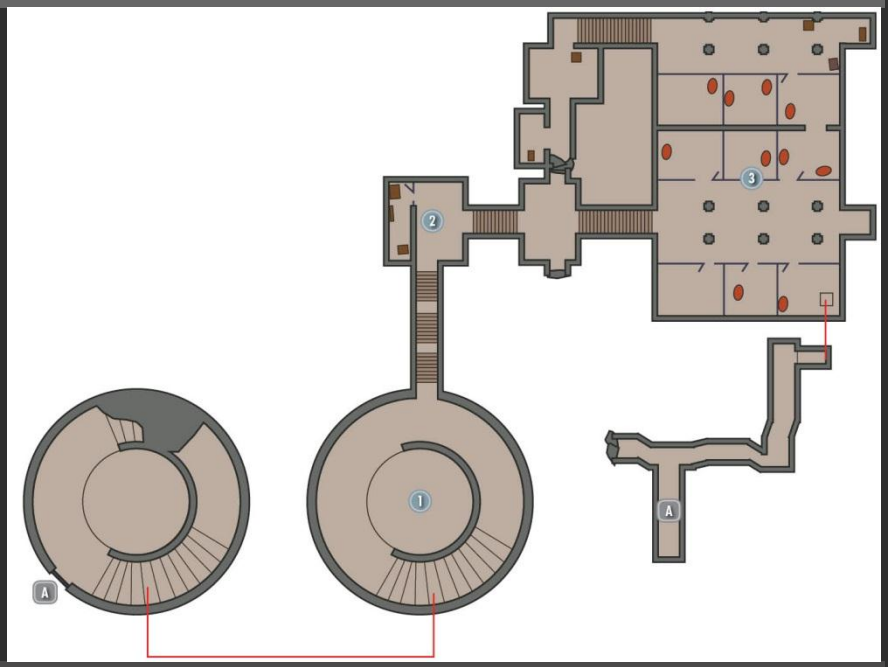
[7.14] Abandoned Prison



RECOMMENDED LEVEL: 6
DUNGEON: SPECIAL
Ghost
COLLECTIBLES
Skill Book [Two-Handed]: Song of Hrormir
Chest(s)

Abandoned Prison

This derelict prison's entrance can be seen from the road along Eastmarch's western boarder—cross a rushing river to get there.
(click here for an interactive version of the map)



A) EXIT TO SKYRIM
1) LEAKY CHAMBER
Collect a host of hanging moss in this otherwise empty chamber, then take the lower passage to [2].
2) GUARDS' OFFICE
A handful of valuables lie in the guards' small office, including a note that sheds some light on what may have happened here.

3) HOLDING CELLS
Search the skeletons here to find a handful of valuables. Take the Abandoned Prison Key from the far table and use it to open the cells. Find a chest to the north and claim the Skill Book that lies against it. Drop through the southeast cell's trapdoor to locate a sewer tunnel that leads back out to Skyrim.
Skill Book [Two-Handed]: Song of Hrormir
Abandoned Prison Key
Chest (Locked: Master)

[7.15] Mixwater Mill



RELATED QUESTS
Favor (Activity): Chopping Wood* (Gilfre)
HABITATION: LUMBER MILL
Gilfre (Marriage Prospect)
SERVICES
Marriage Prospect: Gilfre [49/62]
COLLECTIBLES
Skill Book [Archery]: The Marksmanship Lesson [D2/10]
Chest(s)
Potions

Life moves at a slower pace here at this quaint lumber mill, which is located along the White River on the west side of Eastmarch, just north of where the Darkwater River branches off.
EXTERIOR
If you like, enter the mill and slice up logs for Gilfre. Or grab a Woodcutter's Axe and chop wood to sell back to Gilfre for a bit of honest coin.

GILFRE'S HOUSE
Breaking into Gilfre's humble abode is worthwhile. Your unscrupulous actions can net you some decent coin, a few potions, and a Skill Book that rests on a small table.
Area Is Locked (Novice)
Skill Book [Archery]: The Marksmanship Lesson [D2/10]
Chest
Potions
WORKER'S HOUSE
No need to break into the Worker's House—the door is unlocked. Pop in, loot the place, and then head back out.
Chests (3)
Potions

[7.16] Broken Limb Camp



DUNGEON: GIANT CAMP
Giant
COLLECTIBLE
Chest
Two fearsome giants have made camp along Eastmarch's southwestern hills. While fighting giants is never wise, you can gain some decent loot and experience by clearing this campsite—if you're up to the task.
If the brutes are too tough, try raiding their chest and then quickly fleeing before they realize they've been robbed.

[7.17] Cronvangr Cave



RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 6
DUNGEON: VAMPIRE LAIR
Animal
Vampire
COLLECTIBLES
Chests
Potions

Near the heart of Eastmarch, massive egg sacks covered in thick webbing line the mouth of a forboding vampire cave.
CRONVANGR CAVE (INTERIOR)
The cave's first cavern is overrun by Frostbite Spiders. Look for a button along the wall and press it to open a secret door. Go through to battle a small brood of vampires in a secret chamber, then raid the chest they guard.
Exit the secret lair and continue to squash spiders as you proceed deeper into the cave, looting an underwater chest when you reach the bottom before advancing into the Broodlair.
Chests (2)
Apothecary's Satchel
Potions

CONVANGR BROODLAIR
Exterminate more spiders as you navigate the Broodlair's narrow passages. You soon reach a wide cavern, where a monstrous spider drops from the ceiling. Slay the brute and loot the nearby chest, then advance to loop around and find your way back outside.
Chest

[7.18] Riverside Shack



RELATED QUESTS
Side Quest: The Great Skyrim Treasure Hunt*
RECOMMENDED LEVEL: 6
DUNGEON: ANIMAL DEN
Animal
CRAFTING
Tanning Rack
COLLECTIBLES
Skill Book [Light Armor]: Rislav the Righteous
Treasure Map III [6/11]
Chest (Locked: Apprentice)

As its name implies, this is a small, abandoned shack poised on the bank of the White River, somewhat near the middle of Eastmarch. If you can slay the vicious animal that lives inside the shack, you'll be free to loot the chest that's found here—and claim the Treasure Map within! A Skill Book is also found here, mixed in with a stack of other tomes.

[7.19] Witchmist Grove



RELATED QUESTS
Daedric Quest: A Night to Remember
RECOMMENDED LEVEL: 14
DUNGEON: HAGRAVEN NEST
Witch
QUEST ITEMS
Wedding Ring
COLLECTIBLES
Skill Book [Destruction]: Response to Bero's Speech
Chest (Locked: Expert)
The woods in the center of Eastmarch are home to a vicious witch who lives in a small shack. If you manage to slay the spellcaster, see if you can also open the locked chest that she guards. You visit this site in search of a lost ring during Daedric Quest: A Night to Remember. Find a Skill Book stashed under the bed.

[7.20] Bonestrewn Crest



DUNGEON: DRAGON LAIR
Dragon (after Main Quest: Dragon Rising)
Skeleton
SPECIAL OBJECTS
Word Wall: Frost Breath [3/3]
Chest (Locked: Expert)
At the very center of Eastmarch, a handful of lowly skeletons guards a dismal hilltop, where the bones of great beasts lie strewn about.
Defeat a monstrous dragon here if you've advanced past the "Dragon Rising" quest; then follow the sound of chanting to locate a Word Wall that bestows you with a new Word of Power. If possible, open the nearby locked chest to obtain valuable plunder.

[7.21] Steamcrag Camp



Dungeon: Giant Camp
Animal
Giant
Mammoth

COLLECTIBLES

Chest
Chest (Locked: Adept)
Knapsack
Potion

A towering giant has set up a campsite near the heart of Eastmarch. Attack the giant from the north ridge to gain a tactical advantage. Loot a chest here, then find another chest and a knapsack on a nearby smashed Khajiit wagon. Beware the wild animals that are nuzzling through the Khajiit's remains!

[7.22] Narzulbur



RELATED QUESTS

Side Quest: The Forgemaster's Fingers
Favor (Activity): Mining Ore* (Dushnamub)
Favor: Sparring Partners* (Mauhulakh)

RECOMMENDED LEVEL: 6
HABITATION: ORC STRONGHOLD

Bolar
Chief Mauhulakh
Urog
Yatul

CRAFTING

Alchemy Lab
Tanning Rack

COLLECTIBLES

Skill Book [Heavy Armor]: The Knights of the Nine
Skill Book [Two-Handed]: Song of Hrormir
Chests
Potions aplenty

Nestled among the mountains that form Eastmarch's eastern border, this small Orcish mining community struggles to prosper by gathering ebony ore from the nearby Gloombound Mine.

Exterior

The Orcs are cold to outsiders, but they won't attack or force you away. Speak to the villagers to potentially gain a new quest that can help you earn their acceptance.
Crafting: Alchemy Lab, Tanning Rack
Potions

ALCHEMY WORKSHOP

Expert-level Lockpicking skill is required to enter the Narzulbur's alchemy workshop, where a vast array of potions and ingredients are kept.
Area Is Locked (Expert)
Crafting: Alchemy Lab
Potions aplenty

MAUHULAKH'S LONGHOUSE

The Longhouse features a roaring hearth, numerous food items, and sleeping quarters. A Skill Book sits on a table here, partially covered by other tomes.
Skill Book [Heavy Armor]: The Knights of the Nine
Chest (Locked: Adept)
Chest (Locked: Master)

MAUHULAKH'S CELLAR

The cellar holds a few items of interest, particularly a chest with an Adept-level lock. A Skill Book is found on the shelf above.
Skill Book [Two-Handed]: Song of Hrormir
Chest (Locked: Adept)

[7.23] Gloombound Mine



RELATED QUESTS

Dungeon Activity

RECOMMENDED LEVEL: 8

HABITATION: MINE

Bor
Dushamub (Blacksmith)
Gadba gro-Largash
Mogdurz
Mul gro-Largash

SERVICES

Trader (Blacksmith): Dushamub [23/33]
Weapons, Apparel, Misc

CRAFTING

Blacksmith Forge
Grindstone
Smelter
Workbench

DANGERS

Oil Pool Trap

COLLECTIBLES

Skill Book [Smithing]: Heavy Armor Forging [B2/10]

Mineable ore (Ebony)

This small mine is located in Eastmarch's eastern mountains, just south of the Orcish stronghold of Narzulbur. A gifted blacksmith works nearby, and a variety of useful ore can be freely harvested within the mine. This is the only true ebony mine in Skyrim.

Exterior

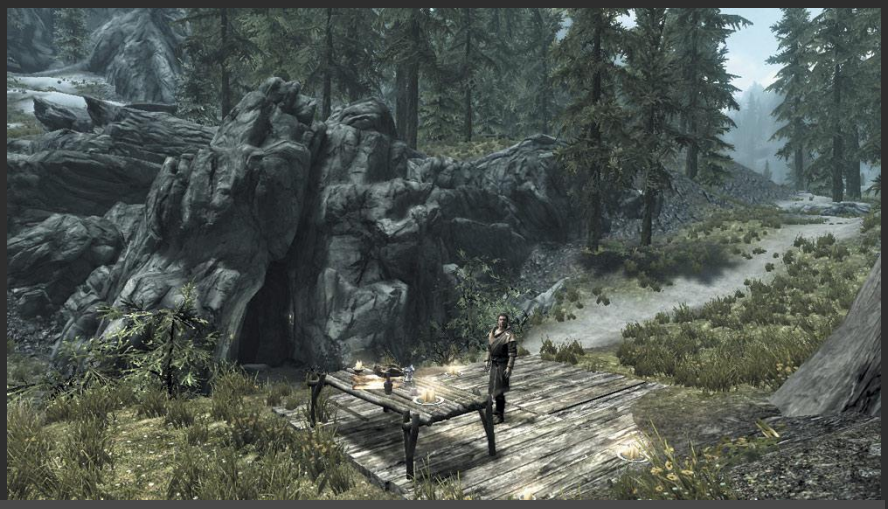
Speak with an Orc blacksmith who works just outside the mine to purchase an array of superior weapons and arms. The blacksmith also has raw materials for sale and will pay top coin for any materials mined from the nearby site.
Also feel free to use the blacksmith's crafting stations as you please. The Smelter requires a shovel to operate, which you can find in the mine. Discover a Skill Book in the open-air hut near the mine's entrance.
Crafting: Blacksmith Forge, Grindstone, Smelter, Workbench
Skill Book [Smithing]: Heavy Armor Forging [B2/10]

GLOOMBOUND MINE (INTERIOR)

Many useful tools can be found within the Orcs' mine, such as Woodcutter Axes, Pickaxes, and Shovels. Scan the walls and floors of the mine to find Ebony Ore veins. Mine these for valuable ore that you can either sell or use to fashion weapons and armor.
Danger! Oil Pool Trap

Mineable ore (Ebony)

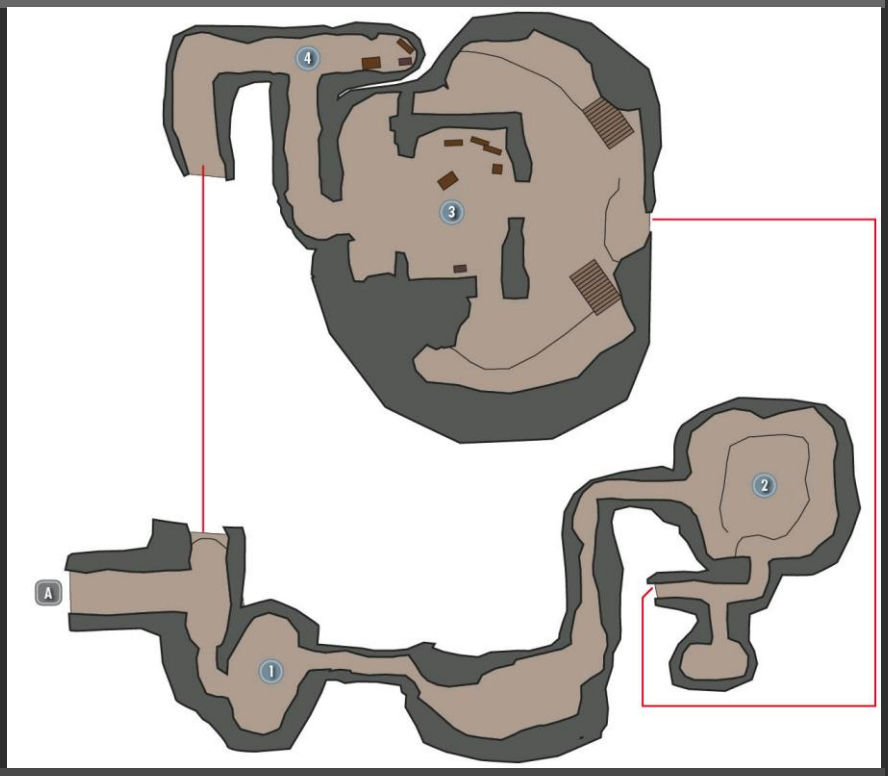
[7.24] Cragwallow Slope



RECOMMENDED LEVEL: 6
DUNGEON: WARLOCK LAIR
Atronarch
Mage
CRAFTING
Alchemy Lab
Arcane Enchanter
COLLECTIBLES
Skill Book [Alteration]: The Lunar Lorkhan [E2/10]
Chest(s)
Potions aplenty

Cragwallow Slope

(click here for an interactive version of the map)
Dangerous mages reside in this small cave, which lies at the foot of Eastmarch's eastern mountain range. Nab a Soul Gem from the exterior ritual site on your way in.



A) EXIT TO SKYRIM
1) ALCHEMY STATION
Slay a lone mage in the cave's first small chamber, then collect some useful items from atop the nearby Alchemy Lab. Beware the Atronarchs and mages that lurk in the following tunnel.
Crafting: Alchemy Lab
Apothecary's Satchel
Potion
2) RUINED BOOK CHAMBER
A long tunnel leads to this open chamber, where mining tools and a few Soul Gems are found among a host of worthless ruined books. Duck into the south sleeping quarters to snag a potion and loot a chest on your way to the next area.
Chest
Potion
3) CENTRAL CHAMBER

Slay more mages and Atronachs in the heart of this giant cavern before exploring the upper ledges to the north and south, which contain potions and other valuables. A Skill Book sits on a table here.
Crafting: Alchemy Lab, Arcane Enchanter
Skill Book [Alteration]: The Lunar Lorkhan [E2/10]
Chest
Potions aplenty

4) EXIT PASSAGE

One final mage lurks in the final passage, which deposits you back near the cave's entrance.
Chest (Locked: Adept)
Potions

[7.25] Mzulft



RELATED QUESTS

College of Winterhold Quest: Revealing the Unseen

RECOMMENDED LEVEL: 16

DUNGEON: DWARVEN CITY

Chaurus
Dwarven Sphere
Dwarven Spider
Falmer
Paratus Decimius

CRAFTING

Alchemy Lab

DANGERS

Dwarven Piston Traps (pressure plate)
Rockfall Trap (trip wire)
Spear Trap (pressure plate)

COLLECTIBLES

Skill Book [Alteration]: The Lunar Lorkhan

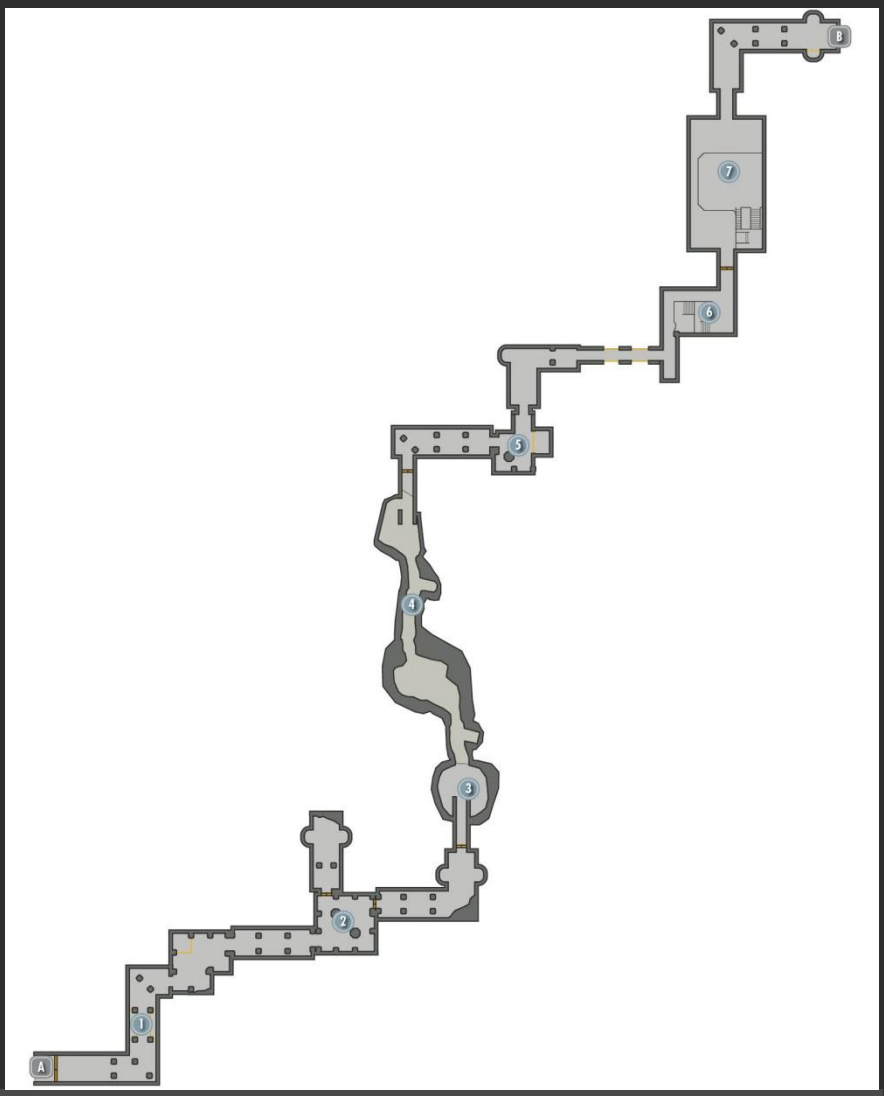
SPECIAL OBJECTS

Dwarven Armillary
Mineable ore (Moonstone) Ore
Area Is Locked (quest required)
Chests
Potions aplenty

This massive network of dwarven engineering has been carved into Eastmarch's eastern mountains. Its door remains securely locked until you acquire College of Winterhold Quest: Revealing the Unseen.

Mzulft

(click here for an interactive version of the map)



A) EXIT TO SKYRIM

1) ENTRY CORRIDOR

There's little of note in this corridor, but beware of a dangerous trap that's triggered by a pressure plate. Dwarven Spiders lurk farther down the passage.

Danger! Spear Trap (pressure plate)
Potions

2) TREASURE ROOM 1

Defeat more Dwarven Spiders, then pick an Adept-level door lock to access a northern treasure room that's guarded by a Dwarven Sphere.

Chest
Potion

3) SUNLIT CAVERN

Spy a valuable item that's hidden in a corner of this softly lit chamber. Mine some Moonstone Ore from the vein here if you've brought a pickaxe.

Mineable ore (Moonstone)

4) CHAURUS CHAMBERS

Dangerous creatures called Chaurus lurk in these two small caverns. Beware the trip-wire trap in the hall that connects them. Mine more Moonstone Ore here if you're feeling crafty.

Danger! Rockfall Trap (trip wire)
Knapsack
Mineable ore (Moonstone)

5) STOREROOM 1

Multiple Dwarven Spheres guard this small chamber, which sports an ornate gate and storeroom. Pick the gate's lock to access some minor items within the storeroom.

6) TREASURE ROOM 2

Fight your way downstairs and pick an Adept-level lock to open a gate and access a chest in this odd chamber.

Crafting: Alchemy Lab
Chest (Locked: Adept)
Potions

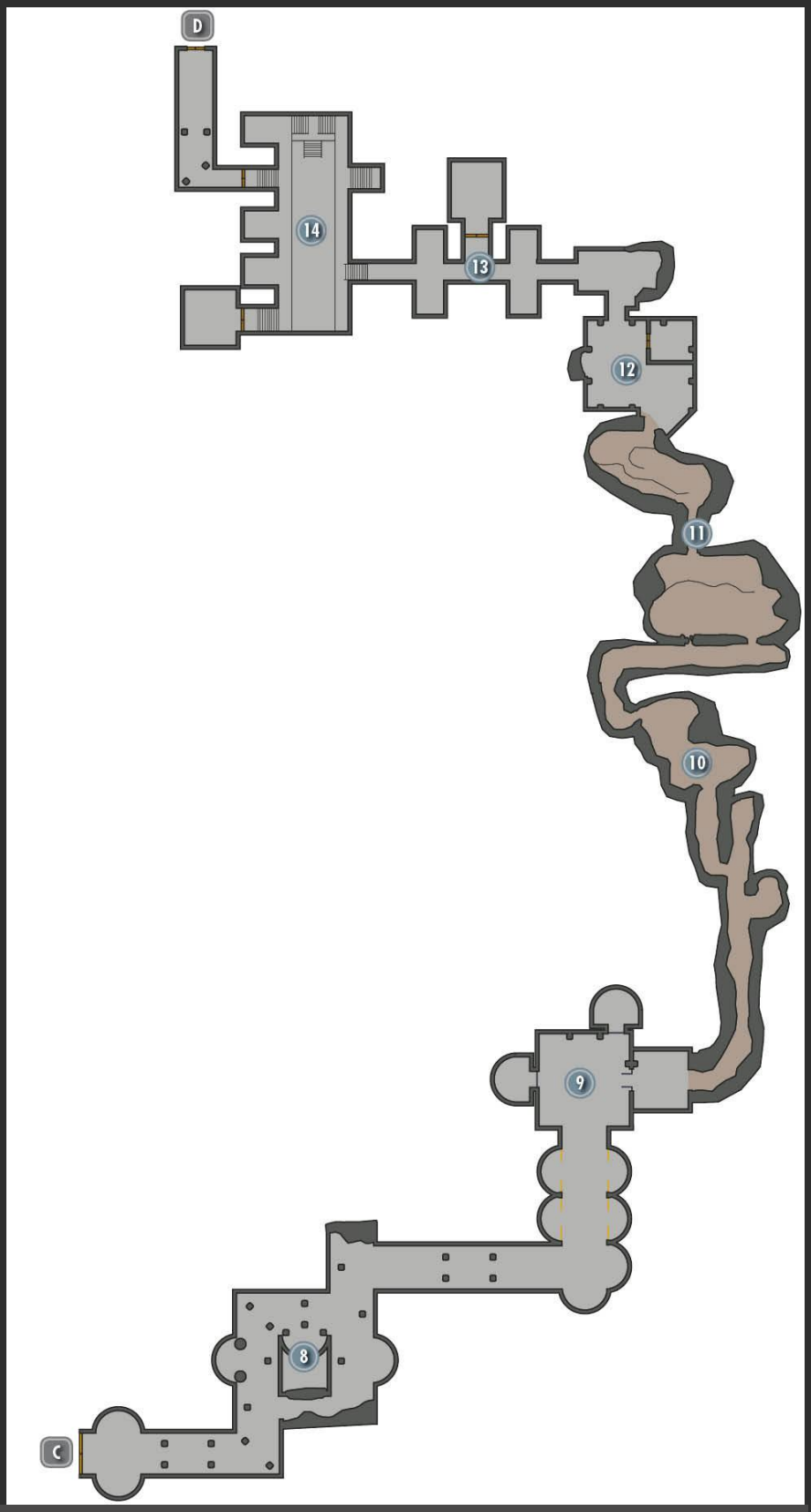
7) SPIDER CHAMBER

Use caution when creeping along this wide chamber's left ledge—pressure plates trigger dwarven pistons that can knock you into the central, spider-filled pit.

Danger! Dwarven Piston Trap (pressure plates)

Mzulft Boilery

(click here for an interactive version of the map)



B) DOOR TO MZULFT BOILERY
C) DOOR TO MZULFT
8) BOILERY ENTRY
Slay a nimble Falmer in this wide hallway, which holds little of interest.

9) STOREROOM 2
Fight your way through a few more Falmer on your way to this chamber. Don't trouble with unlocking the Expert-level west gate; there's nothing but Dwemer scrap metal in the storeroom beyond.
Potions

10) EARTHEN PASSAGE
Don't overlook the odd-looking chests as you navigate this cavernous passage.
Chests (2)
Potion

11) IRIDESCENT CAVERN

Harvest the many glowing mushrooms that lend an eerie light to these two caverns. Chaurus Eggs can be obtained by inspecting the various egg sacs as well.
Chest

12) TREASURE ROOM 3

Pick the Expert-level door lock in this area to obtain an important key, along with treasure from a chest and a Skill Book.
Skill Book [Alteration]: The Lunar Lorkhan
Mzulft Room Key
Chest

13) TREASURE ROOM 4

Pick the Adept-level lock on the ornate door here to access a treasure room that's guarded by a Chaurus.
Chest (Locked: Apprentice)

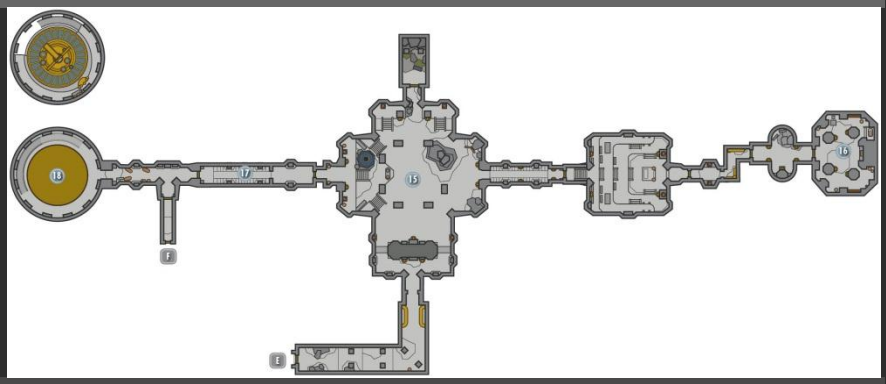
14) TREASURE ROOM 5

Beware: this large chamber's worthy treasures are guarded by multiple Falmer. Pick the Expert-level door in the southwest corner to access a small treasure room.
Chest
Chest (Locked: Novice)
Potions aplenty

D) DOOR TO MZULFT AEDROME

Mzulft Aedrome

(click here for an interactive version of the map)



E) DOOR TO MZULFT BOILERY

15) GREAT HALL

This massive foyer is crawling with Falmer. Fight hard to secure the area, then pick the north door's Expert-level lock to access a treasure niche. The west door cannot be opened without the key you find inside a chest located in the eastern Cog Chamber. A Falmer Gloomlurker is carrying a Focusing Crystal, which is needed for location [18].
Focusing Crystal
Chests (3)

16) COG CHAMBER

A lone Dwarven Sphere guards this far chamber. Open the chest and retrieve the Mzulft Observatory Key.
Mzulft Observatory Key
Chest
Potions

17) LOCKED HALL

You cannot access this hall without the Mzulft Observatory Key. The far door to [18] is locked as well—Paratus Deimius opens it when you retrieve the Focusing Crystal for him. The ruins' exit door is found here, accessed only after you complete the puzzle inside location [18]..
Knapsack

18) ARMILLARY CHAMBER

This large chamber houses a giant and mysterious dwarven mechanism. Paratus Decimius, and your knowledge of flame and frost spells, are the keys to solving this puzzle. Consult College of Winterhold Quest: Revealing the Unseen for the answers.
Dwarven Armillary

F) EXIT TO SKYRIM

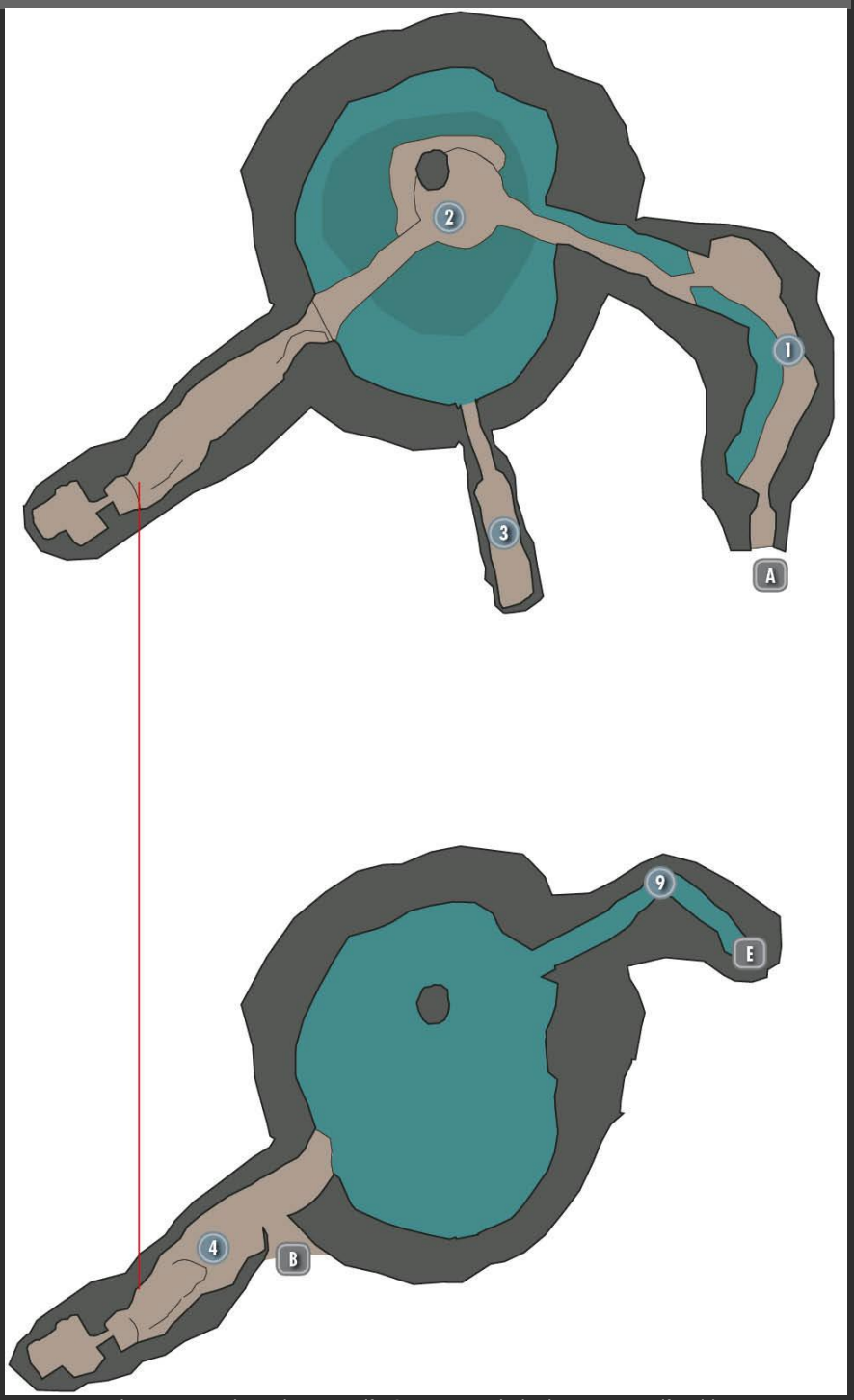
[7.26] Lost Knife Hideout



RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Animal
Bandit
Crafting
Grindstone
Cookpot
DANGERS
Bone Alarm Trap
Rockfall Trap (trip wire)
COLLECTIBLES
Skill Book [Heavy Armor]: Orsinium and the Orcs
Skill Book [Two-Handed]: Words and Philosophy [E1/10]
Chest(s)
Potions

Lost Knife Cave

(click here for an interactive version of the map)



Bandits have set up a formidable hideout in this watery cavern. Make your way through Lost Knife Cave to reach the inner Lost Knife Hideout.

A) EXIT TO SKYRIM

1) ENTRY TUNNEL

Kill the bandits at the end of the entry tunnel to obtain a key from one of their corpses.

Lost Knife Cage Key (Bandit)
Potions

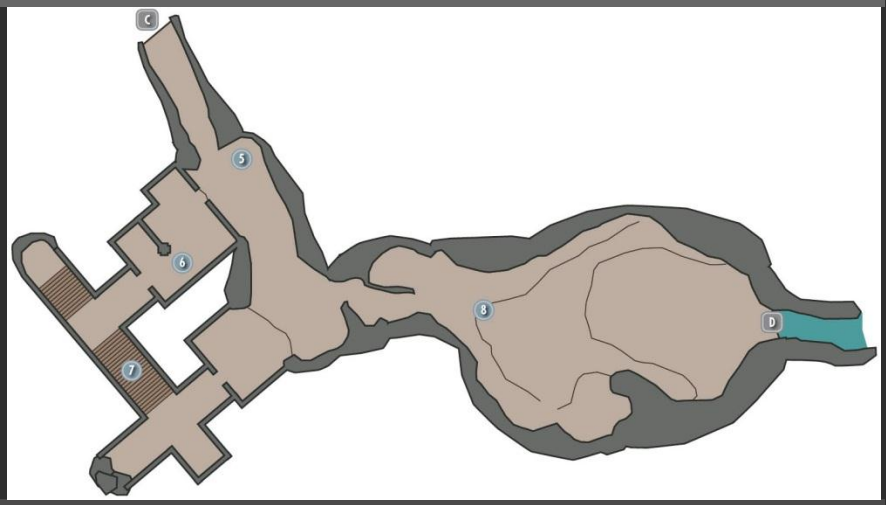
2) WATERY CAVERN
The cave's center is patrolled by more bandits, including archers that fire down from elevated walkways. A Skill Book sits on a table on the central wooden lookout.
Danger! Bone Alarm Trap
Skill Book [Two-Handed]: Words and Philosophy [E1/10]

3) WATERFALL TUNNEL
Take a secret underwater passage, behind a waterfall, from [2] to reach a small tunnel with a treasure chest.
Chest

4) WEST TUNNEL
This tunnel leads to the Lost Knife Hideout and features more bandits and a dangerous trip-wire trap. Scour the upstairs storeroom to find a chest.
Danger! Rockfall Trap (trip wire)
Chest

Lost Knife Hideout

(click here for an interactive version of the map)



B) PATH TO LOST KNIFE HIDEOUT
C) PATH TO LOST KNIFE CAVE
5) HIDEOUT ENTRY
Sneak your way past the talking bandits, then slip behind the far scaffolding to discover a hidden chest.
Chest
Potion

6) WEST BARRACKS
Beware: numerous bandits lurk in stone barracks to the west.

7) WEST CORRIDORS
Wipe out more bandits and claim more loot in these halls. Another Skill Book sits on a table atop the stairs here.
Skill Book [Heavy Armor]: Orsinium and the Orcs
Chest
Potions

8) CAGE CHAMBER
Drop into the waterfall hole as you enter this area to discover a secret tunnel with a large, locked chest. The tunnel leads to several cages and a host of bandits. Open the cages with the key you found on the very first bandit—the same key can be found on another bandit here. Loot another large chest here as well.
Danger! Bone Alarm Trap
Crafting: Grindstone
Lost Knife Cage Key (Bandit)
Chests (2)
Chest (Locked: Master)
Potions

D) PATH TO LOST KNIFE CAVE
E) PATH TO LOST KNIFE HIDEOUT
9) EAST OVERLOOK
Dispatch a few more bandits and loot a chest on your way back through the cave after exiting the Lost Knife Hideout.
Chest
Potions

[7.27] Fort Amol



RELATED QUESTS
Civil War Quest: Reunification of Skyrim
Civil War Quest: The Battle for Fort Amol
RECOMMENDED LEVEL: 6
HABITATION: MILITARY FORT
Mage (pre-Civil War)
Soldier (Imperial/Stormcloak, depending on the state of the Civil War)
CRAFTING
Alchemy Lab
Arcane Enchanter
Blacksmith Forge
COLLECTIBLES
Skill Book [Enchanting]: Catalogue of Armor Enchantments
SPECIAL OBJECTS
Shrine of Julianos [5/5]
Chest(s)
Potions aplenty

This medium-sized fortress has been overrun by a group of hostile mages. Once the Civil War begins in earnest, the mages are driven out, and Fort Amol becomes a point of contention for Imperial and Stormcloak forces. A collapsed outer wall lets you infiltrate the fortress from the east

Exterior

Secure the fort's exterior before exploring its small inner areas. A Shrine of Julianos rests on the Blacksmith Forge.
Crafting: Alchemy Lab, Blacksmith Forge
Shrine of Julianos [5/5]
Chests (2)

FORT AMOL (INTERIOR)
Slay more mages and search every nook and cranny to find much more loot within Fort Amol's small interior. Don't miss the Skill Book on the shelf near the Arcane Enchanter.
Crafting: Arcane Enchanter
Skill Book [Enchanting]: Catalogue of Armor Enchantments
Chest
Chest (Locked: Adept)
Potions aplenty

PRISON
Dispatch the mages in the prison's entry chamber, then loot the place.
Potion

[7.28] Darkwater Pass



RELATED QUESTS
Miscellaneous Objective: Extracting an Argonian* (Derkeethus)

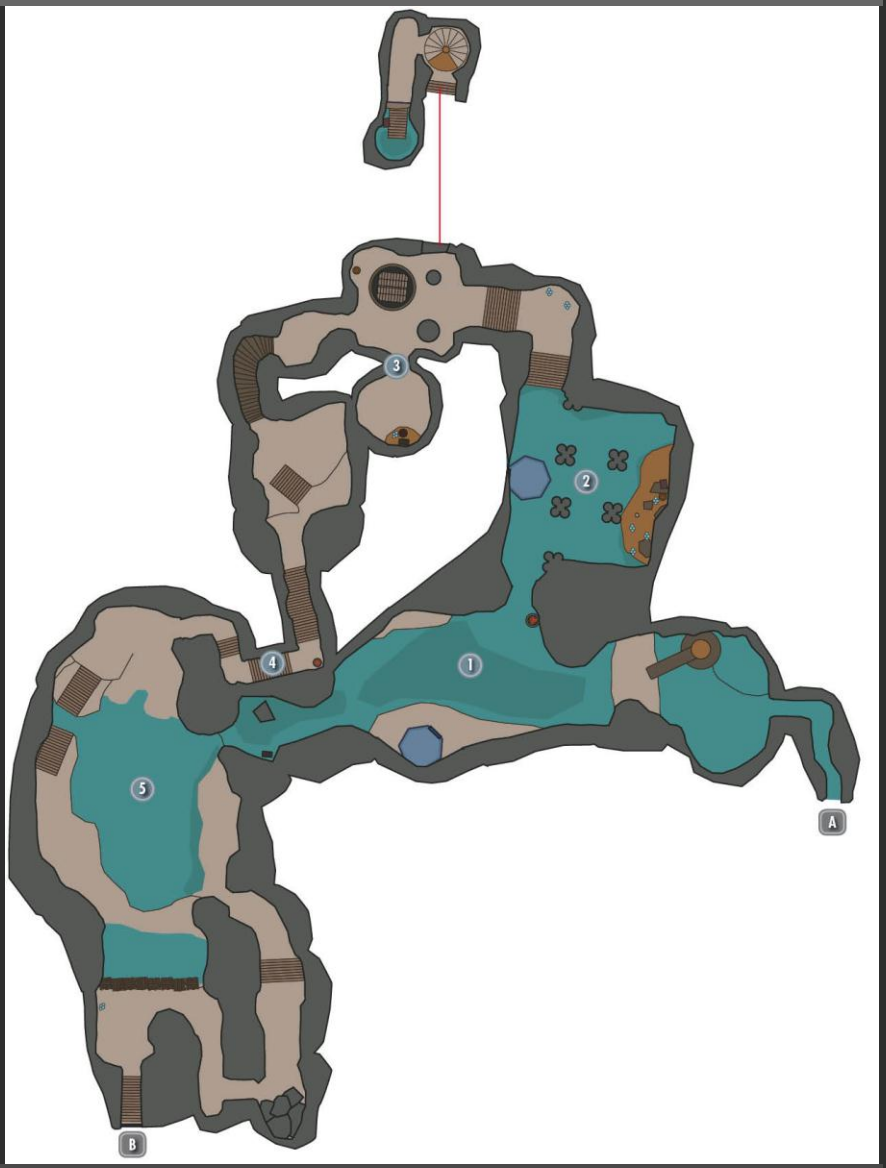
RECOMMENDED LEVEL: 18
DUNGEON: FALMER HIVE
Animal
Derkeethus (Follower)
Falmer
SERVICES
Follower: Derkeethus [38/47]
DANGERS
Swinging Wall Trap (lever/trip wire)
COLLECTIBLES
Skill Book [Enchanting]: Catalogue of Weapon Enchantments
Chests
Potions
DARKWATER CAVERN
This watery pass runs through the Rift's northern mountains. An unfortunate Argonian named Derkeethus has become stuck in a sticky situation within...

Note

This walkthrough covers the pass as if you're heading from the bottom of the mountains and working your way up. However, it's also possible to enter from the top and work your way down.

Darkwater Pass

(click here for an interactive version of the map)



A) EXIT TO SKYRIM
1) WATERFALL CAVERN
Loot a chest and slay a few Falmer on your way to this first wide, watery cavern. Raid the Falmer chest by the far waterfall before proceeding into the north passage.
Chests (2)
2) CHAURUS NEST
Slay a number of Chaurus here, then search the east rubble to find more urns and another chest.
Chest (Locked: Apprentice)
3) PIT CHAMBER
Slay a powerful Falmer here to obtain a key and free a nonhostile named Derkeethus, who asks for help in escaping the cave, thereby granting you a Side Quest. Pull a lever in the room's dark northeast corner to reveal a secret passage that leads down to a pair of chests in the watery pit below.

Crafting: Arcane Enchanter
Follower: Derkeethus [38/47]
Skill Book [Enchanting]: Catalogue of Weapon Enchantments
Darkwater Pit Key (Burial Urn)
Shaman's Key (Falmer)
Chests (3)
Potion

4) TRAPPED PASSAGE

Pull a lever to slay an unwary Falmer with a trap in this passage. Carefully deactivate the trip wire that also triggers the trap as you proceed to [5].
Danger! Swinging Wall Trap (lever/trip wire)
Potions

5) RUSHING RAPIDS CAVERN

Cut down multiple Falmer as you navigate this wide chamber. Scale the west ledges to locate a dark passage above the south waterfall, where you discover a chest. Climb the east ledges to reach a passage that leads back outside, but beware the trip wire that's stretched across the passage's entrance.
Danger! Swinging Wall Trap (trip wire)
Chest

B) EXIT TO SKYRIM

[7.29] Snapleg Cave



RECOMMENDED LEVEL: 14
DUNGEON: HAGRAVEN LAIR
Animal
Hag
Witch

CRAFTING

Alchemy Lab
Arcane Enchanter

DANGERS

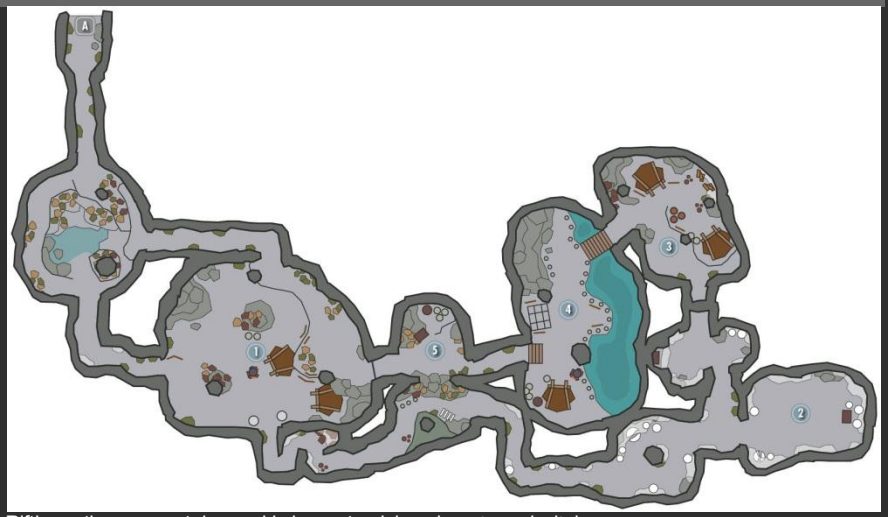
Magic Caster Trap

COLLECTIBLES

Skill Book [Alteration]: Breathing Water
Chests
Potions

Snapleg Cave

(click here for an interactive version of the map)



This medium-sized cave lies at the north base of the Rift's northern mountains and is home to vicious beasts and witches.

A) EXIT TO SKYRIM

1) TROLL CAVERN

Slay a few Skeevers in the cave's first tall chamber, then make your way to this wide cavern, where a few spell-slinging witches and a vicious predators lurk.
Raid a chest inside a tent and find valuable loot in a box atop a rock; then take the south passage to [2], battling another troll along the way and snagging a Soul Gem from atop a pedestal to stop it from casting Ice Spikes at you.
Danger! Magic Caster Trap
Chest
Potions

Giant Spider Lair
Dispatch a few Frostbite Spiders on your way to this web-covered cavern, where a Giant Frostbite Spider descends from the ceiling to feast.
Chest

3) HAG'S CAVERN

Cut down a few more spiders on your way to this cavern, where a Hag lurks. Claim the Skill Book that rests on a barrel inside the tent here.
Skill Book [Alteration]: Breathing Water
Potions

4) CANAL CAVERN

Slay a vicious Hag and Hagraven in this cavern, which features a watery canal. If you release a Spriggan from its Apprentice-level holding cell here, it will battle these enemies for you. There's nothing of value underwater.
Crafting: Arcane Enchanter

5) LOOT STASH

Raid a giant chest as you navigate the cave's exit passage, making your way back to the first tall chamber.
Crafting: Alchemy Lab
Chest

[7.30] Eldergleam Sanctuary



RELATED QUESTS

Temple Quest: The Blessings of Nature

RECOMMENDED LEVEL: 8

DUNGEON: SPRIGGAN GROVE

Asta
Sond
Spriggan

COLLECTIBLE

Skill Book [Restoration]: Mystery of Talara, v2
This widemouthed cave is located within Eastmarch's southern territory. The interior of the cave consists primarily of one huge, sunlit cavern. Find a Skill Book leaning against a small pile of rocks near the path by the waterfall.
A woman named Asta hints at a fearsome weapon being able to have some sort of effect on the roots of the cavern's great tree, the Eldergleam, which block the uphill path leading to the wondrous tree. You will return here with the necessary item during Temple Quest: Blessings of Nature.

[7.31] Darkwater Crossing



RELATED QUESTS

Favor (Activity): Mining Ore* (Verner Rock-Chucker)
Favor: Special Delivery* (Sonda Drenim)
Favor: The Bandit Slayer* (Annekke)

HABITATION: TOWN

Annekke Crag-Jumper (Follower)
Derkeethus (Marriage Prospect)
Hrefna
Sondras Drenim (Marriage Prospect)
Stormcloak Soldier
Tormir
Verner Crag-Jumper

CRAFTING

Smelter

SERVICES

Follower: Annekke Crag-Jumper [39/47]
Marriage Prospect: Derkeethus [50/62]
Marriage Prospect: Sondas Drenim [51/62]

COLLECTIBLES

Skill Book [Heavy Armor]: Chimarvamidium [B2/10]
Chest(s)

Minable ore (Corundum)

This picturesque town sits on either side of the wide, short waterfalls of the Darkwater River, at the southern border of Eastmarch. An ancient stone bridge spans the river—a remnant of an earlier age.

EXTERIOR

Speak with an old miner named Sondas Drenim to gain a new Side Quest. If he isn't outside, then you'll find him in the nearby mine.
Crafting: Smelter

VERNER AND ANNEKKE'S HOUSE

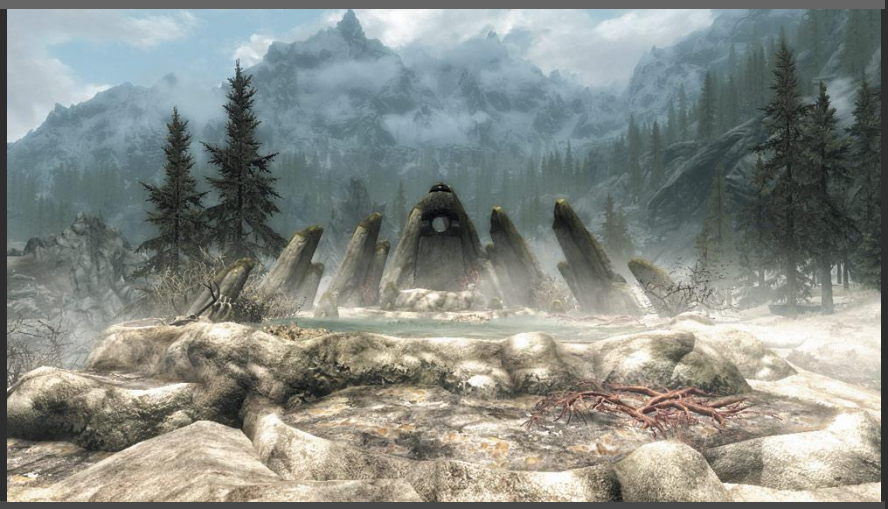
You must pick the lock of the farmhouse's door in order to gain entry, yet the place holds little worth stealing.
Area Is Locked (Adept)
Chest

GOLDENROCK MINE

The mine near Darkwater Passing is small, having been worked for only a few years by the locals. Grab a pickaxe and mine Corundum Ore from the veins that run along the mine's walls; then sell it to Verner Crag-Jumper, who gladly pays you for your efforts. A Skill Book rests atop a barrel at the end of the tunnel.
Skill Book [Heavy Armor]: Chimarvamidium [B2/10]

Minable ore (Corundum)

[7.32] The Atronach Stone



RECOMMENDED LEVEL: 6

SPECIAL OBJECTS

Standing Stone: The Atronach Stone [8/13]

An ancient stone with peculiar markings stands on a small rise along the southern edge of Eastmarch. Touch the stone to gain the sign blessing of the Atronach. Those under the sign of the Atronach absorb Magicka from incoming spells and have a larger pool of Magicka, but they recover Magicka more slowly.

[7.33] Mistwatch



RELATED QUESTS
Dungeon Quest: Forgetting About Fjola*
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Christer
Mistwatch Bandit
Bandit Leader (Fjola)
QUEST ITEMS
Fjola's Wedding Band
CRAFTING
Alchemy Lab
COLLECTIBLES
Skill Book [Heavy Armor]: Hallgerd's Tale
Unique Item: Fjola's Wedding Band [64/112]
Chests
Potions

This imposing stone fortress stands at the southern edge of Eastmarch, not far from the mountains along the Reach's north edge. A group of bandits have taken control of the fort and must be dealt with.
EXTERIOR
Dispatch the handful of bandits who defend the fort's exterior, then pull a lever to lower the drawbridge and advance into the first of three interior towers.
NORTH TOWER
Speak with a man named Christer inside the tower to gain a new Side Quest and an important key that unlocks the nearby door. Make your way upstairs, then climb a ladder and use the key again to go outside. (Don't bother opening the upstairs holding cell—there's nothing of interest in the small room.)
Mistwatch Key (Christer)
Crafting: Alchemy Lab
Chest
Chest (Locked: Apprentice)
Apothecary's Satchel
Potions

WEST TOWER
Open a locked chest before entering the fort's second tower. More bandits await you inside, including one that's quite powerful. Fight your way upstairs and proceed through the high door.
Chest
Chest (Locked: Adept)

EAST TOWER
You encounter the bandit's leader in this final tower, but she isn't what you'd expect. It turns out to be Fjola, Christer's missing wife. Fjola won't come with you, so you must either kill her on the spot or return to Christer and give him the bad news.
Fjola is a powerful enemy, but she carries many valuables, so killing her is worth the effort. Agree to help her first, and you can slay Fjola and complete the quest with Christer by handing him her wedding band. Either way, search for a Skill Book that rests atop a dresser in this tower.
Unique Item: Fjola's Wedding Band [64/112](Fjola)
Skill Book [Heavy Armor]: Hallgerd's Tale
Potions

[7.34] Eastmarch Imperial Camp



RELATED QUESTS
Civil War Quest: Reunification of Skyrim
Civil War Quest: The Battle for Fort Amol
HABITATION: MILITARY: IMPERIAL CAMP
Imperial Soldier
Imperial Quartermaster (Blacksmith)
SERVICES
Trader (Blacksmith): Imperial Quartermaster [24/33]
Weapons, Apparel, Misc
CRAFTING
Anvil
Grindstone
Workbench
SPECIAL OBJECTS
Civil War: Map of Skyrim
Chests (2)

Nestled at the foot of Eastmarch's eastern spires, a small band of Imperial Soldiers have dared to make camp. Speak with the Quartermaster here to browse his selection of fine weapons and armor.
Examine each of the strategic map's flagged sites as well to potentially gain new map data. Note that this site may or may not exist, depending on the status of the Civil War campaign.

[7.35] Kagrenzel



RELATED QUESTS
Dungeon Activity
RECOMMENDED LEVEL: 18
DUNGEON: FALMER HIVE
Falmer
DANGERS
Rockfall Trap (proximity)
Underground Connection: Stony Creek Cave [7.36]
SPECIAL OBJECTS
Strange Orb
Chest(s)
Perched high upon Eastmarch's eastern mountains, a long-forgotten temple stands at the very edge of Skyrim. Circle around and enter this mysterious structure from the east. Touch the Strange Orb inside the temple to take a wild ride that lands you in a watery cavern far, far below.
WATERY CAVERN
Find a chest with an Expert-level lock hidden deep underwater, and another chest up on dry land. Take the narrow passage back up to the bridge you recently plummeted past, slaying Falmer that emerge from holes in the walls. Fight your way across the bridge and follow the path back down to Stony Creek Cave [7.36]. There's no going back up to the temple from inside here.

Danger! Rockfall Trap (proximity)
Chest
Chest (Locked: Expert)

[7.36] Stony Creek Cave



RELATED QUESTS

Side Quest: The Great Skyrim Treasure Hunt*
Other Factions: Bards College Quest: Finn's Lute
Thieves Guild Radiant Quest: No Stone Unturned

RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP

Bandit
Crafting
Alchemy Lab

DANGERS

Flail Trap (trip wire)
Underground Connection: Kagrenzel [7.35]

COLLECTIBLES

Skill Book [Illusion]: The Mystery of Princess Talara, Part 4
Treasure Map X [7/11]
Unusual Gem: [18/24]
Chest
Chest (Locked: Apprentice)
Potions aplenty

This watery cave lies near a small pond near the base of Eastmarch's eastern mountains. Enter a side passage, slay a lowly bandit guard, and then safely trigger a trip wire from afar to avoid begin struck by a swinging flail.

Cut down the powerful bandit mage in the nook beyond to discover a Treasure Map on her body. Collect a Skill Book here, along with the Unusual Gem, which pertains to the Thieves Guild Radiant Quest: The Crown of Barenziah. Raid the large chest, then make your way to the cave's far end to discover another chest that's locked.

Stony Creek Cave links to Kagrenzel [7.35], but it's a one-way passage, and you can only travel from Kagrenzel to Stony Creek Cave.

[7.37] Cragslane Cavern



RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP

Animal
Bandit
Barkeep
Gambler

DANGER

Bear Trap

CRAFTING

Tanning Rack

COLLECTIBLES

Skill Book [Lockpicking]: The Wolf Queen, v1 [E2/10]
Chests
Potions

This cave lies in the hills of Eastmarch's southeast corner, not far from where the main road leads into the Rift.

EXTERIOR

Slay the lone bandit that guards the cave's exterior. Dispatch the harmless caged Pit Wolves as well if you like.
Crafting: Tanning Rack

ENTRY AND GAMBLER'S DEN

Cut down another solitary bandit in the cave's entry passage, then sneak into the following cavern to eavesdrop on a group of hostile gamblers. Slay the men and find a key on the Barkeep, which unlocks the betting area.
The powerful bandit who fights to defend the gamblers also carries a key, which unlocks the cages you noticed outside, along with the ones in the back cavern. Find another, larger chest in the back cavern as well, but watch out for the bear trap in front of it. A Skill Book is stashed behind the bar.
Danger! Bear Trap
Skill Book [Lockpicking]: The Wolf Queen, v1 [E2/10]
Cragslane Cavern Key (Barkeep)
Cragslane Dog Cage Key (Bandit)
Chests (Locked: Apprentice) (2)
Potions

[7.38] Ansilvund



RELATED QUESTS

Side Quest: No Stone Unturned
Dungeon Quest: A Love Beyond Death*

RECOMMENDED LEVEL: 8

DUNGEON: WARLOCK LAIR

Atronach
Draugr
Fjori
Holgeir
Lu'ah Al-Skaven
Mage

CRAFTING

Alchemy Lab
Arcane Enchanter
Arcane Imbuer

DANGERS

Dart Trap (pedestal pressure plates)
Flail Trap (tripwire)
Flamethrowers (pressure plates)
Oil Lamp Traps
Oil Pool Trap
Rising Floor Trap
Rockfall Trap (trip wire)
Swinging Blade Trap (pressure plates/lever)
Swinging Wall Trap (pressure plates)

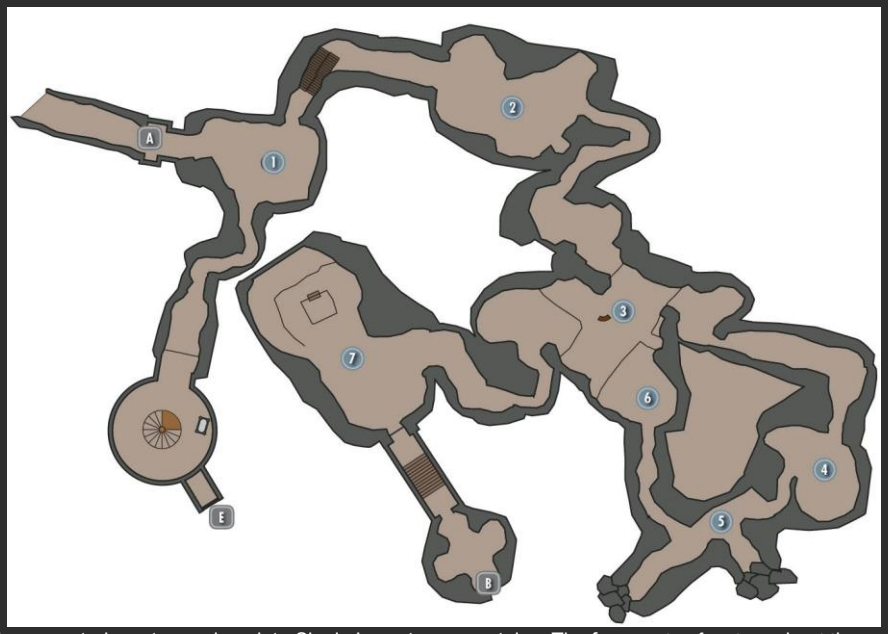
PUZZLES

Nordic Pillars

COLLECTIBLES

Skill Book [Illusion]: 2920, Sun's Dawn, v2
Unique Weapon: Ghostblade [53/80]
Unusual Gem: [19/24]
Chests
Potions

Ansilvund Excavation



Located at Eastmarch's southeastern tip, this recently excavated crypt runs deep into Skyrim's eastern mountains. The fragments of a story about the lovers interred here, Fjori and Holgier, can still be found.

Exterior

Slay a mage and nab some goodies before entering the excavation site's interior.
Crafting: Alchemy Lab
Chest (Locked: Apprentice)
Potions

A) EXIT TO SKYRIM

1) ENTRY CHAMBER

Snag a few potions and any mining tools you may need on your way into this first chamber, where a powerful Draugr lurks. Venture down the lower passage to eliminate another Draugr if you like before taking the upper trail to [2].
Potions

2) SMALL EXCAVATION CHAMBER

A mage watches over a pair of ensorcelled Draugr here, bemoaning his task of watching over them as they are forced to excavate the ruins. Try to exploit the hanging lamp and oil slick on the room's far side. Loot the locked chest on the scaffolding as you make your way here from [1].
Danger! Oil Lamp Trap, Oil Pool Trap
Chest (Locked: Novice)
Potions

3) NORDIC OVERLOOK CHAMBER

Open a locked chest as you enter this cavern, and beware the trip wire in the following passage. A haunting voice calls out to you here, initiating a new Side Quest. Loot the Draugr corpses as you proceed to [4].
Danger! Flail Trap (trip wire), Oil Lamp Trap
Chest (Locked: Apprentice)
Potions

4) ARCANE CAVE

More mages lurk in this small chamber, where various ingredients and food items are found.
Crafting: Arcane Enchanter
Oil Lamp Traps

5) DRAUGR HALL

The haunting voice returns as you move through this hall, calling upon the resting dead to rise up and attack you.

6) FATAL FLOOR CHAMBER

Beware: the entire center of this room rises if you step on it, delivering you up to deadly spikes that line the ceiling. Avoid the chamber's center as you make your way through here.
Danger! Rising Floor Trap

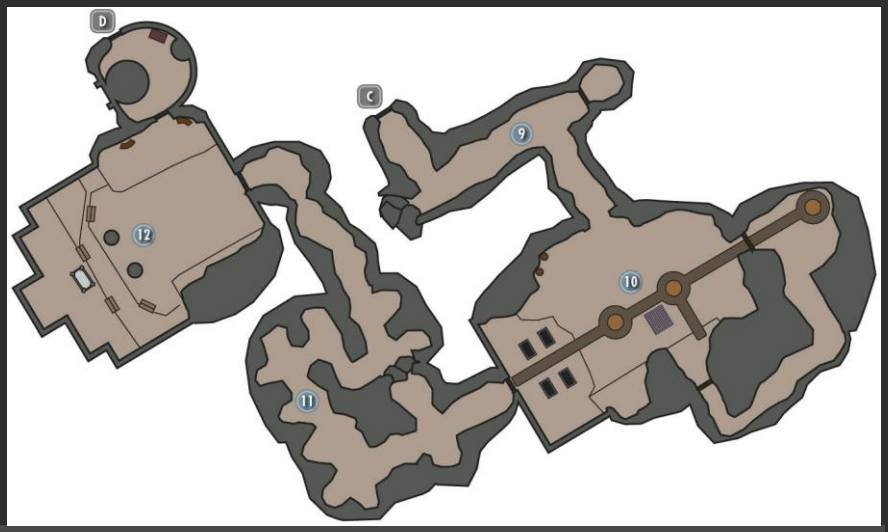
3) NORDIC OVERLOOK CHAMBER REVISITED

Cross elevated walkways to reach this location, where some valuable potions sit on a small table. A small chest can be found on the wooden platform overlooking the area where you first came into this chamber. Another possessed Draugr is busy digging near a large scaffold that over the doorway onward.
Oil Lamp Traps
Potions

7) PILLAR PUZZLE

Beware the trip-wire trap as you approach this large cavern. A power Draugr, mage, and Flame Atronach engage you here. When the dust settles, solve the far puzzle by rotating the upper row of Nordic pillars so that they feature the same symbols as the row of glyphs hidden near the floor below (from left to right: Snake, Hawk, Whale, Snake).
You may have noticed this solution in the common book Fjori and Holgier! This opens the south gate; avoid the pressure plate when crossing the footbridge or you'll be scorched. Loot a chest on your way to the Ansilvund Burial Chambers.
Danger! Flamethrower (pressure plate), Rockfall Trap (tripwire)
Chest
Potions

Ansilvund Burial Chambers



B) DOOR TO ANSILVUND BURIAL CHAMBERS
C) DOOR TO ANSILVUND EXCAVATION
8) SWINGING BLADES PASSAGE

Avoid the many pressure plates in this first passage—stepping on any of them causes a host of swinging blades to activate in the adjacent hall. Pick the Adept-level door at the end of this corridor to access a small nook with a locked chest and lever. Pull the lever to deactivate the swinging blades if you happened to trigger them.

Danger! Swinging Blade Trap (pressure plates/lever)
Chest (Locked: Master)
Key Chamber

This Draugr-filled chamber also sports several traps. Avoid the central pressure plates or you'll be burned by flames. Beware when taking the item off the nearby pedestal as well—removing it causes arrows to fire from the wall directly behind you. (Stand to one side to avoid damage.)
Taking the key from the far pedestal causes a host of Draugr to awaken, but the key is a great help in opening the upper gates, whose Master-level locks aren't easily picked. When you loop back around to the main chamber, sprint straight across the elevated walkway to avoid damage from traps.

Danger! Dart Trap (pedestal pressure plate),
Flamethrower (pressure plates),
Oil Lamp Trap,
Swinging Wall Trap (pressure plates)
Ansilvund Key
Chest
Chest (Locked: Adept)

10) FLOOR TRAP PASSAGE

Lay more Draugr to rest and snag some potions as you pass through this area. Avoid the rising floor trap where the passage widens, and stand near the far wall when collecting the item off the pedestal in the nearby alcove to avoid being shot by arrows from the wall. A Skill Book rests atop another, trap-free pedestal here.

Danger! Dart Trap (pedestal pressure plate), Rising Floor Trap
Skill Book [Illusion]: 2920, Sun's Dawn, v2
Potions

11) LAMP-LIT HALL

Lu'ah Al-Skaven awaits you here. You're just in time to disrupt her nefarious ritual. However, Lu'ah manages to raise two powerful Draugr. Try knocking down the cavern's many hanging lamps to inflict extra damage upon these dangerous foes.
Kill Lu'ah to complete your Side Quest. This also frees the souls of Fjori and Holgeir, who leave a unique blade behind in thanks. Use the key you find on Lu'ah's corpse to open the upstairs door and sack one last chest on your way back to the surface.

Danger! Oil Lamp Traps
Crafting: Alchemy Lab, Arcane Imbuer
Unique Weapon: Ghostblade [53/80]
Unusual Gem: [19/24]
Lu'ah's Key (Lu'ah Al-Skaven)
Chest
Potions

D) DOOR TO ANSILVUND EXCAVATION
E) DOOR TO ANSILVUND BURIAL CHAMBERS

8.4 Eastmarch: Secondary Locations

Next Page >

[7.A] Lucky Lorenz's Shack



Side Quest: The Great Skyrim Treasure Hunt*
Just below the waterfall, close to the Abandoned Prison on the White River, are the remains of a shack, demolished by a fallen tree. The inhabitant, whose luck ran out, has been struck by the tree as well. He carries a Treasure Map. A Shrine of Dibella is found in one surviving corner of the cabin.
Skill Book [Light Armor]: Rislav the Righteous
Treasure Map IX [8/11]
Shrine of Dibella [7/8]

[7.B] Shrine of Talos: Cradlecrush Pond



On a rocky outcrop just northeast of Cradlecrush Rock is a pond where the Imperials haven't found a Shrine to Talos. Clamber up past the old Nordic stone heads and worship here if you wish; there's a chest, Skill Book, and other equipment left as offerings.
Skill Book [Heavy Armor]: 2920, Midyear, v6
Shrine of Talos [12/17]
Chest

[7.C] Mara's Eye Stones



South of Mara's Eye Pond on the steep forest and scree is a set of standing stones. Beware of Spriggan flitting around this place, as they tend to attack you on sight.

[7.D] Frost Troll Den: Uttering Hills



Climb north from Mara's Eye Pond and cross the snow line. Trek to the top of Uttering Hills to find a ferocious Frost Troll guarding his den. The den is empty, but outside is a fluttering flag, marking two mineral veins.
Mineable ore (Corundum, Gold)

[7.E] Shrine of Talos: Watcher of Windhelm



Approach this craggy hillside shrine from the south to reach steps to the Talos statue towering over the bridge and Windhelm Stables below. You'll find a shrine to receive a blessing, and various offerings to take. The dead body of a Thalmor Agent has been disposed of below the walkway to the statue, along with the enchanted weapon that did him in.
Shrine of Talos [13/17]

[7.F] Hunter's Camp: Windhelm Plateau



Unless the Imperial Legion is laying siege to Windhelm, this mountain plateau is occupied by a hunters' camp. As you approach, a Frost Troll suddenly appears over the ridge. The hunters have little chance against this powerful foe, so rush in to help (or watch them die, if you prefer). You can loot the corpses and the camp for some valuables, though any surviving hunters will turn on you if you steal their items (so much for gratitude). A Skill Book lies inside one of the lean-tos.
Skill Book [Light Armor]: Ice and Chitin
Chest (Apprentice)

[7.G] Windhelm Attack Camp



Related Quests
Civil War Quest: Reunification of Skyrim
Civil War Quest: Battle for Windhelm
At the end of the Civil War, if you sided with the Imperials, the assault on Windhelm begins here, with most of the catapults bombarding the city from this point. General Tullius assembles his men for a rousing speech close to this location, prior to the epic assault on this Stormcloak stronghold.

[7.H] Dragon Mound: Kynesgrove Resurrection



Related Quest: Main Quest: A Blade in the Dark
This Dragon Mound is initially sealed. It opens during Main Quest: A Blade in the Dark, when you arrive with Delphine and watch Alduin resurrect Sahloknir, the dragon that was entombed here. Alduin himself cannot be harmed; he resurrects his brethren and flies off. But slay Sahloknir and absorb his soul to continue the quest.

[7.I] Hunter's Camp: Dunmeth Pass



Halfway up the exceptionally steep snowbanks is a small hunter's camp with a lean-to and roaring fire. The hunters are friendly, unless you attempt to steal from them. Look for a blowing ragged flag to indicate this camp's proximity.
Crafting: Tanning Rack
Knapsack

[7.J] Wild Animal Den: Dunmeth Pass



A few wild animals are snarling at the top of the incredibly steep snowbanks and mountain slopes. The ragged flag halfway up the slope is a good route marker to look for. The den is devoid of items but provides a view of the Shrine of Boethia.

[7.K] Hunter's Camp: Sulphur Soaking Pools



West and a little south of Eldergleam Sanctuary is a group of hunters bathing in a sulphur pool. The camp has a couple of tents and some , and a Skill Book sits on the short table with the keg. The hunters are friendly, unless you try to steal their clothes and equipment. It seems the wine has been flowing freely here!
Skill Book [Smithing]: Cherim's Heart

[7.L] Dragon Mound: Bonestrewn Crest



Related Quest: Main Quest: Dragon Rising
This Dragon Mound is initially sealed. It opens during Main Quest: Dragon Rising. If you visit during or after this point in the Main Quest, the mound will be open and empty. Once the quest is complete, a dragon will appear atop Bownstrewn Crest [7.20] nearby; perhaps the resurrected dragon simply thought it a better lair.

[7.M] Cronvangr Summoning Altar



The bubbling sulfur in this area has forced an old Nordic entrance to crumble and fall, and the sacrificial altar is currently exposed to the elements. Watch for a couple of necromancers attempting to raise a thrall on the slab here.

[7.N] Dragon Mound: Witchmist Grove



Related Quest: Main Quest: The Way of the Voice
This Dragon Mound remains sealed. It opens during Main Quest: The Way of the Voice, when you train with the Greybeards. If you return during or after this point in the Main Quest, the mound will be open and empty. The dragon summoned has disappeared.

[7.O] Witchmist Sulphur Pool



Expect to find a couple of wandering mammoths and a giant bathing in the hot waters of this sulphur pool, which is just east of Witchmist Grove. Approach them with caution, or bring them down from a distance.

[7.P] Hunters' Camp: Steamcrag Slopes



On the slopes to the east of Steamcrag Camp is a well-hidden hunters' camp. There are likely to be two adventuring types here, along with their horses and a recently slain mammoth that's being carved up for meat and tusks. A Skill Book sits on a crate near the wagon.
Skill Book [Two-Handed]: The Legendary Sancre Tor

[7.Q] Mistwatch Folly



The remains of a small fortification long-since lost to the sulphur pools is now home to three skeletons. They reanimate when you approach, so attack before they're fully mobile. The only treasure are the items these bony fiends are carrying.

[7.R] Shrine of Akatosh: Steamcrag Hillock



On the rocky hillock south of Steamcrag Camp is a set of standing stones and an altar, upon which is a Shrine to Akatosh and a Skill Book. Beware the crumpled bones; these reanimate into three skeletons as you approach!
Skill Book [Alteration]: Breathing Water
Shrine of Akatosh [5/6]

[7.S] The Mournful Giant



A mammoth has succumbed to death at the eastern end of a small sulphur pool, and a despondent giant waits by its furry corpse. You may attack or edge around this melancholy fellow.

[7.T] Dragon Mound: Mzulft Foothills



Related Quest: Main Quest: Dragon Rising
This Dragon Mound is initially sealed. It opens during Main Quest: Dragon Rising. If you visit during or after this point in the Main Quest, the mound will be open and empty.

[7.U] Hunters' Camp: Slopes of Kagrenzel



On the treacherous slopes leading to Kagrenzel is a small hunters' camp, with two hardy folk braving the inclement weather. There's a small vein of Corundum to mine here, and a Skill Book sits atop a barrel near one of the tents.
Skill Book [Archery]: Father of the Niben
Mineable ore (Corundum)

9.1 Falkreath Hold: Overview and Services

Topographical Overview



The Hold along Skyrim's southern border with Cyrodiil is known as Falkreath, and its capital shares the same name. The Hold's second largest town, Helgen, was the site of a recent dragon attack and prisoner escape.



Before its destruction, Helgen was "the Gateway to Skyrim," a well-traveled town at an important crossroads in the foothills of the Jerall Mountains. As you move north, the rugged, mountainous south gradually gives way to pine forest lowlands.



Though initially tranquil to the untrained eye, the woods are a wilderness fraught with the prospect of enemies (wild animals or worse) lurking behind every tree.
Still, the people of Falkreath are reasonably prosperous farmers and loggers, thanks to the abundant supply of fresh water from Lake Ilinalta—the largest body of water in Skyrim.

Routes and Pathways

Falkreath is among the most-traveled Holds in terms of major roads and minor pathways. The lake is an excellent anchoring point, allowing you to get your bearings from almost any angle.
North of the lake are the sharp and protruding Brittleshin Hills—snowy peaks dominated by Bleak Falls Barrow that overlook the origin of the White River—and the town of Riverwood just across the border in Whiterun Hold.
Head east, and you brave the blizzards of the Jerall Mountains, bandit attacks in the high mountain passes, and the windswept caverns of Haemar's Shame.

To the south, the Jerall Mountains dominate, their icy crags making many locations difficult to reach and almost impossible to escape from without blade or spell.
Still, resolute hunters like Angi can still be found in this vast wilderness, determined to live life on their own terms.
Head west, and the pine forests give way to more rocky scree and sharper crags, where you can hear the howls of anger of the Forsworn from the Reach and find old or forgotten cuts into the earth, including the fabled Twilight Sepulcher.

Available Services, Crafting, and Collectibles

SERVICES

Followers: [0/47]
Houses for Sale: [0/5]
Marriage Prospects: [0/62]
Skill Trainers: [3/50]
Alchemy: [1/3]
Alteration: [0/3]
Archery: [0/3]
Block: [0/2]
Conjuration: [1/3]
Destruction: [0/3]
Enchanting: [0/2]
Heavy Armor: [0/3]
Illusion: [0/2]
Light Armor: [1/3]
Lockpicking: [0/2]
One-Handed: [0/3]
Pickpocket: [0/3]
Restoration: [0/3]
Smithing: [0/3]
Sneak: [0/3]
Speech: [0/4]
Two-Handed: [0/2]
Traders [7/133]:
Apothecary [2/12]
Bartender [0/5]
Blacksmith [3/33]
Carriage Driver [0/5]
Fence [0/10]
Fletcher [0/3]
Food Vendor [0/9]
General Goods [1/19]
Innkeeper [1/15]
Jeweler [0/2]
Special [0/3]
Spell Vendor [0/12]
Stablemaster [0/5]

COLLECTIBLES

Captured Critters: [0/5]
Dragon Claws: [1/10]
Dragon Priest Masks: [0/10]
Larceny Targets: [0/7]
Skill Books: [29/180]
Alchemy: [2/10]
Alteration: [2/10]
Archery: [3/10]
Block: [2/10]
Conjuration: [3/10]
Destruction: [2/10]
Enchanting: [3/10]
Heavy Armor: [0/10]
Illusion: [2/10]
Light Armor: [2/10]
Lockpicking: [0/10]
One-Handed: [1/10]
Pickpocket: [1/10]
Restoration: [1/10]
Smithing: [2/10]
Sneak: [1/10]
Speech: [1/10]
Two-Handed: [1/10]
Treasure Maps: [3/11]
Unique Items: [16/112]
Unique Weapons: [7/80]
Unusual Gems: [3/24]

SPECIAL OBJECTS

Shrines: [6/69]
Akatosh: [1/6]
Arkay: [3/12]
Dibella: [0/8]
Julianos: [0/5]
Kynareth: [0/6]
Mara: [0/5]
Stendarr: [0/5]
Talos: [2/17]
Zenithar: [0/5]
Standing Stones: [4/13]
The Lady Stone
The Mage Stone
The Thief Stone

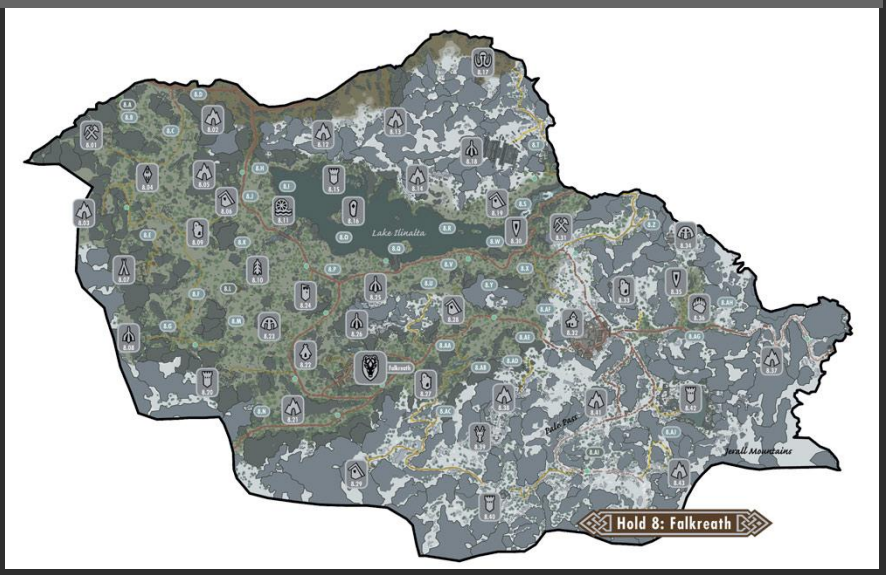
The Warrior Stone
Word Walls: [5/42]
Animal Allegiance: [1/3]
Aura Whisper: [0/3]
Become Ethereal: [0/3]
Disarm: [0/3]
Dismaying Shout: [0/3]
Elemental Fury: [1/3]
Fire Breath: [1/2]
Frost Breath: [0/3]
Ice Form: [0/3]
Kyne's Peace: [0/3]
Marked for Death: [1/3]
Slow Time: [0/3]
Storm Call: [0/3]
Throw Voice: [0/1]
Unrelenting Force: [1/1]
Whirlwind Sprint: [0/2]

Crafting Stations: Falkreath

Type	Location A	Location B
Alchemy Lab	Anise's Cabin (Interior) [8.19]	Dark Brotherhood Sanctuary [8.22]
Arcane Enchanter	Anise's Cabin (Interior) [8.19]	Dark Brotherhood Sanctuary [8.22]
Anvil or Blacksmith Forge	Falkreath (Lod's House) [8.00]	Dark Brotherhood Sanctuary [8.22]
Cooking Pot and Spit	Falkreath (Lod's House) [8.00]	Half-Moon Mill (Interior) [8.11]
Grindstone	Falkreath (Lod's House) [8.00]	Dark Brotherhood Sanctuary [8.22]
Smelter	Bilegulch Mine (Exterior) [8.01]	—
Tanning Rack	Falkreath (Lod's House) [8.00]	Half-Moon Mill [8.11]
Wood Chopping Block	Whiterun (Jarl's Longhouse) [7.00]	Half-Moon Mill [8.11]
Workbench	Falkreath (Lod's House) [8.00]	Dark Brotherhood Sanctuary [8.22]

Hold 8

(click here for an interactive version of the map)



Primary Locations

TOTAL—44: HOLD CAPITAL, AND 43 HOLD LOCATIONS

[8.00] Hold Capital City: Falkreath
Jarl: Siddgeir
[8.01] Bilegulch Mine
[8.02] Sunderstone Gorge
[8.03] Glenmoril Coven
[8.04] Falkreath Imperial Camp
[8.05] Moss Mother Cavern
[8.06] Hunter's Rest
[8.07] Knifepoint Ridge
[8.08] Twilight Sepulcher
[8.09] Bannermist Tower
[8.10] Evergreen Grove

[8.11] Half-Moon Mill
[8.12] Bloated Man's Grotto
[8.13] North Brittleshin Pass
[8.14] South Brittleshin Pass
[8.15] Ilinalta's Deep
[8.16] The Lady Stone
[8.17] Secunda's Kiss
[8.18] Bleak Falls Barrow
[8.19] Anise's Cabin
[8.20] Cracked Tusk Keep
[8.21] Halldir's Cairn
[8.22] Dark Brotherhood Sanctuary
[8.23] Roadside Ruins
[8.24] Falkreath Watchtower
[8.25] North Shriekwind Bastion
[8.26] South Shriekwind Bastion
[8.27] Peak's Shade Tower
[8.28] Pinewatch
[8.29] Angi's Camp
[8.30] The Guardian Stones
[8.31] Embershard Mine
[8.32] Helgen
[8.33] South Skybound Watch
[8.34] North Skybound Watch
[8.35] Orphan Rock
[8.36] Falkreath Stormcloak Camp
[8.37] Haemar's Shame
[8.38] Bonechill Passage
[8.39] Ancient's Ascent
[8.40] Bloodlet Throne
[8.41] Greywater Grotto
[8.42] Fort Neugrad
[8.43] Southfringe Sanctum

Secondary Locations

TOTAL—36 POINTS OF INTEREST

[8.A] Dragon Mound: Bilegulch Ridge
[8.B] Toadstool Ring: Bilegulch Ridge
[8.C] Hunter's Camp: Sunderstone Gorge
[8.D] A Peddler's Misfortune
[8.E] Toppled Tower: Knifepoint Woods
[8.F] Burning Caravan: Evergreen Grove
[8.G] Shrine of Akatosh: Twilight Valley
[8.H] Fisherman's Camp: Lake Ilinalta
[8.I] Sunken Fishing Boat: Lake Ilnalta
[8.J] Dark Elf's Grave
[8.K] Alchemist's Camp: Evergreen Woods
[8.L] Dragon Mound: Evergreen Woods
[8.M] Sacrificial Altar: Evergreen Woods
[8.N] Bear Cave: Halldir's Cairn
[8.O] The Silvermoon: Lake Ilnalta
[8.P] Nordic Burial Grove
[8.Q] Fisherman's Island: Lake Ilinalta
[8.R] Sunken Barrow: Lake Ilinalta
[8.S] The Indigestible Emerald
[8.T] Riverwood Folly
[8.U] Wild Animal Den: Pinewatch Outcropping
[8.V] The Conjuror's Altar: Lake Ilinalta
[8.W] Hunter's Camp: The Guardian Stones
[8.X] Bandit Camp: Ilinalta Foothills
[8.Y] Shrine of Talos: Ilinalta Foothills
[8.Z] Bandit Camp: Skybound Underhang
[8.AA] Bandit Bridge: Pinewatch
[8.AB] Bandit Camp: Pinewatch Heights
[8.AC] Hunter's Camp: Upper Pinewatch Ridge
[8.AD] Prospector's Shack: Bonechill Ridge
[8.AE] Bandit Camp: Helgen Cliffs
[8.AF] The Mauled Refugees
[8.AG] Khajiit Caravan Massacre
[8.AH] Wild Animal Den: Orphan's Tear
[8.AI] Dragon Mound: Bloodlet Peaks
[8.AJ] The Headless Skeleton

9.2 Falkreath Hold: Hold Capital Falkreath

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RELATED QUESTS

Daedric Quest: A Daedra's Best Friend
Daedric Quest: Ill Met By Moonlight
Dark Brotherhood Quest: Side Contract: Helvard
Miscellaneous Objective: Innkeeper Rumors (Dead Man's Drink)
Miscellaneous Objective: Once a Thalmor...* (Runil)
Miscellaneous Objective: Vighar the Vampire* (Dengeir of Stuhn)
Favor (Activity): Harvesting Crops* (Mathies)
Favor: Special Delivery* (Thadgeir)
Favor: A Little Light Thievery* (Dengeir of Stuhn)
Favor: Rare Item Hunt* (Jarl Siddgeir)
Favor: Item Retrieval (Cave)* (Runil)
Favor: Jobs for the Jarls* (Jarl Siddgeir)
Crafting Tutorial: Alchemy* (Zaria)
Thane Quest: Thane of Falkreath Hold*

HABITATION: HOLD CAPITAL (MINOR)

CRAFTING

Alchemy Labs (2)
Arcane Enchanter
Blacksmith Forge
Grindstone
Tanning Racks (4)

SERVICES

Trader (Apothecary): Zaria [9/12]
Trader (Blacksmith): Lod [25/33]
Trader (General Store Vendor): Solaf [12/19]
Trader (Innkeeper): Valga Vinicia [13/15]
Trainer (Conjuration: Journeyman): Runli [3/3]

SPECIAL OBJECTS

Shrines of Arkay (3) [9/12; 10/12; 11/12]
Civil War: Map of Skyrim

COLLECTIBLES

Skill Book [Block]: Death Blow of Abernanit [C2/10]
Skill Book [Illusion]: The Black Arts on Trial [E2/10]
Skill Book [Restoration]: Racial Phylogeny [C2/10]
Skill Book [Smithing]: Light Armor Forging [D1/10]
Skill Book [Speech]: A Dance in Fire, v6 [B2/10]
Skill Book [Two-Handed]: The Legendary Sancre Tor [D2/10]
Unique Item: Cursed Ring of Hircine [65/112]
Unique Item: Ring of Hircine [66/112]
Chest
Potions aplenty

Lore: City Overview
Falkreath

(click here for an interactive version of the map)



The capital of Falkreath is infamous for its bloody history and sprawling graveyard. Its name is not Nordic in origin, but Elvish, though even they no longer remember its meaning. The town, and its graveyard, blossomed over the ages from a monument commemorating the Battle of Sungard.
A statue once stood commemorating the spot where Kjoric the White fell in battle defending Falkreath from the First Empire, and legend has it that his son, Hoag Merkiller, fell in exactly the same spot when he retook Falkreath years later. The residents of Falkreath take a certain pride in this history and their cemetery, though some darkly refer to Falkreath as "Where heroes come to die."
In recent years, the Jarl's family has become bitterly divided between Siddgeir, the avaricious Imperial Jarl, and his uncle, the former Jarl Dengier, who was forced from his position due to his growing Stormcloak sympathies. The people of Falkreath work hard just to keep the town functioning properly despite the political struggles.
Isolated and isolationist, the capital of Falkreath is unwelcoming to visitors, with stern facades and its haunting graveyard. Some say wisps flit across the graveyard at night, and lonely buildings feel surrounded by the graveyard and hidden foes on the treeline's edge, while gloomy interiors hold the court of a Jarl with a family divided.

Important Areas of Interest

1) MAIN THOROUGHFARE

Jarl Siddgeir's moneymaking schemes are paying dividends, as the settlement of Falkreath is well guarded, featuring fortified gates at opposite ends of town. The main thoroughfare is mostly paved, and there's always a guard presence. There's room for a small farm and lumber mill to support the local economy.

2) JARL'S LONGHOUSE



The following leaders of Falkreath are loyal to the Imperials at the start of the Civil War.

Jarl Siddgeir

The nephew of Dengeir and now the Jarl of Falkreath, Siddgeir has always had money and power, although he's done little to deserve either. He acts as Jarl now that his uncle has given up the position. Siddgeir mostly focuses on ways to acquire more money and protect his newfound power.
His main concern is busybodies like Valga Vinicia, Tekla, and Narri, who he fears might ruin his family's name. However, he has already amassed his own supporters: Solaf and Bolund, a pair of brothers who complete occasional dirty deeds on his behalf.

Nenya (Steward)

Nenya is an overworked High Elf who attempts to maintain order and is the brains behind the throne. She isn't conniving or plotting, just attempting to maintain order while in the service of an incapable leader.

Helvard (Housecarl)

A loyal bodyguard and skilled military tactician, Helvard serves as a bodyguard for the Jarl. While he has great respect for the position of Jarl, Helvard agrees with Nenya that neither Dengeir of Stuhn nor Siddgeir are suited for the important decisions of the town, and he works with her to guide the Jarl's policies to what is best for the city.

Legate Skulnar

The following residents of Falkreath control the capital, once this Hold has fallen during the Civil War.

Jarl Dengeir of Stuhn

Once the Jarl of Falkreath, now "voluntarily" lowered to the position of Thane, Dengeir of Stuhn was a great warrior and virtuous hero of Falkreath in his youth. However, he has outlived his glory and is slowly descending into a creeping paranoia. He sees enemies hidden everywhere and rarely goes out in public.

Shortly before Imperial pressure forced him from his position as Jarl, Dengeir very nearly exiled all Imperials from Falkreath, a proclamation prevented only by Nenya's careful council. Dengeir is a strong supporter of the Stormcloaks, but he knows to stay quiet about his support.

Tekla (Steward)

As further evidence of his growing dementia, Dengeir names his house servant Tekla as his Steward when the Stormcloaks restore him to the position of Jarl. He does this not because he believes that she is qualified to hold the position (she almost certainly isn't) but because she is the only person left who he trusts.

Jarl Siddgeir runs Falkreath Hold from this impressive Longhouse. His main reason for supporting the Empire is because it makes life more profitable for him, so he continues to find ways to line his own pockets with their help.

As a result, much of the day-to-day workings of the Hold are still handled by his overworked Steward, Nenya, and she works with Helvard to deal with matters of military defense, such as bolstering the city from Civil War attacks.

He has welcomed Legate Skulnar into his hearth and home, and turned the wine storage room into a place where the Imperials can plot war. The Jarl's bedroom has two display cases ([Adept] and [Expert]), the latter of which has a Skill Book to read. There's another on a table in the War Room, and an Arcane Enchanter on one of the upstairs balconies.

Crafting: Arcane Enchanter
Skill Book [Block]: Death Blow of Abernanit [C2/10]
Skill Book [Pickpocket]: Guide to Better Thieving
Civil War: Map of Skyrim
Chest
Potions aplenty

3) FALKREATH BARRACKS

Sinding

The three floors of Falkreath's Barracks are where the town's guard sleep, drink, and return to drink some more. Find a Skill Book tucked between some wooden crates near the entry door.

The bedrooms are upstairs, and most of the meals (and brawling) occurs on the ground floor. Below is a cellar, or Falkreath Jail, where mainly petty thieves or drunkards are placed. However, one specially reinforced cell holds the "monster" Sinding, who is a threat to all the townsfolk after he murdered the child of Mathies and Indara.

Skill Book [Illusion]: The Black Arts on Trial [E2/10]
Skill Book [Two-Handed]: The Legendary Sancre Tor [D2/10]
Unique Item: Cursed Ring of Hircine [65/112]
Unique Item: Ring of Hircine [66/112]
Evidence Chest
Prisoner Belongings Chest
Chests (3)

4) GRAVE CONCOCTIONS



Zaria

Her Alchemist's Store is well stocked, and she is able to talk through the rudiments of mixing potions to anyone who is interested. Discover a Skill Book on the floor behind some baskets near the bed.

Crafting: Alchemy Lab
Trader (Apothecary): Zaria [9/12]
Potions, Food, Ingredients
Skill Book [Alchemy]: De Rerum Dirennis
Chest
Potions aplenty

5) LOD'S HOUSE



Lod
Near his forge, and is almost always locked. Inside is a private letter requesting some ore and a cellar to inspect. A Skill Book rests atop a barrel downstairs.
Crafting: Blacksmith Forge, Grindstone, Tanning Racks (3), Workbench
Trader (Blacksmith): Lod [25/33]
Weapons, Apparel, and Misc
Skill Book [Smithing]: Light Armor Forging [D1/10]
Private Letter
Chest (2)

6) GRAY PINE GOODS



Solaf
Bolund
Solaf runs this general store that is owned by Siddgeir—which has a surprising array of goods for such an isolated town—while his brother voices disapproval of the Imperials around Falkreath.
The only obstacles to the brothers becoming the most powerful family in town are Valga Vinicia and her "daughters," who Bolund sees as busybodies and gossips who have something against him. Solaf and Bolund's sister Grelka left them for Riften a while ago, sick of their attitudes. Solaf and Bolund don't particularly miss her.
Trader (General Store Vendor): Solaf [15/15]
Weapons, Apparel, Potions, Scrolls, Food, Ingredients, Books, Misc
Potions

Chest (2)
Strongbox (Apprentice)

7) DEAD MAN'S DRINK



Valga Vinicia
Narri
Delacourt
A cozy tavern with a roaring fire and fine food, the Dead Man's Drink stands in stark contrast to the Jarl's court and is the far more inviting world for visitors. The owner, Valga Vinicia, is always glad to listen to a traveler's tales, and the server, Narri, collects gossip from around the town, particularly from her sister, Tekla, who works as a maid for Dengeir.
Valga Vinicia has slowly become aware of the Dengeir's paranoia and has long known of Siddgeir's corruption, and she grows concerned for the town.
A Skill Book is kept behind the counter.
Crafting: Alchemy Lab
Trader (Innkeeper): Valga Vinicia [13/15]
Room for the night, Food
Innkeeper Rumors
Skill Book [Speech]: A Dance in Fire, v6 [B2/10]
Chest (3)

8) CORPSELIGHT FARM

Mathies Caerellia
Indara Caerellia
Indara and her husband, Mathies, reside peacefully at the Corpselight farm, so named because a past resident helped develop the idea of "cultivating" the witchlights and wisps that illuminate the edges of the town graveyard. Currently, the pair are managing a bumper crop of potatoes, cabbages, and gourds.
Skill Book [Restoration]: Racial Phylogeny [C2/10]
Chest

9) DENGEIR'S HOUSE

Tekla
Once the Jarl of Falkreath, now "voluntarily" lowered to the position of Thane, Dengeir of Stuhn was a great warrior and virtuous hero of Falkreach in his youth.
However, he has outlived his glory and is slowly descending into a creeping paranoia. Dengeir of Stuhn is loathe to meet guests and sees threats and conspiracies everywhere. His rantings terrorize his servant, Tekla. Tekla will raise the alarm if you decide to break into this dwelling, if she's inside this location.
Crafting: Tanning Rack
Chest

10) DEADWOOD LUMBER MILL

Hardly a hive of activity, the mill isn't utilized to capacity thanks to the lackadaisical attitudes of its owner, Jarl Siddgeir, and its abrasive foreman, Bolund.

11) HALL OF THE DEAD



Runil
Kust
Originally meant for the cemetery's groundskeeper, this now consists of a dwelling for Runil and Kust and a makeshift shrine for Arkay, the god of birth and death.
Unlike the larger Hold capitals, there is neither the room nor the coin to build a mausoleum to the fallen, who are buried outside in the cemetery instead.
Inside, a Skill Book is hidden under the bed near the chest.
Trainer (Conjuration: Journeyman): Runli [3/3]
Skill Book [Conjuration]: The Doors of Oblivion

Shrine of Arkay [9/12]
Shrine of Arkay [10/12]
Shrine of Arkay [11/12]
Chest

12) CEMETERY

The graveyard encroaches into the town and is large compared to the population. Most of the graves have worn away, including a memorial statue commemorating Hoag Merkiller and Kjoric the White, who died defending Falkreath from outsiders.
By tradition, the graveyard at Falkreath is the central graveyard for all residents of Falkreath Hold, and the many battles for control over the Hold have provided it with no shortage of graves.
Because the town has a resident priest of Arkay, the grave sites are better maintained than in smaller cemeteries, and in many cases, the tombstones have long outlasted the bodies of those they were meant to commemorate.

9.3 Falkreath Hold: Primary Locations

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[8.01] Bilegulch Mine



RECOMMENDED LEVEL: 6

DUNGEON: BANDIT CAMP

Bandit

CRAFTING

Blacksmith Forge
Smelter
Workbench

DANGERS

Bone Alarm Trap

COLLECTIBLES

Skill Book [Smithing]: The Armorer's Challenge
Chest(s)
Potions

Mineable ore (Orichalcum)

Merciless bandits have taken over this remote Orichalcum mine, which lies at Falkreath's western edge.

EXTERIOR

The bandits have fortified their position around the mine with a wooden wall and several watchtowers. You must enter through the wall's main gate, which lies to the southwest. Loot a locked chest before scaling some stairs to face powerful bandits near the mine's entrance. Another locked chest and several crafting stations are found up here.

Crafting: Blacksmith Forge, Smelter, Workbench
Chest (Locked: Novice)
Chest (Locked: Apprentice)
Potions

BILEGULCH MINE (INTERIOR)

Avoid hanging rattles as you descend into the mine—they'll alert the bandits' nearby leader. Obtain a key from the Bandit Chief and use it to open the nearby chest. Find a Skill Book on a wooden table at the end of the mine shaft, and if you like, dig plenty of Orichalcum Ore from this mine before heading outside.

Danger! Bone Alarm Trap
Skill Book [Smithing]: The Armorer's Challenge
Bilegulch Mine Key (Bandit Chief)
Chest (Locked: Expert)

Mineable ore (Orichalcum)



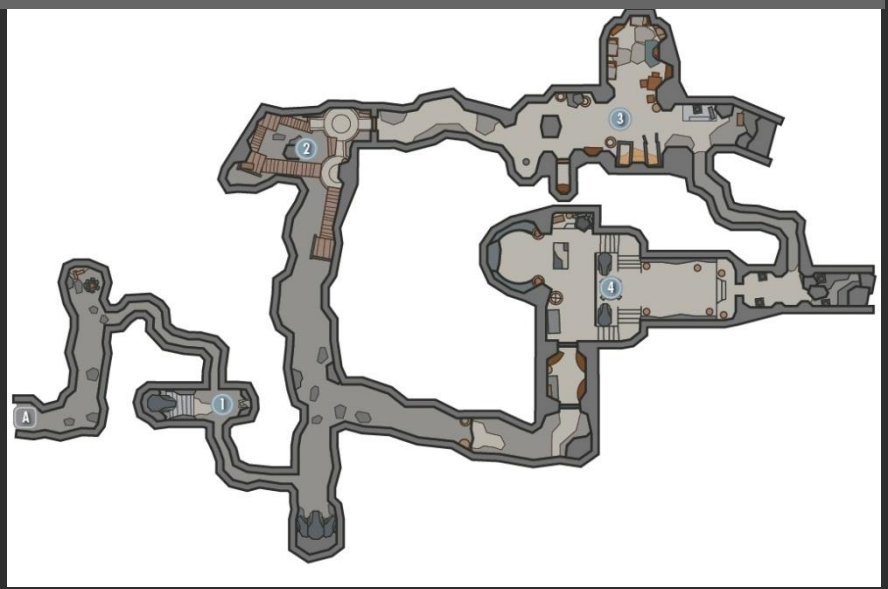
[8.02] Sunderstone Gorge



RELATED QUESTS
Thieves Guild Radiant Quest: No Stone Unturned
DUNGEON: WARLOCK LAIR
Animal
Atronach
Mage
Skeleton
CRAFTING
Alchemy Labs (2)
Arcane Enchanter
DANGERS
Oil Lamp Traps
Bone Alarm Trap
Oil Pool Traps
Rockfall Trap (pressure plate)
Mammoth Skull Trap (pressure plate)
Magic Trap
Swinging Wall Trap (pressure plate)
Dart Trap (trapped door)
COLLECTIBLES
Skill Book [Conjuration]: 2920, Frostfall, v10 [A2/10]
Unusual Gem: Stone of Barenziah [20/24]
SPECIAL OBJECTS
Word Wall: Fire Breath [2/2]
Chest(s)
Potions

Sunderstone Gorge

(click here for an interactive version of the map)



Bones and bloodstains mark the entrance to this small cave, and a powerful mage stands watch outside. Nearly every square inch of this treacherous cave's interior is filled with traps and dangers—sneak and avoid rushing forward, or you'll suffer dearly. Protection against fire can be invaluable here.

A) EXIT TO SKYRIM

1) ENTRY PASSAGES

Avoid a pressure plate that releases a lethal rockfall as you sneak toward an unwary mage who's tending a fire inside the cave. Beware of another dangerous pressure plate trap in the small cavern that follows, which is guarded by a lowly skeleton.

Hug the right wall to dodge hanging rattles, then ignite the next tunnel's oily floor to scorch more foes.
Danger! Oil Lamp Traps, Bone Alarm Trap, Oil Pool Traps, Rockfall Trap (pressure plate), Mammoth Skull Trap (pressure plate)

2) STAIR CHAMBER

Knock down a hanging lamp to make a mage flee from his advantageous perch in the oily passage that leads to this small area. Beware of a lethal pressure plate trap at the passage's end, and find a chest in a nook near the wooden stairs. Another chest is tucked away atop the stairs as well.
Danger! Oil Lamp Traps, Oil Pool Traps, Wall Trap (pressure plate)
Chest (Locked: Apprentice)
Chest (Locked: Adept)

3) LAB

Watch your step before reaching the bottom of these stairs, as there is a magic trap waiting in a nook to the side. Ignite the oily floor here to scorch more mages, and crouch before opening the south wooden door; there's a chest in the closet beyond, but arrows will puncture you from behind if you're standing tall.
(Alternatively, you can disable the trap's trigger on the door.) Mix some potions at the Alchemy Lab here, then loot a large, locked chest that lies in the west rubble—if you're able to pick its tricky lock.
Danger! Dart Trap (trapped door), Magic Trap
Crafting: Alchemy Lab
Chest
Chest (Locked: Master)
Apothecary's Satchel
Potion

4) WORD WALL CHAMBER

Beware the large amount of oil on the floor here—the far mages and Fire Atronach will quickly ignite it if they detect you. Sneak past this hazard, or sprint past it before your enemies can react. Approach the Word Wall to learn a new Word of Power, then raid the nearby chest and collect a Skill Book off the nearby pedestal.
Exploit an Arcane Enchanter if you like, then pull a wall chain to access another Alchemy Lab. The Unusual Gem found here pertains to a Thieves Guild Radiant Quest. Pull a second wall chain to open the passage that leads back to the cave's entry tunnel.
Danger! Oil Pool Trap
Crafting: Alchemy Lab, Arcane Enchanter
Skill Book [Conjuration]: 2920, Frostfall, v10 [A2/10]
Unusual Gem: Stone of Barenziah [20/24]
Word Wall: Fire Breath [3/3]
Chest
Potions

[8.03] Glenmoril Coven



RELATED QUESTS

The Companions Quest: Blood's Honor
The Companions Radiant Quest: Purity

RECOMMENDED LEVEL: 14
DUNGEON: HAGRAVEN NEST

Animal
Glenmoril Witch (only during "Blood's Honor")
Hag (does not appear during "Blood's Honor")

CRAFTING

Arcane Enchanter

COLLECTIBLES

Skill Book [Destruction]: Horrors of Castle Xyr [B2/10]
Skill Book [Enchanting]: A Tragedy in Black [A1/10]
Chest (Locked: Novice)
Chests (2)
Potions

In the northeast reaches of Falkreath, a coven of nefarious witches have occupied a sizeable cave. You visit this site during two different quests, for very different reasons. Discover a locked chest in a dark nook as you navigate the cave's first passage.
Defeat a Hag and vicious animal in the large chamber that follows, which links to four side rooms. Beware the ferocious beast that lurks on the main chamber's north ledge. Explore each small side chamber to discover a variety of plunder.

[8.04] Falkreath Imperial Camp



RELATED QUESTS
Civil War Quest (when active, depending on who you side with)
HABITATION: MILITARY: IMPERIAL CAMP
Imperial Quartermaster (Blacksmith)
Imperial Soldier
SERVICES
Trader (Blacksmith): Imperial Quartermaster [26/33]
Weapons, Apparel, Misc
CRAFTING
Alchemy Lab
Anvil
Grindstone
Workbench
SPECIAL OBJECTS
Civil War: Map of Skyrim
Chests (2)
Potions

Depending on the status of the Civil War quest line, you may or may not find this small Imperial campsite in Falkreath. When the camp is present, you may trade with the Imperial Quartermaster, or utilize his selection of crafting stations. One tent's tabletop map can potentially grant you new map data. Loot the camp if you like before moving on.

[8.05] Moss Mother Cavern



RELATED QUESTS
Dungeon Quest: Hunter and Hunted*
RECOMMENDED LEVEL: 8
DUNGEON: SPRIGGAN GROVE
Spriggan
Bear
Valdr
DANGERS
Bear Traps
COLLECTIBLES
Unique Weapon: Valdr's Lucky Dagger [54/80]
Chest(s)

This rocky cave lies just off of Falkreath's main western road. A wounded hunter named Valdr sits on a log just outside the entrance, calling out for help.
EXTERIOR
Speak with Valdr to hear his story, then heal him with a potion or Restoration Spell to address his immediate problem. Valdr asks for your help in clearing out the cavern; decide if you wish to go alone or have Valdr lend you his aid.
MOSS MOTHER CAVERN (INTERIOR)

Loot the body of Valdr's fallen friend Ari, then leap up the nearby ledges to locate a hidden chest. Slay a Spriggan and Bear as you venture deeper in, being careful to avoid bear traps that are hidden among shrubbery.
Defeat a few more Spriggans in the large, sunlit cavern that follows to clear the cave and complete your quest. Raid the large chest that sits on a south ledge and swipe the gear that rests at the bottom of the pool. Then speak with Valdr for your reward.
Danger! Bear Traps
Chest
Chest (Locked: Novice)

[8.06] Hunter's Rest



RECOMMENDED LEVEL: 8
HABITATION: HUNTER CAMP
Hunter
CRAFTING
Tanning Rack
COLLECTIBLES
Skill Book [Archery]: Father of the Niben [A2/10]
Chest
This small open-air cabin lies due west of Lake Ilinalta, just across the main road. The friendly hunters who live here enjoy a simple life. A chest inside the cabin can be looted if you've no qualms about stealing. There's a Skill Book between the bedrolls as well.

[8.07] Knifepoint Ridge



RELATED QUESTS
Daedric Quest: Boethiah's Calling
Dungeon Activity
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
CRAFTING
Alchemy Lab
Blacksmith Forge
Grindstones
Smelter
Tanning Rack
Workbench
DANGERS
Oil Lamp Trap
Oil Pool Trap
Rockfall Trap (lever)
QUEST ITEMS
Ebony Mail

COLLECTIBLES
Skill Book [Archery]: Vernaccus and Bourlor [E1/10]
Unique Item: Ebony Mail [67/112]
Chests
Potions

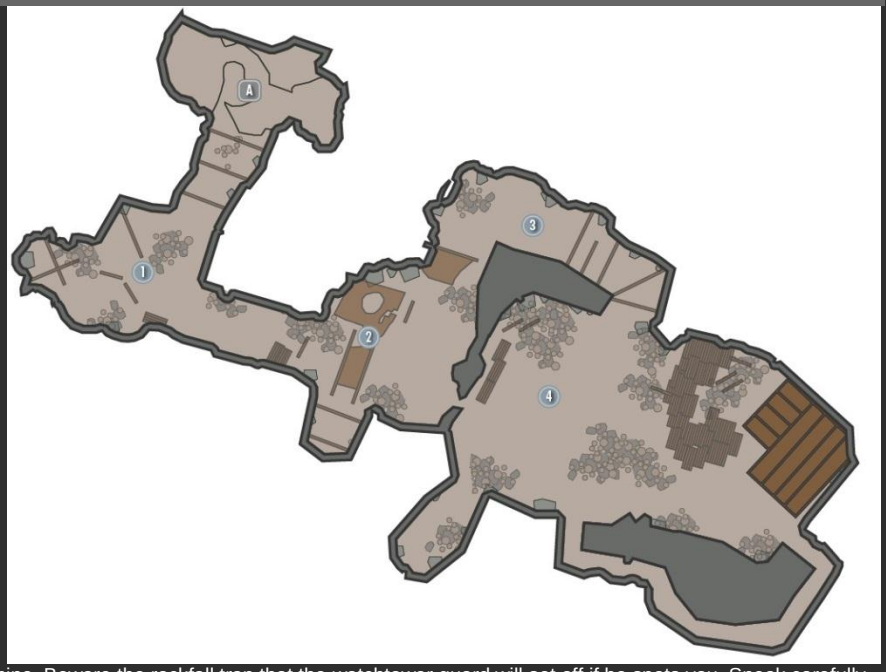
Mineable ore (Corundum, Iron)

Knifepoint Ridge

The bandit camp of Knifepoint Ridge is located on a high bluff in the foothills of Falkreath's western mountains and has been overrun and fortified by bandits. During Daedric Quest: Boethiah's Calling, you are sent to this location to defeat a challenging adversary and obtain the Ebony Mail.

EXTERIOR

(click here for an interactive version of the map)



The bandits have built a sizeable camp around the mine. Beware the rockfall trap that the watchtower guard will set off if he spots you. Sneak carefully or take him out from a distance before he can throw the lever that triggers it.
Check each of the open-air cabins to discover an array of valuables, and collect the Skill Book on the table near the Blacksmith Forge.
Crafting: Alchemy Lab, Blacksmith Forge, Grindstone, Workbench
Skill Book [Archery]: Vernaccus and Bourlor [E1/10]
Chest (Locked: Novice)
Apothecary's Satchel
Potions

A) EXIT TO SKYRIM

1) KNIFEPOINT MINE ENTRY

If you're not on the quest, then the bandits' formidable leader lurks just inside the mine, and you can't explore beyond the first room. See if you can ignite the oil beneath the chief's feet with a fire-based attack.
Opening the Expert-level holding cell puts you close to a thick Iron Ore vein, but the same ore can be more easily mined from the vein that's just outside the cell.
During "Boethiah's Calling," the mines are significantly larger—the bandits have tunneled much farther into the rock. A lowly bandit guard will be stationed here instead of a powerful leader.
Danger! Oil Pool Trap
Chest

Mineable ore (Iron)

2) LAB

If you have decent sneaking skills, backstabbing this bandit should be a breeze. Then mix up potions at the Alchemy Lab and grab a couple poisons the bandit was brewing up.
Crafting: Alchemy Lab
Potions

3) NORTH PASSAGE

Knock down a hanging lamp to ignite the oily floor here and sear another unsuspecting bandit or sneak up on him while he is busy mining.
Danger! Oil Lamp Trap, Oil Pool Trap
Mineable ore (Corundum)

4) GRAND CAVERN

Pick a Novice-level gate to enter this wide cavern from the west, or loop around and take the north passage to get here. If you choose the north passage, you can use a narrow space beneath the scaffolding to your left to sneak across the open chamber easier.
Sneak around and slay the lone bandit worker, then mine plenty of ore from the surrounding veins and exploit the crafting stations to improve your gear.
You can proceed up the ramp and go through the front door, or use the smaller cave hallway on the south end of this chamber to loop around to the back of the shack.
Approaching from the rear will allow you to jump on a pile of crates and enter the shack through a hole in the roof, dropping directly into shadow and giving you an easy chance to backstab the Champion of Boethiah.
Slay the Champion of Boethiah by whatever method you prefer, then don his Ebony Mail to complete your quest. Raid the nearby large chest before backtracking outside.
Crafting: Grindstone, Smelter, Tanning Rack
Unique Item: Ebony Mail [67/112]
Chest
Satchel

Mineable ore (Corundum)

[8.08] Twilight Sepulcher



RELATED QUESTS

Side Quest: Kyne's Sacred Trials
Thieves Guild Quest: Darkness Returns

RECOMMENDED LEVEL: 8

DUNGEON: SPECIAL

Karliah
Nocturnal
Nightingale Sentinel
Gallus

CRAFTING

Alchemy Lab

DANGERS

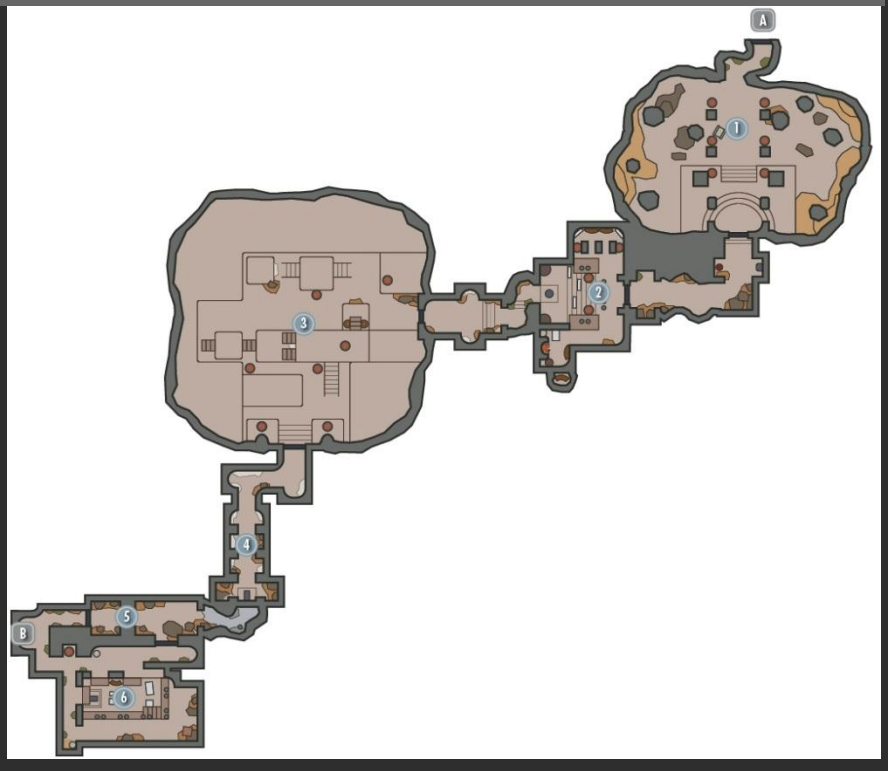
Battering Ram Trap (trapped door)
Dart Trap (pressure plates/tripwires)
Lethal Light
Spear Trap (pressure plate)
Swinging Blade Trap (proximity)

COLLECTIBLES

Skill Book [Lockpicking]: Proper Lock Design
Skill Book [Sneak]: Sacred Witness
Area Is Locked (quest required)
Chests
Potions aplenty

Twilight Sepulcher

(click here for an interactive version of the map)



This large burial site has been carved into Falkreath's western mountains and holds several trials to test those who would probe its depths. You cannot enter this place until you've obtained the "Darkness Returns" quest from the Thieves Guild.

A) EXIT TO SKYRIM

1) ENTRY CHAMBER

Speak with the friendly Nightingale Sentinel in the first chamber to advance your quest, and question him thoroughly to obtain an optional side objective that leads you to the nearby remains of an adventurer named Nystrom, whose journal provides clues on how to survive the trials ahead.
Nystrom's Satchel

2) FIRST TRIAL: SENTINELS OF THE DARK

Sneak to avoid the two vicious Nightingale Sentinels in this chamber—they'll quickly cut you to ribbons. If you can head into the upper southwest study, press a button on the ground near the table to expose a secret nook containing treasure.
Sidestep a pressure plate as you sneak through the passage that leads to [3], avoiding another Nightingale Sentinel as you go.
Danger! Dart Trap (pressure plate)
Crafting: Alchemy Lab
Chest
Knapsack
Potions aplenty

3) SECOND TRIAL: VIGILANCE EVERLASTING

Avoid the light and keep to the darkness as you navigate this massive chamber—for the light here is fatal. Equip a light source of your own, such as a torch, to help you spot traps that are concealed in the dark. No enemies lurk here.
Danger! Lethal Light, Dart Trap (trip wires)

4) THIRD TRIAL: THE OFFERING

Loot a chest as you make your way to this quiet shrine. Collect the offerings near the statue if you like before pulling two wall chains near the side torches to open a passage behind the statue.
Chest

5) FOURTH TRIAL: PATH TO SALVATION

Don't let this passage's swinging blades stupefy you into stepping on the pressure plate that lies before them. If you can, open the Master-level iron door to the south to sneak through [6] and bypass the blades altogether.
Otherwise, you must time it right and sprint straight through—you'll trigger another pressure plate midway through, so move to the left the moment you clear the passage to avoid being shot by arrows. Beware of another as you exit the blade passage, and stand back before opening the iron door ahead to avoid being struck by a battering ram (or simply disable its trap hinge). Proceed through the door that follows to reach the inner sanctum.
Danger! Battering Ram Trap (door), Swinging Blade Trap (proximity), Spear Trap (pressure plate), Dart Trap (pressure plates)

6) GREAT HALL

Pick a locked door to enter this large chamber and avoid the swinging blade passage altogether. A few items of interest are found in the chamber's lower central area, including a pair of Skill Books. Sneak through here to avoid alerting the two roaming Nightingale Sentries.
Skill Book [Lockpicking]: Proper Lock Design
Skill Book [Sneak]: Sacred Witness
Potions

B) DOOR TO TWILIGHT SEPULCHER INNER SANCTUM

FINAL TRIAL: HESITATE NOT

Sprint down a long, empty corridor to reach this deep pit. Drop down—you'll suffer a bit of damage—then loot a skeleton to discover an informative note. You seem trapped but are soon whisked away to an alternate version of the pit chamber by the magic of the Skeleton Key that you possess. Insert the key into the central lock on the floor to summon Nocturnal. Speak with Karliah after Nocturnal departs, then watch her reunion with Gallus. Afterward, decide which portal to enter—each grants you a different (and substantial) bonus to a certain thieving discipline.

[8.09] Bannermist Tower



RECOMMENDED LEVEL: 6

DUNGEON: BANDIT CAMP

Bandit

CRAFTING

Tanning Rack

COLLECTIBLES

Skill Book [Lockpicking]: Advances in Lockpicking
Chests (2)

Bandits have assumed control of this tall tower, which stands on the west bank of the mountains west of Lake Ilinalta. Ignore the locked gate on the ground floor and head upstairs to discover a Skill Book. Open the chest beneath the stairs that lead up to the lookout's nest, then head back downstairs and open the locked gate you ignored before to access another chest and some valuables.

[8.10] Evergreen Grove



RECOMMENDED LEVEL: 8
DUNGEON: SPRIGGAN GROVE
Spriggan
COLLECTIBLES
Skill Book [Alchemy]: Mannimarco, King of Worms [D2/10]
Dangerous Spriggan guard this sacred grove, where a tranquil waterfall fills a calm pond. Slay the Spriggan, then search the deceased Alchemist who floats in the pond's center to obtain a Skill Book.

[8.11] Half-Moon Mill



RELATED QUESTS
Dark Brotherhood Quest: Whispers in the Dark
Dark Brotherhood Quest: Side Contract: Hern
HABITATION: LUMBER MILL
Hert
CRAFTING
Tanning Rack
Chest(s)
This tranquil lumber mill sits on the west end of Falkreath's Lake Ilinalta.
EXTERIOR
Take up a Woodcutter's Axe and chop up some wood near the mill's only cabin, then sell the wood back to a woman named Hert for some honest coin.
HALF-MOON MILL (INTERIOR)
Break into Hert's cabin unseen and raid the lone chest within to pocket some ill-gotten loot.
Area Is Locked (Novice)
Chest

[8.12] Bloated Man's Grotto



RELATED QUESTS
Daedric Quest: Ill Met By Moonlight
Dungeon Activity
RECOMMENDED LEVEL: 6
DUNGEON: SPRIGGAN GROVE
Animal
Spriggan
Spriggan Matron
Unique Weapon
Bolar's Oathblade
COLLECTIBLES
Unique Item: Savior's Hide [68/112]
Unique Weapon: Bolar's Oathblade [55/80]
SPECIAL OBJECTS
Shrine of Talos [14/17]
Note: Bolar's Writ
Chests (2)
Chest (Locked: Apprentice)
Chest (Locked: Master)
Note that this area changes significantly during (and after) Daedric Quest: Ill Met by Moonlight. If you're here for the quest, see the quest walkthrough for details on what to expect.
The entrance to this cave lies just off the east–west road that runs across the southern Tundra. Kill the predators that lurk just inside, then hop onto the low ledge on the south side of the first clearing to discover a locked chest. Dive into a pond near the waterfall to discover another chest at the bottom. You must next take one of two paths: for the purposes of this walkthrough, proceed along the trail closest to the pond, dispatching another predator and a Spriggan who emerges from a tree as you pass. Scale the stone steps that follow to locate a quiet shrine, where a large chest is found. Pray at the Shrine of Talos for a blessing. Then inspect the pedestal at the base of a statue for a note and a unique Blades Sword.
Descend the following stairs, slaughtering more animals and Spriggans as you proceed along the path. When you reach the clearing with the dead deer, look up to spot a rocky promontory. Scale the rocks here if you can (you may find it easier to backtrack and climb up the central ridgeline first) to claim a chest in a small nook behind the promontory.
Then continue down the path, and you'll find that you have come full circle, returning to the waterfall pond with the cave fully explored.

[8.13] North Brittleshin Pass



RECOMMENDED LEVEL: 6
DUNGEON: WARLOCK LAIR
Mage
Skeletons
CRAFTING
Arcane Enchanter
DANGERS
Rune Trap (floor)
Trapped Chest
Underground Connection: South Brittleshin Pass [8.14]

COLLECTIBLES
Skill Book [Conjuration]: The Warrior's Charge [E2/10]
Chest
Apothecary's Satchel
Potions

This site marks the north entrance of a short pass that runs through the mountains north of Lake Ilinalta.
BRITTLESHIN PASS (INTERIOR)
Slay a few skeletons in the first sunlit cavern, then scale a ramshackle collection of winding ramps to reach its high central platform. Cross a small footbridge and loot a large chest. Crush a few more skeletons and a powerful mage in the cavern that follows, which features an Arcane Enchanter and Skill Book.
Scale some steps to reach the next windy chamber, where a trapped chest sits on a left ledge as you enter. Disable the trap hinge, or stand to one side of the chest and lift its lid from afar to avoid being struck by the mace that swings down when you open it.
Keep going to reach some open doors, then back up and use a ranged attack to detonate the rune trap on the floor beyond from a safe distance. Proceed through the nearby exit to complete your journey through the mountain and emerge at South Brittleshin Pass [8.14].

[8.14] South Brittleshin Pass



RECOMMENDED LEVEL: 6
DUNGEON: WARLOCK LAIR
Underground Connection: North Brittleshin Pass [8.13]
This site marks the south entrance to Brittleshin Pass, which acts as a shortcut through the mountains north of Lake Ilinalta. See the previous location entry for North Brittleshin Pass [8.13] for details on what awaits you within the pass.

[8.15] Ilinalta's Deep

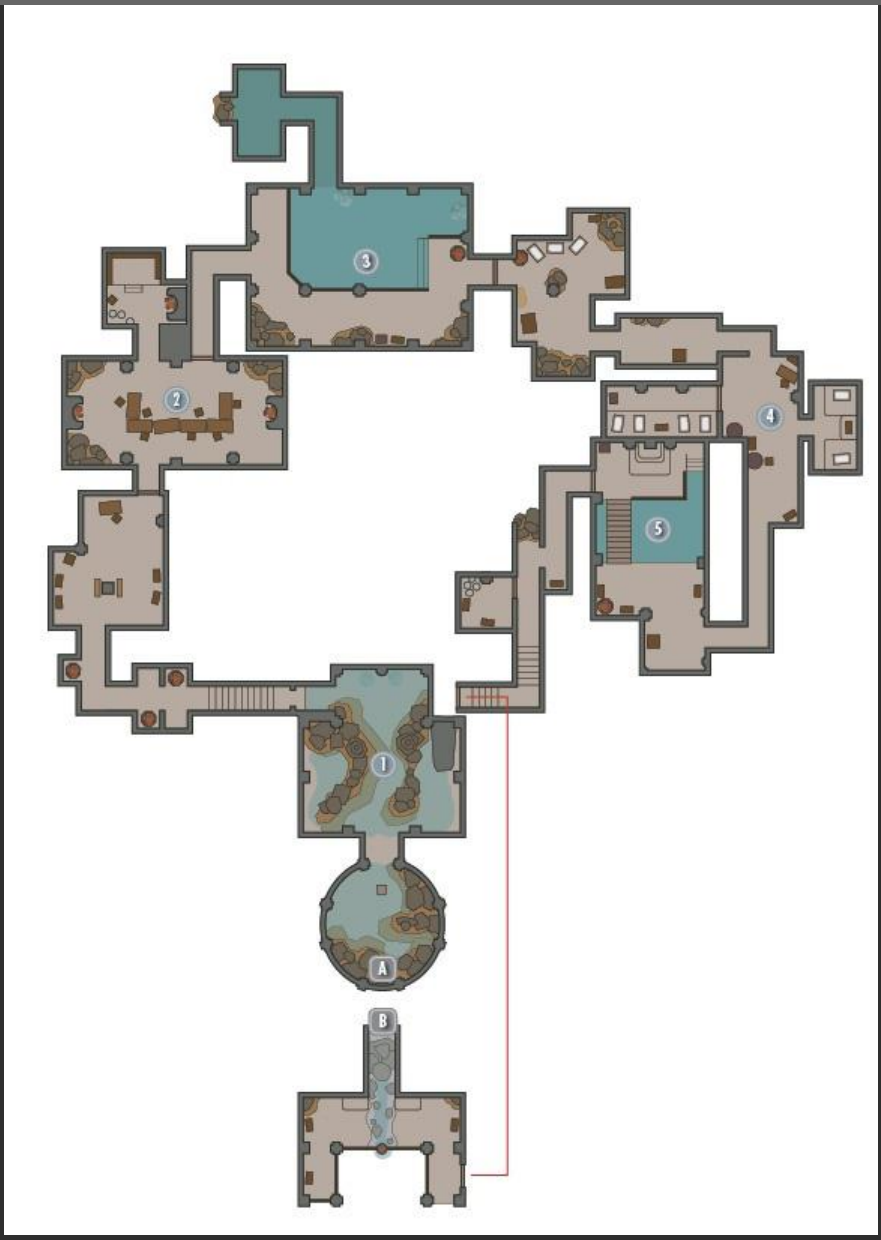


RELATED QUESTS
Daedric Quest: The Black Star
RECOMMENDED LEVEL: 8
DUNGEON: WARLOCK LAIR
Animal
Mage
Skeleton
CRAFTING
Alchemy Lab
Arcane Enchanter
QUEST ITEMS
Broken Azura's Star
COLLECTIBLES
Skill Book [Alteration]: Breathing Water [A2/10]
Skill Book [Conjuration]: The Doors of Oblivion
Skill Book [Enchanting]: A Tragedy in Black [A2/10]
Chests

Potions aplenty

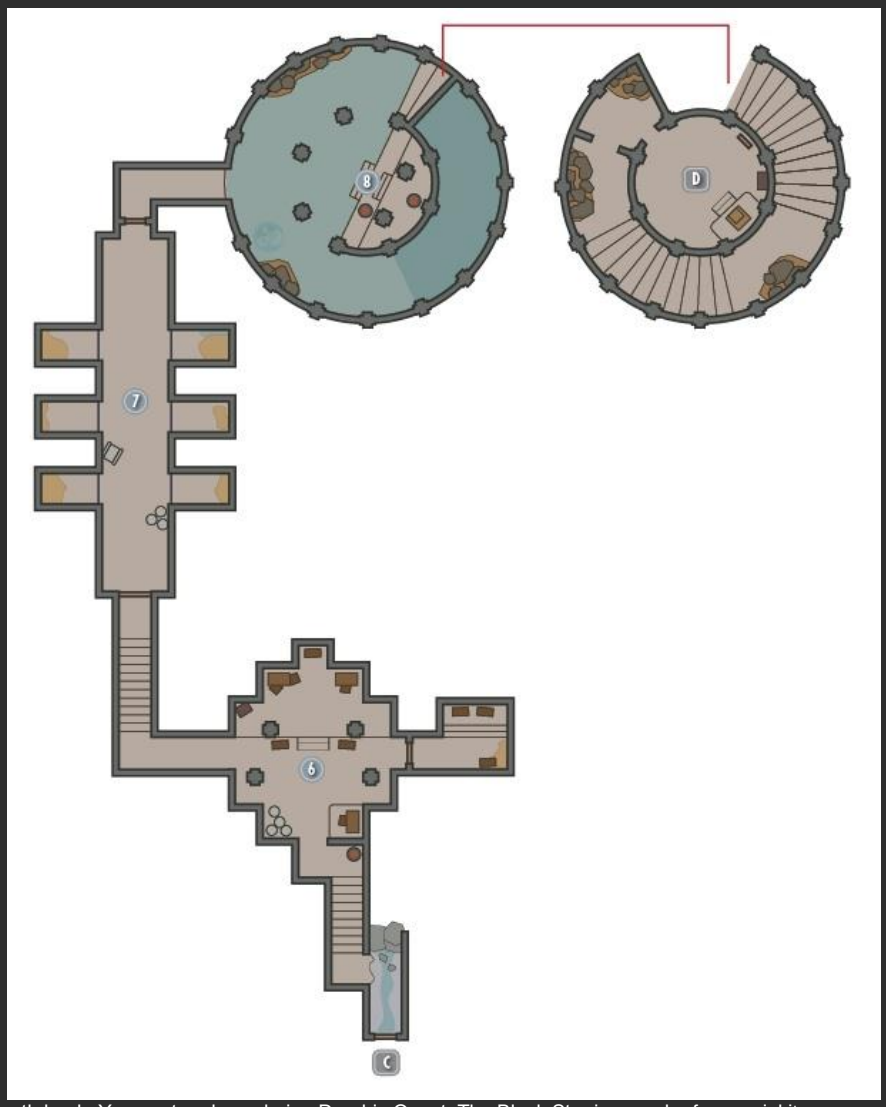
Ilinalta's Deep

(click here for an interactive version of the map)



Ilinalta's Deluge

(click here for an interactive version of the map)



This pair of sunken towers lies along Lake Ilinalta's north bank. You venture here during Daedric Quest: The Black Star in search of a special item known as Azura's Star; however, a powerful mage named Maylyn Varen guards the mysterious object.

EXTERIOR

Both towers feature rooftop trapdoors, but only the west tower's trapdoor is within your reach. Before entering, dive into the surrounding waters to discover a sunken chest between the towers, near the fort's southern wall.

Chest

A) EXIT TO SKYRIM

1) ENTRY CHAMBER

A forboding shackled skeleton greets you just inside the sunken stronghold. Loot the knapsack near the skeleton to discover an informative journal, then proceed to [2].

Knapsack

2) DINNING AREA

Slay a few powerful mages and a skeleton on your way to the dining hall. Find several useful potions here and in the north kitchen. Open a wooden door afterward and proceed to [3].

Potions aplenty

3) WATERLOGGED CHAMBER

This chamber is rapidly taking on water. Eliminate the mages, then dive into the pool and swim through a submerged passage to locate a sunken chest. A soaked Skill Book rests atop the nearby dresser, also underwater.

Skill Book [Alteration]: Breathing Water [A2/10]

Chest

4) CRAFTING AREA

Slay a couple of powerful mages to secure this small chamber, where a Skill Book sits on a table across from a pair of crafting stations. Unlock the Apprentice-level door to access a sleeping area with a chest.

Crafting: Alchemy Lab, Arcane Enchanter

Skill Book [Enchanting]: A Tragedy in Black [A2/10]

Apothecary's Satchel

Potions aplenty

5) HEAD MAGE'S CHAMBER

Confront a powerful mage in this watery chamber, then dive underwater and open the Apprentice-level door to discover a sunken chest. Use the steps to exit the water and loot a large chest before entering a winding passage that leads back to [1].

Pick another Apprentice-level door as you navigate the passage to pocket a few more potions on your way. When you return to [1], take the north door to Ilinalta's Deluge. (This door is only accessible during "The Black Star" quest.)

Chests (2)

Potions

B) DOOR TO ILINALTA'S DELUGE

C) DOOR TO ILINALTA'S DEEP

6) DELUGE ENTRY

Slay a few more foul mages in the Deluge's first room, then loot a chest and grab the Skill Book on the table. Go through the east door to visit a small storage room filled with potions. Backtrack out and head west toward [7].

Skill Book [Conjuration]: The Doors of Oblivion

Chest

Potions aplenty

7) HOLDING CELLS

Slay a powerful mage in this long prison area. There's little of interest in the cells, but you can hone your lockpicking art.

8) TOWER

Dispatch another deadly mage who guards the tower's entry floor, then proceed upstairs to reach a quiet throne room. Loot a large chest here, then claim the Broken Azura's Star from Malyn Varen's skeletal remains.

Read the nearby tome to learn a bit more about Varen and his motives before climbing the nearby ladder to take your leave.

Broken Azura's Star

Chest

D) EXIT TO SKYRIM

[8.16] The Lady Stone



RECOMMENDED LEVEL: 6

DUNGEON: SPECIAL

SPECIAL OBJECTS:

Standing Stone: The Lady Stone [9/13]

Swim out to Lake Ilinalta'a tiny western isle to locate an ancient Standing Stone. Touch this stone to gain a new sign blessing. Those under the sign of the Lady regenerate Health and Stamina more quickly.

Note that you can have only one sign blessing at a time, so activating this Standing Stone will replace your current blessing (if any).

[8.17] Secunda's Kiss



DUNGEON: GIANT CAMP

Giant

Collectible

Chest

This site holds special significance to giants, who make regular pilgrimages here for some mysterious reason. Slay the sites' protective guardians if you can, then plunder gold and valuables from their corpses and from the chest near the bonfire.

[8.18] Bleak Falls Barrow



RELATED QUESTS

Main Quest: Bleak Falls Barrow
Side Quest: The Golden Claw

RECOMMENDED LEVEL: 6

DUNGEON: DRAUGR CRYPT

Arvel the Swift
Bandit
Draugr
Draugr Scourge Lord
Frostbite Spider
Skeever
Wounded Frostbite Spider

DANGERS

Oil Lamp Traps
Oil Pool Traps
Swinging Blade Trap (wall chains)
Swinging Wall Trap (pressure plate)

PUZZLES

Nordic Puzzle Door (Golden Claw)
Nordic Pillars

QUEST ITEMS

Dragonstone (Draugr Scourge Lord)
Golden Claw (Arvel)

COLLECTIBLES

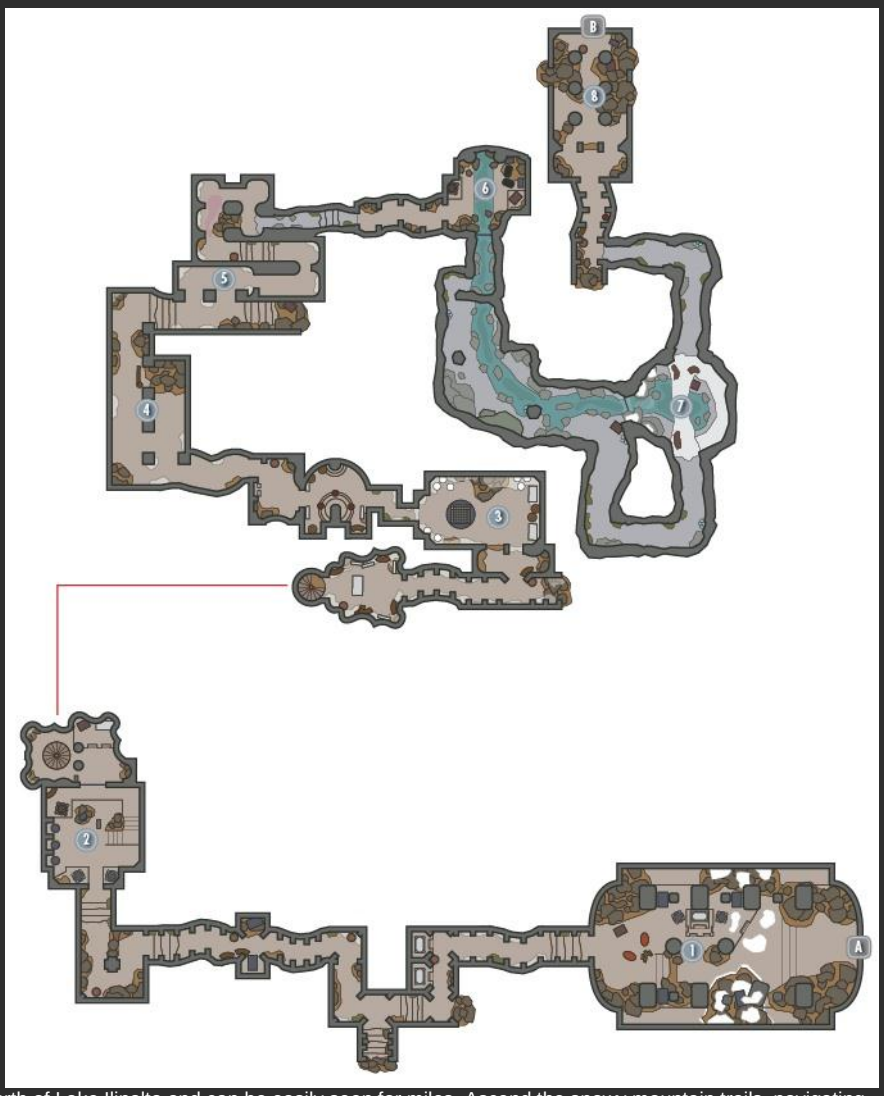
Dragon Claw: Golden Claw [6/10]
Skill Book [Pickpocket]: Thief [D2/10]

SPECIAL OBJECTS

Word Wall: Unrelenting Force [1/1]
Chest(s)
Potions

Bleak Falls Barrow

(click here for an interactive version of the map)



This large, striking ruin stands atop the mountains north of Lake Ilinalta and can be easily seen for miles. Ascend the snowy mountain trails, navigating a raging blizzard as you head for Bleak Falls Barrow's ominous exterior.

EXTERIOR

Slay the exterior guards before entering the doors that lead into the Bleak Falls Temple—there's nothing else of interest outside in the cold.

A) EXIT TO SKYRIM

1) ENTRY CHAMBER

Cut down the two bandits at the end of this first, large chamber, then loot the chest they were guarding before navigating a long, uneventful passage on your way to [2].

Chest (Locked: Novice)

2) NORDIC PILLARS PUZZLE

Before pulling this chamber's tempting central lever, rotate the three pillars in the west wall to match the sequence of glyphs that can be seen around the north wall (Snake, Snake, Whale).

Then pull the lever to safely raise the north portcullis. Go through and raid a chest, then claim the nearby Skill Book. Descend a spiral staircase on your way to [3], slaughtering several Skeevers at the bottom.

Skill Book [Pickpocket]: Thief [D2/10]

Chest

Potions

3) SPIDER LAIR

Chop through thick webs to enter this small chamber, then slay the hulking Wounded Frostbite Spider that silently descends from the ceiling. Carefully free Arvel afterward, who's been caught up in a thick web. The fool quickly rushes deeper into the ruins—hurry after him!

4) SOUTH BURIAL PASSAGES

Chase Arvel into these passages, where undead Draugr warriors begin to rise. Arvel is quickly slain; retreat as you combat the Draugr, then return to this chamber and collect the vital Golden Claw and informative journal that Arvel possesses. Be careful to avoid the pressure plate on the floor that triggers a lethal trap on your way to [5].

Danger! Swinging Wall Trap (pressure plate)

Dragon Claw: Golden Claw [6/10] (Arvel)

5) NORTH BURIAL PASSAGES

Slay more Draugr in this next chamber, then quickly sprint through the hall of swinging blades—you can sprint through unscathed if you time it right. Once through, pull a wall chain to deactivate the trap. Burn up the many Draugr in the passage that follows by knocking down hanging lamps to ignite oil on the floor.

Danger! Oil Lamp Traps, Oil Pool Trap, Swinging Blade Trap (wall chain)

6) WATERFALL CAVERN

Loot a chest in this small cavern, then pull a wall chain to raise a portcullis and advance to [7].

Chest

7) SUNLIT CAVERN

Raid another chest on your way into this large, open-air cavern. Descend to the bottom to find another chest, then go back up and proceed to [8].

Chest

Chest (Locked: Novice)

8) SANCTUM ACCESS

Slay a powerful Draugr here, then loot one more chest before opening the door and entering the Bleak Falls Sanctum.
Chest (Locked: Apprentice)

B) DOOR TO BLEAK FALLS SANCTUM

BLEAK FALLS SANCTUM

Swinging blades slice through the hall that leads to the Sanctum's first chamber. Before sprinting through, lure a patrolling Draugr to its doom by striking the monster with a ranged attack to make it charge recklessly into the blades.
Sprint past the trap afterward, then quickly pull the wall chain on the opposite side to deactivate it—this lets you safely retreat as the undead begin to swarm.
Next, inspect the Golden Claw that you found on poor Arvel, and notice the three glyphs that run down its palm. Mimic this same sequence of glyphs (bear, moth, owl) on the strange mural at the end of this passage by spinning its three glyph rings.
Once the glyphs have been properly aligned, activate the claw insignia in the mural's center to insert the Golden Claw and open the way forward.
Make your way to the far end of the large, sunlit cavern that follows the Nordic Puzzle Door. Raid a giant chest and then follow the sound of chanting to discover a Word Wall, which grants you a new Word of Power.
Learning this new talent causes a powerful enemy to rise from the nearby sarcophagus—fight hard to slay this worthy adversary, then obtain a special item from its remains. Scale the nearby steps afterward and exit this unholy place via the west passage, looting one last chest on your way out. Find a potion on the exterior ledge before fast-traveling away.
Danger! Oil Lamp Traps
Danger! Oil Pool Traps
Danger! Swinging Blade Trap (wall chain)
Word Wall: Unrelenting Force [1/1]
Dragonstone (Draugr Scourge Lord)
Chests (2)

[8.19] Anise's Cabin



RELATED QUESTS

Dungeon Activity

DUNGEON: SPECIAL

Anise

CRAFTING

Alchemy Lab
Arcane Enchanter

RECOMMENDED LEVEL: 6

COLLECTIBLES

Skill Book [Alchemy]: Song of the Alchemists [E2/10]
Knapsack
Apothecary's Satchels (2)
Potions

In northern Falkreath, not far from the town of Riverwood, a kindly old woman named Anise lives in a simple cabin. Take the Skill Book near the bed inside, then pick the Novice-level trapdoor and slip into Anise's cellar to discover a small alchemist's study.
A note on a bench down here reveals that Anise is in fact a witch! Beware: the old woman will attack you when you leave, hoping to protect her secret.

[8.20] Cracked Tusk Keep



RELATED QUESTS
Daedric Quest: Pieces of the Past
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Ghunzul
Orc
CRAFTING
Alchemy Lab
Blacksmith Forge
Grindstone
Workbench
DANGERS
Dart Trap (pedestal pressure plate)
Swinging Wall Trap (tripwire)
QUEST ITEMS
Shards of Mehrune's Razor
COLLECTIBLES
Skill Book [Light Armor]: Rislav the Righteous [C2/10]
Skill Book [Smithing]: Light Armor Forging
Chests
Potions aplenty

This old, abandoned Imperial Fort on Falkreath's western border has been taken over by Orcish bandits. Unlike a true Orcish stronghold, the Orcs here are implacably hostile and will attack you on sight. The leader of these brigands, the warlord Ghunzul, is a follower of Mehrunes Dagon and possesses the shattered blade fragments of Mehrunes' Razor—a quest item for Daedric Quest: Pieces of the Past.

EXTERIOR

Try to pick off the exterior guards from range, or sneak into the fort via one of the two crumbling northern towers. After dispatching the guards, search the forge area for , then claim the two chests: one in the northwest tower and one high atop the roof of the keep. A Skill Book sits on a table near the Workbench.
Crafting: Blacksmith Forge, Grindstone, Workbench
Skill Book [Smithing]: Light Armor Forging
Chest (Locked: Master)
Chest (Locked: Apprentice)

CRACKED TUSK KEEP (INTERIOR)

The keep features three access points: a front door, a basement door to the north, and a rooftop trapdoor atop the southeast tower (cross the lookout platforms along the stronghold's exterior walls to reach it).
If you have solid lockpicking skills, pick the locked basement door (Locked: Novice) and the wall cage just inside and to the right (Locked: Expert), and you can enter the vaults without having to fight any of the enemies in the Keep.
Otherwise, enter the front door and dispatch the two Orcs there, then take the southeast door to the tower. There, you'll find a brute named Ghunzul—slay or pickpocket him to obtain a useful key (the same key can be found on a nearby nightstand).
Loot the large chest in Ghunzul's room before heading down into the keep's basement, where you can use the key you found on Ghunzul to open the wall cage. Then press the button to lower the gate that blocks the stairwell. Continue down to the lower vaults.
Crafting: Alchemy Lab
Cracked Tusk Vault Key
Cracked Tusk Vault Key (Ghunzul)
Chest
Potions

CRACKED TUSK KEEP VAULTS

Loot the two side rooms as you enter the Vaults, finding a Skill Book on a bench in one of the rooms. Then raid a chest that lies near a pair of levers that open a gate. Slowly walk forward to safely trigger the Vault's central trip wires without suffering harm. The trip wire to the left triggers a lethal swinging spike trap and is best avoided. Loot a chest among the room's side rubble and stand to one side of the far pedestal before removing the Shards of Mehrunes' Razor—darts shoot down from the ceiling in front of the pedestal when you remove them.
Area Is Locked (Expert/Key)
Danger! Dart Trap (trip wire, pressure pedestal), Swinging Wall Trap (trip wire)
Shards of Mehrune's Razor
Skill Book [Light Armor]: Rislav the Righteous [C2/10]
Chest
Chest (Locked: Novice)
Potions aplenty

[8.21] Halldir's Cairn



RELATED QUESTS
Other Factions: Bards College Quest: Rjorn's Drum
Dungeon Activity
RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT
Draugr
Ghost
Halldir
DANGERS
Battering Ram Trap (trip wire)
Bone Alarm Trap
Flamethrower Trap (hinge trigger)
Swinging Wall Trap (pressure plate)
PUZZLES
Nordic Pillars
COLLECTIBLES
Unique Weapon: Halldir's Staff [56/80]
Chest(s)
Potions

Take the southwest road out of Falkreath's capital, and you'll end up discovering this long-forgotten tomb.

CAIRN CHAMBER
A spectral beam of energy rises from the large cairn in the tomb's first chamber, and the bodies of several adventurers lie strewn around it. Collect a key and informative journal from a nearby pedestal, then use the key to open the nearby door and head upstairs.
Key to Halldir's Crypt

GHOSTLY CATACOMBS
Slay the ghosts of the fallen that materialize around you as you navigate the catacombs upstairs. When you come to a pressure plate, stand on it to safely trigger the swinging wall trap ahead.
Slip around the trap after triggering it to locate a valuable potion. Pick up the path again and do your best to avoid the cluster of hanging bones that can alert the Ghosts and Draugr ahead. When you reach a portcullis, pull the lever behind the nearby throne to raise it.
Danger! Bone Alarm Trap, Swinging Wall Trap (pressure plate)
Potion

NORDIC PILLARS
Rotate three pillars in the passages that follow, facing each pillar's glyphs to match the pair of glyphs that appear on the opposite wall (Hawk, Snake, Whale). Pull the nearby lever to open a passage that leads deeper into the crypts.
Before heading through, see if you can unlock the Adept-level iron door near the Snake glyphs to access a small treasure nook.
Chest (Locked: Adept)
Potions

SECRET PASSAGE
Ignore the stairs to the north and carefully set off a trip wire as you follow the secret passage to its far end, where you find a trapped chest. Disarm the hinge trigger or stand as far north of the chest as possible when opening it to avoid being burned alive by flames that spray from a nearby statue.
Double back after looting the chest and take the north stairs to reach Halldir's Tomb.
Danger! Battering Ram Trap (tripwire), Flamethrower Trap
Potion

HALLDIR'S TOMB
As you set foot in Halldir's Tomb, his spirit materializes in the energy beam in the room's center and steps forward to confront you. Halldir's ghost wields a range of powerful Destruction spells, including a unique special ability: When reduced to about two-thirds of his health, he splits his essence into three elemental forms.
Quickly take out one of these (the Storm form by the throne is a good choice), or you'll be overwhelmed. Once you defeat all three forms, Halldir coalesces once more and fights until you reduce him to ash.
Search Halldir's remains to obtain a unique weapon, then scour the room for items, gold, and a boss chest. When you're ready to leave, open the central trapdoor and carefully drop from ledge to ledge as you descend to the crypt's entry chamber.
Unique Weapon: Halldir's Staff [56/80] (Halldir)
Chest

[8.22] Dark Brotherhood Sanctuary



RELATED QUESTS
Dark Brotherhood Quest: With Friends Like These...
Dark Brotherhood Quest: Sanctuary
Dark Brotherhood Quest: Sentenced to Death
Dark Brotherhood Quest: Whispers in the Dark
Dark Brotherhood Quest: The Silence Has Been Broken
Dark Brotherhood Quest: Bound Until Death
Dark Brotherhood Quest: Breaching Security
Dark Brotherhood Quest: The Cure for Madness
Dark Brotherhood Quest: Recipe for Disaster
Dark Brotherhood Quest: To Kill an Empire
Dark Brotherhood Quest: Death Incarnate
Dark Brotherhood Quest: Hail Sithis!
Dark Brotherhood Quest: Honor Thy Family
Dark Brotherhood Quest: The Feeble Fortune*
Dark Brotherhood Quest: Side Contracts (All)
Thieves Guild Radiant Quest: No Stone Unturned

RECOMMENDED LEVEL: 8
HABITATION: SPECIAL
Astrid
Arnbjorn
Babette (Alchemy Trader/Trainer: Alchemy)
Cicero
Festus Krex
Gabriella
Lis (Frostbite Spider)
Nazir (Trainer: Light Armor)
The Night Mother
Veezara

SERVICES
Trader (Apothecary): Babette [10/12]
Potions, Ingredients, Misc
Trainer (Alchemy: Master): Babette [3/3]
Trainer (Light Armor: Master): Nazir [2/3]
Unique Weapon: Blade of Woe [57/80]
Unusual Gem: Stone of Barenziah [21/24]

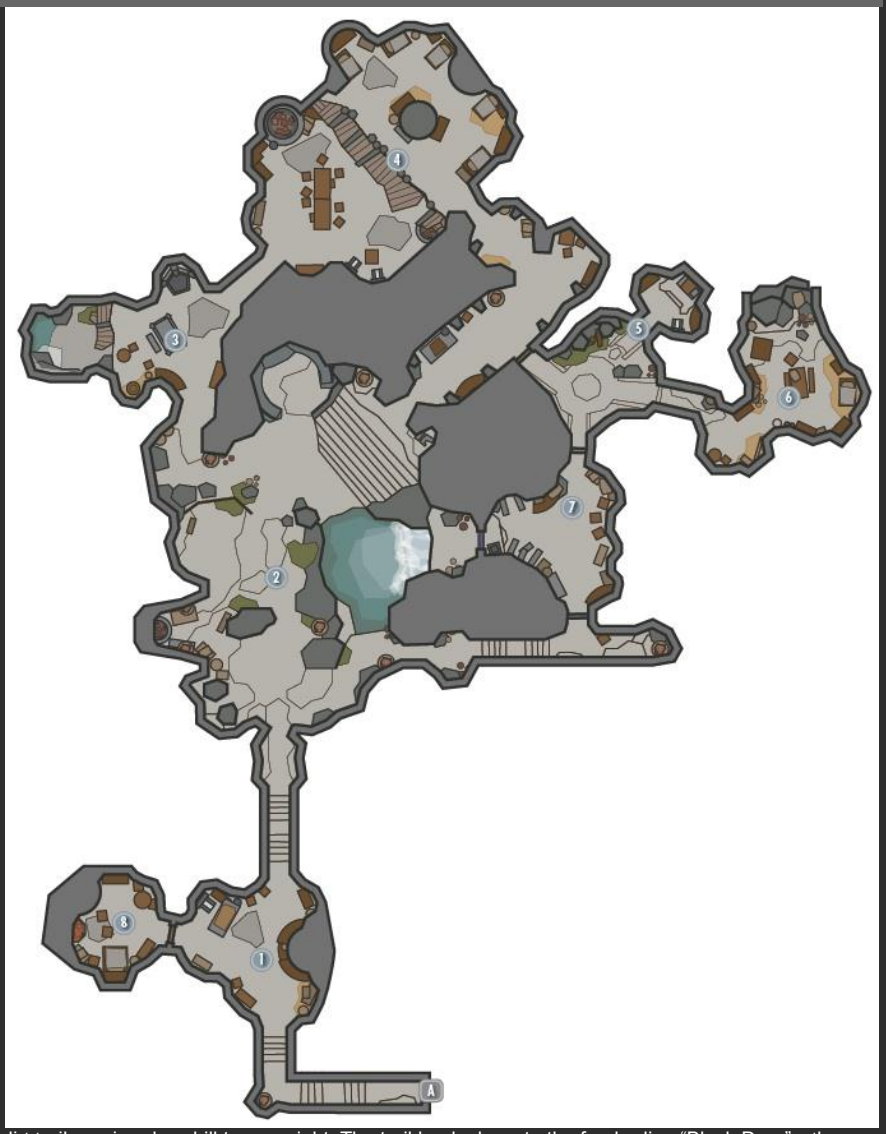
CRAFTING
Alchemy Lab
Anvil
Arcane Enchanter
Grindstone
Workbench

COLLECTIBLES
Skill Book [Alteration]: Sithis [D2/10]
Skill Book [Sneak]: Sacred Witness [C2/10]
Unique Item: Shrouded Armor [69/112]
Unique Item: Shrouded Boots [70/112]
Unique Item: Shrouded Cowl [71/112]
Unique Item: Shrouded Gloves [72/112]
Unique Item: Shrouded Cowl Maskless [73/112]
Unique Item: Shrouded Hand Wraps [74/112]
Unique Item: Shrouded Hood [75/112]
Unique Item: Shrouded Robes [76/112]
Unique Item: Shrouded Shoes [77/112]
Unique Item: Nightweaver's Band [78/112]
Unusual Gem: Stone of Barenziah [21/24]

SPECIAL OBJECTS
Word Wall: Marked for Death [2/3]
Area Is Locked (quest required)
Chest(s)
Potions

Dark Brotherhood Sanctuary

(click here for an interactive version of the map)



Follow the road west out of Falkreath until you spy a dirt trail running downhill to your right. The trail leads down to the foreboding “Black Door”—the ominous entrance to the Dark Brotherhood’s hidden haven.
You’re denied entry to this clandestine lair until you manage to impress the Dark Brotherhood; do this by completing their first quest, “Innocence Lost.” Wait until you receive a message from the Dark Brotherhood.
Then, the next time you sleep, you’ll automatically begin their second quest, “With Friends Like These...” That’s your chance to get in good with the Brotherhood!

A) EXIT TO SKYRIM

1) ASTRID’S FOYER AND BEDROOM

Claim a Skill Book from the pedestal shelf in the foyer, then find an Unusual Gem in Astrid’s bedchamber to the west. This is a part of Thieves Guild Radiant Quest: No Stone Unturned.
Skill Book [Alteration]: Sithis [D2/10]
Unique Item: Shrouded Cowl Maskless [73/112]
Unique Item: Shrouded Hand Wraps [74/112]
Unique Item: Shrouded Hood [75/112]
Unique Item: Shrouded Robes [76/112]
Unique Item: Shrouded Shoes [77/112]
Unusual Gem: Stone of Barenziah [21/24]

2) MAIN CHAMBER

Meet the Family for the first time in this wide cavern, then approach the nearby Word Wall to gain a new Word of Power.
Crafting: Anvil, Grindstone, Workbench
Word Wall: Marked for Death [2/3]

3) LABORATORY

Find a few ingredients in this side chamber, along with the Alchemy and Enchanting stations. Gabriella’s pet Frostbite Spider, Lis, resides in the small cavern down below—leave it be, for it won’t harm you.
Search the remains of a poor soul named Gaston Bellefort near the watery pool to find a note that indicates how he came to meet his end.
Crafting: Alchemy Lab, Arcane Enchanter
Apothecary’s Satchel

4) DINING HALL AND SLEEPING QUARTERS

Other than food, there’s little of interest in the dining area, but a chests awaits looting upstairs.
Chest (Locked: Novice)

5) BABETTE’S ROOM

Swipe a valuable Skill Book from Babette’s small bedchamber.
Skill Book [Sneak]: Sacred Witness [C2/10]

6) STORAGE ROOM/CICERO'S ROOM
Initially just an unused junk room, this chamber is cleaned up (slightly) when Cicero arrives in the Sanctuary.

7) NIGHT MOTHER'S CHAMBER
A unique stained glass window dominates this room, which features secure iron doors. When Cicero and the Night Mother arrive, her coffin is given the place of honor in this chamber. Pillage a knapsack on a shelf here.

8) ASTRID'S SAFE ROOM
A wardrobe in Astrid's bedroom conceals the entrance to this long-forgotten room. This chamber is only accessible during Dark Brotherhood Quest: Death Incarnate; consult that quest for further details.

[8.23] Roadside Ruins



RECOMMENDED LEVEL: 6
DUNGEON: SPRIGGAN GROVE
Spriggan
COLLECTIBLES
Skill Book [Enchanting]: Catalogue of Weapon Enchantments [C2/10]
Chest
As you might expect, these ruins lie along the road and are found just west of Falkreath's capital. Slay a Spriggan here and loot the bodies of dispatched bandits, along with a chest. Claim the Skill Book that lies against the chest as well.

[8.24] Falkreath Watchtower



RECOMMENDED LEVEL: 6
DUNGEON: WARLOCK LAIR
Mage
COLLECTIBLES
Skill Book [Conjuration]: Liminal Bridges [C2/10]
Chest
This ruined tower lies between Falkreath's capital and Lake Ilinalta and has become the home of a powerful, twisted mage. Slay the wicked spellweaver so you may scale the tower and raid a chest at its apex. A Skill Book rests inside the tent up here.

[8.25] North Shriekwind Bastion



DUNGEON: VAMPIRE LAIR

Skeleton
Vampire

DANGERS

Battering Ram Traps (pressure plates)
Flamethrower Traps (handle)
Underground Connection: South Shriekwind Bastion [8.26]

COLLECTIBLES

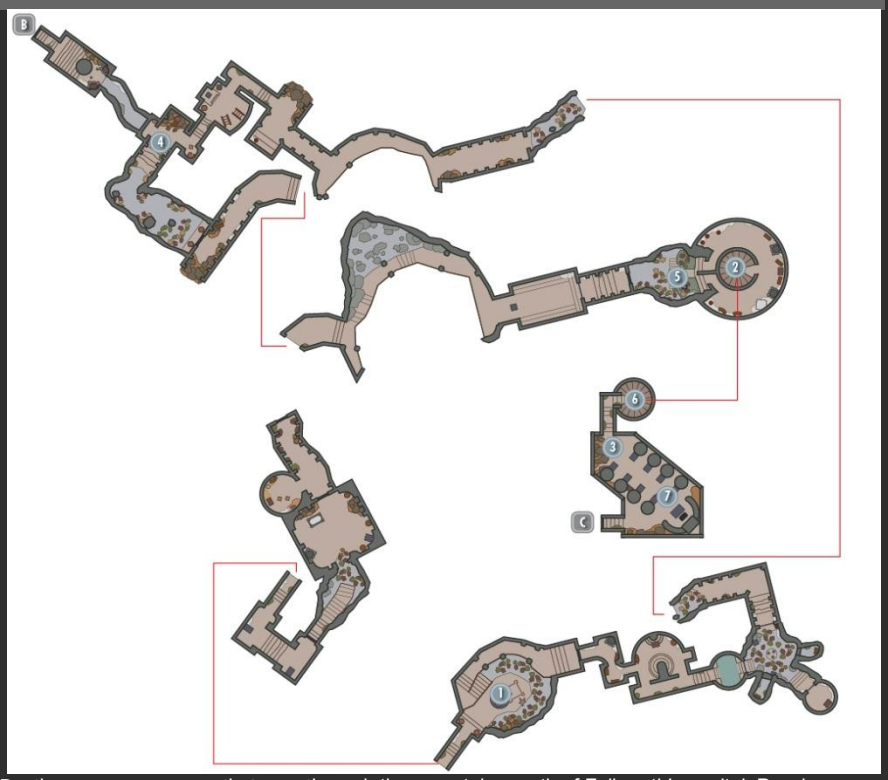
Skill Book [Speech]: 2920, Second Seed, v5

SPECIAL OBJECTS

Word Wall: Elemental Fury [3/3]
Chest(s)
Potions

Shriekwind Bastion

(click here for an interactive version of the map)



This site marks the northern entrance to Shriekwind Bastion, a cave passage that runs through the mountains north of Falkreath's capital. Passing through this cave allows you to quickly cut through the mountains and places you near a Word Wall.

EXTERIOR

Before entering North Shriekwind Bastion (or after exiting the pass, if you've traveled up from the south), make a long trek up a snowy path that leads to the exterior ruin. You'll find a locked chest at the top.
Chest (Locked: Novice)

A) EXIT TO SKYRIM
(NORTH SHRIEKWIND BASTION)

1) MAIN CAVERN

Slay a vampire and loot a chest in the bastion's first few chambers, making your way to this massive cavern. A handle here activates a rising floor trap in the lower chamber, but ignore this and head upstairs, slaying a Skeleton Archer on your way to [2].
Chest
Potions

2) ALTAR CHAMBER
Claim loot from several receptacles in this small, quiet chamber before advancing to [3].
Chest
Potions

3) JUNCTION CHAMBER
Pull a wall chain to raise a portcullis and enter this small chamber, where three handles are found on a central dais. Turn each handle to open two secret nooks that each contain , along with the room's south portcullis.
Loot the chest to the south, then notice three chains on the wall above. Pull the left chain to open the north portcullis and make your way back to [1], smashing more skeletons and avoiding a pair of pressure plates along the way.
Danger! Battering Ram Traps (pressure plates)
Chest (Locked: Apprentice)

4) SOUTH ACCESS ENTRY
Slaughter skeletons and sidestep pressure plates in the long tunnel that leads back to [1]. Navigate the next passage to reach this small, dark alcove, where you find valuable gear. Search the alcove's walls to discover a chain that exposes a secret passage when pulled. The passage leads outside to South Shriekwind Bastion [8.26].
Head through if you're in a hurry to cut through the mountains. Ignore the passage and continue exploring the bastion otherwise, making your way back to [1] on your way to [5].

B) EXIT TO SKYRIM
(SOUTH SHRIEKWIND BASTION)

5) FIRE TRAP PASSAGE
This chamber lies above [2], but the two rooms are not connected. Turn the handle on the pedestal here to open the far portcullis. Unfortunately, this also causes multiple flamethrowers to ignite in the room's center. Crouch and creep past the flames, slipping between the high points where opposing spouts intersect.
Danger! Flamethrower Traps (handle)

6) MASTER VAMPIRE'S LAIR
Open the door beyond the flamethrowers to at last arrive at the head vampire's lair. Slay the master vampire, then search the rear circular passage to locate a large chest. Claim a Skill Book that rests atop a podium near the steps, then scale the spiral staircase that follows to ascend to the bastion's highest levels.
Skill Book [Speech]: 2920, Second Seed, v5
Chest

7) WORD WALL CHAMBER
Slay the powerful Draugr that bursts out from this large chamber's central sarcophagus, then approach the nearby Word Wall to gain a new Word of Power. Claim potions from the nearby pedestals and raid the chest that's nestled between the statues before stepping outside via the nearby door for a spectacular view provided by the Shriekwind Overlook.
Word Wall: Elemental Fury [3/3]
Chest
Potions

C) EXIT TO SKYRIM (SHRIEKWIND OVERLOOK)

[8.26] South Shriekwind Bastion



RECOMMENDED LEVEL: 6
DUNGEON: VAMPIRE LAIR
Draugr
Skeleton
UNDERGROUND CONNECTION: NORTH SHRIEKWIND BASTION [8.25]
Chest
This site marks the southern entrance to Shriekwind Bastion, a large and cavernous passage through the mountains north of Falkreath's capital. Beware the undead Draugr that guard the bastion's southern ruins and search the snowy ledge below the pass's entry point to discover a chest. See the previous location entry for North Shriekwind Bastion [8.25] and learn what lies within the pass.

[8.27] Peak's Shade Tower



RELATED QUESTS
Daedric Quest: Ill Met By Moonlight
RECOMMENDED LEVEL: 6
DUNGEON: SPRIGGAN GROVE
Spriggan
COLLECTIBLE
Chest
This small, shattered tower lies just east of Falkreath's capital. Dispatch the lone Spriggan that guards the place, then loot the long-forgotten chest inside, which is hidden by growth.

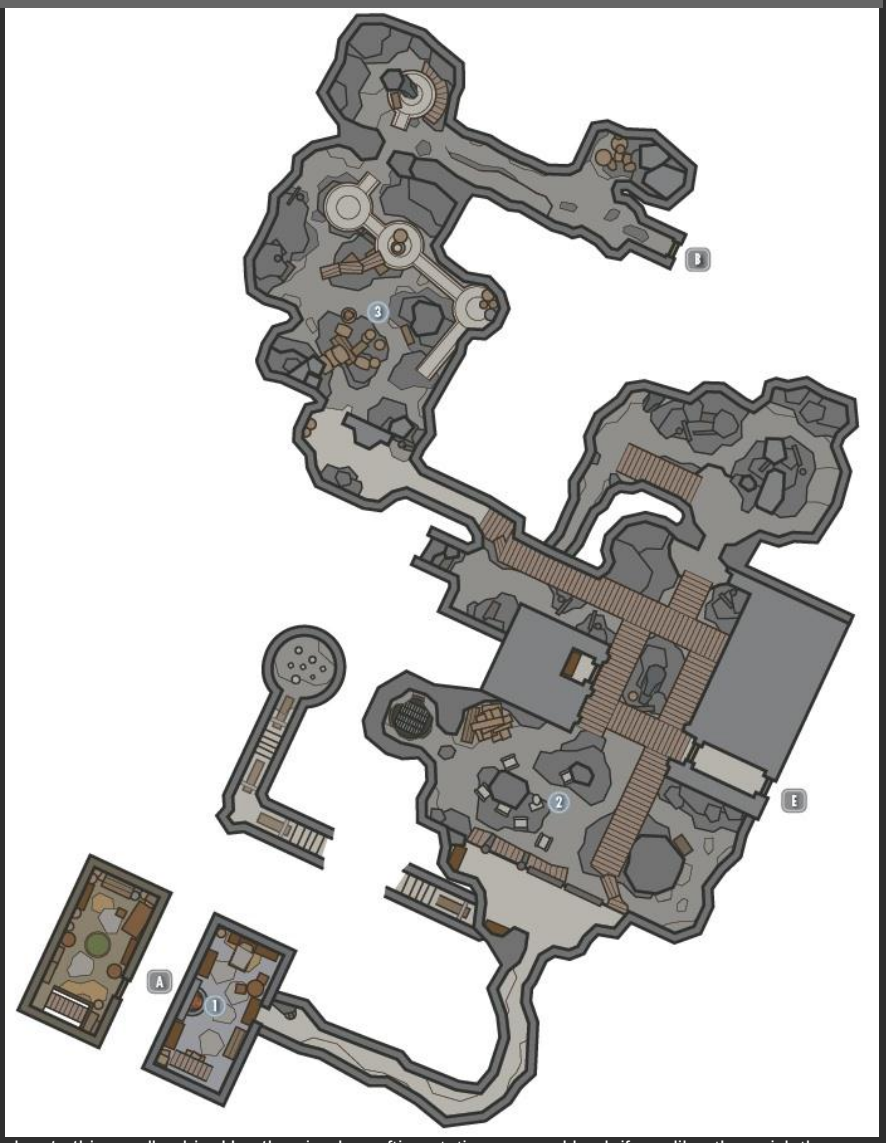
[8.28] Pinewatch



RELATED QUESTS
Thieves Guild Radiant Quest: No Stone Unturned
Thieves Guild City Influence Quest: Silver Lining
Dungeon Activity
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
Rhorlak
Rigel Strong-Arm
CRAFTING
Grindstone
Tanning Rack
Workbench
DANGERS
Battering Ram Trap (pressure plates)
Bear Traps
Bone Alarm Trap
Dart Trap (pressure plate)
Flail Trap (trapped door)
Spear Trap (pressure plate)
Swinging Blade Trap (pressure plate)
Trapped Chest
QUEST ITEMS
Endon's Silver Mold
COLLECTIBLES
Skill Book [Sneak]: The Red Kitchen Reader
Unusual Gem: Stone of Barenziah [22/24]
Chest(s)
Potions aplenty

Pinewatch

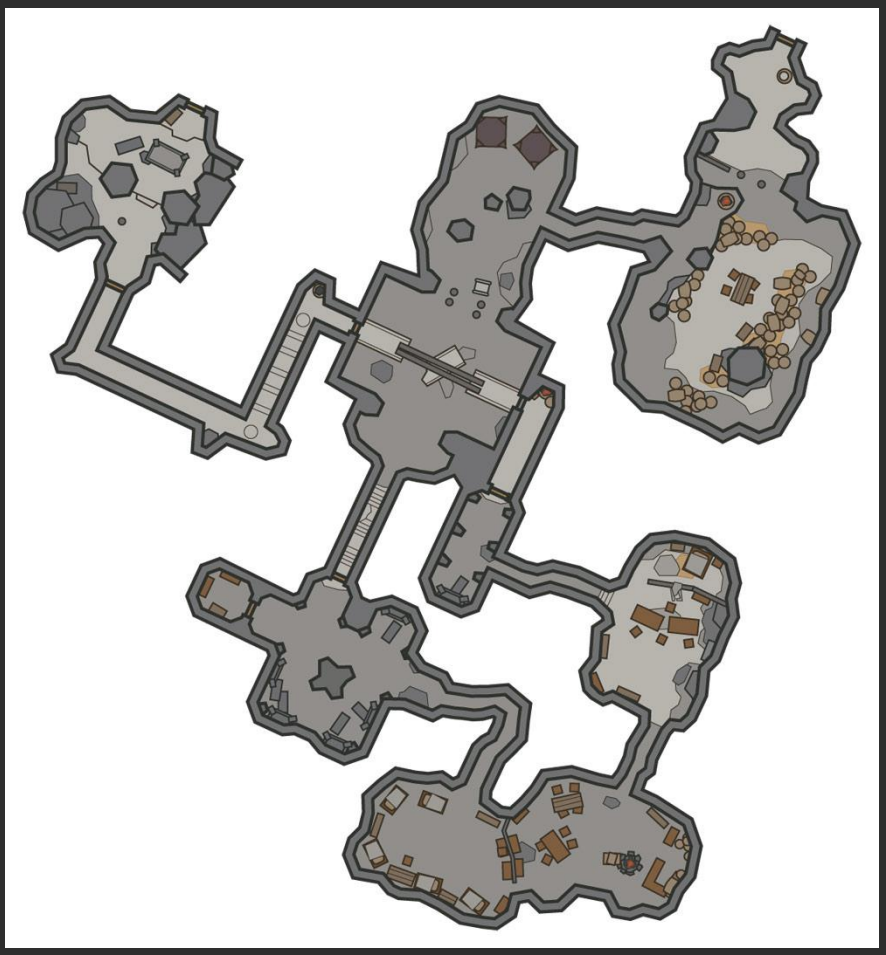
(click here for an interactive version of the map)



Follow the main road east out of Falkreath's capital to locate this small cabin. Use the simple crafting stations around back if you like, then pick the Adept-level door lock to enter and raid the cabin.

Pinewatch Bandit Sanctuary

(click here for an interactive version of the map)



Note

A skilled thief can slip through all of Pinewatch without having to fight a single bandit—see if you're up to the challenge!

A) EXIT TO SKYRIM

1) CABIN

Find a note in the cabin's basement that reveals the existence of a hidden passage. Spy a shelf with wind gusting out from its base, then locate a button on the nearby wall and press it to shift the shelf and expose a secret passage.

2) BODY DISPOSAL

Claim some potions and a Skill Book from a shelf to your left as you enter this first wide cavern. Slay the two guards who patrol the wooden walkways and see if you can open the Expert-level wooden door to access a potion-filled closet. Beware of bear traps on the ground floor, and raid a locked chest to the east. Enter the south tunnel to visit a gruesome pit with several lootable corpses.

Danger! Bear Traps
Skill Book [Sneak]: The Red Kitchen Reader
Potions aplenty

3) CRUMBLING CAVERN

Cross the wooden walkways to visit this chamber, which is guarded by a few more bandits. Secure the place and then loot the lopsided chest on the central rubble. Scale a winding ramp to find another chest up north before proceeding through the east door to the Bandit's Sanctuary.

Crafting: Grindstone
Chest
Chest (Locked: Novice)

B) DOOR TO PINEWATCH BANDIT'S SANCTUARY

C) DOOR TO PINEWATCH

4) SANCTUARY ENTRY

Hug the southeast wall to sneak past the bandits that are gathered around a table in the sanctuary's first chamber, but beware of bear traps. If you fight the men, you'll find that each possesses a letter that hints of treachery. Unfortunately, none of them carry keys for the two locked chests here.

Danger! Bear Traps, Bone Alarm Trap
Chest (Locked: Novice)
Chest (Locked: Expert)

5) CAGE CAVERN

Slay or pickpocket the lone patrolling guard here to obtain a key that unlocks one of the nearby cages.

Danger! Bear Traps
Pinewatch Key (Bandit)

6) SARCOPHAGI ROOM

Cut down another bandit here, then open the Adept-level locked door to access a treasure nook with a plethora of valuables. Stand to one side of the chest when opening it to avoid being impaled. The Unusual Gem you find here pertains to Thieves Guild Radiant Quest: No Stone Unturned.

Danger! Trapped Chest
Unusual Gem: Stone of Barenziah [22/24]
Potions

7) SLEEPING AREA AND BAR

Read one of the many notes that are pinned to the wall on your way to this area—it confirms the treachery hinted at before, as does another note on a table here. Silently dispatch a sleeping bandit, then kill the group of ruffians to the east, near the bar. Find worthy gear and a few potions behind the counter.

Potions

8) RIGEL'S QUARTERS

Rigel Strong-Arm, leader of the bandits, sleeps behind this room's wooden wall—dodge the hanging rattles or you'll wake her. Loot the chest near Rigel's bed and see if you can pickpocket a few useful keys off of her without being caught. Try sneaking away if she wakes up. Open the far Master-locked door with the Pinewatch Treasure Room Key.
Danger! Bone Alarm Trap
Crafting: Workbench
Pinewatch Key (Rigel Strong-Arm)
Pinewatch Treasure Room Key (Rigel Strong-Arm)
Chest (Locked: Apprentice)
Potions

9) TREASURE ROOM

Due to the attempts by her crew to steal her plunder, Rigel has placed a large amount of traps blocking the path to her treasure room. Watch out for a pressure plate on either end of the narrow bridge, as they will trigger a wide volley of darts traps.
A set of blade traps cover the hall just after this. Find the rhythm of their swings, then sprint through, but stop just short of the next hall—there is a pressure plate there that will trigger a battering ram to slam into the side of your head if you are not careful!
Crouch and stand back while opening the room's door to avoid being struck by a mace that swings through. Beware of another pressure plate near the table that holds Endon's Silver Mold, among other valuables. Raid the large nearby chest before exiting through the door to return to Pinewatch's entry chamber.
Danger! Battering Ram Trap (pressure plates), Swinging Blade Trap (pressure plate), Spear Trap (pressure plate), Flail Trap (trapped door), Dart Trap (pressure plate)
Endon's Silver Mold
Chest
Potion

D) DOOR TO PINEWATCH
E) DOOR TO PINEWATCH BANDIT'S SANCTUARY

[8.29] Angi's Camp



RELATED QUESTS

Side Quest: The Great Skyrim Treasure Hunt*
Dungeon Quest: Composure, Speed, and Precision*
Angi

RECOMMENDED LEVEL: 12

CRAFTING

Tanning Rack
Workbench

COLLECTIBLES

Skill Book [Archery]: The Gold Ribbon of Merit [C2/10]
Treasure Map V [9/11]
Unique Weapon: Angi's Bow [58/80]
Chest

In Falkreath's frigid southern mountains, a female hunter named Angi struggles to make a life for herself at a remote cabin. Loot a chest and collect the Skill Book inside the cabin, then find a Treasure Map stashed in the end table. A few crafting stations can be found outside.
Angi is friendly, as long as you don't threaten her. She'll even give you a bow and offer to teach you how to use it—follow Angi to a nearby practice range, ask her for some practice arrows, then shoot the targets exactly as she instructs.
Your Archery skill will increase as you impress Angi with your marksmanship. Complete all of Angi's challenges to receive a unique bow.

[8.30] The Guardian Stones



RECOMMENDED LEVEL: 6
DUNGEON: SPECIAL
SPECIAL OBJECTS
Standing Stone: The Mage Stone [10/13]
Standing Stone: The Thief Stone [11/13]
Standing Stone: The Warrior Stone [12/13]
On a rocky bluff overlooking the spot where Lake Ilinalta flows into the White River, a trio of rune-covered stones keep watch. You may have noticed this site while making your way to Riverwood [6.27] after fleeing from Helgen [8.32] at the start of your adventure.
Inspect each Standing Stone to view and accept one of three sign blessings, each of which will allow you to improve a particular set of skills more quickly. Note that you can have only one sign blessing at a time, so activating any of these Stones will replace your current sign blessing (if any).

[8.31] Embershard Mine



RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandits
CRAFTING
Blacksmith Forge
Grindstone
Workbench
DANGERS
Rockfall (trip wire)
COLLECTIBLES
Skill Book [Smithing]: Light Armor Forging [D2/10]
Chest(s)

These mines, which lie just southwest of Riverwood [6.27], have been overrun by ruthless bandits. Slay the exterior guard before heading inside.
DRAWBRIDGE CAVERN
Carefully stand back and trigger the trip wire in the entry tunnel, then wait for a guard to fall asleep in the cavern that follows before slaying him and his comrade. Run past a raised drawbridge and take a side passage to locate a lever that lowers the bridge.
If you've taken out the bandits in this cavern, be prepared for more as you lower the bridge. Alternatively, if you somehow lower the drawbridge without dispatching the bandits, then they will have no backup.
Danger! Rockfall (trip wire)
PRISON CELL PASSAGE
Cross the drawbridge to reach a passage with several holding cells. Slay the inattentive guard and collect a key from his corpse. Use the key to open the nearby gate and loot a large chest. Proceed to the next chamber afterward.
Embershard Mine Key (Bandit)
Chest

CRAFTING CAVERN
Dispatch several stalwart bandits in the next cavern, entering via the left wooden walkway to maintain an elevated vantage. Collect the Skill Book that lies on the table near the crafting stations.

Search the small side cavern to the south to locate a chest, then take a winding passage to discover a second chest on a ledge near the main cavern's waterfall. When you're ready to move along, cross the rope bridge and exit the mine via its rear entrance.
Crafting: Blacksmith Forge, Grindstone, Workbench
Skill Book [Smithing]: Light Armor Forging [D2/10]
Chest
Chest (Locked: Novice)

[8.32] Helgen



RELATED QUESTS
Main Quest: Unbound
Main Quest: Before the Storm
Civil War Quest: Joining the Legion
Civil War Quest: Joining the Stormcloaks

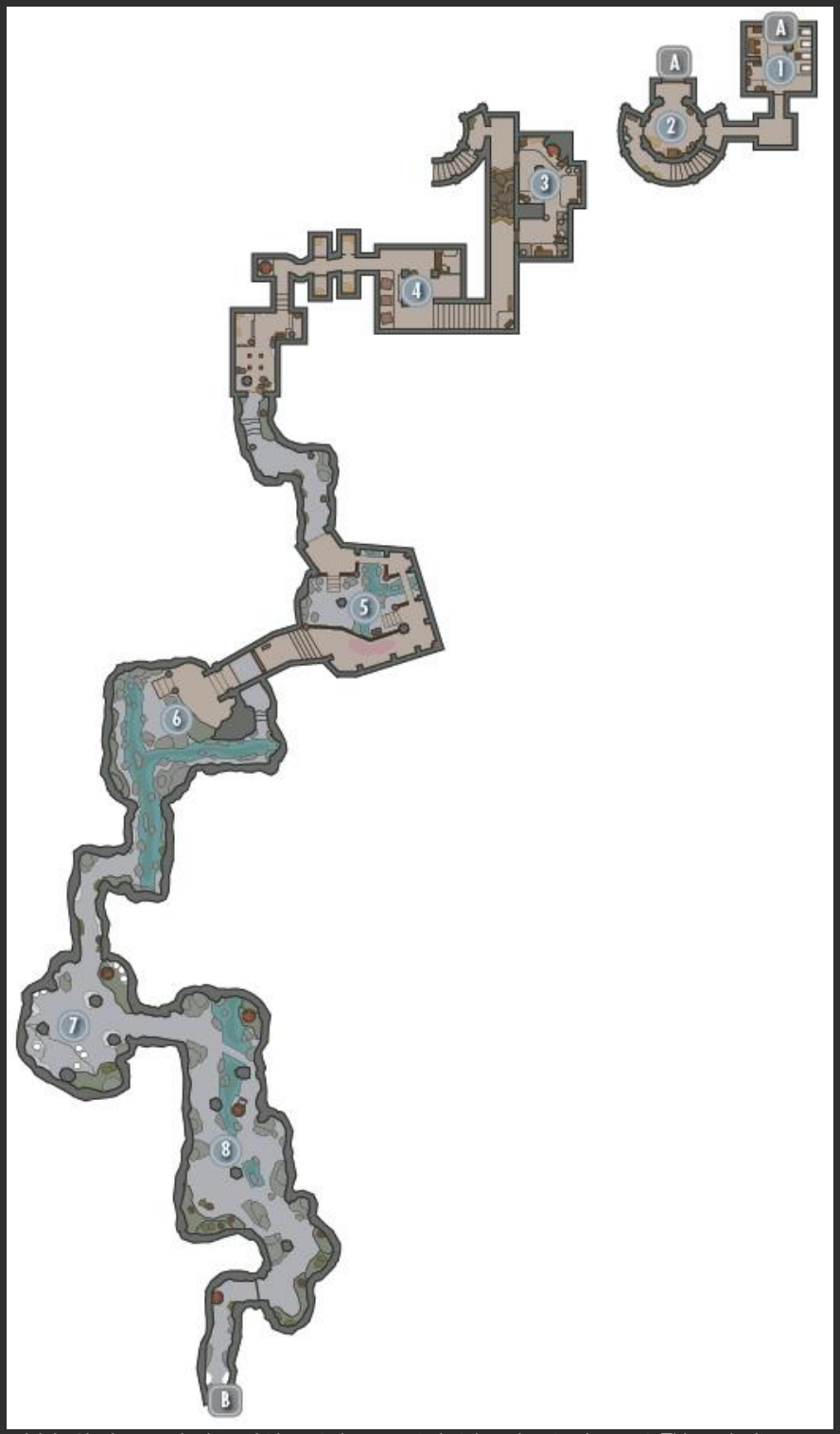
HABITATION: TOWN
Animal
Gunjar
Hadvar
Imperial Captain
Imperial Soldier
Jarl Ulfric Stormcloak
Priestess of Arkay
Ralof
Stormcloak Soldier
Tillius
Torturer

DANGERS
Oil Pool Trap

COLLECTIBLES
Chests
Potions

Helgen Keep

(click here for an interactive version of the map)



The village of Helgen is the very first location that you visit in Skyrim—you're brought here to be executed at the adventure's onset. Things don't go as planned, however, and you're soon making a frantic run through Helgen Keep. The soldier you choose to follow through the keep determines the enemies you face within.

After your escape from Helgen, the village remains in ruins for the rest of the game. Bandits will eventually move in; you can return here and wipe them out if you choose.

A) EXIT TO SKYRIM

1) NORTHWEST ENTRY

This is the room you enter if you choose to enter the keep with Hadvar. Allow him to free you from your bonds, then loot two chests in this first room to obtain vital gear.

Grab the weapons that are scattered about as well, and be sure to equip everything you've just claimed. A special key rests within the Warden's Chest as well.

Warden's Chest
Helgen Keep Key (Warden's Chest)
Chest

2) NORTH ENTRY

This is where you enter the keep if you choose to follow Ralof. Let him untie your bonds, then loot the body of a fallen Stormcloak Soldier named Gunjar to obtain vital gear.

Take cover and slay the Imperial Captain and Soldier who storm the room after a few moments; then loot their bodies for improved arms. Stop by [1] to raid the place before following Ralof to [3].

3) KITCHEN

A sudden cave-in, courtesy of the attacking dragon, forces you to take a detour through the kitchen. Dispatch a few more enemy soldiers here, then search the barrel that your comrade indicates to discover valuable potions. Additional potions can be found around the room.
Potions aplenty

4) TORTURE ROOM

Secure this frightening chamber, then search around to obtain more gear. If the Torturer encountered here is slain, claim his unique hood. Find some lockpicks on the counter and more in a knapsack on the central table and use them to open the cages.
This improves your Lockpicking skill and lets you claim the goods within, including a spell tome that grants you a new spell once examined. Take the interesting book near the knapsack as well for future reference.
Book: The Book of the Dragonborn
Knapsack
Potion

5) WATERFALL CHAMBER

Open some jail cells to discover a coin purse on your way to this wide chamber, where more enemy soldiers await. See if you can ignite the oily floor beneath the distant archers' feet to burn them up. Relieve them of their bows and arrows after the fight.
Danger! Oil Pool Trap

6) DRAWBRIDGE CAVERN

The raging dragon attacks again as you enter this cavern, sealing off the drawbridge passage that you took to get here. Your ally rushes off to the south, but follow the east stream first to locate a potion and coin purse near a skeleton.
Potion

7) SPIDER NEST

A pack of ravenous Frostbite Spiders descend on you in this webby cavern. Slaughter them without mercy.

8) BEAR DEN

Sneak past the wild bear here by crouching and moving very slowly along the east wall. Or take aim and try and slay the dangerous animal with your newfound bow before it can close in.

B) EXIT TO SKYRIM

[8.33] South Skybound Watch



RECOMMENDED LEVEL: 6

UNDERGROUND CONNECTION: NORTH SKYBOUND WATCH [8.34]

Chest (Locked: Novice)
This abandoned tower marks the southern entrance to Skybound Watch Pass, which runs through Falkreath's frosty eastern mountains. Navigate the pass to emerge at North Skybound Watch [8.34]. See that location's section for complete details on what awaits you within the pass.
Climb the tower to claim a chest and take in the amazing view of Falkreath to the west. When leaving, beware the Wispmother that haunts the woods just outside—you may find it easier to Fast-Travel away or return through the pass than to venture out along the cliffside.

[8.34] North Skybound Watch



RELATED QUESTS

College of Winterhold Radiant Quest: Destruction Ritual Spell

DUNGEON: BANDIT CAMP

Animal
Bandit

DANGERS

Battering Ram Trap (pressure plate)
Dart Trap (hinge trigger)
Underground Connection: South Skybound Watch [8.33]

COLLECTIBLES

Skill Book [Block]: Battle of Red Mountain [B1/10]
Chest(s)
Potions

An underground passage runs through Falkreath's frigid eastern mountains. This site, located north of Orphan Rock [8.35], marks the passage's north entrance, which is surrounded by ruins.

EXTERIOR

Dispatch the bandits within the ruins, then open the wooden door behind them to exit onto the northern balcony. Take a moment to admire the view; if the weather is just right, you can even see the ocean in the distance. The pedestal here is the second of three you need for the College of Winterhold Radiant Quest: Destruction Ritual Spell.
Loot a chest to the left and swipe a Skill Book off the nearby shelf before descending some steps to locate the door that serves as the pass's northern entrance.
Chest (Locked: Novice)
Skybound Watch Pass (Interior)
No matter which way you enter the pass, it's a straight sprint to the other end. Slaughter several bandits and a Giant Frostbite Spider as you navigate this relatively short passage, and beware the trapped chest at the tunnel's south end; disarm it or open it carefully to avoid the dart trap.
Find another chest near the north campfire, along with a potion and Skill Book.
Danger! Battering Ram Trap (pressure plate)
Danger! Dart Trap (hinge trigger)
Skill Book [Block]: Battle of Red Mountain [B1/10]
Chest
Potion

[8.35] Orphan Rock



RELATED QUESTS

Temple Quest: The Blessings of Nature
Dungeon Activity

DUNGEON: HAGRAVEN NEST

Hag
Hagraven

CRAFTING

Arcane Enchanter

DANGERS

Rune Trap (ground)
Spikes (ground)

QUEST ITEMS

Nettlebane (Hagraven)

COLLECTIBLES

Unique Weapon: Nettlebane [59/80]
Chest
Chest (Locked: Adept)

At the east edge of Falkreath, near the Throat of the World's [6.38] western base, a massive boulder towers over a mossy fallen log. Unless you're playing Temple Quest: Blessings of Nature, there's little to do here aside from looting a skeleton that lies inside the log.
During the "Blessings of Nature" quest, beware of rune traps and sharp spikes placed around the boulder as you slay a few hags and a dangerous Hagraven to obtain a quest-related item—a fallen log now lets you reach the top of the boulder, where a chest and Arcane Enchanter are found.
Loot a locked chest in one of the hags' surrounding tents as well.

[8.36] Falkreath Stormcloak Camp



RELATED QUESTS
Civil War Quest: Liberation of Skyrim
Civil War Quest: Rescue from Fort Neugrad
HABITATION: MILITARY: STORMCLOAK CAMP
Stormcloak Quartermaster (Blacksmith)
Stormcloak Soldier
SERVICES
Trader (Blacksmith): Stormcloak Quartermaster [27/33]
Weapons, Apparel, Misc
CRAFTING
Alchemy Lab
Anvil
Grindstone
Workbench
SPECIAL OBJECTS
Civil War: Map of Skyrim
Chests (2)
Potions

The Sons of Skyrim have set up camp in the freezing eastern mountains of Falkreath, though this site may not exist, depending on your progress through the Civil War quest line.
Trade with the quartermaster here if you like, or use his array of crafting stations. Inspect the tabletop map in the largest tent to potentially gain new map data. Steal goods from around the camp if your thieving skills are up to the task.

[8.37] Haemar's Shame



RELATED QUESTS
Daedric Quest: A Daedra's Best Friend
RECOMMENDED LEVEL: 6
DUNGEON: VAMPIRE LAIR
Animal
Vampire
CRAFTING
Alchemy Lab
Arcane Enchanter
COLLECTIBLES
Skill Book [Destruction]: Response to Bero's Speech [D2/10]
Unique Item: Masque of Clavicus Vile [79/112]
Chest(s)

This frozen cave lies at the eastern reaches of Falkreath. Traveling through it leads to Haemar's Shame—but you must contend with a number of vicious vampires in this forboding place. You visit this site during Daederic Quest: A Daedra's Best Friend.
HAEMAR'S CAVERN

Wipe out a vampire's thrall in the first cavern, then scale a ramp to discover a chest atop the wooden lookout. Avoid a lethal trap by sidestepping a pressure plate in the passage that follows, then slay a vampire and descend some wooden stairs.
Battle several vampires in the following area, where you find another chest and an Alchemy Lab. Take a narrow passage to reach a wide cavern, where more vampires prowl. Find a Skill Book on a table in a nook surrounded by shelves, then descend more wooden stairs and proceed to Haemar's Shame.
Crafting: Alchemy Lab
Skill Book [Destruction]: Response to Bero's Speech [D2/10]
Chests (2)

HAEMAR'S SHAME

Squash a grotesque Frostbite Spider in the Shame's entry passage, then advance to a blood-soaked room with a chest and Arcane Enchanter.
Navigate the winding passage that follows to reach a wide chamber with several lively vampires, including their powerful master.
Clear the room, then check behind the large statue to find a giant chest. Pull a nearby wall chain to open an exit passage that leads outside.
Crafting: Arcane Enchanter
Chests (2)

[8.38] Bonechill Passage



DUNGEON: ANIMAL DEN

Animal

UNDERGROUND CONNECTION: ANCIENT'S ASCENT [8.39]

COLLECTIBLES:

Skill Book [Heavy Armor]: 2920, MidYear, v6
Knapsack
Potions

At the northern base of Falkreath's southern mountains, wide stone steps lead up to the mouth of a frozen cave. Enter to explore a short, icy passage that leads deeper into the mountains.
This passage is the only means of reaching Ancient's Ascent [8.39]. Slay a few dangerous Ice Wraiths within Bonechill Passage, and collect the Skill Book that lies near a fallen bandit.

[8.39] Ancient's Ascent



DUNGEON: DRAGON LAIR

Ice Wraith
Dragon (after Main Quest: Dragon Rising)

SPECIAL OBJECTS

Word Wall: Animal Allegiance [2/3]
Chest

One must navigate through Bonechill Passage [8.38] to reach this remote site, which lies high among Falkreath's southern peaks. Dispatch gossamer Ice Wraiths as you ascend the snow-covered steps here, which lead up to an ancient Word Wall.
After you complete the "Dragon Rising" quest, a great dragon will make its home here. Slay the beast and obtain your new Word of Power.

[8.40] Bloodlet Throne



RECOMMENDED LEVEL: 6
DUNGEON: VAMPIRE LAIR
Animal
Vampire
CRAFTING
Alchemy Lab
Arcane Enchanter
DANGERS
Flamethrower Traps (pressure plate)
Oil Lamp Traps
Oil Pool Traps
COLLECTIBLES
Skill Book [Illusion]: Incident at Necrom [C2/10]
Chests
Potions aplenty

This ominous fortress stands at the edge of Skyrim, deep within Falkreath's southern mountains.
EXTERIOR
Before heading inside, circle around the structure and explore the broken tower on its roof to discover a chest.
Chest

ENTRY CHAMBERS
Avoid a pressure plate in the small entry chamber and progress until you reach a large chamber with a vampire and thrall. Knock down the hanging lamps here to ignite the oil on the floor and sear these foes. Go downstairs afterward and slay another vampire in the following chamber, which features several potions and an Arcane Enchanter.
Danger! Flamethrower Traps (pressure plate), Oil Lamp Traps, Oil Pool Traps
Apothecary's Satchel
Potions
ROPE BRIDGE CAVERN
Proceed through a snowy passage to reach a sizable snowy cavern with a rope bridge. Dispatch the vampires and thralls here, then scale the north stairs and take a passage to reach the vampires' sleeping quarters.
Crafting: Arcane Enchanter
SLEEPING AREA
A large pack of vampires and thralls reside in their sleeping quarters, which are located north of the rope bridge cavern. Slaughter them all to secure a chest, several potions, and an Alchemy Lab.
For a bit more sport, release a wolf from its cage here by picking the cage's Adept-level lock. Open another Adept-level gate in this area to access a storage room with several potions and a Skill Book. When you've finished looting the area, proceed across the rope bridge and pull a wall chain to open the gate you encounter.
Crafting: Alchemy Lab
Skill Book [Illusion]: Incident at Necrom [C2/10]
Chests (2)
Potions aplenty
WOLF PIT
Cross the Rope Bridge Cavern's hanging bridge and open a gate to enter a wide cavern filled with corpses. A nefarious Master Vampire sits on high and taunts you before releasing a few wolves.
Slay the beasts and then pull the chain on the west wall to escape your predicament. Defeat the Master Vampire and then loot a large chest as you make your way south, unbarring a door and heading through to return to find yourself back at the entry chambers.

[8.41] Greywater Grotto



DUNGEON: ANIMAL DEN
Animal
COLLECTIBLES
Chest

Bones and bloodstains litter the ground at the mouth of this frozen cave, which lies just south of Helgen [8.32]. Beware the dangerous Snowy Saber Cat that prowls outside—you'll face another inside the cave, along with several wolves and Ice Wolves. Loot the corpses of slain bandits and raid the chest at the cave's far end.

[8.42] Fort Neugrad



RELATED QUESTS
Civil War Quest: Liberation of Skyrim
Civil War Quest: Rescue from Fort Neugrad
Side Quest: The Great Skyrim Treasure Hunt*
RECOMMENDED LEVEL: 6
HABITATION: MILITARY FORT
Bandit (pre-Civil War)
Soldier (Imperial/Stormcloak, depending on the state of the Civil War)
CRAFTING
Anvil
Forge
Workbench
DANGERS
Bear Traps
COLLECTIBLES
Skill Book [Light Armor]: Jornibret's Last Dance [B1/10]
Treasure Map (Fort Neugrad Treasure Map): [10/11]
Chest(s)
Potions

This sizable stronghold stands among Falkreath's frigid southern mountains, close to the main road. This fort is a point of contention for the Imperials and Stormcloaks during the Civil War and is filled with ruthless bandits when the Civil War is not active.
Attack the fort from the front like a warrior, or sneak around to discover a small gap in the north stockade wall to slip inside. You may also want to take a dip in the southeast lake, where you can find an underwater cave that leads into the prison.
EXTERIOR
Loot the locked chest near the north wooden wall and use some crafting stations before entering the keep's interior or the prison. There's also a treasure chest on the roof of the main tower, though you must pass through the keep to reach it. This chest contains a Treasure Map.
Crafting: Anvil, Forge, Workbench
Treasure Map (Fort Neugrad Treasure Map): [10/11]
Chest (Locked: Novice)
Chest (Locked: Apprentice)

FORT NEUGRAD KEEP

There's only one way inside the Keep, and that's through the main door. Cut down the guards in the entry chamber, then enter either the east or west door and make your way upstairs. Secure the entry chamber's balcony, then go through the southeast door to face the bandits' leader, who carries a useful key and informative journal. Loot the giant chest in the chief's room and claim the nearby Skill Book, then return to the entry chamber and use his key to unlock the door to the library. Downstairs, deal with a powerful Bandit Mage, then claim a second giant chest. Finish exploring the fort to claim more loot, then take the ladder in the second-floor armory to reach a locked chest on the roof.

Skill Book [Light Armor]: Jornibret's Last Dance [B1/10]
Fort Neugrad Library Key (Bandit Chief)
Chests (2)
Potions

FORT NEUGRAD PRISON

If you're sneaking in through the prison, beware the bear trap at the end of the entry tunnel. More bandits lurk in the prison—loot a chest in an upstairs side room, along with a locked chest in the basement that's tucked behind a shelf with potions and a satchel.

Danger! Bear Traps
Chest
Chest (Locked: Apprentice)
Satchel
Potions

[8.43] Southfringe Sanctum



RELATED QUESTS

Dungeon Quest: The Savior of Selveni Nethri*

RECOMMENDED LEVEL: 6

DUNGEON: SPECIAL

Animal
Bashnag
Pumpkin
Selveni Nethri
Spellsword

CRAFTING

Alchemy Lab
Arcane Enchanter

DANGERS

Rune Trap (gate)

COLLECTIBLES

Chests
Potions

This aptly named cave lies deep in Falkreath's southern mountains, on the fringe of Skyrim. A poor soul named Selveni Nethri has gotten herself into quite a sticky situation here...

EXTERIOR

Slay a Spellsword to secure the cave's entrance. If you like, use the nearby Alchemy Lab to mix up some potions before entering the cave.

Crafting: Alchemy Lab
Apothecary's Satchel

SOUTHFRINGE SANCTUM (INTERIOR)

Loot a chest that's hidden among growth as you navigate the cave's first passage. Beware the rune trap on the wooden gate that leads to the main, sunlit cavern. You now have a choice: either head uphill and slay more Spellswords or take a low, web-filled passage that's teeming with Frostbite Spiders (see the sections that follow). Both options lead toward the same destination: the cave's far end, where a nefarious mage named Bashnag awaits.

Danger! Rune Trap (gate)
Chest

UPHILL ASCENT

Dispatch several additional Spellswords as you scale the entry chamber's snowy slopes. If you like, release the caged fox named Pumpkin that you encounter after a short distance. Continue uphill, unlocking a wooden gate on your way to the cave's far end, where Bashnag awaits.

Crafting: Arcane Enchanter

SPIDER TUNNEL

As you might expect, the web-filled passage that stems from the sunlit entry cavern is filled with Frostbite Spiders. Loot a chest that's nestled near the wall as you go. After slaying a Giant Frostbite Spider, search the nearby nook to locate a poor soul named Selveni Nethri, who's stuck in a web. Carefully attack the web to free Selveni without harming him, then speak with Selveni to gain a new Side Quest that involves clearing the cave so that he can safely escape on his own. Tell Selveni to wait for now, and continue along to battle Bashnag.

Chest

BASHNAG'S CHAMBER

Slay a cruel mage named Bashnag at the cave's far end, then raid the nearby chest and ensure that the entire cave is clear of hostiles before returning to Selveni and telling him that it's safe to leave. Follow Selveni out of the cave to ensure her survival and complete the quest.

Chest

9.4 Falkreath Hold: Secondary Locations

Next Page >

[8.A] Dragon Mound: Bilegulch Ridge



RELATED QUEST: MAIN QUEST: ALDUIN'S WALL

This Dragon Mound is initially sealed. It opens during Main Quest: Alduin's Wall. If you visit during or after this point in the Main Quest, the mound will be open and empty.

[8.B] Toadstool Ring: Bilegulch Ridge



Whether you're collecting Bleeding Crown, Namira's Rot, or White Cap, there's an abundance of fungi in a strange ring—a perfect place to gather toadstool ingredients for your alchemy.

[8.C] Hunter's Camp: Sunderstone Gorge



A lone hunter with a slain elk is usually sitting by the fire or hunting the general location of the pathway close to Sunderstone Gorge. The hunter has a chest to steal from, but little else.

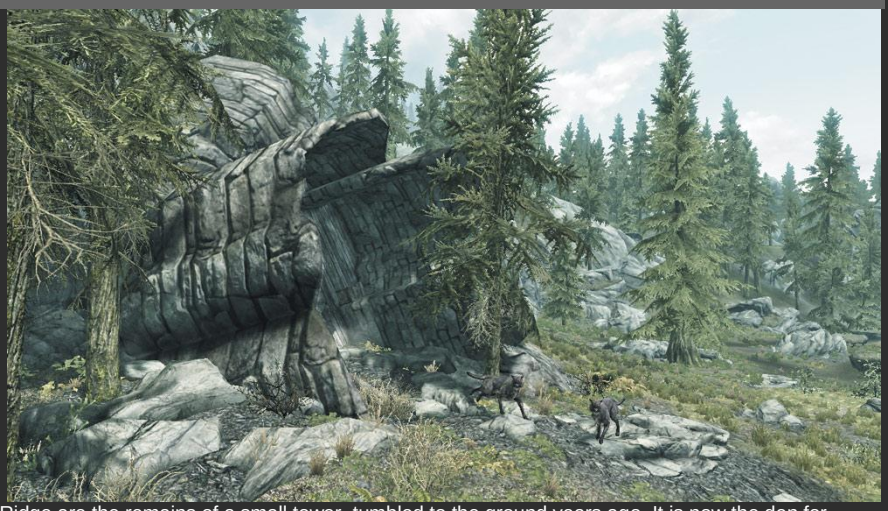
Chest

[8.D] A Peddler's Misfortune



A peddler lies dead next to the remains of his overturned cart; his horse is just down the road. It looks like some bandits set an ambush here; the cart is stripped clean, though some bear traps still lie in the road.
Danger! Bear Traps

[8.E] Toppled Tower: Knifepoint Woods



In the shallow grass valley to the north of Knifepoint Ridge are the remains of a small tower, tumbled to the ground years ago. It is now the den for some wild animals. Defeat them before they maul you.

[8.F] Burning Caravan: Evergreen Grove



Due west of Evergreen Grove, the aftermath of a dragon attack reveals two dead horses, burned corpses, and a smoldering caravan. Check the wagon to pry open a chest.
Chest

[8.G] Shrine of Akatosh: Twilight Valley



On the rocky promontory above the entrance to the Twilight Sepulcher is a ceremonial ledge jutting out to a precarious edge, where the Shrine to Akatosh, a Skill Book, and some offerings can be found. Take what you need, receiving blessings if you wish.
Skill Book [Enchanting]: A Tragedy in Black
Shrine of Akatosh [6/6]

[8.H] Fisherman's Camp: Lake Ilinalta



A Fisherman is sitting on some stones close to his tent and boat, surveying the northwestern corner of Lake Ilinalta. Steal from his knapsack if you wish, and find a Skill Book lying on the ground inside the tent. Watch for Slaughterfish in the water.
Skill Book [One-Handed]: Fire and Darkness
Knapsack

[8.I] Sunken Fishing Boat: Lake Ilinalta



Swim southeast from the Fisherman's Camp, peering underwater at the first clump of rocks on the lake bed that you see. Hidden among the weeds is a sunken fishing boat with a locked chest inside.
Chest (Locked: Adept)

[8.J] Dark Elf's Grave



A pauper's Nordic burial ground—a set of rocks and stones with a fluttering flag in the glade northwest of Half-Moon Mill—has the slumped corpse of a Dark Elf at its base. Steal the nearby purse and dagger if you wish.

[8.K] Alchemist's Camp: Evergreen Woods



On the higher ground above Evergreen Grove near a small waterfall is a deserted Alchemist's Camp. Check the Skill Book and read the journal; it gives clues to the whereabouts of the Alchemist: Follow the stream down to a pool where you'll find his corpse, a second Skill Book, and two Spriggans.
Skill Book [Alchemy]: De Rerum Dirennis
Skill Book [Alchemy]: Mannimarco, King of Worms
Alchemist's Journal
Apothecary's Satchel

[8.L] Dragon Mound: Evergreen Woods



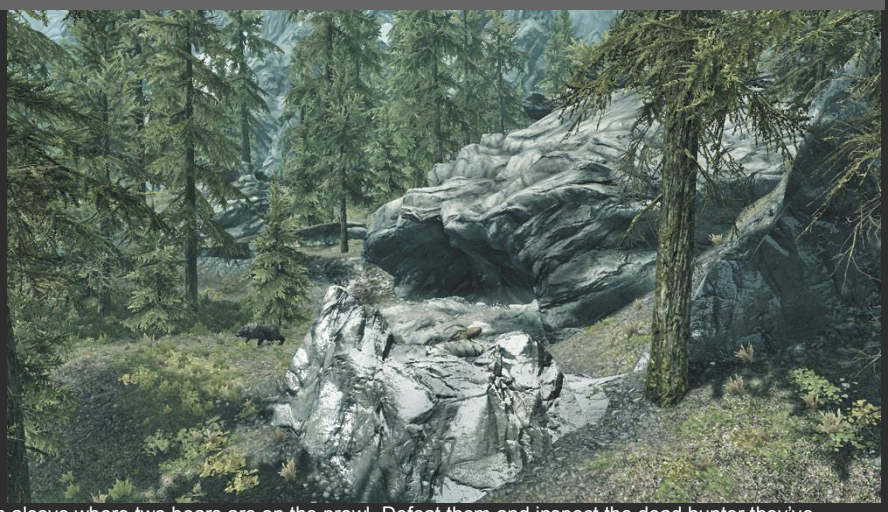
Related Quest: Main Quest: Alduin's Wall
This Dragon Mound is initially sealed. It opens during Main Quest: Alduin's Wall. If you visit during or after this point in the Main Quest, the dragon will still be circling the area. Kill! Rend! Destroy!

[8.M] Sacrificial Altar: Evergreen Woods



Necromantic activity is to be expected as you close in on this altar surrounded by standing stones, south of Evergreen Grove. Kill any animated corpses if you must, but their controllers are your primary targets. Don't forget to read the Skill Book on the altar.
Skill Book [Conjuration]: 2920, Frostfall, v10
Apothecary's Satchel
Potions

[8.N] Bear Cave: Halldir's Cairn



On the rocky slopes northwest of Halldir's Cairn is an alcove where two bears are on the prowl. Defeat them and inspect the dead hunter they've brought back to feast on.

[8.O] The Silvermoon: Lake Ilinalta



A sunken trading vessel named Silvermoon has been resting at the bottom of Lake Ilinalta for as long as the inhabitants of Riverwood can remember. Dive down where the mast is jutting out of the water. Among the clams and Nordic barnacle clusters is a chest that's still intact.
Chest

[8.P] Nordic Burial Grove



At the fork in the main road, close to the shore of Lake Ilinalta, is a pauper's burial stone with six graves surrounded by Nightshade plants. Two skeletons are guarding these unknown graves.

[8.Q] Fisherman's Island: Lake Ilinalta



Directly south of South Brittleshin Pass on the opposite (south) side of the lake is a small island with a fisherman's camp. Expect a boat, a tent, and some drying fish, as well as the fisherman, usually resting near the indigenous flowers.
Knapsack

[8.R] Sunken Barrow: Lake Ilinalta



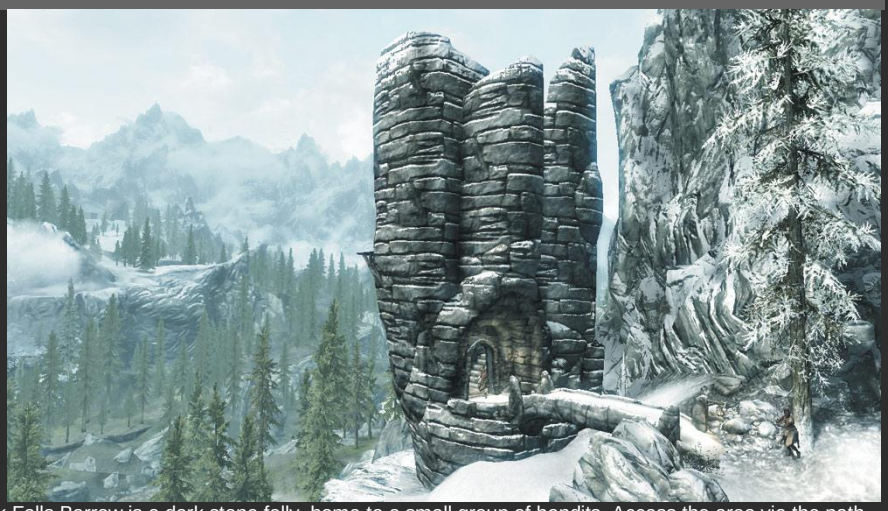
Southeast of South Brittleshin Pass on the lake's northern shore are three moss-covered standing stones that just break the lake's surface. Dive down, and you'll discover that they surround a submerged barrow with a chest at the bottom.
Chest

[8.S] The Indigestible Emerald



Southeast of Anise's Cabin, on a narrow grassy alcove among the rocky banks of White River, close to a single pine tree, lie the skeletal remains of an elk. It died with an extremely valuable Emerald, which can be picked from behind its rib cage.

[8.T] Riverwood Folly



Perched on the snowy rocks below and east of Bleak Falls Barrow is a dark stone folly, home to a small group of bandits. Access the area via the path from Riverwood or the steps from the north bank of the river. Head to the top for an amazing view and a chest.
Chest
Mineable ore (Iron)

[8.U] Wild Animal Den: Pinewatch Outcropping



Below a rocky outcrop facing the main road and lake, northwest of Pinewatch, is a wild animal den. Defeat the creatures and then inspect the den itself. Among the skeletal remains is a disintegrated old cart with a locked chest.
Chest (Locked: Novice)

[8.V] The Conjurer's Altar: Lake Ilinalta



A strange mist shrouds this small cluster of standing stones and an altar within. Face down a mage and his familial forces before inspecting the Skill Book on the altar. Travel a handful of paces to the southwest to discover a woodsman who met his end felling trees. His trusty axe is the only of its kind.
Skill Book [Conjuration]: 2920, Hearth Fire, v9
Unique Weapon: The Woodsman's Friend [60/80]

[8.W] Hunter's Camp: The Guardian Stones



Follow the short path to the river's edge from the Guardian Stones, and you'll spot a hunter near a boat, tent, and campfire who's been hunting and fishing these parts for years. You may elect to steal from the locked chest.
Chest (Locked: Novice)
Mineable ore (Iron)

[8.X] Bandit Camp: Ilinalta Foothills



Side Quest: The Great Skyrim Treasure Hunt*
Along the winding road southwest of the Helgen Cave, due south of the Guardian Stones, a short trail leads up the hill to a small bandit camp. Expect attacks from three of these foes, a group of tents with some scattered food, and the following crafting locations and items:
Crafting: Tanning Rack
Skill Book [One-Handed]: Night Falls on Sentinel [D2/10]
Treasure Map I [11/11]
Satchel

[8.Y] Shrine of Talos: Ilinalta Foothills



Up a short path off the main road that winds down to the lake is a rocky promontory, upon which stands a statue of Talos. Three worshippers have been recently murdered by a Thalmor agent, who also lies dead here, with orders signed by Elenwen.
Shrine of Talos [15/17]
Note: Thalmor Orders

[8.Z] Bandit Camp: Skybound Underhang



Follow the rough path across the snowy foothills toward Riverwood, and take the small switchback to reach a wooden platform with a bandit camp. Face down two foes, and rummage around for a few coins and the following:
Skill Book [Block]: Warrior
Chest

[8.AA] Bandit Bridge: Pinewatch



A little farther southwest along the main road from Pinewatch, two bandits stand atop a rickety wooden bridge, attacking you as you approach. Try to pass under the bridge, and they both release falling rocks; it is better to sneak from the east side along the second bridge, or drop them from range with spells or arrows.
Danger! Rockfall Trap

[8.AB] Bandit Camp: Pinewatch Heights



A group of bandits has killed a Dark Elf and taken over his camp. Now they come for you! Retaliate, and then search the small tent for a Skill Book.
Crafting: Tanning Rack
Skill Book [Alteration]: The Lunar Lorkhan

[8.AC] Hunter's Camp: Upper Pinewatch Ridge



Farther along the winding path, up into the snow, lies a windswept promontory with a hunter you can barter with. He has a few items that he's caught or skinned for sale.
Trader (Food Vendor): Hunter [9/13]
Food, Misc
Chest

[8.AD] Prospector's Shack: Bonechill Ridge



What appears to be a small prospector's shack is in fact the scene of gruesome carnage; two burned corpses bear witness to a recent dragon attack. Check inside the shack for a necklace and a note, which reveals the location of Ancient's Ascent.
Note: Letter to Authorities
Chest

[8.AE] Bandit Camp: Helgen Cliffs



On the main road west of Helgen is an overhang protecting what appears to be an empty campsite. Among the dead animals, there are a few loose items to steal, a Skill Book, and a locked chest. But be warned: touch the chest, and the bandits who dwell here will ambush you from behind! Watch for a few bear traps in the surrounding foliage.
Danger! Bear Trap
Skill Book [Light Armor]: The Refugees
Chest (Novice)

[8.AF] The Mauled Refugees



Related Quest: Main Quest: Dragon Rising
Once you complete Main Quest: Dragon Rising, this rocky promontory just below and northwest of Helgen becomes a small camp with two dead refugees, a wolf to defeat, and a whole lot of spilled blood.

[8.AG] Khajiit Caravan Massacre



Five Khajiit caravaneers have been murdered on the steep snowy road just south of Orphan Rock. As you approach the fallen tree blocking the path, three or four bandits attack; beware of the bowmen! Massacre them, then gather any you wish (check the lead wagon). Note that if the Falkreath Stormcloak Camp [8.36] is present, the Stormcloaks have cleared the bandits from the road.
Skill Book [Speech]: The Buying Game
Chest

[8.AH] Wild Animal Den: Orphan's Tear



Not far from the site of the Falkreath Stormcloak Camp [8.36] is an overhang where two snarling woodland predators (usually wolves) make their den. Their meals include a Nord corpse to loot for items. If the camp is present, the soldiers have driven the animals away, though you can still loot the den for any other loose items.

[6.AI] Dragon Mound: Bloodlet Peaks



Related Quest: Main Quest: Alduin's Wall
This Dragon Mound is initially sealed. It opens during Main Quest: Alduin's Wall. If you visit during or after this point in the Main Quest, the mound will be open and empty.

[8.AJ] The Headless Skeleton



North of the Southfringe Sanctum on the freezing rocky slopes is a pine tree overlooking Fort Neugrad. Someone has executed a long-dead Nord with an axe. The headless skeleton is slumped near a chest and Skill Book.
Skill Book [Conjuration]: The Warrior's Charge
Chest

10.1 The Rift: Overview and Services

Topographical Overview



Nestled in the Autumnal Forest, high above the volcanic Tundra known as Eastmarch and bordering Cyrodill to the south and Morrowind to the east, is the prosperous and magical Hold known as the Rift.



This is one of the four “old Holds” mentioned in history, and the majority of the Rift’s population live and work around the lake port of Riften.



The large forest of deciduous birch trees, interspersed with pine and smoother rocks (the result of a gigantic prehistoric glacial movement northward) makes the Rift habitable year-round; indeed, many Nords make their living on and around Lake Honrich.
Two small towns lie within the Hold’s borders: Shor’s Stone, which is a small mining village north of Riften, and Ivarstead, which lies to the west, at the base of the towering Throat of the World.

Routes and Pathways

The Great Riften Road descends from the rugged mountain border with Falkreath to the west and winds east along the southern banks of the Treva River and Lake Honrich to Riften itself.
Spurs from this road stretch north, connecting Riften to Ivarstead and Shor’s Stone and beyond, descending the nearly sheer cliffs that form the border between the Rift and Eastmarch. To the east are the gates to Cyrodiil, which are currently sealed.
Along the eastern edge of the Hold lie the Velothi Mountains, with a number of caves and secret retreats. The peak towering above Riften to the southeast is home to Forelhost, an ancient and vast Nordic temple.

To the west are the steep and treacherous mountains that connect the Rift to Falkreath, and the town of Ivarstead where pilgrims begin their journey up the 7,000 steps that lead to High Hrothgar, high on the steep slopes of the gigantic Throat of the World.
Delve into the Autumnal Forest of the Rift, and you'll find water mills, farms, and other more unspeakable places.

Available Services, Crafting, and Collectibles

SERVICES

Followers: [7/47]
Houses for Sale: [1/5]
Marriage Prospects: [11/62]
Skill Trainers: [6/50]
Alchemy: [0/3]
Alteration: [0/3]
Archery: [1/3]
Block: [0/2]
Conjuration: [0/3]
Destruction: [0/3]
Enchanting: [0/2]
Heavy Armor: [0/3]
Illusion: [1/2]
Light Armor: [0/3]
Lockpicking: [1/2]
One-Handed: [0/3]
Pickpocket: [1/3]
Restoration: [0/3]
Smithing: [1/3]
Sneak: [1/3]
Speech: [0/4]
Two-Handed: [0/2]
Traders [24/133]:
Apothecary [2/12]
Bartender [3/5]
Blacksmith [6/33]
Carriage Driver [1/5]
Fence [1/10]
Fletcher [1/3]
Food Vendor [1/9]
General Goods [4/19]
Innkeeper [2/15]
Jeweler [1/2]
Special [0/3]
Spell Vendor [1/12]
Stablemaster [1/5]

COLLECTIBLES

Captured Critters: [2/5]
Dragon Claws: [2/10]
Dragon Priest Masks: [1/10]
Larceny Targets: [2/7]
Skill Books: [23/180]
Alchemy: [0/10]
Alteration: [1/10]
Archery: [1/10]
Block: [1/10]
Conjuration: [0/10]
Destruction: [0/10]
Enchanting: [1/10]
Heavy Armor: [1/10]
Illusion: [2/10]
Light Armor: [1/10]
Lockpicking: [4/10]
One-Handed: [2/10]
Pickpocket: [3/10]
Restoration: [2/10]
Smithing: [1/10]
Sneak: [1/10]
Speech: [1/10]
Two-Handed: [1/10]
Treasure Maps: [0/11]
Unique Items: [24/112]
Unique Weapons: [1/11]
Unusual Gems: [2/24]

SPECIAL OBJECTS

Shrines: [9/69]
Akatosh: [0/6]
Arkay: [1/12]
Dibella: [1/8]
Julianos: [0/5]
Kynareth: [1/6]
Mara: [1/5]
Stendarr: [2/5]
Talos: [2/17]
Zenithar: [1/5]
Standing Stones: [1/13]
The Shadow Stone
Word Walls: [6/42]
Animal Allegiance: [1/3]
Aura Whisper: [1/3]
Become Ethereal: [0/3]

Disarm: [0/3]
Dismaying Shout: [1/3]
Elemental Fury: [0/3]
Fire Breath: [0/2]
Frost Breath: [0/3]
Ice Form: [0/3]
Kyne's Peace: [1/3]
Marked for Death: [1/3]
Slow Time: [0/3]
Storm Call: [1/3]
Throw Voice: [0/1]
Unrelenting Force: [0/1]
Whirlwind Sprint: [0/2]

CRAFTING STATIONS: THE RIFT

Type	Location A	Location B
Alchemy Lab	Riften (Mistveil Keep: Wylandriah's Room) [9.00]	Alchemist's Shack [9.09]
Arcane Enchanter	Riften (Mistveil Keep: Wylandriah's Room) [9.00]	Riften (Honeyside) [9.00] (after Alchemy Lab Upgrade)
Anvil or Blacksmith Forge	Riften (the Scorched Hammer) [9.00]	Shor's Stone [9.25]
Cooking Pot and Spit	Riften (the Scorched Hammer) [9.00]	Riften (Temple of Mara) [9.00]
Grindstone	Riften (the Scorched Hammer) [9.00]	Shor's Stone [9.25]
Smelter	Shor's Stone [9.25]	—
Tanning Rack	Riften (the Scorched Hammer) [9.00]	Shor's Stone [9.25]
Wood Chopping Block	Riften (Mistveil Keep: Barracks) [9.00]	Ivarstead (9.01]
Workbench	Riften (the Scorched Hammer) [9.00]	Shor's Stone [9.25]

Hold 9

(click here for an interactive version of the map)



Primary Locations

TOTAL—48: HOLD CAPITAL, MISTVEIL KEEP, AND 46 HOLD LOCATIONS

[9.00] Hold Capital City: Riften
[9.00] Mistveil Keep
Jarl: Laila Law-Giver
[9.01] Ivarstead
[9.02] Shroud Hearth Barrow
[9.03] Pinepeak Cavern
[9.04] Geirmund's Hall
[9.05] Nilheim
[9.06] Sarethi Farm
[9.07] Rift Stormcloak Camp
[9.08] Rift Watchtower
[9.09] Alchemist's Shack
[9.10] Honeystrand Cave
[9.11] Rift Imperial Camp

[9.12] Ruins of Bthalft
[9.13] Arcwind Point
[9.14] Autumnwatch Tower
[9.15] Froki's Shack
[9.16] Treva's Watch
[9.17] Angarvunde
[9.18] Avanchnzel
[9.19] Clearspring Tarn
[9.20] Boulderfall Cave
[9.21] Northwind Mine
[9.22] Northwind Summit
[9.23] Tolvald's Cave
[9.24] Shor's Watchtower
[9.25] Shor's Stone
[9.26] Fort Greenwall
[9.27] Heartwood Mill
[9.28] Faldar's Tooth
[9.29] Goldenglow Estate
[9.30] Autumnshade Clearing
[9.31] Merryfair Farm
[9.32] Riften Stables
[9.33] Fallowstone Cave and Giant's Grove
[9.34] Lost Prospect Mine
[9.35] Black-Briar Lodge
[9.36] Largashbur
[9.37] Darklight Tower
[9.38] Ruins of Rkund
[9.39] Crystaldrift Cave
[9.40] Lost Tongue Overlook
[9.41] Snow-Shod Farm
[9.42] The Shadow Stone
[9.43] Nightingale Hall
[9.44] Broken Helm Hollow
[9.45] Forelhost
[9.46] Stendarr's Beacon

Secondary Locations

TOTAL—26 POINTS OF INTEREST

[9.A] Darkwater Overhang
[9.B] Wood Cutter's Camp: Lake Geir
[9.C] The Poultry Reanimator: Lake Geir
[9.D] Treasure Hunter's Camp: Lake Geir
[9.E] Treasure Island: Lake Geir
[9.F] Dragon Mound: Autumnwatch Woods
[9.G] Shrine of Talos: Froki's Peak
[9.H] Medresi's Camp: Angarvunde
[9.I] Wild Animal Den: Mistwatch
[9.J] Bandit's Shack: Autumnshade
[9.K] Northwind Chest
[9.L] Altar in the Woods: Autumnshade
[9.M] Dragon Mound: Autumnshade Woods
[9.N] Hunters' Camp: Autumnshade Hills
[9.O] Troll Den: Rkund
[9.P] Wild Animal Den: Crystaldrift Cave
[9.Q] Dragon Mound: Lost Tongue Pass
[9.R] Wild Animal Den: Shor's Stone
[9.S] Trappers' Dilemma
[9.T] Miner's Camp: Velothi Mountains
[9.U] The Three Sentinels
[9.V] Shrine of Zenithar: Fallowstone
[9.W] Tumbledown Tower: Riften Outskirts
[9.X] Burning Farmhouse
[9.Y] Frost Troll Den: Jerall Mountain Ridge
[9.Z] Two Pine Ridge

10.2 The Rift: Hold Capital Riften i



RELATED QUESTS

Main Quest: A Cornered Rat
Main Quest: Alduin's Wall
Civil War Quest: Reunification of Skyrim
Civil War Quest: Compelling Tribute
Side Quest: Promises to Keep
Side Quest: Unfathomable Depths
Temple Quest: The Bonds of Matrimony
Temple Quest: The Book of Love
Dark Brotherhood Quest: Innocence Lost
Dark Brotherhood Quest: The Silence Has Been Broken
Dark Brotherhood Quest: Breaching Security
Dark Brotherhood Quest: Where You Hang Your Enemy's Head...
Thieves Guild Quest: A Chance Arrangement
Thieves Guild Quest: Taking Care of Business
Thieves Guild Quest: Loud and Clear
Thieves Guild Quest: Dampened Spirits
Thieves Guild Quest: Scoundrel's Folly
Thieves Guild Quest: Speaking With Silence
Thieves Guild Quest: The Pursuit
Thieves Guild Quest: Trinity Restored
Thieves Guild Radiant Quest: No Stone Unturned (Vex)
Thieves Guild Radiant Quest: No Stone Unturned (x2)
Thieves Guild Radiant Quest: Reparations
Thieves Guild Radiant Quest: Shadowmarks*
Thieves Guild Radiant Quest: Moon Sugar Rush*
Thieves Guild Radiant Quest: Armor Exchange*
Thieves Guild Radiant Quest: Larceny Targets (the Ragged Flagon)*
Thieves Guild Radiant Quest: Larceny Targets (Mercer's House)*
Thieves Guild Additional Jobs: The Numbers Job
Thieves Guild Additional Jobs: The Fishing Job
Thieves Guild Additional Jobs: The Bedlam Job
Thieves Guild Additional Jobs: The Burglary Job
Thieves Guild Additional Jobs: The Shill Job
Thieves Guild Additional Jobs: The Sweep Job
Thieves Guild Additional Jobs: The Heist Job
Thieves Guild City Influence Quest: Silver Lining
Thieves Guild City Influence Quest: The Dainty Sload
Thieves Guild City Influence Quest: Imitation Amnesty
Thieves Guild City Influence Quest: Summerset Shadows
Thieves Guild City Leadership Quest: Under New Management
Dungeon Activity (Riften Jail)
Miscellaneous Objective: Innkeeper Rumors (the Bee and Barb)
Miscellaneous Objective: Innkeeper Rumors (the Ragged Flagon)
Miscellaneous Objective: The Lover's Requital* (Sibbi Black-Briar)
Miscellaneous Objective: Under the Table* (Romlyn Dreth)
Miscellaneous Objective: Few and Far Between* (Ingun Black-Briar)
Miscellaneous Objective: Spread the Love* (Dinya Balu)
Miscellaneous Objective: Sealing the Deal* (Talen-Jei)
Miscellaneous Objective: Ice Cold* (Marise Aravel)
Miscellaneous Objective: Distant Memories* (Brand-Shei)
Miscellaneous Objective: Grimsever's Return* (Mjoll the Lioness)
Miscellaneous Objective: Stoking the Flames* (Balimund Iron-Boar)
Miscellaneous Objective: Caught Red-Handed* (Svana Far-Shield)
Miscellaneous Objective: Pilgrimage* (Alessandra)
Miscellaneous Objective: Hunt and Gather* (Wylandriah)
Miscellaneous Objective: Special Delivery* (Bolli)
Miscellaneous Objective: Bring It!* (Harrald)
Miscellaneous Objective: Truth Ore Consequences* (Hafjorg)
Miscellaneous Objective: Ringmaker* (Madesi)
Miscellaneous Objective: Bloody Nose* (Hofgrir Horse-Crusher)
Miscellaneous Objective: Toying with the Dead* (Vekel the Man)

Miscellaneous Objective: Shardr and Sapphire* (Shadr)
Miscellaneous Objective: Jarl's Quest Part 1: Helping Hand* (Wujeeta)
Miscellaneous Objective: Jarl's Quest Part 2: The Raid* (Wujeeta, Jarl Laila)
Miscellaneous Objective: Jarl's Quest Part 3: Supply and Demand* (Jarl Laila)
Miscellaneous Objective: Erasing Vald's Debt* (Maven Black-Briar)
Miscellaneous Objective: Gissur's Revenge* (Gissur)
Miscellaneous Objective: Shavari the Assassin* (Shavari)
Favor (Activity): The Gift of Charity* (Gissur)‡
Favor (Activity): The Gift of Charity* (Snilf)
Favor (Activity): The Gift of Charity* (Edda)
Thane Quest: Thane of The Rift*
Habitation Type: Hold Capital (Major)

CRAFTING

Alchemy Labs (5)
Arcane Enchanter
Forge
Grindstones (4)
Tanning Racks (3)
Workbenches (2)

SERVICES

Follower: Mjoll the Lioness [40/47]
Follower: Marcurio [41/47]
Follower: Iona [42/47]
House for Sale: Honeyside [5/5]
Marriage Prospect: Mjoll the Lioness [52/62]
Marriage Prospect: Balimund [53/62]
Marriage Prospect: Gelka [54/62]
Marriage Prospect: Marcurio [55/62]
Marriage Prospect: Romlyn Dreth [56/62]
Marriage Prospect: Iona [57/62]
Trader (Apothecary): Elgrim [11/12]
Trader (Apothecary): Herluin Lothaire [12/12]
Trader (Bartender): Talen-Jei [3/5]
Trader (Bartender): Vekel the Man [4/5]
Trader (Blacksmith): Balimund [28/33]
Trader (Blacksmith): Arnskar Ember-Master [29/33]
Trader (Blacksmith): Vanryth Gatharian [30/33]
Trader (Fence): Tonilia [6/10]
Trader (Fletcher): Syndus [3/3]
Trader (Food Vendor): Ungrien [9/9]
Trader (General Store Vendor): Marise Aravel [13/19]
Trader (General Store Vendor): Brand-Shei [14/19]
Trader (General Store Vendor): Grelka [15/19]
Trader (General Store Vendor): Bersi Honey-Hand [16/19]
Trader (Innkeeper): Keerava [14/15]
Trader (Jeweler): Madesi [2/2]
Trader (Spell Vendor): Wylandriah [12/12]
Trainer (Archery: Master): Niruin [3/3]
Trainer (Light Armor: Expert): Grelka [3/3]
Trainer (Lockpicking: Master): Vex [1/2]
Trainer (Pickpocket: Master): Vipir [2/3]
Trainer (Smithing: Expert): Balimund [3/3]
Trainer (Sneak: Master): Delvin Mallory [2/3]

COLLECTIBLES

Larceny Target: Bust of the Grey Fox [6/7]
Skill Book [Lockpicking]: Advances in Lockpicking [A1/10]
Skill Book [Lockpicking]: Advances in Lockpicking [A2/10]
Skill Book [Lockpicking]: Surfeit of Thieves [C2/10]
Skill Book [One-Handed]: Fire and Darkness [B2/10]
Skill Book [Pickpocket]: Beggar [B1/10]
Skill Book [Pickpocket]: Beggar [B2/10]
Skill Book [Pickpocket]: Purloined Shadows [C2/10]
Skill Book [Smithing]: The Armorer's Challenge [E2/10]
Skill Book [Speech]: A Dance in Fire, v7 [C2/10]
Skill Book [Two-Handed]: Words and Philosophy [E2/10]
Unique Item: The Bond of Matrimony [80/112]
Unique Item: Madesi's Silver Ring [81/112]
Unique Item: Gloves of the Pugilist [82/112]
Unique Item: Thieves Guild Armor [83/112]
Unique Item: Thieves Guild Boots [84/112]
Unique Item: Thieves Guild Gloves [85/112]
Unique Item: Thieves Guild Hood [86/112]
Unique Item: Amulet of Articulation [87/112]
Unique Item: Guild Master's Armor [88/112]
Unique Item: Guild Master's Boots [89/112]
Unique Item: Guild Master's Gloves [90/112]
Unique Item: Guild Master's Hood [91/112]
Unique Item: Thieves Guild Armor (Improved) [92/112]
Unique Item: Thieves Guild Boots (Improved) [93/112]
Unique Item: Thieves Guild Gloves (Improved) [94/112]
Unique Item: Thieves Guild Hood (Improved) [95/112]
Unique Weapon: Chillrend [61/80]
Unique Weapon: Alessandra's Dagger [62/80]
Unique Weapon: Steel Sword [63/80]
Unique Weapon: Dravin's Bow [64/80]
Unusual Gem: [23/24]

SPECIAL OBJECTS

Business Ledger
Civil War: Map of Skyrim
Shrine of Arkay [12/12]
Shrine of Dibella [8/8]
Shrine of Mara [5/5]
Shrine of Talos [16/17]
Chest
Potions aplenty

Lore: City Overview

(click here for an interactive version of the map)



Riften is situated in the southeastern corner of the Rift, at the eastern end of Lake Honrich, with a good portion of the city actually spilling over the water atop large wooden piers.
The entire city is bisected by a large canal that used to serve as access for small cargo boats but has lately fallen into disrepair and decay thanks to the lack of trade during the Civil War.
But don't think that Riften isn't a bustling center of commerce; the Black-Briar Meadery has almost a monopoly on the sale and distribution of a Nord's favorite pastime: drinking.
However, the city of Riften is a paradox. The city is located in the beautiful Autumnal Forest region of Skyrim, and that beauty has encroached upon the city, in the form of wondrous foliage and generally pleasant weather.
But most of the structures in Riften are wooden, and the city has a sort of old, run-down feel, which often takes visitors by surprise.
Not that this bothers the people who live there, who see Riften for what it truly is—a bustling, energetic city with a strong economy fueled by hard-working fishermen and mead makers.
The residents also understand that the city is, for all intents and purposes, owned and operated by the Maven Black-Briar, and in order to survive and thrive, everyone needs to adhere to her rules.

10.3 The Rift: Hold Capital Riften ii

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Important Areas of Interest

DRYSIDE



The eastern edge of the city (which isn't built over the waters of Lake Honrich) is called Dryside. The bulk of the town is located on Dryside and is split by Riften's canal.
Most of the more affluent homes are located on the eastern side of the canal, while most of Riften's shops and the marketplace are located on the western side. The southern portion of the city is dominated by Mistveil Keep and the jail.

A) NORTH GATE

The main gate of Riften, located along the northern wall, sees the most traffic of the city's three entrances. Foil the Riften guard's feeble attempts at shaking you down for money. Then speak with Maul, a gruff man waiting just inside the gates.

1) BOLLI'S HOUSE

Bolli Trout-Purse
Nivenor
This three-floor structure is one of the more impressive houses in Riften, which speaks to Bolli's station. The Note you'll find on the bedside cabinet reveals Bolli's marriage isn't as successful.

Shadowmark: "Loot"
Note: Requested Report
Chest

Tip

Talk to Maul. Afterward, the gates in this area are unlocked, once you enter an interior and return outside.

2) AERIN'S HOUSE

Mjoll the Lioness
Aerin
Aerin's home is small but tall, featuring three floors.

Follower: Mjoll the Lioness [40/47]
Marriage Prospect: Mjoll the Lioness [52/62]

3) SNOW-SHOD MANOR

Vulwulf Snow-Shod
Nura Snow-Shod
Asgeir Snow-Shod
This three-floor wooden structure is the house of Clan Snow-Shod, a wealthy and influential family of Nord that owns the Snow-Shod Farm outside Riften.
But even though the Clan has direct ties to the city's economy, it's their interest and involvement in the Civil War that really has people talking....
Shadowmark: "Loot"

4) RIFTWEALD MANOR (LOCKED: SPECIAL)

This property is owned by the current Guild Master of the Thieves Guild and is a fine structure. Mercer has cleverly integrated an isolated section of the Ratway into the sublevels of his home, which contains his private valued possessions.
This hideaway includes a minivault, a study, and escape routes. Mercer Frey has paid several bandits to act as guards here and has given them the order to kill intruders.
Outside, the front and back doors are barred from the inside, and the back grounds are locked by three gates, two requiring a key and the other locked (Expert).
You usually enter here during Thieves Guild Quest: The Pursuit and must shoot a mechanism to release a wooden ramp leading to an upper entrance (Expert). This cannot be done at any other time; exploration inside occurs only during or after this quest.

RIFTWEALD MANOR (INTERIOR)

Upper Floor: A storage room leads to a landing, a smaller storage closet, and Mercer's bedroom. The door's bar in the landing can't be budged.
Ground Floor: A large living and dining room dominates this area, along with an adjacent foyer. The doors' bars here can't be removed either. The foyer table has a note mentioning the mechanism construction that has recently taken place outside.
It is next to the front door (barred and sealed) that you find a suspicious cabinet leading to Mercer Frey's secret chambers.
Cellar: The cellar, accessed from the dining room, is a small area filled with foodstuffs.
Note: To the Owner
Chest
Potions
Secret Cellar: Accessed via the false back panel of the suspicious cabinet on the ground floor (which can be closed using the pull bar on the other side). Watch for numerous traps as you navigate the sewer passages; there's a spear trap in front of you, triggered by a pressure plate.

The next room has fire traps blasting up from the floor.
Puzzle Solution: Look at the floor and the nozzle holes where the fire blasts up from. These are divided into tiles. Each tile has a diamond shape; the fire traps that are activated are darker than those that are empty; simply step on the lighter-colored diamonds to avoid all fire damage.
There's a dart trap in the water-logged corridor (pressure plate) leading to a chest. At the corridor with the swinging blade and battering ram traps, dash between the blades and step left into the alcove.
Wait for the battering ram to swing, then sprint to the left of the low chandelier, dodging the remaining blades. At the door, look down and unlock the trap trigger (Expert) or face darts when you open the door.

Danger! Battering Ram Trap, Dart Trap, Fire Trap, Spear Trap, Swinging Blade Trap
Chest
Mercer's Secret Study: There is a wealth of loot here, including an excellent weapon in a display case (Expert). The note from "R" is likely to be from Legate Rikke in Solitude.
The exit tunnel leads to the Ratway Vaults, which connects back to the Warrens and the Ragged Flagon. Note the Shadowmark before you drop down into the Vaults.

Shadowmark: "Danger"
Mercer's Plans
Skill Book [Sneak]: The Red Kitchen Reader
Unique Weapon: Chillrend [61/80]
Note: Many thanks
Chest
Larceny Target: Bust of the Gray Fox [6/7]

5) TEMPLE OF MARA



Maramal
Dinya Balu
The Temple of Mara offers services to the people of Riften and is devoted to the worship of Mara, one of the Nine Divines and the recognized goddess of love.
It is here that weddings are held (Side Quest: The Bonds of Matrimony). You can get a Blessing at the altar or at two smaller shrines on either side of the main chamber.
The first Note is from Anuriel warning of disturbances in the Hall of the Dead. The second Note is from Talen-Jei, regarding his forthcoming wedding.
The cellar has some food and drink, and an entrance to the Hall of the Dead.

Unique Item: The Bond of Matrimony [80/112]
Shrine of Mara [5/5]
Note: Reports of a Disturbance
Note: Argonian Ceremony
Potions

6) HALL OF THE DEAD

Alessandra
The Riften Hall of the Dead has two levels, underneath the Temple of Mara. The ground floor serves as a Shrine of Arkay; the bottom, underground level is actually a series of catacombs that contain some of Riften's most important dead.
Connected to the mausoleum is a graveyard, containing even more of the city's departed. There are two entrances: from the outside under the Temple of Mara balcony and via the cellar inside the Temple.
Inside, there are numerous skeletons from which you can remove a few coins, bone meal, and skulls.

Unique Weapon: Alessandra's Dagger [62/80]
Shrine of Arkay [12/12]

B) THE RAGGED FLAGON: CISTERN ENTRANCE

The secret entrance to the Ragged Flagon, Cistern, becomes available during the Thieves Guild Quest: Loud and Clear and becomes a world map marker (making it simple to return to the Guild).
It can't be opened until then but provides a quicker return route to Brynjolf and Mercer Frey, instead of navigating the Ratway. Note the Shadowmark on the coffin (which you press to open) and on the surrounding Hall of the Dead entrance walls.
If you're exiting from the Cistern, use the pull chain to open the coffin.
Shadowmark: "The Guild"

7) BLACK-BRIAR MANOR

Maven Black-Briar (Imperial Jarl)
Hemming Black-Briar (Imperial Steward)
Sibbi Black-Briar
Ingun Black-Briar
Black-Briar Manor is the home of the Black-Briar family, the wealthiest, most powerful family in all of Riften. The Black-Briar family are the owners of the Black-Briar Meadery, and as such control much of Riften's economy.
It is accessed via the front door (note the Shadowmark), a leap over the garden fence, and through the back gate (Expert).

Inside, the foyer end table has a Note regarding the loss of a mead shipment, and the rest of the ground floor has a dining table full of food and other stored items.

Shadowmark: "Protected"
Note: Regarding your Loss
Potions
Cellar: There are three doors, two of which are unlocked. One leads to a small bedroom. One leads to a larger bedroom with an Alchemy Lab and a number of ingredients to steal.
The third door (Expert) leads to a tiny chamber where the Black Sacrament has been performed. There is a letter from Maven here; she is unhappy with Astrid (from the Dark Brotherhood) about the lack of action regarding an assassination Maven requested!

Crafting: Alchemy Lab
Note: To the Brotherhood
Potions
Upper Floor: Check the shelves in the hallway for a book on the Gaulder legends. On the bedside table are two letters, each containing a different tone from two business acquaintances. There is an exit onto an upper exterior balcony (a quick escape if need be!).

Business Letters (2)
Chest

8) SHRINE OF TALOS

Nura Snow-Shod
Talos is worshipped openly when the Stormcloaks are in control of the city. When they are not, the shrine has less of a presence. Nura Snow-Shod is usually found here during the day, tending the Shrine.
Shrine of Talos [16/17]

9) DEAD GATE

The Dead Gate is so named for the number of people who died there thanks to repeated bandit raids of the city. The gate is now completely boarded up and no longer in use.

10) MISTVEIL KEEP



The following leaders of Riften are loyal to the Stormcloaks at the start of the Civil War.
Jarl Laila Law-Giver
Laila is a fervent supporter of the Stormcloaks, strongly believing that the Empire can do nothing but steal the heritage of their city away if they come to power.
She firmly believes in the old ways of Skyrim and is steeped in its traditions and mannerisms.
Even though she rules quite a corrupt city, she is blissfully unaware of the more nefarious goings-on in town thanks to her Steward, Anuriel, who has been known to accept bribes and payoffs from the seedier inhabitants of Riften.

Harrald
Harrald is the youngest son of Laila Law-Giver. He is largely indifferent to the events of the Civil War but sides with the Stormcloaks because his mother does. This situation has driven a wedge between Saerlund and Harrald, who constantly chide each other for their stances on the situation.

Saerlund
Saerlund is the oldest son of Laila Law-Giver. When he publicly spoke in favor of the Imperial forces in the Civil War, Laila refused to recognize him as heir.
There is a great deal of hostility between the two now, although Saerlund still lives in the Keep. Should Laila ever become exiled due to the Empire gaining control of Riften, Saerlund will remain behind and live in the Keep in defiance of his mother's beliefs.

Anuriel (Steward)
Anuriel's devotion to her Jarl is a guise for her true nature as a corrupt and greedy individual. She readily accepts bribes from influential people in the city and is extremely clever at covering her tracks (even if it means making loose ends disappear).
She has no desire to actually become the Jarl, seeing her position as a stronger link to her corrupt ties. She has gained some reputation as someone not to be trifled with.

Unmid Snow-Shod (Housecarl)
Unmid is the second to youngest child of Vulwulf Snow-Shod. He has dedicated his life to the art of combat, becoming highly adept at all sorts of martial weaponry.
Due to this incredible talent, he was hired as the Housecarl. On more than one occasion, Unmid has proved he cannot be bested in combat and has even put down several attempts on the Jarl's life. Unmid's single weakness is his infatuation for Anuriel, the Jarl's Steward.

Wylandriah (Court Wizard)
She spends most of her day in her laboratory performing experiments and only makes herself available to the Jarl when specifically summoned. She seems always scatterbrained, but this is an act, as Wylandriah would prefer to be doing her experimentation rather than matters of court.
By acting this way, she believes people leave her to herself most of the time (which is true).

Gonnar Oath-Giver

The following residents of Riften arrive to take control of this city, once this Hold has fallen during the Civil War.
Maven Black-Briar, Imperial Jarl
As matron of the Black-Briar family and a powerful businesswoman, Maven is virtually unapproachable and elitist. She's cold, ruthless and calculating—and also well connected within the Empire and Skyrim alike.
If the Empire takes control of Riften in the Civil War, Maven (thanks to powerful friends in Cyrodiil) is installed as the Imperial Jarl. She will also fill her court with family and allies.
Hemming Black-Briar, Imperial Steward
Hemming Black-Briar is the only son of Maven Black-Briar, and heir to family fortune. He is being groomed by Maven as a sort of protégé... someone to eventually take her place not only running the Meadery, but to also dabble in the same corrupt activities.
Hemming is often an errand-boy, and has come to admire his mother's ways and fervently defends her whenever a family squabble should arise.

Maul (Housecarl)
Maul is a close friend of Hemming Black-Briar; when he was ambushed by bandits, Maul dove into the fray to save him. Ever since then, they have been partners in crime, with Maul assisting Hemming in his more nefarious activities assigned by Maven Black-Briar.
He does not live within Riften, as he wants his identity to remain anonymous. Maul's brother is Dirge, part of the security at the Ragged Flagon.

MISTVEIL KEEP (EXTERIOR)

This ominous stone keep is where Jarl Laila Law-Giver lives and rules, but this important building also contains the city's jail and barracks. The barracks are to your left (southeast) and the jail to the right (southwest) of the main door into the Keep, with the banners on each side.
This is where the majority of the city's guards reside.

MISTVEIL KEEP (INTERIOR)

Banquet Hall and Throne Room: Guards, the Jarl, and her entourage are seated here. There's enough food here to feed a small army.

Chest (2)
Wylandriah's Enchantments: The Court Wizard can usually be found here, in this two-room chamber off the Banquet Hall, which houses her shop and bed.
Crafting: Alchemy Lab, Arcane Enchanter
Trader (Spell Vendor): Wylandriah [12/12]
Weapons, Apparel, Scrolls, Books, Misc
Chest
Potions aplenty

War Room and Armory: Gonnar Oath-Giver is plotting from this location (which was once a pantry) at the start of the Civil War. Open one door to head into the Barracks, and open the other into a bedroom armory filled with weapons.

Civil War: Map of Skyrim
Chest

Anuriel's Room: Located at the far end of the ground-floor corridor, this room has a number of precious gems and necklaces and a letter regarding the imprisonment of Sibbi Black-Briar. Head to this location during the Civil War Quest: Compelling Tribute (Imperials).

Note: Sibbi Black-Briar
Chest

MISTVEIL KEEP JARL'S QUARTERS

There are three doors at the top of the stairs, each leading to a bedroom. Check for the following, and a door from the Jarl's bedroom to a covered balcony offering views of Riften:

Skill Book [Lockpicking]: Surfeit of Thieves [C2/10]
Unusual Gem: [23/24]
Display Cases [Adept] (3)
Chests (3)
Potions

MISTVEIL KEEP BARRACKS (EXTERIOR)

A large yard where guards (and sometimes Harrald) come to practice.
Mistveil Keep Barracks (Interior)
A large number of guards (and mead bottles) are inside this two-floor structure. The Riften Guards are well equipped and numerous. The lower exits lead out to the training yard and into Mistveil Keep. The upper exit leads out onto crenellations above the yard.

Skill Book [Two-Handed]: Words and Philosophy [E2/10]
Chests (8)

RIFTEN JAIL

Threki
Sibbi Black-Briar
Molgrom Twice-Killed
A jailor stops you from heading into the jail if you're visiting, unless you can persuade or bribe your way past him.
Inside, you can find the jail office on the right, with the evidence room just beyond; both are a bit of a mess. Note the sewer wall opening close to the chests, though you can't do anything with it from this side.
The cells are on two separate levels, with Sibbi Black-Briar and Threki the Innocent imprisoned on the top floor and Molgrom Twice-Killed on the lower level. All of the cell doors are locked (Adept).
A Skill Book sits atop a barrel in a dark nook above the stairs.
If you get imprisoned here, you can pick the lock on your cell door and sneak out—just keep an eye on the patrolling guard and time your movements to slip by them.
Or better yet, note the Shadowmark and the broken shackle on the wall in your cell.
Pull the shackle and a secret passage in the wall creaks open! Escape through this sealed-off section of the Ratway, which is filled with debris, and push open the sewer grate to retrieve your belongings from the evidence room.
Then head down the passage into a section of unexplored sewers. Fight any Skeevers you see, check the flooded area for a chest, and continue through the hatch into a second section of sewers.
Follow the rushing water to the exit, which leads you out to the edge of Lake Honrich, near the South Gate and Riften Warehouse: the Sewer Gate [G].
Note that you can only escape this way once: after doing so, the guards seal the passage and remove the shackle.

Danger! Bear Trap (2)
Shadowmark: "Escape Route"
Skill Book [Lockpicking]: Advances in Lockpicking [A1/10]
Evidence Chest
Prisoner Belongings Chest

Chest
Potions

C) SOUTH GATE

The Riften South Gate, set into the city's southern wall, sees its fair share of traffic, but not nearly as much as that of the Main Gate to the north.

11) HONORHALL ORPHANAGE

Grelod the Kind
Constance Michel
Francois Beaufort
Samuel
Runa Fair-Shield
Hroar

The Honorhall Orphanage is home to several orphaned young boys and girls whose parents have been lost to anything from fishing accidents, to battle, to the general harshness of life.
The institution is privately funded by Maven Black-Briar. The interior is on a single floor. Enter via the dining room and pantry. A side bedroom has a Skill
Book by the bed.
Through the main dormitory (with three empty chests) where the orphans sleep is a small room with child-sized shackles and Grelod's office. There are also doors leading to a small garden, which is more of a prison yard.
Skill Book [Pickpocket]: Purloined Shadows [C2/10]

12) THE SCORCHED HAMMER



Balimund
Asbjorn Fire-Tamer

The blacksmith shop is situated adjacent to the marketplace. The resident smithy, Balimud, has set up his forge and workshop outside the building within a covered overhang.

Shadowmark: "Loot"
Crafting: Forge, Grindstone, Tanning Rack, Workbench
Marriage Prospect: Balimund [53/62]
Trader (Blacksmith): Balimund [28/33]
Weapons, Apparel, and Misc
Trainer (Smithing: Expert): Balimund [3/3]
Skill Book [Smithing]: The Armorer's Challenge [E2/10]
Unique Weapon: Steel Sword [63/80]
Inside, the house is modest, and the food of the day are leeks. At the back of the dwelling are two bedrooms, one with a safe and some weapons. In the cellar are a large amount of Ingots and other ingredients for crafting, although these must be stolen.
Crafting: Grindstone, Tanning Rack
Business Ledger
Safe
Strongbox (Apprentice)

D) DOCK GATE

Between the Black-Briar Meadery and the Blacksmith's is the western gate leading to and from the dock. This actually exits out into Skyrim and Lake Honrich.

13) MARKETPLACE

Edda
Snilf
Brandish Begin-Again
Marise Aravel
Madesi
Grelka

The marketplace is the central area of Riften. There are a number of small stalls set up that sell items during the day, mostly foodstuffs and trinkets. At night, the stalls are packed closed and locked.
Several beggars live here as well on bedrolls off to the sides of the plaza in a thicket of trees. They are too weak to handle life in the Ratway, so they huddle here or in Beggar's Row instead.

Trader (General Store Vendor): Marise Aravel [13/19]
Apparel, Food, Ingredients, Misc
Trader (General Store Vendor): Brand-Shei [14/19]
Weapons, Apparel, Potions, Misc
Trader (General Store Vendor): Grelka [15/19]
Weapons, Apparel, Potions, Food, Misc
Trader (Jeweler): Madesi [2/2]
Apparel, Misc

Trainer (Light Armor: Expert): Grelka [3/3]
Marriage Prospect: Grelka [54/62]
Unique Item: Madesi's Silver Ring [81/112]
Brand-Shei's Strongbox (Requires Key)
Brynjolf' Satchel (Requires Key)
Grelka's Stall Sliding Door (Expert)
Grelka's Strongbox
Madesi's Stall Sliding Door (Novice)
Madesi's Strongbox (Novice)

14) THE BEE AND BARB



Keerava, the innkeeper
Talen-Jei
Louis Letrush
Marcurio
The Bee and Barb is a large tavern and inn, and while it easily accommodates the entire town, the establishment is especially dedicated to serving those who work in Riften's fishing and mead-making industries.
Almost everyone important (outside of the Jarl's entourage) come to drink here. You'll also find Marcurio the Hireling, the unpleasant Sapphire, and the seedy Louis Letrush.
Brynjolf hangs out here prior to beckoning you to join his Thieves Guild, but only at night. Maramal sometimes comes in here from the Temple of Mara; he has delivered a note to Talen-Jei upstairs to confirm the forthcoming Argonian wedding.
Also upstairs are rooms to rent and a locked door (Apprentice) to Keerava's bedroom and business ledger, along with the strongbox. The cellar has a large amount of stored food, wine, and mead.

Shadowmark: "Loot"
Follower: Marcurio [41/47]
Marriage Prospect: Marcurio [55/62]
Trader (Bartender): Talen-Jei [3/5]
Trader (Innkeeper): Keerava [14/15]
Room for the Night, Food
Innkeeper Rumors
Business Ledger
Note: Mara Smiles Upon You!
Strongbox (Apprentice)

15) BLACK-BRIAR MEADERY

Overseer Indaryn
Ungrien
Niluva Hlaalu
Romlyn Dreth
Valindor
The Black-Briar Meadery, owned and operated by the Black-Briar family for generations, produces almost all of Skyrim's mead and employs many of Riften's residents.
The honey for the mead comes from Goldenglow Estate, on the small island on Lake Honrich, to the west of Riften. The Meadery can be accessed from Dryside or Plankside.
Inside, the small shop front has a couple of Notes revealing a no-nonsense attitude to working here and some coin under the bed. Head into the back, along the two-floor high balcony above the mead distillery, to Indaryn's bedroom, which has a note from Maven to read.
Descend to the next balcony level, where the workers eat. The door at the far end of the lower balcony leads to Plankside. Down on the distillery floor are two large vats and a chest.
You can also spend 10 gold for each bottle of Black-Briar Mead you want to purchase from the underhanded Romlyn Dreth. As these are worth 25 gold, you can make a little money selling it on.
The locked chest requiring a key is a reward for Miscellaneous Objective: The Lover's Requital*.

Trader (Food Vendor): Ungrien [9/9]
Black-Briar Mead
Marriage Prospect: Romlyn Dreth [56/62]
Note: Attention Employees!
Note: Note From Maven
Note: To Be Read Immediately!
Chest (Requires Key)
Potions

16) PAWNED PRAWN



Drifa
Bersi Honey-Hand
The Pawned Prawn is a small pawnshop and general store. Inside, there's a Note from Wilhem (the innkeeper in Ivanstead) regarding his fears of Shroud Hearth Barrow.
Purchase from Bersi. During Thieves Guild Quest: Taking Care of Business, a dwarven pot is on display here. Behind Bersi is a chest, and downstairs in the cellar are stocked shelves of food and drink and a safe to crack. The couple's bedroom is at the back, with a strongbox.

Trader (General Store Vendor): Bersi Honey-Hand [16/19]
Weapons, Apparel, Potions, Food, Books, Misc
Business Ledger
Safe (Adept)
Strongbox (Apprentice)
Chest
Potions aplenty

17) HONEYSIDE (HOUSE FOR SALE)



This dwelling is currently empty, save for a Skill Book that sits at the bottom of a leaning shelf in the basement. It features entrances from both Plankside and Dryside, enabling you to head to and from Riften without using the gates.
Should you become the Thane of the Rift (by completing Favors for the Jarl), you can purchase this abode from Jarl Laila Law-Giver's Steward, Anuriel. Consult the Thane Quests for more information.

Follower: Iona [42/47]
Marriage Prospect: Iona [57/62]
Skill Book [Enchanting]: Enchanter's Primer

18) HAELGA'S BUNKHOUSE

Haelga
Svana Far-Shield
Fastred
Bassianus Axius
Haelga's Bunkhouse provides long-term lodging for anyone who can keep up the rent and mostly caters to the fishermen and mead makers of Riften. There's something of a theme with many of the people who reside at the Bunkhouse: they do brutal, backbreaking work, and they're prone to abusing either alcohol or Skooma.
It is a large building and has private rooms as well as a larger barracks-like common area with food on the tables. During Thieves Guild Quest: Taking Care of Business, a Statue of Dibella is on display on the bookcase in the main room.
On the counter is a Note regarding an "experience" an anonymous patron had with Haelga. Behind the counter is Haelga's room, where she takes "clients" and writes in her ledger.
Upstairs is a Skill Book, near the dormitory-style bedrooms, smaller bedroom, and storage room. More importantly is a Shrine of Dibella in Haelga's bedroom.

Skill Book [Pickpocket]: Beggar [B1/10]
Business Ledger
Shrine of Dibella [8/8]
Note: Until Next Time

Dryside: Canal Level



Aside from an old Alchemist's shop tucked away under the main thoroughfare, this less-desirable and impoverished part of town is damp, dark, and the entrance to the Ratway. It isn't plagued by violence, just those down on their luck.

18) BEGGAR'S ROW

When the beggars of Riften aren't hanging around the marketplace, they rest here. There's little to entice you, unless you like collecting cabbage.

Shadowmark: "Empty"
Skill Book [Speech]: A Dance in Fire, v7 [C2/10]

20) ELGRIM'S ELIXIRS



Elgrim
Hafjorg

Elgrim's Elixers is Riften's lone apothecary. As it is located in the cramped and dangerous confines of the Canal Level, Elgrim's Elixers usually caters to the members of the Thieves Guild and other unsavory types and specializes in poisons.
The shop is filled with potions and ingredients. Find a Skill Book hidden inside a woven basket that sits atop the tall shelf near the fireplace.
Behind the store is a bedroom, along with an alchemy chest belonging to Ingun Black-Briar, a strongbox, and a ledger. Favor Quest: Few and Far Between (given by Ingun) must be completed in order to open the Alchemy Chest here.

Shadowmark: "Loot"
Crafting: Alchemy Lab
Trader (Apothecary): Elgrim [12/12]
Potions, Food, Ingredients, Books
Skill Book [Alteration]: Reality & Other Falsehoods
Business Ledger
Ingun's Alchemy Chest (Requires Key)
Strongbox (Adept)
Potions aplenty

21) MARISE ARAVEL'S HOUSE

A homely hovel, with a good amount of food, this is where Marise the marketplace trader makes do.
Shadowmark: "Loot"

22) VALINDOR'S HOUSE

This is the dwelling of Valindor, who works part-time at the Meadery. This modest two-room chamber has little but food and a couple of books to steal.

Shadowmark: "Loot"

23) ROMLYN DRETH'S HOUSE

The home of another Meadery worker, Romlyn's residence remains drab, even with a roaring fire.

Potions

E. RATWAY (ENTRANCE)

This is the initial entrance to the large underground sewer system where the Thieves Guild's tentacles have contracted to.

Plankside



The western edge of the city, known as Plankside, is actually built on the waters of Lake Honrich and serves as the city's center of mead production and distribution (which is, in fact, integral to Riften's economy) and its fishing industry (Riften's secondary economy).
The buildings here have been built on wooden docks, and the district is very old and ramshackle. There are three main docks projecting from Plankside, one owned completely by Black-Briar Meadery and the other two used for general commerce and fishing boats.

F) HONEYSIDE (EAST ENTRANCE)

This is the entrance to the House for Sale. Once you purchase Honeyside, you can enter and exit from this location instead of using any of the Dryside gates.

24) RIFTEN FISHERY

Tythis Ulen
Wujeeta
From-Deepest-Fathoms
Exterior: The structure has two entrances, locked during the night (Adept). There are fishing boats moored at the adjacent docks too; one has a tanning rack, and there are a number of fish barrels you can steal from.

Crafting: Tanning Rack
Interior: The Riften Fishery is owned by Bolli Trout-Purse and is the center of all fishing in and around Riften. Inside, sections of the floor have been removed, allowing direct access to a salmon hatchery where the cellar used to be.
But the fishery also serves as a general cleaning, storing, and processing area for all the fish that are caught on Lake Honrich. Most of the people who work in the Fishery reside at Haelga's Bunkhouse. There's an office off the balcony surrounding the hatchery with the following items:

Business Ledger
Note: Things to Do
Strongbox (Apprentice)

G) BLACK-BRIAR MEADERY (EAST ENTRANCE)

This entrance is used by the Dryside Meadery for loading and off-loading. It is an alternate entrance into the establishment.

D) DOCK GATE (EAST ENTRANCE)

This allows quick and easy access to and from the blacksmith's and the marketplace; it is an often-overlooked gate.

25) RIFTEN WAREHOUSE (LOCKED: REQUIRES KEY)

Sarthis Idren
Orini
The large wooden building served as a warehouse and general storage facility for the Fishery but hasn't been used in years. It is firmly sealed. Instead, the main floor is musty, with old furniture scattered about.
Another locked door (requires Key) down in the cellar leads to a Skooma and Moon Sugar den. To enter the Warehouse, consult the Jarl of Riften and begin her Favor: The Raid. Sarthis Idren and his accomplice Orini guard their makeshift Skooma lab.
It can only be accessed by key during this quest (obtained from the Jarl)

Sarthis's Satchel

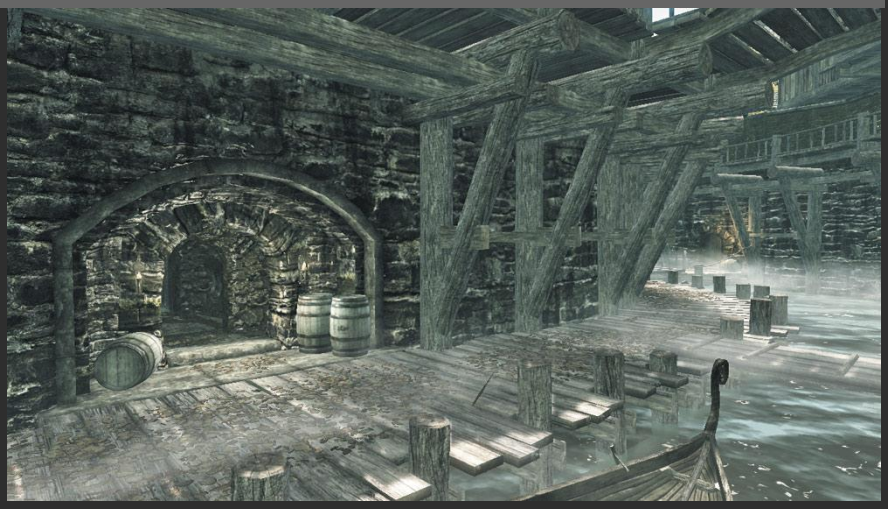
H) SEWER

This is where you arrive if you decide to escape from Riften Jail using the sewer escape route detailed at that location.

10.4 The Rift: Hold Capital Riften iii

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Ratway



The Ratway

(click here for an interactive version of the map)



The Ratway is the area that runs beneath all of Riften. Comprised of interconnected basements and half-flooded sewer tunnels and dominated by a huge cistern in the center, the Ratway is a small city within a city. It is here that Riften's Thieves Guild plies its trade and the riffraff make their home.

A) DOOR TO RIFTEN

1) MUGGERS' TUNNEL

A pair of thugs prowl this initial tunnel (which has two side grates so you can peer down to Location [2]). Dodge or slay Hewnon Black-Skeever and Drahff.

2) THE BRIDGE

The lever to lower this bridge is on the opposite (south) side, on the upper balcony. Approach it once you've finished initial explorations. Look up in the tunnel to the west, and you can see the tunnel grates from Location [1].

B) LOCKED GATE (EXPERT)

Unlock this for a shortcut to the Ragged Flagon entrance (Location [7]), and the bridge balcony.

C) TRAPPED DOOR (APPRENTICE)

The door at the end of the tunnel to the west is trapped. Unlock the trap trigger or face two spears in your chest from the left. Back up to avoid them just after opening the door, if you didn't disarm the trap.

Danger! Spear Trap

3) GIAN'S OILY OOZE

This junction room has a Skeever and a madman named Gian the Fist to contend with. Use an arrow to drop the oil lamp and start a fire, or find other ways to defeat anyone attacking you.

Danger! Oil Lamp Trap, Oil Pool Trap
Unique Item: Gloves of the Pugilist [82/112]

4) BEAR TRAP CHAMBER

A low ceiling and bear traps on this paved floor await you. Gian's Alchemy Lab is in one alcove.

Danger! Bear Trap (4)
Crafting: Alchemy Lab

5) THE DRUNKARD'S STEPS

Pass the mead barrel and watch for a pressure plate on the left side of the steps, as this triggers a battering ram in your back. Stay right instead.

Danger! Battering Ram Trap!

6) BATTLEAXE GLADE

A shaft of light allows plants to grow in this circular chamber.

7) RAGGED FLAGON ENTRANCE



Beware of lowlife attacks here. Lower the bridge from the balcony if you haven't done it already, enabling a quick exit back to Riften, when necessary. Check the table for a Skill Book. Skill Book [Pickpocket]: Beggar [B2/10]

D) DOOR TO THE RAGGED FLAGON

THE RAGGED FLAGON (MAP NOT SHOWN)

Note

The following notable inhabitants of the Ragged Flagon and Cistern arrive during the Thieves Guild Quests:

Guild Master: Mercer Frey
Guild Second: Brynjolf
Guild Third: Delvin Mallory, Vex
Guild Member: Dirge, Vipir the Fleet, Niruin, Sapphire, Cynric Endell, Thrynn, Rune, Garthar, Ravyn Imyan
Guild Vendor: Vekel the Man, Syndus, Herluin Lothaire, Arnskar Ember-Master, Vanryth Gatharian
Guild Fence (Riften): Tonilia
The Ragged Flagon is the seediest, most dangerous tavern in all of Skyrim. It is located beneath the Riften city streets and serves as a meeting place for the province's criminal element.
Strangers are not usually welcome, fights and even deaths are not uncommon, and most people in the place on any given night are involved in criminal activity in some capacity.
It would be wise to enter here once you've befriended a thief named Brynjolf.
One of the tables also contains a couple of notes, and there are two exits—one into the Vaults and a secret storage cabinet with a false back that opens up into the entrance to the Cistern.
There's limited loot. The storage cabinet (requires Key) is opened by Brynjolf when he walks you into the Cistern.

Trader (Apothecary): Herluin Lothaire [12/12]
Apparel, Potions, Misc
Trader (Bartender): Vekel the Man [4/5]
Trader (Fence): Tonilia [6/10]
Weapons, Apparel, Potions, Misc
Trader (Fletcher): Syndus [3/3]
Weapons, Apparel, Misc
Trader (Blacksmith): Arnskar Ember-Master [29/33]
Weapons, Apparel, Misc
Trader (Blacksmith): Vanryth Gatharian [30/33]
Weapons, Apparel, Misc (Armor mending)
Trainer (Archery: Master): Niruin [3/3]
Trainer (Lockpicking: Master): Vex [1/2]
Trainer (Pickpocket: Master): Vipir [2/3]
Trainer (Sneak: Master): Delvin Mallory [2/3]
Unique Item: Thieves Guild Armor [83/112]
Unique Item: Thieves Guild Boots [84/112]
Unique Item: Thieves Guild Gloves [85/112]
Unique Item: Thieves Guild Hood [86/112]
Unique Item: Amulet of Articulation [87/112]
Unique Item: Guild Master's Armor [88/112]
Unique Item: Guild Master's Boots [89/112]
Unique Item: Guild Master's Gloves [90/112]
Unique Item: Guild Master's Hood [91/112]
Unique Item: Thieves Guild Armor (Improved) [92/112]
Unique Item: Thieves Guild Boots (Improved) [93/112]
Unique Item: Thieves Guild Gloves (Improved) [94/112]
Unique Item: Thieves Guild Hood (Improved) [95/112]
Note: A Warning

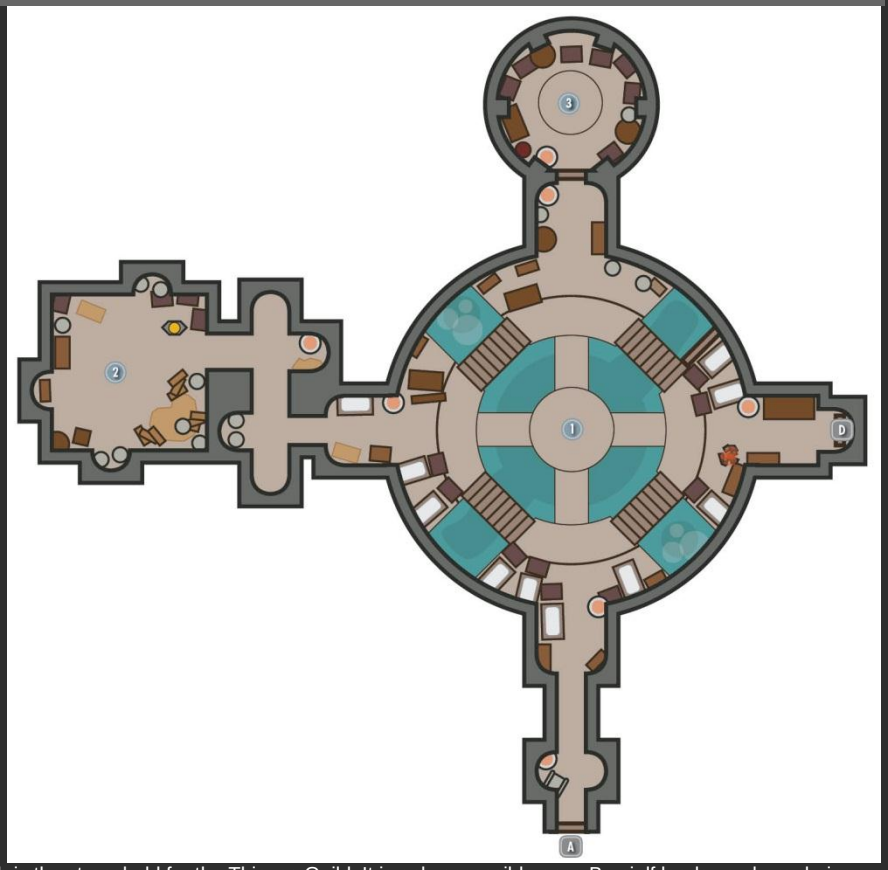
Note: Timely Offer
Chest

Note

The quality of furnishings and frequency of items, banners, Guild members, and traders appearing in the empty alcoves opposite the Ragged Flagon bar area actually increases as you restore the Guild to its former glory by completing the City Influence Quests (see Thieves Guild Quests for more information).
Aside from additional traders, this also occurs in the Cistern too.

The Ragged Flagon: Cistern

(click here for an interactive version of the map)



This more secretive and expansive main sewage hub is the stronghold for the Thieves Guild. It is only accessible once Brynjolf leads you here during Thieves Guild Quest: Loud and Clear.

A) DOOR TO RAGGED FLAGON

B) LADDER TO RIFTEN

This brings you up and through the mausoleum and into the small graveyard attached to the Hall of the Dead. When you first access this location, it is added to your world map, allowing quicker Fast-Travel back here between Thieves Guild Quests.

1) MAIN CISTERN CHAMBER

Once you're a member, Guild chests are free for the opening. Otherwise they are inaccessible. These containers are also safe to store items in; deposit inventory items you wish to keep and return for them later.
You should also read up on Shadowmarks by taking one of the books in this area. On Mercer Frey's table is a note regarding a tense relationship between the Guild and the East Empire Company. Near the ladder exit is a cupboard with another note, concerning the search for Rune's parents.

Crafting: Grindstone
Business Ledger
Note: East Empire Connection
Note: No Word Yet
Guild Chests (7)

2) TRAINING CHAMBER

Pass the Alchemy Lab to reach this location. Niruin the master archer is usually practicing here. There are a variety of training chests to unlock, too, if you want to practice (and increase your Lockpicking skill). A Skill Book that rests on a barrel can help you quickly achieve the same.

Crafting: Alchemy Lab
Skill Book [Lockpicking]: Advances in Lockpicking [A2/10]
Note: Training Chests
Guild Chest
Chest (Locked: Novice)
Chest (Locked: Apprentice)
Chest (Locked: Adept)
Chest (Locked: Expert)
Chest (Locked: Master)

3) THE GUILD VAULT

The entire wealth of the Thieves Guild is located in this chamber, which is firmly sealed and only unlocked during the Thieves Guild Quests.

4) SHRINE OF NOCTURNAL

This shrine appears after you complete Thieves Guild Quest: Darkness Returns. The shrine provides the Blessing of Nocturnal, which adds +10 to your Sneak skill.
***Ability:** Blessing of Nocturnal*

6) GUILD LEADER'S OFFICE

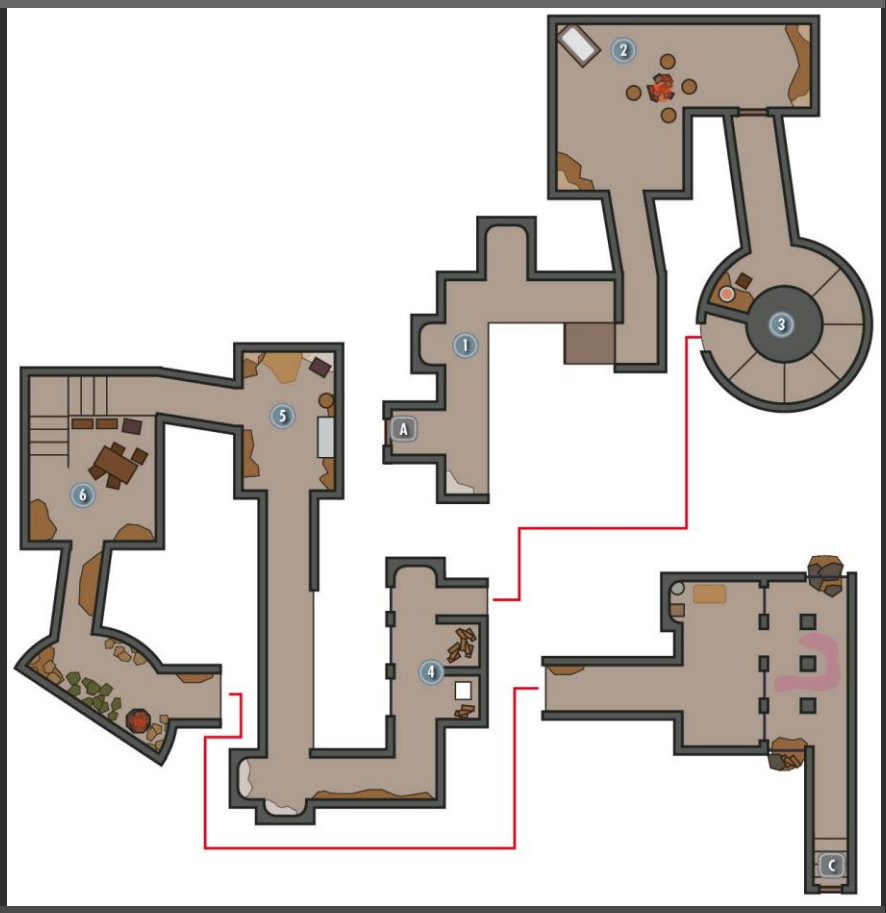
This area of the Cistern contains two trophy shelves that help you track how many Radiant Quests you've completed. They also display all of the Larceny Targets you've found (see the Thieves Guild chapter for the details).
The Crown of Queen Barenziah also appears here once all of the gems have been found and the crown located (Thieves Guild Side Quest: No Stone Unturned).
Once you become Guild Leader (by completing the Thieves Guild quest line and all of the City Influence Quests), the Tribute Chest will appear at the base of the desk.

6) YOUR BED

There is a bed here that is available for you to use whenever you wish.

The Ratway Vaults

(click here for an interactive version of the map)



A) DOOR TO THE RAGGED FLAGON

Shadowmark: "The Guild"

1) HUB LEVEL AND BALCONIES

You can drop down here, or follow the tunnels that weave through this central location.

B) DOOR TO RIFTWEALD MANOR

You can only drop down from here, which leads to an alcove close to the Hub Level.

Shadowmark: "Danger"

2) DEAD NORD'S CAMPFIRE

The trip wire on the trapped doorway releases swinging flails. This has a campfire, a dead Nord, and Skeevers.
Danger! Flail Traps

3) SPIRAL STEPS

4) HUB LEVEL GRATINGS TUNNEL

One of the side alcoves has an oil lamp you can drop on enemies below.

Danger! Oil Lamp Trap

5) THE OLD FORGE

Crafting: Workbench
Chest

6) VAGRANT'S HIDEOUT

Beyond this table and collection of loot is a corridor leading to the bottom of the Hub Level.

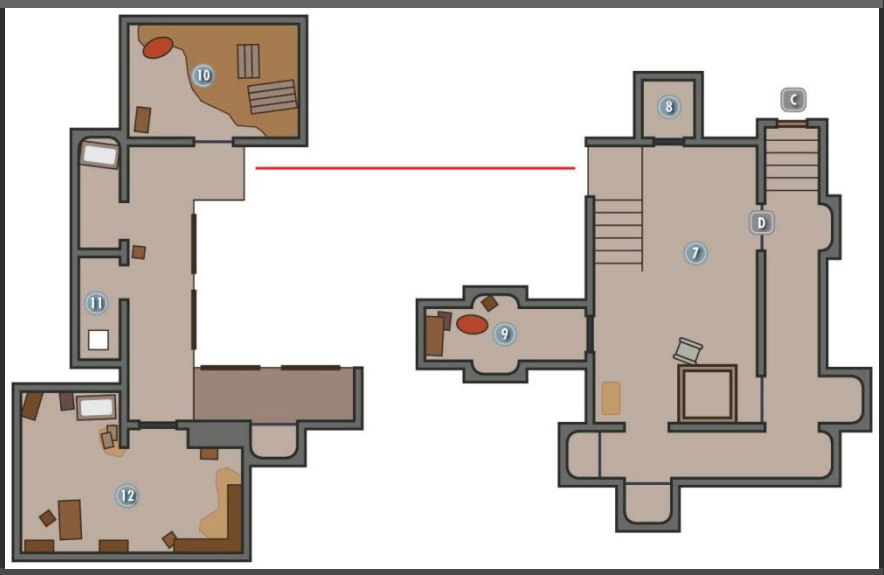
Shadowmark: "Loot"
Chest
Chest (Apprentice) (2)

C) DOOR TO THE RATWAY WARRENS

There's oil on the floor and a potion to grab on your way here.

The Ratway Warrens

(click here for an interactive version of the map)



C) DOOR TO THE RATWAY VAULTS
D) DOOR TO WARRENS HUB CHAMBER (APPRENTICE)
7) HUB CHAMBER
All of the tunnels and cells in this location lead to and from this central location.

Unique Weapon: Dravin's Bow [64/80]
8) HEFID'S CELL (LOCKED: APPRENTICE)
This leads to a tiny dark cell where a maniac named Hefid the Deaf is babbling incoherently. She may have valuables on her corpse.
9) SALVIANUS'S CELL
A man named Salvianus regales you with past talks. He may be an Imperial officer driven mad by war. He's no pushover if you decide to attack.

Chest

10) KNJAKR'S CELL
A mad chef is holed up in this cell.

Crafting: Grindstone
11) MURDER HOLE
You can strike Salvianus from up above if you wish from here.
12) ESBERN'S HIDEOUT
This secure underground chamber is the hiding place of Esbern, the Blades chronicler. You can only open the reinforced door during Main Quest: The Cornered Rat. Once inside, check through the multitude of books and a chest.

Skill Book [One-Handed]: Fire and Darkness [B2/10]
Chest

10.5 The Rift: Primary Locations i

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[9.01] Ivarstead



RELATED QUESTS
Main Quest: The Way of the Voice
Temple Quest: The Book of Love
Dark Brotherhood Quest: Side Contract: Narfi
Dungeon Quest: Wilhelm's Specter*
Miscellaneous Objective: Innkeeper Rumors (Vilemyr Inn)
Miscellaneous Objective: Lifting the Shroud* (Wilhelm)
Miscellaneous Objective: The Straw That Broke* (Narfi)
Miscellaneous Objective: Grin and Bear It* (Temba Wide-Arms)
Miscellaneous Objective: Climb the Steps* (Kimmek)
Favor (Activity): Harvesting Crops* (Boti)
Favor (Activity): The Gift of Charity* (Narfi)

HABITATION: TOWN
Bassianus Axius
Boti
Fastred
Gwilin
Ivarstead Guard
Jofthor
Klimmek
Lynly Star-Sung (Bartender)
Narfi
Temba Wide-Arm (Marriage Prospect)
Wilhelm (Innkeeper; Marriage Prospect)

CRAFTING
Tanning Rack

SERVICES
Marriage Prospect: Temba Wide-Arm [58/62]
Marriage Prospect: Wilhelm [59/62]
Trader (Bartender): Lynly Star-Sung [5/5]
Food
Trader (Innkeeper): Wilhelm [15/15]
Food, Room and Board
Innkeeper Rumors

QUEST ITEMS
Sapphire Dragon Claw
Wylandriah's Spoon (Wylandria's Satchel)

COLLECTIBLES
Dragon Claw: Sapphire Dragon Claw [8/10]
Unique Item: Reyda's Necklace [96/112]
Chest(s)
Potions

Ivarstead

(click here for an interactive version of the map)



This idyllic logging and fishing village sits along the west bank of Lake Geir, right near the foot of Skyrim's towering mountain, the Throat of the World [6.38]. Interesting things are occurring at Ivarstead, not the least of which being the supposedly haunted barrow that's just outside of town.

EXTERIOR

Speak with Klimmek, Narfi, and Temba Wide-Arm to obtain a set of Miscellaneous Objectives. Temba will also pay you for any firewood you happen to chop outside, and you can gain the Gift of Charity by giving poor Narfi a gold piece.

Crafting: Tanning Rack

1) VILEMYR INN

The local innkeeper, Wilhelm, has plenty of information to impart. Chat him up to gain a new Side Quest involving the nearby haunted barrow, along with new map data and other random rumors. Bring the informative journal you discover within Shroud Hearth Barrow [9.02] to Wilhelm, and he'll hand you a special Sapphire
Claw that lets you explore more of the place.
Lynly Star-Sung is also here. You can ask her to play an instrumental song for 5 septims (unless you can persuade her to play for free). Lynly is the woman who
Sibbi Black-Briar is searching for in the quest "The Lover's Requital." Temba Wide-Arm and Gwilin both reside at the inn as well.

Dragon Claw: Sapphire Dragon Claw [8/10]
Chests (2)

2) FELLSTAR FARM

The farmhouse is commonly locked, and a woman named Boti is usually found inside, keeping the place neat and orderly. Her husband, Jofthor, can usually be found outside working the grain mill or feeding the livestock.
Her daughter, Fastred, can be found helping her mother in the fields or complaining about being stuck in this backwater village.

Area Is Locked (Apprentice)
Wylandriah's Satchel
Wylandriah's Spoon (Wylandriah's Satchel)
Chest

3) KLIMMEK'S HOUSE

Bassianus Axius and Klimmek share this place. Klimmek allowed Bassianus to move in a long time ago, and their personalities have been clashing ever since.

Area Is Locked (Apprentice)
Chest
Potion

4) TEMBA WIDE-ARM'S MILL

This is where Temba and Gwilin can be found during the day, chopping wood and working the mill.

5) NARFI'S RUINED HOUSE

Narfi resides here, in the ruins of his family home. He can be found wandering around aimlessly calling for his sister or skulking about annoying the locals.

[9.02] Shroud Hearth Barrow

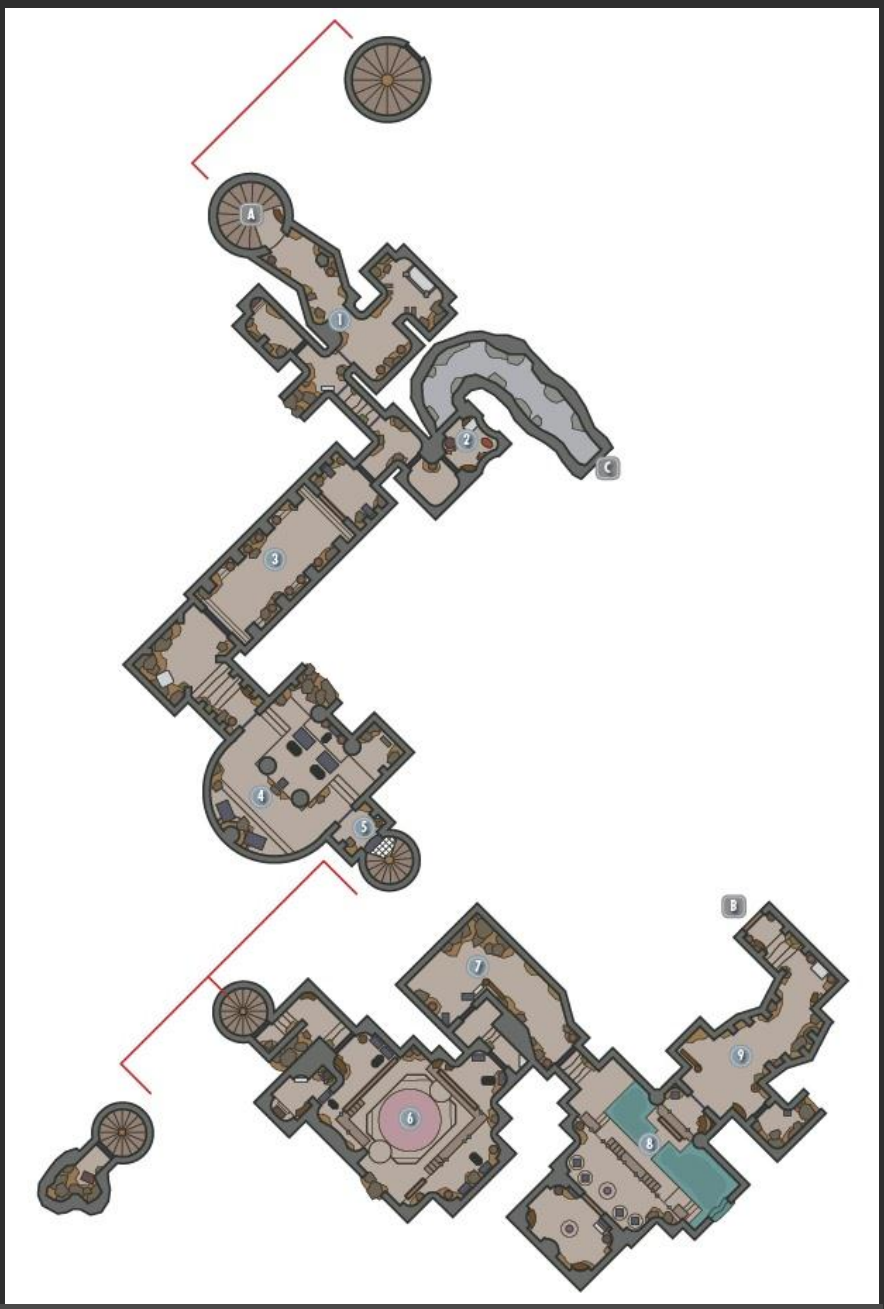


RELATED QUESTS
Dungeon Quest: Wilhelm's Specter*
RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT
Draugr
Skeleton
Wyndelius Gatharian
CRAFTING
Alchemy Lab
DANGERS
Battering Ram Trap (pressure plate)
Dart Trap (lever, pressure plate)
Flamethrower Trap (trapped door)
Oil Lamp Trap
Oil Pool Trap
Rockfall Trap (trip wire)
Swinging Blade Trap (trip wire, wall chain)
Spear Trap (pressure plate)
Swinging Wall Trap (pressure plates)
PUZZLES
Claw Door (Sapphire Claw)
Nordic Pillars
QUEST ITEMS
Wyndelius' Journal
COLLECTIBLES
Skill Book [Illusion]: Before the Ages of Man [B2/10]
SPECIAL OBJECTS
Word Wall: Kyne's Peace [3/3]
Chests
Potions

This barrow lies on the hill overlooking the village of Ivarstead. Speaking with Wilhelm, the town's innkeeper, provides you with a Dungeon Quest that entices you to investigate this haunted place in search of treasure.

Shroud Hearth Barrow

(click here for an interactive version of the map)



A) EXIT TO SKYRIM

1) LEVER PUZZLE PASSAGE

Obtain a bit of loot from a shelf on your way into this passage, where the ghost of Wyndelius Gatharian urges you to leave, then vanishes. Enter the nearby alcove, grab a Skill Book off the stone table, then face west, toward the far portcullis, so that two pairs of wall levers are visible.
Looking at the portcullis, pull the leftmost lever, followed by the "inside" right lever, to manipulate the gates so that you may progress. Don't touch the far-right lever—it triggers a trap.
Pull the wall chain that follows to raise the next few portcullises, and optionally unlock an Adept-level iron door to access a dangerous nook with a trapped chest and a pressure plate trap.

Danger! Dart Trap (lever, trigger hinge), Spear Trap (pressure plate, wall chain)
Skill Book [Illusion]: Before the Ages of Man [B2/10]
Potion

2) WYNDELIUS'S STUDY

Visit this room to catch up with the specter that warned you before. The ghost of Wyndelius Gatharian now lashes out at you. Lay it to rest to discover that it was never a ghost at all—just a man who'd been drinking a special potion to disguise himself as a specter.
Collect the nearby journal and a few samples of the potion to gain new insight and advance the plot.

Crafting: Alchemy Lab
Wyndelius's Journal
Philter of the Phantom
Satchel
Potions

3) HALL OF STORIES

Bring the journal that you find at [2] back to Ivarstead's innkeeper, Wilhelm. In thanks, he'll give you the Sapphire Claw, which you need to open the Nordic Puzzle Door here.
Beware of gouts of flame as you open the door and enter the passage (or look to the floor and disarm that particular trap), then inspect the Sapphire Claw and notice three symbols etched on its palm (Moth, Owl, Wolf).
Rotate the door's three concentric rings to form the same pattern of symbols, then inspect the central keyhole to insert the claw and open the way forward.

Danger! Flamethrower Traps (trapped door)

4) DRAUGR AMBUSH

A number of Draugr burst out of sarcophagi as you move through this chamber, and portcullises fall to trap you inside. Deal with the undead, then pull the lever in the east alcove to open the portcullises and continue on.

5) SPIRAL STAIRWELL

A trapdoor plunges you into shallow water at the foot of this winding stairwell. Nab some gear from the bottom of the pool, then swim up and climb out (or pull the lever to lift yourself out).
Go all the way upstairs to locate a Master-level locked door. If you can pick this tricky lock, you should have no trouble opening the large chest in the nook beyond.

]Chest (Locked: Expert)

6) OIL PIT CHAMBER

Leap two pressure plates and slay a skeleton as you descend into this chamber, where a mob of skeletons are gathered in the center of the room below. Quickly knock down one of the central hanging lamps to ignite the oily floor beneath them and decimate all of the skeletons at once.
Before going downstairs, spy a handle near a sarcophagus and pull it to allow you to enter the treasure room. More Draugr awaken when you reach the room's far side. Deal with them, then proceed through the northeast door. Beware of the trip wire stretched across the passage beyond.

Danger! Battering Ram Trap (pressure plate), Dart Trap (pressure plate), Oil Lamp Trap, Oil Pool Trap
Chest
Potions

7) TRAPPED PASSAGE

Avoid triggering a trip wire and pressure plate as you battle a bow-wielding Draugr here. Jump the trip wire and sneak around the plate to avoid stirring more undead.
Once again, you find yourself locked in the room. Pick the lock on the far door, or take it from the corpse of the Draugr near the door once you kill it—again.

Danger! Swinging Blade Trap (trip wire/wall chain), Swinging Wall Trap (pressure plate)

8) DRAWBRIDGE CHAMBER

A waterfall pushes a gentle stream through this long, enemy-free chamber. Pull a nearby wall chain to open the portcullis at the end of the stream, then claim a coin purse from the bottom of the small pool beyond.
Find some gear behind the waterfall as well, then go upstairs and open the large southwest door to enter a chamber with a lone Draugr guard. Step on the pressure plate here to rotate the walls and catch glimpses of four glyphs.
Spin the four glyph pillars outside the room to mimic the same pattern (Whale, Hawk, Snake, Whale), then step on the central pressure plate to lower a drawbridge.

Potion

9) PATH TO THE DEPTHS

Avoid the pressure plate just inside the door, then deliberately hit the trip wire to trigger a rockfall trap that smashes the Draugr in this passage. See if you can open the Apprentice-level locked door to access a small nook with a gold bar, but beware the flamethrower trap that fires when you remove it.

Danger! Flamethrower Trap (pressure pedestal), Rockfall Trap (trip wire), Swinging Wall Trap (pressure plate)
Potion

B) DOOR TO SHROUD HEARTH DEPTHS

Your trip through the barrow has brought you to a cavernous underground temple. Slaughter all skeletons and Draugr that rise from their sarcophagi here—the last few are quite powerful.
Proceed to the back room when the northwest passage opens, and disarm the trap on the large chest (or carefully stand to the side) to avoid being shot by darts. Gain a new Word of Power from the far Word Wall before taking your leave of this haunted barrow.

Danger! Dart Trap
Word Wall: Kyne's Peace [3/3]
Potion

C) DOOR TO SHROUD HEARTH BARROW

[9.03] Pinepeak Cavern



DUNGEON: ANIMAL DEN

Animal

COLLECTIBLES
Skill Book [Smithing]: Heavy Armor Forging
Chest
Potion

Mineable ore (Corundum)
This small cave lies at the eastern base of Whiterun's towering mountain, the Throat of the World [6.38], landing it within the Rift's bounds. Slay the exterior Bear, then enter the cave and put down a second Bear to secure a Skill Book and a chest.

[9.04] Geirmund's Hall



RELATED QUESTS
Side Quest: Forbidden Legend
Dungeon Activity

RECOMMENDED LEVEL: 6

DUNGEON: DRAUGR CRYPT
Animal
Draugr
Sigdis Gauldurson

CRAFTING
Arcane Enchanter

DANGERS
Dart Trap (pressure plate)
Flamethrower Trap (hinge trigger)
Magic Caster Trap
Mammoth Skull Trap (tabletop pressure plate)
Spear Trap (lever)
Swinging Blade Trap (pressure plate)

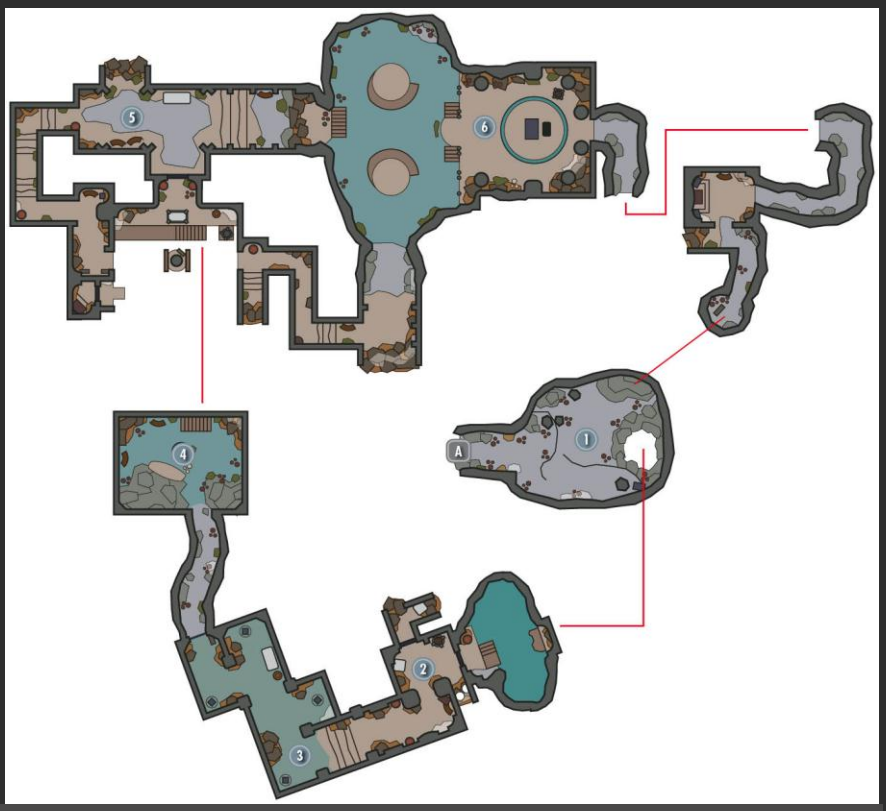
PUZZLES
Nordic Puzzle Pillars

COLLECTIBLES
Skill Book [Two-Handed]: Words and Philosophy
Unique Item: Gauldur Amulet Fragment (Geirmund's Hall) [97/112] (Sigdis Gauldurson)
Unique Weapon: Gauldur Blackbow [65/80] (Sigdis Gauldurson)
Chests
Potions

Explore the isle in the center of Lake Geir to discover this foreboding crypt. Geirmund's Hall is home to Sigdis Gauldurson, one of the three brothers sealed away in ancient times.

Geirmund's Hall

(click here for an interactive version of the map)



A) EXIT TO SKYRIM

1) ENTRY CAVERN

Eliminate a few pesky Skeevers in the first small cavern, then search the body of a fallen adventurer to discover a book that hints at the history behind this tomb.
Steel yourself, then leap into the nearby pit, landing in a watery chamber below. Search a short underwater passage to locate a sunken chest before climbing onto dry land and proceeding through and iron door.

Chest

2) SPIDERWEB HALL

Slay a couple of Frostbite Spiders in this webbed corridor, and unlock an Adept-level iron door to access a small nook with some potions and gear. Disarm the trapped chest on the shelf, or stand off to one side as you open it to dodge the flamethrower trap. Then skirt a nearby pressure plate as you head toward [3].

Danger! Dart Trap (pressure plate), Flamethrower Trap (hinge trigger)
Chest
Potions
Gear

3) FLOODED CATACOMBS

Cut down the Draugr that arise from these waterlogged burial passages, note the four glyphs on the walls near the stairs as you enter, two on each wall. Spin the four pillars in the passage ahead so that their glyphs match the ones near the stairs (Hawk, Whale, Snake, Whale).
With the pillars properly rotated, pull the lever near the far portcullis to open the way forward. Beware of taking the Soul Gem from the table here—removing it causes the giant mammoth skull to swing at you like a battering ram!

Danger! Mammoth Skull Trap (pressure pedestal)
Potion

4) LORD GEIRMUND'S TOMB

This tall chamber features plenty of Draugr and multiple tiers of walkways. Fight your way up some wooden stairs and collect an important key from the withered hand of Lord Geirmund on the altar. Inspect the nearby epitaph before using the key to open the nearby door and advance.

Lord Geirmund's Key
Potion

5) CRAFTY PASSAGES

Slay a powerful Draugr and his animal companion here, then search around to find a couple of potions. Take the west passage and go upstairs to battle another mighty Draugr. Don't pull the lever by the bridge—it triggers a trap. Instead, turn around and pull a different lever that's mounted on the wall to lower to lower the bridge.
Back out on the upper level of Lord Geirmund's Tomb [4], look to your right to see a small ledge. Jump down and disarm the trap on the door, then enter the small alcove to find a locked chest.
Cross the bridge (pulling another lever on the far side of the central platform), then carefully avoid the pressure plate as you move on to the next chamber. It activates a nasty set of swinging blades that are difficult to dodge once triggered.

Danger! Magic Caster Trap, Spear Trap (lever), Swinging Blade Trap (pressure plate)
Crafting: Arcane Enchanter
Chest (Locked: Expert)
Potions

6) SIGDIS GAULDURSON'S TOMB

An incredibly powerful undead archer rises to combat you in this flooded chamber. Throughout the battle, Sigdis Gauldurson summons two illusory duplicates of himself to confuse you. The "real" enemy is the one that wears a horned helmet.
Attack this version of the Sigdis to inflict damage, eventually slaying the fiend to attain two powerful items from its remains.

When Sigdis falls, a secret door opens, allowing you to take the east passage to locate a giant chest and other valuables, including a Skill Book found on the top of the nearby bookshelf. Follow the passage to its end and pull a lever to open a secret door that connects back to [1].

Unique Item: Gauldur Amulet Fragment (Geirmund's Hall) [97/112] (Sigdis Gauldurson)
Unique Weapon: Gauldur Blackbow [65/80] (Sigdis Gauldurson)
Skill Book [Two-Handed]: Words and Philosophy
Chest
Potions

[9.05] Nilheim



RELATED QUESTS
Dungeon Quest: The Nilheim Scam*
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Guard
Telrav
COLLECTIBLES
Chests (2)
Apothecary's Satchel
Potion

Little remains of this ruined fortress, which lies just east of Lake Geir, save some stone steps and a tower. An injured merchant named Telrav is found on the road outside of Nilheim.
Agree to help Telrav, and he'll lead you to the camp—and then springs an ambush! Slay the villains and then raid their campsite in just retribution.

[9.06] Sarethi Farm



RELATED QUESTS
Side Quest: A Return to Your Roots
Miscellaneous Objective: Smooth Jazbay* (Avrusa Sarethi)
Favor (Activity): Harvesting Crops* (Avrusa Sarethi)
Habitation: Farm
Aduri Sarethi
Avrusa Sarethi (Marriage Prospect)
Rift Guard
CRAFTING
Alchemy Lab
Tanning Rack
SERVICES
Marriage Prospect: Avrusa Sarethi [60/62]
COLLECTIBLES

Potions

This quaint farm stands in the Rift's central wilds, just north of the Treva River.

EXTERIOR

Speak with the farm's owner, Avrusa Sarethi, to learn how she managed to grow so much rare Nirnroot in her garden and obtain a Side Quest. Avrusa is also your final destination in the "Return to Your Roots" quest (see quest for details), and the remains of Sinderion's living quarters can still be found in her basement.

Crafting: Tanning Rack

SARETHI FARM (INTERIOR)

Breaking into the farmhouse is profitable due to the many potions and additional Nirnroot found in the cellar.

Area Is Locked (Novice)
Crafting: Alchemy Lab
Potions

[9.07] Rift Stormcloak Camp



RELATED QUESTS

Civil War Quest (when active, depending on who you side with)

HABITATION: MILITARY: STORMCLOAK CAMP

Stormcloak Quartermaster (Blacksmith)
Stormcloak Soldier

SERVICES

Trader (Blacksmith): Stormcloak Quartermaster [31/33]
Weapons, Apparel, Misc

CRAFTING

Alchemy Lab
Anvil
Grindstone
Workbench

SPECIAL OBJECTS

Civil War: Map of Skyrim
Chests
Potions

Depending on the status of the Civil War quest line, you may or may not be able to visit this small Stormcloak campsite. Here you may trade with the quartermaster or use his plethora of crafting stations. Examine the tabletop map in one of the tents to potentially gain new map data.

[9.08] Rift Watchtower



RELATED QUESTS

Side Quest: The Forgemaster's Fingers

RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
Orc
CRAFTING
Tanning Rack
COLLECTIBLES
Skill Book [Heavy Armor]: Hallgerd's Tale [C2/10]
Chest
Potions

Orcish bandits occupy this tower, which stands in the Rift's northern mountains, east of Lake Geir. Slay the ruffians to steal their plunder.

[9.09] Alchemist's Shack



RELATED QUESTS
Side Quest: Captured Critters*
RECOMMENDED LEVEL: 8
DUNGEON: SPECIAL
CRAFTING
Alchemy Lab
COLLECTIBLES
Caged Critter: Butterfly in a Jar [4/5]
Apothecary's Satchel
Potion

This open-air cabin stands in the Rift's southwestern woods and contains several items of interest. Curiously, the cabin's owner is nowhere to be found. Read the journal on the end table near the bed to learn where he might have gone.

[9.10] Honeystrand Cave



DUNGEON: ANIMAL DEN
Animal
Collectible
Chest
This small bear cave lies just off the Rift's western main road. Slay the ferocious exterior Cave Bear, then enter the cave to battle two more of the beasts. Loot the body of a mauled bandit in the cave's center, along with the nearby chest.

[9.11] Rift Imperial Camp



RELATED QUESTS
Civil War Quest: Reunification of Skyrim
Civil War Quest: Compelling Tribute
Civil War Quest: The Battle for Fort Greenwall

DUNGEON ACTIVITY
HABITATION: MILITARY: IMPERIAL CAMP
Legate Fasendil
Imperial Quartermaster (Blacksmith)
Imperial Soldier

SERVICES
Trader (Blacksmith): Imperial Quartermaster [32/33]
Weapons, Apparel, Misc

CRAFTING
Alchemy Lab
Anvil
Grindstone
Workbench

SPECIAL OBJECTS
Civil War: Map of Skyrim
Chest(s)
Potions

If you're playing through the Civil War quest line, then you may be able to visit this Imperial campsite located deep in the Rift's southwest forest. Trade with the quartermaster if you like, or hone your gear with his crafting stations. Inspect the tabletop map in the largest tent to potentially gain new map data.

[9.12] Ruins of Bthalft



RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit

DANGERS
Bone Alarm Trap
Collectible
Chest (Locked: Adept)
This small collection of open-air ruins lies in the Rift's southwestern wilds. Cut down a handful of bandits here, then scale the narrow northern wooden stairs to locate a chest on a ledge.

[9.13] Arcwind Point



RECOMMENDED LEVEL: 6

DUNGEON: DRAUGR CRYPT

Draugr
Skeleton

DANGERS

Battering Ram Trap (pressure plate)

COLLECTIBLES

Skill Book [Restoration]: Withershins [E2/10]
Chest
Potions

Mineable ore (Quicksilver)

Explore the frigid mountains in the Rift's far southwest corner to discover a breathtaking valley of forgotten ruins. Descend into the circular ruin to battle a mighty Draugr. Mine some Quicksilver Ore as you head toward a larger ruin, which is guarded by several skeletons.

An even more powerful Draugr emerges from the sarcophagus here. Scale the long north stairs after the fight to reach a third, hutlike ruin, but beware of the pressure plate at the top of the stairs and the mighty Draugr that emerges from the sarcophagus as you exit the "hut."

Go west to mine more Quicksilver, then climb the east rocks and broken stairs to discover an old tower. Fight your way to the tower's apex, where a large chest and reclusive Skill Book are found.

[9.14] Autumnwatch Tower



DUNGEON: DRAGON LAIR

Bandit
Dragon (after Main Quest: Dragon Rising)

CRAFTING

Tanning Rack (2)

COLLECTIBLES

Skill Book [Light Armor]: Jornibret's Last Dance [B2/10]

SPECIAL OBJECTS

Word Wall: Marked for Death [3/3]
Chest
Potion

Two open-air towers stand at this remote site in the Rift's southwest mountains, one of which is tall enough to be seen from afar. After the "Dragon Rising" quest, a mighty winged beast can be fought here. Until then, the tower is home to dangerous bandits.

Scale the taller tower to discover a large chest, then cross a stone arc to reach a sacred Word Wall. The smaller tower features two Tanning Racks, and there's a Skill Book on its roof.

[9.15] Froki's Shack



RELATED QUESTS
Side Quest: Kyne's Sacred Trials
RECOMMENDED LEVEL: 6
DUNGEON: SPECIAL
Froki Whetted-Blade
Crafting
Tanning Rack
COLLECTIBLES
Skill Book [Archery]: Vernaccus and Bourlor [E2/10]
Unique Item: Diadem of the Savant [98/112]
Unique Item: Kyne's Token [99/112]
Chest

This small cabin stands in the Rift's southwest mountains, just east of Autumnwatch Tower [9.14]. Head inside to speak with Froki and gain a new Side Quest. The old hunter doesn't own much, but you can steal several pieces of gear, snatch a Skill Book off a shelf, and loot a chest here if you like. A unique item rests atop the exterior Wood Chopping Block as well.

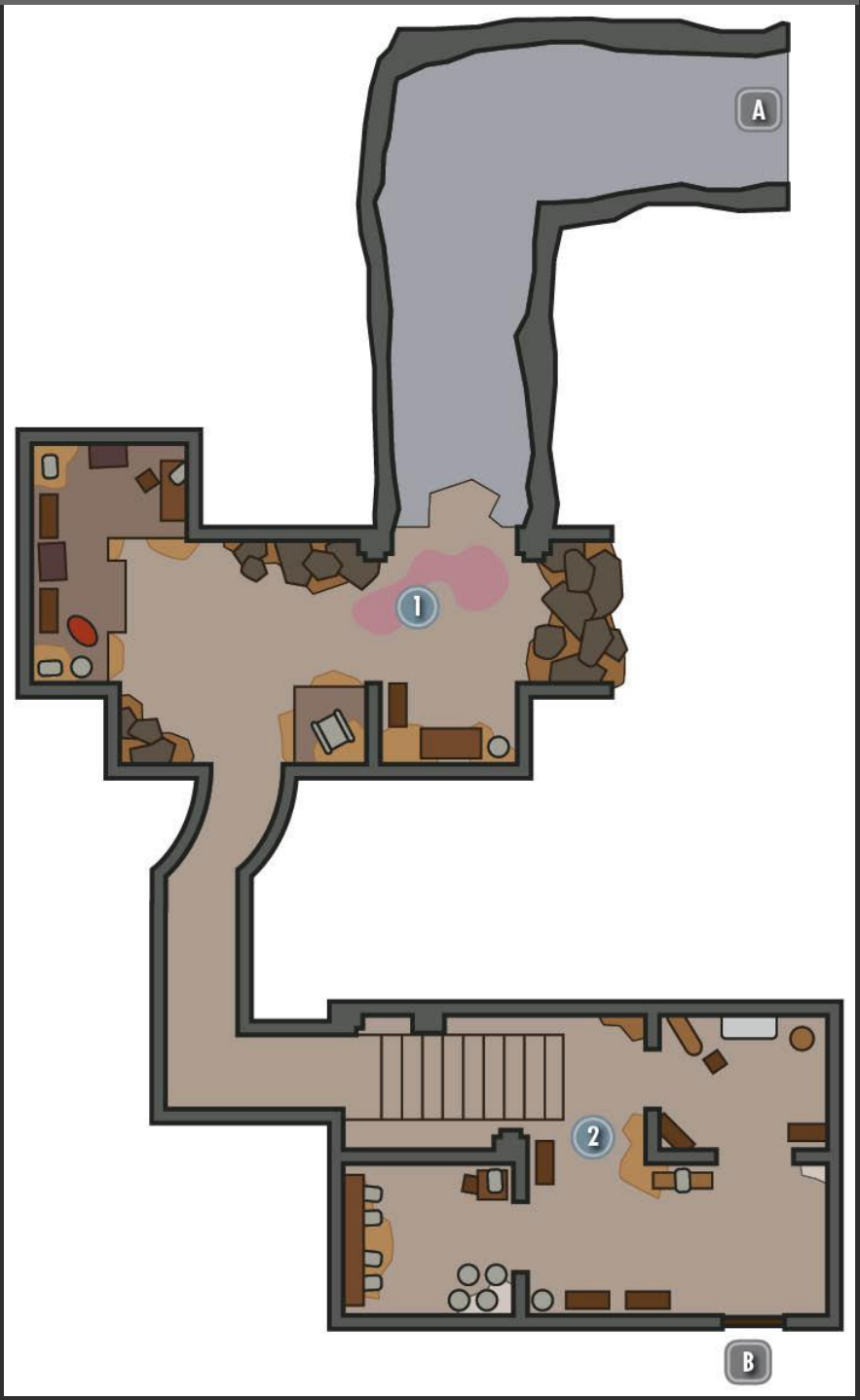
[9.16] Treva's Watch



RELATED QUESTS
DUNGEON QUEST: INFILTRATION
RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
Stalleo
Stalleo's Bodyguard
CRAFTING
Anvil
Arcane Enchanter
Grindstone
Workbench
DANGERS
Bear Traps
Flail Trap (pressure plate)
Oil Lamp Traps
Oil Pool Traps
Swinging Wall Trap (pressure plate)
COLLECTIBLES
Skill Book [Enchanting]: Twin Secrets [E2/10]
Area Is Locked (lever)
Chests
Potions

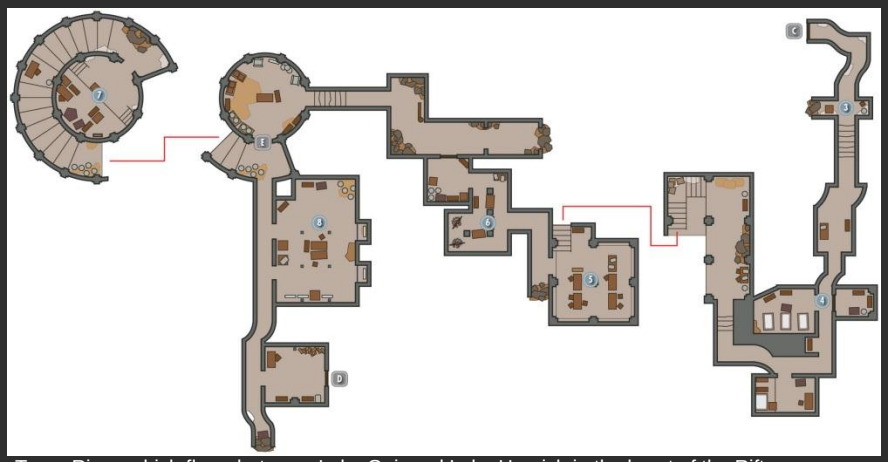
Treva's Watch Escape Tunnel

(click here for an interactive version of the map)



Treva's Watch

(click here for an interactive version of the map)



This sizeable stronghold stands along the bank of the Treva River, which flows between Lake Geir and Lake Honrich in the heart of the Rift.

Exterior

Bandits have overrun Treva's Watch, and steel bars prevent a traditional frontal assault on the main gate. Travel west to locate a nearby campsite, where a soldier named Stalleo gives you a Side Quest that involves reclaiming Treva's Watch from his enemies.
Enter the nearby cave to begin your infiltration of the fort. Later, when you reach the fort's interior courtyard, make your way up its ramparts to discover a chest on the roof.

Chest

A) EXIT TO SKYRIM

1) ENTRY TUNNEL

Get the drop on the bandits that guard the secret entry tunnel by knocking down an overhead lamp to ignite the oil at their feet. Slay the villains afterward, then loot a pair of chests before leaping a bear trap in the passage that follows.

Danger! Bear Trap, Oil Lamp Trap, Oil Pool Trap
Chests (2)

2) CRAFTING AREA

Make use of a few crafting stations before entering Treva's Watch.

Crafting: Anvil, Grindstone, Workbench
Potions

B) DOOR TO TREVA'S WATCH

C) DOOR TO TREVA'S WATCH ESCAPE TUNNEL

3) ENTRY PASSAGE

Sidestep bear traps and slay a few rugged bandits in the keep's first passage, then go upstairs and raid a knapsack on a shelf.

Danger! Bear Traps
Knapsack

4) SLEEPING AREA

Silence another bandit in this sleeping area, looting a chest for more plunder. The sound of battle may bring several bandits running in from the south room, including the gang's leader.
Unlock a nearby Adept-level door to access a storage closet with another chest, then loot a third chest as you make your way toward [5].

Chests (3)
Apothecary's Satchel
Potions

5) GREAT HALL

Snag a few potions before descending this chamber's steps and proceeding to [6].
Potions

6) KITCHEN

Slay a spellcasting bandit here in the kitchen, then loot a chest that's tucked away in the larder.

Chest
Potions

7) TOWER

Avoid a lethal pressure plate trap in the hall that leads to this circular chamber. Go upstairs and battle more bandits, including another powerful chief. Try knocking down the overhead lamp to ignite the oil on the stairs and burn these foes.
Loot a large chest upstairs, but don't exit through the ceiling trapdoor. Instead, head back downstairs and visit the holding cell area to secure a bit more loot.

Danger! Oil Lamp Trap, Oil Pool Trap, Swinging Wall Trap (pressure plate)
Crafting: Arcane Enchanter
Skill Book [Enchanting]: Twin Secrets [E2/10]
Chest
Knapsack
Apothecary's Satchel
Potion

8) HOLDING CELLS

The last few interior bandits lurk in these final rooms. Dispatch them so you may safely loot a chest. Proceed to the hall's end, leaping a pressure plate to avoid triggering a trap.

Loot the chest at the end of the passage, then exit through the nearby door to emerge outside near a lever—pull it to open the stronghold's front gate, allowing Stalleo and his men to join you in the courtyard and fight to reclaim the fort.

Danger! Flail Trap (pressure plate)
Chests (2)

D) EXIT TO SKYRIM (LOWER COURTYARD)
E) EXIT TO SKYRIM (UPPER RAMPARTS)

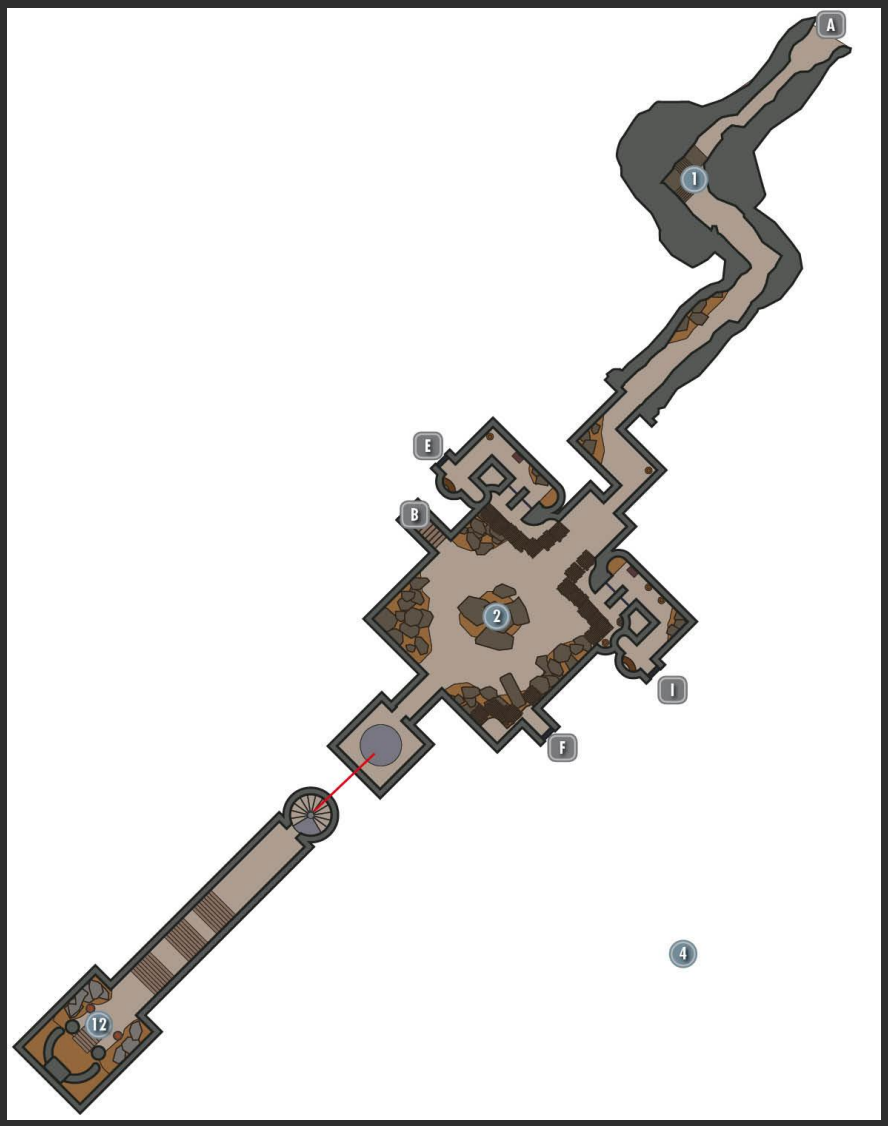
[9.17] Angarvunde



RELATED QUESTS
Dungeon Quest: Medresi Dran and the Wandering Dead*
RECOMMENDED LEVEL: 6
DUNGEON: DRAUGR CRYPT
Draugr
Medresi Dran
DANGERS
Battering Ram Trap (pressure plate)
Floor Arrows (pressure plate)
Spear Trap (pedestal pressure plate)
Swinging Blade Trap (pressure plates)
Trapped Chest
COLLECTIBLES
Skill Book [Illusion]: Before the Ages of Man
Skill Book [Speech]: A Dance in Fire, v7
SPECIAL OBJECTS
Word Wall: Animal Allegiance [3/3]
Chest(s)
Potions

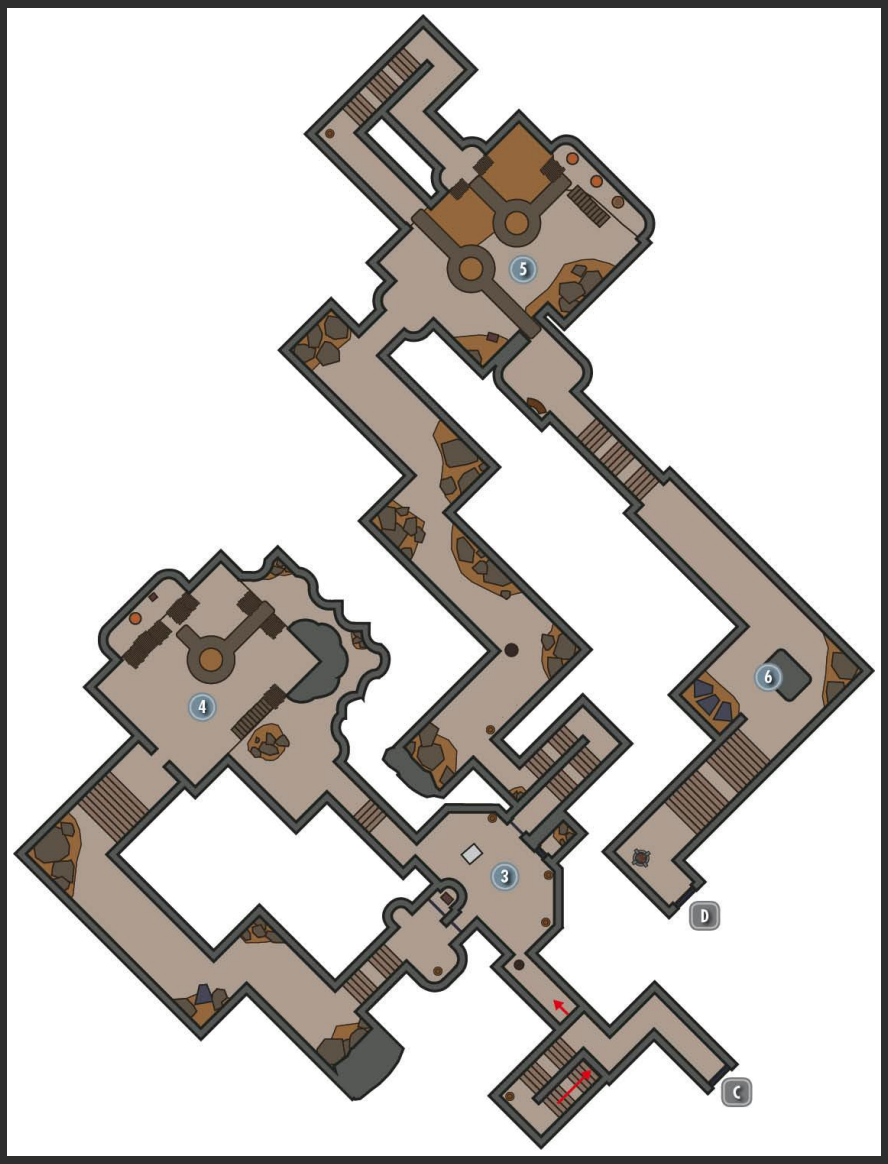
Angarvunde

(click here for an interactive version of the map)



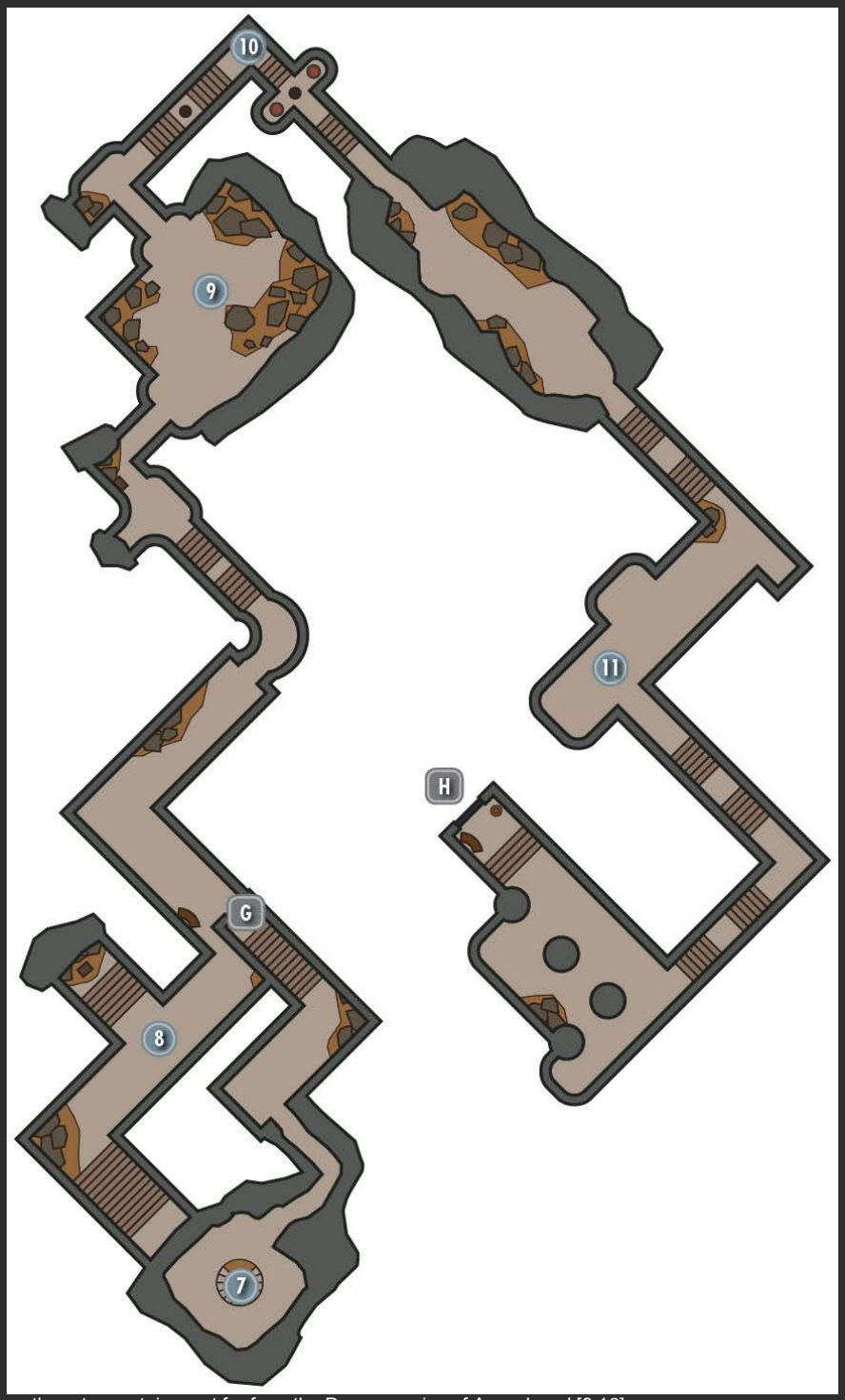
Angarvunde Ruins

(click here for an interactive version of the map)



Angarvunde Catacombs

(click here for an interactive version of the map)



This large, forgotten temple runs deep into the Rift's southwest mountains, not far from the Dwarven ruins of Avanchnzel [9.18].

EXTERIOR

An abandoned camp lies just outside the Angarvunde's cavelike entrance. Inspect the informative journal of Medresi Dran on the table and grab the nearby Skill Book before heading inside.

Skill Book [Speech]: A Dance in Fire, v7

A) EXIT TO SKYRIM

1) ENTRY CHAMBER

Speak with a woman named Medresi Dran in the very first chamber to gain a new Side Quest that involves killing three powerful Draugr in the next room.

2) GREAT HALL

Slay the three deadly Draugr in this wide cavern, then double back to inform Medresi of your success. Follow Medresi to a raised portcullis, then accept the key she gives you, which opens the northwest door to the ruins and the southeast door to the catacombs.

Angarvunde Key (Medresi)

B) DOOR TO ANGARVUNDE RUINS

C) DOOR TO ANGARVUNDE

3) JUNCTION CHAMBER

Jump and sidestep a series of pressure plates in the hall that leads to this room, where a lowly Draugr guards a chest. A Skill Book rests on a nearby stone table.

Danger! Swinging Blade Trap (pressure plates)

Skill Book [Illusion]: Before the Ages of Man

Chest (Locked: Novice)

4) BROKEN WALKWAY HALL

Another group of powerful Draugr guards this chamber. Jump across the broken walkway to reach a valuable potion that sits atop a pedestal, but stand to one side of the pedestal when collecting the potion to avoid being impaled by spears. Take the lower passage to loop back around to [3].

Danger! Spear Trap (pedestal pressure plate)
Potion

3) JUNCTION CHAMBER REVISITED

Pull a lever to lower all of the portcullises in this chamber, then loot a locked chest you couldn't have reached before. Cut across the room and take the east passage to [5].

Chest (Locked: Novice)

5) SARCOPHAGI CHAMBER

Avoid a pressure plate as you cut down powerful Draugr in the passages that lead to this large chamber, where another group of fearsome undead burst out from wall sarcophagi to attack. Loot a chest on the ground floor before heading upstairs and taking a winding passage to [6].
Danger! Battering Ram Trap (pressure plate)
Chest

6) RUINS EXIT PASSAGE

Collect a few valuables and slay one last formidable Draugr as you navigate this passage, which leads back to the Great Hall.
Potions

E. DOOR TO ANGARVUNDE
F) DOOR TO ANGARVUNDE RUINS
2) GREAT HALL REVISITED

Collect a bit of loot that you couldn't have reached before as you reenter the Great Hall, then scale the southeast fallen pillar to reach the door that leads into the catacombs.

Chest
Potions

G) DOOR TO ANGARVUNDE CATACOMBS
H) DOOR TO ANGARVUNDE
7) BROKEN STAIRWELL CHAMBER

Descend into this room, slaying a Draugr from an elevated vantage before dropping from the broken stairwell and proceeding to [8].

8) BURIAL PASSAGES

Dispatch a few powerful Draugr in this passage, and stand to one side of the chest that lies atop the northwest stairs to avoid a nasty trap when opening it (or try disabling its trigger hinge).

Danger! Trapped Chest

9) CANIS TREE CHAMBER

Loot a chest on your way to this chamber, then raid another chest that lies near one of the gnarled Canis trees.

Chest
Chest (Locked: Novice)
Potion

10) ARROW TRAP STAIRS

Beware of two pressure plates that trigger similar traps as you scale the stairs in this passage.

Danger! Floor Arrows (pressure plates)

11) CATACOMBS EXIT PASSAGE

Cut through a host of Draugr as you navigate the catacombs' final passage, returning to the Great Hall.

Potion

H) DOOR TO ANGARVUNDE
I) DOOR TO ANGARVUNDE CATACOMBS

Great Hall (Third Visit)

Loot a chest and throw a lever to lower the portcullises as you did before. With all portcullises open, return to Medresi, who foolishly rushes off and is slain by a deadly trap. Enter the raised section of floor afterward, and you'll be lowered down to a secret passage.

Chest

12) WORD WALL CHAMBER

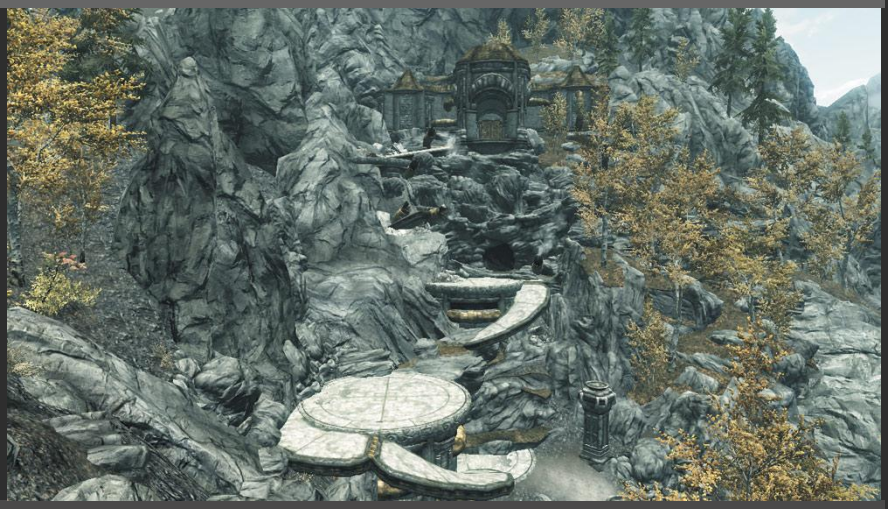
The temple's treasure is grand indeed, and there's nothing left to guard it. Obtain a new Word of Power from the ancient Word Wall here, and loot a large chest for vast wealth, completing your quest.

Word Wall: Animal Allegiance [3/3]
Chest

10.6 The Rift: Primary Locations ii

Next Page >

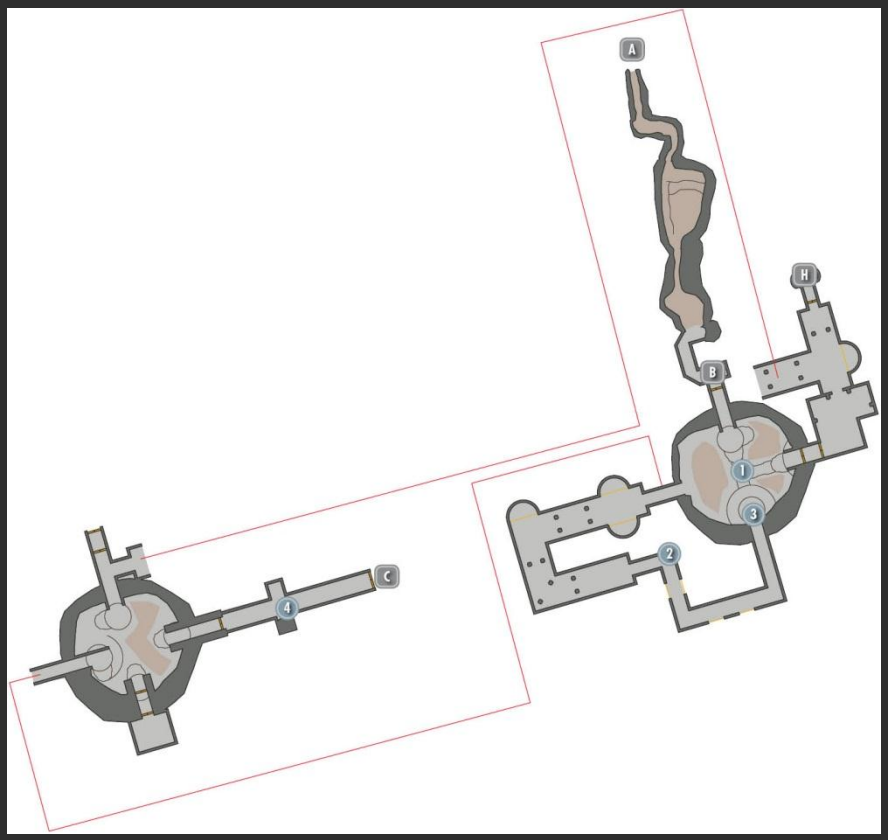
[9.18] Avanchnzel



RELATED QUESTS
Side Quest: Unfathomable Depths
RECOMMENDED LEVEL: 16
DUNGEON: DWARVEN CITY
Dwarven Centurion
Dwarven Sphere
Dwarven Spider
CRAFTING
Alchemy Lab
Dangers
Dwarven Thresher Trap (trapped door)
Dwarven Thresher Trap (pressure plate)
Spear Trap (trapped door)
COLLECTIBLES
Skill Book [Restoration]: Racial Phylogeny
SPECIAL OBJECTS
Lexicon Receptacle
Chests
Potions

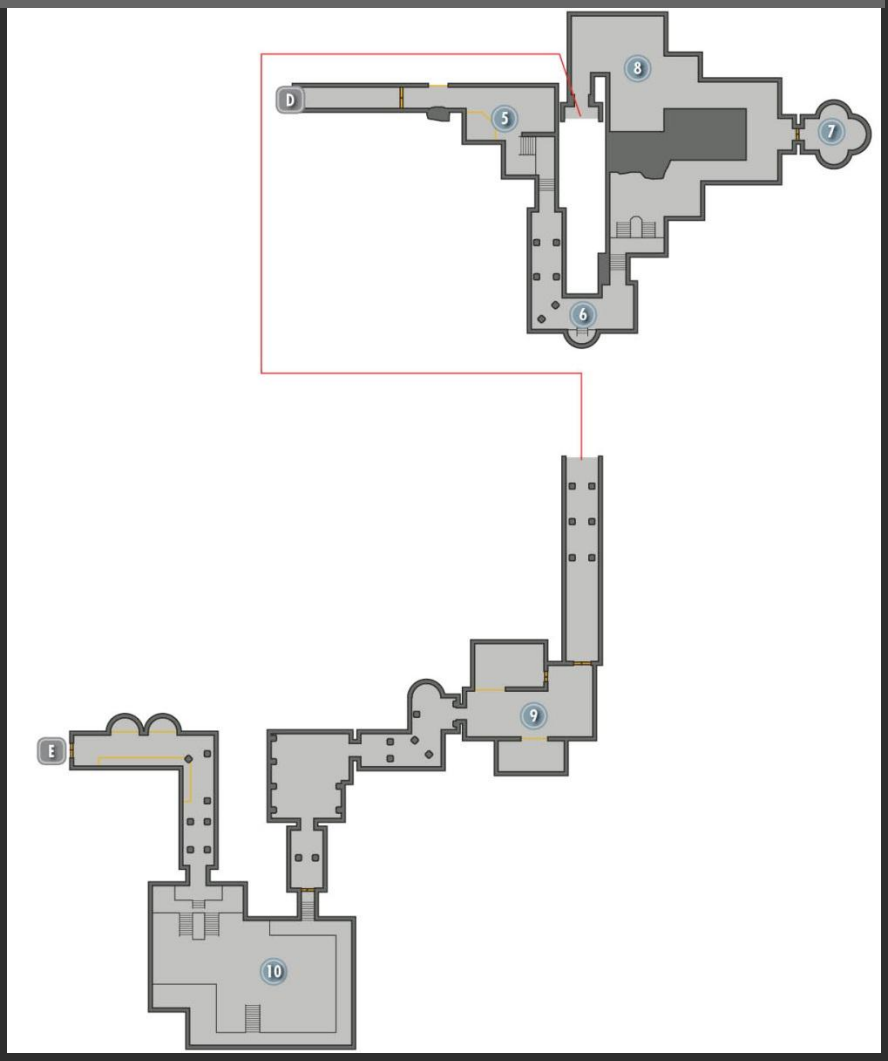
Avanchnzel

(click here for an interactive version of the map)



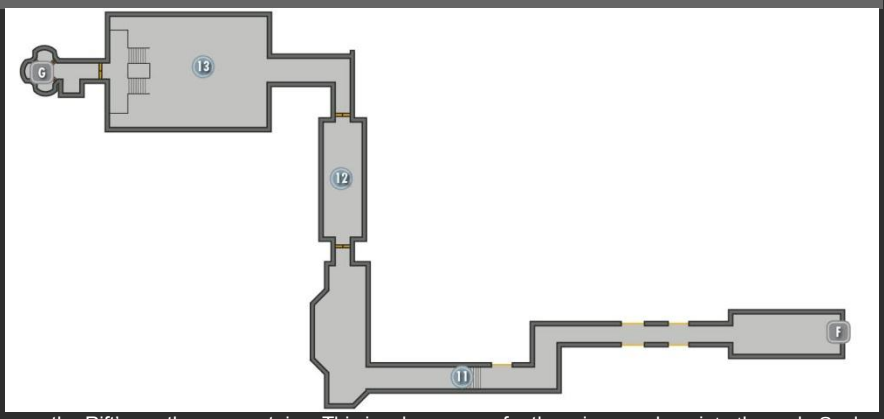
Avanchnzel Animoncultory

(click here for an interactive version of the map)



Avanchnzel Boilery

(click here for an interactive version of the map)



This impressive collection of dwarven ruins stands among the Rift's southern mountains. This is a large area, for the ruins run deep into the rock. Scale a series of spiral pathways to locate Avanchnzel's cavelike entrance, and head inside.

A) EXIT TO SKYRIM

1) CENTRAL CAVERN

Destroy a couple of formidable Dwarven Spiders on your way to this massive, open-air cavern. Take the east passage and dismantle a Dwarven Sphere in the adjoining chamber, then scale a sloping passage and unbar a door so you may step out to the balcony and loot an outdoor chest. Head back inside and return to the large cavern. Loot another chest on a wall as you enter the south passage.

Chest

Chest (Locked: Apprentice)

B) DOOR TO AVANCHNZEL BALCONY

2) SOUTH PASSAGE

Dispatch more Dwarven Spheres and Spiders as you navigate the long passage that leads down to the main chamber's ground floor. Unlock an Apprentice-level gate along the way to access a nook with chest.

Chest

3) TRAPPED TREASURE ROOM

Annihilate a deadly group of Dwarven Spiders to secure the central chamber's ground floor, then approach the south door. Look up to notice several slots on the ceiling—spears will stab out from these when you open the door, so stand back and to one side to avoid this nasty surprise, or try to pick the door's trigger hinge. Loot two chests in the treasure room before backtracking out.

Danger! Spear Trap (trapped door)

Chests (2)

Potion

4) PATH TO ANIMONCULTORY

From the base of the central chamber, take the east passage to locate the door that leads to the Avanchnzel Animoncultory. Raid a chest in the hall as you go.

Chest

C) DOOR TO AVANCHNZEL ANIMONCULTORY

5) TREASURE ROOM

Smash some Dwarven Sentries in this first chamber, then unlock the Adept-level gate to reach a chest.

Chest

6) CONNECTING CORRIDOR

Loot a locked chest as you navigate this winding hall.

Chest (Locked: Adept)

7) STUDY

To safely enter this room, stand close to the door and run forward as you open it. You'll burst into the room before being hacked up by the blades that emerge from the ground when the door is opened.

Danger! Dwarven Thresher Trap (trapped door)

Skill Book [Restoration]: Racial Phylogeny

Chest

8) STORAGE A

Make use of an Alchemy Lab here if you like.

Crafting: Alchemy Lab

Potion

9) STORAGE B

Bash through a few more dwarven automatons in this chamber, then unlock an Adept-level door and an Apprentice-level gate to access a pair of small treasure rooms.

Chest

Chest (Locked: Novice)

Potions

10) CENTURION ASSEMBLY

A large number of Dwarven Spiders guard this large chamber, where fearsome Dwarven Centurions were once built. Loot a chest that sits on a large shelf against the west wall on your way to the boilery.

Chest

E) DOOR TO AVANCHNZEL BOILERY

F) DOOR TO AVANCHNZEL ANIMONCULTORY

11) ACCESS CORRIDOR

Raid a pair of chests that sit on shelves as you move through this corridor, and grab a few potions from another shelf ahead.

Chests (2)

Potions

12) SPINNING BLADE SLOPE

Avoid the pressure plates that line this sloping hallway—stepping on one triggers a nasty spinning blade trap that must then be bypassed with care. Pull the lever at the bottom of the slope to deactivate the trap if need be.
Danger! Dwarven Thresher Trap (pressure plates)

13) CENTURION CHAMBER

A tower Dwarven Centurion guards this final chamber. Defeat the mechanical monster easily by simply backing away until the brute becomes stuck on thick pipes. You may then unleash ranged attacks to bring it down.
Lexicon Receptacle

G) DOOR TO AVANCHNZEL

[9.19] Clearspring Tarn



DUNGEON: ANIMAL DEN

Animal
Hunter (Food Vendor)

SERVICES

Traders (Food Vendors): Hunters (2) [12/13; 13/13]
Food, Misc

COLLECTIBLES

Skill Book [Archery]: Vernaccus and Bourlor
Unique Weapon: Bow of the Hunt [66/80]
Chest(s)
Potions

This small, tranquil mountain lake is nestled among the Rift's northern mountains. Descend a dirt trail around the cliffside to reach a cave that lies just beneath the tarn.

EXTERIOR

As you approach the pond, some hunters arrive and hunt the deer that gather here. If you like, trade with the hunters for food and pelts, then dive into the water to locate a sunken chest. Then follow the trail around the cliffside to enter a nearby cave.
Chest (Locked: Apprentice)

CLEARSPRING CAVE

A lone troll guards this small cave. Kill the monster, then loot a chest here and claim a unique bow that inflicts bonus damage to animals. Check the Skill Book that also lies nearby.
Skill Book [Archery]: Vernaccus and Bourlor
Unique Weapon: Bow of the Hunt [66/80]
Chest
Potions

[9.20] Boulderfall Cave



RECOMMENDED LEVEL: 6

DUNGEON: WARLOCK LAIR

Mage

CRAFTING

Alchemy Lab

DANGERS
Bone Alarm Trap
Trapped Chest
COLLECTIBLES
Skill Book [Alchemy]: Herbalist's Guide to Skyrim
Potion

This small, abandoned mine lies in the mountains to the west of Shor's Stone [9.25] and has become the home of a dangerous mage. Avoid the hanging rattles on your way in and, after slaying the mage, open the large chest from the side to dodge a dangerous flamethrower trap that fires from the wall above.
Collect the Skill Book on the shelf before using the nearby Alchemy Lab.

[9.21] Northwind Mine



RECOMMENDED LEVEL: 12
DUNGEON: SPECIAL
Skeleton
DANGERS
Rockfall (tripwire)
Underground Connection: Northwind Summit [9.22]
COLLECTIBLES
Skill Book [Block]: Death Blow of Abernanit
Chest
Knapsack

This haunted mine has been tunneled into the Rift's northern mountains. Make your way to a tall chamber, then dispatch skeletons as you scale the wooden ramps that lead to the higher passages.
Swipe the Skill Book on the ground-floor table, and find a chest and knapsack hidden beneath the scaffolding on the first ledge. Stand back and safely trigger the trip-wire trap in the upper passage to avoid a dangerous trap, then follow the passage to its end to exit the mine, arriving at Northwind Summit [9.22].

[9.22] Northwind Summit



DUNGEON: DRAGON LAIR
Dragon (after Main Quest: Dragon Rising)
Skeleton
CRAFTING
Smelter

Underground Connection: Northwind Mine [9.21]

SPECIAL OBJECTS
Word Wall: Aura Whisper [3/3]
Chest
Chest (Locked: Apprentice)

This abandoned mining site sits high atop the Rift's northern mountains. You must navigate the Northwind Mine [9.21] to reach this summit, where plenty of treasure and an ancient Word Wall are found. And that's not all—after the "Dragon Rising" quest, an irritable dragon can be found and fought here as well!

[9.23] Tolvald's Cave



RELATED QUESTS

Thieves Guild Radiant Quest: No Stone Unturned
Dungeon Activity

RECOMMENDED LEVEL: 18

DUNGEON: FALMER HIVE

Animal
Falmer

CRAFTING

Alchemy Lab
Tanning Racks (3)

DANGERS

Bear Traps
Bone Alarm Trap
Swinging Wall Trap (trip wire)
Trapped Chest

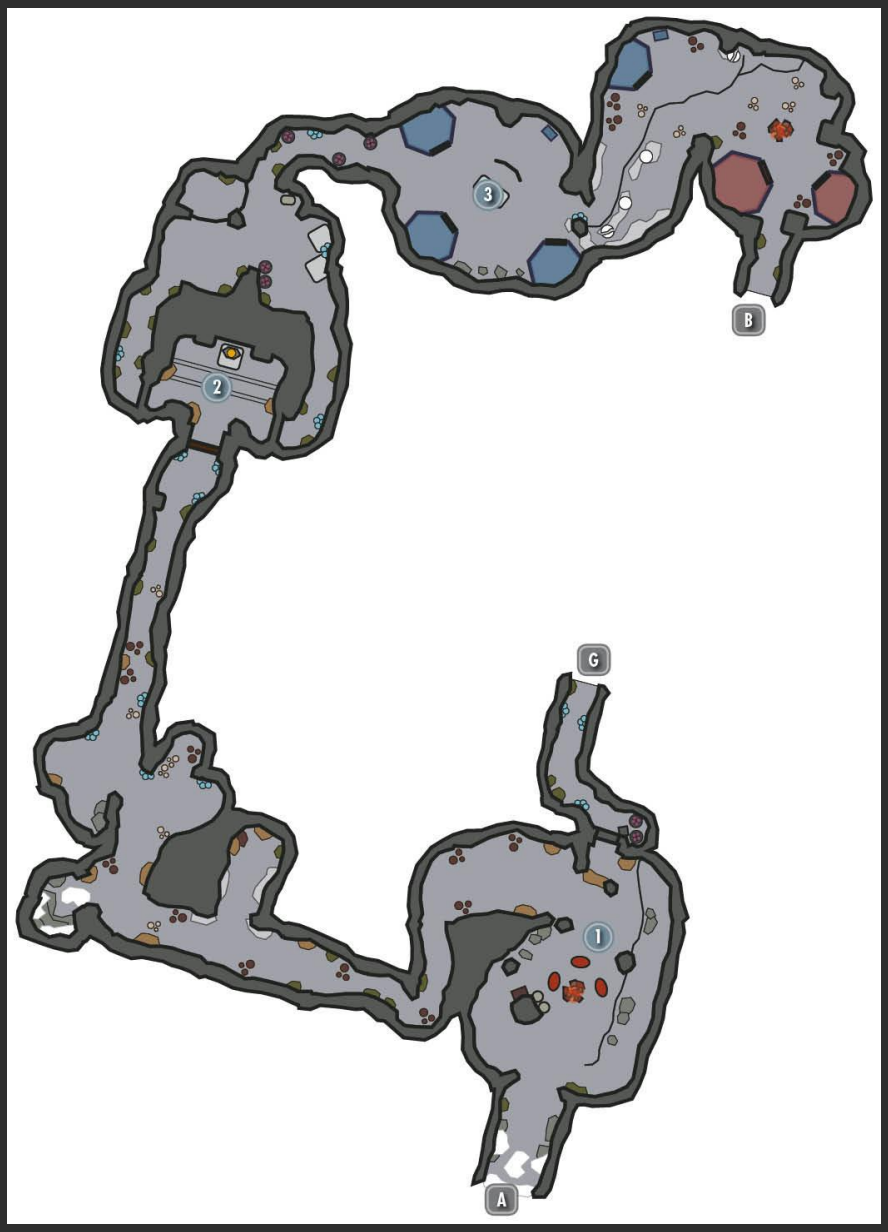
QUEST ITEMS

Crown of Barenziah

COLLECTIBLES

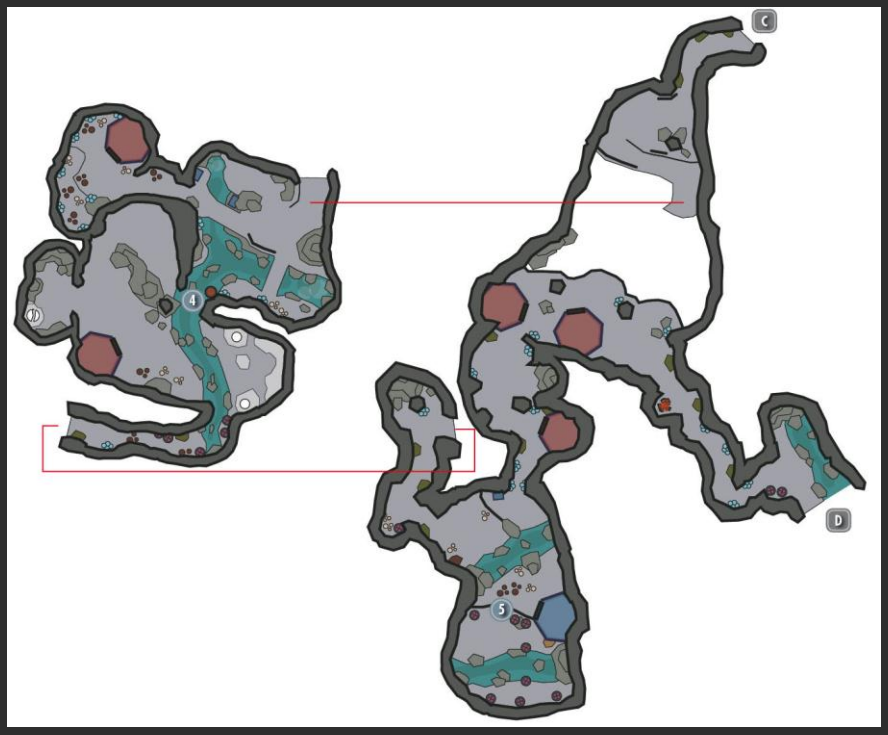
Skill Book [Block]: Battle of Red Mountain [B2/10]
Skill Book [Destruction]: Mystery of Talara, v3
Chest(s)
Potions

Tolvald’s Cave



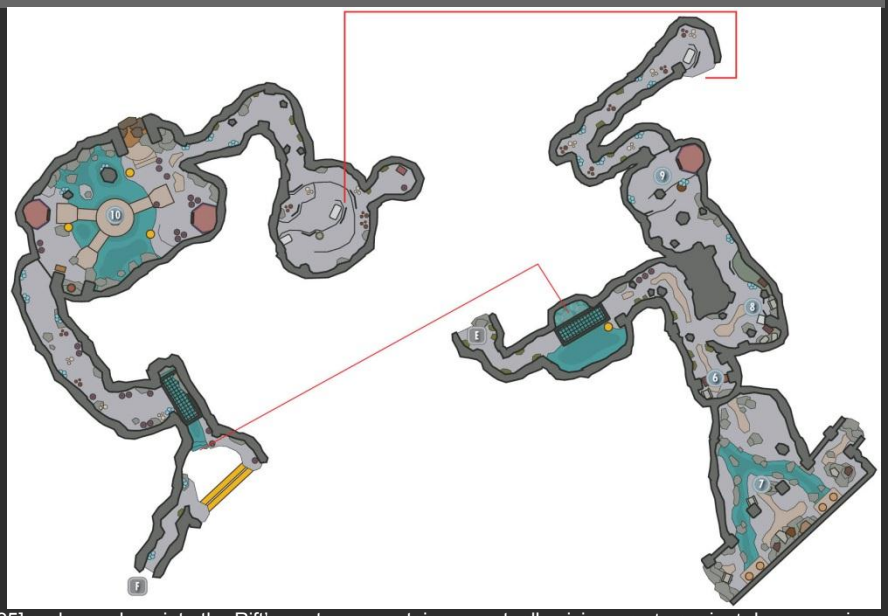
Tolvald’s Gap

(click here for an interactive version of the map)



Tolvald's Crossing

(click here for an interactive version of the map)



This sizeable cave lies northeast of Shor's Stone [9.25] and runs deep into the Rift's eastern mountains, eventually giving way to ancient dwarven ruins. After collecting all of the Unusual Gems that are scattered throughout Skyrim, you're told to visit Tolvad's Cave in search of a special crown, to which the gems belong.

A) EXIT TO SKYRIM

1) ENTRY CAVERN

Slaughter a few angry predators in the first cavern, then loot a locked chest near the central fire pit and flip through an informative journal that sits on a nearby stool. Beware of bear traps, hanging rattles, and many more predators as you make your way to the next room.

Danger! Bear Traps, Bone Alarm Trap

Chest (Locked: Apprentice)

2) TRAPPED CHEST CHAMBER

An ornate metal door leads into this small, stone room. First, pull the chain on the west wall to open two side passages and slay a few Falmer. These villains would have ambushed you when you opened the room's tantalizing trapped chest.

If you can't unlock the chest's trap hinge, stand atop the chest when opening it to avoid being shot by arrows. Then use the Falmer passages to visit a higher chamber, where you find an Alchemy Lab and several potions.

Danger! Trapped Chest

Crafting: Alchemy Lab

Potions

3) FALMER LAIR

Kill the many Falmer in this cavern, then find a useful key on one of their bodies. Loot an odd-looking chest and then cut down an overgrown Frostbite Spider on your way to the back cavern, opening a locked chest along the way.

Beware of additional Falmer emerging from small holes in the walls and find a third chest in a tent before taking the nearby passage to Tolvald's Gap.

Crafting: Tanning Racks (2)

Shaman's Key (Falmer)

Chests (2)
Chest (Locked: Adept)

B) PATH TO TOLVALD'S GAP
C) PATH TO TOLVALD'S CAVE

4) DIVIDED CAVERN

Dispatch several Falmer and a Skeever or two as you descend into the Gap's first cavern. Take a northwest passage to locate a small side cave with a chest in a Falmer tent and a large amount of mushrooms the Falmer have been cultivating.
Backtrack out and locate another chest near a waterfall. Follow the stream to the cavern's southern half, where many more Falmer lurk. Follow the stream to its end, then take a side passage up to the next cavern.
Chest
Chest (Locked: Apprentice)
Potions

5) CHAURUS DEN

Dangerous Chaurus lurk in this far chamber. Find a chest atop the waterfall here, then take the nearby passage to arrive at the previous chamber's high southern ledge, collecting a few potions from a nook along the way.
Chest
Potions

4) DIVIDED CAVERN REVISITED

Loot another chest in a tent on this side of the cavern as you loop around to a passage that leads even deeper into the cave.
Chest (Locked: Adept)

D) PATH TO TOLVALD'S CROSSING
E) PATH TO TOLVALD'S GAP

6) DEAD END

Beware of the powerful Falmer that lurks in the thick spray of the giant waterfall here, then head south when you reach a fork in the tunnel to reach this dead end, where a spirit materializes for a moment before vanishing. Inspect the interesting journal that lies near a skeleton here before looting the locked chest.
Danger! Swinging Wall Trap (trip wire)
Chest (Locked: Apprentice)

7) OLD ROAD

If you've found all 24 Unusual Gems and are visiting this place as part of the "No Stone Unturned" quest, then the aforementioned dead-end passage will be opened, exposing a section of ancient underground dwarven road that's been caved in. Sift through the rubble here to locate the Crown of Barenziah.
Crown of Barenziah

7) CARAVAN JUNKYARD

Stand as far back as possible before intentionally triggering the trip wire at the start of the junction's east passage, which leads to this treasure-filled passage. Treasured belongings pillaged from Dark Elf refugees lie heaped in a pile.
You may not be able to open the giant locked chest here, but you can collect two valuable Skill Books, then explore an upper ramp to locate another locked chest before making your way to [8].
Skill Book [Block]: Battle of Red Mountain [B2/10]
Skill Book [Destruction]: Mystery of Talara, v3
Chest (Locked: Expert)
Chest (Locked: Master)
Potion

9) WINDING RAMP CAVERN

Find a chest in a Falmer tent on your way to this tall cavern, where another mysterious Dark Elf spirit briefly appears to you once more. Inspect the nearby trailbook to uncover a bit more of the intrigue surrounding this place.
Ascend the winding uphill path, being wary of the many overhead ledges from which Falmer archers can fire down at you. Find another chest in a tent before taking a high passage to [9].
Crafting: Tanning Rack
Chests (2)

SHALLOW RAPIDS CAVERN

Several powerful Falmer and a hulking Chaurus lurk in this final cavern, which features a rushing stream. A large chest is attached to the wall near the makeshift throne the Falmer have erected here.
Open the south gate and take a winding passage back to the Crossing's first cavern. Carefully navigate the ledges and steam pipes without falling to make your way to an exit path that leads back to the start of Tolvald's Cave.

F) PATH TO TOLVALD'S CAVE
G) PATH TO TOLVALD'S CROSSING

[9.24] Shor's Watchtower



RELATED QUESTS

Civil War Quest: Reunification of Skyrim
Civil War Quest: Compelling Tribute

RECOMMENDED LEVEL: 6
DUNGEON: SPECIAL
COLLECTIBLE

Chest (Locked: Novice)
Potion

This wooden watchtower stands on the road north of Shor's Stone, on the precipice of the cliffs that descend from the Rift into Eastmarch. The guards here been slain, so feel free to loot the tower, including the chest on its highest tier. A note on the tower's ground floor hints at what befell the guards.

[9.25] Shor's Stone



RELATED QUESTS

Miscellaneous Objective: Mine or Yours* (Filnjar)
Miscellaneous Objective: Letter for Mr. Rock-Chucker* (Sylgia)
Favor (Activity): Mining Ore* (Grogmar gro-Burzag)

HABITATION: TOWN

Filnjar (Blacksmith; Marriage Prospect)
Frostbite Spider
Grogmar gro-Burzag
Odfel
Shor's Stone Guard
Sylgja (Marriage Prospect)

CRAFTING

Blacksmith Forge
Grindstone
Smelter
Tanning Rack
Workbench

SERVICES

Marriage Prospect: Filnjar [61/62]
Marriage Prospect: Sylgja [62/62]
Trader (Blacksmith): Filnjar [33/33]
Weapons, Apparel, Misc
Chest(s)
Potions

Mineable ore (Ebony)

Shore's Stone

(click here for an interactive version of the map)



This quiet mining community lies along the Rift's eastern road, making it a convenient stop for travelers heading between Eastmarch and the Rift. Unfortunately, the local mine has been overrun with giant spiders!

EXTERIOR

Barter with Filnjar, the local blacksmith, or use his array of crafting stations. Speak with Filnjar to learn more about the trouble in the mine and gain a new Miscellaneous Objective.

CRAFTING

Blacksmith Forge
Grindstone
Smelter
Tanning Rack
Workbench

1) SYLGJA'S HOUSE

Breaking into Sylgja's house is risky because she's usually home.

Area Is Locked (Novice)
Chests (2)

2) FILNJAR'S HOUSE

Filnjar has prospered over the years—raid his abode while he's busy working outdoors to claim valuable plunder.
Area Is Locked (Novice)
Chests (2)
Potions

3) ODFEL'S HOUSE

With spiders overrunning the mine, Odfel just hangs at home. Clear out the mine so he can return to work—then plunder his vacant abode!
Area Is Locked (Novice)
Chest

4) REDBELLY MINE

Slay a number of Frostbite Spiders as you descend this tall mine's winding ramps. Splatter every arachnid to clear out the infestation, then optionally mine some valuable Ebony Ore from the veins at the bottom before backtracking out to inform Filnjar of your success.
Knapsack

Mineable ore (Ebony)

[9.26] Fort Greenwall



RELATED QUESTS
Civil War Quest: Reunification of Skyrim
Civil War Quest: The Battle for Fort Greenwall
RECOMMENDED LEVEL: 6
HABITATION: MILITARY FORT
Animal
Bandit (pre-Civil War)
Soldier (Imperial/Stormcloak, depending on the state of the Civil War)
CRAFTING
Blacksmith Forge
Grindstone
Workbench
COLLECTIBLES
Skill Book [One-Handed]: Mace Etiquette [C2/10]
SPECIAL OBJECTS
Shrine of Stendarr [4/5]
Chest(s)
Potions

This imposing stronghold stands just south of the village of Shor's Stone [9.25]. The Rift's eastern road runs directly through the fort. You may therefore breach the fort quite easily, or opt to slip in through the cave.
Fort Greenwall is a point of contention between the Stormcloaks and Imperials, so you may find soldiers occupying this space instead of bandits, depending on the status of the Civil War quest line.
EXTERIOR
Dispatch a legion of bandits to secure the fort's outer grounds. Then begin raiding its various interior sections.
CRAFTING
Blacksmith Forge
Workbench

FORT GREENWALL (INTERIOR)
Slay more bandits within Fort Greenwall's main interior. Find a grindstone in the basement and a knapsack near the tower's upper door.
Crafting: Grindstone
Knapsack

PRISON
The prison connects to the Captain's Quarters, and its basement is infested with Frostbite Spiders. Cut through thick webs to make your way to the bottom, then unlock the Master-level door to access a chest.
Chest

CAPTAIN'S QUARTERS
The bandit's stalwart chief lies in the Captain's Quarters and won't go down without a fight. If you can't break into this area via its locked trapdoor entrance, enter through the fort's prison instead.
Touch the small shrine you discover in here to instantly rid yourself of all diseases. A Skill Book sits on the shelf in the master bedroom.
Area Is Locked (Master)
Skill Book [One-Handed]: Mace Etiquette [C2/10]
Shrine of Stendarr [4/5]
Chest
Potion

CAVE
A small cave runs beneath Fort Greenwall. Enter via its northern mouth and pick an Expert-level gate to make your way through, emerging at a well within the fort. As you explore the cave, find a letter at the bottom of the southern pool that explains what fate befell the nearby floating corpse.

[9.27] Heartwood Mill



RELATED QUESTS
Miscellaneous Objective: Fight or Flight* (Grosta)
HABITATION: LUMBER MILL
Gralnach
Grosta
Rift Guard
CRAFTING
Grindstone
Tanning Rack
This small lumber mill, located at the west end of Lake Honrich, has fallen on hard times. Its owner has vanished, leaving his wife and child to run the place.
EXTERIOR
Speak with Grosta to sell her any firewood you might be carrying and to gain a new Miscellaneous Objective.
Crafting: Grindstone, Tanning Rack
HEARTWOOD MILL (INTERIOR)
The cabin sports a Novice-level lock, and there's little of value inside beyond foodstuffs, ingredients, and a coin purse.
Area Is Locked (Novice)

[9.28] Faldar's Tooth



RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Animal
Bandit
CRAFTING
Blacksmith Forge
Grindstone
Tanning Rack
DANGERS
Battering Ram Trap (trip wire)
Bear Traps
Bone Alarm Trap
Oil Pool Trap
Rockfall (trip wire)
Spear Trap (pressure plates)
Swinging Wall Trap (pressure plates/lever)
Trapped Chest
COLLECTIBLES
Skill Book [Alteration]: The Lunar Lorkhan
Skill Book [Archery]: The Marksmanship Lesson
Skill Book [Lockpicking]: Proper Lock Design [B2/10]
Chests

Potions aplenty

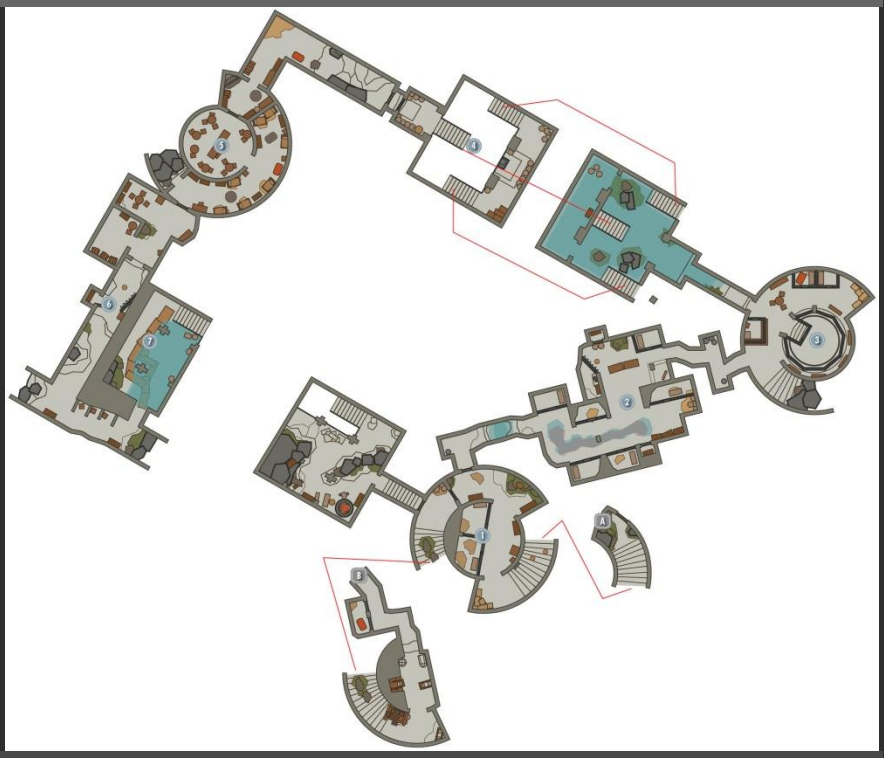
This mighty keep overlooks Lake Honrich from the north and has been overrun by lawless bandits who are running a wolf fighting ring.

EXTERIOR

The bandits are quick to open the stronghold's front gate when they see you approach, but it isn't a warm welcome. They release vicious pit wolves to maul you!
Slay the wicked beasts, then decide how you wish to enter the keep: either hurry inside the main gate and storm its interior, or remain outside the walls and circle around the fort's west side to unlock an Adept-level gate and bypass the keep's sizeable inner working altogether.
Later, after you've advanced to the fort's upper ramparts, fight your way up its wooden stairs and walkways until you reach a large tent with a chest and useful key.
Go back downstairs a few levels and use the key to unlock the Expert-level door of the keep's eastern tower. Loot the chest within and proceed to the tower's top, then follow a rampart to reach the next tower.
Go in and head up to battle the bandits' formidable leader, then loot the giant chest he was guarding and collect a couple of Skill Books.
Skill Book [Alteration]: The Lunar Lorkhan
Skill Book [Lockpicking]: Proper Lock Design [B2/10]
Faldar's Tooth Key
Chest (Locked: Novice)
Chest (Locked: Apprentice)

Faldard's Tooth

(click here for an interactive version of the map)



A) EXIT TO SKYRIM (LOWER GROUNDS)

1) ENTRY TOWER

Avoid hanging rattles and pressure plates as you descend the keep's first stairwell. Don't free the caged pit wolf you encounter unless you wish to combat it. Simply go down to the lowest level and take the north passage to [2].
Danger! Bone Alarm Trap, Spear Trap (pressure plates)

2) CAGE CHAMBER

Ignite the oily floor here before you're detected by the patrolling bandits—one of them is a mage whose fireballs may set the room ablaze if you don't take advantage of the hazard first. Secure the room afterward, then optionally pick the Adept-level cages to free (and fight) a number of pit wolves.
If you're swift, carefully step on the pressure plate to trigger a swinging wall trap, then deftly slip around the spiked gate to reach a locked chest in the small nook beyond.
Pull the lever afterward to unhinge the spiked gate and escape the nook. Finally, unlock the Novice-level north door to access a small closet filled with potions.
Danger! Oil Pool Trap, Swinging Wall Trap (pressure plate/lever)
Crafting: Tanning Rack
Chest (Locked: Adept)
Potions aplenty

3) TRAINING PIT

The bandits use this wide chamber to train their wolves and bet on fights. Slaughter the distracted onlookers, then open the locked cage door and check behind the betting counter to discover loads of gold and a large chest.
Chest
Potion

4) WATERLOGGED CHAMBER

A few feet of water cover the floor of this chamber. Search behind the stairs to discover a submerged chest, then scale the southern steps to find worthy loot and a satchel. Tug the pullbar on the southern balcony to open the far portcullis so you may proceed to [5].
Chest
Apothecary's Satchel

5) KITCHEN AND QUARTERS

Collect an interesting journal on your way to this area, where a slew of bandits await. Fight hard to slay this large group of scoundrels. Discover a Skill Book on a small table in the room with the firewood (west of the curved stairs).
Skill Book [Archery]: The Marksmanship Lesson
Potions

6) EXIT PASSAGE
Make a thorough search for loot as you navigate the keep's last few corridors, claiming plenty of potions. Beware of a trapped treasure chest, opening it from the side to avoid being shot by arrows or deactivating its trigger hinge. Dodge the pressure plate in the following passage on your way to the fort's final chamber.
Danger! Bone Alarm Trap, Swinging Wall Trap (pressure plate), Trapped Chest
Potions aplenty

7) FORGE
Beware the trip wire that lies just underwater as you enter this final, waterlogged chamber. Numerous bear traps lie just beneath the water's surface as well, so keep an eye to the ground as you carefully creep through.
Go upstairs and slay one final bandit to secure a crafting area. Carry on to find yourself back at [1], in an area you couldn't have reached before.
Danger! Battering Ram Trap (trip wire), Bear Traps
Crafting: Blacksmith Forge, Grindstone
Chest (Locked: Novice)

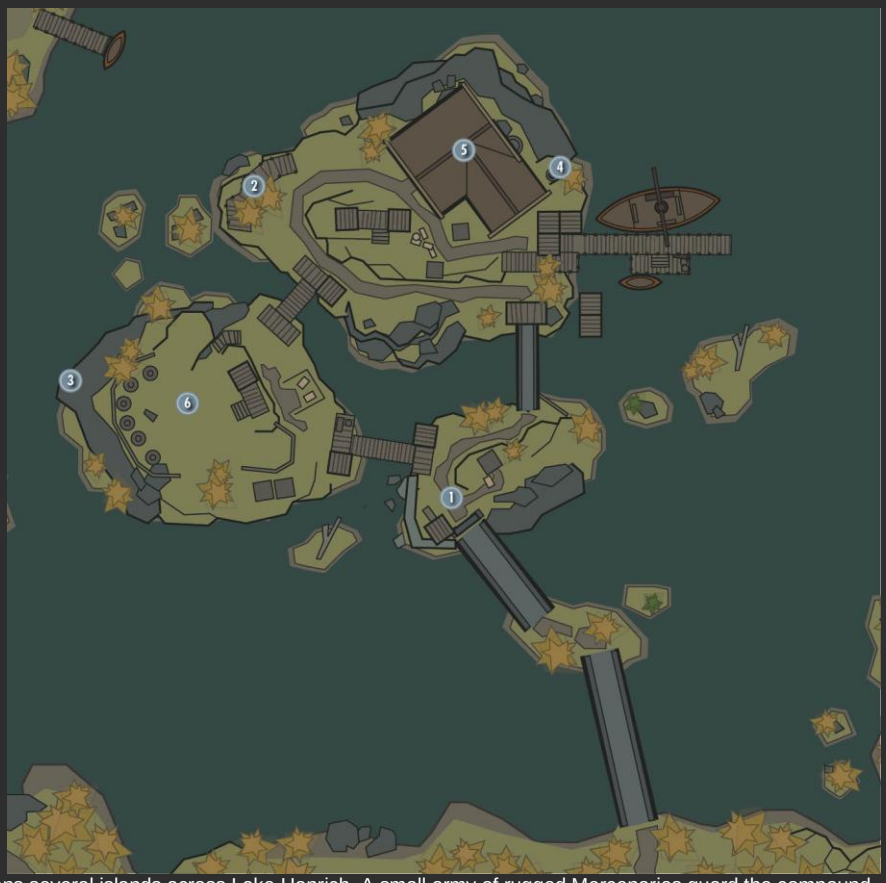
1) ENTRY TOWER REVISITED
Pull the wall chain as you reenter this first chamber to lower the nearby portcullis. Now you'll never need to take the long way around the keep again. Mind a trip wire as you head upstairs, and exit the keep via the upstairs door to reach the upper exterior ramparts (see the previous "Exterior" section for more.)
Rockfall (trip wire)
B) EXIT TO SKYRIM (UPPER RAMPARTS)

[9.29] Goldenglow Estate



RELATED QUESTS
Side Quest: Captured Critters*
Thieves Guild Quest: Loud and Clear
Thieves Guild Radiant Quest: Larceny Targets*
RECOMMENDED LEVEL: 6
DUNGEON: SPECIAL
Animal
Mercenary
DANGERS
Flail Trap (trip wire)
Oil Lamp Trap (trip wire)
Oil Pool Traps
QUEST ITEMS
Goldenglow Bill of Sale
COLLECTIBLES
Captured Critter: Bee in a Jar [5/5]
Larceny Target: Queen Bee Statue [7/7]
Skill Book [Pickpocket]: Guide to Better Thieving
Area Is Locked (quest required)
Chest(s)
Potions

Goldenglow Estate
(click here for an interactive version of the map)



West of Riften, the sprawling Goldenglow Estate spans several islands across Lake Honrich. A small army of rugged Mercenaries guard the compound, and the south gate remains locked at all times; however, you discover means of slipping onto the premises during Thieves Guild Quest: Loud and Clear.

1) MAIN GATE

Goldenglow is a secure compound with only one entrance, and the guards aren't about to let anyone in.

2) SEWER ACCESS

Approach Goldenglow Estate from the north to discover a low bank that you can climb onto, which is located here. This means of entry is only available during the "Loud and Clear" quest. Enter the nearby sewer to begin your infiltration.

3) NIRNROOT NOOK

Before entering the sewer, optionally swim over here to find a rare sprig of tingling Nirnroot growing down by the water.

GOLDENGLOW ESTATE SEWER

Slay the Skeevers that scutter about the sewer, and safely trigger the trip wire near the oily floor with a ranged attack to ignite the oil and torch some more. If you can, unlock the Adept-level door that follows to claim a Skill Book and loot a chest. Beware of another trip-wire trap as you advance.
Danger! Flail Trap (trip wire), Oil Lamp Trap (trip wire), Oil Pool Trap
Skill Book [Pickpocket]: Guide to Better Thieving
Chest (Locked: Apprentice)

4) SEWER EXIT

The sewer spits you out behind the estate building, close to its rear door. Unfortunately, the door features an Expert-level lock—if you can't pick it, you'll need to risk sneaking around front and slipping in through the manor's unlocked front door.

5) GOLDENGLOW ESTATE (MAIN FLOOR)

The estate's ground floor features two locked closets. Avoid the guards who patrol the halls and open both Adept-level doors to claim valuable loot from within.
Cut through the central dining room to locate the stairs that lead up to the second floor, along with a Novice-level locked metal door that leads down to the basement.
Strongbox (Adept)
Chests (2)
Knapsack
Apothecary's Satchel
Potions

5) GOLDENGLOW ESTATE (SECOND FLOOR)

Visit the second floor in search of useful keys and loot. Sneak through the central bedroom to avoid detection and open an Adept-level door to raid a closet with an apothecary satchel hidden atop a shelf.
Open the Novice-level door to Aringoth's bedchamber and quietly swipe a pair of keys from the wall hooks. Loot the chest by the bed as well, and take the unusual Bee in a Jar off the dresser.
Lastly, nab the Queen Bee Statue from the nightstand—one of your fellow Thieves Guild comrades will be interested in this.
Caged Critter: Bee in a Jar [5/5]
Larceny Target: Queen Bee Statue [7/7]
Goldenglow Cellar Key
Goldenglow Safe Key
Chest (Locked: Apprentice)
Knapsack
Apothecary's Satchel

5) GOLDENGLOW ESTATE (BASEMENT)

Still more Mercenaries guard the basement. Continue to sneak through here, or slay the men so you may loot the chest they guard. Both men carry a Goldenglow Cellar Key, if you didn't obtain one from the second floor.

Farther ahead, a seated guard can be barbecued by igniting a long patch of oil on the floor. Go downstairs to at last find the safe you seek, along with another chest. Raid the place to advance your quest, then slip through the
Danger! Oil Pool Trap
Goldenglow Bill of Sale (Aringoth's Safe)
Goldenglow Cellar Keys (Mercenaries)
Aringoth's Safe (Locked: Expert)
Chest (Locked: Novice)
Chest (Locked: Apprentice)

6) APIARIES

Sneak over to this collection of beehives here—or simply sprint over at breakneck speed, hoping to outrun the guards—and use any fire-based attack to burn three of the apiaries. This completes a quest objective, but you'd better clear out of here fast!

[9.30] Autumnshade Clearing



RECOMMENDED LEVEL: 14
DUNGEON: SPRIGGAN GROVE
Animal
Spriggan

Located north of Lake Honrich, this seemingly tranquil clearing is actually home to ferocious animals and reclusive forest spirits that may well attack trespassers. Loot the bodies of two slain hunters here, which lie in the brush near the west rock, to obtain some worthy gear.

[9.31] Merryfair Farm



RELATED QUESTS

Miscellaneous Objective: Bow to the Master* (Dravin Llanith)
Favor (Activity): Harvesting Crops* (Synda Llanith)

HABITATION: FARM

Dravin Llanith
Rift Guard
Synda Llanith

This quiet farm lies just northwest of Riften. Speak with the farm's owner, Dravin Llanith, to gain a new Side Quest.

MERRYFAIR FARM (INTERIOR)

The farmhouse is locked, and there's little reason to break in. The only item of particular value is a coin purse tucked away near the basement bed.
Area Is Locked (Novice)

[9.32] Riften Stables



Hofgrir Horse-Crusher (Stablemaster)
Sigaar (Carriage Driver)

SERVICES

Trader (Carriage Driver): Sigaar [5/5]
Trader (Stablemaster): Hofgrir Horse-Crusher [5/5]
Potions
Swing by the stables that lie just outside Riften's main gate to purchase a horse or rent a carriage ride to another of Skyrim's bustling capitals. You can also speak with Hofgrir to participate in a challenging fistfight that can earn you 100 gold if you manage to KO the burly braggart.
Riften Stables (Interior)
Hofgrir's home is securely locked, but valuable treasure awaits those who manage to break in. Reading a certain book inside the cabin can potentially update your map with new locations.
Area Is Locked (Adept)
Strongbox (Apprentice)

[9.33] Fallowstone Cave
[9.33] Giant's Grove



RELATED QUESTS

Daedric Quest: The Cursed Tribe
Dungeon Activity

DUNGEON: ANIMAL DEN/GIANT CAMP

Animal
Giant

QUEST ITEMS

Shagrol's Warhammer

COLLECTIBLES

Unique Weapon: Shagrol's Warhammer [67/80]
Unique Weapon: Volendrung [68/80]
Chest(s)
Potions

This cavernous cave is located east of Riften, near the mountains that form Skyrim's border. Normally, Fallowstone Cave is filled with vicious predators, but during Daedric Quest: The Cursed Tribe, you'll find towering giants roaming the cave instead.
You're also able to delve deeper into the cave during this quest, visiting a remote grove that's home to Giants.

FALLOWSTONE CAVE (NORMAL)

Beware of hungry predators as you follow the rushing stream. Stick to the south wall to discover a bandit's corpse inside a web-covered nook—collect the nearby potions after looting the body.
Kill or avoid more predators as you follow the stream into an east passage. You can loot another slain bandit that lies in a southwest nook if you slay the nearby bear.
Proceed up the path that follows, slaughtering more bears on your way up to a high, narrow trail that overlooks the main cavern. Unlock a large chest on this narrow ledge here as you proceed back to where you entered the cave.

Chest (Locked: Apprentice)
Potions

FALLOWSTONE CAVE (DURING "THE CURSED TRIBE")
All of the aforementioned goodies are still present within Fallowstone Cave when you visit the place with Chief Yamarz. Follow the Orc as he charges recklessly into the cave and battles a hulking giant.
Help Yamarz bring down the brute, then loot the giant's remains, along with the chest near the firepit, which wasn't present in Fallowstone Cave before. Then simply continue following Yamarz as he battles another giant and a few Cave Bears.
The Orc Chief leads you up a path to the Giant's Grove, which does not exist until you come here with Yamarz.
Chest (Locked: Novice)
Potions

GIANT'S GROVE
The Giant's Grove is a large, outdoor area that can only be accessed by traveling through Fallowstone Cave; however, the trail that leads to the grove isn't present within Fallowstone until you come here with Chief Yamarz as part of "The Cursed Tribe" quest.
Decide if you wish to slay the mighty giant here, or let Yamarz do it. The chief will die if you tell him to go, forcing you to finish his work, but he'll also attack you if you agree to slay the giant for him, hoping to keep your mouth shut about who really completed the task.
If you choose to battle this mighty brute, exploit the rocks and trees here to keep distance from him. Relieve the Giant of Shagrol's Warhammer to advance the quest, then raid the large chest near the bloodstained altar before making your way back to Largashbur [9.36].
Area Is Locked (quest required)
Shagrol's Warhammer (Giant)
Chest
Potions

[9.34] Lost Prospect Mine



RELATED QUESTS
Dungeon Activity
Recommended Level: 6

COLLECTIBLE
Potion

Mineable ore (Gold)
This small mine, located in a valley on the Rift's far eastern edge, is believed to be depleted and has thus been abandoned. The intrepid explorer can still find value in this forgotten place, however.

LOST PROSPECT MINE (INTERIOR)
Find an interesting journal on a table in the mine's central cavern, then locate some in the short side passages. Use the Whirlwind Sprint Shout (or make a very challenging jump) to reach the tunnel that stretches beyond the waterfall.
Explore the tunnel's far end to discover a thick vein of precious Gold Ore, along with the skeletal remains of the missing miner.

[9.35] Black-Briar Lodge



RELATED QUESTS
Side Quest: Promises to Keep

DUNGEON: SPECIAL

Black-Briar Mercenary
Frost (horse)

QUEST ITEMS

Frost's Identity Papers

COLLECTIBLES

Skill Book [Sneak]: Legend of the Krately House [B2/10]
Unusual Gem: [24/24]
Chest(s)
Potions

This sizable estate is nestled among the Rift's eastern mountains and is home to the Black-Briar family—a renowned lineage of proud brewers who have grown wealthy enough to hire formidable mercenaries to protect their interests. You must break into Black-Briar Lodge to steal a horse during Side Quest: Promises to Keep.

EXTERIOR

Frost is kept in the southeast stables, but you first need to steal his Identity Papers. Wait for cover of night, then slip around and enter the lodge via the unlocked side door along its west wall—this leads into the manor's largely unguarded basement.

Or take a more direct approach by slaying the exterior guards to obtain keys from their corpses, which unlock the lodge's Master-level front door. Once you've acquired Frost's Identity Papers, slip back out and sneak around behind the stables to approach Frost without being noticed.

Black-Briar Lodge Key (Black-Briar Mercenaries)

BLACK-BRIAR LODGE (BASEMENT)

A lone mercenary guards the basement. Wait a while and he'll go to sleep if it's late. Pick the nearby Adept-level wooden door, or pickpocket a key from the basement guard who opens it. Swipe Frost's Identity Papers from the end table in the small room beyond, which also features a chest.

Black-Briar Lodge Key (Black-Briar Mercenary)
Frost's Identity Papers
Chest (Locked: Apprentice)
Apothecary's Satchel
Potions

BLACK-BRIAR LODGE (UPPER FLOORS)

The lodge's main floor holds little of interest. Slay or slip past the guards in the dining hall, then go upstairs and visit the south bedroom to discover a Skill Book and an Unusual Gem that pertains to Thieves Guild Radiant Quest: No Stone Unturned.

Lastly, backtrack out of the bedroom and search near the north upstairs door to spy a small chest that's tucked away on a shelf. The north door leads to a backyard area that's patrolled by more guards.

Skill Book [Sneak]: Legend of the Krately House [B2/10]
Unusual Gem: [24/24]
Chest (Locked: Novice)

[9.36] Largashbur



RELATED QUESTS

Daedric Quest: The Cursed Tribe
Side Quest: The Forgemaster's Fingers

RECOMMENDED LEVEL: 6

HABITATION: ORC STRONGHOLD

Atub (Trainer: Illusion)
Garakh
Gularzob
Lob
Ogol
Shagrol
Ugor

CRAFTING

Alchemy Lab
Blacksmith Forge
Grindstone
Workbench

SERVICES

Follower: Lob [43/47]
Follower: Ogol [44/47]
Follower: Ugor [45/47]
Trainer [Illusion: Expert]: Atub [2/2]

COLLECTIBLES

Skill Book [Block]: Battle of Red Mountain
Area Is Locked (quest required)
Chest(s)

Potions

This Orc stronghold stands in the Rift's southern mountains, to the southwest of Lake Honrich. The Orcs here have fallen under a dreadful curse and will reluctantly accept the aid of an outsider.

EXTERIOR

The first time you visit Largashbur, you'll witness the Orcs defending their stronghold from an enraged giant. Speak with the Orcs after the battle to learn of their current plight with the giants and gain a new Side Quest.
The Orcs won't allow you to enter Largashbur until you've gathered several items that Atub needs to cure his cursed chief, Yamarz. (See the quest walkthrough for "The Cursed Tribe" for help in tracking these down.)
Once you're granted entry, you can utilize a number of crafting stations and locate a locked chest near the entrance to the Largashbur Cellar.
Crafting: Alchemy Lab, Blacksmith Forge, Grindstone, Workbench
Chest (Locked: Master)

LONGHOUSE

If you dare to steal from the Orcs, you'll find the Longhouse packed with valuables.
Chests (2)
Chest (Locked: Master)
Potions

CELLAR

Enter the Longhouse's cellar via an exterior trapdoor and loot the place without being seen. The middle book on the shelf is a Skill Book.
Skill Book [Block]: Battle of Red Mountain
Chest (Locked: Novice)
Potions

[9.37] Darklight Tower



RELATED QUESTS

Dungeon Quest: Repentance

RECOMMENDED LEVEL: 8

DUNGEON: HAGRAVEN NEST

Animal
Hag
Hagraven
Illia (Follower)
Silvia

CRAFTING

Alchemy Lab
Arcane Enchanter

SERVICES

Follower: Illia [46/47]

DANGERS

Swinging Wall Trap (pressure plate)

COLLECTIBLES

Skill Book [Destruction]: Horrors of Castle Xyr
Skill Book [Destruction]: Mystery of Talara, v3
Skill Book [Illusion]: 2920, Sun's Dawn, v2 [A2/10]
Unique Weapon: Staff of Hag's Wrath [69/80]
Chests
Potions aplenty

This stronghold, which stands nestled against the Rift's southern mountains to the southwest of Riften, derives its name from its tall central tower, which can be observed from a great distance.
With the keep's outer wall in ruins, breaching the tower isn't nearly as challenging as it might have been in days of yore—simply scale the outer steps and head inside.

A) EXIT TO SKYRIM

1) ENTRY CHAMBER

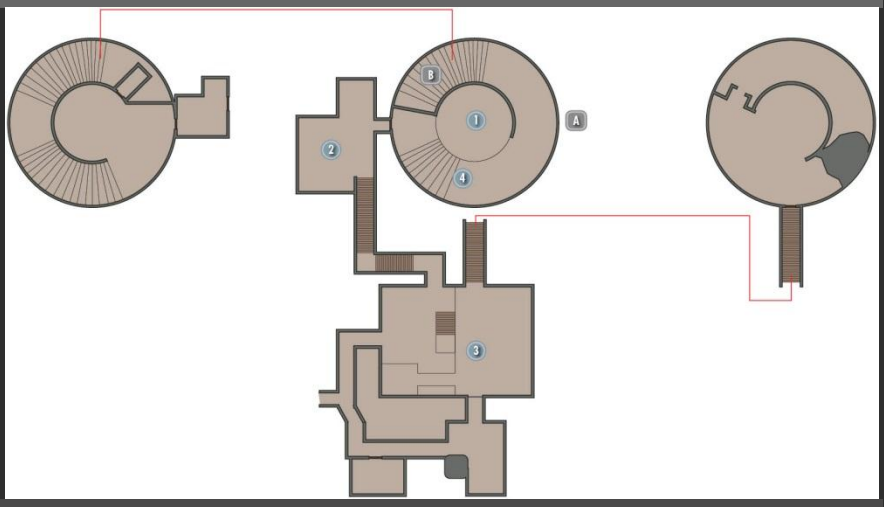
Speak with a woman named Illia in the tower's first cavern to learn that her mother is about to be made a part of some nefarious ritual.Agree to help Illia to gain a new Side Quest that involves rescuing her mother from the Darklight coven, then head upstairs to the room's balcony and slay a few Frostbite Spiders on your way to [2].

2) LAB

Kill a skillful witch in this chamber, then loot the small chest that's tucked away in the northwest corner.
Crafting: Alchemy Lab
Chest

Potions

Darklight Tower



3) BEAST CHAMBER AND WEST PASSAGE

Another dangerous witch lurks in this large room, along with a fierce predator. Scale the steps and cross an arc to reach a platform with a few potions. Avoid the pressure plate here. Drop to the ground floor and follow Illia into the west passage.

Destroy some thick webs as you go to expose a hidden chest. Open the locked south door that requires a special key by pickpocketing the needed key from Illia—you'll find valuable potions in the small closet beyond.

Pull a lever to return to the main chamber, then cut straight across and head upstairs to find yourself in a high room that lies directly above [1].

Danger! Swinging Wall Trap (pressure plate)

Chest

Potions aplenty

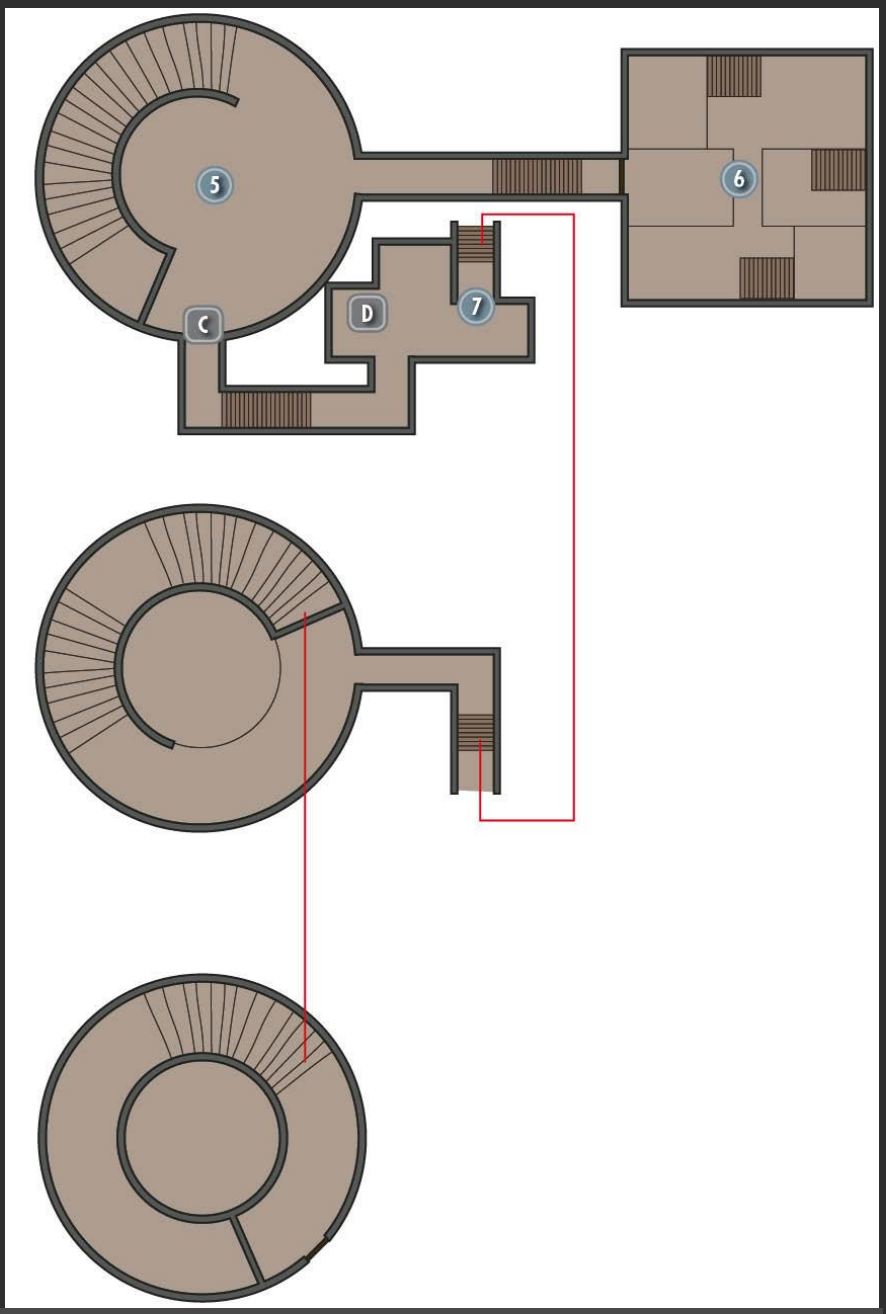
4) HAGRAVEN CHAMBER

Battle ferocious monsters and a Hagraven in this room, which lies directly above [1]. Raid the room after things settle down before proceeding through the door that leads to the Darklight Chambers.

Skill Book [Illusion]: 2920, Sun's Dawn, v2 [A2/10]

Chest

Darklight Chamber



B) DOOR TO DARKLIGHT CHAMBERS
C) DOOR TO DARKLIGHT TOWER
5) LOCKED DOOR CHAMBER
Cut down a pair of witches on your way up the initial staircase. The door that leads toward Illia's mother is locked. Take the east passage and enter the adjoining chamber instead. A Skill Book rests on a table that overlooks the central spike pit.
Skill Book [Destruction]: Mystery of Talara, v3
6) HAGRAVEN LAIR
Defeat another dangerous Hagraven and a monster in this chamber to obtain a key, then raid a couple of chests and swipe several potions before returning to [5] to open the locked door.
Darklight Tower Key (Hagraven)
Chest
Chest (Locked: Master)
Potions
7) STUDY
Slay another witch in this crafting area, then loot a chest before proceeding upstairs. You soon emerge on high balcony back at [5]. Kill a Hag and two trolls up here, then proceed upstairs and head outside to face off against Illia's corrupted mother at the tower's apex.
Crafting: Arcane Enchanter
Chest
Potions

D) EXIT TO SKYRIM
TOWER APEX
Illia's mother, Silvia, awaits just outside the tower. Sit in the chair when instructed and wait for Illia to attack her mother by surprise, then join in and slay Silvia to complete Illia's quest. Invite Illia to continue adventuring with you if you like—she's a worthy companion.
Raid a large chest in the nearby tent and claim the Skill Book on the table before setting off to new adventure.
Skill Book [Destruction]: Horrors of Castle Xyr
Unique Weapon: Staff of Hag's Wrath [69/80]
Chest
Potions

10.7 The Rift: Primary Locations iii

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[9.38] Ruins of Rkund



RECOMMENDED LEVEL: 6
DUNGEON: SPECIAL
Wisp
Wispmother
COLLECTIBLE
Chest
These remote Dwarven ruins lie within the Rift's southern mountains, on the edge of Skyrim. The best way to reach this site is by navigating Darklight Tower [9.37] and exiting in the mountains.
The ruins here are guarded by several wisps and a formidable Wispmother. Slay these enemies so you may safely loot a dwarven chest that's tucked away in the far tower.

[9.39] Crystaldrift Cave



RELATED QUESTS
Dungeon Activity
DUNGEON: ANIMAL DEN
Animal
Gadnor (deceased)
COLLECTIBLES
Unique Weapon: Gadnor's Staff of Charming [70/80]
SPECIAL OBJECTS
Shrine of Kynareth [6/6]
Chest
Apothecary's Satchel
Potions

This small animal cave lies in the mountains south of Riften. Slay the bear that lurks just outside, then go in to find several ravenous Sabre Cats and wolves.
Kill the beasts and then inspect the body of Gadnor, who lies atop the central boulder, and collect the nearby staff to obtain a unique weapon. Raid a chest here as well, and touch the small Shrine of Kynareth to instantly cure any diseases you might have.

[9.40] Lost Tongue Overlook



DUNGEON: DRAGON LAIR

Dragon (after Main Quest: Dragon Rising)
Master Necromancer (pre-Dragon Rising)
Skeleton

DANGERS

Rune Traps

SPECIAL OBJECTS

Word Wall: Dismaying Shout [3/3]
Chest
Potion

In the mountains south of Riften, on the very edge of Skyrim, long stone steps lead up to a breathtaking overlook. Use a ranged attack to detonate a rune trap from afar as you make your ascent.

You may encounter a mage here unless you've advanced past the "Dragon Rising" quest—then you'll find a far more intimidating dragon on the premises! Cut down the beast so you may benefit from the nearby Word Wall, and loot the large chest that's also found here.

[9.41] Snow-Shod Farm



RELATED QUESTS

Favor (Activity): Harvesting Crops* (Addvild)

HABITATION: FARM

Addvild
Leonara Arius
Riften Guard

COLLECTIBLES

Skill Book [Alteration]: Reality & Other Falsehoods [C2/10]

This small farm lies just southwest of Riften. Harvest the growing crops and then sell them back to the farm's owner, Addvild, for some honest coin.

SNOW-SHOD FARM (INTERIOR)

The cabin's lock is easy enough to pick, and there's a Skill Book on the bottom of the shelf in the basement.

Area Is Locked (Novice)
Skill Book [Alteration]: Reality & Other Falsehoods [C2/10]

[9.42] The Shadow Stone



RECOMMENDED LEVEL: 6
DUNGEON: SPECIAL
Warlock
SPECIAL OBJECTS
Standing Stone: The Shadow Stone [13/13]
South of Riften, these ancient stones stand atop a short hill. Defeat the guardian mage and inspect the central Standing Stone to accept a new sign blessing. Once a day, those under the sign of the Shadow can become invisible for 60 seconds.
Note that you can have only one sign blessing at a time, so activating this Standing Stone will override your current sign blessing (if any).

[9.43] Nightingale Hall



RELATED QUESTS
Thieves Guild Quest: Trinity Restored
RECOMMENDED LEVEL: 8
DUNGEON: SPECIAL
COLLECTIBLES
Skill Book [Pickpocket]: Purloined Shadows
Skill Book [Sneak]: The Red Kitchen Reader
Unique Item: Nightingale Armor [100/112]
Unique Item: Nightingale Boots [101/112]
Unique Item: Nightingale Gloves [102/112]
Unique Item: Nightingale Hood [103/112]
Area Is Locked (quest required)
Chests (Locked: Novice) (2)
This derelict temple is the ancient home to the Nightingales—clandestine followers of the Daedric Prince Nocturnal. You can't enter this site until you gain Thieves Guild Quest: Trinity Restored. Follow Karliah through the area, claiming a Skill Book that lies near a bed in the waterfall cavern. Next, acquire and don the special armor of the Nightingales.
After Karliah explains the terms involved in becoming a member of the Nightingales, search the east and west side rooms to locate a couple of chests and another Skill Book. Then follow Karliah to the far chamber and complete your initiation.
Once you complete the "Darkness Returns" quest (thus ending the Thieves Guild quest line), the living quarters overlooking the waterfall here is restored, and you may freely use this location as a place to rest and gather supplies. Karliah can also be found here postquest as well.

[9.44] Broken Helm Hollow



RECOMMENDED LEVEL: 6
DUNGEON: BANDIT CAMP
Bandit
Leifnarr (deceased)
CRAFTING
Tanning Rack
DANGERS
Bone Alarm Trap
Trapped Chest
COLLECTIBLES
Skill Book [Two-Handed]: Battle of Sancre Tor
Potions

Mineable ore (Corundum)
Bandits reside in this small cave, which lies in the Rift's southeast corner, on the east side of the tall peak that stands southeast of Riften. Dispatch the exterior guards, along with the bandits inside the cave, which include a formidable leader.
Stand back before opening the giant chest on the ledge—it's trapped. Collect a nearby Skill Book from the nearby stand, then head back down the ramp and pull a chain on the south wall to open a secret passage that leads to the body of a slain Nord.
This is Leifnarr's body, which you're sent to find by Grosta at Heartwood Mill [9.27].

[9.45] Forelhost



RELATED QUESTS
Side Quest: Masks of the Dragon Priests*
Dungeon Quest: Siege on the Dragon Cult
Dungeon Activity
RECOMMENDED LEVEL: 24
DUNGEON: DRAGON PRIEST LAIR
Animal
Captain Valmir
Dragon Cultist (ghost)
Draugr
Rahgot
CRAFTING
Alchemy Labs (2)
Arcane Enchanter
DANGERS
Battering Ram Trap (pressure plate)
Dart Trap (pressure plates)
Flamethrower Traps (pressure plates)
Oil Lamp Traps
Oil Pool Traps
Rising Floor Trap

Rune Traps (wall/floor)
Spear Trap (pedestal pressure plates)
Swinging Blade Trap
Swinging Wall Trap (pressure plates)
Trapped Chests

PUZZLES

Claw Door

QUEST ITEMS

Rahgot's Mask
Skorm Snow-Strider's Journal

COLLECTIBLES

Dragon Claw: Glass Claw [9/10]
Dragon Priest Mask: Rahgot [9/10]
Skill Book [Restoration]: The Exodus
Unique Weapon: Dragon Priest Staff [71/80]

SPECIAL OBJECTS

Word Wall: Storm Call [2/3]
Chests
Potions aplenty

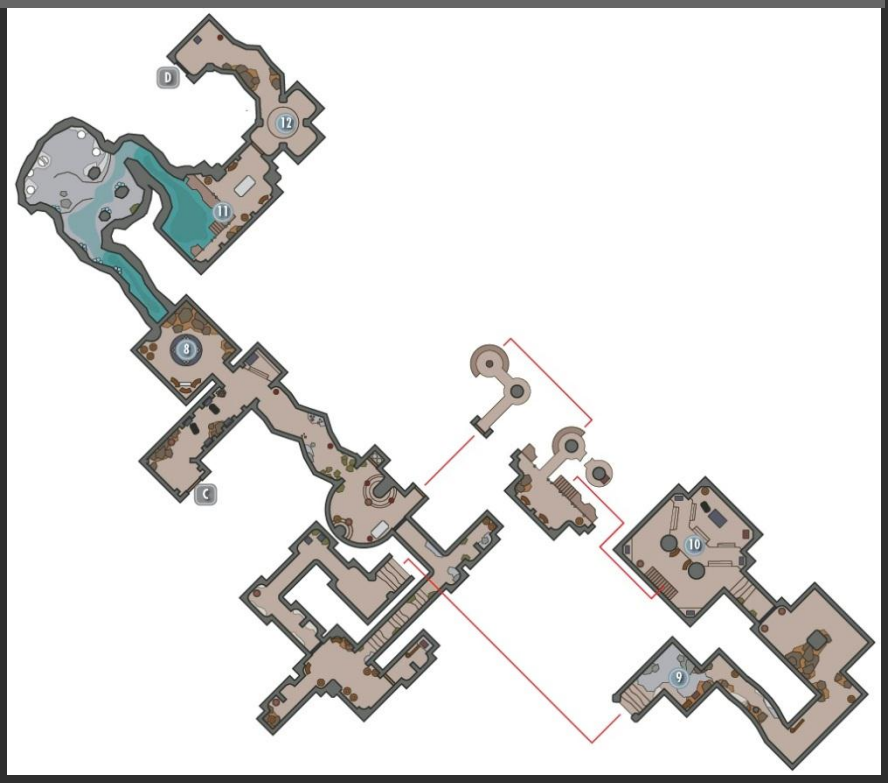
Forelhost Stronghold

(click here for an interactive version of the map)



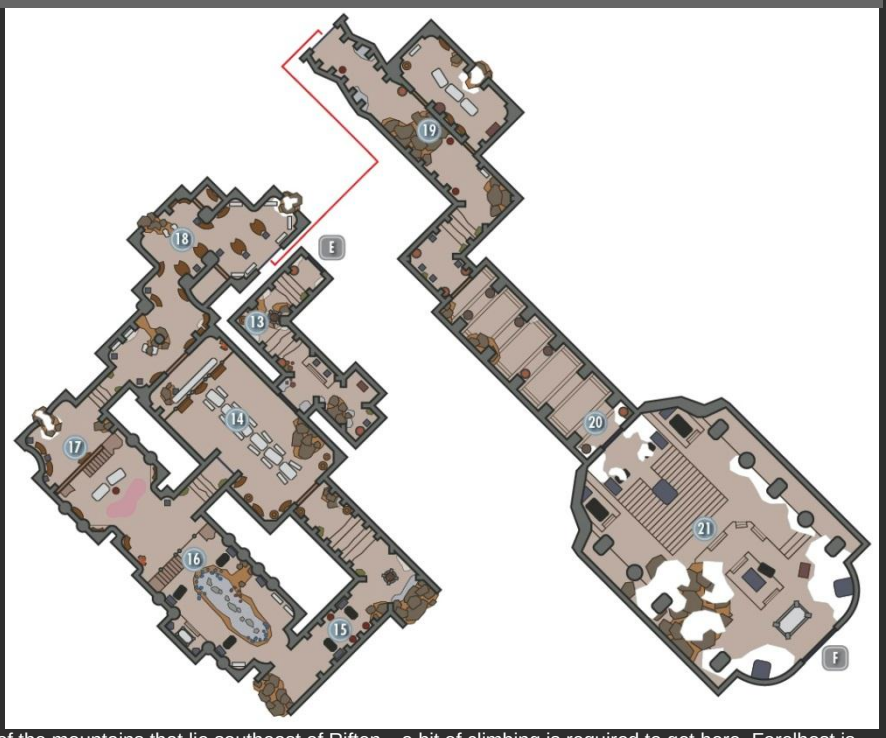
Forelhost Crypt

(click here for an interactive version of the map)



Forelhost Refectory

(click here for an interactive version of the map)



This massive stronghold stands in the snowy peaks of the mountains that lie southeast of Riften—a bit of climbing is required to get here. Forelhost is the tomb of one of eight fearsome Dragon Priests whose masks are part of a special quest.

Exterior

Speak with an soldier named Captain Valmir, who has made camp just outside the stronghold, to gain a new Side Quest that involves clearing the stronghold. (If you accidentally killed Captain Valmir before speaking with him, the key can be found on his body.)
Don't let the captain catch you plundering his campsite before heading into the stronghold.
Chest
Potions

A) EXIT TO SKYRIM

1) ENTRY HALL

Dispatch the ghost of a Dragon Cultist in this first wide chamber. Carefully sidestep a pressure plate as you enter the north passage on your way to [2].
Danger! Battering Ram Trap (pressure plate)

2) SWINGING BLADE PASSAGE

Slay a few more Dragon Cultist ghosts on your way to this passage of swinging blades. Raid the chest in the nearby nook before carefully darting past each swinging blade in turn.
Danger! Swinging Blade Trap
Chest (Locked: Novice)

3) JOURNAL CHAMBER

The informative journal that Captain Valmir hinted about is found in this quiet chamber. Collect it to complete an optional objective. If you return to Captain Valmir at this point, he'll give you a rundown of what he learns from the journal.
Skorm Snow-Strider's Journal
Chest (Locked: Apprentice)
Potions aplenty

4) SLEEPING QUARTERS

The poisons that the Dragon Cultists used to kill themselves long ago are still potent. Collect them as you pass through here.
Potions

5) ENTRY HALL/SMITHING AREA: WEST SIDE

Explore the Entry Hall's upper walkways to discover a chest, then double back and descend into its western half, where a Dragon Cultist ghost awaits. Progress through the Smithing Area into a small kitchen.
Crafting: Anvil, Grindstone, Workbench
Chest
Chest (Locked: Adept)
Potions

6) WORSHIP CHAMBER

Swipe a few valuables from the kitchen on your way to this large chamber, which features a central stairwell. Slay a few powerful Draugr here, and skirt the pressure plate atop the central platform to avoid triggering a trap.
Avoid standing directly in front of the room's chest when opening it—spikes will stab up from the floor below! Try disabling the chest's trigger hinge if you're skilled at lockpicking.
Danger! Dart Trap (pressure plate), Trapped Chest
Potions

7) FIRE TRAP PASSAGE

Beware of a pair of pressure plates in this final passage—they trigger nasty fire traps. Slay another mighty Draugr here and throw a lever to open a gate so you may quickly exit this place later. For now, go downstairs and through a door to delve deeper into the keep.

B) DOOR TO FORELHOST CRYPT

C)DOOR TO FORELHOST STRONGHOLD

8) WELL

Collect a few potions in this room, then see if you can pick the Master-level cage door in its center. Doing so allows you to skip areas [9] and [10], which you only need to visit to search for the key that opens the cage door. The watery passage beneath the trapdoor leads to [11].
Potions

9) BURIAL PASSAGES

Loot plenty of urns and slay a host of Draugr as you navigate this long, winding passage. Beware of removing items from pedestals, which triggers traps, and move with caution to avoid a variety of other traps along the way.
Danger! Dart Trap (pressure plates), Rune Traps (wall/floor), Swinging Blade Trap, Spear Trap (pedestal pressure plates), Swinging Wall Trap (pressure plates)
Chest (Locked: Master)
Potions

10) OVERLORD'S TOMB

A vastly powerful Draugr warrior rises from a central sarcophagus as you enter this large cavern. Slay it, along with its minions, to secure a needed key from a chest.
Go upstairs and leap to a second chest afterward, then scale a winding ramp to reach a high door that leads back to the start of the burial passages, but watch out for the magic casting trap at the top! Dodge when it fires, then run across to loot the Soul Gem, or knock it off the pedestal with an arrow.
Forelhost Well Key (chest)
Danger Magic Trap
Chests (2)
Potions

11) POISON CHAMBER

Kill a few Skeevers on your way to this cavern, where the cultists who once lived here poisoned their water supply—don't worry, it's had several hundred years to dissipate. Collect a selection of leftover poisons and swipe a Skill Book off a shelf.
Danger! Oil Pool Trap
Skill Book [Restoration]: The Exodus
Potions aplenty

12) RISING FLOOR PASSAGE

The bend in this passage features a nasty trap—stepping in the middle causes a large section of floor to rise, slamming you into long spikes on the ceiling. Avoid the center of the passage while rounding the corner.
Danger! Rising Floor Trap

D) DOOR TO FORELHOST REFECTORY

E) DOOR TO FORELHOST CRYPT

13) ENTRY PASSAGE

Dispatch powerful Draugr in the very first passage, and find a chest tucked away in the corner. Stand to one side of the pedestal near the chest when removing the item from it to avoid being shot by arrows.
Danger! Dart Trap (pedestal pressure plate)
Chest

14) DINING AREA

This dining hall turned makeshift embalming area was used by the Cultists to hastily embalm their members after they destroyed the hallway during the siege. Loot a host of urns to pad your coin purse before taking the south passage to [15].

15) OILY TUNNEL

Ignite the oil on the ground in this passage to help you kill the powerful Draugr that lurks here.
Danger! Oil Lamp Traps, Oil Pool Trap

16) OPEN-AIR CHAMBER

Dispatch more Draugr in this wide room, and loot the chest that lies beneath the wooden stairs. A large amount of deadly flowers can be harvested here, and the half-buried bodies of several Draugr can be looted as well.
Go upstairs afterward and throw a lever in the east passage to open a portcullis, allowing for faster navigation of the floor. Backtrack out afterward and head north to [17].
Chest (Locked: Adept)
Potions

1) LAB

Lure a mighty Draugr toward the oil slick on the ground in this chamber, then knock down the overhead lamp to set the undead warrior ablaze. Read the informative note on the table near the Alchemy Labs and collect a host of potions before proceeding upstairs.
Danger! Oil Lamp Trap, Oil Pool Trap
Crafting: Alchemy Labs (2)
Potions aplenty

18) LIBRARY

As you move into the Library, watch out for the magic casting trap that sits across the room. Either snipe the gem with a bow or time your movement and run from cover to cover to cross the room.
Swipe a special Glass Claw off a pedestal as you move through this cluttered area. Stand back and to one side of other pedestals before removing their contents to avoid traps. Unlock Master and Expert-level doors here to access a small, potion-filled closet and a little alcove with a Soul Gem.
Loot a locked chest on your way to [19].
Danger! Spear Trap (pedestal pressure plate)
Dragon Claw: Glass Claw [9/10]
Chest (Locked: Apprentice)
Potions aplenty

19) ARCANE WORKROOM

Slay a deadly Draugr in this small chamber, then stand back and to one side when opening the far chest to avoid being stabbed by spears (or simply disable its trigger wire). Dodge a pressure plate in the south passage that follows, collecting a few potions on your way to [20].
Danger! Flamethrower Trap (pressure plate), Trapped Chest
Crafting: Arcane Enchanter
Potions

20) CLAW DOOR PASSAGE

Inspect the Glass Claw you found back at [18] and notice three symbols on its palm. Rotate the three concentric rings of this passage's far door to imitate the same sequence of symbols, then inspect the central keyhole to insert the Glass Claw and gain access to the tomb's final chamber.

21) RAHGOT'S TOMB

An immensely powerful Dragon Priest named Rahgot rises from this chamber's central sarcophagus when you enter. Fight hard to slay the deadly villain, then obtain a valuable staff, key, and Dragon Priest Mask by sifting through Rahgot's remains. Use Rahgot's key to open the large door and head outside.
Dragon Priest Mask: Rahgot [9/10] (Rahgot)
Unique Weapon: Dragon Priest Staff [71/80]
Forelhost Balcony Key (Rahgot)
Chest

F) EXIT TO SKYRIM

EXTERIOR (BALCONY)

Back outside, cross a few snowy ramparts to locate an ancient Word Wall. Learn your new word of power, then descend to the fort's main courtyard to find Captain Valmir speaking with an enemy soldier. It turns out that Valmir is an imposter.
Kill him to complete your quest, then inspect his corpse to discover an informative letter. Your work here is complete.
Word Wall: Storm Call [2/3]



RECOMMENDED LEVEL: 6
HABITATION: SPECIAL
Vigilant of Stendarr (Blessing)
COLLECTIBLES
Skill Book [Restoration]: The Exodus [D2/10]
SPECIAL OBJECTS
Shrine of Stendarr [5/5]
Chest
Knapsack
Satchel

This sizeable tower, located in the far southeastern corner of Skyrim, has been occupied by the Vigil of Stendarr—zealous followers of the Divines who seek to eradicate the vile Daedra.
Speak to any of the Vigilants here, or touch the small shrine on the interior altar, to instantly rid yourself of all diseases. Collect the Skill Book that lies on a bedroll here, and carefully loot the chest found atop the vigil without being caught.
Find a valuable piece of gear near a skeleton that lies in the snow north of the tower as well.

10.8 The Rift: Secondary Locations

Next Page >

[9.A] Darkwater Overhang



At the base of the steep waterfall and path to Ivarstead is an overhang with a troll inside. Amid the bones in the back of the overhang is a Stormcloak Soldier with a note detailing attacks in the area. The troll is possibly the culprit.

Note

[9.B] Wood Cutter’s Camp: Lake Geir



A murdered woodcutter lies slumped over his logs at this one-tent camp on the upper copse close to the road to Ivarstead. There’s some food and a little coin to scrabble for.

[9.C] The Poultry Reanimator: Lake Geir



On top of the taller rocks, with the main road to the south, is a strange robed fellow attempting to resurrect a dead chicken. He succeeds in his creation and attacks as you close. Expect ingredients after you slaughter him.

[9.D] Treasure Hunter’s Camp: Lake Geir



A small tent and a smoking fire off the main road indicates a small hunter's camp overlooking Lake Geir. Aside from some food, there's little to steal or scavenge, but a note on one of the barrels indicates there's treasure to be found on the island to the northwest.

Note

[9.E] Treasure Island: Lake Geir



Just northwest of the Treasure Hunter's Camp by the stump of the ancient tree, two treasure hunters have dug up a chest. They don't take kindly to your presence, so face them in combat before removing any treasure you find.

Chest

[9.F] Dragon Mound: Autumnwatch Woods



Related Quest: Main Quest: Diplomatic Immunity

This Dragon Mound is initially sealed. It opens during Main Quest: Diplomatic Immunity, and if you visit during or after this point in the Main Quest, the mound will be open and empty. Perhaps this dragon is the one that takes possession of nearby Autumnwatch Tower [9.14].

[9.G] Shrine of Talos: Froki's Peak



Above Froki's Shack is a steep pathway up to a mountaintop, where a stone Talos gazes across the Arcwind gorge. Receive a blessing, and search the offerings for the following:
Skill Book [Two-Handed]: *King*
Shrine to Talos [17/17]
Satchel

[9.H] Medresi's Camp: Angarvunde



Related Quest: Dungeon Quest: Medresi Dran and the Wandering Dead*
Adjacent to the entrance to Angarvunde is a small camp. This was the base of operations for Medresi Dran and her cowardly mercenaries. Search the place for her notes and a Skill Book. Visit Angarvunde to find her yourself.
Skill Book [Speech]: *A Dance in Fire, v7*
Medresi's Notes

[9.I] Wild Animal Den: Mistwatch



A trio of hungry wolves, or other wild animals, have made this rocky alcove home, dragging rabbits and other meat to feast on later. Aside from Nightshade, there's little here except the prospect of a savaging.

[9.J] Bandit's Shack: Autumnshade



A ruined shack is home to a couple of bandits and their dog. Don't try a frontal assault, as the door is boarded; attack from the holes in the side walls. They all come out fighting if you're spotted. Explore the building to find the following.
***Skill Book [Block]**: Battle of Red Mountain*
Chest

[9.K] Northwind Chest



At the base of the Northwind peak, just northeast of Boulderfall Cave, is a chest guarded by two skeletons of the nonanimated variety. Pry open the locked chest; there's usually gems and other baubles to stuff into your pockets.
Chest (Locked: Novice)

[9.L] Altar in the Woods: Autumnshade



Deep in the Autumnshade forest, a Fire Mage is experimenting at an altar, surrounded by old and forgotten ceremonial stones. Slay the magician, picking up any of the Dwemer artifacts you wish, as well as a Skill Book.
Skill Book [Restoration]: Racial Phylogeny

[9.M] Dragon Mound: Autumnshade Woods



Related Quest: Main Quest: Bleak Falls Barrow
This Dragon Mound is initially sealed. It opens during Main Quest: Bleak Falls Barrow, and if you visit during or after this point in the Main Quest, the mound will be open and empty.

[9.N] Hunters' Camp: Autumnshade Hills



On the higher and rockier terrain southeast of Autumnshade Clearing is a small hunters' camp tucked away in the hills. There are two hunters here, and a Skill Book rests inside one of their tents.
Skill Book [Archery]: The Gold Ribbon of Merit
Knapsack

[9.O] Troll Den: Rkund



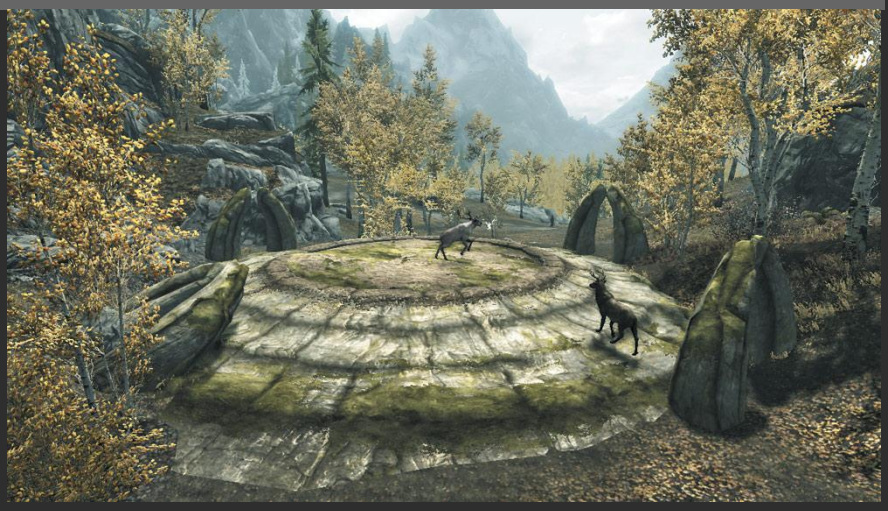
Due west of the Ruins of Rkund is an old Nordic barrow entrance built into the side of the Jerall Mountains. However, this location hasn't been excavated and is home to a ferocious troll.
Chest

[9.P] Wild Animal Den: Crystaldrift Cave



A little farther east from the Crystaldrift Cave entrance is another indent in the Jerall Mountains—an animal den with few items of note. You may be attacked by a Skeever during your brief exploration.

[9.Q] Dragon Mound: Lost Tongue Pass



Related Quest: Main Quest: Diplomatic Immunity
This Dragon Mound is initially sealed. It opens during Main Quest: Diplomatic Immunity. If you visit during or after this point in the Main Quest, the mound will be open and empty. Perhaps this is the dragon that now rules the ruin of Lost Tongue Overlook on the hill above?

[9.R] Wild Animal Den: Shor's Stone



Southeast of Shor's Watchtower, along the path that runs north-south along the base of the Velothi Mountains, is a rocky hillock with a wolf den. Expect some items to find on the corpse of a bandit in the back of the den.

[9.S] Trappers' Dilemma



In the woods to the east of Fort Greenwall is a rusting cage with a wolf in it. If you open the cage, the trappers return and attack! Fend them off with the wolf's help. If the wolf survives, it flees to the nearby wolf den [9.R].

[9.T] Miner's Camp: Velothi Mountains



The vicious blizzards that race across the snow-swept peaks above the Rift have killed and half buried a lone miner. Nearby are two veins to attack with your pickaxe (or use the one nearby). Go west from the miner to find a Skill Book lying near the skeletal remains of another unfortunate soul.
***Skill Book [Destruction]**: The Art of War Magic*
Mineable ore (Moonstone, Quicksilver)

[9.U] The Three Sentinels



The road leading north from Riften's North Gate and the Riften Stables is flanked by these three wooden watchtowers, where a small contingent of city guards keep watch for any sign of a bandit raid. At the top of each tower is a chest of items the guards have confiscated from brigands. Pick the lock, and you can help yourself.
Chests (Locked: Adept) (3)

[9.V] Shrine of Zenithar: Fallowstone



Along the road north of Riften, just beyond the Three Sentinels [9.U], the road forks. Instead of taking either fork, look up the hill to the east, where you can find a small ruin. Defeat the wild animal that guards it, and you can pray at this makeshift Shrine to Zenithar. Take any offerings you wish.
Shrine of Zenithar [5/5]
Satchel

[9.W] Tumbledown Tower: Riften Outskirts



There's a reason one of Riften's gates has been sealed; farther along the old road east of town are the remains of a fallen tower, where you can find a couple of bandits picking through the rubble.
Chest (Apprentice)

[9.X] Burning Farmhouse



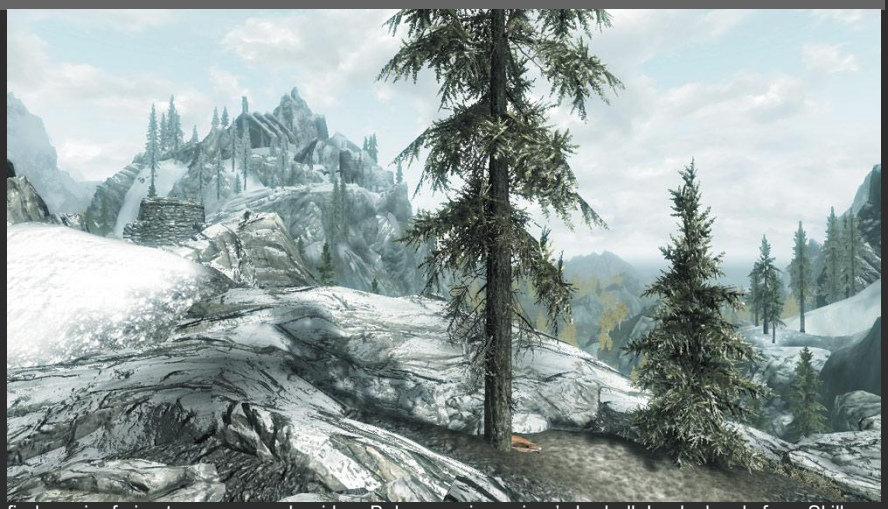
Along the southern border, at the foot of the Jerall Mountains, is a small farmhouse burning merrily. Though you may think it the work of a dragon, inspect the summoning circle and the charred remains of a farmer clutching a Scroll of Conjure Flame Atronach to reveal how a familiar set fire to this abode. A Skill Book is hidden inside the hollow fallen log near the cabin.
Skill Book [Destruction]: *Horrors of Castle Xyr*
Chest

[9.Y] Frost Troll Den: Jerall Mountain Ridge



Look up at the precarious path, and you may see a flag up on a high ridge. Follow the bloodstained snow switchback around to an exposed Frost Troll's den. Slay the beast; the blood comes from the corpse of a miner. A Skill Book is hidden beneath an animal carcass. Skill Book [Block]: A Dance in Fire, v2
Strongbox (Apprentice)

[9.Z] Two Pine Ridge



Clamber the steep slopes from Stendarr's Beacon to find a pair of pine trees on a rocky ridge. Below one is a miner's bedroll. Look closely for a Skill Book.
Skill Book [Sneak]: *2920, Last Seed, v8*
Mineable ore (Iron)

11.1 Other Realms: Overview and Services
(Minor Spoilers)
Overview



The land of Skyrim brims with wondrous locales, yet some areas cannot easily be linked to any one Hold.
In fact, certain areas can't even be said to exist within the confines of reality! From traveling caravans to the mind of a demented Emperor, all unusual and otherworldly locations are covered here, in "Other Realms."



Available Services, Crafting, and Collectibles



SERVICES
Followers/Hirelings: [1/47]
Houses for Sale: [0/5]
Marriage Prospects: [0/62]
Skill Trainers: [4/50]
Alchemy: [0/3]
Alteration: [0/3]
Archery: [0/3]
Block: [0/2]

Conjuration: [0/3]
Destruction: [0/3]
Enchanting: [0/2]
Heavy Armor: [0/3]
Illusion: [0/2]
Light Armor: [0/3]
Lockpicking: [1/2]
One-Handed: [0/3]
Pickpocket: [1/3]
Restoration: [0/3]
Smithing: [0/3]
Sneak: [1/3]
Speech: [1/4]
Two-Handed: [0/2]
Traders [7/133]:
Apothecary: [0/12]
Bartender: [0/5]
Blacksmith: [0/33]
Carriage Driver: [0/5]
Fence: [4/10]
Fletcher: [0/3]
Food Vendor: [0/9]
General Goods: [3/19]
Innkeeper: [0/15]
Jeweler: [0/2]
Special: [0/3]
Spell Vendor: [0/12]
Stablemaster: [0/5]

COLLECTIBLES

Captured Critters: [0/5]
Dragon Claws: [1/10]
Dragon Priest Masks: [1/10]
Larceny Targets: [0/7]
Skill Books: [6/180]
Alchemy: [1/10]
Alteration: [0/10]
Archery: [0/10]
Block: [1/10]
Conjuration: [0/10]
Destruction: [0/10]
Enchanting: [0/10]
Heavy Armor: [1/10]
Illusion: [0/10]
Light Armor: [0/10]
Lockpicking: [1/10]
One-Handed: [0/10]
Pickpocket: [0/10]
Restoration: [0/10]
Smithing: [1/10]
Sneak: [0/10]
Speech: [1/10]
Two-Handed: [0/10]
Treasure Maps: [0/11]
Unique Weapons: [2/80]
Unique Items: [0/112]
Unusual Gems: [0/24]

SPECIAL OBJECTS

Shrines: [0/69]
Akatosh: [0/6]
Arkay: [0/12]
Dibella: [0/8]
Julianos: [0/5]
Kynareth: [0/6]
Mara: [0/5]
Stendarr: [0/5]
Talos: [0/17]
Zenithar: [0/5]
Standing Stones: [0/13]
Word Walls: [1/42]
Animal Allegiance: [0/3]
Aura Whisper: [0/3]
Become Ethereal: [0/3]
Disarm: [0/3]
Dismaying Shout: [0/3]
Elemental Fury: [0/3]
Fire Breath: [0/2]
Frost Breath: [0/3]
Ice Form: [0/3]
Kyne’s Peace: [0/3]
Marked for Death: [0/3]
Slow Time: [0/3]
Storm Call: [1/3]
Throw Voice: [0/1]
Unrelenting Force: [0/1]
Whirlwind Sprint: [0/2]

11.2 Khajiit Caravans
(Minor Spoilers)

Total—6
[10.00] Khajiit Caravans (3)[10.01] Azura's Star
[10.02] Blackreach
[10.03] Blue Palace Pelagius Wing
[10.04] Japhet's Folly
[10.05] Skuldafn
[10.06] Sovngarde

[10.00]



RELATED QUESTS
Dark Brotherhood Quest: Side Contract: Ma'randru-jo
Thieves Guild Radiant Quest: Moon Sugar Rush* (Ri'saad)
Miscellaneous Objective: New Moon* (Kharjo)

HABITATION: SPECIAL
Ahkari (General Store Vendor; Trainer: Journeyman)
Atahbah (Fence)
Dro'marash (Trainer: Speech)
Kharjo (Follower)
Khayla (Trainer: Sneak)
Ma'dran (Fence; General Store Vendor)
Ma'jhad (Fence; Trainer: Lockpicking)
Ma'randru-jo
Ra'zhinda
Ri'saad (Fence; General Store Vendor)
Zaynabi (Fence)

SERVICES
Follower: Kharjo [47/47]
Trader (Fence): Ri'saad [7/10]
Trader (Fence): Atahba [8/10]
Trader (Fence): Ma'jahad [9/10]
Trader (Fence): Zaynabi [10/10]
Trader (General Store Vendor): Ri'saad [17/19]
Weapons, Apparel, Potions, Food, Ingredients, Misc
Trader (General Store Vendor): Ahkari [18/19]
Weapons, Apparel, Potions, Food, Ingredients, Misc
Trader (General Store Vendor): Ma'dran [19/19]
Weapons, Apparel, Potions, Food, Ingredients, Misc
Trainer (Lockpicking: Expert): Ma'jhad [2/2]
Trainer (Pickpocket: Journeyman): Ahkari [3/3]
Trainer (Sneak: Journeyman): Khayla [3/3]
Trainer (Speech: Journeyman 1): Dro'marash [4/4]

CRAFTING
Tanning Rack

COLLECTIBLES
Chest(s)
Potions

Three Khajiit caravans wander Skyrim, traveling from town to town and offering various goods and services. Each caravan is made up of an owner and his entourage, and each caravan travels its own route between two major cities.
Caravans will pause to do business with you while on the move but are more commonly found outside of Skyrim's larger capital cities, where they make camp for brief periods. Befriending each of the three savvy caravan owners can lead to special benefits!

Ri'saad's Caravan

Ri'saad is the patriarch of the Khajiit caravan merchants. He's the richest of the three and enjoys the best trade route, with exclusive contracts among Skyrim's wealthiest cities. Ri'saad's route takes him from Markarth [5.00] to Whiterun [6.00] and back again.
Ri'saad offers a fine selection of wares, and Khayla can train you to be more stealthy.
Crafting: Tanning Rack

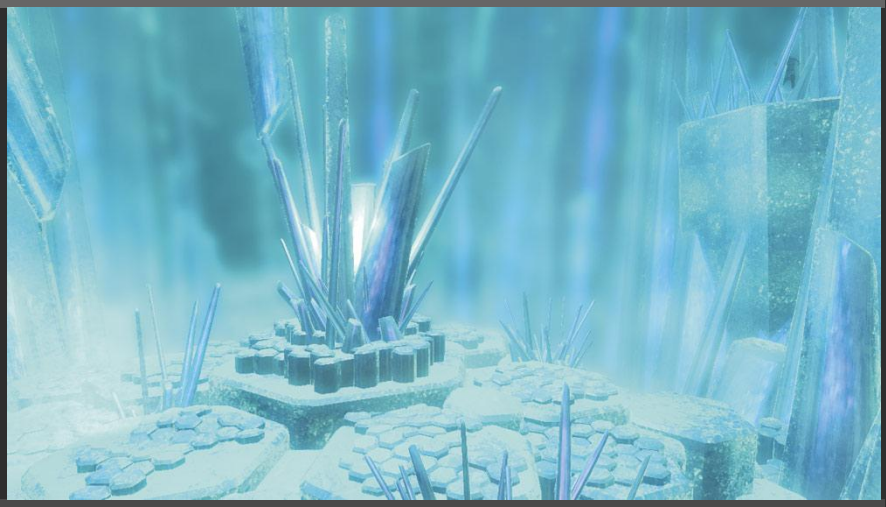
Ahkari’s Caravan

Ahkari has the monopoly on the north-south Dawnstar [3.00] to Riften [9.00] run—a very profitable passage. Speak with Ahkari to buy and sell a variety of goods or to receive training lessons in Pickpocket.
Dro’marash can help you hone your Speech skill, while Kharjo will offer to serve as a Follower after you do him a special favor..

Ma’dran’s Caravan

Ma’dran used to be the poorest of the three Khajiit merchants. Now, with the advent of the Civil War, his business is booming. Ma’dran’s primary goods are weapons and armor, which are in high demand.
Speak with Ma’dran to purchase some fresh gear, or pay Ma’jhad to help you improve your Lockpicking skill.
Ma’dran’s route is unique in that he shares a common stop with Ri’saad’s caravan: Windhelm [7.00]. However, Ma’dran’s route runs from Windhelm [7.00] to Solitude [1.00] instead of to Markarth [5.00].

11.3 Azura's Star
[10.01]



RELATED QUESTS
Daedric Quest: The Black Star
Recommended Level: 6
Dungeon: Special
Dremora Churl
Malyn Varen

COLLECTIBLES
Unique Item: Azura's Star [36/112]
Unique Item: Black Star [26/112]
Area Is Locked (quest required)

Azura's Star is a unique location that's visited only during Daedric Quest: The Black Star. It is, in fact, the interior of the Star of Azura, the Daedric artifact you seek to recover during the quest.

The person you seek out to assist you in repairing the Broken Star of Azura determines the reward you'll receive at the quest's end:

You get Azura's Star (an infinite Grand Soul Gem) if you turn to Aranea Ienith, and you get the Black Star (an infinite Black Soul Gem) if you seek out Nelacar.

Regardless of which person you turn to, you'll end up entering the star and chasing the nefarious Mayln Varen down a winding, crystalline pathway. Dremora will attempt to intercept you along the way. Defeat Varen when you reach the bottom to purify the star and claim a very valuable keepsake.

11.4 Blackreach
[10.02]



RELATED QUESTS
Main Quest: Elder Knowledge
Daedric Quest: Discerning the Transmundane
Side Quest: A Return to Your Roots
Dungeon Activity

RECOMMENDED LEVEL: 18

DUNGEON: DWARVEN CITY
Chaurus
Dwarven Sphere
Dwarven Spider
Giant
Falmer
Falmer Servant
Frost Troll
Frostbite Spider
Wisp
Wispmother

CRAFTING
Alchemy Lab
Arcane Enchanter
Workbench

DANGERS
Dwarven Ballista Trap (lever)
Dwarven Thresher Trap (pressure plate)
Dwarven Thresher Trap (lever)
Swinging Blade Trap (pressure plates/lever)

PUZZLES
Button Puzzle

UNDERGROUND CONNECTIONS
Alftand [4.13]
Blackreach Elevator (Alftand) [3.26]
Blackreach Elevator (Raldbthar) [3.33]
Mzinchaleft [2.18]
Mzinchaleft Exterior [2.18]
Raldbthar [3.32]
Tower of Mzark [3.15]

QUEST ITEMS
Crimson Nirnroot
Elder Scroll
Runed Lexicon

COLLECTIBLES
Skill Book [Alchemy]: De Rerum Direnis
Skill Book [Block]: Warrior
Skill Book [Heavy Armor]: 2920, MidYear, v6
Skill Book [Smithing]: The Armorer's Challenge
Skill Book [Speech]: A Dance in Fire, v6
Area Is Locked (quest required)
Chests
Potions

Mineable ore (Corundum)

BLACKREACH
(click here to view an interactive version of this map)



Note

Find additional Crimson Nirnroot plants inside of several of Blackreach's interior locations, such as Sinderion's Field Laboratory, the Silent Ruin, and the Derelict Pumphouse (among others).

A) Exit to Mzinchaleft Gatehouse [2.18]
B) Elevator to Alftand Cathedral [4.13]
C) Exit to Blackreach Elevator (Raldbthar) [3.33]
D) Exit to Blackreach Elevator (Alftand) [3.26]
E) Elevator to Raldbthar Deep Market [3.32]
F) Exit to Mzinchaleft Exterior [2.18]

1) REEKING TOWER

The dwarves' capital city of Blackreach has been abandoned for ages and now serves as home to vicious Falmer.
This great subterranean metropolis houses many secrets for those brave enough to probe its depths. Blackreach features multiple access elevators, but your first visit occurs during Daedric Quest: Discerning the Transmundane, in which you will likely travel through Alftand [4.13].
Therefore, the first time you enter Blackreach, you'll find yourself at [B], unless you chose one of the alternate routes.
Once you've accessed Blackreach, you may use any of the city's elevators to return to the surface. Some elevators connect to major dwarven ruins across Skyrim, such as Raldbthar [3.32] in the Pale.
Others simply lead to lone elevator towers that stand in the wilderness. Ride each of Blackreach's elevators to open more and more surface connections to Blackreach—this makes moving to and from the great hidden city much easier.
The terrain of Blackreach becomes tumultuous around the edges of the cavern but is otherwise quite level and easy. Expect to face a blend of dwarven security units, Falmer, and various cave dwellers like the Chaurus and Frostbite Spider. Encounters with other, more powerful creatures such as trolls and giants are rare.
Aside from exploring the Tower of Mzark [10] as part of the "Discerning the Transmundane" quest, you may also collect special Crimson Nirnroots as part of Side Quest: A Return to Your Roots. Around 50 of these special red plants grow throughout Blackreach.
Many are labeled on the map provided here in this guide, while others are found inside of Blackreach's interior points of interest. Use this resource to track them down, then pinpoint their locations by the soft ringing sound each plant produces.
Collect the requisite number of Crimson Nirnroot pants to advance the quest.
Scale a rocky slope to reach this tall northern tower, then circle around to locate its door. Enter and slay a handful of overgrown Frostbite Spiders on your way to the far elevator, which takes you back out to Blackreach.
You'll find yourself standing near a neighboring tower to the one you entered. Slay a few more spiders out here to cleanse this place.

2) SINDERION'S FIELD LABORATORY

This small lab is likely to be your first stop in Blackreach. Claim plenty of loot here and use the crafting stations to prepare yourself for the dangers that lurk in the dark. If you are planning on a long exploration of Blackreach, this is a great place to use as a base camp.
Inspect the remains of Sinderion to acquire his informative journal and obtain a new quest that involves collecting Crimson Nirnroot from around Blackreach.
Crafting: Alchemy Lab, Arcane Enchanter, Workbench
Crimson Nirnroot
Skill Book [Alchemy]: De Rerum Dirennis
Chests (2)
Knapsack
Apothecary's Satchel
Potions

3) SILENT RUIN

Enter this small chamber to obtain a Skill Book and some Crimson Nirnroot, but avoid the pressure plate near the throne.
Danger! Dwarven Thresher Trap (pressure plate)
Crimson Nirnroot
Skill Book [Block]: Warrior
Chest

4) HALL OF RUMINATION
The Hall of Rumination is one of three structures located at Blackreach's city center. Several lowly Falmer and Falmer Servants mill about the main chamber. Slay them and then notice a gate that you can't seem to open.
Pull a lever on the balcony to the east of the gate to open it, but head through the nearby east doors first to secure a sleeping area and a room with a chest. Now go through the west gate and head upstairs to discover another chest. Take the nearby elevator up to a high exterior balcony, looping around to discover some Crimson Nirnroot outside.
Crimson Nirnroot
Chests (2)

5) PUMPING STATION
Exit the Debate Hall [6] via its northeast door and cross a walkway to enter this small workshop. The Pumping Station connects to the Silent City Catacombs [7] and houses a handful of poorly armed Falmer Servants.
Exit through the northeast door so you may reenter via the northwest door and access a chest on the west balcony.
Chest

6) DEBATE HALL
Plenty of Falmer and Falmer Servants lurk within the Debate Hall. The main attraction here is the Skill Book that lies on a small table near a skeleton in the east alcove.
Skill Book [Speech]: A Dance in Fire, v6

7) SILENT CITY CATACOMBS
Nab some Crimson Nirnroot on your way into this sewer network, which lies just east of Blackreach's city center. Slay a Falmer and loot a chest in the first hall, then jump the pairs of pressure plates in the hall that follow, or use the lever in the nook beyond the gate to trigger the blades and slice up any patrolling enemies.
Proceed until you reach a watery chamber, then dive underwater to locate three submerged chests. Proceed through the next passage and slay another Falmer to obtain a useful key. Make your way through the south door to reach the final room, where you find more Falmer and a door that connects to Blackreach's Pumping Station [5].

Danger! Swinging Blade Trap (pressure plates/lever)
Crimson Nirnroot
Shaman's Key (Falmer)
Chests (4)

8) WAR QUARTERS
This small area sports plenty of beds to rest upon. Complete your circuit through the War Quarters to locate a pair of chests on the entry room's balcony.
Chests (2)

9) FARM OVERSEER'S HOUSE
This small abode offers you a place to rest and plenty of worthy plunder.
Chest (Locked: Novice)
Chest (Locked: Adept)
Potions

10) TOWER OF MZARK
This giant tower stands south of Blackreach's city center and houses an item of tremendous power. Ride up the elevator, then raid a couple of locked chests and inspect a Skill Book in the room at which you arrive.
Scale a winding ramp to locate the remains of Drokt—read the nearby journal for some insight. Scale the remainder of the ramp to reach a control panel.
Insert the Blank Lexicon into the Lexicon Receptacle, then press the third button from the left until the second button from the left becomes active. Now press the second button from the left until the first button on the left becomes active. Press this button until all of the buttons deactivate. Collect the Transcribed Lexicon from the Lexicon Receptacle and approach the central mechanism to obtain the mysterious Elder Scroll.
Proceed through the nearby door and use the elevator beyond to quickly return to the surface of Skyrim.
Elder Scroll
Runed Lexicon
Skill Book [Smithing]: The Armorer's Challenge
Chests (Locked: Novice) (2)
Potions

11) DERELICT PUMPHOUSE
Destroy a dangerous Dwarven Spider here, then loot a chest that's affixed to the wall. Another chest lies underwater; jump the pipes and turn a submerged valve to access the chest, then surface for a moment to snag some Crimson Nirnroot before turning another valve to escape the water.
Crimson Nirnroot
Chest
Chest (Locked: Adept)
Other Blackreach Locations
The following sites don't have quite as much going on as the aforementioned locations but are still worth exploring:

I) OVERPASS
This overpass was presumably used to monitor the travel of workers to and from the city.

II) WISPMOTHER ENCOUNTER
Beware of this clearing, where wisps flutter about. A dangerous Wispmother will attack if you draw near. Crimson Nirnroot grows by the planks that span the nearby stream to the east.
Crimson Nirnroot

III) GUARD TOWERS
Dwarven soldiers likely watched from these towers as workers traveled to and from the city.

IV) FUNGUS FIELD
Blackreach's giant glowing mushrooms are growing strong here. Find some Crimson Nirnroot growing near the pipes to the north.
Crimson Nirnroot

V) SLEEPING CHAURUS
Get the drop on a pair of giant, snoozing Chaurus by sneaking up to this site.

VI) BLACKREACH CITY: MAIN GATE
The gate to the dwarves' capital city lies here, allowing entry from the south.

VII) BLACKREACH ARENA
It is assumed that Falmer would have been made to fight at the small arena located here. Pulling the nearby lever causes a lethal spinning blade to stick up from the arena's floor. Collect the Skill Book that rests on the nearby stone table.
Danger! Dwarven Thresher Trap (lever)
Skill Book [Heavy Armor]: 2920, MidYear, v6

VIII) TROLL DEN
A pair of vicious Frost Trolls guard a sprig of Crimson Nirnroot on a high ledge here.
Crimson Nirnroot

IX) SHRINE

Find a bit of loot at the small shrine near the water down here, but beware of a Dwarven Sphere that emerges from the wall.

Crimson Nirnroot

Potions

X) FALMER MINING CAMP

Dispatch a handful of dangerous Falmer here so you may raid the chests that they guard. If you like, mine some Corundum Ore from the vein near the leader's tent. Crimson Nirnroot grows by the water.

Crimson Nirnroot

Chests (2)

Mineable ore (Corundum)

XI) VULTHURYOL'S GONG

Notice the huge glowing orb floating above the Silent City at the center of Blackreach? Hit this distant target with your Unrelenting Force Shout and you'll summon the dragon Vulthuryol, who will soar out of his hidden lair to rain fire upon the city before setting down on the southern road.

11.5 Blue Palace Pelagius Wing
[10.03]



RELATED QUESTS

Daedric Quest: The Mind of Madness

RECOMMENDED LEVEL: 8

DUNGEON: SPECIAL

Sheogorath

Pelagius the Mad

COLLECTIBLES

Skill Book [Lockpicking]: Surfeit of Thieves [C2/10]

Unique Weapon: Wabbajack [72/80]

Area Is Locked (quest required)

This special section of the Blue Palace in Solitude [1.00] remains locked at all times and is accessible only during Daedric Quest: The Mind of Madness. After a brief exploration of the long-unused wing, you're soon whisked away to unfamiliar surroundings—the deceptively verdant mind of Emperor Pelagius III!

Speak with Sheogorath to advance the quest and receive a unique weapon called the Wabbajack—this is the only thing you can take with you when you leave this unusual place.

Travel down each of the three paths to encounter three very unusual situations, each a reflection of Pelagius's warped psyche. Use the Wabbajack to solve each of the situations as follows:

Arena: Shoot the spectating soldiers on the arena's far side, not the combatants.

Pelagius the Tormented: Shoot the sleeping Emperor to spawn a series of progressively more dangerous foes. Defeat them all.

Pelagius vs. Pelagius: Shoot the smaller version of Pelagius (named "Confidence") to make it grow. Shoot the Imperial Soldier named "Anger" to shrink it. Ensure that Pelagius's Confidence is as large as can be, then shoot the two specters of Self-Doubt that eventually appear to vanquish them.

Once you've returned from Pelagius's frightening mind, continue your search of the Pelagius Wing to discover a Skill Book on some crates downstairs.

11.6 Japhet's Folly
[10.04]



RELATED QUESTS
Side Quest: Rise in the East
DUNGEON: BANDIT CAMP
Blood Horker
Haldyn
Mudcrab
CRAFTING
Arcane Enchanter
DANGERS
Swinging Spears (pressure plate)
Area Is Locked (quest required)
Chests
Potions

Japhet's Folly is a special island that only be reached only by ship. You visit Japhet's Folly during Side Quest: Rise in the East, with the goal of slaying a dangerous mage named Haldyn, who's raised an impressive pirate base here.
Once you arrive at Japhet's Folly, leap from your ship and cross the broken ice, heading for the tower that stands atop the nearby glacier. You can't actually reach the tower—follow your objective marker to locate the entrance to a small cave instead.

SEA CAVE
Kill a few Mudcrab in the watery cave, and open a chest in the first cavern. Slay a lone Blood Horker bandit in the stone room you soon reach. Loot a second chest here, then grab the potions on the shelves before heading upstairs to the Japhet's Folly Towers.
Chests (2)
Potions

JAPHET'S FOLLY TOWERS
Avoid a pressure plate on the first landing as you go upstairs. Eliminate a couple of Blood Horker guards, then raid a chest as you cross a long hall to reach a neighboring tower.
If you like, go downstairs to face a few more guards and discover more loot, including a locked chest. Unlock the Expert-level door down here to discover the final resting place of Japhet, whose remains lie next to an informative journal and a large chest.
Go upstairs to slay Haldyn, raid his chest, and collect the key he carries. Then backtrack downstairs and use the Japhet's Folly Key to open the door in the connecting corridor, which leads outside.
Danger! Swinging Spears (pressure plate)
Crafting: Arcane Enchanter
Japhet's Folly Key (Haldyn)
Chests (2)
Chest (Locked: Apprentice)
Chest (Locked: Expert)
Potions

JAPHET'S FOLLY (EXTERIOR)
Step outside to find the island being bombarded by cannon fire—your associates are doing their part!
Slay the odd guard and loot a lone chest as you navigate the embattled encampment, but don't stray too far from the main path or you may be struck by friendly fire.
Dispatch the final group of pirates down by the docks, then speak with Adelasia Vendicci to complete your quest and shove off.
Chest

11.7 Skuldafn
[10.05]



RELATED QUESTS
Main Quest: The World-Eater's Eyrie
Side Quest: Masks of the Dragon Priests*

RECOMMENDED LEVEL: 10

DUNGEON: DRAGON PRIEST LAIR
Dragon
Draugr
Frostbite Spider
Nahkriin

DANGERS
Dart Trap (pressure plates)
Oil Lamp Trap (pressure plate)
Oil Pool Trap

PUZZLES
Nordic Puzzle Door (Diamond Claw)
Nordic Pillars I
Nordic Pillars II

COLLECTIBLES
Dragon Claw: Diamond Claw [10/10]
Dragon Priest Mask: Nahkriin [10/10]

SPECIAL OBJECTS
Word Wall: Storm Call [3/3]
Area Is Locked (quest required)
Chest(s)
Potions

Skuldafn is a special location that lies just outside the bounds of Skyrim's ninth Hold, the Rift. Once you've advanced to Main Quest: The World-Eater's Eyrie, you're able to visit Skuldafn by flying on the back of a dragon.
Your goal is to access Skuldafn's portal to Sovngarde [10.06], the legendary underworld of the Nords.

SKULDAFN (EXTERIOR)
Slay a dragon that ambushes you in Skuldafn's large exterior ruins, while simultaneously battling multiple Draugr. A second dragon strikes as you near the South Tower, and more Draugr are poised on the walkway beyond the east stairs.
Climb an open-air tower to locate a chest beyond the east stairs, then slay more Draugr as you scale the north stairs that follow. If you like, loop around to visit the North Tower, and raid the exterior chest on the table atop the south steps, before entering Skuldafn Temple.
Chests (2)

SKULDAFN SOUTH TOWER
This simple tower teems with Draugr, but there's a chest upstairs.
Chest

SKULDAFN NORTH TOWER
The North Tower's similar to its twin—full of undead and housing a chest on its upper level. Head outside through the upstairs door and reenter the tower via the other balcony door to discover a second chest in a small alcove.
Chests (2)

SKULDAFN TEMPLE (SECTION I)
The legendary portal to Sovngarde is housed within this temple. Beware of pressure plate traps and Draugr as you explore the cavernous entry hall, looting a chest on the right.
Spin the three Nordic pillars so that the two on the outside are mirroring the glyphs on the opposing walls (Snake, Whale). Then spin the central pillar so that its Hawk glyph faces toward the far porcullises.
Pull the central lever to raise the Hawk portcullis, then raid the chest beyond. Change the central pillar again so that its Snake glyph is facing the portcullises; then pull the lever a second time to open the Snake portcullis and advance.
Loot another chest at the bottom of the following chamber, then cut through Frostbite Spiders on your way to another room with a second Nordic Pillars Puzzle.
Find a fourth chest here. Solve the simple puzzle by spinning the three pillars so that the bottom one shows a Snake, while the upper two show a Whale and a Hawk, matching the glyphs on the walls about the room.
Pull the lever to lower the drawbridge that leads deeper into the temple.
Danger! Dart Trap (pressure plates)
Chests (4)

SKULDAFN TEMPLE (SECTION II)

Loop around the entry room, slaying Draugr on your way to a stairwell. Beware the pressure plate near the stairwell—stepping on it causes a hanging lamp to fall and ignite the oily floor, while also causing arrows to fly out from the far wall!
Go upstairs and raid a chest near more oil and another hanging lamp. Pull the nearby lever to open the north portcullis and sack another chest on your way down an oily hall, but beware another dangerous pressure plate.
Kill a powerful Draugr in the passage the follows to obtain the Diamond Claw, then use the claw to open the nearby puzzle door (Fox, Moth, Dragon). Approach the Word Wall that follows to gain new power, then proceed toward the door that leads back outside to Skuldafn's exterior, swiping a few potions from a small embalming chamber along the way.
Danger! Dart Trap (pressure plate), Oil Lamp Trap, Oil Lamp Traps (pressure plates), Oil Pool Trap
Dragon Claw: Diamond Claw [10/10]
Word Wall: Storm Call [3/3]
Chests (2)
Potions

Skuldafn (Temple Apex)
Cut down the Draugr outside the temple, then descend the wooden stairs of the west tower to plunder a large chest at the bottom. Go back up and circle around the temple so you may scale its exterior stairs, at last arriving at the portal to Sovngarde.
Slay the mighty Dragon Priest that guards this wondrous site so you may claim its valuable mask and staff. Inspect the Dragon Seal to replace the staff and open the portal once more. Gather your courage and jump into the beam to journey to Sovngarde [10.06]!
Dragon Priest Mask: Nahkriin [10/10]
Unique Weapon: Dragon Priest Staff [73/80]
Chest
Potion

11.8 Sovngarde
[10.06]



RELATED QUESTS
Main Quest: Sovngarde
Main Quest: Dragonslayer
Main Quest: Epilogue

RECOMMENDED LEVEL: 24
DUNGEON: DRAGON LAIR
Alduin
Erlendr
Felldir the Old
Gormlaith Golden-Hilt
Hakon One-Eye
Hero of Sovngarde
Hunroor
Imperial Soldier
Jurgen Windcaller
Nikulas
Stormcloak Soldier
Tsun
Ulfgar the Unyielding
Ysgramor
Area Is Locked (quest required)
Sovngarde is the storied underworld of the Nords—the place where the greatest Nord heroes go when they die to enjoy an eternity of feasting and merriment.
The only way a living mortal can visit this surreal realm is via the portal at Skuldafn [10.05], another special location that can only be visited during Main Quest: The World-Eater's Eyrie.

SOVNGARDE (EXTERIOR)
Use the Clear Skies Shout to clear a path through Sovngarde's misty exterior.
You can use Clear Skies to prevent Alduin from devouring the souls lost in the mist (they will aid you in the final battle against Alduin), but don't bother trying to attack Alduin—he's protected by his mist.
You can turn right or left at the first junction; the steps straight ahead merely lead to an overlook. Wind around the central hill and approach Tsun, the guardian of this place.
Defeat him to prove your worth, then cross the Whalebone Bridge and enter the towering Hall of Valor.

HALL OF VALOR
Skyrim's greatest heroes stroll the Hall of Valor. Ysgramor himself greets you when you first enter. Enjoy your peek at a true Nord's idea of paradise, then approach the three heroes of old to learn what you must do to defeat Alduin.