

Skyrim - Dawnguard DLC

Bethesda released this first downloadable content for Skyrim on June 26, 2012 for the Xbox 360 and on August 2, 2012 for the PC. After you have installed the Dawnguard DLC and any time after you have reached Level 10, walk up to any city guard. He or she should mention that Dawnguard is looking for volunteers. Alternatively, Fast Travel to a large city. When you begin walking, Durak will stop you and tell you about Dawnguard. At that point, the game should put a message on your screen, beginning the quest line.

Dawnguard

Look on your map to find a quest arrow southeast of Riften. Go to Riften and then walk along the main road southeast, to a narrow slit in the rock face, marked by the quest arrow. Squeeze through to the other side and find yourself at the bottom of high, narrow "Dayspring Canyon". Follow the canyon until it opens up to a beautiful waterfall pool with a fishing camp on its shore. There, you may find another initiate, Agmaer, who wants to accompany you to the fort.

Take a long walk up the trail northeast of the pond, to Fort Dawnguard. Continue past the first two towers and up the hill to the main entrance. There, Celann will send you inside to speak with Isran, the leader of the Dawnguard.

Open the castle door and listen in on a conversation between Vigilant Toland and Isran. After the conversation, Isran will turn to you and ask what you are doing there. Tell him that you want to join Dawnguard. Ask how you can help. Toland will tell you of an artifact in Dimhollow Crypt. Isran gives you a crossbow and some bolts to go with it. Toland wants to go with you to the crypt, but Isran objects to this request. Then the other person in the room, Agmaer, will ask to join the organization. He is inexperienced, but Isran cannot be choosy. He gives Agmaer a crossbow and instructs him to practice using it, by targeting some crates. You could do the same with your bow.

Explore the grubby castle. Open two Wooden Chests on the main floor. Find the Smelter, Grindstone, Workbench and the entrance to "Dead Drop Falls". Read a book (on a shelf near a fireplace), "The Aetherium Wars", to begin a Side Quest, "Investigate the ruins of Arkngthamz". Three spiral stairways take you up to three separate ramparts, one with a Wooden Chest. A fourth stairway takes you up to the rotunda, above where Agmaer is practicing with his crossbow. There, find a Wooden Chest and a Coin Purse on a table. Then exit the castle, back to Dayspring Canyon.

Awakening

During this next quest, you may want to use Telekinesis. Tolfdir, at the College of Winterhold, and Wylandriah, at Mistveil Keep, can sell you a Telekinesis Spell Tome, but only if you have reached game Level 50. If you are below level 50 and you still want this spell, see page 6 of this walkthrough for directions on how to get the Telekinesis Spell Tome free.

Then look on your map to find the Dimhollow Crypt quest arrow northeast of Morthal and northwest of Whiterun. East of that quest arrow, find the house icon for the "Hall of the Vigilant". The best way to find the entrance to Dimhollow Crypt is to locate the Hall first.

When you get to the Hall of the Vigilant, you find it completely destroyed by fire, with corpses lying all about. Open a Wooden Chest inside. The trail to Dimhollow Crypt begins just northwest of the Hall of the Vigilant, and goes a long way up the steep side of the mountain, west. When you get to the Dimhollow quest arrow, go through another narrow slit in the rock face.

Past the entrance, follow the narrow tunnel until you hear a pair of leveled vampires discussing the earlier attack by the Vigilants. Sneak up to an overlook where you can see one of them. Another hides behind a pillar near the cart, along with his Death Hound. Kill them all.

Up the steps at the southeast end of the cave, find a Wooden Chest, an urn, a couple of potions and a chain. Pull the chain and look through the rock slit to see the northeast gate open. Near the now-open gate, find the corpse of Vigilant Toland. He ignored Isran's advice not to go into Dimhollow Crypt, and paid the ultimate price. Take a Cure Disease potion from his corpse.

Now enter the tunnel northeast, to a continuation of the watercourse. Follow the stream north, to a set of stone steps. Look for a vampire at the top of the steps. Watch for three Skeleton Warriors that come up from the ground near those steps. Defeat those enemies and then walk along the ledge on the east wall of the cave to find a Wooden Chest. Back at the west wall of the cave, activate a lever to open the gate. Inside the small room beyond, open the Wooden Chest and take two Soul Gems from the Arcane Enchanter table. Then continue north, through the tunnel.

You will hear and see two Draugr fighting a vampire and her Death Hound. Sneak up on the battle and kill them all. The room has four exit gates. A chain on the east wall opens a gate to a sarcophagus that releases a Draugr. After you have dealt with it, notice the weapons, lying on rock shelves to either side of the iron enclosure. Get them by using your Telekinesis Spell. Select it from your inventory of spells and then use the following procedure to pull the items you want from the shelves. Hold the Down Arrow Key and then activate the spell. The item will come toward you *only until* your Mana runs out. Then the item will zoom away from you. To avoid this, let go of the Arrow Key just before you deactivate the spell *and* before your Mana runs out. You can do this in short sequences, to eventually get the item close enough to pick it up.

A chain on the north wall opens a gate to some potions on top of a pedestal. Lying on the shelves to either side of the iron enclosure are more potions.

The west wall has two gates. One chain opens a gate to a path that leads to a locked (master) Wooden Chest. The second chain opens a gate to a long tunnel west. Follow it to a waterfall cave.

Inside that cave, kill one vampire conjurer and three or four Skeleton Warriors. Then wade through the water, up the rock slope and up the stone steps to an urn. A tunnel goes southwest. As soon as you turn southwest, look for a vampire, concealed in a short tunnel on your right.

Open two urns and then continue southwest, to the top of the steps. Southeast of there, in a crypt, deal with two or three Death Hounds, another vampire and one or two Frostbite Spiders. Open three urns at the top of the steps. Open a Wooden Chest and another five urns inside the crypt.

Then pull a lever to open a gate south, to a hungry "Volkihar Master Vampire", either talking to himself or his giant "Wounded Frostbite Spider". Before you open the gate, the vampire may kill the spider, but he can reanimate it. Kill the tough vampire and his spider. Exit this tiny room through the small wooden door to "Dimhollow Cavern".

On the other side of the door, listen to a mortally wounded Vigilant speaking with two vampires. They are discussing some sort of "Discovery". Sneak ahead until you can see over the balcony to what the vampires call the Great Chamber.

Below you, a circular stone island of unusual architecture sits in the center of a small lake. The lever nearby, opens and closes the gate to the balcony. Nothing bad happens if you take the scroll from the pedestal. Steps go down south, to a landing with a Wooden Chest. Continue down the steps to the body of Vigilant Adalvald. Read his "Notes on Dimhollow Crypt, Vol. 3".

In the unusual stone arena on the other side of the rock bridge, see a Vampire's Thrall and two vampires walking around. One of them is named Lokil. Kill them all, but be aware that the vampires can conjure Skeleton Warriors to assist.

Walk to the center of the circle, where the quest arrow points. Activate the Button sitting atop the low pillar. A short cut scene will show your fingers cut by a spike that pops up from the pillar. The button activates a ring of blue-red energy around you and the button. The energy field will not harm you and you can walk through it to the other side. Five Braziers surround the circle. They sit in grooves. You can push the Braziers back and forth along the grooves. This is a puzzle.

Start with the one Brazier that has blue-red energy connecting it to the center circle. Push it as many times as necessary, until flames ignite in its bowl. Repeat this action for the other four Braziers. When all the Braziers are flaming, they move to the outside ring. This causes all of the rock rings to slump down, forming steps. Activate the "Stone Monolith" in the center of the rings, to open a rock panel on its side, revealing a beautiful "Mysterious Woman". She slumps to the pavement but quickly finds her balance and speaks with you.

Bloodline

Serana needs your help to return to her family home. If you ask her about the Elder Scroll she carries, she will tell you that she does not want to talk about it. She does not yet know if she can trust you. Explore all other dialog options with her and then lead her up the steps northeast. When you get to the top of the first steps, defend yourself against two gargoyles that come to life. Open a Wooden Chest, sitting against the northeast wall, behind where the gargoyles perched.

Then walk east, to a rock ramp. In a tunnel underneath that ramp, take two Coin Purses, near the skeleton of a Novice Conjurer. Then go up the rock ramp to loot an urn. Open, and then go through, the "Wooden Door" near the urn.

Past the door, go up some steps and enter a large room. Open two urns and one Wooden Chest. Then climb two more sets of stone steps. Open the gate north, by pulling the lever east and south of you. When you do, two Draugr will emerge from the two sarcophagi on the east wall and attack. Two Skeleton Warriors rise up from beneath the ground below the lever, joining the attack.

After you defeat it, Serana may regenerate one of the Draugr. She can do this because she is a vampire. The Draugr, and any other dead enemy she reanimates, will have a new name. It will help defend you, but only for a short while. After a few seconds, it collapses to the floor in a pile of ash. If you are Sneaking, these temporary allies can see you, but this does not mean that enemies can, even though the Sneak eyeball may flicker on and off periodically. Open a Wooden Chest and an urn hidden behind the two sarcophagi. Take potions from the stone benches.

Then go through the opening and up the steps north. You come to a balcony overlooking a large arena with two Boss Skeleton Warriors sitting slumped on Stone Thrones, opposite each other, facing the arena. One of these two is very tough. When they become aware of you, they attack. They can conjure Skeleton Warriors. Watch for Serana to reanimate a skeleton after you kill him. He will then help defend you. In the northeast corner of the room, find three Coin Purses and one or two weapons on a Stone Table. Walk up to the Word Wall and learn "Stamina - Drain Vitality". Open a Wooden Chest near one of the thrones. Then go through the "Iron Door" north.

Beyond the door, go up the stone steps, activate the chain to open the gate and then exit through the narrow tunnel to Skyrim. Look on your map to find a quest arrow in the northwest corner of Skyrim, far west of Solitude. When you get near the northern shoreline, if you have not already, you will find Northwatch Keep. When you get to the north side of the keep, Serana will mention a boat that she used in the past, to get to the castle. You can see the castle on an island to the north. Find the boat tied to "Icewater Jetty". Activate the boat, and be transported to Castle Volkihar. If you feel like a long icy swim, you may also get to the castle that way.

Go up the castle's stone ramp. Serana will thank you for getting her this far, but asks you to let her take the lead from here. Stop at the gate in front of the door to the castle. If Serana is not with you, the old "Watchman" says, "You're not welcome here" and the gate stays closed. If she is with you, the gate opens. Pass by the Watchman and enter the wooden door to Volkihar Keep.

Inside the castle, a man named Vingalmo is surprised to see Serana. He will walk to the balcony and announce her arrival to the assembled diners at the table below the balcony. Follow Serena down the stairway and listen to a conversation between Serena and her father, Lord Harkon.

After the conversation, he will ask to speak with you. He mentions that his wife stole "that which I value the most". He asks you if you are willing to become a vampire. If you are a werewolf, he tells you that the power of his blood will purge you of your affliction. As if you need convincing, he will transform into his Vampire Lord form. You must choose to become a vampire, or not.

Important! Although the two quest lines have many similarities, they also have major differences. Therefore, I have written *separate* walkthroughs for both choices.

If you choose to become a vampire, start with "**Bloodline (choose to become a vampire)**".

If you *refuse* to become a vampire, scroll down through this walkthrough to find the continuation of the blue text on page 26, starting with "**A New Order (refuse to become a vampire)**".

Bloodline (choose to become a vampire)

If you tell Lord Harkon that you wish to become a vampire, a cut scene will show him biting your neck, as your screen goes dark. You regain consciousness near a shrine to Molag Bal, inside the Castle Volkihar Cathedral. Speak with Lord Harkon, to learn about your new vampire powers.

Assume the Vampire Lord visage by selecting Magic>Powers>Vampire Lord. Activate this new power the same way you would activate a Shout. After the transformation, see your new self float above the ground. Your left hand has the (blue) magical power of night, so you can raise the dead. Your right hand has the (red) magical power of blood, the ability to drain the life of your enemies. To drop to the ground and use only the melee power of your claws, hit the Ctrl key. You are weak to sunlight. This weakness grows, if you do not feed on sleeping humans, reducing your total Health and Magicka by 15% every day that you do not feed. However, fasting grants you new Night Powers that you can use once a day.

The Tab key opens an Upgrade Menu Tree, just for the vampire form. You must kill mortals to gain the benefits in this menu. If you take damage from these encounters, your Health will not regenerate until you revert to human form. These upgrades replace the (blue) magical effect currently in your left hand, and are accessible in the Favorites Menu as you earn them.

The Blood Stone Chalice

Lord Harkon has a chore for you. He wants you to speak with Garan Marethi. Follow your quest arrow to find him. In order to speak with him, you must revert to your normal form. Hit the "Q" key to open the Favorites Menu. A short list of commands will appear on your screen: Bats, Revert Form and Vampire Sight. Select "Revert Form" and then exit the menu. Activate the command the same way you would activate a Shout. Back in your human form, tell Marethi, "It is time".

Follow Marethi to the dining area, where he will have a short conversation with the two vampires. Continue following him into a small room with the Blood Stone Chalice. He will tell you about your first mission. Check your clock to see if it is nighttime outside. Your blood will boil in sunlight, preventing your Health, Magicka and Stamina from regenerating *and* reducing them by 15 points each. Then exit the castle. Look on your map to find Redwater Den, northwest of Riften, southeast of Whiterun, northwest of Faldar's Tooth, east of Faldar's Watch and northeast of Heartwood Mill, on the other side of the river. Then go there to find a small destroyed house.

Ignore the two lookouts. Inside the house, open the trapdoor to "Redwater Den". At the bottom of the first steps, the Doorman will warn you to keep your weapons sheathed. After he opens the next door for you, go down the next set of steps. In the room at the bottom, speak with the Dealer who stands inside the cage. If you ask, she will give you a free sample of the special Skooma that they make only in this facility. You have a choice in how you get past the locked (adept) gate at the south end of the Skooma Den: pick the lock or drink the Skooma.

1. If you choose to drink the Skooma, enter one of the small cells and drink the potion. You will awake in a locked cell inside a big cave. But at least now you have passed beyond the locked gate. You still have all of your gear. A vampire guard stands with his back to you, just beyond the bars.

To get out of the cell, you could call attention to yourself by turning into a Vampire Lord. When the attendants of the Skooma Factory notice this, they will open the cell and attack you. Another way to open the cell is to pick the lock on the cell gate. A third way to exit the cell is to read the "Spell Tome: Telekinesis", lying on the ground next to the dead body of the Novice Conjurer. Use the spell to bring the "Redwater Dens Backrooms Key", lying on the nearby table, close enough to you that you can pick it up. Sometimes the key has fallen to the ground, just below the table. Use the key to unlock the cell. To use this method...

Save your game. Select Telekinesis from your inventory of spells and then use the following procedure to pull any item toward you. Hold the Down Arrow Key and then activate the spell. The item will come toward you *only until* your Mana runs out. If your Mana runs out, then the item will zoom away from you. To avoid this, let go of the Arrow Key *just before* you deactivate the spell *and* before your Mana runs out. You can do this in short sequences, to eventually get the item close enough to pick it up from the ground.

2. If you decide to pick the lock on the gate in the Skooma Den, be certain that you do this in Sneak mode, unobserved. Otherwise, both the Attendant and the Dealer will attack you. Of course, you could eliminate them before you pick the lock. But for those who enjoy an extreme challenge, note that it is possible to Sneak all the way to the objective without killing anyone. If you pick the lock on this gate, take a Coin Purse from the table, open a Wooden Chest and take some potions from the shelf just past the gate. Walk the passage to the Skooma brewing room.

In that room past the gate, kill the Skooma brew master or Sneak down the ramp without him seeing you. Underneath the ramp, open a locked (adept) Wooden Chest. On the west wall is the cell where you end up if you drink the Skooma. Open the cell with the key on the table, or pick the (adept) lock. Take the "Spell Tome: Telekinesis", lying on the ground next to the dead body.

From the cell, whatever method you used to get there, go south and west, up the slope to where a vampire and one of his thralls are guarding a drawbridge. Lure them away from the bridge with Throw Voice or an arrow - or kill them both. Then pull a lever near the bridge to lower it. Cross to the other side and then go down the wooden ramps north. Watch for a Vampire's Thrall, mining with a pickaxe or patrolling, in the room at the bottom of the ramps.

Continue past him northeast and then circle around to face south. In a small room at that turn, be wary of a Stone Pressure Plate that shoots darts from ten holes in the walls. The room contains three urns. Then go down the long south corridor, avoiding or killing the two Vampire's Thralls and a Skeleton Warrior. Pull a chain at the end of the corridor, to open a Stone Door.

Past the door, at the end of the next tunnel, find a small room with a coffin lying in the middle of the floor. Sometimes the vampire who owns it lies inside the coffin. Guarding the coffin, are two Death Hounds you must also deal with.

Past that room, up the steps north, find the door to "Redwater Spring". On the other side of the door, find a tunnel to an intersection with an altar. On the altar is a book "Venarus Vulpin's Journal", which explains why vampires are running a Skooma Den. Take the Coin Purse and then go east, to overhear a conversation between two vampires in a large room below you. The two gates, east and west, will not open. Instead, go along the balcony north, to steps that take you down to that room. Note the clay pots hanging from the ceiling. You could shoot those pots to drop their flaming contents onto the floor of the room. Along with the two vampires, the room has a cage with two Death Hounds inside it. Alternatively, you could Sneak past them.

Go down the steps north and east, to that room. Climb the spiral wooden stairway that winds around the stone column in the middle of the room. At the top, follow the balcony south and open two urns resting on the shelves. Now go west, still on the balcony. Find a Wooden Chest, take a Coin Purse and then pull the chain to open the gate to the corridor west.

Down that corridor, you soon return to the altar where you found Venarus Vulpin's Journal. However, now the west gate is open. Past that gate, the tunnel goes north. When it turns west, watch for spikes hanging on a string at the corner. In that two-level room, you must deal with two Death Hounds and two vampires. Kill them or Sneak past them.

Although this may be the most difficult location in these tunnels to Sneak past your enemies, it can be done. Go up the steps south, to the upper level. From here, two narrow bridges span the room. Someone has repaired one bridge (badly) with lumber. Sneak across that bridge to a dark corner on the other side. Then use Throw Voice (or an arrow) to cause all the enemies to run down the stairs to the lower part of the room. From here, walk west and pull the chain to open the gate.

In the room past the gate, open an urn and take a Soul Gem. Three doors exit the room. The wooden door on the north wall opens to a Wooden Chest. Be wary of seven spikes that poke from the closet when you open the door. The wooden door on the west wall opens to a closet with an urn and a Cure Disease potion. The Iron Door on the north wall opens to a crypt with five Stone Pressure Plates on the floor ahead of you.

The first plate activates a Swinging Gate Trap on the ceiling *and* a gate on the wall around the next corner. The second plate activates the ceiling gate only. The third plate activates the wall gate only. The fourth and fifth plates activate another ceiling gate.

Around the corner south, find two more obvious Stone Pressure Plates. These both activate four Fire Jet Holes on the walls. The four jets meet in the center of the hallway. Someone has designed a third, especially cunning, plate that looks like an ordinary pavement stone. Look for it just before you get to the Iron Door south.

Past that door, find a large room with three vampires and a Skeleton Warrior. If they suspect an intruder, one of them will reanimate the corpse on the table. You must open the locked (master) gate at the south end of the room. A Master Vampire named Venarus Vulpin sits on a Stone Throne on the west side of the room. In his pocket is the "Redwater Wellspring Key" that opens that master gate. Near the Arcane Enchanter on the east side of the room, find a Wooden Chest, a Soul Gem and a book, "Venarus Vulpin's Research", which explains the origin of the spring. The book also has an illustration of the Bloodstone Chalice.

If you want to Sneak through the room, turn west, as soon as you enter the room. Sneak behind a square stone column and very slowly over to where Vulpin sits on his throne. He seems to have extraordinary hearing. Pick his pocket for the key and then Sneak to the south part of the room. From there, use Throw Voice, or shoot an arrow, at the north entryway to the room. All of the enemies will run there. Then quickly Sneak to the south gate and open it.

Past the gate, in a room with no enemies, you finally see the bubbling Bloodspring. Activate the spring to fill the chalice. When you do, the quest completes. However, two vampires, Stalf and Salonia Caelia, come through the door at the south end of the room. For a few moments, they discuss what they are going to do with you. From that conversation, they learn that Vingalmo and Orthjolf, competing to replace Lord Harkon at Castle Volkihar, told Stalf and Caelia to kill each other after they kill you. They are here for your chalice.

Politics aside, you *must* kill Stalf and Salonia, because the south door does not open with a key. They both use blinding fireball magic and are very hard to defeat.

After you have killed them, exit the spring through the south door to "Redwood Den". Beyond the door, find a small room. It is located behind the Dealer cage in the Skooma Den. Five dead Draugr lie on the floor. Take a Soul Gem and then open the wooden door to the Dealer cage.

To exit the cage, you could pick the Dealer's pocket to get the "Redwater Den Backrooms Key". It is hard to pick her pocket, but I found success while standing in the threshold of the door. However, she does not seem to mind if you pick the (expert) lock on the cage gate. And of course, you could get the key the brutal way, by killing the Dealer.

If the Dealer *does* catch you with your hand in her pocket, you could run back to the room with the Draugr and pull the chain to close the Stone Door. The door has a chain *only* on one side. When the Dealer's temper cools off, open the door again and then Sneak back to the cage gate. Open it with the key and then Sneak up the stairs. The guard at the top should not attack you unless the Dealer sees you. The two guards outside should not attack you either.

Outside again, return to Castle Volkihar and speak with Garan Marethi. He already knows about the attack on you by Stalf and Salonia. He sends you to speak with Lord Harkon.

Prophet

Follow your quest arrow to find Harkon. Speak with him and then follow him to a balcony, where he will make a speech to the assembled lesser vampires. He wants everyone to search Skyrim for a Moth Priest, who can read Serana's Elder Scroll. He suggests talking to innkeepers. After the speech, Serana suggests that you go to Winterhold College to ask about the priest. She wants to go with you, but you can tell her to stay behind if you do not want the company.

If you go to the college, speak with Urag gro-Shub about Moth Priests. He works inside the Arcanaeum. He will tell you that one of the priests is visiting Dragon Bridge. Go there and speak with the child, Clinton Lylvieve or the patrolling soldier. Both of them will tell you that the priest just left town in a wagon crossing the bridge.

Cross the bridge yourself and go down the road south. You will come to the scene of a crime.

The game encourages you to investigate. A soldier, a horse and a vampire are dead. Find the "Vampire's Note" on the corpse of the dead vampire and read it. Learn that a person named Malkus sent the ambushers. They took the priest to Forebear's Holdout. Now rescue the priest.

Go east, across the next stone bridge. Then turn northeast, up the road following the blood trail. At the next intersection, turn south, up the road to a set of five tall stones marking the entrance to Forebear's Holdout. Past the entrance, Sneak along to the balcony overlooking a very large cave.

Two armored dogs patrol to the south of you. Three "Dawnguard" soldiers and an "Armored Troll" patrol the ramparts to the west. Snipe them all in Sneak mode if you can. Then go down the steps south and cross the bridge, to get inside the compound.

Inside the compound with the large bonfire, go up either the stone steps or the wooden steps. At the top, you will see an area where a force field imprisons the Moth Priest. Two Dawnguard, one of them named Vanik, have killed Malkus and are now trying to determine how to release the priest from the force field. Kill the two Dawnguard soldiers and then take the "Weystone Focus" from the corpse of Malkus. Then go up the steps south, to a platform above the force field.

Activate the "Weystone Source", to drop the force field. Then defeat the "Enthralled Priest". When you do, he drops to his knees. If you try and speak with him, he refuses to cooperate, stating that you are a "blight on Tamriel". Open your Journal and select the Power, "Vampire Seduction". Then face Dexion Evicus and activate the Power with the same button that you use to activate a Shout. The priest will get up from the floor. Try again to speak with him.

A window will pop up on your screen, giving you two choices. One choice is to feed and the other choice is to make him your Thrall. If you feed on him, an animation shows you biting his neck. If you speak with him after that, he will say "I am not afraid of you". If you choose to make him your Thrall, then he will call you master and do whatever you say. Tell him to travel to Castle Volkihar and give him directions on how to get there. Then go there yourself.

When you arrive at the castle, two or three Dawnguard attack you at the dock. Defeat them and then enter the castle to speak with Lord Harkon. Then speak with the Moth Priest, Dexion Evicus, standing nearby. Have him read Serana's Elder Scroll. He will tell you what he sees. One of the things you learn is that there are two other scrolls, part of a set.

Then speak with Lord Harkon again. He says that you must find the other two Elder Scrolls. The game puts three new sub-quests on your screen, one after the other. They are "Chasing Echoes", "Seeking Disclosure" and "Scroll Scouting". Serana wants to speak with you in private. She is concerned about her father's motives. She also asks where you think her mother might have taken one of the scrolls. When you suggest that her mother may be hiding in this very castle, Serana is intrigued and suggests what part of the castle that might be. Agree to look there.

Chasing Echoes

Exit the castle and go around the shoreline north, until you come to a disused dock with a half-sunken boat. If this is your first time there, you must fight three or four Skeleton Warriors. Then go through the door to "Volkihar Undercroft".

Inside the undercroft, defend yourself against a Skeeever and then go down the steps and open the next door. Past that door, four Death Hounds patrol. Around the corner from them is the vampire who controls them and maybe a Skeleton Warrior. The vampire can reanimate the Death Hounds. Open a trapped (adept) Wooden Chest on the east wall. A raised drawbridge blocks the west exit.

Instead, go east, north and west, up the steps to a room with a lever. Take a Coin Purse. If you have not done so already, read the book "The Aetherium Wars", to begin a Side Quest "Investigate the ruins of Arkngthamz". Then pull the lever to lower the drawbridge, part of which you can see below you, west. Then go down there and cross that bridge west. Serana gives you directions to turn south at the bridge junction. Avoid three spiked ropes, hanging from the ceiling of the tunnel and be ready to fight three Death Hounds when you turn west.

From there, inside a truly horrible room west, look up to see a ceiling grate drop open, adding additional gruesome, bloody debris to the top of the existing mounds. Then go up the steps and through the tunnel east. Clear the cobwebs on the east side of the tunnel to see a locked (adept) Wooden Chest. Now clear the other cobwebs north, to give you access to a room with a Giant Frostbite Spider. In that room, pull a lever and look through the iron bars to see a Wooden Drawbridge drop into place west. Retrace your steps down to that bridge.

At the bridge intersection, the north fork takes you past four Bear Traps and a Skeeever to the pool of spikes below the Wooden Drawbridge. There is no treasure in the pool. Instead, go west and up many steps to a door that Serana mentions, to Volkihar Courtyard.

Past the door, Serana is appalled at the rundown condition of the courtyard. She notices that something is wrong with the Moon Dial in the center of the courtyard. Three of the circles around the dial have a "Missing Crest". Find the missing pieces. The "Crescent Moon Crest" is lying on the floor of the balcony northeast. The "Full Moon Crest" is propped against the wall east. The "Half Moon Crest" is in the pond northwest.

Before you use the three crests, you may want to enter the two optional wooden doors at the edges of the courtyard. One small door to "Volkihar East Tower" opens to a ruined tower. Past the door, go as far up the steps as you can, to find a few loose Septims, some loose gems and a Coin Purse.

The other small door, to "Volkihar North Tower", opens to a balcony overlooking a large room. Kill one Skeleton Warrior sitting on the steps and another skeleton sitting on the bench in front of the fireplace. Then go down the steps to the anteroom and kill another skeleton. That small room has a locked (adept) door that opens to a collapsed stairway that has two Gold Ingots, a necklace and a gem. When you enter the main room and approach the Wooden Chest, the Gargoyle Sentinel comes to life and attacks. After you have opened the chest, go up the stairs north, to open a locked (expert) Wooden Chest. Then retrace your steps to the balcony above the room. Use Whirlwind Sprint to cross the gap to the west balcony and open a Wooden Chest. Then exit to the courtyard.

Now activate the circles which are missing their crests. The pieces fall into place automatically. The Moon Dial swivels to reveal a set of steps going down. At the bottom of the steps, open the door to "Volkihar Ruins". Past the door, take two Coin Purses. Pull a chain, to open another door. Past the door, find a room spattered with blood. Serana tells you to be careful.

Go up the steps east and open a Wooden Door. In the next room, seven Skeleton Warriors sit slumped over chairs at a collapsed dining table. Deal with all of them. They can reanimate. Then go up the stairs and through the tunnel south. Serana begins saying, repeatedly, "We're getting close. I'm sure of it", even though you are not close.

Watch for spiked ropes, which can injure you in the next confining, cobwebby room. The stone gargoyle at the south end of the room will come to life as you approach it. Destroy this "Gargoyle Brute". A benign "Serana's Skeleton" may ally with you for a while. Go through the door south.

In the next room, kill two Skeleton Warriors sitting on benches at the top of the stairs south. East of them is a locked (adept) door that opens to a closet with loose Septims, lock picks and a Soul Gem. Go up the steps southeast. When you turn south, the Gargoyle Brute in the corner will come to life and attack you. Around the corner northeast, at the top of the next steps, look for two to four Skeleton Warriors. One of them may reanimate into another "Serena's Skeleton".

The next room has a locked (adept) door on the southwest wall, that opens to a balcony with a Wooden Chest. Then go up the steps southwest and enter a dark room. Open two Metal Chests for treasure. Up the steps northeast, a balcony overlooks a room with three or four Skeleton Warriors.

Cross the room and go up the steps on the north wall, to the upper part of the same room. There, watch for a Skeleton Warrior who sometimes hides in a cubby in the southwest corner of the room, near the gargoyle. A gate on the northeast wall opens when you pull the chain behind the gargoyle. Be ready to defend yourself against the gargoyle, which comes to life and attacks. Go up the steps northwest. Kill a Skeleton Warrior and a Gargoyle Sentinel at the top of the steps. Another "Serana's Skeleton" may animate and follow you for a while, until it turns to dust.

At the top of the steps, choose one of two ways to continue. The locked (expert) door opens to a Weapon's Room that has *many* weapons and some potions. From there, pull a chain near the gate on the southwest wall, to open that gate. Past the gate, kill five Skeleton Warriors. Alternatively, if you cannot pick the expert lock, pull the chain on the southwest wall to open a gate to a room with the same five Skeleton Warriors. Open one Wooden Chest, partially hidden in a hallway. Either way you got there, after that battle, go up the steps, cross the bridge above the room, go up the steps southwest and open the door at the top.

Enter a room with a Metal Chest and one or two potions. Open the door on the northwest wall and then climb the steps to another, larger door. Past it, find a small room with eight stone gargoyles. As you get to the center of the room, three of the gargoyles (one of them can be a tough Sentinel), come to life and attack you. Serana mentions a Secret Door. Turn a candlestick in the east corner of the room, to open a hidden door.

Beyond the door, spiral up seven tiers of stone steps to a Wooden Door. When you open the door, find "Valerica's Study". Serana walks around the room amazed at the sophistication of the disused laboratory. She will suggest that you search the room for her mother's notes. Open two Metal Chests and take five Soul Gems. Soul Gem Fragments are generally useless, but Valerica found a use for them, as you will see. Find the small, red "Valerica's Journal" on the book shelf.

Take the book and read it. Then speak with Serana. Now you must find three ingredients inside the laboratory. The Finely Ground Bone Meal is in a small pewter bowl on the table southwest. The Soul Gem Shards are inside a similar pewter bowl on the Wardrobe on the southeast wall. The purified Void Salts are inside another small pewter bowl on the balcony shelf on the northwest wall. When you have all three of the ingredients, place them inside the "Portal Vessel", now marked by the quest arrow. Then speak with Serana.

She will cut herself and then drop some of her blood into the vessel. After she has done that, the circle of stone in the middle of the floor below the balcony opens. The portal emits blue-red waves of energy. Steps connect it to the balcony. Walk down the steps, into the portal.

Beyond Death

On the other side of the portal, you find yourself in a gray world where some trapped souls go. Bethesda seems to have gone to a lot of trouble making navigation of this area difficult. I found the in-game map confusing enough that I spent many hours creating my own [Map of Soul Cairn](#). You may have to wait a few extra seconds while this link grabs the map from my server.

You can speak with the phosphorescent "Souls" if you like. The edges of this world have an opaque purple force field that prevents further travel. You can see the portal you came through, above your head. As you walk north, to the quest arrow, black Bonemen, Mistmen and Wrathmen skeletons may attack you. When they die, they leave black smoke. They *all* carry Soul Gems.

To enter the buildings with bars across their entrances, shoot an arrow, a bolt or a spell through the two glowing blue holes in the stone pillars near the bars. Numerous fiery circles partially heal your wounds if you step into the circle. This dampens the fire, but it regenerates in thirty seconds.

When you activate them, long Soul Fissures in the ground allow you to collect a soul. When a building has no obvious entrance, look for a circle of light surrounded by stone blocks. Some of these circles act as portals to the top of some of the buildings. In one case, there is an exit portal, but usually you must find a way to drop down to the ground without injury. When you find pages of Jiub's Opus, collect them, because they are part of a local quest, "Impatience of a Saint".

As you explore this southern section, you should come across a ghostly "Soul" calling for his horse. The horse's name is Arvak. Speak with the Soul. The man wants you to find "Arvak's Skull".

You will come to a long, high black wall. A set of steps near the western end of the wall allow you to pass through a gap, to the other side. Just past the steps, a ghost named Morven Stroud stands next to his forlorn wagon. He will let you take some of his gear if you collect Soul Husks for him. For every twenty-five husks you give him, he will allow you to choose a piece of Heavy Armor, Light Armor, a sword or a battleaxe. However, keep some Soul Husks for yourself. Find them in your Food inventory. When you eat one, it gives you resistance to large life-draining crystals.

Continue northeast, along a dirt trail. You may see the ghost of Arvak galloping about. Pass under three stone arches. At the top of the hill, you come to a large ruin. At the top of its front steps, find Valerica, Serana's mother, trapped behind a force field. Listen to Serana and her mother argue for a while. Then Valerica asks to speak with you. Explore all dialog options with her. Then the women will argue again. Eventually, Valerica will agree to help you. But first, you must disable the force field.

To do that, you must kill three "Boneyard Keepers" who control the magical towers that power the force field. Look on your map to see three quest arrows marking the locations of the keepers, west south and east. Each keeper wears distinctive silver armor. They are difficult to Sneak up on, because they are defended by groups of "Mistmen" minions.

A fair distance east of where you speak with Valerica, is a set of four square stone pillars, set close together, with a roof connecting them. They sit in a bright circle of light. Within the square defined by the pillars, find a low pedestal. On the pedestal, find the skull of Arvak, the spectral horse. After you pick up the ceramic blue skull, speak with the Soul who gave you this quest. Find him now just east of the pillars. He will be so grateful to you, that he offers you the horse as payment. "Summon Arvak" the same way you use a spell. This fast horse makes short work of the vast distances inside the Soul Cairn, or anywhere else.

At any rate, go to each of the Boneyard Keeper locations and defeat them all.

The eastern tower requires that you use one of the round portals to get up the tower, where you will find the Keeper. Be careful not to fall from the narrow ramparts, or you will surely die. An exit portal at the top, gets you back on the ground.

Southwest of there, find the ghost of Jiub. He does not know that he has died. While alive, he was working on a 26-volume epic opus. When he fell into the Soul Cairn, he lost his grip on the ten pages of his first volume. Now they are scattered all about the Soul Cairn. He wants you to find all the pages, to save his life's work. If you question him further, find that he knows quite a bit about the history of the Oblivion Gates. His reward, if you find all the pages, is Volume One and the "Locket of Saint Jiub", which gives its wearer +50 points to Stamina and +50 to Carrying Capacity.

Now that you have killed all three Keepers, the force field imprisoning Valerica has vanished. Follow your quest arrow back to her. Speak with her and then **save your game**. The next sequence may crash your game. Follow Valerica through a door to the Courtyard.

Not far into it, you will see a dragon land on the wall on the other side of the Courtyard. Valerica calls out a warning and then the dragon attacks. Along with the dragon, you must deal with at least half a dozen Bonemen. When the dragon, Durnehviir, dies, so do the Bonemen. However, the dragon leaves behind no bones to loot. You will find out why later.

Follow Valerica to a cubby on the east wall of the Courtyard. Speak with her there. Then she will open an ornate case that holds the Elder Scroll (Blood). After you take the scroll, speak with Valerica again. Because Valerica must remain behind, leave with Serana only. When you exit the Courtyard, you find the dragon Durnehviir slouched upon a low tower, waiting for you. Do not attack him. Durnehviir will speak to you. He admires your battle prowess and then asks a favor.

Here, he teaches you all three words of a Shout, "Curse, Never and Dying - Summon Durnehviir". Spend three souls to activate the Shout. Then you may call Durnehviir to your location whenever you like. This gives Durnehviir a temporary vacation from the gloomy world of Soul Cairn.

When you get back to Tamriel, Shout at an open area of ground big enough to fit a dragon. When Durnehviir arrives, he will teach you the first of three words of a new Shout, "Soul Tear". Call him to your location twice more, to learn the other two words of Soul Tear.

If you gave up your soul to get inside the Soul Cairn, you may retrieve it from the top of the "maze" building northwest. You must use a portal hidden inside that building to get to the roof and find your "Soul Essence Gem" inside a Stone Chest. Behind the chest is Jiub's Opus, Page 9.

If you find a building in the east part of Soul Cairn marked "Reaper's Lair", enter it to find a very dark circular room with big piles of bones scattered about. Lightning strikes a metal grate in the center of the room. A "Reaper Shard Receptacle" next to the grate accepts "Reaper Gem Fragments".

There are three of these fragments hidden about Soul Cairn. When you have all three of them, activate the receptacle. The three fragments will float above the low pedestal. Get ready to battle the Reaper and four Bonemen. The Reaper carries three Black Soul Gems.

Exit Soul Cairn the same way you entered. Be sure that you dismount your horse before you climb up the sky stairway, or your game may freeze. Go back through the portal, into Valerica's laboratory. The shortest exit from the lab is up the stairs southwest and through the door to "Volkihar Balcony", putting you outside. From here, you can Fast Travel. However, to avoid leaving Serana behind, check first to see that she is standing on the balcony with you.

Scroll Scouting

Acquire the Elder Scroll (Dragon) by completing a section of the Main Quest, "Elder Knowledge". This is a long and complex quest that I have detailed in "[The Elder Scrolls V - Skyrim](#)", page 21.

If you sold the Elder Scroll to Urag gro-Shub during the College of Winterhold quest line, then you must buy it back, a relatively simple matter. Inside the college Arcanaeum, ask Urag to sell it back to you. Initially, he wants 4,000 gold coins for it, but will lower his price to 2,000 gold coins if you are the Arch Mage. Even if you are not the Arch Mage, you can still bargain with him.

Seeking Disclosure

After you have obtained both Elder Scrolls, return to Castle Volkihar. Inside, follow your quest arrow to find the Moth Priest, Dexion Evicus. Tell him that you have both of the Elder Scrolls. Alas, he cannot help you. Reading the first Elder Scroll has blinded him. He suggests that, in order to find Auriel's Bow, you could go to an Ancestor Glade and perform a ritual. The ritual requires that you find a special knife to peel the bark from a Canticule Tree. The scent of the bark will draw Ancestor Moths to you, creating a situation where your "Second Sight" can then read Elder Scrolls.

Unseen Visions

Exit the castle and look on your map to find the Ancestor Glade quest arrow east of Falkreath and southwest of Whiterun. Approach it from the north, near Pinewatch, and find a dirt trail that zigzags steeply up the mountainside. **Save your game** before you enter Ancestor Glade through a fissure in the rock face. Past the entrance, use a log as a bridge. Serana is initially unimpressed with the glade, but changes her mind a bit farther on when you come to a beautiful waterfall cave.

Ancestor Moths flutter about in small groups all over the cave. Make a mental note of where they are. Walk down the steps to the area with bubbling pools of water. Take the "Draw Knife" from within a rock circle marked by the quest arrow. Activate a Canticule Tree nearby, also marked by a quest arrow. A cut scene will show you using the knife to scrape some bark from the tree.

Now walk around the glade to find seven clusters of Ancestor Moths. As you walk near each one, the game will show an update on your screen. Soon, a cloud of them will obscure your vision, making it slightly harder to find the next group of moths. A translucent sphere will surround you. Serana will mention that you seem to glimmer.

When you have all seven clusters of moths fluttering about you, walk into the shaft of light near the rock circle where you found the Draw Knife. A quest arrow marks the spot. Stand in the light and then open your Inventory to Items>Books>Elder Scroll (Blood), and read the scroll. A short cut scene will show you doing this. At the end of the cut scene, your screen will turn white and you come out of this trance-like state. Then speak with Serana. Tell her that you know where you can find Ariel's Bow; in Darkfall Cave. However, do not prolong this conversation with Serana...

Touching the Sky

A group of five Dawnguard and an Armored Troll will run into the glade and attack you. Kill them all and then exit the cave the same way you entered. Outside again, look on your world map to find Darkfall Cave southwest of Solitude and south of Volkihar Castle. Before you go there, empty your pack and stock up on supplies. You will be away from home a long time.

Inside Darkfall Cave, go down a dark tunnel to a small waterfall cave. Continue west, south and east, to get past the pool. When you turn south again, kill a large Frostbite Spider. Turn west and go down a slope to a rope bridge spanning a rushing stream far below. Cross the bridge and mine some Moonstone Ore. When you again cross the bridge, it collapses and you fall into the stream. It carries you along with it for quite a distance, dropping you over several low waterfalls, into a very dark tunnel with two or three Frostbite Spiders. If you have the Candlelight Spell, you might want to activate it before you fall into the stream, so that you can see the spiders better.

Follow the watercourse east and fight two or three more spiders. Past them, deal with one or two more spiders. One of these may reanimate into "Serana's Spider" and fight for you. A circular Spider Tunnel on the east wall has a skeleton lying on top of a Wooden Chest.

Continue north until you come to a camp with the body of a Breton. Open her Wooden Chest and read her "Darkfall Cave Note". Take her Coin Purse and some potions. From here, the tunnel splits into three directions. The branch up the slope west leads to a concealed tunnel entrance west, where a chain-pull opens a rock door to the area where you entered the cave system.

A second route you could take, is a shortcut tunnel behind the Breton's wooden lean-to, via a chain-pull that opens a rock door. However, it bypasses an interesting part of the cave system.

The long route goes down the slope east. Watch for a trip rope that drops boulders from a wooden platform above the bloody smear on the floor of the tunnel. At the overturned brazier, the trail splits, but joins again farther on. Continue east and north, to a large flooded cave. Serana senses that something is not right. Kill two trolls on the ledges at the northern end of the cave. They guard a bloody Wooden Chest. Then walk through the part of the cave that extends west.

However you arrived there, you can see a man, standing in front of a shrine, performing a ritual of some kind. Walk up to him and speak with, "Knight-Paladin Gelebor". He is almost the last of his kind, one of two remaining Snow Elves, precursors to the Falmer. He knows why you are here, and is willing to help you if you are willing to kill his corrupted brother, "Arch-Curate Vyrthur".

The nearby Shrine of Auriel gives you the Blessing of Auriel, which fortifies your Marksman Skill 10 points for 12 hours *and* Cures Diseases. A short dark tunnel south takes you to a chain that, when you pull it, opens the rock door to the camp with the dead Breton female.

The "Wayshrine" that Gelebor protects is actually a kind of transporter. He will activate it for you. The dome rises up to reveal a small building resembling a gazebo. Serana and Gelebor will have a conversation about how the transporter works. If you agree to kill Gelebor's brother, you must travel between five more of these Wayshrines. At each one, a prelate will raise the shrine for you.

Gelebor will give you an "Initiate's Ewer". You must add water to the ewer, from the bowl inside each Wayshrine. This mix of waters from the five Wayshrines acts as a key to unlock the door to the "Inner Sanctum", where you will find Arch-Curate Vyrthur. Now enter the Wayshrine and pass through the shimmering "Portal to Darkfall Passage".

Inside the passage, as you walk along, glowing tube plants pop back down into their tubes as you approach the nervous vegetation. A bit farther on, a "Chaurus Hunter Fledgling" will pop out of a cocoon, flutter into the air and attack you. It will detect you even if you are in Sneak Mode.

Farther down the tunnel, a Falmer will drop down from one of the odd tubular holes in which they live. A bit farther east, beyond the next stretch of water, deal with two more Falmer.

When the tunnel widens into a low-ceilinged cave, fight two Chaurus Bugs. A skeleton, lying next to the round pool, has two water-breathing potions inside his Satchel. The pool itself is very deep. Partway down it, on the east wall, is a lateral tunnel to a small air space. There, find a skeleton with potions, arrows, a Coin Purse and "Darkfall Passage Note 1".

From the Chaurus Bug cave, exit through the tunnel west. When you turn north, watch for a trip rope that releases a Spring Claw Trap. Just beyond the trap, kill a Falmer and open his chest. Below his hole-in-the wall home, find another Fledgling cocoon. Farther west and south, the tunnel opens into a large cave with four Falmer and nine cocoons. Find a Falmer Chest in a tent.

When you exit the camp west, one or two more Falmer will drop down attack you. A long ledge runs behind the waterfall, north to another Falmer camp. There, fight a Skeleton Warrior and a Falmer. Two Spring Claw Traps swing down from the ceiling if you do not disable the trapped (apprentice) Wooden Chest. From there, go up a rock slope to the bridge and cross it west, to a Falmer Gate. Beyond it, you can see an odd Falmer Shrine surrounded by three tents. One of the tents has a Falmer Chest. Another has potions. Two or three Falmer drop from the holes in the walls and attack. Go west, past a string of Bone Chimes and some large glowing blue boulders.

Farther south and east, find a penned enclosure with two Chaurus Bugs inside. Nearby, three Falmer will attack you. One of them is Boss level. Open the Falmer Chest in his tent. Two ramps lead up either side of the tent, through a waterfall. Past the waterfall is an intersection. The east fork, past the trip rope that releases a Spring Claw Trap, takes you to a small cave with two cocoons, an Alchemy Lab and a Falmer Chest. A piece of string surrounding the chest, is a set of four trip ropes, *each* of which releases spring-loaded metal spears from below the ground.

North from the intersection, takes you past a trip rope that releases a load of boulders from a wooden platform above you (unless some Falmer has already tripped it). Past the Bone Chimes east, north and west, find a skeleton and read his "Darkfall Passage Note II".

Here, Serana again warns you of danger.

Find two rope release handles attached to the wall. The right handle releases a Spring Claw Trap from the ceiling, shoots darts from three holes either side of the rock door and pushes metal spears up through the floor. The left handle opens the door. Just beyond the door, after you open it, a "Vale Sabre Cat" attacks. If you are adept enough, you can pull the right handle just as he charges you, spearing him dead.

Past the rock door, another rope handle can close that door. You find yourself on a rocky overlook in an enormous cave. In the far distance west, see a silhouetted figure with whom you must speak.

Walk east, past a "Poison Bloom" plant. Continue down a slope, past large glowing mushrooms and blue glowing rocks. Enjoy some unusual frolicking "Vale Deer". Cross a narrow rock bridge. Immediately on the other side of the bridge, kill the Vale Sabre Cat that eats the deer.

After you kill the cat, cross a second narrow rock bridge west. Near the Wayshrine of Illumination, on the south wall of the huge cave, a trail leads down to a smaller bright cave. Inside it, find a Sabre Cat who guards two Soul Gems. Then speak with Prelate Sidanyis. He will open the shrine for you. Inside the shrine, activate the Water Basin, to use the Initiate's Ewer. The shimmering "Portal to Forgotten Vale" will appear. Step through it.

On the other side of the portal, go through a long bright tunnel, at one point open to the sky. You will come to a ledge, overlooking part of the cave through which you have already traveled. Circle up the narrow rocky slope to the top, where you will find Forgotten Vale. Walk along the valley floor. Watch for a Frost Troll on the hill to the west. In the main valley, watch for two Vale Sabre Cats. A Falmer lurks at the entrance to "Forgotten Vale Cave", north of the first unbroken stone arch. Inside that dark cave, find a corral with two Chaurus Bugs. Farther inside, find five Chaurus Fledgling cocoons and a Falmer Chest.

Back on the main valley path, before you get to the second unbroken stone arch, detour northeast, through the trees, to reach the Wayshrine of Sight. Speak with Prelate Athring. He will open the shrine for you. Enter the shrine and take water from the bowl, but do *not* go through the portal.

Back on the main path, continue west, past the second stone arch and then fight two to four Frostbite Spiders near the top of the next hill. One of them may reanimate into Serana's Frostbite Spider. Beyond the summit, pass by a Gold Vein and then go down the other side of the mountain to another beautiful waterfall valley. In this valley, are the final three Wayshrines.

Find a skeleton lying near a Stone Chest and collect "Unknown Book, vol. 1", lying next to his Coin Purse. Around the corner northwest, find a second and third waterfall. At the end of the canyon, near the third waterfall, see a tall white "Frost Giant". He will shake his club at you menacingly. He will also attack you if you get too close. He carries an object named the "Amethyst Paragon". It is the first of a set of five such objects that act as keys to optional treasure areas. To use Paragons, you must first find the Paragon Platform. I have detailed its location later in this walkthrough. For now, ignore the stone steps going up the hill.

Instead, turn around and go southeast. At that end of the valley, find the Wayshrine of Learning on top of a low hill. Speak with Prelate Celegriath and he will open the shrine for you. Take some water from the bowl, but do *not* enter the portal to Darkfall Passage or the Wayshrine of Sight. Instead, find a trail southwest, up the hill on the other side of the valley. If you fall into the river, the current may carry you south, where the water disappears into a fissure. If this happens, you and Serana will both end up back in Darkfall Passage.

At the top of the hill, find a stone arch. Beyond the arch, you will see the open vista of a large frozen lake. High on a bluff to the southwest, you can see the Inner Sanctum, your eventual destination. In the rocks below it, lives an Ice Wraith. However, you cannot climb the cliff face. Instead, walk northwest, along the shoreline of the lake. At one point, Serana will ask you if the ice seems a little thin. When you approach a low rocky spire about three-quarters of the way along the shoreline, two named dragons burst from the center of the lake. They begin circling in the air above you and then they attack. Defeat Voslaarum and Naaslaarum and then climb the snow covered steps of the spire to learn "Magicka, Drain Vitality". Open a Stone Chest. Take potions.

Then continue to the northwest part of the lake and up the steps to the Wayshrine of Resolution. Speak with Prelate Nirilor, to have him open the shrine for you. Inside, take some of the water in the bowl. Note that, from here, you could return through the portals to Darkfall Passage, the Wayshrine of Sight or the Wayshrine of Learning.

Instead, go north and cross the river over a rock bridge. Then turn southeast, along a rock ledge that takes you down to the river. Just before you get to the white fallen tree, turn east to see a narrow pass up the hill. Go up that hill and down the other side south, until you find two sets of snow covered stone steps. Between the first set of steps and the second set, turn northeast. Walk until you see the upper falls. Near the base of those falls, find the Paragon Platform. If you activate the Paragon Socket, a message will ask you which paragon you want to place. When you choose one, a portal will open nearby. It will take you to an optional treasure location. On the other side of the river (east) stands another Frost Giant. This one has the Sapphire Paragon.

The Sapphire Paragon opens a portal to part of the Inner Sanctum. Inside it are three Stone Chests, many loose gems and Elven Armor. The Amethyst Paragon opens a portal to Darkfall Grotto. Past the portal, you stand on a very small platform with a Stone Chest. Far below you, a Feral Falmer camp has several defenders and two Falmer Chests. Assuming that you survive the fall, your only way out is to allow the river to carry you back to the lake at Darkfall Passage.

Then return uphill to the vicinity of the Wayshrine of Resolution. Go up the river west, either by way of the south bank or the north bank. You will come to a small, deserted Falmer camp. From here, you have a choice of two routes up to the rock bridges above you. One choice is to swim upstream to Sharpslope Cave. Outside the cave, kill a few Chaurus Hunter Fledglings.

Inside the cave, kill a few Chaurus Bugs and Falmer. Inside one of the tents, open a Falmer Chest. Then go up a long dark winding rock ledge, fighting more Falmer along the way, until you emerge outside onto a high rock ledge. Because of the darkness, this is the more challenging route.

Alternatively, from the small deserted Falmer camp, open the Falmer Gate and then climb up the slope, north and east. Fight some Falmer, open a chest, cross a stone bridge and a hanging bridge. Cross another stone bridge west and go up more rock slopes. You will come to the same high rock ledge that you would have found if you chose the Sharpslope Cave route - at its upper entrance.

Either way you got there, continue down the trail southeast to a second hanging bridge. On the other side, go up the slope east and open a Falmer Chest. Then turn south, to see a narrow pass that takes you up to the camp of a Frost Giant. He may be weakened by a fight with Falmer and/or Chaurus Bugs. In any case, defeat him and take his Emerald Paragon.

From there, go northeast along a scaffold to a Falmer Chest. Continue west, watching for Falmer. Cross another hanging bridge, cross a rock bridge and open a Falmer Chest inside a tent. From there, cross a hanging bridge south, to another pair of tents. Then go south a bit and cross a bridge east, to a tent with a Falmer Chest. Then go down the rock ramp south, to a hanging bridge going west. On the other side of that bridge, find a tent with "Unknown Book, vol. III" inside. Then go back across the bridge and continue down the rock slope south, all the way to the river.

Follow the river upstream south, to where the valley ends. There, kill two Falmer who guard the entrance to "Glacial Crevice". Inside, find a partially-flooded ice tunnel. Swim through the water until the tunnel opens up into a large ice cave defended by a Frost Troll. A bit farther into the cave, defeat two Falmer. Then begin climbing a series of rock ramps and hanging bridges, zigzagging up the walls of the cave. Kill several Falmer as you go. Near the top, sitting outside a tent, find a Falmer Chest. From here, an ice tunnel goes southwest, to a Falmer Gate.

Past the gate, watch for a trip rope that releases a Spring Claw Trap. Beyond the trap, walk a narrow ledge, on the lookout for Falmer, until you come to where the trail splits in two directions. Up the slope east, back the way you came, the trail dead-ends at a Falmer Chest. Down the slope northwest, defeat two Falmer and then cross the hanging bridge. Open a Falmer Chest in the tent. From there, re-cross the bridge and continue north, through a Falmer Gate and an ice tunnel to a trip rope at the next corner. It releases another Spring Claw Trap.

Past the trap, you come to a point partway up the side of a huge vertical ice tube. Watch for Falmer. Look up to see the sky. If you go down the spiral rock slope and kill two Falmer, you come to an intersection. A short distance upslope from there, find a tent with two Falmer Chests. Then, if you continue to the pool of water at the bottom, you find an ice tunnel going west. The tunnel takes you down to a flooded chasm. If you swim southeast, against the current and past the falls, you find one Falmer guarding a tent and his chest. Farther northeast, the crevice opens up to the same large cave where you first entered the Glacial Crevice, essentially a shortcut out of the cave system.

Instead, at the vertical ice tube, go through the Falmer Gate and along a tunnel east. You come to a set of three, usually deserted, tents. One of them has a Falmer Chest. Then go up the ramp north, to an ice tunnel southeast. When it widens into a much larger tunnel, kill a lurking Falmer. This is a very deep chasm. Serana senses danger. A bit farther along the narrow ledge, from a hole in the wall, a Falmer drops down onto your ledge. Look for another Falmer farther along the ledge and open his chest. Find another Falmer on the other side of the hanging bridge in the distance. Cross that bridge and then go through the ice tunnel east, to "Forgotten Vale".

Find yourself back outside. The top of the Falmer tower has two tents, one with a nice fire going and one with a Falmer Chest. From here, you have two ways to go. To get the "Diamond Paragon", go up the slope north. Beyond a string of Bone Chimes hanging across the trail, two Falmer guard a chest. Then go through the Falmer Gate to a rock overhang that serves as home for a Frost Giant. The area is littered with dead Falmer and Chaurus Bugs. Kill the giant and take his paragon.

Return to the previous intersection and now go east, downhill past the Falmer tower. Watch for two trip ropes, both of which release Spring Claw Traps. One short rock ramp on your left, leads up to a tent above the tunnel floor. Farther on, search a cluster of six tents by climbing the maze of ramps connecting them. Four to six Falmer defend the tents. At the highest, southeastern tent, find a hidden hole in the rock wall. A short tunnel takes you through the wall to the next crevice.

Find six more tents, one of them defended by the Falmer Boss. A Mammoth Skull decorates the roof of his tent. Inside it, find "Unknown Book, vol. IV" and a Boss Chest. From there, go down the ramps west, to the bottom of the crevice. There, destroy three Fledgling cocoons.

Then go east and south, through a Falmer Gate, up a tunnel, past a tent and up a steep slope to a trip rope across your path. Just west of the rope, you can see a wooden platform. It holds boulders that roll down the slope when you break the rope.

Farther up the slope, watch for a Fledgling to pop out of a hole in the wall. Continue up the slope and then exit outside to the Wayshrine of Radiance. None of the six tents near the shrine are inhabited. Speak with Prelate Edhelbor. He will open the last shrine for you. Enter it and draw water from the basin. Then go northeast, down the canyon.

Cross a narrow stone bridge to an ancient temple. Go up the steps, past the tall statue of Auriel. At the top of the steps, fill the basin with the ewer of water that you have been carrying.

Watch, as the water runs through the channels carved in the floor. When the water reaches the star pattern, the door lock swivels. Now you can open the door and enter the "Inner Sanctum".

Past the door, you see a room filled with twenty frozen statues of Falmer and Chaurus Bugs. Some of them hold treasures such as potions, weapons or necklaces. Ten of the statues will come to life and attack you, but only if you take the treasures from them.

Activate the altar on the west wall. Watch a short cut scene of you placing the Initiate's Ewer on top of the altar. The Stone Door behind it will slide open. Walk through the doorway and stop. While standing on the other side of the door, turn around and take the ewer from the altar. The door will slide back down. Walk along the short hallway and stand in front of the gate. See a Frost Giant just beyond the gate. Open it and kill the giant. Take his "Ruby Paragon". Open a Stone Chest and then activate the altar in that room, to place the ewer on the altar.

Another Stone Door will open to a small closet. Take some potions and Elven Arrows. Open the Stone Chest. Exit the closet, take the ewer back from the altar and walk back to the first Stone Door. Place the ewer on top of the altar next to the Stone Door, to open it.

Now back in the ice sculpture room, exit through either door on the north wall. In the corridor beyond, find seven more ice sculptures. Two of them will come to life if you take their treasures. Pass through a doorway north, to a hallway with two frozen Falmer. One of them comes to life.

Next, find a small room with a cluster of five frozen Falmer and Chaurus. If you take the necklace from the Falmer, all five enemies will come to life and attack you.

Exit this room through the ice tunnel west. A slight detour south takes you to a dead-end with a Stone Chest and potions. Then continue west and north, to "Auriel's Chapel". Past the entrance, drop down off the ledge and go down a partially-collapsed hallway east, to a small narrow room. Inside it, Arch-Curate Vyrthur is seated on his throne. A barrier of ice spikes prevents you from getting too close to that throne. Set about the room in small groups are 20 frozen Falmer and Chaurus Bugs. When you get close to the throne, Vyrthur threatens you. When he stops speaking, several waves of the frozen statues come to life and attack you.

Serana can help you fight them, but the sheer numbers of enemies overwhelm her. She often falls to her knees, unable to fight. Perhaps the best place to fight them is the narrow entrance hallway, with Serana standing in front of you. Enemies cannot surround you. Only two or three of them can attack you at once. Use Unrelenting Force when you can, to blow them back into the throne room and give you some time to catch your breath.

First, are the Chaurus Bugs. The second wave is Falmer. Then, impressed with your effort so far, Vyrthur causes the ceiling to collapse. Then he releases another wave of Falmer. After that, he sends a fourth wave of Falmer and a Frost Atronach. After you have defeated them, Vyrthur says, "No, I won't let you ruin centuries of preparation!" He finishes the job of collapsing the ceiling, opening the building to the sky. Then he runs off. You fall down stunned, but uninjured.

Follow Serana after him. Arch-Curator Vyrthur waits for you on the balcony. Listen to he and Serana talk for a few moments. At the end of the conversation, they will fight and you can help. He can heal himself and conjure a Frost Atronach. His last word is "Farewell".

At the end of the fight, watch the Inner Sanctum Wayshrine rise up from the courtyard below. Walk down the steps and speak with Knight-Paladin Gelebor. Then take Auriel's Bow from where it hangs, inside the Wayshrine. If you have any Elven Arrows, Gelebor will upgrade them to Sunhallowed Arrows, 20 at a time. These arrows explode in a burst of white sun fire when you use Auriel's Bow and hit something with the arrow. In addition, if you shoot one of these arrows directly at the disk of the sun, bolts of energy come down from the sun to hit your nearby enemies.

Ask Serana, "What do we do now?" She does not trust her father. She says that he must die. Inside the Wayshrine, before you return to Darkfall Cave, you may want to return to the Wayshrine of Resolution and walk north, to the Paragon Platform. There, use the Emerald, Diamond and Ruby Paragons to open their treasure portals.

The Emerald Paragon opens a portal to an outdoor location, Forgotten Vale Overlook. There, wade through the middle of the river, north, almost to the point where the water falls over the cliff. On the bank there, find a Stone Chest, Elven Weapons and "Unknown Book, Vol. II".

The Diamond Paragon opens to Glacial Crevice, on a high rock shelf with a Stone Chest.

The Ruby Paragon opens to Forgotten Vale Forest, at the top of a snowy trail. Walk west, down through the thick, snow covered trees. Watch for up to five Frost Trolls, although the Boss Falmer in the same area may have killed some of the trolls. Near a small ruined structure on a low hill, find a Stone Chest. The best treasure here, however, is carried by the Boss. "Auriel's Shield" stores the energy of blocked attacks. Then, when you use a "Power Bash", the stored energy is released.

If, after you return to Skyrim, you wish to have Gelebor transform more Elven Arrows into Sunhallowed Arrows, Fast Travel to the Forgotten Vale and then go through the portal to the Temple Balcony. Now, to finish the DLC, Fast Travel back to Volkihar Castle.

Inside the castle, go up the stairs to the Volkihar Cathedral. **Save your game** before you enter. Inside, Lord Harkon floats in the air, having turned into his Vampire Lord form. He and Serana will have a terse conversation and then he will turn to you. Speak with him. He will offer you one chance to turn over Auriel's Bow to him. However, if you do, he calls you "pitiful". Either way, he will attack you both. Serana does a good job of keeping her father busy.

Lord Harkon can turn into a swarm of bats, teleporting about the room. He can animate the gargoyles in the room. He can reanimate Skeleton Warriors from the piles of bones in the room.

He can envelope himself in a protective spherical force field and, while inside it, partially regenerate his health. Serana will tell you to "Use the bow!" By this, she means Auriel's Bow. When you hit Harkon's force field with an arrow from the bow, the force field disintegrates.

After Harkon dies, Garan Marethi will enter the Cathedral and have a conversation with Serana. Marethi will tell you that you are the new Master of the vampires. Serana will speak with you. She will offer to become your companion. If you ask her, she will use her blood to transform your standard Elven Arrows into "Bloodcursed Elven Arrows". Use Auriel's Bow to shoot one of these arrows directly at the sun. The sun turns orange and then a smoky darkness descends from it. All ground shadows disappear and the landscape takes on a washed-out appearance. A halo of orange surrounds the sun all day, but the following day it returns to its normal brilliance.

Lord Harkon's red ashes have good treasure. For some extra gold and history of the early Falmer, Fast Travel to the College of Winterhold and enter the Arcanaeum. Say to Urag gro-Shub, "Any interest in ancient Falmer tomes?" He will buy the four "Unknown" books from you for 1,000 gold each. In addition, he will include translations of the four volumes. They are: "Diary of Faire Agarwen", "Journal of Mirtil Angoth", "The Betrayed" and "Touching the Sky".

If you used to be a werewolf and now decide that you no longer want to be a vampire, speak with the Companion, Aela. She can remove the vampire curse and restore your "gift of the beast blood".

A New Order (refuse to become a vampire)

If you refuse to become a vampire, Lord Harkon banishes you. Your screen goes dark and then you wake up on the beach in front of the boat you used to get to the island. Return to Fort Dawnguard. When get close to the castle door, three vampires will ambush you. Take care not to strike your Dawnguard friends. Then speak with Isran on the castle steps. After you tell him what happened, he will ask you to find two people, Sorine Jurard and Gunmar, who can help.

Look on your world map to find two quest arrows, representing the locations of the two people. Gunmar is east of Whiterun and northwest of Ivarstead. Sorine is far to the west of Whiterun and just northwest of Karthwasten.

To find Gunmar, stand on the middle of the Ivarstead bridge and look north. You can see him battling with a bear, near Pinepeak Cavern. Go over there and speak with him. He will not go with you until after he has dealt with another bear. Follow him into Pinepeak Cavern. Just inside, find two bears and help Gunmar kill them. Open a Wooden Chest, take a potion and a Coin Purse. Reading the book lying on the ground next to the corpse, "Heavy Armor Forging", raises your Smithing Skill. Then speak with Gunmar again. He will meet you at Fort Dawnguard.

Sorine Jurard has a campsite near a river. Before you speak with her, find her Satchel lying on the bank of the river, near her camp. Open Satchel and take at least one Dwemer Gyro from it. Sorine will mention that she has misplaced the Satchel. Give her one of the gyros and then she will agree to meet you at fort Dawnguard.

When you get back to the fort, both Sorine and Gunmar stand on the floor of the rotunda. Isran and his vampire hunters have locked the exit gates. Isran stands on the rotunda balcony. He will make a short speech and then give orders to Sorine and Gunmar. Then the gates open.

Prophet

Go east, to the circular stairway and meet Isran on the balcony at the top. Follow him to the torture room and be surprised that Serana is standing there too. When you speak with her, she tells you a little about the Elder Scroll that she still carries on her back. Now she believes that her father is too corrupted to see her as a daughter. She wants to join your cause. Then speak with Isran and convince him that, on your word, he can trust Serana. Then he will speak with Serana again. She says that Moth Priests can read Elder Scrolls. One of the priests is somewhere in Skyrim.

Isran suggests that you speak with carriage drivers or innkeepers to learn the location of the priest. Serana suggests that you might ask the wizards in the College of Winterhold. In any case, she wants to accompany you. If you go to the college, speak with Urag gro-Shub, in the Arcanaeum, about Moth Priests. He will tell you that one is visiting Dragon Bridge. Go there and speak with the child, Clinton Lylvieve or the patrolling soldier. Both of them will tell you that the priest just left town in a wagon crossing the bridge.

Cross the bridge yourself and go down the road south. You will come to the scene of a crime. The game encourages you to investigate. A soldier, a horse and a vampire are dead. Find the "Vampire's Note" on the corpse of the dead vampire and read it. Learn that a person named Malkus sent the ambushers. They took the priest to Forebear's Holdout. Now rescue the priest.

Go east, across the next stone bridge. Then turn northeast, up the road, following the blood trail. At the next intersection, turn south, up the road to a set of five tall stones marking the entrance to Forebear's Holdout. Past the entrance, sneak along to the balcony overlooking a very large cave. Two Death Hounds patrol to the south of you. Two or three Vampire's Thralls patrol the high walls west, along with a Blooded Vampire. Snipe them all in Sneak mode if you can. Then go down the steps south and cross the bridge. As you walk along the bank north, you may hear the Moth Priest refusing to cooperate.

Inside the compound with the large bonfire, go up either the stone steps or the wooden steps. At the top, you will see an area where a force field imprisons the priest. Kill the Vampire Fledgling and the leader, Malkus. The fledgling may reanimate into "Serena's Blooded Vampire".

Take the "Weystone Focus" from Malkus's corpse and then go up the steps south, to a platform above the force field. Activate the "Weystone Source", to drop the force field. Then defeat the "Enthralled Priest". When you do, he drops to his knees and yields, coming to his normal senses. Speak with Dexion Evicus. He will meet you at Fort Dawnguard. Open a Wooden Chest.

Back at Fort Dawnguard, speak with Isran. Then speak with Dexion Evicus, standing nearby. He will read the Elder Scroll, telling you what he sees. One of the things you learn is that there are two other scrolls, part of a set. You must find them. The game puts three new sub-quests on your screen, one after the other. They are "Chasing Echoes", "Seeking Disclosure" and "Scroll Scouting".

Speak with Serana. She thinks that she knows where you can locate one of the scrolls. It may be with her mother. When you suggest that her mother may be hiding in the castle somewhere, Serana agrees. Before you leave, note that the Dawnguard have added an Arcane Enchanter to the work area, complete with Soul Gems.

Chasing Echoes

Fast Travel to Castle Volkihar and go around the shoreline north, until you come to a disused dock with a half-sunken boat. If this is your first time there, you must fight three or four Skeleton Warriors. Then go through the door to "Volkihar Undercroft".

Inside the undercroft, defend yourself against a Skeevever and then go down the steps and open the next door. Past that door, four Death Hounds patrol. Around the corner from them is the vampire who controls them and maybe a Skeleton Warrior. The vampire can reanimate the Death Hounds. Open a trapped (adept) Wooden Chest on the east wall. A raised drawbridge blocks the west exit.

Instead, go east, north and west, up the steps to a room with a lever. Take a Coin Purse. If you have not done so already, read the book "The Aetherium Wars", to begin a Side Quest "Investigate the ruins of Arkngthamz". Then pull the lever to lower the drawbridge, part of which you can see below you, west. Then go down there and cross that bridge west. Past that, Serana gives you directions to turn south at the bridge junction. Avoid three spiked ropes, hanging from the ceiling of the tunnel and be ready to fight three Death Hounds when you turn west.

From there, inside a truly horrible room west, look up to see a ceiling grate drop open, adding additional gruesome, bloody debris to the top of the existing mounds. Then go up the steps and through the tunnel east. Clear the cobwebs on the east side of the tunnel to see a locked (adept) Wooden Chest. Now clear the other cobwebs north, to give you access to a room with a Giant Frostbite Spider. In that room, pull a lever and look through the iron bars to see a Wooden Drawbridge drop into place west. Retrace your steps down to that bridge.

At the bridge intersection, the north fork takes you past four Bear Traps and a Skeevever to the pool of spikes below the Wooden Drawbridge. There is no treasure in the pool. Instead, go west and up many steps to a door that Serana mentions, to Volkihar Courtyard.

Past the door, Serana is appalled at the rundown condition of the courtyard. She notices that something is wrong with the Moon Dial in the center of the courtyard. Three of the circles around the dial have a "Missing Crest". Find the missing pieces. The "Crescent Moon Crest" is lying on the floor of the balcony northeast. The "Full Moon Crest" is propped against the wall east. The "Half Moon Crest" is in the pond northwest.

Before you use the three crests, you may want to open the two optional wooden doors at the edges of the courtyard. One small door to "Volkihar East Tower" opens to a ruined tower. Past the door, go as far up the steps as you can, to find a few loose Septims, some loose gems and a Coin Purse.

The other small door, to "Volkihar North Tower", opens to a balcony overlooking a large room. Kill one Skeleton Warrior sitting on the steps and another skeleton sitting on the bench in front of the fireplace. Then go down the steps to the anteroom and kill another skeleton. That small room has a locked (adept) door that opens to a collapsed stairway that has two Gold Ingots, a necklace and a gem. When you enter the main room and approach the Wooden Chest, the Gargoyle Sentinel comes to life and attacks. After you have opened the chest, go up the stairs north, to open a locked (expert) Wooden Chest. Then retrace your steps to the balcony above the room. Use Whirlwind Sprint to cross the gap to the west balcony and open a Wooden Chest. Then exit to the courtyard.

Now activate the circles which are missing their crests. The pieces fall into place automatically. The Moon Dial swivels to reveal a set of steps going down. At the bottom of the steps, open the door to "Volkihar Ruins". Past the door, take two Coin Purses. Pull a chain, to open another door. Past the door, find a room spattered with blood. Serana tells you to be careful.

Go up the steps east and open a Wooden Door. In the next room, seven Skeleton Warriors sit slumped over chairs at a collapsed dining table. Deal with all of them. They can reanimate. Then go up the stairs and through the tunnel south. Serana begins saying, repeatedly, "We're getting close. I'm sure of it", even though you are not close.

Watch for spiked ropes, which can injure you in this confining, cobwebby room. The stone gargoyle at the south end of the room will come to life as you approach it. Destroy this "Gargoyle Brute". A benign "Serana's Skeleton" may ally with you for a while. Go through the door south.

In the next room, kill two Skeleton Warriors sitting on benches at the top of the stairs south. East of them is a locked (adept) door that opens to a closet with loose Septims, lock picks and a Soul Gem. Go up the steps southeast. When you turn south, the Gargoyle Brute in the corner will come to life and attack you. Around the corner northeast, at the top of the next steps, look for two to four Skeleton Warriors. One of them may reanimate into another "Serana's Skeleton".

The next room has a locked (adept) door on the southwest wall, that opens to a balcony with a Wooden Chest. Then go up the steps southwest and enter a dark room. Open two Metal Chests for treasure. Up the steps northeast, a balcony overlooks a room with three or four Skeleton Warriors.

Cross the room and go up the steps on the north wall, to the upper part of the same room. There, watch for a Skeleton Warrior who sometimes hides in a cubby in the southwest corner of the room, near the gargoyle. A gate on the northeast wall opens when you pull the chain behind the gargoyle. Be ready to defend yourself against the gargoyle, which comes to life and attacks.

Go up the steps northwest. Kill a Skeleton Warrior and a Gargoyle Sentinel at the top of the steps. Another "Serana's Skeleton" may animate and follow you for a while, until it turns to dust.

At the top of the steps, choose one of two ways to continue. The locked (expert) door opens to a Weapon's Room that has *many* weapons and some potions. From there, pull a chain near the gate on the southwest wall, to open that gate. Past the gate, kill five Skeleton Warriors. Alternatively, if you cannot pick the expert lock, pull the chain on the southwest wall to open a gate to a room with the same five Skeleton Warriors. Open one Wooden Chest, partially hidden in a hallway. Either way you got there, after that battle, go up the steps, cross the bridge above the room, go up the steps southwest and open the door at the top.

Enter a room with a Metal Chest and one or two potions. Open the door on the northwest wall and then climb the steps to another, larger door. Past it, find a small room with eight stone gargoyles. As you move to the center of the room, three of the gargoyles (one may be a tough Sentinel), come to life and attack you. Serana mentions a Secret Door. Turn a candlestick in the east corner of the room, to open a hidden door.

Beyond the door, go up seven tiers of stone steps to a Wooden Door. When you open the door, find "Valerica's Study". Serana walks around the room amazed at the sophistication of the disused laboratory. She will suggest that you search the room for her mother's notes. Open two Metal Chests and take five Soul Gems. The Soul Gem Fragments you find are generally useless, but Valerica found a use for some of them, as you will see. Find the small, red "Valerica's Journal" on the book shelf. Take the book and read it. Then speak with Serana.

Now you must find three ingredients inside the laboratory. The Finely Ground Bone Meal is in a small pewter bowl on the table southwest. The Soul Gem Shards are inside a similar pewter bowl on the Wardrobe on the southeast wall. The purified Void Salts are inside another small pewter bowl on the balcony shelf on the northwest wall. When you have all three of the ingredients, place them inside the "Portal Vessel", now marked by the quest arrow. Then speak with Serana.

She will cut herself and then drop some of her blood into the vessel. After she has done that, the circle of stone in the middle of the floor below the balcony opens. The portal emits blue-red waves of energy. Steps connect it to the balcony. Walk down the steps into the portal entrance. You begin to suffer damage. Quickly run back up the steps and speak with Serana. Make another decision.

To get through the portal safely, you must become a vampire or have your soul partially trapped. If you choose to become a vampire, a cut scene will show Serana biting you on your neck. If you choose to have your soul trapped, she will use a spell to do so. Now enter the portal.

Beyond Death

On the other side of the portal, you find yourself in a gray world where some trapped souls go. Bethesda seems to have gone to a lot of trouble making navigation of this area difficult. I found the in-game map confusing enough that I spent many hours creating my own [Map of Soul Cairn](#). You may have to wait a few extra seconds while this link grabs the map from my server.

You can speak with the phosphorescent "Souls" if you like. The edges of this world have an opaque purple force field that prevents further travel. You can see the portal you came through, above your head. As you walk north, to the quest arrow, black Bonemen, Mistmen and Wrathmen skeletons may attack. When they die, they leave a puff of black smoke. They all carry Soul Gems. To enter the buildings with bars across their entrances, shoot an arrow, a bolt or a spell through the two glowing blue holes in the stone pillars near the bars. Numerous fiery circles partially heal your wounds if you step into the circle. This dampens the fire, but it regenerates in thirty seconds.

When you activate them, long Soul Fissures in the ground allow you to collect a soul.

When a building has no obvious entrance, look for a circle of light surrounded by stone blocks. These circles act as portals to the top of some of the buildings. In one case, there is an exit portal, but usually you must find a way to drop down to the ground without injury. When you find pages of Jiub's Opus, collect them, because they are part of a local quest, "Impatience of a Saint".

As you explore this southern section, you should come across a ghostly "Soul" calling for his horse. The horse's name is Arvak. Speak with the Soul. The man wants you to find "Arvak's Skull".

You will come to a long, high black wall. A set of steps near the western end of the wall allow you to pass through a gap to the other side. Just past the steps, a ghost named Morven Stroud stands next to his forlorn wagon. He will let you take some of his gear if you collect Soul Husks for him. For every twenty-five husks you give him, he will allow you to choose a piece of Heavy Armor, Light Armor, a sword or a battleaxe. However, keep some Soul Husks for yourself. Find them in your Food inventory. When you eat one, it gives you resistance to large life-draining crystals.

Continue northeast, along the dirt trail. You may see the ghost of Arvak galloping about.

Pass under three stone arches. At the top of the hill, you come to a large ruin. At the top of its front steps, find Valerica, Serana's mother, trapped behind a force field. Listen to Serana and her mother argue for a while. Then Valerica asks to speak with you. Explore all dialog options with her. Then the women will argue again. Eventually, Valerica will agree to help you. But first, you must disable the force field.

To do that, you must kill three "Boneyard Keepers" who control the magical towers that power the force field. Look on your map to see three quest arrows marking the locations of the keepers west, south and east. Each keeper wears distinctive silver armor. They are difficult to Sneak up on, because they are defended by groups of "Mistmen" minions.

A fair distance east of where you speak with Valerica, is a set of four square stone pillars, set close together, with a roof connecting them. They sit in a bright circle of light.

Within the square defined by the pillars, find a low pedestal. On the pedestal, find the skull of Arvak, the spectral horse. After you pick up the ceramic blue skull, speak with the Soul who gave you this quest. Find him now just east of the pillars. He will be so grateful to you, that he offers you the horse as payment. "Summon Arvak" the same way you use a spell. This fast horse makes short work of the vast distances inside the Soul Cairn, or anywhere else.

At any rate, go to each of the Boneyard Keeper locations and defeat them all. The eastern tower requires that you use one of the round portals to get up the tower, where you will find the Keeper. Be careful not to fall from the narrow ramparts, or you will surely die. An exit portal at the top, gets you back on the ground.

Southwest of there, find the ghost of Jiub. He does not know that he has died. While alive, he was working on a 26-volume epic opus. When he fell into the Soul Cairn, he lost his grip on the ten pages of the first volume. Now they are scattered all about the Soul Cairn. He wants you to find all the pages, to save his life's work. If you question him further, find that he knows quite a bit about the history of the Oblivion gates. His reward, if you find all the pages, is Volume One and the "Locket of Saint Jiub", which gives its wearer +50 points to Stamina and +50 to Carrying Capacity.

Now that you have killed all three Keepers, the force field imprisoning Valerica has vanished. Follow your quest arrow back to her. Speak with her and then **save your game**. The next sequence may crash your game. Follow Valerica through a door to the Courtyard.

Not far into it, you will see a dragon land on the wall on the other side of the Courtyard. Valerica calls out a warning and then the dragon attacks. Along with the dragon, you must deal with at least half a dozen Bonemen. When the dragon, Durnehviir, dies, so do the Bonemen. However, the dragon leaves behind no bones to loot. You will find out why later.

Follow Valerica to a cubby on the east wall of the Courtyard. Speak with her there. Then she will open an ornate case that holds the Elder Scroll (Blood). After you take the scroll, speak with Valerica again. Because Valerica must remain behind, leave with Serana only. When you leave the Courtyard, you find the dragon Durnehviir slouched upon a low tower, waiting for you. Do not attack him. Durnehviir will speak to you. He admires your battle prowess and then asks a favor.

Here, he teaches you all three words of a Shout, "Curse, Never and Dying - Summon Durnehviir". Spend three souls to activate the Shout. Then you may call Durnehviir to your location whenever you like. This gives Durnehviir a temporary vacation from the gloomy world of Soul Cairn.

When you get back to Tamriel, Shout at an open area of ground big enough to fit a dragon. When Durnehviir arrives, he will teach you the first of three words of a new Shout, "Soul Tear". Call him to your location twice more, to learn the other two words of Soul Tear.

If you gave up your soul to get inside the Soul Cairn, you may retrieve it from the top of the "maze" building northwest. You must use a portal hidden inside that building to get to the roof and find your "Soul Essence Gem" inside a Stone Chest. Behind the chest is Jiub's Opus, Page 9.

If you find a building in the east part of Soul Cairn marked "Reaper's Lair", enter it to find a very dark circular room with big piles of bones scattered about. Lightning strikes a metal grate in the center of the room. A "Reaper Shard Receptacle" next to the grate accepts "Reaper Gem Fragments". There are three of these fragments hidden about Soul Cairn. When you have all three of them, activate the receptacle. The three fragments will float above the low pedestal. Get ready to battle the Reaper and four Bonemen. The Reaper carries three Black Soul Gems.

Exit Soul Cairn the same way you entered. Be sure that you dismount your horse before you climb up the sky stairway, or your game may freeze. Go back through the portal, into Valerica's Study. The shortest exit from there is up the stairs southwest and through the door to "Volkihar Balcony", putting you outside. From there, you can Fast Travel. However, to avoid leaving Serana behind, check first to see that she is standing on the balcony with you.

Scroll Scouting

Acquire the Elder Scroll (Dragon) by completing a section of the Main Quest, "Elder Knowledge". This is a long and complex quest that I have detailed in "[The Elder Scrolls V - Skyrim](#)", page 21.

If you sold the Elder Scroll to Urag gro-Shub during the College of Winterhold quest line, then you must buy it back, a relatively simple matter. Inside the college Arcanaeum, ask Urag to sell it back to you. Initially, he wants 4,000 gold coins for it, but will lower his price to 2,000 gold coins if you are the Arch Mage. Even if you are not the Arch Mage, you can still bargain with him.

Seeking Disclosure

After you have obtained both Elder Scrolls, return to Fort Dawnguard. Inside, follow your quest arrow to find the priest, Dexion Evicus. Tell him that you have both of the Elder Scrolls. Alas, he cannot help you. Reading the first Elder Scroll has blinded him. He suggests that, in order to find Auriel's Bow, you could go to an Ancestor Glade and perform a ritual. The ritual requires that you find a special knife to peel the bark from a Canticule Tree. The scent of the bark will draw Ancestor Moths to you, creating a situation where your "Second Sight" can then read Elder Scrolls.

Unseen Visions

Exit the fort and look on your map to find the Ancestor Glade quest arrow southwest of Whiterun and east of Falkreath. Approach it from the north, near Pinewatch, and find a dirt trail that zigzags steeply up the mountainside. **Save your game** before you enter Ancestor Glade through a fissure in the rock face. Past the entrance, use a log as a bridge. Serana is initially unimpressed with the glade, but changes her mind a bit farther on when you come to a beautiful waterfall cave.

Ancestor Moths flutter about in groups, all over the cave. Make a mental note of where they are. Walk down the steps to the area with bubbling pools of water. Take the "Draw Knife" from within a rock circle marked by the quest arrow. Activate a Canticle Tree nearby, marked by a quest arrow. A cut scene will show you using the knife to scrape some bark from the tree.

Now walk around the glade to find seven clusters of Ancestor Moths. As you walk near each one, the game will show an update on your screen. Soon, a cloud of them will obscure your vision, making it slightly harder to find the next group of moths. A translucent sphere will surround you. Serana will mention that you seem to glimmer.

When you have all seven clusters of moths fluttering about you, walk into the shaft of light, near the rock circle where you found the Draw Knife. A quest arrow marks the spot. Stand in the light and then open your Inventory to Items>Books>Elder Scroll (Blood), and read the scroll. A short cut scene will show you doing this. At the end of the cut scene, your screen will turn white and you come out of this trance-like state. Then speak with Serana. Tell her that you know where you can find Ariel's Bow; in Darkfall Cave. However, do not prolong this conversation with Serana...

Touching the Sky

A group of six vampires of various types will run into the glade and attack you. Kill them all and then exit the cave the same way you entered. Outside again, look on your world map to find Darkfall Cave southwest of Solitude and south of Volkihar Castle. Before you go there, empty your pack and stock up on supplies. You will be away from home a long time.

Inside Darkfall Cave, go down a dark tunnel to a small waterfall cave. Continue west, south and east, to get past the pool. When you turn south again, kill a large Frostbite Spider. Turn west and go down a slope to a rope bridge spanning a rushing stream far below. Cross the bridge and mine some Moonstone Ore. When you again cross the bridge, it collapses and you fall into the stream. It carries you along with it for quite a distance, dropping you over several low waterfalls, into a very dark tunnel with two or three Frostbite Spiders. If you have the Candlelight Spell, you might want to activate it before you fall into the stream, so that you can see the spiders better.

Follow the watercourse east and fight two or three more spiders. Past them, deal with one or two more spiders. One of these may reanimate into "Serana's Spider" and fight for you. A circular Spider Tunnel on the east wall has a skeleton lying on top of a Wooden Chest.

Continue north until you come to a camp with the body of a Breton. Open her Wooden Chest and read her "Darkfall Cave Note". Take her Coin Purse and some potions. From here, the tunnel splits into three directions. The branch up the slope west leads to a concealed tunnel entrance west, where a chain-pull opens a rock door to the area where you entered the cave system.

A second route you could take, is a shortcut tunnel behind the Breton's wooden lean-to, via a chain-pull that opens a rock door. However, it bypasses an interesting part of the cave system.

The long route goes down the slope east. Watch for a trip rope that drops boulders from a wooden platform above the bloody smear on the floor of the tunnel. At the overturned brazier, the trail splits, but joins again farther on. Continue east and north, to a large flooded cave. Serana senses that something is not right. Kill two trolls on the ledges at the northern end of the cave. They guard a bloody Wooden Chest. Then walk through the part of the cave that extends west.

Whichever way you arrived, you can see a man, standing in front of a shrine, performing a ritual of some kind. Walk up to him and speak with, "Knight-Paladin Gelebor". He is almost the last of his kind, one of two remaining Snow Elves, precursors to the Falmer. He knows why you are here, and is willing to help you if you are willing to kill his corrupted brother, "Arch-Curate Vyrthur".

The nearby Shrine of Auriel gives you the Blessing of Auriel, which fortifies your Marksman Skill 10 points for 12 hours *and* Cures Diseases. A short dark tunnel south takes you to a chain that, when you pull it, opens the rock door to the camp with the dead Breton female.

The "Wayshrine" that Gelebor protects is actually a kind of transporter. He will activate it for you. The dome rises up to reveal a small building resembling a gazebo. Serana and Gelebor will have a conversation about how the transporter works. If you agree to kill Gelebor's brother, you must travel between five more of these Wayshrines. At each one, a Spectral Prelate will raise the shrine for you. Gelebor will give you an "Initiate's Ewer". You must add water to the ewer, from the bowl inside each Wayshrine. This mix of waters from the five Wayshrines acts as a key to unlock the door to the "Inner Sanctum", where you will find Arch-Curate Vyrthur. Now enter the Wayshrine and pass through the shimmering "Portal to Darkfall Passage".

Inside the passage, as you walk along, glowing tube plants pop back down into their tubes as you approach the nervous vegetation. A bit farther on, a "Chaurus Hunter Fledgling" will pop out of a cocoon, flutter into the air and attack you. It will detect you even if you are in Sneak Mode.

Farther down the tunnel, a Falmer will drop down from one of the odd tubular holes in which they live. A bit farther east, beyond the next stretch of water, deal with two more Falmer.

When the tunnel widens into a low-ceilinged cave, fight two Chaurus Bugs. Then find a skeleton, lying next to a round pool of water. He has two water-breathing potions in his Satchel. The pool itself is very deep. Partway down it, on the east wall, is a lateral tunnel to a small air space. There, find a skeleton with potions, arrows, a Coin Purse and "Darkfall Passage Note 1".

From the Chaurus Bug cave, exit through the tunnel west. When you turn north, watch for a trip rope that releases a Spring Claw Trap. Just beyond the trap, kill a Falmer and open his chest. Below his hole-in-the wall home, find another Fledgling cocoon. Farther west and south, the tunnel opens into a large cave with four Falmer and nine cocoons. Not all cocoons have fully developed Chaurus Hunter Fledglings inside them. Find a Falmer Chest in a tent.

When you exit the camp west, one or two more Falmer will drop down attack you. A long ledge runs behind the waterfall, north to another Falmer camp. There, fight a Skeleton Warrior and a Falmer. Two Spring Claw Traps swing down from the ceiling if you do not disable the trapped (apprentice) Wooden Chest. From there, go up a rock slope to the bridge and cross it west, to a Falmer Gate. Beyond it, you can see an odd Falmer Shrine surrounded by three tents. One of them has a Falmer Chest. Another has potions. Two or three Falmer drop from the holes in the walls and attack you. Continue west, past a string of Bone Chimes and some large glowing blue boulders.

Farther south and east, find a penned enclosure with two Chaurus Bugs inside. Nearby, three Falmer will attack you. One of them is Boss level. Open the Falmer Chest in his tent. Two ramps lead up either side of the tent, through a waterfall. Past the waterfall is an intersection. The east fork, past the trip rope that releases a Spring Claw Trap, takes you to a small cave with two cocoons, an Alchemy Lab and a Falmer Chest. The string surrounding the chest, is a set of four trip ropes, *each* of which releases spring-loaded metal spears from below the ground.

North from the intersection, takes you past a trip rope that releases a load of boulders from a wooden platform above you (unless some Falmer has already tripped it). Past the Bone Chimes east, north and west, find a skeleton and read his "Darkfall Passage Note II". Here, Serana again warns you of danger. Find two nearby rope release handles attached to the wall. The right handle releases a Spring Claw Trap from the ceiling, shoots darts from three holes either side of the rock door and pushes metal spears up through the floor. The left handle opens the door. Just beyond the door, after you open it, a "Vale Sabre Cat" attacks. If you are adept enough, you can open the door and then pull the right handle just as the cat charges at you, spearing him dead.

Past the rock door, another rope handle can close that door. You find yourself on a rocky overlook to an enormous cave. In the far distance west, see a silhouetted figure whom you must speak with. Walk east, past a "Poison Bloom" plant. Continue down a slope, past large glowing mushrooms and blue glowing rocks. Enjoy some unusual frolicking "Vale Deer". Cross a narrow rock bridge. Immediately on the other side of the bridge, kill the Vale Sabre Cat that eats the deer.

After you kill the cat, cross a second narrow rock bridge west. Near the Wayshrine of Illumination, on the south wall of the huge cave, a trail leads down to a very small, bright cave. Inside it, find a Sabre Cat who guards two Soul Gems. Then speak with Prelate Sidanyis. He will open the shrine for you. Inside the shrine, activate the Water Basin, to fill the Initiate's Ewer. Then step through the shimmering "Portal to Forgotten Vale".

On the other side of the portal, go through a long bright tunnel, at one point open to the sky. You will come to a ledge, overlooking part of the cave through which you have already traveled. Circle up the narrow rocky slope to the top, where you will find Forgotten Vale. Walk down to the valley floor. Watch for a Frost Troll on the hill to the west.

In the main valley, watch for two Vale Sabre Cats. A Falmer lurks at the entrance to "Forgotten Vale Cave", north of the first unbroken stone arch. Inside that dark cave, find a corral with two Chaurus Bugs. Farther inside, find five Chaurus Fledgling cocoons and a Falmer Chest.

Back on the main valley path, before you get to the second unbroken stone arch, detour northeast, through the trees, to reach the Wayshrine of Sight. Speak with Prelate Athring. He will open the shrine for you. Enter the shrine and take water from the bowl, but do *not* go through the portal.

Back on the main path, continue west, past the second unbroken stone arch and then fight two to four Frostbite Spiders near the top of the next hill. One of them may reanimate into Serana's Frostbite Spider. Beyond the summit, pass by a Gold Vein and then go down the other side of the mountain to another beautiful waterfall valley. In this valley, are the final three Wayshrines.

Find a skeleton lying near a Stone Chest and collect "Unknown Book, vol. 1", lying next to his Coin Purse. Around the corner northwest, find a second and third waterfall. At the end of the canyon, near the third waterfall, see a tall white "Frost Giant". He will shake his club at you menacingly. He will also attack you if you get too close. He carries an object named the "Amethyst Paragon". It is the first of a set of five such objects that act as keys to optional treasure areas. To use Paragons, you must first find the Paragon Platform. I have detailed its location later in this walkthrough. For now, ignore the stone steps going up the hill.

Instead, turn around and go southeast. At that end of the valley, find the Wayshrine of Learning on top of a low hill. Speak with Prelate Celeagriath and he will open the shrine for you. Take some water from the bowl, but do *not* enter the portal to Darkfall Passage or the Wayshrine of Sight. Instead, find a trail southwest, up the hill on the other side of the valley. If you fall into the river, the current may carry you south, where the water disappears into a fissure. If this happens, you and Serana will both end up back in Darkfall Passage.

At the top of the hill, find a stone arch. Beyond the arch, you will see the open vista of a large frozen lake. High on a bluff to the southwest, you can see the Inner Sanctum - your eventual destination. In the rocks below it, lives an Ice Wraith. However, you cannot climb the cliff face. Instead, walk northwest, along the shoreline of the lake. At one point, Serana will ask you if the ice seems a little thin. When you approach a low rocky spire about three-quarters of the way along the shoreline, two named dragons burst from the center of the lake. They begin circling in the air above you and then they attack. Defeat Voslaarum and Naaslaarum and then climb the snow covered steps of the spire to learn "Magicka, Drain Vitality". Open a Stone Chest. Take potions.

Then continue to the northwest part of the lake and up the steps to the Wayshrine of Resolution. Speak with Prelate Nirilor, to have him open the shrine for you. Inside, take some of the water from the bowl. Note that, from here, you could return through the portals to Darkfall Passage, the Wayshrine of Sight or the Wayshrine of Learning.

Instead, go north and cross the river over a rock bridge. Then turn southeast, along a rock ledge that takes you down to the river. Just before you get to the white fallen tree, turn east to see a narrow pass up the hill. Go up that hill and down the other side south, until you find two sets of snow covered stone steps. Between the first set of steps and the second set, turn northeast. Walk until you see the upper falls. Near the base of those falls, find the Paragon Platform. If you activate the Paragon Socket, a message will ask you which paragon you want to place. When you choose one, a portal will open nearby. It will take you to an optional treasure location. On the other side of the river (east) stands another Frost Giant. This one has the Sapphire Paragon.

The Sapphire Paragon opens a portal to part of the Inner Sanctum. Inside it are three Stone Chests, many loose gems and Elven Armor. The Amethyst Paragon opens a portal to Darkfall Grotto. Past the portal, you stand on a very small platform with a Stone Chest. Far below you, a Feral Falmer camp has several defenders and two Falmer Chests. Assuming that you survive the fall, your only way out is to allow the river to carry you back to the lake at Darkfall Passage.

Then return uphill, to the vicinity of the Wayshrine of Resolution. Go up the river west, either by way of the south bank or the north bank. You will come to a small, deserted Falmer camp. From here, you have a choice of two routes up to the rock bridges above you. One choice is to swim upstream to Sharpslope Cave. Outside the cave, kill a few Chaurus Hunter Fledglings.

Inside the cave, kill a few Chaurus Bugs and Falmer. Inside one of the tents, open a Falmer Chest. Then go up a long dark winding rock ledge, fighting more Falmer along the way, until you emerge outside onto a high rock ledge. Because of the darkness, this is the more challenging route.

Alternatively, from the small deserted Falmer camp, open the Falmer Gate and then climb up the slope, north and east. Fight some Falmer, open a chest, cross a stone bridge and a hanging bridge. Cross another stone bridge west and go up more rock slopes. You will come to the same high rock ledge that you would have found if you chose the Sharpslope Cave route - at its upper entrance.

Either way you got there, continue down the trail southeast to a second hanging bridge. On the other side, go up the slope east and open a Falmer Chest. Then turn south, to see a narrow pass that takes you up to the camp of a Frost Giant. He may be weakened by a fight with Falmer and/or Chaurus Bugs. In any case, defeat him and take his Emerald Paragon.

From there, go northeast along a scaffold to a Falmer Chest. Continue west, watching for Falmer. Cross another hanging bridge, cross a rock bridge and open a Falmer Chest inside a tent. From there, cross a hanging bridge south, to another pair of tents. Then go south a bit and cross a bridge east, to a tent with a Falmer Chest. Then go down the rock ramp south, to a hanging bridge going west. On the other side of that bridge, find a tent with "Unknown Book, vol. III" inside. Then go back across the bridge and continue down the rock slope south, all the way to the river.

Follow the river upstream south, to where the valley ends. There, kill two Falmer who guard the entrance to "Glacial Crevice". Inside, find a partially-flooded ice tunnel. Swim through the water until the tunnel opens up into a large ice cave defended by a Frost Troll. A bit farther into the cave, defeat two Falmer. Then begin climbing a series of rock ramps and hanging bridges, zigzagging up the walls of the cave. Kill several Falmer as you go. Near the top, sitting outside a tent, find a Falmer Chest. From here, an ice tunnel goes southwest, to a Falmer Gate.

Past the gate, watch for a trip rope that releases a Spring Claw Trap. Beyond the trap, walk a narrow ledge, on the lookout for Falmer, until you come to where the trail splits in two directions.

Up the slope east, back the way you came, the trail dead-ends at a Falmer Chest. Down the slope northwest, defeat two Falmer and then cross the hanging bridge. Open a Falmer Chest in the tent. From there, re-cross the bridge and continue north, through a Falmer Gate and an ice tunnel to a trip rope at the next corner. It releases another Spring Claw Trap.

Past the trap, you come to a point partway up the side of a huge vertical ice tube. Watch for Falmer. Look up to see the sky. If you go down the spiral rock slope and kill two Falmer, you come to an intersection. A short distance upslope from there, find a tent with two Falmer Chests. Then, if you continue to the pool of water at the bottom, you find an ice tunnel going west.

The tunnel takes you down to a flooded chasm. If you swim southeast, against the current and past the falls, you find one Falmer guarding a tent and his chest. Farther northeast, the crevice opens into the same large cave where you first entered the Glacial Crevice. This route is essentially a shortcut out of the cave system.

Instead, at the vertical ice tube, go through the Falmer Gate and along a tunnel east. You come to a set of three, usually deserted, tents. One of them has a Falmer Chest. Then go up the ramp north, to an ice tunnel southeast. When it widens into a much larger tunnel, kill a lurking Falmer. This is a very deep chasm. Serana senses danger. A bit farther along the narrow ledge, from a hole in the wall, a Falmer drops down onto your ledge. Look for another Falmer farther along the ledge and open his chest. Find another Falmer on the other side of the hanging bridge in the distance. Cross that bridge and then go through the ice tunnel east, to "Forgotten Vale".

Find yourself back outside. The top of the Falmer tower has two tents, one with a nice fire going and one with a Falmer Chest. From here, you have two ways to go. To get the "Diamond Paragon", go up the slope north. Beyond a string of Bone Chimes hanging across the trail, two Falmer guard a chest. Then go through the Falmer Gate to a rock overhang that serves as home for a Frost Giant. The area is littered with dead Falmer and Chaurus Bugs. Kill the giant and take his paragon.

Return to the previous intersection and now go east, downhill past the Falmer tower. Watch for two trip ropes, both of which release Spring Claw Traps. One short rock ramp on your left, leads up to a tent above the tunnel floor. Farther on, search a cluster of six tents by climbing the maze of ramps connecting them. Four to six Falmer defend the tents. At the highest, southeastern tent, find a hidden hole in the rock wall. A short tunnel takes you through the wall to the next crevice.

Find six more tents, one of them defended by the Falmer Boss. A Mammoth Skull decorates the roof of his tent. Inside it, find "Unknown Book, vol. IV" and a Boss Chest. From there, go down the ramps west, to the bottom of the crevice. There, destroy three Fledgling cocoons.

Then go east and south, through a Falmer Gate, up a tunnel, past a tent and up a steep slope to a trip rope across your path. Just west of the rope, you can see a wooden platform. It holds boulders that roll down the slope when you break the rope.

Farther up the slope, watch for a Fledgling to pop out of a hole in the wall. Continue up the slope and then exit outside to the Wayshrine of Radiance. None of the six tents near the shrine are inhabited. Speak with Prelate Edhelbor. He will open the last shrine for you. Enter it and draw water from the basin. Then go northeast, down the canyon.

Cross a narrow stone bridge to an ancient temple. Go up the steps, past the tall statue of Auriel. At the top of the steps, fill the basin with the ewer of water that you have been carrying.

Watch, as the water runs through the channels carved in the floor. When the water reaches the star pattern, the door lock swivels. Now you can open the door and enter the "Inner Sanctum".

Past the door, you see a room filled with twenty frozen statues of Falmer and Chaurus Bugs. Some of them hold treasures such as potions, weapons or necklaces. Ten of the statues will come to life and attack you, but only if you take the treasures from them.

Activate the altar on the west wall. Watch a short cut scene of you placing the Initiate's Ewer on top of the altar. The Stone Door behind it will slide open. Walk through the doorway and stop. While standing on the other side of the door, turn around and take the ewer from the altar. The door will slide back down. Walk along the short hallway and stand in front of the gate. See a Frost Giant just beyond the gate. Open it and kill the giant. Take his "Ruby Paragon". Open a Stone Chest and then activate the altar in that room to place the ewer on the altar. Another Stone Door will open to a small closet. Take some Elven Arrows. Open the Stone Chest and take some potions. Exit the closet, take the ewer back from the altar and walk back to the first Stone Door. Place the ewer on top of the altar next to the Stone Door, to open it.

Now back in the ice sculpture room, exit through either door on the north wall. In the corridor beyond, find seven more ice sculptures. Two of them will come to life if you take their treasures. Pass through a doorway north, to a hallway with two frozen Falmer. One of them comes to life.

Next, find a small room with a cluster of five frozen Falmer and Chaurus. If you take the necklace from the Falmer, all five enemies will come to life and attack you.

Exit this room through the ice tunnel west. A slight detour south takes you to a dead-end with a Stone Chest and potions. Then continue west and north, to "Auriel's Chapel". Past the entrance, drop down off the ledge and go down a partially-collapsed hallway east, to a small narrow room.

Inside it, Arch-Curate Vyrthur is seated on his throne. A barrier of ice spikes prevents you from getting too close to that throne. Set about the room in small groups are 20 frozen Falmer and Chaurus Bugs. When you get close to the throne, Vyrthur threatens you. When he stops speaking, several waves of the frozen statues come to life and attack you.

Serana can help you fight them, but the sheer numbers of enemies overwhelm her. She often falls to her knees, unable to fight. Perhaps the best place to fight them is the narrow entrance hallway, with Serana standing in front of you. Enemies cannot surround you. Only two or three of them can attack you at once. Use Unrelenting Force when you can, to blow them back into the throne room and give you some time to catch your breath.

First, are the Chaurus Bugs. The second wave is Falmer. Then, impressed with your effort so far, Vyrthur causes the ceiling to collapse. Then he releases another wave of Falmer. After that, he sends a fourth wave of Falmer and a Frost Atronach. After you have defeated them, Vyrthur says, "No, I won't let you ruin centuries of preparation!" He finishes the job of collapsing the ceiling, opening the building to the sky. Then he runs off. You fall down stunned, but uninjured.

Follow Serana as she chases after him. Arch-Curator Vyrthur waits for you on the balcony. Listen to he and Serana talk for a few moments. At the end of the conversation, they will fight and you can help. He can heal himself and conjure a Frost Atronach. His last word is "Farewell".

At the end of the fight, watch the Inner Sanctum Wayshrine rise up from the courtyard below. Walk down the steps and speak with Knight-Paladin Gelebor. Then take Auriel's Bow from where it hangs, inside the Wayshrine. If you have any Elven Arrows, Gelebor will upgrade them to Sunhallowed Arrows, 20 at a time. These arrows explode in a burst of white sun fire when you use Auriel's Bow and hit something with the arrow. In addition, if you shoot one of these arrows directly at the disk of the sun, bolts of energy come down from the sun to hit your nearby enemies.

Ask Serana, "What do we do now?" She suggests that you speak with Isran before the two of you confront her father. Inside the Wayshrine, before you return to Darkfall Cave, you may want to return to the Wayshrine of Resolution and walk north, to the Paragon Platform. There, use the Emerald, Diamond and Ruby Paragons to open their treasure portals.

The Emerald Paragon opens a portal to an outdoor location, Forgotten Vale Overlook. There, wade through the middle of the river, north, almost to the point where the water falls over the cliff. On the bank there, find Elven weapons, a Stone Chest and "Unknown Book, Vol. II".

The Diamond Paragon opens to Glacial Crevice, on a high rock shelf with a Stone Chest.

The Ruby Paragon opens to Forgotten Vale Forest, at the top of a snowy trail. Walk west, down through the thick, snow covered trees. Watch for up to five Frost Trolls, although the Boss Falmer in the same area may have killed some of the trolls. Near a small ruined structure on a low hill, find a Stone Chest. The best treasure here, however, is carried by the Boss. "Auriel's Shield" stores the energy of blocked attacks. Then, when you use a "Power Bash", the stored energy is released.

From the Paragon Platform, return to the Wayshrine of Resolution. From there, use the Portal to Temple Balcony. From there, enter the Portal to Darkfall Cave. From there, exit through the tunnel south, putting you back at the dead Breton's camp. Then go up the tunnel west, south and west and up a spiral rock ramp to a tunnel west. In that tunnel, pull a chain to open the rock door and then go down the tunnel north, until you get to a waterfall. Circle around it west, north, and east. Then follow the tunnel north to exit the cave to the outside.

Kindred Judgment

Return to Fort Dawnguard and speak with Isran in the rotunda. Ask for help. He gathers seven soldiers and gives them a rousing speech. Then they all run off. Before you leave, you may want to use some Refined Moonstone Ore at the Grindstone, to upgrade Auriel's Bow. Increase its power to as much as Epic quality - 108 points of damage.

Exit Fort Dawnguard and go to Castle Volkihar. At the castle dock, Celann, Durak, Gunmar, Sorine Jurard, an Armored Troll and Isran are waiting for you. As you walk up the stone ramp to the front door of the castle, a Gargoyle Brute and a Gargoyle Sentinel will come to life and attack your little army. Farther up the ramp, defeat Stalf and a "Ragal Thrall Master". Higher level characters may also see Namasur, Modhna and Garmr, a named Death Hound. After those enemies fall, the Dawnguard army will enter the door to Volkihar Keep.

On the other side of the door, be prepared for a full-scale battle. Lord Harkon's minions, Hestla, Fura Bloodmouth, Salonia Caelia, a Death Hound, an Alchemist, Vingalmo, Garan Marethi, Orthjolf, Feran Sadri and Ronthil will all attack from various rooms in the castle.

Volkihar is small as castles go, so the battle does not last long. Expect some of your army to die in the battle, but they cannot help you past this point anyway. Go up the steps and pull the chain to open an iron gate. Past it, open the door to "Volkihar Cathedral".

Inside, listen to Serana and her father, Lord Harkon, have an animated conversation. Then he will address you. Speak with him and decide whether to give him Auriel's Bow, or not. If you say, "Never", he will attack you both. If you give him the bow, he will call you "pitiful" and attack you. Loss of Auriel's Bow makes this fight much harder. It is the only thing that can break Harkon's protective sphere, which he often uses to regenerate his lost health.

Harkon uses Lightning Spells. He can become a wisp of smoke, almost invisible. He can teleport about the room as a swarm of bats. He can animate the room's gargoyles. He can conjure up black Skeleton Warriors and Draugr. But when he dies, so do all of his minions.

After the battle, Isran will run into the room and speak with Serana. Then he will walk out. Speak with Serana. She will agree to continue as your follower. Fast Travel to the College of Winterhold and enter the Arcanaeum. Say to Urug gro-Shub, "Any interest in ancient Falmer tomes?" He will buy the four "Unknown" books from you for 1,000 gold each. In addition, he will include translations of the four volumes. They are: "Diary of Faire Agarwen", "Journal of Mirtil Angoth", "The Betrayed" and "Touching the Sky".

Chris Barton - 09.20.2012