

Skyrim - Dragonborn DLC

Side and Other Quests

- Page 2 - A Favor for Elmus (Juniper Berries)
- Page 2 - A Favor for Elmus (Mead)
- Page 2 - A Favor for Halbarn
- Page 2 - A Favor for Hilund
- Page 2 - A Touching Gesture (Skaal Village Dialog)
- Page 3 - A New Debt
- Page 3 - A New Source of Stalhrim
- Page 4 - An Axe to Find
- Page 5 - Azra's Staffs
- Page 5 - Black book: Filament and Filigree
- Page 5 - Black book: The Hidden Twilight
- Page 7 - Black book: The Sallow Regent
- Page 7 - Black book: The Winds of Change
- Page 7 - Black book: Untold Legends
- Page 9 - Briarheart Necropsy
- Page 9 - Clean Sweep
- Page 10 - Deathbrand
- Page 11 - Experimental Subject
- Page 12 - Fahlbtharz
- Page 15 - Feeding the Addiction
- Page 15 - Fetch the Netch
- Page 15 - Filial Bonds
- Page 15 - First Edition
- Page 16 - From the Ashes
- Page 16 - Healing a House
- Page 17 - Heart Stones
- Page 17 - Investigate Kolbjorn Barrow
- Page 17 - It's all in the Taste
- Page 18 - Lost Knowledge
- Page 21 - Lost Legacy
- Page 23 - March of the Dead
- Page 25 - Old Friends
- Page 27 - Paid in Full
- Page 29 - Pain in the Necklace
- Page 30 - Recipe for Distraction
- Page 30 - Reluctant Steward
- Page 31 - Retaking Thirsk
- Page 32 - Served Cold
- Page 34 - Summoning Karstaag
- Page 36 - Telvanni Research
- Page 36 - The Black Book Quests
- Page 36 - The Chief of Thirsk Hall
- Page 37 - The Ebony Warrior
- Page 37 - The Final Descent
- Page 40 - The Kagrumez Gauntlet
- Page 42 - Unearthed
- Page 47 - Wind and Sand

A Favor for Elmus (Juniper Berries)

After you have finished the “Retaking Thirsk” quest, speak with Elmus in the Thirsk Mead Hall. Ask him “How is the mead?” He wants you to find some Juniper Berries so that he can complete a fresh batch of mead. You may have collected some of the berries in Solstheim, even though Elmus tells you that they do not grow here. Milore Lenth in Raven Rock sells them. Alternatively, you could return to Skyrim and find them there. When you have the Juniper Berries, return to Elmus at the Thirsk Mead Hall. He will reward you with gold and 10 bottles of Ashfire Mead.

A Favor for Elmus (Mead)

If you have not yet begun the “Retaking Thirsk” quest and have not yet started or completed “The Chief of Thirsk Hall” quest, then speak with Elmus on the beach at the Nord camp named Bujold’s Retreat. Find the camp southeast of the Skaal Village. He wants you to get him a bottle of Ashfire Mead. However, the liquor is inside Thirsk Mead Hall and Rieklings now inhabit the hall. Go up the hill west, to find Thirsk Mead Hall. Talk with the Riekling outside. Follow him inside. Pick up one of several bottles of Ashfire Mead from the floor. Return to Bujold’s Retreat and speak with Elmus again. He will reward you with gold.

A Favor for Halbarn

After you have finished the “Retaking Thirsk” quest, speak with Halbarn Iron-Fur at the Thirsk Mead Hall forge. He wants you to collect 10 Stalhrim and 15 Ebony Ingots. Find Stalhrim at the Stalhrim Source, although you must have finished the Side Quest “An Axe to Find”, to get the Ancient Nordic Pickaxe needed to mine the Stalhrim. Find Ebony Ore inside the Raven Rock Mine after you have finished “The Final Descent” Side Quest. Other sources of Ebony Ore and Stalhrim are scattered about Solstheim. A quick way to get some Ebony Ore and Ebony Ingots is to Fast Travel to Warmaiden’s in Whiterun and then buy the Ebony. Keep in mind that it takes two Ebony Ore to refine one Ebony Ingot. Return to Thirsk Mead Hall. Halbarn rewards you with gold.

A Favor for Hilund

After you have finished the “Retaking Thirsk” quest, speak with Hilund in the Thirsk Mead Hall. She will ask you to collect 50 Riekling spears and reward you with gold.

A Touching Gesture (aka Skaal Village Dialog)

Speak with Morwen in the Skaal Village. You can usually find her working at the forge. Ask why her mother left the village. She will give you her mother’s necklace and ask you to deliver it to Runil in Falkreath. Open your map and then use the Fast Travel link southwest of Raven Rock to go to the Windhelm dock. Then Fast Travel to Falkreath, southwest of Whiterun. Follow your quest arrow to find Runil. He remembers Morwen. Give him Bera’s necklace and then Fast Travel back to Solstheim using the map link northeast of Windhelm. Back in Solstheim, Fast Travel to the Skaal village and speak with Morwen. She will give you a Nordic Carved Helmet as a reward.

A New Debt

You must first have completed the quest “Reluctant Steward”. Then you find out why Drovas Relvi was so eager to become Neloth’s new steward. He owed Mogrul a lot of money. The next time you go to Raven Rock, after having completed the Reluctant Steward, Mogrul will stop you. Because he can no longer collect the money from Drovas Relvi, Mogrul has decided that you are responsible for the debt. You have several options.

You could give him the money. You could tell him that you will kill him. He will warn you of the bounty you incur if you attack him. Then he and Slitter walk away. You could Intimidate him (Speech 50) into taking only half the money. You could tell Mogrul to “Be patient. I’ll get you the money”, which buys you some time.

You could use that time to return to Tel Mithryn and speak with Drovas Relvi. You may find him inside his Steward’s Quarters. You took the key from the former steward, so let yourself in. Ask Relvi about the debt. He says that he does not have the money and, even if he did, he would not give it to you. However, if your Speech Skill is 75 or above, he will pay you part of the debt.

Note that if you decide to kill Mogrul and Slitter in town, the Redoran Guards will attack you. If you decide ahead of time that you want to fight Mogrul, then run back outside Raven Rock as soon as you see Mogrul and Slitter walking toward you. Have the fight away from view of the guards in the city, especially those on the ramparts. Even so, the game will consider your attack to be either Assault (a 40 Septim bounty) or Murder (a 1,000 Septim bounty). **Save your game** before the fight. After the fight starts, watch for a notice on the upper-left of your screen that tells you what your bounty is. To cancel the bounty, you must have eliminated *all* witnesses to the fight. These witnesses can include nearby bandits and even animals. A success message on the upper-left of your screen will say “Last witness killed, 40 (or 1,000) bounty removed from Raven Rock”.

For those of you who think you have built a powerful character, allow someone to witness the fight and then, after Mogrul dies, Fast Travel to Tel Mithryn. Visit Neloth in his tower and see how long you can survive before he and his apprentice kill you. Use your save when you tire.

A New Source of Stalhrim

In the Skaal Village, you may have overheard a conversation between Fanari Strong-Voice and Deor Woodcutter. They argue about where Baldor Iron-Shaper has gone. Speak with Deor Woodcutter. He says that he saw two elves dragging something through the woods southwest.

Select this quest in your log and then look on your map to see a quest arrow on the west-central part of the island. Go to that marker and find an “Abandoned Lodge”, defended by four Thalmor. These individuals do not show up as enemies until a fight begins. At first, they will merely warn you away from the lodge. However, you must get inside the lodge, so you must fight them.

After the fight, search one of the Thalmor for a “Hand-Written Note” from “A”, telling you that the Thalmor were interrogating Baldor Iron-Shaper. That Thalmor also has a “Key to Abandoned Lodge” which you need, in order to unlock the door. Inside, take a Coin Purse from the table. You can hear someone calling for help. Walk down the steps to the cellar and speak with Baldor. He tells you that the leader of the Thalmor squad, Ancarion, has a map showing a hidden source of Stalhrim, an “Enchanted Ice” used as a forging material. Baldor wants you to retrieve the map.

Open a locked (novice) Wooden Chest and then look on your map to see the quest arrow at the northwestern coast of the island. Steep cliffs prevent you from approaching the area from anywhere but along the beach. Fast Travel to the Water Stone and then walk down to the beach. Then walk north along the beach. You may witness two pirates fighting on the beach. One of them carries a book “Deathbrand”, which begins a Side Quest with the same name.

You must then pass by a shoreline village full of Riekling. Four or five of them attack you when they see you. On the cliff behind the village is the entrance to “Bristleback Cave”. As you approach that cave entrance, three more Riekling pop out of barrels and attack you.

Farther up the beach north, you find a locked (novice) Wooden Chest that the Riekling were trying to pry open with their spears. Around the corner north of there, find the docked Thalmor ship at Northshore Landing. Ancarion has three soldiers to help him. As soon as they detect you, they will attack you. Defend yourself. Search Ancarion’s corpse for the “Stalhrim Source Map”. Look at it now, because you will soon give it to Baldor. Before you leave, open two locked (novice) Wooden Chests and two unlocked Wooden Chests. There are also several small piles of loose Septims on the table inside the small building and a locked (expert) East Empire Strong Box on a shelf in that building. Take the East Empire Pendant from inside the box, for a quest.

Fast Travel back to the Skaal Village and speak with Baldor. He says that he will teach you how to use Stalhrim to forge weapons, if you bring him some of the material, though you must have reached Level 80 in Smithing *and* chosen the Ebony Smithing Skill. When you go to the source, northwest of Whiteridge Barrow, you find a large stone hole in the ground with much Stalhrim. Although, you must have an Ancient Nordic Pickaxe to mine it (the “An Axe to Find” quest).

An Axe to Find

In Raven Rock, speak to the blacksmith, Glover Mallory. Find him working at his forge or inside his house, behind the forge. If you are a member of the Thieves Guild, he will be surprised that you recognized the Shadowmark to the left of his door. Then he will tell you about Esmond Tyne, a man Glover met, who pretended to be a member of the Thieves Guild. Tyne stole the Bonemold Formula from Glover and he asks your help in recovering the formula.

Glover says that Esmond was going to sell the Formula to the Rieklings. Even if you are not a member of the Thieves Guild, he will tell you about his Ancient Nordic Pickaxe, taken by Crescius Caerellius. Offer to help him retrieve the pickaxe. Then go inside the Raven Rock Mine, at the northern edge of the city.

During your first visit to the mine, listen to Crescius Caerellius argue with his wife, Aphia Veloth, about his great-grandfather's remains, located somewhere deep inside the mine. She rightly believes that Crescius is too old to be traipsing about inside the mine. Speak with Crescius and offer to help. He says that the mine holds a secret that could "put Raven Rock back on the map", beginning "The Final Descent" quest. Explore further dialog options with him, until you can ask Crescius about the Nordic Pickaxe. Tell him that the pickaxe does not belong to him. He will give it to you. Then return to Glover the blacksmith and tell him you have his pickaxe. Glover rewards you with the Ancient Nordic Pickaxe, the *only* type of pickaxe you can use to mine Stalhrim.

Azra's Staffs

When you ask Neloth "Can I help with your research?" he tells you "Perhaps later. For now I have a slightly more personal request". Staffs made by Azra Nightwielder have a sentimental value for Neloth and he knows of a place where you can obtain one of them. This is a Radiant Quest, so will take place in a random location chosen by the game. With this quest selected, look on your map for the quest arrow. Retrieve the staff from that location and then return it to Neloth. He will reward you with a staff from his collection.

Black Book: Filament and Filigree

Found at the end of the "Unearthed" Side Quest.

Powers associated with this Black Book are as follows:

Secret of Strength: Power attacks cost no stamina for 30 seconds.

Secret of Arcana: Spells cost no Magicka for 30 seconds.

Secret of Protection: You take half damage for 30 seconds.

Black Book: The Hidden Twilight

You must have completed the quest "Reluctant Steward" first. At the end of that quest, Neloth gives you the Staff Enchanter Key, which opens the enchanting room in his quarters.

On top of the Arcane Enchanter in that room, find the Black Book.

Read the book, to be teleported to Apocrypha, a Daedric realm. When you get there, activate a Scrye Pod, to open a gate. Past the gate, read "Chapter II", to teleport further into the realm. Zigzag through a long tunnel to a room with two Seekers and their clones. After you defeat them, go south and take one or two Soul Gems from the altar. Then go north, up the slope and activate a Scrye Pod. This causes a bridge to begin weaving up and down.

Run across the bridge as it comes up. At the end of the bridge, jump to the platform. Then jump to the next platform. Stand close to the next weaving bridge. Again, wait for the bridge to come up. Jump on it and then run to the intersection. Detour north to pick up two Soul Gems and open a Treasure Pod. Then go south, to read "Chapter III" and teleport to the next section of Apocrypha.

In the next section, open a pod and then go north or east, up either ramp to activate a Scrye Pod. This action extends steps below you south. Go up those steps and then kill a Seeker. Take three Soul Gems from the altars and then continue south to fight a wandering Lurker.

When he is dead, go south, and then turn up the ramp north to activate a Scrye Pod that opens the gate to the cage below you. For extra credit, in this same room, find a "Chapter IV" portal to the southeast. It takes you to a very small room with a Seeker. A Scrye Pod opens a gate to a treasure room you cannot enter yet. Return to the cage room and then go through the cage gate south.

Past that gate, go up the steps southeast and south. Then walk up a narrow ramp north, to activate a Scrye Pod. This opens a gate to the east. Past that gate, fight a Seeker and then go east to activate an expanding tunnel. Open a Treasure Pod and then go through the tunnel. You will come to a pair of portals, "Chapter V" and "Chapter VI".

"Chapter V" takes you to a small room right next door to "Chapter IV". Kill the Seeker and then activate the Scrye Pod, to open a gate to a Treasure Pod. Also, read "Before the Ages of Man" to raise your Illusion Skill. Then return to the area with "Chapter V" and "Chapter VI".

Activate "Chapter VI", to go to a hallway that leads you to "Chapter VII" and "Chapter VIII".

Activate "Chapter VII" first. This takes you to a small tilted platform with a Seeker. After you have killed the Seeker, stand at the Scrye Pod and look north, to see an island. When you activate the Scrye Pod, two bridges span the empty space between the island and the mainland.

Return to the area with "Chapter VII" and "Chapter VIII". Activate "Chapter VIII" and kill the Seeker when you arrive. Take two Soul Gems and then cross the bridge you lowered. On the other side, two Lurkers climb from two small black pools and attack you.

After you have killed the two Lurkers, activate the Scrye Pod to open a gate west. Cross the bridge to the "Black Book: The Hidden Twilight". Open a Vessel. Take three scrolls. Get four Soul Gems. Activate the book and then choose one of the three Powers offered:

Mora's Agony: Summons a field of withering tentacles that poison foes.

Mora's Grasp: Freezes the target between Oblivion and Tamriel for 30 seconds, safe from damage.

Mora's Boon: Fully restores your Health, Magicka, and Stamina.

Activate the podium to return to Neloth's enchanting room.

Black Book: The Sallow Regent

Found at the end of the "Lost Knowledge" Side Quest.

Seeker of Might: Combat skills are all 10% more effective.

Seeker of Sorcery: All spells cast cost 10% less magic.

Seeker of Shadows: Stealth skills are all 10% more effective.

Black Book: The Winds of Change

Found at the end of the "The Final Descent" Side Quest.

Scholar's Insight: Reading Skill Books gives an extra Skill Point.

Companion's Insight: Attacks, Shouts, and Destruction Spells do no damage to followers.

Lover's Insight: Do 10% more damage to and get 10% better prices from people of the opposite sex.

Black Book: Untold Legends

Northwest of the Wind Stone and southeast of Saering's Watch, find Benkongerike in north-central Solstheim. Past the entrance door, take a short detour north, through a crevice to an urn and a locked (novice) Wooden Chest. This is the eventual shortcut exit from this ruin.

Back in the main tunnel, you come to a ledge above a Riekling village. Deal with three of them who wander around on foot and a more powerful mounted Riekling. After you have killed them, search three Riekling Huts, take a Coin Purse, open five urns, take a Soul Gem, find three Steel Ingots underneath a kettle and then go through the tunnel south.

In the tunnel south, a Soul Gem sometimes spawns. At the corner, open an urn and then turn west. Open one urn and then kill three Rieklings. In a side tunnel east, open an urn and a Wooden Chest and then drop down to take a Soul Gem and search one Riekling Hut. From there, along the tunnel west, watch for a Riekling to pop from a barrel. At the tent just past the barrel, find a Riekling hiding in the bush to the left of that tent.

East of the tent, break three trip ropes. These release spring-loaded claws made of tusks or bone sharpened to a point. Past the first three-pronged trap, one Riekling will pop from a barrel. Open one urn and then go past the second trip wire. Watch for a Riekling to pop up from the floor of the tunnel as you search east of the hut. Past the third trip rope, you come to a big ice cave with six Rieklings. Find one locked (novice) chest under the northeast part of the water below the camp. A ledge just below the east exit tunnel has an urn and two silver veins.

Now go east, along a stone hallway. When you turn the corner north, watch for three Rieklings to pop from barrels in the next room. Open one urn. Take some potions. Then go through the door to "Benkongerike Great Hall".

Past the door, in the middle of a large pile of books all titled "The Lusty Argonian Maid", find a "Spell Tome: Telekinesis". Open one urn and then go up the spiral wooden stairway to the top.

If you unlock the "expert" Iron Door in the hallway at the top, find one urn, a very nice Wooden Chest and the "Benkongerike Key". However, I cannot find any door that this key opens. Take the tunnel east and find a big two-tiered room. Defeat three Riekling foot soldiers and one mounted Riekling. Mine some Stalhrim and take a Coin Purse. Turn three moveable icon pillars to match the icons on the wall above them. The fourth pillar does not have an associated icon on its wall, but you can find that icon on the balcony above. Turn that pillar to dolphin. Then activate the handle to open the gate to the Word Wall. Learn a word for "Cyclone". Open the Wooden Chest.

Before you go up the ramp east, reenter the Great Hall and climb the log ramp up to the second level of the room. There, search two Riekling Huts and open an East Empire Strong Box sitting on top of a barrel (expert), to get the East Empire Pendant for another quest.

Now return to the Word Wall room and then go up the narrow stone ramp east, to a tunnel that puts you inside a round room with a Black Book portal. On the south wall of the room is an Iron Door that leads to the exit shortcut. Activate the book, to be teleported into part of Apocrypha. Inside this Daedric realm, follow the tunnel to an altar with three Soul Gems. Continue south, to find the "Chapter II" portal. Activate it, to move to the next part of the realm. West of your arrival point, see a wandering Lurker on the long bridge. After you have dealt with him, cross the long bridge to a juncture. The north fork goes only to a small room with a Seeker and a Soul Gem. Go south, to the "Chapter IV" portal. Activate it and then defeat three Seekers in the next room.

In this room, find one locked (apprentice) pod, one locked (novice) pod, and one unlocked pod. Also, find two Soul Gems. Activate a Scrye Pod up the steps west, which opens a gate. Beyond the gate, activate another Scrye Pod, which opens the door at the top of the steps east. There, activate a Scrye Pod to open the cage in the center of the room. Inside the cage, activate another Scrye Pod, to deploy steps going up south. Go up those steps, open a Treasure Pod and read "Chapter V", to be transported to the next section of Apocrypha. You come to a room with three exits, two locked.

So, walk south through a flexible tunnel. Fight a Lurker at the end. He rises from the small round pond of black water. After you kill the Lurker, exit north and then activate the Scrye Pod to return to the room with three exits. In the room, go south again. This time, the tunnel flexes to the right, to another room with a pool and a Lurker. After you kill it, exit north and then activate the Scrye Pod to open the gate. Past the gate, find yourself again back in the room with three exits.

Go south again, to finally get to the "Black Book: Untold Legends".
Activate the book and then choose from three Powers:

Black Market: Summons a Dremora merchant with whom you can trade.

Secret Servant: Summons a Dremora butler who will carry your extra inventory.

Bardic Knowledge: Summon a Spectral Drum, raising Stamina Regeneration for you and allies.

Return to the round room with the iron exit door. Open it, loot two urns and then exit southeast. If Neloth sent you here, then return to Tel Mithryn and speak with him. He will make a copy of the Black Book and give you some Septims for your trouble.

Briarheart Necropsy

Speak to Neloth in Tel Mithryn. Ask “Is there a problem?” He tells you that he is having difficulty with his Heart Stone experiments. He wants you to go to the western part of Skyrim and find him a fresh Briar Heart for testing. To do that, you must take the heart from a Forsworn Briarheart. Note that, if you already have a Briar Heart in your inventory, it is not sufficient. Neloth wants a fresh one. Wait for him to hit you with a memory spell and then exit the tower. Open your map and use the Fast Travel link near Raven Rock to return to Skyrim, arriving at the Windhelm docks. Forsworn Briarheart leaders are easy to identify, because they all attack with a Shock Spell. Find a Forsworn Briarheart leader in every one of the following locations:

Lost Valley Redoubt – South of Rorikstead. Halfway up the hill, just past the Mammoth Head Trap.

Bard’s Leap Summit – South of Rorikstead. On an altar at very top of hill, attended by two Hagravens.

Kolskeggr Mine – East of Markarth. Not too far into the mine.

Sundered Towers – Northeast of Markarth. At the highest point in the camp; at top of the stone steps.

The game will give you a message after you “harvest” the Briar Heart from the Forsworn leader. Then open your map and use the Fast Travel link northeast of Windhelm, to return to Solstheim. Then Fast Travel back to Tel Mithryn and let Neloth read your memories. He will pay you gold.

Clean Sweep

Just east of the entrance to the city of Raven Rock, find a long stairway leading up to the temple. Inside, find Elder Othreloth. Ask him about the ancestral tombs. He says that foul vermin, the Ash Spawn, are defiling the remains inside the tombs. Offer to cleanse the tombs. Elder Othreloth will give you a “Raven Rock Tomb Key”.

Now go downstairs to a hallway with two bedroom doors. At the north end of the hallway, use the key Othreloth gave you to open the doorway to the “Temple Ancestral Tomb”. Past the door, you find yourself standing in a tomb hallway. You can see three Ash Spawn monsters pacing about in the distance. There are seven more of them that you cannot see. As soon as they see you, they attack. Some of them use fireballs, so equip fire-resistant apparel if you can. The game will let you know when you have destroyed all of the monsters. Then speak with Elder Othreloth again. Tell him that you have cleansed the temple. He will give you gold Septims.

Deathbrand

You must have reached at least Level 36 in the game and also have finished the Side Quest "An Axe to Find". Then locate a copy of the book "Deathbrand". You can find it in many places on the island or in random encounters where two arguing pirates fight to the death over treasure. The pirate who dies has the book. After you read the book, a Miscellaneous Quest activates "Search for the Treasure of Haknir Death-Brand".

Fast Travel to the Wind Stone at the northeast part of the island and from there travel northeast. When you get to the coast, look for a low island, called "Haknir's Shoal", just offshore. You must defeat three pirates on the island. The Pirate Captain has the "Deathbrand Treasure Map". The "Deathbrand" quest starts when you take the map. It shows four places with an "X", designating the location of four Ancient Chests. You will need to refer to this map while you search for the chests, because there are no quest markers for the chests. The first chest is on Haknir's Shoal and has inside, the Deathbrand Helm. This chest requires an expert lock picker. If you can open the chest, then you can open the locked (expert) East Empire Company strongbox, which has an "East Empire Pendant", part of the "East Empire Pendant Hunt" Side Quest.

Now Fast Travel to the Earth Stone. Go north from there, to find a small grove of trees defended by two pirates. They will attack you as soon as they see you. Defend yourself and then open the locked (adept) Ancient Chest in their camp. The chest has the "Deathbrand Armor".

Now Fast Travel to the Water Stone, on the northwest coast. Then go north, along the beach. Cross the river at the falls. On the other side, three Riekling will attack you when you get close to the small tidal pool. In that pool, find an (adept) Ancient Chest. It has the Deathbrand Gauntlets.

Now Fast Travel to the Sun Stone, north of Tel Mithryn. Go south from the stone, until you get close to the beach. There, kill three Ash Spawn. Find a locked (expert) Ancient Chest in their camp. Inside the chest, find the "Deathbrand Boots" and "Gyldenhul Barrow Key".

Now go to Gyldenhul Barrow, east of the Skaal Village, on a small island just off the east coast. Swim to the stone arch on the shore of the island. Defeat two Reavers defending the entrance. They do not show as enemies until they attack you.

Before you enter the barrow, read Saden's Journal, lying on a crate near an upturned boat on the other side of the island. The Journal warns of danger, referring to the Horkers on the beach. Keep your distance from them, though, and they pose little danger. On that beach, find a locked (expert) Wooden Chest. Under the water near the half-boat is the other half of the boat. Next to it, find a Wooden Chest and a locked (expert) East Empire Strongbox with an East Empire Pendant. Up the hill from there, near the center of the little island, find Saden's corpse, just below a nice Wooden Chest guarded by a Horker named "Lord Tusk".

Now cross the island and enter Gyldenhul Barrow. The locked (master) door opens with the Gyldenhul Barrow Key. Inside, find the dead body of an Adventurer. His torn note tells of a secret passage. Mine both Stalhrim deposits. Removing the west deposit reveals the secret entrance. Follow that tunnel to an Iron Door. This door can only be opened with the Gyldenhul Barrow Key.

Beyond the door, find a chamber with the largest hoard of treasure in the entire game. However, if you take any part of the treasure, even a potion, an Iron Gate drops down behind you. This locks you into the room. Nevertheless, open three urns and take two Soul Gems. Two locked chests (master + expert) will open easily with the Gyldenhul Barrow Key. Find some loose gems, armor and weapons. Finally, scattered all over the floor, take 80 large piles of gold Septims.

Exit the room through the south door. Past it, down three tiers of steps, come to a large room. Your quest arrow points to an altar at the top of the steps east. On top of the altar is the skeleton of Haknir Death-Brand. Lying next to the skeleton is his sword "Bloodscythe". When you take the sword, the ghost of Haknir appears behind you, near the center of the room. You cannot speak with him. He will attack you as soon as he detects you. After you whittle part of his health away, he will command his "crew" to take his place. Expect to fight ten of them.

After you have defeated them, Haknir will return, resuming his attack. After you whittle away a bit more of his health, Haknir will call another ten of his crew to his aid. After you defeat them, Haknir will return to the fight, but he has no more crew to call to his aid. Now finish him off.

Loot the Ghostly Remains for some minor loot. Two of the remains have names: Thalín Ebonhand and Garuk Windrime. Haknir's remains contain the sword "Soulrender".

If you dual-wield Soulrender and Bloodscythe, they give extra offence. Bloodscythe absorbs fifteen Health points and gives a chance to weaken enemy armor. Soulrender absorbs fifteen Magicka and gives a chance to dispel magical defenses.

Exit the room back the way you came. The treasure room gate is now open.

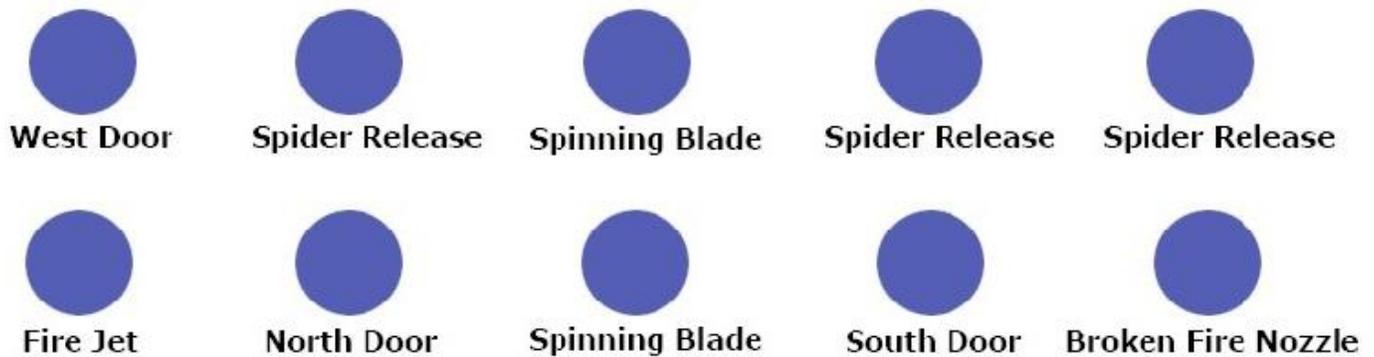
Experimental Subject

Ask Neloth if he needs any help with his experiments. He will hit you with one of his spells. Exit his quarters and then go northeast, down to the seashore. Go for a short swim. Because you are under the influence of the spell and then touched water, your maximum Health is reduced. Mine was reduced by only 30 points however. Return to Neloth and tell him that his spell made you weaker. He will remove the spell and give you some Septims for your trouble.

Fahlbtharz

Find this Dwarven Ruin east of the Water Stone. Three Rieklings have made the place their home. Open their Wooden Chest, search their hut and then enter the front door of Fahlbtharz. Inside, see that the floor tilts up very steeply. Kill two more Rieklings at the top of the slope. Search their two huts and then circle around and down the slope south, past a broken steam pipe and around some stone debris, to a pair of dead Rieklings near two Stone Pressure Plates. Both of the plates activate a "Swinging Bars Trap" hanging from the ceiling.

Past the trap, inside a room that overlooks a much larger room, destroy a Dwarven Sphere. Near the exit gate east, find a button that opens that gate. In the next room, find two Stone Chairs sitting in front of a panel with 10 big buttons. Note the two short rectangular slots in the floor, one dead Riekling lying on top of one of the slots, the locked gate on the south wall and the three Dwarven Machine Dispensers on the walls. A locked (novice) door on the north wall opens to a collapsed closet with a Dwarven Chest.



After you get the exit gate open, enter the room south. The collapsed hallway north has a locked (adept) Dwarven Chest. Past the door east, go down the slope to a room with a Resonator and a locked (expert) Dwarven Chest on the wall. Spin the blades of the Resonator to open the exit gate to the east. Past the gate, you can see and hear four Oil Spiders running around. Make note of the flammable liquid on the floor. These spiders secrete that liquid as they walk around. In addition, if you hit them with any kind of Flame Spell, the spiders explode. If you are close to one when it explodes, you will take some major damage. Shoot them in Sneak mode, from a safe distance.

Find more flammable liquid at the bottom of the ramp north. Spin the Resonator in that hallway, to open the gate west. Past the gate and down the steps west, open the door. Past the door, find two agitated Dwarven Spiders and a Dwarven Sphere. Open a Dwarven Chest.

Farther south, go through another gold door. Past it, you enter the huge room you saw from above. A bridge stretches out ahead of you, but does not go all the way to the platform. To the left of the platform, you may be able to target a partially-hidden Dwarven Ballista. Two more of them roam around on the ledges beyond and above that platform. A good sniper can destroy them from here.

Go to the end of the platform west and south. Then drop down onto the huge rotating gear. Jump from that one to the next and keep going until you get to a gold door on the west wall. Ignore the two Dwarven Spiders that pop from the centers of the gears and chase you – until you get to the door. Then turn to face those enemies and destroy them.

Past the door to “Fahlbtharz Corridor”, watch for two Stone Pressure Plates that release explosive bolts from the large crossbow west. Avoid stepping on another Stone Pressure Plate at the top of the steps. It releases a “Swinging Bars Trap”. A Dwarven Sphere will drop from one of two dispensers on the wall of the platform at the top of the steps north – but only if you trigger one of the traps. The locked (adept) gate west opens to a closet with a Dwarven Chest and a broken Dwarven Spider. The door to “Fahlbtharz” opens to a balcony above the gears you jumped across.

Turn the red valve at the top of the steps, to lower a drawbridge. The water down there is very shallow and has no treasure except any enemies that may have fallen into it. Activate the lever next to the valve to turn the big stone pillar east, creating a bridge. Cross that bridge to a ledge where a Ballista waits for you if you did not destroy it when you first entered the room.

Drop down from the ledge to the rotating gear east. Pick up two Coin Purses. Hop along the gears as you did earlier, until you get to the steps on the east side of the room. Kill one Dwarven Spider that chases you there. Up the steps, find the body of Eydis. Read her journal. Turn the red valve handle south of her, to lower two drawbridges. Now go through the door to “Fahlbtharz Boilery”.

When you get to the top of the ramp past the door, watch for an agitated Dwarven Spider. See another one jumping around behind the locked gate south. Down the steps south, find a set of shelves with three quivers of arrows. Now use the pistons to get up to the ledge. Alternatively, go down the pipe hallway, kill a Dwarven Ballista and then use the steps to get up to the ledge.

Up on that ledge; find the body of Ulyn and two broken Dwarven Spiders. Read his journal to get some clues as to how the machine opposite the ledge operates. Note the four Dwarven Dispensers on the wall and the three long grooves in the floor. Another two dispensers are on the wall below.

Above the steam pipes, see six Resonators. When you spin them, steam comes from the pipes and several pistons pop out of the central ring. When you get all of the pistons to pop out, the exit gate opens. You must strike the correct Resonators to get *exactly* 20 pistons to pop from the central ring.

If you choose the wrong Resonators, spinning blades pop from the grooves or Dwarven Spiders and Dwarven Spheres pop out of the dispensers. Starting from the left Resonator (as you face the machine), the number of pistons that pop out of the central ring are 3 – 4 – 6 – 9 – 13 – 18.

Through the gate west, go up the stairs to a room with a Resonator that opens a gate you passed earlier that provides a shortcut from the ruin. Instead, destroy a Dwarven Spider, go up the slope west and then open the gold door to “Fahlbtharz”.

Past the door, pull a lever to rotate the Swing Bridge. Go as far west as you can and then jump down to the big rotating gear northwest. Kill one Dwarven Spider that pops from the center of the gear and then jump onto the walkway.

If you did not snipe the third Ballista when you first entered the room, then you will find it here. Open a Dwarven Chest and then **save your game**.

Now spin the Resonator to rotate the Swing Bridge again. As the next part of the bridge passes you, jump onto it and then stop moving until the bridge finishes rotating. Trying to walk on a moving bridge is disorienting. Then go south, through the door to “Fahlbtharz Grand Hall”.

In the big room past the door, you can see several live spiders scuttling around. There are seven of them in the room: three Albinos and four Oil Spiders. Some of them are on the upper levels, along with Dwarven Ballistae on the ledges west and east.

The south end of the room has two dormant Dwarven Centurions standing in their cubicles and, behind them, a barred gate to the treasure room. Three Dynamo Actuators sit in a row on a platform above the centurions. Only one of the actuators has a dynamo. Unless you happen to have some in your Inventory, you must take two dynamos from the centurions. They will not start moving until and unless you act aggressively toward them. A good place to attack the slow moving machines is from the actuator platform itself. The Dynamo Actuators extend the steps to the treasure room, open the gate and slide the bars from in front of the gate.

Inside the treasure room, find five big piles of Septims, one Kagrumez Resonance Gem (used in the quest The Kagrumez Gauntlet), a Stone Dwarven Chest, an Ebony Battle-axe and the “Visage of Mzund” helmet. It gives its wearer a 90 point Armor rating, +60 points to Stamina and the Breath of Nchuak steam attack, a Power that deals 15 points of damage per second for as long as you have the Stamina for it. Exit the ruin by activating the nearby lift.

Feeding the Addiction

Speak with Brasla Drel, a female in Raven Rock. Find her walking around town feeling hopeless. Ask her "Why should I pity you?" She used to drink herself silly at the Retching Netch. Offer to speak with Geldis Sadri on her behalf. Inside the Retching Netch, ask Geldis why he banned Brasla. Persuade, Intimidate or pay him to change his mind. Brasla will give you an Ebony Bow.

Fetch the Netch

Speak with Milore Lenth, who works at the alchemy table on the main street in Raven Rock. Say "You're selling quite a few exotic ingredients". She will ask you to get her five samples of Netch Jelly. This Ingredient is fairly rare. You can find two small bowls of Netch Jelly sitting on top of the Alchemy Lab deep inside Raven Rock Mine. In addition, a man named Revus Sarvani, who tends a Silt Strider just west of Tel Mithryn, will sell you one or two jars of jelly for 41 Septims each. However, I have been unable to find any other vendors who sell it. It is unfortunate that the game forces you to kill one or two of these elegant creatures, just for their Netch Jelly.

Milore Lenth will reward you with two Potions of Ultimate Well-being.

Filial Bonds

Talk to Wulf Wild-Blood, who often stirs the cooking pot in the Skaal Village. Ask "How long have you been First Hunter?" Wulf tells you that in days past, his brother Torkild would share the hunt with him. But Torkild had an eye for unnatural strength and left the village in search of it. Wulf asks you to find his brother, who appears randomly. I found him on a snowy trail southeast of the Glacial Cave and northeast of Benkongerike. When you meet him, he says "Who? Thirst for sky. All-Maker craves the light of sun." When you try to speak with him, he turns into a Werebear and you must defend yourself. Afterwards, search his body and take "Torkild's Letter to Wulf".

Return to Wulf Wild-Blood in Skaal Village. Give him the letter. He thanks you, and then rewards you with a one-point increase to your Archery, Block, Heavy Armor, and One-handed Skills.

First Edition

In Raven Rock, ask Cindiri Arano about what she lost. Her folio, newly-bound at the First Edition in Imperial City, was lost when the ship carrying the folio to Raven Rock wrecked. Although the Trident Squall beached only a short distance south of Raven Rock, nobody can enter the ship to look for Cindiri's folio because vicious Reavers have taken up residence on the wreck. Offer to go to the wreck and find her folio.

There is no quest arrow to follow, so go south from Raven Rock, along the beach. Along the way, if you have not already done so, help defeat three Ash Spawn attacking Captain Veleth. He is searching for clues to where all the Ash Spawn came from. Offer to help him.

He will wait at the nearby Old Attius Farm until you return with results from your investigation. This begins the Side Quest “March of the Dead”. One of the remains of the Ash Spawn has a quest arrow. Check those remains for a document, the “Declaration of War”. Read it and then give it to Captain Veleth. He tells you that General Falx Carius lived over 200 years ago and could not possibly still be alive today. The captain sends you to Fort Frostmouth to investigate further.

Leave that quest for later. Go farther down the beach to find the wreck of the Strident Squall. Reavers have constructed a fortification at the side of the ship. Expect to fight five tough Reavers. As soon as they detect you, they will come swarming out of the fort and chase you a long distance. One of them throws fireballs. Defeat them all, including a Reaver Lord. Then board the ship.

On the ship, find three Coin Purses, open a locked (adept) Wooden Chest and open a locked (expert) East Empire Strongbox. Take the East Empire Pendant, for a quest. Below decks, find a large Wooden Chest with the “Lusty Argonian Maid Folio”. Then return to Raven Rock. Follow your quest arrow to find Cindiri Arano. Give her the folio and she will reward you with a piece of magical jewelry.

From the Ashes

When you exit Neloth’s quarters in Tel Mithryn, a panicked Talvas Fathryon will approach you, asking for your help to destroy an Ash Guardian which he has conjured. The monster is out of Talvas’ control. Destroy the Ash Guardian. Speak with Talvas, who will give you a magical staff.

Healing a House

Inside the Tel Mithryn Apothecary, speak with Elynea Mothren. Neloth has tasked her with repairing his house, but she needs you to find her three Taproots, soaked in the Harstrad Headwaters, before she can begin her project.

Look on your map to find the “Headwaters of Harstrad” in the northern part of Solstheim, near the island’s center. Go there and kill one Spriggan. Take its Taproot. The nearby waterfall hides an entrance to “Harstrad Cave”. Enter the small cave and then kill another Spriggan. Open the Wooden Chest. Activate the water inside the cave, to dip the two Taproots in it, fulfilling that part of the quest. If you have another Taproot in your Inventory, then you are done here.

If you need another Taproot, then you can find one inside your house in Raven Rock. If you have not yet acquired that house, go to the island of Giant Nirnroots, farthest northeast, off the coast of Solstheim, to find three Spriggans. Even if you have cleared the island already, three new Spriggans will have spawned. Another place to find Spriggans is up the hill west, about halfway between Bujold’s Retreat and the entrance to the Dwarven ruins of Nchardak.

Dip the third Taproot in the Harstrad headwaters too, at which point they become “Soaked Taproots”. Then return to Elynea in Tel Mithryn.

Elynea takes two of the Soaked Taproots for her personal use. She asks you to plant the third. Go next door to Neloth’s quarters and find the oval bulge on the wall opposite his Arcane Enchanter. Activate the oval to plant the Taproot and then return to Elynea. She rewards you with a pair of high quality potions.

Heart Stones

Inside his Tel Mithryn quarters, ask Neloth if you can help with his research. He has used up most of his supply of Heart Stones in experiments. If you have one, sell it to him. If you do not have one, he will suggest where you can get one. Look on your map to see a quest arrow at a random Radiant location. Go there and mine the Heart Stone ore deposit. Give it to Neloth.

Investigate Kolbjorn Barrow

Read the book “Ahzidal’s Descent” or speak with Ralis Sedarys at the barrow, found in the ash plains southeast of Raven Rock. Select this Miscellaneous Quest to put a quest arrow on your map. A wealthy patron has paid Ralis to find “The Relics of Ahzidal” inside the barrow. However, the patron has not paid Ralis enough to hire workers to dig out all the ash covering the entrance. Offer to be his partner and give him 1,000 gold Septims, beginning the “Unearthed” Side Quest.

It’s all in the Taste

In Raven Rock, enter the Retching Netch tavern. Speak with the owner of the tavern, Geldis Sadri. He is tending the bar. Ask him about his specialty of the house. He will tell you about his new formula. Offer to help spread the word about the new liquor. Sadri will give you ten bottles of “Sadri’s Sujamma” that he wants you to distribute as free samples. Almost everyone in town eventually comes to the Retching Netch, especially at sundown, so the tavern should be the first place you should look for taste testers. Some people will refuse you. After you have given away all of the samples, return to Geldis Sadri and tell him so. He will reward you with gold Septims.

People who will accept the Sample

Alphia Velothi Fethis Alor
Dreyla Alor Lleril Morvayn
Mirri Severin Crescius Caerellius
Tilisu Severin Milore Lenth
Garyn Lenth
Glover Mallory
Cindiri Arano
Bralsa Drel
Garyn Lenth

People who will not take the Sample

Vendil Severin
Adril Arano
Mogrul
Drovas Relvi
Rirns Llervu
Galdrus Hlervu

Lost Knowledge

Inside his Tel Mithryn quarters, ask Neloth “Have you found any other Black Books?” He tells you that he has heard a rumor about another book. If Neloth sent you to Benkongerike, see page 7. If he sent you to Raven Rock Mine, see page 37. If he sent you to White Ridge Barrow, then look on your map to find “White Ridge Barrow” in the northwestern section of Solstheim.

Past the front door to the barrow, find two dead Reavers on the floor of the first room. Open a Wooden Chest and then un-bar the Wooden Door. Past that door, find a third dead Reaver. Down the steps west, you can see a fourth dead Reaver and two dead Albino Spiders. Farther west, find a live Albino Spider and a fifth dead Reaver. In the round room to the north, find a live Albino Spider and a doorway east, to a set of wooden steps going down.

Pick up some loose Septims and a Coin Purse. Then go down those steps to the bottom, where you find a hallway going east. Find two dead Albinos, three live Albinos and one live red Flame Cloaked Spider. After you kill the spiders, note the two pulsing red spider eggs northeast. A Flame Cloaked Spider pops out of each egg when you destroy it. Kill the spiders and then continue east. Pick up a Soul Gem from the floor. Kill one more Albino Spider and find two more pulsating eggs. Kill the Flame Cloaked Spiders that emerge from the eggs. Open three urns.

You come to a ledge above a large room. Pull the chain hanging from a stone pillar. This lowers half of a drawbridge. Below you, snipe two or three Flame Cloaked Spiders or Jumping Flame Spiders. Among the spiders are two bandits. For some yet-unknown reason, none of the spiders attack either of the two bandits. So, do it for them.

Drop down into the room. Destroy three egg sacs and destroy the two Flame Cloaked Spiders and one Jumping Flame Spider that pop out of the eggs. The platform to the north, up the steps, has an Albino Spider and an egg sac with a Flame Cloaked or Jumping Flame Spider inside it. Slash the cobwebs on the north wall to find an Iron Door. In the room past it, kill two Albino Spiders and the Draugr that rises from the sarcophagus. Open his two Wooden Chests. To lower the other half of the drawbridge, stand at the end of the first half. Then use your Whirlwind Sprint Shout to cross the gap south. At the end of the ledge, there is enough room for you to pass the wooden barrier. Another chain lowers the second half of the drawbridge. Open a Wooden Chest and take a Soul Gem.

Now go down the tunnel west, kill an Albino Spider and one spider in an egg sac. Then turn south and kill a Flame Cloaked Spider in front of a door to “White Ridge Sanctum”. Past the door, find two dead Draugr lying in front of a barred Wooden Door. Past that door, find a large chamber. **Save your game.** Destroy the Jumping Flame Spider inside the egg sac. Then deal with three bandits and two Jumping Flame Spiders farther into the room.

Merilar Rendas is one of the bandits. She carries six "Flame Cloaked Spiders" and five "Jumping Flame Spiders" which she may toss at you. You can equip these too and then toss them at your enemies. Take "Merilar's Cage Door Key". Read her journal, to get some of her back story.

Now go up the ramp east, to find that cage. Inside the room, find three dead Reavers. Kill six Albino Spiders. Destroy the Jumping Flame Spiders or Flame Cloak Spiders that pop from four egg sacs. The opening south leads to a bedroom with two Coin Purses, two Soul Gems, and some potions. The locked (adept) gate on the north wall opens with Merilar's key. Beyond it, break through the cobwebs to find a long hallway with a Wooden Chest at its east end. Behind the barred door on the north wall, find four bandits and two Albino Spiders.

Back in the cage room, at the top of the wooden ramp; find the locked (expert) door to the cage. It opens with Merilar's key. Inside the cage, find the corpse of her brother Servos Rendas, whose journal reveals that fumes from their experiments may be responsible for driving them insane. You also learn that Mind Control Spiders were what protected the bandits from the spiders. Those were the four bandits you found earlier, locked behind a barred door with two Albino Spiders. The recipes mentioned in the journal are better defined in the "Spider Experiments Notes" on the table next to the Imbuing Chamber. The spiders have no time limit. They remain summoned until they are destroyed. You may summon up to six spiders at the same time. They can also Fast Travel with you. Flawless Gems double the yield of recipes that use precious gems.

One Ruby + One Damaged Albino Pod = 3 Exploding Flame Spiders
One Ruby + One Albino Pod = 3 Jumping Flame Spiders
One Ruby + One Albino Pod + One Salt Pile = 3 Flame Cloak Spiders

One Sapphire + One Damaged Albino Pod = 3 Exploding Frost Spiders
One Sapphire + One Albino Pod = 3 Jumping Frost Spiders
One Sapphire + One Albino Pod + One Salt Pile = 3 Frost Cloaked Spiders

One Emerald + One Damaged Albino Pod = 3 Exploding Poison Spiders
One Emerald + One Albino Pod = 3 Jumping Poison Spiders
One Emerald + One Albino Pod + One Salt Pile = 3 Poison Cloaked Spiders

One Amethyst + One Damaged Albino Pod = 3 Exploding Shock Spiders
One Amethyst + One Albino Pod = 3 Jumping Shock Spiders
One Amethyst + One Albino Pod + One Salt Pile = 3 Shock Cloaked Spiders

One Dwarven Oil + one Albino Pod = 1 Oil Spider
One Soul Gem of any type and One Albino Pod = 1 Mind Control Spider

To make some spiders, put the required ingredients in your Inventory and then open the chamber on the machine. Find the ingredients and choose to "Store" those ingredients in the chamber. Then exit your Inventory and pull the "Imbuing Switch", to create the deployable spiders.

Through the tunnel northeast, Merilar's key unlocks the trapdoor at the top of stepladder. It opens to the snowy surface. Farther east, find only a dead end with a pair of Ruby Geodes.

Now return to the large chamber and cross the bridge over the stream. Go through the doorway west, kill one Albino Spider, destroy a Flame Cloaked Spider inside an egg sac and then continue along a zigzag corridor. Kill one more Albino Spider and destroy a Jumping Flame Spider inside an egg sac. Turn east, down some steps to a partially-flooded passage. Open a Wooden Chest. Look up to see the grate in the bridge room. Continue north to the stream you crossed. There, find more ruby geodes. Now backtrack to the bridge room.

Go south, up the steps and kill a Jumping Flame Spider inside an egg sac. **Save your game.** Pass the cobwebs and an Iron Door, to a large chamber with a Word Wall, a Wooden Chest and a sarcophagus, which explodes open to release a Dragon Priest, "Dukaan". He uses a Frost attack. His mask increases Frost Resistance by 50% and does 25% more Frost Damage. At the Word Wall, learn a word of the "Cyclone" Shout and then read the Black Book on the pedestal to be transported to another part of Apocrypha, Hermaeus Mora's Daedric realm.

Inside the Daedric world, open a pod, but watch for the tentacles that whip out from the pool. Note that, as soon as you step into the dark hallway south, you begin to take damage. In this world, stay in the bright lit areas. Run through the dark areas, to take as little damage as possible.

The next bright area south has a pool and a pod. Continue south, through a very dark hallway and then turn west, to the next large bright platform. Open a pod. A Seeker floats, almost invisibly, to the southwest. Take a Soul Gem and open a pod in the dark area to the west.

Before you go through the tunnel south, look west of the entrance of the tunnel to see an altar with three more Soul Gems. Now run through the dark tunnel and up the steps south, to a brightly lit bridge. Note the wandering Lurker farther along the bridge, south of you. **Save your game.**

Take a Soul Gem from the altar east and then turn south, up the steps and northwest across a bridge to the next bright spot. There, a bridge unfolds for you, to the next platform. Run west and south, up the ramp to a platform with another Lurker. Note that both you and the Lurker can fall from this platform. If you fall, the game teleports you back to the room with the Word Wall.

After you kill the Lurker, go up the steps south, to the bright platform with “Black Book: The Sallow Regent”. Take four Soul Gems, open a Vessel, take the Spell Tome if you need it and then read the Black Book. From it, choose one of three Active Effects, represented by the three floating blue-green spheres:

Seeker of Might: Combat skills are all 10% more effective.

Seeker of Sorcery: All spells you cast cost 10% less Magicka.

Seeker of Shadows: Stealth skills are all 10% more effective.

Activate the book again to be transported back to the Word Wall. The ladder in the room with the Imbuing Chamber is a shortcut to a small wooden shack on the surface. The trapdoor in the shack is a quick way back to the machine, allowing you to make more spiders. Make special note of this small shack’s location, across the snowy field, south of the entrance to White Ridge Barrow.

If Neloth sent you here, then return to Tel Mithryn and speak with him. He will make a copy of the Black Book and give you some Septims for your trouble.

Lost Legacy

Tharstan may stop you in the Skaal Village, to ask for your help. Speak with him to learn that he will pay you to accompany him through a tomb recently unearthed by an earthquake. Check your map for a quest arrow in east-central Solstheim, pointing to Vahlok’s Tomb. Then go there.

Past the entrance door, speak with Tharstan and then enter a very large chamber, partially flooded with water. A podium has an inscription in the Dragon Language, which says “A Sacrifice will bring you closer to that which you seek”. A handle on the podium briefly opens a grate over the fire pit below the podium. Notice the eight Draugr corpses lying about the chamber. Pick up one of them (E key) and drag it onto the grate over the fiery pit. Then go back up to the podium and pull the handle to drop the corpse into the pit, which opens the gates, north and south.

Take the south passage to an Iron Door. Past the door, find a crypt, where four Draugr will rise from the stone shelves and attack you. Up the steps east, kill one more Draugr and then pull a chain to open an Iron Gate. Past it, find a circular high-roofed room with an inscription on a pedestal that reads “All men must die, often by their own means”.

In the room, three short pillars surround a large central column. Three podiums surround that central column. On each podium is a different weapon. The weapons are there just in case you do not carry that particular type of weapon. What are important are the matching icons on the central column. Stand at each podium and then turn around to face the pillar. Use the weapon associated with that podium to attack the orb on top of the pillar now in front of you. Part of it will swivel. Repeat the process for all three pillars, to open the gate north.

Beyond that gate, find a Word Wall. As you walk into the room, three Draugr pop out of three sarcophagi and attack you. After you have dealt with them, check the corpses. One of them has a special key, called an "Amethyst Claw – Left Half". Take the claw for use later. Walk up to the wall and learn a word of "Battle Fury". Open two Wooden Chests and then go through the back of the sarcophagus on the west wall. Pass through the long twisting tunnel until you get to a chain. Pull the chain to open a Stone Door that puts you back in the large central chamber.

Now go through the north tunnel. Pick up a Soul Gem and open two urns. Continue along the hallway to a Coin Purse an urn and a locked (adept) Wooden Chest. Down the tunnel west, find a podium with an inscription that says "Continue along the path, don't tread where you've been".

Nine Stone Pressure Plates form a square behind the podium. *Jump* from plate to plate without stepping on any of the plates twice. After you step off the final plate, three gates open to a room with a Word Wall. Five Draugr pop out of sarcophagi and attack you. One of them carries the "Amethyst Claw – Right Half". Take the claw for use later.

Learn a word of "Battle Fury". Open a Wooden Chest. Exit through the sarcophagus on the south wall, through a twisting tunnel to a chain. Pull the chain to find yourself back in the large central chamber. Then walk up to the small locked Iron Cage in the center of the room.

Activate the two keyholes, right and left. They will each accept one of the Amethyst Claws, opening the door to the cage. A small gate on the west side of the cage opens to empty space. Inside the cage, read the inscription on the podium "Stay your course, to idle is to die".

Save your game. Then pull the handle attached to the podium.

Large square blue translucent tiles begin appearing as a bridge to the platform west of the cage. You must move along them quickly, as they disappear behind you as you go. Follow the zigzag path all the way to the opposite ledge. When you get there, the next gate opens and the path behind you straightens out and becomes permanent. This allows Tharstan to follow you across. Past the next gate, the Wooden Door on the left is barred from the other side.

Your only option is to pull the handle on the podium at the next drop-off. The water below you is only hip deep, so you will suffer injury if you fall. In addition, you can see some of the fourteen "Corrupted Shades" floating near the water. They will attack you if you fall. A tunnel down there allows you to climb steps back up to the barred door. Snipe as many Shades as you can.

When you pull the handle, another blue tiled walkway begins appearing. Run faster across this one, because they disappear faster this time. Again, when you get to the other side, the path straightens out a bit and then Tharstan can follow you.

On the other side, open two urns, activate the handle and then cross a third blue pathway. This time you must move even more quickly and the path is even more zigzagging.

On the next ledge, take a Soul Gem and then pull the fourth handle. Run across the blue tiles as fast as you can. On the other side, you come to a Wooden Door.

Past the door, you enter a room with a Puzzle Door. *Listen* to what Tharstan says when he walks over to the iconography on the wall. He will give you clues as to how to set the lock circles on the Puzzle Door. Use the same Amethyst Claws you used earlier. When you have properly aligned the lock circles, the claws will open the door.

Beyond the door, up the steps north, you come to a gate. Pull the chain to open the gate and then enter a chamber with one sarcophagus. The floor is covered with Stone Fire Plates. A shallow pool of water sits at the center of the room. The room has a Word Wall and a Wooden Chest.

After you walk about halfway to the other end of the room, the sarcophagus pops open to reveal a Dragon Priest named Vahlok the Jailor. He will immediately attack you with fire. He can conjure Fire Atronachs.

After you defeat Vahlok, learn the third word of "Battle Fury" and open the chest. Speak to Tharstan, to find that he is very pleased with your work, providing him an opportunity to see a real Dragon Priest. He will pay you gold Septims and remain behind to study the ruin.

After you leave Tharstan, if you have not already, you may want to get some hidden treasure in the main chamber. At the bottom of the northwest corner of the flooded section of the room, find a Wooden Chest and a Coin Purse. Find another Wooden Chest underwater, just below the peak of the huge Stone Arch. Across from the base of the northeast steps leading down to the water, see a Wooden Chest. Get to it by using Whirlwind Sprint or dropping down from the platform above. At the top of the stone strut, just west of the south gate, find a nice Coin Purse. A Wooden Chest lies at the northern base of the huge Stone Arch that crosses the room.

March of the Dead

From Raven Rock, travel south along the beach, until you see three Ash Spawn attacking Captain Veleth. Help him defeat them. He is searching for clues to where all the Ash Spawn came from. Offer to help him. He will wait at the nearby Old Attius Farm until you return with results from your investigation. One of the remains of the Ash Spawn you helped kill has a quest arrow over it. Check those remains for a document, the "Declaration of War" and some Ebony Ore. The "A Favor for Halbarn" quest needs 10 Ebony Ingots. Read the note and then give it to Captain Veleth. He tells you that General Falx Carius lived over 200 years ago and could not possibly still be alive. The captain sends you to Fort Frostmouth to investigate further.

Check your map to find the fort at the south coast of Solstheim. Go there to find a huge stone fort. Six Ash Spawn defend the outside of the fort, two of them buried in the ash of the courtyard. When you enter that courtyard, you hear a disembodied voice preparing his troops for an ambush.

Past the fort's entrance door, two Ash Spawn monsters climb out of the ash. Take some potions and open a locked (expert) East Empire Strongbox south. Inside it, find an East Empire Pendant. To the south, a stepladder goes up to the roof, where two Ash Spawn defend a Wooden Chest.

The bedroom south of the entrance room has a locked (adept) Wooden Chest. The passage north, goes down to a room with two Ash Spawn. The locked (master) gate opens to a pantry with a Wooden Chest. You will soon have a key for that gate. Near the locked (needs a key) door to the east, find a Letter to Selina IV. Near the skeleton of Maximian Axius, find a knapsack that holds his first three letters to her. Behind the cobwebs west, find a room with 1 Flame Cloaked Spider, 2 Albino Spiders and 2 Jumping Flame Spiders (they are very good jumpers). Collect their pods.

Back in the entrance room of the fort, the north passage goes through a crypt, to an intersection where an Ash Spawn attacks you. The east fork goes to a dead end.

The west fork goes to a large crypt with a knapsack. In it, find the "Fort Frostmoth Key". On top of the coffin, find and read "Ildari's Journal". Open a Wooden Chest. Note that, although it is possible to open all of the coffins on the upper shelves of this ruin, they only contain minor loot.

Now return to the fort's entrance room. Use your new key to open the Wooden Door east. Past the door, go up many stone steps, to a room where you can see General Carius waiting for you in the distance. You cannot speak with him. When he detects you he will attack you with his "Champion's Cudgel", which has a 50% chance to cause 31 points of Fire, Frost and Shock damage. Three Ash Spawn monsters rise from the ash piles in the room to help the general. When he dies, his last words are "Frostmoth, I've failed!"

You already have the "Fort Frostmoth Key" he carries, but you may want his weapon. Open a Wooden Chest and take a few potions. The stepladder on the south wall goes up to some nice armor at the top of a tower. The door on the south wall opens to the courtyard. Return to Raven Rock and follow your quest arrow to find Captain Veleth. He will give you many gold Septims for eliminating the general. In another dialog option, he tells you that Second Councilor Adril Arano is looking for you, beginning a new quest "Served Cold".

Old Friends

You must first have completed the “Healing a House” or “Reluctant Steward” quests. Three Ash Spawn attack you as you near Neloth’s house in Tel Mithryn. Inside his house, speak with Neloth “Someone is attacking you?” He gives you “Neloth’s Ring of Tracking” that, when you equip it, will identify the source of the attacks, although you must be within 100 feet of that source.

Exit Neloth’s house, equip the ring and then go east, to the cliff overlooking the ocean. You should see a glowing blue sarcophagus inside the small graveyard on the shore. A tall tree grows there. Before you can investigate further, you must defeat the Ash Spawn in the graveyard. Then activate “Ildari’s Sarcophagus”, to open it. Take the Heart Stone and then return to Neloth and tell him where you found the stone. He will recite an incantation and then cast a powerful spell, to learn that Ildari Sarothril is “holed up” inside Highpoint Tower. Neloth wants you to “Go rip that thrice-cursed Heart Stone from her chest!”

Look on your map to see a quest arrow east of Raven Rock. Go there. You must enter the tower from a set of stone steps northwest of the tower. Two Ash Spawn guard those steps.

Past the door to “Highpoint Tower”, find a destroyed room. Go down the spiral stone steps to a landing with an unlit brazier and two empty chairs. Farther down the steps, you come to another landing. It has some potions and “Ildari’s Journal, vol. 1”.

Continue down to the bottom of the steps and then go west, to a room with two Flame Cloaked Spiders, three Albino Spiders, a Shock Pillar on the steps west and three egg sacs with Flame Cloaked Spiders inside. From this room, the south and west tunnels merge and go to cobwebs blocking the entrance to a room west. In that room, kill One Albino Spider and destroy two Jumping Frost Spiders that pop out of the egg sacs. Take a coin Purse. Mine four geodes.

Back in the Shock Pillar room; go up the steps west and along a tunnel, to find an Ash Spawn and another Shock Pillar. A round room west has one or two roaming Ash Spawn. If you go farther into that room, two more Ash Spawn rise from the ash. Find minor treasure in the room.

Beyond the second Shock Pillar, continue east to a round room with a Shock Rune on the floor. The Trip Rope just past the doorway releases a load of boulders. Take three Soul Gems from the Arcane Enchanter and then go east, to an intersection with a Shock Rune on the wall.

The south fork goes to a prison area with three cells. In one cell, find Niyya, who wants you to release her. If you unlock her cell (adept), she thanks you and gives you some of her back story. After she runs off, read "Ildari's Journal, vol. II", lying on the table. Return to the intersection.

The north fork goes to a Coin Purse at the corner. Then go east and north to a large cave, which opens up more, farther west. There, see what look like three Shock Pillars surrounding a stone arena scrawled with ancient text. You can also see one Ash Spawn. When you step farther into the room, you hear the voice of Ildari, telling you what a fool you are for helping Neloth. You can even see her, standing near the top of the tower northwest. You may be able to hit her with a ranged attack if you have fast reflexes, but she regenerates her health quickly. She uses the arena to conjure an Ash Guardian and three more Ash Spawn. Then she runs off.

Find a Coin Purse and other loot behind the tower northwest. Then climb a scaffold to an area with an Alchemy Lab. Take four Soul Gems. Read "Ildari's Journal, vol. III". Open a Strong Box.

Up the ramp west and south along the next tunnel, see three Ash Spawn appear in front of you. Another one will spawn behind you. Farther southeast, through a hole in a stone wall, you come to another intersection. The northeast fork goes to a dead end with an open Wooden Chest.

The southwest fork goes to a bridge above a room you were in earlier. Cross the bridge and then zigzag through the corridors to a room where you find Ildari, standing on the balcony west. If you are a ranged fighter in Sneak mode, you may only get one good shot at her, before she moves behind cover on the balcony. **Save your game.**

The balcony has two Fire Pillars. In addition to the damage they can do, the pillars' fire can also blind you. In Sneak mode, it is possible to shoot the Soul Gems from the pillars and disable them without Ildari becoming aware of you. Climb the stairs to her balcony and then throw enough offence at her to keep her from regenerating her health. After you injure her enough, she falls to her knees. An onscreen prompt will then tell you to "rip her heart out".

Take two Soul Gems from the lower level. On the balcony, take the two Soul Gems from the pillars. Take some potions and open a Wooden Chest. The lever on the upper level lowers the metal bars on the wall southeast. Go through the tunnel there and up the steps. Pull a chain to open part of a stone block wall that provides a shortcut to the destroyed room at the entrance.

Return to Neloth in Tel Mithryn. He will reward you with an enchanted staff and membership in the House of Telvani.

Paid in Full

Get this Miscellaneous Quest from Glover Mallory, the blacksmith in Raven Rock. He wants you to recover his stolen Bonemold Formula. Look on your map for Castle Karstaag Caverns, near the quest marker, at the northwest part of the island. When you get there, you have two different ways to get the formula back, the hard way and the easy way.

The Easy Way

From the icy "Castle Karstaag Courtyard" door, go down the slope east. Follow the stream north, but *only* until it joins a second stream. If you follow the stream any farther north, you will fall over the cliff and die when you come to a stop at the bottom, no matter how good your armor is. At the intersection of the streams, turn west, upstream to the entrance to "Castle Karstaag Caverns". Follow the tunnel to a small block of ice, on which you find the body of Esmond Tyne. You may have to fight two or three Rieklings. Search Esmond's body for the Bonemold Formula. Retrace your steps, back the way you came. If you go farther into the Rieklings village, you must fight a hoard of them up several levels.

The Hard Way

Pick the lock on the (master) icy entrance door. Beyond the door, find an open-air courtyard defended by one Mounted Rieklings and two standing Rieklings. Defeat them or Sneak past them into the cave entrance on the southwest wall. You do not need the Castle Karstaag Key" that the Mounted Rieklings carries, because you have already picked that lock.

Inside the Castle Karstaag Caverns, take a Coin Purse and some potions. At the bottom of the slope east, come to the upper part of an extensive Rieklings village. Kill two of them and open their Wooden Chest. Below the ledge, snipe any of them you can see.

Before you cross the two bridges east, note that a Coin Purse lies just below the edge of the first bridge. Also, just north of the edge of that bridge, jump up to a ledge which has another Coin Purse and a Wooden Chest. Before you drop down from there, look all the way across the cave south, to a ledge with two waterfalls that drop to the area with the tents. In the jumble of black rocks up there, you can find *another* Coin Purse and a nice Wooden Chest, but only if you have learned all three words of the Whirlwind Sprint Shout.

In that case, instead of dropping down, jump *up* to get on a level even with the narrow ledge just east of you. Then Sprint to that eastern ledge. From the easternmost point of that ledge, use Whirlwind Sprint to cross the 100-foot space south, to that jumble of black rocks.

Then cross the two creaky bridges east. At the end of the second bridge, watch for a Riekling to pop out of a barrel. Then open an Ice Door east, to a ledge above a part of the village where three Bristlebacks and their Riekling herder live. Go down the slope, take a Coin Purse and open a locked (novice) Wooden Chest. Then go back up the slope, back through the doorway and then through a new tunnel west. This takes you lower into the village.

Here, look for at least four Rieklings, even if you sniped several from the ledges above. Exit the area through the fissure west, to an ice ledge where you can see three Riekling below. If you snipe them from here, be aware that if you miss them, they may come running through the door north.

Go through that door to find another Ice Door. It opens to a partially-flooded tunnel. At the intersection, the west fork goes only a short distance to two locked (apprentice + novice) Ice Doors. Small rooms behind them contain one dead Riekling and a Soul Gem.

When you take the south fork, you pass a locked (novice) Ice Door that opens to a closet with a Coin Purse. Farther south, enter the next part of the village. Watch for two Riekling to drop down on you from the ledges above. Just ahead, left of the bridge, see the body of Esmond Tyne lying on a small ice floe. Pass through the last section of the village, defeating the last two Riekling, and then drop down onto that floe. Search Esmond's body for the Bonemold Formula.

From there, go north and east, to the cave exit. Go up the slope west. If you go north and fall over the cliff, you will die when you come to a stop at the bottom, no matter how good your armor is.

Return to Raven Rock

Whatever route you took to get the Bonemold Formula, return it to Mallory in Raven Rock. You may now forge Bonemold Armor. As a further reward, Glover will give you "Glover Mallory's House Key" and "Glover's Guild Key". Enter his house, go downstairs and use the guild key to unlock the cellar door. Take anything you want from the basement. You should find four Coin Purses, a set of Blackguard Armor, seven lock picks, three Soul Gems, some loose Septims. Take "Glover's Letter" to Sapphire. In Mallory's bedroom at the top of the stairs, if you have not yet started "Unearthed", read "Ahzidal's Descent" to begin a miscellaneous quest "Investigate Kolbjorn Barrow". On the ground floor of the house, open the expert lock on his East Empire Strongbox and take the East Empire Pendant, for a quest.

If, after you leave Solstheim, you go to the Thieves Guild in Riften, and have Glover's Letter in your Inventory, speak with Sapphire. Say to her "I think this belongs to you". She will give you an "Exquisite Sapphire", valued at 5,000 Septims.

Pain in the Necklace

Speak with Fethis Alor in Raven Rock. Ask him about mining gear. Eventually, he says he will pay you 500 gold Septims for every East Empire Pendant you bring him. All of the pendants are locked inside East Empire Strongboxes. Find the boxes in the following locations:

1. A Riekling island – At top of their watchtower. North of Haknir's Shoal. Northeast of the Wind Stone.
2. A Riekling stash – Up the hill southeast of the Water Stone. Among a group of crates.
3. Alor House – On a table in the left, downstairs bedroom. You must steal the pendant. In Raven Rock.
4. Ashfallow Citadel – On a bookshelf, just past the entrance to the ruin. West of the Sun Stone.
5. Benkongerike – East side of the Great Hall, upper level. Northwest of Wind Stone, center of Solstheim.
6. Bristleback Cave – On a barrel at the most eastern part of the cave. Northwest of Broken Tusk Mine.
7. Brodir Grove – On a wooden crate. The grove is a circle of tall stones, northwest of Highpoint Tower.
8. Broken Tusk Mine – Outside the mine, below a Riekling guard tower. West of the Stalhrim Source.
9. Caerellius house – In the first room, next to the cooking pot. You must steal the pendant. In Raven Rock.
10. Fort Frostmoth – Building left of the entrance, sitting on a bookshelf. Southeast of Raven Rock.
11. Frossel Cave – At the most eastern part of cave. North of the Skaal Village, on west side of peninsula.
12. Glacial Cave – Outside the cave entrance. The cave is at the center of the northern coast of Solstheim.
13. Glover Mallory's House – On ground floor, look underneath the mounted goat head. In Raven Rock.
14. Haknir's Shoal – In one of the tents. Small, low-slung island off the northeast coast of Solstheim.
15. Horker island – Underwater near other half of a sunken ship and next to a chest. Off the northeast coast.
16. Hrodulf's House – Inside a low cabinet. Southwest of Fort Frostmoth, southeast of Old Attius Farm.
17. Island with Giant Nirnroots – On the dead Alchemist's boat. Northeast of Haknir's Shoal.
18. Moesring Pass – On a table outside. Pass is up a canyon, west and then northwest of Miraak's Temple.
19. Morvayn Manor – Upstairs, first room of the "Chambers". You must steal the pendant. In Raven Rock.
20. Northern Maiden – In Raven Rock Harbor, just under pier, at the center point of the ship.
21. Northshore Landing – On a shelf inside a ruined building. On the northwest shore of Solstheim.
22. Ramshackle Trading Post – Outside; on a crate. Northwest of Ashfallow Citadel, against base of a cliff.
23. Raven Rock Ancestral Tomb – In a round stone burial ring on north wall of main chamber.
24. Raven Rock Mine – In the first room, up the stairs, find the Strongbox under a table.
25. Raven Rock Mine – Just outside the first Iron Gate in the mine. No need to unlock the gate.
26. Reaver Camp – Inside the lean-to. West of Ashfallow Citadel, just on the other side of the stream.
27. Reaver Camp – One of two strongboxes here. Southwest of Hrothmund's Barrow - up the hill.
28. Shrine of Zenithar – On rock northwest of Frostmoon Crag, east of Water Stone, south of Moesring Pass.
29. The Bulwark – On table at west end. Entrance to Raven Rock, opposite town jail. Must steal pendant.
30. The Retching Netch – On a shelf below and behind the bar. You must steal the pendant. Raven Rock.
31. Usha's Camp – Up the stream west of Ashfallow Citadel. Climb rocks, jump across chasm to ladder.
32. Vahlok's Tomb – *Just* east of the tomb, find a camp down the hill. Strongbox is in the tent.
33. Wreck of the Strident Squall – On a shelf in the cargo hold. Beached south of Raven Rock.

Note that, even if you find all 33 pendants, your Quest Log still shows this quest as active.

Recipe for Distraction

In Raven Rock, ask Captain Veleth "Is it difficult commanding the Redoran Guards?" He tells you that his men are becoming addicted to Emberbrand Wine. Offer to track down the stash of wine. He suggests that you search abandoned buildings. Find one in Raven Rock, near the blacksmith shop. Just west of that building, find the broken stone foundations of two buildings. Between the two foundations, find a barrel. In that barrel are eight jars of the wine. Return to Captain Veleth for a reward of Septims. Drink or sell the wine.

Reluctant Steward

During your normal business in Solstheim, you may find Varona Nelas dead. When you search her body, the quest begins. Then tell Neloth that she died. Otherwise, travel to Tel Mithryn, in the southeast part of Solstheim. Enter the building underneath the largest mushroom and then speak with Neloth. You may have to speak with him twice, to get the correct dialog choices. He wants his steward, Varona, to make him some tea, but she is not there. Neloth wants you to find her.

When you exit the building, Talvas Fathryon may run up to you and beg you to destroy the Ash Guardian that he conjured "From the Ashes". Offer to destroy it. You can see the guardian floating around in the near distance. Destroy it and then return to Talvas. He will reward you with a magical staff. If you ask him if he has seen Varona, he will point you to Elynea. Find her in the Tel Mithryn Apothecary, just north of Neloth's lab.

Elynea will tell you that Varona left for Raven Rock hours ago, for some fresh Blisterwort. Now follow your quest arrow northwest, to find Varona Nelas's dead body. Her corpse has the "Tel Mithryn Steward's Key", which is the key to her house. Just west of there, if you go near the Wooden Chest, three Ash Spawn may rise from the ash and attack you.

Return to Tel Mithryn and tell Neloth the news. He shows no remorse that his steward has died. He tells you to go to Raven Rock and find him a new steward. Go there and enter the Retching Netch tavern. Find Drovas Relvi usually stirring a pot by the fire. Ask him if he wants the steward's job. He accepts the job a bit too quickly, and then runs off.

Return to Tel Mithryn and tell Neloth that you have found him a new steward. He will give you some Septims and the "Staff Enchanter Key", which opens the nearby door to the enchanting room. Inside the room is a Black Book that, when you read it, starts "The Hidden Twilight" quest.

Retaking Thirsk

You may complete “The Chief of Thirsk Hall” or “Retaking Thirsk” but not both quests. Find Thirsk Mead Hall just south of the Skaal Village. East of the hall, down the hill at the seashore, find a camp with seven Nords. Speak with Bujold the Unworthy. Ask her “What’s going on here?” Offer to help, “That sounds like fun”. Bujold will give the assembled Nords a rousing speech and then run up the hill west, to Thirsk Mead Hall. **Save your game** here, because a fight between nineteen Riekling and seven Nords will stress your processor(s). The game will give you a running count of how many Riekling remain alive. Some of them defend the outside of the hall and some of them, including the Riekling Chief will be inside the hall.

After the fight, speak with Bujold. She wants you to be her second. She needs the renewed blessing of Hrothmund. Agree to this and then follow her outside and north to Hrothmund Barrow. However, many times the nearby waterfall pulls her over and you lose sight of her. Alternatively, follow your quest arrow there or Fast Travel there and then wait for Bujold to arrive. Outside the front door of the barrow, she will speak with you. She needs the blessing of Hrothmund, to continue as leader of her Nord clan and believes that this trip is just a formality.

Enter the barrow. As you walk down the steps, the water flooding the floor drains automatically. Walk up to the altar and watch Bujold stand next to the axe handle. The disembodied voice of Hrothmund tells her that he refuses her leadership and that of any of the rest of the clan. He believes that the Nords should never have let the Rieklings move into Thirsk Hall.

Bujold will speak with you. She disagrees with Hrothmund’s decision and is going to ignore it. She asks you to keep quiet about what happened. If you disagree, she must kill you to keep you quiet, so be ready to defend yourself. If you agree, then she walks out of the ruin. If you take too long to decide, the default choice is that you have agreed to keep quiet. The quest ends here.

However, if you return to Thirsk Hall with Bujold (or sometime later), you still have the opportunity to betray her. If you tell the truth then, after promising Bujold that you would keep her secret, the clan will exile Bujold.

If you kill Bujold and then return to Thirsk Hall and tell the clan what happened, they will understand that you did what was necessary. However, the clan’s attitude toward you will harden.

In either case, before you leave Hrothmund’s Barrow, pull the chain on the east wall to open a stone door. Go along the tunnel and pull a second chain to open a second stone door. Past it, find a dead end with a Coin Purse, a few loose Septims, a few loose gems, an urn and a Wooden Chest.

Served Cold

You must first have completed the Side Quest “Final Descent”. Then, at the very end of the “March of the Dead” quest, Captain Veleth tells you that Second Councilor Adril Arano is looking for you. If you completed the “March of the Dead” quest *before* Final Descent, then Captain Veleth will find you and tell you that the councilor is looking for you.

Select this quest and then follow your quest arrow to find Councilor Arano, who tells you he thinks that members of the Ulen Clan are plotting to kill Councilor Morvayn. Their motive is revenge for one of their clan, also a plotter, who was killed long ago by Morvayn. Arano wants you to investigate the plot. Agree to do so and then go to the Retching Netch tavern. Inside, speak with the owner/bartender Geldis Sadri. He suggests that you lay in wait for the plotter, inside the Ulen ancestral Tomb. Enter the tomb, found near the entrance to the city. Wait one hour, to find Tilisu Severin standing near the center of the tomb. Speak with her. She tells you that she is just leaving an offering for the Ulen dead.

Exit through the south door and then follow your quest arrow to find Arano. Tell him about your suspicions of Tilisu Severin. However, Arano wants hard evidence of her complicity in the plot. He gives you the “Severin Manor Key”. He wants you to gather evidence inside the manor, but warns you that the Severins are well armed. Follow your quest arrow to the west end of town and use the key to enter the manor.

Past the door, even if you are in Sneak mode, you hear the sound of weapons being drawn from their scabbards. Mirri and Tilisu Severin will attack you as soon as they become aware of you.

Tilisu Severin’s last words are “House Hlaalu will have its revenge!” Mirri’s corpse has the “Severin Safe Key”. Go downstairs, past the doorway at the west end of the hallway, to find a bedroom with four mannequins. Also in the room, note four Wooden Chests. Taking any treasure from the house at this time is considered by the game as stealing. Very soon, however, you will own this house. At that time, you can take anything you want, because you will own it.

Use the key you took from Mirri to open the “Severin Family Safe” (expert). Take the note named “The Ulen Matter”, written by Vendil Ulen. The note is hard evidence of the plot. Read the note and then follow your quest arrow to find Adril Arano. He tells you that he will send two of his best Redoran Guards to Ashfallow Citadel. He wants you to go there and assist them.

Look on your map to find the citadel northwest of the Sun Stone. Go to the citadel, watching for Ash Spawn along the way. Two Morag Tong Assassins guard the entrance, but they fall easily. Oddly, the two elite Redoran Guards lie dead at the entrance.

Past the door to Ashfallow Citadel, open a locked (expert) East Empire Company Strongbox. Inside it, take the East Empire Pendant, for a quest. Then go down the spiral stone steps to the bottom. There, defeat a Morag Tong guard. Open a Wooden Chest and then continue south, through the tunnel to a room with five more Morag Tong. However, three of them are behind a locked gate and appear too stupid to use the chain on their side to open that gate. Defeat the two guards on your side of the gate. Then, if they have not retreated, know that you can snipe the remaining three guards through the bars with a ranged weapon. They can snipe at you too.

The bedroom west has a locked (adept) safe. The room east has seven Soul Gems and a few potions. The hanging chain in that room opens the gate. Past that gate, if you have not already killed the three guards, defeat them now. The training room east has weapons on a rack. The door west has five Bear Traps on the floor. Deactivate the traps and then pull the chain at the end of this short hallway. This action slides the vertical bars of the next gate out of your way. The chain next to that gate slides the horizontal bars.

Beyond that gate, find a gauntlet of six Metal Pressure Plates. In various ways, they activate the three Swinging Gate Traps. Past the plates are two more gates. You can see Vendil Severin in the room on the other side of the second gate. Because you can shoot arrows through both gates, hitting Severin, it is possible to complete the quest without opening the last two gates.

However, if you want to open those gates, backtrack to the room west. Two Metal Pressure Plates inside that tiny room each control a separate Metal Spear Trap. If you step on either plate, four metal spears pop out of the wall. Pull two chains in this room to open the last two gates.

Now defeat Vendil Severin and his two Morag Tong guards. You could lure them into the hallway, where they will step on the pressure plates. Vendil's last words are "I join you in death!" He was referring to his Clan Ulen ancestors, because his name was really Vendil Ulen. His corpse contains two keys, but you do not need either one of them.

Open Vendil's Wooden Chest and then return to Raven Rock. Follow your quest arrow to find Arano and then tell him what happened in the citadel. He tells you that Councilor Morvayn will be quite pleased with your work. Follow Arano to an audience with Morvayn. Listen to Arano have a conversation with Arano and then speak with Lleril Morvayn. He tells you that the Severin property is forfeit. Then he gives the Severin Manor to you, along with gold Septims.

Return to Severin Manor and take what you want. Among the loot, find three Coin Purses, five Wooden Chests and eighteen Soul Gems. This well-equipped house has a complete workshop, including a Workbench, Tanning Rack, Blacksmith Forge, two Smelters, an Alchemy Lab, an Arcane Enchanter and a Grindstone. The manor also contains two beds you can sleep in.

Summoning Karstaag

Go to the Glacial Cave, on the central part of the north shore of Solstheim. Inside the cave, follow the ice tunnel to a Riekling camp. Three of them pop out of barrels. Search their hut. Then take "Karstaag's Skull" from a niche on the south wall. Exit the cave. Look on your map.

If you have already cleared the caverns, Fast Travel to the "Castle Karstaag Courtyard" and then open the big Ice Door. The courtyard beyond the door should be empty of foes for now although, given time, two Riekling may respawn here. Even if you have not cleared the caverns, you can find the courtyard in the northwest part of Solstheim, pick the lock on the Ice Door and then kill the three defending Rieklings. Now Scroll down to the heading "The Impossible Fight", to continue.

If you have not cleared the caverns yet, but want to do so, find "Castle Karstaag Caverns" just southwest of the Glacial Cave. Go there and then follow the route described below.

You enter the caverns at the base of a multi-level Riekling village. Kill three of them and then swim to the ledge south. Search their hut and then go west and kill two more. Farther west and north, find three more Riekling. Continue west, through an Ice Door.

Past the door, swim north, past a locked (novice) closet door, to an intersection. The south fork detours to two locked (apprentice + novice) Ice Doors that open to minor treasure. The east fork goes to an Ice Door, opening to a slope up to a larger part of the village. Kill two or three Riekling. Then creep along the narrow ledge south and west, to find two Soul Gems and a hut.

On the other side of the bridge, find two more Riekling. Search their hut and then continue east, up the ice tunnel to a ledge overlooking one Riekling herder and his three Bristlebacks. Then go south and west, through the Ice Door. On the other side of the door, kill two Riekling and cross the first bridge. On the other side of the second bridge, kill two more Riekling, search a hut and open a Wooden Chest. A Coin Purse lies just below the end of the second bridge.

North of that bridge, jump up to an ice ledge which has another Coin Purse and a Wooden Chest. Before you drop down, look all the way across the cave south, to a ledge with two waterfalls that drop to the area with the tents. In the jumble of black rocks up there, you can find *another* Coin Purse and a nice Wooden Chest, but only if you have learned all three words of the Whirlwind Sprint Shout. In that case, instead of dropping down, jump *up* to get on a level even with the narrow ledge just east of you. Then Sprint to that eastern ledge. From the easternmost point of that ledge, use Whirlwind Sprint to cross the 100-foot space south, to that jumble of black rocks.

Continue west, up the slope past a pile of boxes, to the "Castle Karstaag Courtyard". Defeat three Riekling, one of them mounted upon a boar. That Riekling has the "Castle Karstaag Key", which opens the big locked (master) Ice Door on the south wall.

The Impossible Fight

Activate the throne on the north wall of the courtyard, to place "Karstaag's Skull" on the altar. This action will conjure Karstaag, an enormous Frost Giant, who will waste no time attacking you. Quickly run to through the Ice Door on the south wall of the courtyard. If you ignore this advice, the giant can kill you with as few as two blows from his weapon, no matter how good your armor.

He has an astonishing amount of Hit Points as well. Even if you manage to wound him, he can heal himself. He can also call a blizzard that will do slow, steady damage to you. The blizzard even makes it difficult to see him. The giant can also summon Ice Wraiths to help him.

You may have some equipment that protects you from most Frost damage, but it may not help you much in this instance. The Frost Giant's ability to deal blunt force trauma is massive.

Barring God-like protection, this seems like an impossible fight. The Unrelenting Force Shout will *not* knock him backwards or do any visible damage. The Cyclone Shout is a mere annoyance to him. The Disarm Shout will *not* knock his weapon from his hands.

Once you get outside the courtyard, **save your game**. I was able to beat the giant by activating the Dragon Aspect Shout, using a fire-enhanced Ebony Bow, Daedric Arrows, having equipment that gave me 90% resistance to Frost and using the Fire Breath Shout. Then, standing just in front of the door to the courtyard, I used a little-known secret for using Skyrim Powers. You may have more than one of them active at one time. To prove this to yourself, look in Magic>Active Effects to see which Powers are active and how many seconds they will remain active. The timer will not run while you are inside your Inventory. I used three Powers:

Bones of the Earth – This ignores 80% of Physical Damage for 30 seconds.

Dragon Skin – This absorbs 50% of Magicka for 30 seconds.

Secret of Protection – Ignores half Physical Damage + most Magicka Damage for 30 seconds.

With the Dragon Aspect Shout, your Power attacks do 20% more damage. Your armor increases by 100 points. When your health drops below 50%, an Ancient Dragonborn comes to your aid. This helps a lot, because it keeps the Frost Giant distracted while you attack the giant. You get 25% more resistance to Fire and Frost Damage. Your Shout timer recharges 20% faster. Dragon Aspect lasts for a full five minutes, long enough to kill the giant, so activate it first.

I went into Sneak mode, went through the door and found the giant sitting on his throne. There is just enough distance to fire two or three arrows in Sneak mode, before the giant comes within range of the Fire Breath Shout. At this point, my back is to the door in case I needed to retreat.

I started peppering him with about 40 Daedric Arrows, at which point, he dropped to his knees. However, keep dealing damage even then, because he will regenerate his health even while away from his throne. Ignore the blizzard. Ignore the Ice Wraiths too. With your back covered and the giant in front of you, Ice Wraiths can only come at you from two directions. They will disappear when the giant dies. Just be ready to use the occasional potion and be patient. The giant can be felled in other ways too, so experiment with what you have available. After you defeat Karstaag, you get the power to Summon Karstaag, but only three times and only outside. Karstaag carries ten Ectoplasm and a few Soul Gems.

Telvanni Research

In Tel Mithryn, find and speak to Neloth. Ask him “Can I help with your research?” He gives you an Extractor and then sends you to obtain an Ash Sample from an Ash Spawn, so that he can perfect a spell to summon them. Find and kill any Ash Spawn or find the remains of a dead one. Activate the remains to use the Extractor. Take the sample to Neloth. His assistant Talvas Fathryon will later have the Summon Ash Spawn Spell in his sales inventory.

The Black Book Quests

Black Books teleport you to Apocrypha, Daedric realm of Hermaeus Mora. Each book has three powers associated with it. You can only select one power to be active at any one time, but you may change that power by rereading the associated Black Book. This will transport you back to Apocrypha, where you may select a new ability from the list of three. Assuming that you have finished the Main Quest, you have already found the Black Books “Waking Dreams” and “Epistolary Acumen”. The remaining five books, their locations and their associated powers are listed separately in these pages. Find them in the Table of Contents at the top of this document.

The Chief of Thirsk Hall

You may complete “The Chief of Thirsk Hall” or “Retaking Thirsk” but not both quests. Find Thirsk Mead Hall just south of the Skaal Village. When you get close to the hall, a Riekling will stop you. Speak with him. Using a halting voice, he says “You fol o me”. Then he runs through the front door of Thirsk Hall. Follow him.

Inside the hall, walk up to the Riekling Chief, who sits on his throne at the north wall. Speak with him to learn that he thinks that you are strong. He has three tasks for you. First, he wants you to retrieve his lost pet, a boar named Bilgemuk. Agree to do this and then exit the building.

You must have a piece of “meat” in order to get the boar to follow you. Boar Meat or Troll Fat will not work. A piece of Clam Meat, Salmon Meat or Seared Slaughterfish will work. Follow your quest arrow to the north side of the small lake just outside Thirsk Hall. There, activate the boar Bilgemuk to open a special inventory of only those foods that Bilgemuk will accept.

Select a piece of meat for the boar. Now lead him back to Thirsk Hall, to the pen on the south side of the outside of the building. Then go inside and get your second task from the Riekling Chief.

Now the Chief wants you to find him 10 of what he calls Redgrass. You know it as Scathecrow. It is one of the most abundant plants on Solstheim. You can find it almost anywhere, even lining the streets of Raven Rock. Pick ten Scathecrow and then give them to the Riekling Chief.

His third task for you is to help him kill the seven "Bad Nords" who used to inhabit Thirsk Hall. Agree to this by saying "Let's go". Follow the Chief outside and then wait while the Chief speaks to his troops. Follow them partway down the hill, to meet up with another group of Rieklings. Then follow them the rest of the way down the hill to the coast.

There, a big fight begins, between the Nords and the Riekling. Help the Rieklings defeat the seven Nords: Bujold the Intrepid, Halbarn Iron-Fur, Kuvar, Elmus, Herkja, Sirkjorg and Hilund.

Speak with the Riekling Chief again. Now he fears your strength; "Maybe you too strong, want to be Chief". Either way you answer, he will attack you. After you defeat the current Chief, you become the new Riekling Chief, but only for this tribe. If you ask one of the Riekling Hunters, he will become your follower. He will even attack fellow Rieklings in your defense.

The Ebony Warrior

According to hearsay evidence on the Web, you must have reached level 80 in Skyrim before the Ebony Warrior appears. If I ever get to that level and meet him, I will write a walkthrough here.

The Final Descent

When you speak with Crescius Caerellius, in the Raven Rock Mine or his house in town, he tells you that he believes the East Empire Company covered up the true nature of the death of his great-grandfather, Gratian Caerellius. Crescius found an unsent letter from his great-grandfather that described a major discovery in the mine. Crescius also found a "Raven Rock Mine Key".

After the great-grandfather disappeared, the East Empire Company blocked off access to the mine and then left Solstheim. When you offer to help, he gives you the letter and the key.

Enter Raven Rock Mine and then go down the dangerous stepladder. Walk down the wooden ramps and kill a Skeeve. Go down more ramps, to an intersection. The east tunnel goes to a dead end where you must kill a Frostbite Spider. The north fork goes down to two Frostbite Spiders. Past them, note that explosive gas fills the tunnel. If you ignite the gas from a safe distance, you may kill the Frostbite Spider just around the next corner. At the bottom of the passage, find your further progress blocked by three wooden boards nailed across the tunnel. Bash down the boards. Past the blockage, find a gate that opens with the key that Crescius gave you. Open the locked (expert) East Empire Company Strong Box to get the East Empire Pendant, for a quest.

Beyond the gate, find a partially-flooded crypt. Kill four Draugr lying on rock shelves. One of them may trigger a Swinging Gate Trap, by treading on a Stone Pressure Plate under the water. Open an urn and a Wooden Chest. Then go north, past the gate, avoiding the pressure plate.

At the top of the steps east, when you turn west, watch for a Draugr standing in the distance and one sitting on the left Stone Throne just in front of you. Behind those two thrones are two identical thrones. One of those has a live Draugr too. Open one urn, go up the ramp west, open another urn and then enter the circular room with two dead Draugr lying on top of an iron grate.

On the west wall of the room, you can see a live Draugr sitting on one of the Stone Thrones. As you move further into the room, four more of them, get up from thrones and swarm you.

They attack you with frost and may conjure a Frost Atronach to help them. If you quickly retreat back down the hallway, the atronach becomes stuck in the doorway because it is too tall to fit.

After you have dealt with all of those enemies, open a locked Wooden Chest (master) that has very good treasure. Exit the room through the Iron Door on the west wall. In the next room, take two Soul Gems from their holders, open two urns, collect some potions and mine some Stalhrim Ore. Take two rare jars of Netch Jelly from the Alchemy Lab – for a quest. Open an urn and then go north to a juncture where Shock Pillars on both sides of the hallway activate. Shoot the Soul Gems from the pillars and collect the Soul Gems. Past them, find a partially-flooded Iron Door.

Past the door, find a large room with a Draugr standing on a bridge. Two more Draugr in the room will join him in attacking you. After you defeat them, open a locked (apprentice) door “Entrance to Bloodskal Barrow” behind the base of the waterfall. In the collapsed tunnel behind the door, open two urns and mine a Stalhrim deposit.

Back in the main room, go up the steps, cross the bridge and open a locked (expert) Wooden Chest. Opposite the Arcane Enchanter, pull the handle attached to the pedestal. This opens a gate you can see to the south. Past that gate, find an intersection. Look east, to see a Shock Pillar on a ledge above the podium holding a Spell Tome. Shoot the Soul Gem that powers the pillar.

Then go west. Open an urn and a locked (adept) Wooden Chest behind the base of the Wooden Ramp. At the top of the ramp, take the Soul Gem from the Shock Pillar and open an urn. Behind that pillar, find a Stone Door that opens with a pull chain, partially hidden behind the cobwebs. Inside the closet, find some gold and a Wooden Chest. Then return to the pillar room and go through a door to an iron-enclosed bridge. On the other side of the bridge, watch for three hidden Stone Pressure Plates near the base of the steps. They activate sixteen dart holes, focused on the intersection. Go up the steps north, open the Wooden Door and open the (adept) Wooden Chest.

Then take the west zigzag tunnel to a high ledge above a large chamber with a stream running through it. Creep over the edge of the ledge, to drop down to the next ledge. Downstream, where the water disappears, open a Wooden Chest. The unusual door at the north end of the chamber will not open. The skeletons near the door are what are left of Gratian Caerellius's expedition.

Search his skeleton for his Journal. Read it, for a clue on how to open the unusual door. Take his "Bloodskal Blade". Equip the blade and swing it hard, to see a wave of red energy project from the blade, similar to that emanating from the sides of the door. You must align the energy coming from the blade with the two waves of energy on either side of the door. Stand well back from the door; otherwise you may not even see the energy coming from the blade. Players who use a blade all the time will know that you can swing the blade sideways, as well as vertically. Archers and staff-bearers may have a tough time discovering the secret to opening this door however.

The secret is in the Power Attack. If you swing a sword standing still, it will swing vertically. If you *move*, left or right, at the same time as you swing a sword, the blade swings horizontally.

The two energy waves to either side of the door are horizontal; so swing the blade that way. This moves the rock arches above the door, creating two vertical energy waves near the door. Now swing the blade twice vertically, to cause two more pieces of the rock arches to move. Now swing horizontally again, at the two new energy waves that appear above the door. Finally, swing at the big red vertical split at the center of the door, to open the door.

Past the unusual door, find a long hallway going west, to the largest Swinging Blade Trap to be found in the game so far. The trap consists of seven sets of three blades each. However, there is plenty of space between the sets to safely navigate the gauntlet. On the other side, a lever opens the gate, but does not turn off the blades.

Past the gate, find a room with a Word Wall and a Wooden Chest. As you approach the chest, a Dragon Priest named Zahkriisos rises from the water beyond the chest and attacks. He uses Shock Spells. Sometimes a Seeker is there to help him. After you defeat the priest, learn a word of "Dragon Aspect". The chest has almost nothing in it, but when you go through the gate northwest, you find a very good Wooden Chest. Also in the room, find a podium holding a Black Book.

Read the book and be teleported to a Daedric World. Run southeast, to avoid lashing tentacles. Kill a Seeker at the top of the steps. Take two Soul Gems and then activate a Scrye Pod to open the gates northeast. Past the gates, take three more Soul Gems and activate another Scrye Pod to open the gate southwest. Past the gate, fight a Seeker and then go south and activate another Scrye Pod.

Past the next gate south, kill a Lurker that climbs from the pool and then take three Soul Gems.

Now activate two Scrye Pods to open a gate and extend a set of steps. Go up those steps to find a Vessel and the "Black Book: Winds of Change". Activate the book and then choose one of three glowing blue-green globes above the book. Each gives you a different Active Effect, but you may only have one active at any one time. You may read the book again any time to change the effect.

Scholar's Insight: Gives you an extra Skill Point every time you read a Skill Book.

Companion's Insight: Prevents Attack, Shout and Destruction Spells from damaging Followers.

Lover's Insight: Deals 10% more damage to and gets 10% better prices from people of opposite sex.

After you have chosen a Power, activate the podium, to be teleported to the base of a spiral wooden stairway. At the top, open a door to "Bloodskal Barrow". Then walk down a passage and pull a chain to open a Stone Door.

Past the door, find yourself in a Reaver Marauder camp. Kill two of them; take two Coin Purses from the shelves, open a Wooden Chest and read "Deathbrand" if you have not already done so. Reading the book starts a Miscellaneous Quest "Search for the Treasure of Haknir Death-Brand".

Exit the camp through a crypt and watch for a roving Reaver. Exit through the door to "Bloodskal Barrow". If you have not already cleared this coastal ruin, watch for four Reaver defenders. Fast Travel back to Raven Rock and follow your quest arrow to find Crescius Caerellius. He will give you gold Septims for completing the mission. If Neloth sent you here, then return to Tel Mithryn and speak with him. He will make a copy of the Black Book and give you some Septims for your trouble.

The Kagrumez Gauntlet

Go to Kagrumez, just south of Miraak's Temple. Use the lift to drop down into this Dwarven ruin. At the bottom of the slope east, you find a Gold Door. Even before you open it, you can hear two people talking about the Treasure of Kagrumez. They are trying to figure out how "to get this thing started". Open that door, to find a very large room with three Reavers, who will attack you as soon as they detect you. Defend yourself.

One of the Reavers has "Raleth Eldri's Notes on Kagrumez", which gives hints about how to open the gates on the north wall of the room. That Reaver also has two "Kagrumez Resonance Gems". Note the positions of the three Dwarven Dispensers on the floor, surrounding the central pedestal.

The First Challenge

Stand in front of the golden pedestal, facing east. Then look north, to see the pattern of blue lights on the closed gates. **Save your game**, go into Sneak mode and then insert the two gems that you took from the Reaver, into the corresponding holes in the pedestal. Now a rapid sequence of events takes place around you, locking you into the room.

First, a circular wall rises up to surround the golden pedestal. You hear the sounds of machinery. Then the golden pedestal drops to the floor. Then the circular wall drops back into the floor. Now the southern stone wall moves quickly toward you. At the same time, the east and west stone walls in front of the north gate quickly slam together in front of the north gate. Then all three sections of wall slowly return to their original positions, dropping three Dwarven Ballistae on the floor. At the same time, the three Dwarven Dispensers on the floor eject three Dwarven Spiders.

Kill the three spiders first, because they are closer to you and also easier to destroy. If you do this quickly enough, and are still in Sneak mode, the ballistae may not detect you. They tend to remain motionless on the floor, below where they dropped from the walls – until they detect you.

The ballistae can do terrific damage, stunning you with the spears they throw. This interferes with your offence. They are easier to destroy if you can shoot them with arrows while in Sneak mode.

After you have destroyed all six machines, go past the now-open gates north, along a hallway to a smaller room. Fifteen Dwarven Metal Ingots and seven Dwarven Oil canisters sit on the shelves in this room. A Dwarven Stone Chest lies on the ground beneath the shelves. The lever in the room causes a gate to slide down, revealing a “Steadfast Dwarven Spider”. Do not destroy it. This spider is unique to the game, in that it will become your follower if you ask it to.

However, the lever did not open the gate on the east wall. Note the pattern of three blue lights on that gate. You must insert three Kagrumez Resonance Gems into the golden pillar in the Challenge Room, making sure that the gems correspond to the pattern of lights on the gates in this room. If you have only two Resonance Gems, then exit the ruin and find at least two more gems, because you will need a total of four gems to open the gates to the treasure room.

A Third Resonance Gem

If you are willing to spend some serious money for one gem, then Fast Travel to Tel Mithryn and go west from there. Find a man named Revus Sarvani, who will sell you a Resonance Gem.

A Fourth Resonance Gem

Find a fourth gem inside Nchardak Aqueduct, northeast of Tel Mithryn. Neloth must unlock this ruin for you at the start of “The Path of Knowledge” quest, part of the [Dragonborn Main Quest](#). Inside the “Nchardak Aqueduct”, jump up the rock debris in the northeast corner, to get up to a rock ledge. Activate the switch next to the door at the end of the short hallway, to open the door. Defeat a ballista in the small room behind the door. Find the Resonance Gem lying on the table.

A Fifth Resonance Gem

Find the fifth gem inside Fahlbtharz, a Dwarven ruin. Acquiring this gem is not necessary to complete the The Kagrumez Gauntlet Side Quest. If you want to get the gem, read “Fahlbtharz”.

The Second Challenge

Return to the Challenge Room and then insert three Resonance Gems in the same positions as the pattern of blue lights on the gates in the second room. When you do this, the circular wall again rises up around you. When it falls to the floor, you see that the room has reorganized itself, adding new walls, which reduce the size of the room. Evenly spaced around you, four powerful fire jets shoot straight up. If you accidentally run across them, you suffer damage. Two Dwarven Spheres drop from the tops of the stone walls south and north. Scalding steam rises from the large floor grates to the east and west. Two tall pillars rise from the floor if you go north or south. The central section of these pillars rotate, sweeping fire in four directions. Five Dwarven Spiders drop from the rock ledges to the north. Only after you have defeated all of the enemies, does the steam cool, the fires turn off and the walls drop.

The Third Challenge

After the second challenge, return to the second room and pass through the now-open gates to the third room. Find another small room with a Dwarven Stone Chest and a lever. When you pull the lever, a gate drops to reveal a “Steadfast Dwarven Sphere”. Do not destroy it. This sphere is also unique to the game, in that it will become your follower if you ask it to. If the Steadfast Dwarven Spider is already your follower, you must dismiss it before the sphere will follow you.

Note the pattern of four blue lights on the golden gates. Remember that pattern and then return to the Challenge Room. **Save your game** and then insert four Resonance Gems in the same positions as the pattern of blue lights on the gates in the third room. When you do this, the circular wall again rises up around you. When it falls to the floor, you see that the room has reorganized itself. The room has partially flooded. Electricity shoots through two broken vertical pipes. Electricity also shoots down from an apparatus on the ceiling – to the water. If you step into the water, you take Shock Damage. You must fight two Dwarven Spiders, one Sphere and two Ballistae.

After you kill the last enemy, the room resets. Go north again, through the second room into the treasure room. A Dwarven Centurion lies broken on the floor. On the altar behind him is the “Dwarven Black Bow of Fate”. Besides doing 69 points of damage, the bow gives you a 50% chance to absorb 25 points of Health, Stamina and/or Magicka from an enemy. For a shortcut out of the ruin, exit west and then drop down to the Challenge Room floor. Take the lift back up.

Unearthed

Speak with Ralis Sedarys in the ash plains southeast of Raven Rock. A wealthy patron has paid Ralis to find “The Relics of Ahzidal” inside Kolbjorn Barrow. However, the patron has not paid Ralis enough to hire workers to dig out all the ash covering the entrance. Offer to become his partner and give him 1,000 gold Septims, beginning the “Unearthed” Side Quest.

He will send word to you when he has something to show you. This will take several days.

If you go back and check the site before he contacts you, you may see two workers digging out the ash from the pit. Later, you may see that Ralis has set up a tent camp.

After the courier gives you a message from Ralis, return to the dig and speak with him. He tells you that when his hired miners finally got inside the ruin, all of them were killed by Draugr. In addition, the miners came to a dead end chamber. Now the project cannot proceed, unless you clear the ruin of Draugr and discover a way to continue deeper into the ruin.

Go down the wooden ramps and then through the door to "Kolbjorn Barrow". Past the door, as soon as you get to the large empty urn, get ready to fight your first Draugr. Then go down the steps north, to see a more powerful Draugr standing at an altar. When he attacks you, he will have five more Draugr to help him. Defeat them all.

After the fight, find the bodies of the three miners, open a locked (adept) Wooden Chest, take three Soul Gems from the base of a broken urn and then take the brown human skull from the Spring Pressure Plate on top of the altar. This action opens a Stone Door on the northwest wall.

Beyond the door, find an ash-filled room with a pedestal. On the top of the pedestal, find "Ahzidal's Boots of Waterwalking". Then exit the ruin and speak with Ralis. Tell him what did inside the ruin. He tells you that workers now will be afraid to do any more work in the ruin – unless he pays them more gold. He asks you to fund him 2,000 Septims for more workers. Give him the money and then wait several more days for the courier to contact you.

Then return to Kolbjorn Barrow camp and speak with Ralis. He has Draugr problems again. All of his miners have either been killed or run off, terrified. Ralis wants you to go back into the ruin and see if any miners survived.

Back inside the ruin, open a locked (novice) Wooden Chest in a short tunnel right of the entrance. You start seeing the first of six dead miners. Inside the room with the altar and the spring plate; defeat six Draugr. Open two Wooden Chests and one urn. In the room to the northwest, stands a more powerful Draugr archer. However, he stands behind a big pillar with no bridge to you.

In the next room northwest, see a Draugr standing inside a rock niche. Another Draugr is doing the same, just past the doorway, on your left. Find the body of Bradyn in the room. Near the chain to the northwest, find one more Draugr. Pull the chain to open a Circle Door to the northeast.

In the room past the door, find another Draugr and pull another chain, to open another Circle Door to the southwest. Past that door, fight another Draugr. Past him, watch for a Shock Pillar southeast. The Stone Pressure Plate activates a Swinging Log Trap and causes fire to shoot through the holes in the southwest wall. Note that both of these traps are buggy. Take three Soul Gems.

Face the gate northeast. Note the four handles to the right of the door. The third handle down fires darts from four holes to the left of the gate. The other three handles open and close three gates in the passageway in front of you. You must determine the order in which to pull the handles, so that all three gates stay open. Pull the fourth, first, second and then the first handle – in that order.

Now that all of the gates are open, **save your game**. At the end of the short hallway past the gates, you come to a very small crypt. As soon as you cross the threshold to that crypt, the last gate will slam shut behind you, locking you inside the crypt with four Draugr.

After you kill the Draugr, the gate re-opens. Find Mireli lying dead. Her corpse has “Mireli’s Letter to Mother”. Take a Soul Gem and some loose Septims. Pull a handle in the northeast tunnel, to open a Circle Door northeast. Inside a small cubby behind the door, find “Ahzidal’s Ring of Necromancy”. When equipped, the ring causes a creature you have reanimated to explode when it dies, doing 50 points of Frost Damage.

On your way out of the ruin, you may hear the chant of a Word Wall, but you cannot yet get to it, because there is too much ash left to dig. Return to speak with Ralis and tell him the news. Because of the Draugr danger, he must now hire mercenaries to guard the miners while they work. To hire all of those workers, he will need 3,000 Septims from you. Give him the money and then wait for the courier to contact you again.

After the courier contacts you, speak with Ralis at the Kolbjorn Barrow camp. He has had another disaster, caused again by Draugr. Enter the barrow again and immediately have to defend yourself against two of them. At the end of the tunnel northwest, you can see another Draugr standing. Without prompting, he will begin walking toward you. Defend yourself.

When you get to the room with the big pillar in the middle, defeat another Draugr, standing on the other side of the pillar bridge. You find four miners and two Kolbjorn guards dead. In the pit below, you still cannot access the Word Wall. So, cross the bridge northwest. Turn southwest at the intersection. Watch for a Draugr to pop out from a sarcophagus, northwest of the Stone Pressure Plate, which is still active. You could use that Swinging Log Trap to kill the Draugr if you step on the plate at the right moment.

Near the pressure plate, unlock (expert) the Iron Door southwest. Past the door, inside a small room, kill two Albino Spiders and one red Poisonous Cloaked Spider. Open a trapped (expert) Wooden Chest in the room. If you activate the trap, half a dozen metal spears shoot up from the ash pile in front of the chest. Take two Soul Gems, open an urn and mine an Emerald Geode. Then return to the area of the Stone Pressure Plate.

Go northeast and then southeast, to the body of a miner. Northeast of there, find a Draugr standing in the hallway. Another one stands in a rock niche on your left. Pull the chain to the right of the Iron Door. Then backtrack a bit, southwest, northwest and northeast. At the end of the hall, a door has opened to a closet with "Ahzidal's Gauntlets of Warding" sitting on a pedestal. Then return to the Iron Door and open it. A trip rope lies at your feet *just past* the door. At the bottom of the long rock slope, inside the next room, are six Draugr. Several of them will begin walking up the slope toward you. If you break the rope while the Draugr are walking up the slope, the mass of boulders that drop from the ceiling will roll down the slope and kill or wound some of them. Be cautious until you see a message from the game, telling you that all of the Draugr are dead.

Find another dead miner at the base of the slope. Southeast of there, up the steps, find a large room with 25 pressure plates covering most of the floor. They will not injure you when you step on them, although they make a crackling sound that may unnerve you. Note the three dead miners and two dead Kolbjorn Guards. Next to the one lying on the altar, find three Soul Gems in a bowl. Open a locked (apprentice) Wooden Chest.

To open the gate on the northeast wall, run over all 25 pressure plates before the blue haze on any of them fades away, which takes about 15 seconds. Past the gate, find "Ahzidal's Ring of Arcana" resting on a pedestal. While you are wearing it, the ring allows you to cast two spells, Ignite and Freeze. The Ignite spell shoots a blast of flame that sets your target on fire, doing 5 points of damage per second for 15 seconds. The Freeze spell does 20 points of Health and Stamina damage for 15 seconds. Find an urn and a Coin Purse below the murky green water.

Then go up the log ramp, to find an urn and two Soul Gems. Pull the chain to open the gate. Beyond the gate, find a three-blade Swinging Blade Trap. On the other side of the blades, find an Iron Door that opens with a chain above your head. Pulling the chain also drops a drawbridge and stops the blades swinging. Pick up a Coin Purse and then cross the bridge and exit the ruin.

Speak with Ralis. Tell him what you did. Now he needs 5,000 gold Septims to hire more miners and better guards. Give him the money and then wait for the courier to contact you again.

When you return to the Kolbjorn Barrow camp, you find six dead miners and one dead guard. Enter the big tent and read "The Journal of Ralis Sedarys – Volume 23" to get an idea of what you now face. Then enter the barrow.

Inside Kolbjorn Barrow, the first room is empty. A dead miner is laid out on top of the altar. In the room northwest, with the big pillar, kill a Draugr standing below you north. The miners finally uncovered the Word Wall before they died. Learn a word of the "Cyclone" Shout. Then cross the bridge northwest, to find two more dead miners.

You may find Ralis wandering about the hallways northeast of the Stone Pressure Plate, but he will not speak with you; he just moans. Go downstairs northeast. At the intersection, go southeast and deal with the three Draugr in the room with 25 Pressure Plates. Kill another two of them at the top of the log ramp. Then backtrack to the intersection and go northwest, to a room with three Stone Thrones, a Draugr sitting in all three of them.

When you enter the room, a gate slams shut behind you. After you have dealt with the Draugr, note the two moveable pillars and the lever between them. When the pillars are not set properly, the handle releases darts from six holes in the back of two thrones. The chains on the northeast and southwest walls start and stop Circle Doors.

Note the icons behind those doors. Set both icon pillars to the same icons as behind the doors and then pull the handle to open the gate in the south corner of the room. Behind it, find "Ahzidal's Armor of Retribution".

Now set both moveable pillars to the bird icon and then pull the lever again, to open the exit door and open the large Iron Grate on the floor. This reveals a set of wooden steps going down. At the bottom, take a few potions and open an urn. However, be wary here. As you continue down a set of stone steps northwest, to a room with four Draugr, two of them may run up those steps to attack you. You should ignite the flammable liquid on the floor of the room below, where the Draugr come from. Although the flames do not seem to hurt the Draugr much, you may save yourself some flame grief later by taking care of the liquid mess now.

Mine some Stalhrim. This is another puzzle room. Pulling the chain activates a Fire Trap unless you rotate the icon pillars to the correct setting – snakes. Inside the room behind the gate find "Ahzidal's Helm of Vision", but watch for a Stone Pressure Plate on the floor that activates six metal spears. In addition, taking the helmet from the spring plate activates a stream of fire back through the gate. **Save your game.**

Now approach the Iron Door southwest of the helmet. You may hear Ralis Sedarys on the other side of the door saying "Master Arise! It is time! Ahzidal Awaken!" When you open it, the Dragon Priest Ahzidal rises from the stone circle in front of you. He has three Draugr to help him. If you kill them, he can reanimate them and the dead miners too, though they only last a short while. Ahzidal uses a powerful fire attack and he will chase you a long distance if you retreat.

After you have defeated Ahzidal, return to the round room where he came from. If Ralis is there, speak with him. He has been under the influence of Ahzidal. His memory is foggy. Choose to punish him or let him live.

If you choose punishment, he will attack you with his “Hoarfrost” pickaxe, which not only deals 15 points of Frost damage to Health and Stamina, but also has a chance to freeze an opponent solid. If you choose to let him live, he will walk back to Raven Rock for a drink. He will be your creepy follower later, if you ask him.

Go through the back of the sarcophagus on the southwest wall to pick up three Soul Gems and open a very nice Wooden Chest. That tunnel goes southeast to a hanging chain. Pull it, to open the gate to a round room. There, find another very good Wooden Chest and a Black Book portal.

Activate the Black Book, to be transported to Apocrypha. When you arrive, note the bright and dark patches moving along the floor. If you step into the dark areas, you take damage. Take two Soul Gems and then go up the steps south, to a gate. Open a Treasure Pod. Activate a Scrye Pod to open the gate and then defeat two Seekers and a Lurker in the distance ahead of you. Try using a ranged weapon, so that you can remain standing on a bright part of the floor. **Save your game.**

After you have defeated the three enemies, *run* all the way through the dark corridor until you get to a small bright platform with a dark pool in its center. A Lurker will climb from the pool and attack you. Note that both you and the Lurker can fall off the edge of the platform.

After you have killed the Lurker, go up the steps south. Open a Vessel and take three Soul Gems. Then read the “Black Book: Filament and Filigree”. Choose one of three Powers:

Secret of Strength: Power attacks cost no Stamina for 30 seconds.

Secret of Arcana: Spells cost no Magicka for 30 seconds.

Secret of Protection: Take half damage for 30 seconds.

Then activate the book again to teleport back to the round room with the second treasure chest. Note that, in the small room northeast, a lever raises a cylindrical stone step-pillar. The steps take you back up to the entrance room with all of the scaffolding.

However, if you have not yet spoken with Ralis, follow your quest arrow to find him. He should now be standing on the round stone circle in the room where Ahzidal came from.

Wind and Sand

Ask Neloth “Can I help with your research?” He sends you to get a book named “Wind and Sand”. Exit Neloth’s quarters and then, with this quest selected, look on your map to see the quest arrow. This is a Radiant location chosen by the game randomly. Go there, find the book and then return to Neloth, who will give you some Septims for your trouble.

Chris Barton – 03.30.2013