

# Skyrim - Dragonborn DLC – Main Quest

Players must have completed Skyrim's main storyline up to The Horn of Jurgen Windcaller. For a description of that quest, see page 9 of my [Skyrim - Main Quest](#). After you install the DLC and then travel to any large city in Skyrim, watch for an attack by two Cultists of Miraak wearing Bonemold Armor masks. They have been searching Skyrim for you because they consider you to be the "False Dragonborn". Defend yourself and then look for the "Cultist's Orders" that one of them carries. It tells you where they came from and how they got to Skyrim. Then go to the Windhelm docks. Speak with Captain Gjalund Salt-Sage, working aboard the Northern Maiden. Gjalund has odd memory problems. Although he does not want to return to Solstheim, he will do so if you Persuade, Intimidate or pay him to. Solstheim is an island, equivalent in magnitude to The Reach (the large central valley of Skyrim), and has its own map to guide you.

## Dragonborn

You arrive in Raven Rock, a city covered in the gray ash of the active volcano, Red Mountain. At the dock, Adril Arano will stop you. When you can speak with him, ask him about Miraak. You learn that Arano too has a problem remembering things. Walk along the horseshoe-shaped quay northwest, until you are facing southwest. In the distance, you can see a group of people in a trance-like state, who are building a stone shrine around a glowing tower, called the Earth Stone.

Near the stone, speak with a man named Neloth, a Telvanni Wizard who is observing the odd behavior of the people building the shrine. Ask him about Miraak. He points you to the temple at the center of the island. An icon for Miraak's Temple appears on your world map.

Neloth can tell you a lot about Morrowind, if you ask.

Swim south, to a small island in the distance. There, kill three Ash Hoppers. Open a Strong Box and a chest. Mine a Heart Stone deposit for a future quest. Notice two dead Reavers and two Bed Rolls at the top of the low hill. You can sleep in one of the Bed Rolls and, unless repaired in a future patch, this bed is unique to the game in that it *often* transports you, randomly, to the Beast Stone, the Wind Stone, the Earth Stone, the Sun Stone or Miraak's Temple. Early in the DLC, this is a handy benefit, because it adds instant Fast Travel markers to your world map. At each stone, you find yourself mindlessly helping to build another one of the shrines. In your head, you hear a soothing, disembodied voice. Your confusion fades as soon as you move away from the stone.

If you landed at Miraak's Temple, then you saved yourself an overland journey. If you land at one of the other stones, you could Fast Travel back to the Earth Stone, swim to the island and try the sleep trick again. Alternatively, using the map as a guide, walk overland. Miraak's Temple is a large stadium-like bowl, with another glowing tower at its center. Go down and speak with Frea, who is trying to convince the mindless workers to "leave this place". She asks you to accompany her inside the temple, to see if you can find a way to help the afflicted population of Solstheim.

## The Temple of Miraak

Random cultists may attack you here. Follow Frea down the spiral tunnel north and then through the door to the "Temple of Miraak". Past it, Frea waits for you. She is not affected by the zombie-like curse that afflicts many of the people on the island because she wears a unique amulet.

Freya runs into the room west, telling you that you should look for supplies. Find several potions on the shelves around the three skeletons. The room on the east side of the tunnel has a Coin Purse and a fiery torture chamber. Continue north, to a room on the west side of the hallway. Find more potions and a Wooden Chest.

Farther north and west fight two cultists. Past them, note the Stone Pressure Plate that activates darts from three holes above the doorway west. One live Draugr pops out of a sarcophagus. A dead Draugr falls out of a second sarcophagus. Farther west, find a room with two Soul Gems and two urns. The room north of there has two Stone Pressure Plates that release two Swinging Log Traps. Open the gate past the traps, by pulling the chain.

Enter a much larger torture chamber. Freya looks around while you explore the room by yourself. Two Draugr pop out from two sarcophagi on the west side of the room and then attack you. Nearby, three cultists run up the stone steps to attack you. The north side of the room has a high ledge with a Stone Throne and a large Wooden Chest. To get up there, walk up one of the stone arches to either side of the ledge and then use the Whirlwind Sprint Shout to get to the ledge.

Go down the steps to the small crypt. Pull the handle to open the gate. Past the gate, find a larger crypt. Kill a Draugr lying on a rock shelf east. Follow the carpeted hallway north and kill three more Draugr lying on rock shelves. Open four urns and kill one Draugr sitting on a Stone Throne. Open a Wooden Chest west of the throne. Avoid a Stone Pressure Plate north that releases a Swinging Gate Trap. Past the gate, defeat five Draugr.

The path will split, but both routes go to an open door. Along the way, look for one more Draugr, a Wooden Chest and an urn. The Stone Pressure Plate in front of the door closes it and activates Fire Traps to either side of the doorway. Past the doorway, ten very fast Swinging Blade Traps activate. Freya laughs and then says that she will not continue until you find a way to stop the swinging blades. You could try to dodge between them. You could use the Become Ethereal Shout, but it may not last long enough to get you through all ten blades. You could use the Slow Time Shout, but it too may not last long enough to get you through the blades. You might want to stop about halfway and then let your Shout regenerate, before you continue to the end of the gauntlet. At the end of the hallway, pull the lever to stop the blades and open the gate.

Beyond the gate, open an Iron Door. Past the door, find a room with another gate to the west. A dead Draugr falls out of a sarcophagus. Find one chain and one handle. Pull the chain to open a Stone Door. Past the door, run along a tunnel east, to a small room with a Wooden Chest, two Black Soul Gems and three other Soul Gems in a bowl.

Back in the room with the gate; pull the handle to open the gate. As you approach the drawbridge behind the gate, the bridge drops into place. Note the hanging Bone Chimes. If you touch them, the three ramps on the south side of the next room drop into place. Then the two Draugr and one Ascendant Cultist run down those ramps and attack you. Even before those ramps drop, however, you can shoot arrows through the small space between those ramps. Use the Throw Voice Shout to move those enemies to where you can target them. You can kill all three before you enter the room.

One Stone Pressure Plate at the top of the steps and three more plates on the floor below, activate darts from six holes. At the top of the ramps, find a door to the "Temple of Miraak Sanctum". Beyond the door, find a long iron-enclosed bridge which crosses above a large room. On the other side of the bridge, defeat six Skeleton Warriors walking toward you.

After you turn south, two Draugr pop out from two sarcophagi and then attack you. One of them may step on a Stone Pressure Plate on the floor, activating two Swinging Log Traps. Continue south and east, to a ledge above the large room you just crossed. Before you go any farther, take a detour south, west and north to a small altar room with a pile of loose Septims, three Coin Purses, three Soul Gems, two Spell Tomes, and some potions.

Then return to the ledge, go down some steps and kill two cultists who are walking up more steps toward you. The Stone Pressure Plate between you releases a Swinging Log Trap. Opposite the pressure plate, up the steps south, another Draugr waits inside a sarcophagus. In the pit at the center of the room, defeat a Draugr that pops from a sarcophagus and then open two urns.

Past the log trap, go down three tiers of very steep steps to a room with a hanging dragon skeleton. Open a Wooden Chest and then stand at the Word Wall to learn "Strength – Dragon Aspect". This Shout allows you, once a day, to take on the aspect of a dragon – for five minutes. After the Word Wall cut scene ends, fight off six powerful Draugr that pop from the six sarcophagi. One of the dead Draugr is named a "Gatekeeper". Take his "Temple of Miraak Key". Use the key to open a secret door inside the sarcophagus on the west wall.

Past the doorway, find a room with a long table. Two inert Draugr sit on two Stone Thrones pulled up to the table. Open another Iron Door on the west wall of the room. Past that door, find a dining room with two long tables and a monstrous statue. Exit the room west and north, to an apparent dead end. Search the room for three Soul Gems. The long east-west hallway has a handle. Pull the handle to open a hidden Stone Door on the south wall of the dining room.

Re-enter the dining room and go along the tunnel to a small room with a large cylindrical hole in the center of the floor. You cannot open the grate covering the hole. However, in the room to the west, you find a similar hole. Frea offers you the honor of pulling the handle in front of the three-headed statue. When you do this, the grate in that room slides open, revealing a set of wooden steps going down. At the bottom of the steps, open an urn and pick up two Soul Gems.

From here, more wooden steps go down to a room with two braziers shaped like upturned jaws. Past the braziers, pull a handle to open a Stone Door. Past the door, stone steps go down to a Wooden Door. Past it, find a large north-south room with four Draugr and four Skeleton Warriors. One of them may activate one or both of two trip ropes, releasing two loads of boulders. Open a Wooden Chest with very good treasure. Behind the statue with four claws, pull the chain to open a Stone Door. Beyond it, find a tunnel. The tunnel takes you to a small circular room with an altar.

When you pick up the Black Book sitting on the altar, it takes you to Apocrypha, a Daedric world. There, in a long cut scene, you meet Miraak your nemesis. You can also see the dragon upon which he rides and four floating, tentacled Seekers. Miraak will speak to you and, as with all video game mega-villains, he is overconfident. He will chastise you for having the temerity to come after him and then order the four Seekers to (painfully) send you back to the room with the altar.

Frea tells you that you turned transparent. Speak with her. She says that you need to follow her to her village, to get some advanced help. She runs to the exit east. Before you follow her, open your Inventory to the Books section and click on the Black Book again. This will again transport you to the Daedric world. This time, however, Miraak and his minions are gone. Take a bit of time to explore the area. Open two treasure pods. Note that this is a library of sorts. Loose papers from the books form small whirlwinds. This DLC speaks to the danger of potent knowledge that gets into the wrong hands – entities who try to force us into believing what they believe.

Walk up the steps to a podium where “Chapter II” sits waiting for you. This is not so much a book as it is a portal that takes you farther into this Daedric realm. Activate the book, to arrive on a platform where the Daedric Lord Hermaeus Mora speaks to you. You may have met Mora at the end of the Elder Knowledge quest, part of the Skyrim Main Quest. In this guise, he has one large eye and many smaller ones. See him floating in the air above you.

After Mora disappears, kill two tentacled Seekers at the top of the steps and then find a podium with the book “Boneless Limbs”. Take the book, which opens a gate to a balcony north. There, read the book “Chapter III”, to be transported to a tunnel. The room at the east end of the tunnel has two black pools. Tentacles lash out of the pools, trying to injure you. Also in the room are two Seekers that you must kill. They can create clones of themselves. The clone usually stands in front of the Seeker that created it. When you kill the original Seeker, the clone disappears. At the top of the steps, take a Soul Gem from the altar. Read the Alchemy Skill book “Song of the Alchemists”.

From the podium, take the book "Delving Pincers", and then backtrack west to find a previously-locked gate south is now open. Inside the small room past the gate; activate a Scrye Pod. This extends an accordion-like corridor south.

At the end of the corridor, take a Soul Gem from the altar and then enter a room with two treasure pods and a Scrye Pod, which opens a gate on the north wall to a Vessel. Then take the book "Prying Orbs" from the pedestal, which opens a gate on the west wall. Look up, to see where you will be going. Go through the west tunnel and read "Chapter IV".

Next, you find yourself on a ledge with two stairways going down to two Seekers. Take either stairway down, destroy the Seekers, open a pod and then go through the tunnel south, to an intersection with an altar. Take a potion from the altar. If you try to go east or south, both tunnels close to a blank wall. After you have closed both tunnels, return west. Watch for a Seeker and then go up the steps southwest and north, to a ledge with a podium. Take the book "Gnashing Blades", which opens a tunnel south. Go back down the steps and through that tunnel.

Take a Soul Gem from an altar and watch as a tunnel expands east. At the end of that tunnel, open a pod and then turn north, to a room with two Seekers. Take a Soul Gem from the altar and then go up the steps to activate a Scrye Pod. This moves the east tunnel to the left. Go back through that tunnel and up the slope to a room with a black pool. A yellow energy column rises from the pool. When you get close to the pool, a giant Lurker climbs from the black acidic water. Avoid his tentacle attack and his stomping feet, while you defeat the monster.

After you have killed the Lurker, activate two Scrye Pods in the room. One of them opens a small closet to a Vessel and an altar with two Soul Gems. The other Scrye opens a gate to steps going up north, to a tunnel that exits near the dome of the structure you have been climbing. Kill one Seeker and then open three treasure pods. Notice that four podiums surround a central column. The four podiums each have distinctive icons on them, corresponding to the titles of the four books you have collected inside the realm. Activate each podium and place the appropriate book on it. When you have done this successfully, all of the podiums begin to glow. Now go to the podium at the central column, where "Chapter VI" has appeared.

Read the book, to be transported to a room with a treasure pod and an altar with a Soul Gem. Now go up the slope west, to a big platform with two Seekers, one Lurker and a Word Wall. After you have defeated all three enemies, learn "Armor, Dragon Aspect". Then open your Inventory and read Waking Dreams again, to return to the chamber where you last saw Frea.

## The Fate of the Skaal

Meet Frea in her village. Look on your world map to see that it is on the east coast of the island. Down the hill from the village is the Wind Stone. Go there, to put a Fast Travel location on your map and then cross a rope bridge east, to enter the Skaal Village. East of the hanging Horker, see a trio of villagers, one of them Frea's father, keeping a magical ward around the village to protect it from Miraak's curse. Frea speaks with her father, Storn Crag-Strider, and then he addresses you. Speak with him about Miraak. He sends you to Saering's Watch, at the far north of the island.

Fast Travel to the Wind Stone that you found earlier, and then walk northwest. Carefully cross a rushing stream. Watch for Frost Trolls and other random enemies. Past them, at the top of the mountain west, find a rock arch and steps leading up to an Ancient Dragon's roost. The dragon may be attacking Frost Trolls farther up the mountain. At the side of the trail, near a cave entrance to "Benkongerike", find a locked (novice) Wooden Chest. If you kill the dragon, a ghostly Miraak will appear and steal the dragon's soul. Your destination is a large ruin farther up the mountain.

Go west, through the stone arch, and then circle around the large stone ruin to its north side. Beyond the entrance to "Saering's Watch", four Draugr defend the outside battlements. One small domed building on the lower level has a Wooden Chest inside. Then go to two sets of steps on the southwest wall. The west steps go a short distance up to an altar with potions and two Soul Gems. The east steps go up to a landing. Northwest along that landing are two sarcophagi with Draugr inside, unless the dragon already woke them. Then continue up another set of steps.

You find a Word Wall at the top. Learn "Earth, Bend Will". Open a nice Wooden Chest nearby. Then spend a soul on the new Shout and select it. Fast Travel to the Wind Stone, equip your favorite weapon and then get ready for a fight. Face the Wind Stone and then activate the Bend Will Shout. The supporting structure around the stone will explode away, leaving a giant Lurker in its place. This powerful monster will immediately attack you. All of the builders now come out of their trance, wondering aloud what happened to them. Touch the stone, to get the "North Wind" Power, which deals 20 points of Frost and Stamina Damage for 10 seconds. You may use the Powers associated with each stone once each day. Recharge Powers at the stone.

Fast Travel to the Skaal Village and speak with Storn Crag-Strider. You may find him inside his Shaman's Hut. He tells you that he is now your ally. Explore all dialog options with him, to begin two new quests "Cleansing the Stones" and "The Path of Knowledge". The first quest has you using your new Bend Will Shout to free all of the conscripts toiling on the four other stones. Those stones are named Water, Earth, Beast, and Sun. A good way to complete that quest is to combine it with normal exploration of the island. The other quest has you traveling south, to speak with Neloth, the Telvanni Wizard whom you first met at the Earth Stone. He is also interested in Black Books. If you want Frea to be your companion, Persuade her or pay her. See Baldor Iron-Shaper to buy arrows and weapons. Sell him any excess treasure you have.

## The Path of Knowledge

Look on your map to see the Sun Stone along your route south to visit Neloth. Find the Sun Stone and free its builders as you did with the Wind Stone. Touch the stone to get the “Sun Flare” Power, which creates a 125 point explosion centered on you. Neloth lives in a field of giant mushrooms, named “Tel Mithryn”, at the southeast end of the island. Go up the ramp to the door underneath the largest mushroom (the ramp with two lamps). Past that door, float up the column of blue energy inside the vertical tube. At the top, speak with Neloth inside his laboratory/house.

He tells you that Daedric Lord Hermaeus Mora has scattered Black Books all over the world. When you ask Neloth where you can find another one of the Black Books, he tells you that he has one, but that it will not help you. However, he knows the location of another book. Neloth offers to go with you to retrieve the book. Float back down the blue column of energy and then follow him north and east, to the Dwarven ruins of Nchardak. Now he allows you to take the lead.

At the ruins, help Neloth defeat five Reaver Marauders living there. One of them is a tough “Reaver Lord”, but Neloth is an effective fighter. In fact, while he is with you, you do not really have to lift a finger against enemies *inside* the ruin either – as long as you are in Sneak mode. After the Reavers have died, Neloth will unlock the entrance to the “Nchardak Reading Room”.

Past the door, the book you want is tantalizingly near, resting in the center of the room on a podium covered by a transparent shield. Neloth tells you that there is no steam to power the button in the southeast part of the room. The button removes the protective cover over the book. Therefore, you must turn on the boilers, in order to power the switch. Neloth says “Follow me”. Then he opens a door and goes down a lift. Follow him to the “Nchardak Great Chamber”.

At the bottom of the lift, walk down the hallway to the corner and look under the floor for a locked Dwarven Chest (expert). Then enter the huge room west. Watch as Neloth uses a Control Cube to drain a portion of the water flooding the room. When he tells you to, take the cube from the Control Switch. He tells you that you need four more cubes to get the boilers working.

Insert the cube you have, into the Control Switch to the left of the door to the south. This opens the door to the “Nchardak Workshop”. Before you follow Neloth, turn around and look behind the pillar west, to find a Coin Purse and potion. Then enter the workshop. In the next room, take the cube from the Control Pedestal. Then go down the slope south, where two Dwarven Spiders attack. Around the corner east, you come to a long bridge. As you walk along it, Neloth will tell you some of the history of the workshop. To lower the water level, put a cube into one of the Control Pedestals, activating the pumps. After the water drains, Neloth jumps down to the lower floor and fights two Dwarven Spiders and two Dwarven Spheres. He does not need your help to defeat them. If you go to the west end of the room, a Centurion and a Dwarven Spider attack.

Drop down to the lower floor and join Neloth. He suggests that your next destination be the door on the north wall. To get up to the door; you must insert a cube into the Control Pedestal in front of that door. When you do so, a set of Stone Steps deploys. Go up the steps and through the door.

Past the door, inside a long east-west room, open a door at the east end of the room, to find a locked (adept) Dwarven Chest. Open the door at the west end of the room, to find a cube. When you take the cube, three Dwarven Spiders pop from dispensers in the larger room behind you.

Go up the south steps and through the door. Past it, Neloth says that you must *raise* the water level, so that you can swim up to the next corridor. Return to the east end of the big room and remove the cube, causing the water level to rise. Swim south and west. When you get to the next room, watch for two Dwarven Ballista Guardians on a platform above you. One of the Ballistae hides, until you go up there. A Dwarven Spider pops from a dispenser on the lower level. Find the next cube in a cubby on the north side of the room. When you take the cube, a Dwarven Centurion releases from its station and attacks. Then go up the stairs to the platform and place a cube into the Control Switch, lowering the drawbridge north, for a shortcut out of the room.

Exit north and then activate both Control Pedestals inside the huge flooded room, to lower the water level all the way down, revealing a door at the bottom. Dispensers release two Dwarven Spheres and two Dwarven Spiders east of the Control Pedestals. Go down the ramp and help defeat two Dwarven Ballistae to either side of the north door. Find a Dwarven Chest below the water at the end of a ramp east. Place a cube into the Control Switch left of that door, to open it.

Past the door to "Nchardak Aqueduct", you must solve a three-button puzzle. The buttons are on a platform at the south end of the room. In order to reach the Pump Control area, you must drop three drawbridges controlled by the buttons. Facing north; push the left and right buttons, in that order. All of the bridges will drop. Open a locked (apprentice) chest at the south end of the hallway behind the buttons. Then follow Neloth across the bridges, destroying three Dwarven Spheres and three Dwarven Spiders along the way.

On the other side of the third bridge, go up the steps east. Place a cube into the Control Pedestal. This pumps all the water from the room. Neloth wants you to get the last cube by yourself. Go down the steps to the bottom of the room and open a novice Dwarven Chest at the east end of the room. Then go to the west end of the room and place a cube into the Control Switch to the left of the door. Past the door, find a room with a Spinning Blade Trap already active. A Stone Pressure Plate activates a Swinging Bar Trap. Note that the blades slide all the way to the end of the groove only on every *other* pass. Choose that moment to run past them to the door. Place a cube into the Control Switch to open the door. When you do this, the blades will stop spinning. Before you go inside the closet-sized room, take two Soul Gems from a bench next to the door. Also, open a locked (apprentice) Dwarven Chest behind the pillar in the northwest corner.

Inside the small room, avoid the Stone Pressure Plate that activates a flurry of darts that come from the eyes of three bronze heads. When you take the cube, water partially floods the room.

Swim out of the room, back to where Neloth waits. When you speak with him, Neloth will give you the cube that he took from Pump Control. While you are here, to save time on a future quest, jump up the rock debris in the northeast corner of the room, to get up to a stone platform. Activate the switch next to the door at the end of the short hallway east, to open the door. Defeat a Dwarven Ballista in the small room behind the door. Take the small "Kagrumez Resonance Gem" lying on the table and open a Dwarven Chest.

If you were wondering how to open the locked gate southeast of Pump Control, swim up to the three-button Control Panel. Push the middle button and the right button, to raise all three bridges. Swim back to the previously-locked gate and then open the Dwarven Chest inside the small room.

Now swim south, back through the door to Nchardak Great Chamber. Follow Neloth up the ramps. He will stand at the platform with the two Pump Control Pedestals, waiting for you. Before you turn on the four boilers, *or* take the cube from the upper Control Pedestal, go down the ramp southwest to a small room. There, destroy a Dwarven Sphere that pops from a dispenser, open a locked (novice) Dwarven Chest and place a cube into the single Pump Control Pedestal. This drains the remaining water from the room. Go down the ramp to the door on the west wall. Use a cube to open the door. Open a Dwarven Chest. Then go back up to the small room and retrieve your cube. Then go back up the ramps to where Neloth waits.

Remove *only* one of the cubes and then go down one level to the area with four Boiler Control Pedestals. Insert one cube into each of the four pedestals, to start up the boilers. This also drops a drawbridge to a Dwarven Centurion on the west side of the room.

Now return to the Nchardak Reading Room. If Neloth does not push the button, do it yourself. The Black Book's protective cover slides back and its pedestal rises up. Neloth wants you to have the honor of reading the book first. Do so.

## **The Gardener of Men**

When you read the book, it transports you to a small platform, to a different part of Apocrypha. Activate the Scrye Pod to lower a bridge over a pool of black acidic water. If you fall into this water, you cannot get back up to the platform. You will not die from the water, but are transported back to the Reading Room and then must restart the whole process from the beginning.

Move to the end of the drawbridge. Now, as the larger Bridge Tunnel rotates to your platform, get ready to jump into the tunnel. The bridge is not actually swinging, but flexing, as if it were alive. Run all the way through it, almost to the end. You can easily fall off the end, into the acid.

Wait until that end of the Bridge Tunnel lines up with a platform north and then jump to that platform. There, activate the Scrye Pod, to unfold another drawbridge. **Save your game.** This next part is tricky. Jump back into the Bridge Tunnel and then wait for its end to line up with the drawbridge you just lowered. It will pass very quickly. Time your jump to that bridge. If you fall into the black water, load your save and try again. On the next platform, read "Chapter II".

You find yourself inside another cylindrical Bridge Tunnel. Many loose pages, forming paper whirlwinds, swirl within the tunnel. At the other end of the tunnel, activate another Scrye Pod. The tunnel *behind* you gracefully unfolds to form a floor in a large room. Unfortunately for you, a Lurker and two Seekers immediately begin attacking you. The Seekers throw wispy energy spheres at you that damage or absorb your Health and Magicka. Try to dodge the energy spheres. Keep your distance from the Lurker. They can do serious blunt force damage with their long legs. They also throw acid tentacles at you. They are Magic, Frost and Poison resistant.

After the battle, take two Soul Gems, open a treasure pod and then activate another Scrye Pod. This opens a door on the west wall of the room. Go up the steps, open a treasure pod and then read "Chapter III", which pops you into a room with two Seekers. Dispose of them. Then go up *many* steps to a platform with a swinging Bridge Tunnel and a rambling Lurker east. On the platform below you, two Seekers wait, but they will pop up next to you when they detect you.

Jump onto the swinging bridge. Before you run to the south end of the bridge, turn around and face the way you came. As the bridge swings, jump north to a platform where the Lurker was. Search its corpse for treasure and then drop down west, to the platform where the Seekers were. When you do this, the metallic globe unfolds ramps going up to a treasure pod. Activate a Scrye Pod on the platform to lower a bridge south. On the other side of the bridge, you find yourself on the platform in front of the swinging Bridge Tunnel. Jump into it again and then, this time, run all the way to its south end. There, activate a Scrye pod to open two gates.

Past the gates, kill one Seeker and its clone. When you get to the south end of the tunnel, turn east and then, when you get partway along the tunnel, the entire structure moves left. A drawbridge in front of you unfolds, revealing a Lurker on the other side of the bridge.

After you get past the Lurker, the tunnel moves left again, to a platform with a Scrye Pod. Activate the pod to open two gates west. Past those gates, turn south, to a small circular room with a pool in its center. Watch for tentacles to lash out at you from the pool. Exit the room through the door south, to a tunnel with a Seeker. Past it, find yet another Seeker. If you see smoky wisps ahead of you, then the Seekers are in Sneak mode. Target the wisps, to kill the Seekers.

At the end of the tunnel, read “Chapter IV” and be teleported to a platform with three Soul Gems and a Vessel. Activate the Scrye Pod, to create a bridge to another big metallic sphere that unfolds itself like a giant flower. Cross the bridge and then open the “Black Book: Epistolary Acumen”. Hermaeus Mora will congratulate you for surviving his gauntlet. Speak with him. He teaches you a Word of Power, “Mind, Bend Will”, the second word of this three-word Shout. Mora is willing to teach you the last word of the Shout if you get him some knowledge that only the Skaal have.

After Mora leaves, activate one of the three blue-green spheres floating above the podium. A message pops up that tells you that you may choose that Active Effect, although you may later read the book again and switch to one of the other two effects if you do not like your first choice.

The three Active Effect choices are:

**Dragonborn Flame:** When you kill an enemy with the Fire Breath Shout, a Fire Wyrn emerges from the corpse of the enemy to fight for you for 60 seconds.

**Dragonborn Frost:** Your Frost Breath Shout encases your enemy in ice.

**Dragonborn Force:** Your Unrelenting Force Shout does more damage, sometimes even disintegrating your enemies.

Choose one of the three effects and then activate the podium to return to Solstheim. This puts you back into the Nchardak Reading Room with Neloth. He asks you what happened and then says that he has some ideas on where to get more Black Books. Then he leaves.

When you step outside again, a dragon sent by Miraak, attacks you. The dragon’s name is Krosulhah and, after you kill it, Miraak may again appear to absorb the dragon’s soul.

Now return to the Skaal Village. When you arrive, you may hear Fanari Strong-Voice and Deor Woodcutter arguing about where Baldor Iron-Shaper has gone. Speak with Deor Woodcutter, who says that he saw two elves dragging something through the woods south and west. This begins a Side Quest “A New Source of Stalhrim”.

Then speak with Storn Crag-Strider. Tell him what you learned in your talk with Hermaeus Mora. Storn tells you that he will think about what Mora is asking of him. While he does that, he wants you to cleanse the remaining stones, to end their corruptive influence over the island’s inhabitants and to allow him to draw more power from the All-Maker.

## Cleansing the Stones

You have already cleansed the Sun Stone. Now find the Earth Stone, the Water Stone and the Beast Stone on the east and west coasts of the island. Fast Travel to the Earth Stone first and then cleanse it, watching for the Lurker(s) that attack afterward. Touch the stone, to get the “Bones of the Earth” Power, which allows you to ignore 80% of physical damage for 30 seconds. Then travel north along the coast. You will have to fight your way past a ruin on the beach, Bloodskal Barrow. Four Reaver Marauders defend the stone structure. Open their locked (adept) Wooden Chest.

North of the ruin, in a random spawn site on the beach, you may see a Wizard talking to himself. “They said it couldn’t be done, but they were wrong. I’m going to fly like a dragon”. As you approach him, he creates a large explosive spell and then he rises into the air yelling “I’m flying. I’m flying”. Then the spell wears off and he falls to the ground with a thump sound – dead. A “Journal of a Madman” on his corpse tells of a book of secret knowledge that he found and read. Other times here, you may see a Frost Wizard and a Fire Wizard fighting each other to the death.

Farther north, you will come to a part of the beach where you can see one ship anchored offshore and two boats beached on the sand. Access to the Water Stone is up a steep trail east, which begins near the two beached boats. Go up the hill, cleanse the stone and then kill the Lurker. Touch the stone, to get the “Waters of Life” Power, which gives 200 Hit Points to everyone near you.

Now go to the Beast Stone, southeast of Miraak’s Temple. Cleanse the stone and then touch it, to gain the “Conjure Werebear” Power. For 60 seconds, a Werebear will fight for you.

Then return to the Skaal Village and ask Storn if he is ready to trade his secret knowledge to Mora. He tells you that, with four of the five stones now cleansed (not the Tree Stone), that will have to be enough. He will give his secrets to Mora. Frea is appalled at her father’s decision, but must accept it. Give Storn the Black Book, so that he can interact with Mora and complete the deal. Watch, while Mora takes the secret knowledge and kills Storn in the process. Mora will then give you the third word of the Bend Will Shout (Dragon), as per his agreement with you. After Mora disappears, Frea tells you to “Go, and kill Miraak”.

## At the Summit of Apocrypha

Use a Dragon Soul to unlock the third word of Bend Will and then select this Shout. Equip your best weapon and then open your Inventory and read “Waking Dreams”, to be transported to Apocrypha. On the other side of the platform, you should see the Word Wall where you learned “Armor, Dragon Aspect”. If you do not see a Word Wall, then you skipped part of the quest “The Temple of Miraak”, described on Page 4 and 5 above. In either case, you should eventually see the dragon Sharotaar resting on a tall pile of books near the Word Wall. When he detects you, Sharotaar will land near you and begin biting you. Hit him with the Bend Will Shout. Sharotaar will stop attacking and then speak to you. He says “Climb aboard and I will carry you to Miraak”.

After you climb on Sharotaar's neck and lift off the ground, a message pops up on your screen. It tells you a bit about what you can do while riding a dragon. On your way to Miraak's Temple, you will pass over a small island. You cannot land on it, but you can direct Sharotaar to attack the two Seekers and one Lurker on the island. To do this, hit the Space key to lock your target and then hit the Esc key on and off to begin Sharotaar's attack. Now the battle is all automatic, although you can hit the #1 or #2 key to switch between targets. The Seekers quickly fall to the dragon's Frost attack, but the Lurker takes much longer because it heals itself between attacks. After the three enemies die, Sharotaar will fly, automatically, the remaining distance to Miraak's Temple at the Summit of Apocrypha. If you tire of the fight and want Sharotaar to fly to the temple now, hit the "E" key, which directs the dragon to find a place to land. Your character dismounts the dragon automatically when the dragon lands.

If you bypass the fight at the island, Sharotaar will land with you still on his neck. You could hit the "E" key to dismount or, alternatively, begin the fight with Miraak and his other two dragons while still sitting aboard Sharotaar. Your dragon will fight for you, on the ground and in the air. Miraak and the other two dragons will attack you both. You have no control over this battle until Sharotaar dies, at which point you fall to the ground and must fight the rest of the battle on foot.

Miraak makes a short self-confident speech and then he attacks. Miraak can attack you with Fire, Frost, Sword, Shock, Tentacles, Cyclones and his sword, which absorbs your Stamina. If you step into any of the three black pools of acid, you take damage.

When you whittle his health down low enough, Miraak calls the name of one of the dragons. That dragon will give up its life force for Miraak, allowing him to renew the fight with full health. He will do this three times, with all three dragons (except if Sharotaar died for you). When Miraak has no more dragons to call on, and his health is again low, Hermaeus Mora intervenes to stop the fight in your favor. A black tentacle lashes out at Miraak and spears him above the center pool. Mora has chosen you as his new champion and does not need Miraak now. Mora will burn the unfortunate Miraak into a bare skeleton. Mora then disappears.

A covered podium rises from the pool in the center of the platform. Loot the dragon skeletons, Sharotaar, Relonikiv, and Kruziikrel. Also search Miraak's skeleton. Then read "Waking Dreams", which is a link to the Skaal Village. Back in the village, Frea speaks to you, thanking you but warning you not to have further interaction with Hermaeus Mora.

Note that if you now travel to Miraak's Temple and touch the Tree Stone, it will grant you the "Root of Power", which causes all spells to use 75% less Magicka for 60 seconds.

Chris Barton – 03.24.2013