

Skyrim - College of Winterhold, Mage Quests

First Lessons

If you played most of the way through the main quest, you may have already begun the first of this line of quests, "First Lessons". If not, then go to Winterhold, in the northeastern part of Skyrim and speak with Faralda on the bridge at the north end of town.

At the other end of the bridge, speak with Mirabelle Ervine, who is standing outside the main entrance. She will give you a short tour of the college, showing you your quarters. Then she will direct you to enter the Hall of Elements. Three other students (Onmund, Brelyna Maryon, and J'zargo) are already there. Tolfdir, the instructor, is about to begin his lecture. When he asks you to comment, choose any dialog option. He will teach the class a Lesser Ward Spell, a barrier against other people's spells. Equip the spell and fire it when Tolfdir tells you to.

Under Saarthal

Tolfdir wants the class to take a field trip. If you have already been to Alftand, then Fast Travel there and walk northeast to find Saarthal. If not, from Winterhold, go south along the main road out of town. Next to Birna's Oddments, go up the slope west. Tolfdir and Brelyna will take this route. If you stay with them, they can help you defend against enemies, but they walk slowly.

At Saarthal, before you join your instructor, loot the platform on the west side of the excavation. Open five urns and a chest. Then walk down the ramps and speak with Tolfdir. If he is not there, advance the game clock until you see him. Follow him inside Saarthal and speak with him again. Each student will get a separate task. Your task is to find Arniel Gane. Follow your quest arrow. He is working farther inside the ruin. Speak with Gane and he will ask you to collect some magical artifacts. Four quest arrows will appear on your compass.

All four artifacts are close-by. Find three Enchanted Rings on the ground. An Ancient Amulet hangs from a doorway. When you pick up the amulet, two metal gates slide shut behind you. Speak through the bars with Tolfdir, to tell him what happened. Equip the Saarthal Amulet. The door begins to hum and shimmer. Tolfdir suggests that magic may be the solution. Fire a Destruction Magic spell at the door. The door disintegrates and the locked gates open.

Tolfdir joins you again in the room beyond the door. Here, you will see and hear a vision of a man named Nerien, who claims to be a member of the Psijic Order. He warns you of danger ahead. When you speak with Tolfdir again, you learn that he saw no vision. It was for your eyes only. Kill two Draugr that pop out of sarcophagi. Then follow Tolfdir through the new opening west.

Pull a lever and go through a gated doorway. Fight four more Draugr in this room. Stand on the middle of the short bridge in the center of the room. The Draugr will have to line up to attack you. Tolfdir tells you to go on ahead while he studies this interesting room.

Pull two chains to open two spiked gates and go through the door north. On the other side, loot three urns. In the next room, fight three Draugr and watch for a *red* Fire Rune trap on the floor at the corner. At the top of a log ramp, watch for a tough Draugr Wight. Then loot one unlocked chest, one locked (adept) chest and three urns. Note that you can jump across the opening, from one log shelf to another, in some parts of this angular room. This feature may help you later.

Then open the iron door to the east. On the other side, loot three urns, then go down the east slope and open a chest. Be wary of the pressure plate in front of this chest. It triggers a flurry of darts. Just north of here, kill two Draugr lying on rock shelves. Beyond them, enter a corridor with six moveable pillars. The icons on the wall behind each pillar give you a clue to how they must face. Then pull the lever to open the gate and go through the Iron Door to the south.

On the other side of the door, on a high altar in the center of the room is a sarcophagus containing a Draugr Deathlord. As you approach the log ramps on either side of the platform, he will attack. He has a fearsome weapon and a good Shout, which can knock your weapon from your hands. Dual Flame Spells or a Firebolt Spell work well against him (available from Farengar Secret-Fire, the Court Wizard in Whiterun). The Deathlord cannot prevent you from using spells.

One way to defeat him is to stay out of range by running up one ramp of the platform and down the other, peppering the Deathlord with attacks as you run. A second way to stay out of his reach is to jump to the ledge on the north side of his sarcophagus. From here, if you move one step to your right, he will run through the south doorway and hide around the corner. If you move one step to your left, he will come out of hiding and attack you. While he is exposed, attack him.

A third way to defeat him is to have him chase you to the two-tiered room with a wooden catwalk around the upper level. Jump from one side of the room to the other, across the opening. The Deathlord is *unable* to make this jump, giving you time to target him with ranged weapons.

A fourth choice of fighting tactics is to have the Deathlord chase you back to the last room with the moveable pillars. Then pull the lever to close the gate. The Deathlord then cannot get past the gate. Shoot arrows at him, through the bars. Stand next to the lever and pull it to open the gate again when the Deathlord hides around the corner. When he comes out of hiding, pull the lever to close the gate. If you misjudge the timing, he can end up on your side of the gate. If this happens, run all the way back to the room with the small bridge in the middle. The bridge gives you room to maneuver around the Deathlord while you attack him and use a Healing Spell.

After you defeat him, loot one urn below the platform and three at the top. Look inside a broken urn for some potions. They could have fallen out. On the other side of the south door, open one chest and a large urn. When you go through the opening west, watch for a *blue* circular Shock Rune on the floor. Disable these by using Whirlwind Sprint to race across it, conjuring a Familiar to trigger the trap or using Fade, Become Ethereal to walk across without damage.

At the next doorway, look for another Shock Rune on the floor. In the next room, find four moveable pillars. However, more than one pillar moves when you turn one of them.

Try to find the alignment that matches the icons behind each pillar. When you tire of that, set the pillar left of the gate to dolphin, the pillar on the same wall to snake, the pillar to the right of the gate to bird, and finally the remaining pillar to dolphin. Then pull the lever to open the gate.

Beyond the gate, Tolfdir will catch up to you. A pressure plate at the next intersection releases poison darts and he may step on that plate. Open an urn and go through the Iron Door west.

You will come to a room with a large blue orb protected by a shimmering force field. A Draugr named Jyrik Gauldurson guards the orb and will immediately attack. Neither you nor Tolfdir will be able to inflict any damage on the Draugr while the force field protects him. Tolfdir will use magic to disrupt the force field while you kill the Draugr. He is vulnerable to a sword.

Get the "Gauldur Amulet Fragment" from Jyrik's corpse. Open four urns. Take Jyrik's Staff from the table. Then go through the Iron Door west. Beyond the door are a Word Wall and a large chest in a beautiful grotto. Get the "Ice-Ice Form" Shout. It freezes an opponent solid. In the next hall, pull the handle to open the gate. Exit south and Fast Travel to Winterhold.

Inside the front door of the college, the Arch-Mage's Door is on the left. Go up the stairway and speak with Arch-Mage Savos Aren. He wants you to research the orb that you found in Saarthal. He will give you the Staff of Magelight and then leave to look at the orb.

Hitting the Books

Go down the west stairway to the entryway. Faralda will stop you and tell you not to trust what Ancano says to you. Enter the door opposite the Arch-Mage's door. Go up the steps and speak with Urag gro-Shub in the Arcanaeum. If you give him an Elder Scroll, he will give you 2,000 gold coins. Urag will tell you that Orthorn, an apprentice mage, stole three reference books you need. He took them to Fellglow Keep, a less-reputable magic training center.

When you leave the Arcanaeum, Ancano stops you and speaks to you. He wants information about your new find in Saarthal. You may use any dialog options.

Fellglow Keep is southwest of Winterhold, near Valtheim towers. Fast Travel to Valtheim and follow the river upstream west. This section of the river is an excellent place to fill empty Petty Soul Gems, by killing Mud Crabs. You will come to a place where you can see a pass up the hill to the north. At the top of the hill, turn southeast and go through a narrow pass to Fellglow Keep. The two mage guards and a Flame Atronach outside are not friendly. You must kill them. Someone has locked the main door to the structure. Instead, go just west of the short tower and then down the steps to the "Fellglow Keep Dungeons".

Inside, wade through the flooded passage and disarm a Bear Trap. At the flooded room south, kill one Apprentice Mage and two Frostbite Spiders. Then go south, up the stairs to a living area. Loot the area and then go down the southeast steps. Avoid a metal pressure plate that activates a dart trap. Up the stairs southeast of the trap, open a Wooden Door to find a destroyed room with a locked (apprentice) chest. Northeast of the pressure plate, go down the steps and trigger a blue Shock Rune on the floor, by conjuring a Familiar on top of it or using Whirlwind Sprint to cross it.

You will come to a room with prison cells. The prisoners are vampires and will *not* be grateful if you release them. Kill a mage guard at his/her desk around the corner. Beyond the door to the southeast, kill three more mages and collect some minor treasure. Past the doorway northeast, watch for a mage and then pull the center lever to release Orthorn. Accept his help or not. There are three exits from this room. The locked (adept) door west opens to a locked (apprentice) chest, a coin purse and weapons. The stairs northwest go to a door that needs the Fellglow Keep Key.

Go through the door northeast, to find and kill three mages practicing magic. Find a book on the table. Read "The Legend of Red Eagle", to begin a miscellaneous quest. Go up the stairway northwest and fight four or five Skeleton Warriors and two necromancers. East of the altar, open and loot a chest. Then go northwest, up the steps and open a door to Fellglow Keep. Go up the next steps and open a Wooden Door.

Inside the next room, find a book on a short pillar. Kill two mages, collect some Soul Gems and read "The Doors of Oblivion", to raise your Conjunction Skill. Then go through the Wooden Door east. Beyond that door, kill a necromancer and then continue north and east to an intersection. Here, find the north door locked. Kill one mage in the room to the east. The door on the east wall of this room is the living quarters for at least two more mages.

Up the stairs south, find two rooms. The one to the west has an Arcane Enchanter, a Workbench, an Anvil, an Alchemy Lab and another Unusual Gem. The south door only opens from its other side. The east hallway goes around a corner and up a stairway. At the top, find a circular room with high wooden shelves circling the room's central core. Inside that core, fight two mages. Read their book, "A Hypothetical Treachery", to raise your Destruction Skill.

From the circular room, the south corridor leads to a stairway west. At the top, find four wooden doors accessed from a long hallway. One of the doors has an (adept) lock. The first door, on the south wall, is a bedroom with a chest for you to loot. The second door, on the west wall, is a larger bedroom with a sleeping mage. Take her Fellglow Keep Key. The locked room on the east wall will open with this key. In there, find a bright sitting room with a shrine of Julianos. Activate the shrine to increase your Magic by 25 points. A door on the east wall exits this room to a bedroom with a locked (adept) chest. Finally, the door on the north wall opens to a room guarded by a Flame Atronach. Be careful. They explode in a ball of flame when you destroy them. Then go up the northwest stairway from this room.

At the top of the stairway, get some potions from a shelf and find a door to the "Fellglow Ritual Chamber". **Save your game** here. If you have any flame-resisting magical items, equip them now. Beyond this door, "The Caller" will greet you. Speak with her. The door has locked behind you. To trade Orthorn for the books (assuming that you accepted his help) say, "Perhaps we can come to an arrangement". Speak with her a second time and say, "It's a deal. You can have Orthorn". Take the books and exit the way you came. If you choose to fight, as soon as the conversation ends she will conjure up two Flame Atronachs. All three of them will attack you. The Atronachs are vulnerable to frost. The Caller has the Fellglow Ritual Chamber Key to the shortcut exit. If Orthorn survives, he will thank you, but remain behind for a while.

The three books that you want should be sitting on three low pedestals. The books could have fallen off those pedestals during the fight. Three quest markers will point you to the books, *if* you have the quest "Hitting the Books" selected. Read the books and then put them in your inventory.

One book is "Fragment: on Artaeum", which tells you about the Psijic Order. They live on the Isle of Artaeum in the Summerset Archipelago and are proponents of the Elder Way. The second book is "Night of Tears", which explains why Saarthal was destroyed; because of the orb you found. The third book is "The Last King of the Ayleids", which points to Nenalata as his resting place.

If you chose to fight, use the Ritual Chamber Key to exit through the north door. Find a small room with a chest, potions and Soul Gems. Drop down through the trapdoor to "Fellglow Keep". At the bottom of the ladder, raise the wooden bar that locks the door and open the door. This returns you near the room with an Arcane Enchanter, Workbench, Anvil and Alchemy Lab. Go down the steps. Exit through the north door, putting you outside the ruin, at the main entrance.

Fast Travel to Winterhold and enter the Arcanaeum. Give the three books to Urag gro-Shub, ending the quest, "Hitting the Books". Urag will give you six books as a reward. "Catalog of Weapon Enchantments" increases your Enchanting Skill. "Daughter of the Niben" increases your Alteration Skill. "Racial Phylogeny" increases your Restoration Skill. "Response to Bero's Speech" increases your Destruction Skill. "The Black Arts on Trial" increases your Illusion Skill. "2920, Hearth Fire, v9" increases your Conjuraton Skill.

Good Intentions

Follow your quest arrow and speak with Tolfdir. He should be standing in the lobby, near where he transported the mysterious orb. He will tell you that the writings on the orb are Ayleid, Daedra, Dwemer and even Falmer, but none of them matches. Ancano will interrupt Tolfdir's musings about the "Eye of Magnus" and insist that you meet with a Psijic Monk who is waiting for you in the Arch-Mage's quarters. Follow Ancano there and watch, as the monk appears to stun the Arch-Mage and Ancano, using a spell that stops time. Then speak with the monk, Quaranir.

Quaranir wants you to find and speak with the Augur of Dunlain about how to deal with the dangerous power of the Eye of Magnus. After that conversation, neither Ancano nor the Arch-Mage is aware that you spoke with Quaranir. Speak with the Arch-Mage about the Augur of Dunlain, to get a new quest arrow. Follow the quest arrow to find Tolfdir, probably in the Hall of Attainment. Ask him about the Augur of Dunlain. He points you toward the "Midden".

Go outside to the snowy courtyard of the college. Find a trapdoor to the Midden in the northeast corner of the courtyard. At the bottom, find a two-tiered room with two exits. The tunnel west leads only to a door to the Hall of Countenance. Beyond that door is the Hall of Attainment.

Instead, go down the steps east, to find an empty prison cell. From there, go down the steps to a cellar guarded by an Ice Wraith. Down the tunnel east and south, find an Atronach Forge. A table near it has an instruction manual. Go through the gate south, to a room at the very bottom of a column of falling water. Kill a Draugr and then go through a door west. On the other side, open the door to "The Midden Dark". Cross the bridge. If you drop down off the bridge to the chest, then do the next paragraph in reverse. Go through the ice tunnel north, to a *cave with two exits*.

The route up the steps north has nothing to do with the current quest, but I will describe it anyway. If you do go north, you will find a cubby with an Alchemy Lab and a room with two Skeleton Warriors. If you go through the door here, you will find yourself in a circular room. On the table, read "Midden Incident Report", to learn about the Daedric Hand on the pedestal. The "Investigator's Key" opens the "Investigator's Chest" in the Arcanaeum. Put the rings on the hand, in the correct order. Free him, to get "Velehk Sain's Treasure Map" - to some nice treasure. From the circular room, the east tunnel goes downstairs and through another tunnel south. Cut the cobwebs, kill two Frostbite Spiders and exit west. The ice tunnel leads to a ledge. If you drop off the ledge and go through a short tunnel, find yourself outside, with no easy way back inside.

To continue the Good Intentions quest, however, take the west exit from the *cave with two exits*. You will come to a locked door and hear a warning voice. Then the door opens to a very small room with a sizeable ball of light hovering over a stone circle. Activate the Augur of Dunlain, to speak with it and get more advice. He tells you that you need the Staff of Magnus.

Retrace your steps back up to the college and speak with the Arch-Mage. He recommends that you speak with Mirabelle. He will give you a magical circlet. This ends the Good Intentions quest.

Revealing the Unseen

Follow your quest arrow to find Mirabelle. She may be upstairs in her Hall of Attainment quarters, but she wanders. She will mention the Synod and point you to Mzulft. Exit the college and look at your world map to find Mzulft to the southeast. Fast Travel as close as you can. Shor's Stone is a good choice. From there, go north along the main road. Look for a set of stone arches going up the hill east. Follow the trail that runs beneath the arches, until you find Mzulft.

Beyond the gold entrance door, find Gavros Plinius lying on the floor. With his dying breath, he says, "Crystal Gone... Find Paratus... in Oculary". Take his Mzulft Key and then open the nearby door. Going up the slope beyond the door, avoid the pressure plate. Find the body of a second Synod Researcher. Beyond that point, kill two Dwarven Spider Workers. Find two more of them in the room at the top of the ramp east. Two doors exit this room.

The spiked door north leads to a collapsed hallway and a chest defended by a Dwarven Spider. Beyond the east door, go up a ramp, kill a spider and open a door that leads to a rocky tunnel. In the room at the end, watch for a Chaurus bug and two dead Synod Researchers (one at the top of the scaffold). Exit this room north, down a slope. Look for a tripwire across the trail. It releases a pile of boulders from a high wooden structure beyond the wire, on the east wall.

At the end of that tunnel, watch for two more Chaurus bugs. One way to defeat them is to have them chase you back through the tunnel. Deliberately break the tripwire so that the boulders crush the two bugs chasing behind you. However, one or both of them may survive.

When the bugs are dead, continue to the gold door north. Stop here a moment and note that you can jump up onto a pile of rock debris near this door. This is an excellent fighting spot for upcoming battles with some Dwarven Spheres. Now go through the door and up the slope east. At the top of the slope, at least one sphere will pop out of a pipe and attack you.

The locked (adept) gate on the east wall opens to two chests. Then go through the corridor north and east. Go through the door. Kill a Dwarven Spider and another Dwarven Sphere. Continue north and kill another Dwarven Spider. Go down some steps to the lower level of this two-tiered room, to find an Alchemy Lab and a locked (adept) gate. Behind the gate is a chest, at times empty.

When you return to the top of the steps, go through the door north. Past the door is a large, two-tiered room. A Dwarven Sphere patrols the other side of the central depression. At least two Dwarven Spiders wait inside the pipes down there. Do not go too far down the steps until you have dealt with the sphere, or you will have to face all these enemies at the same time.

Some of the pressure plates along the west wall activate some of the lateral pistons. Jump over the plates or use Whirlwind Sprint to pass by them. Then go through the north corridor to find a dead Falmer, a dead Dwarven Spider and a chest. At the top of the east slope, find two more dead spiders, another dead Falmer and another chest. Go through the door to the Mzulft Boilery.

In the room on the other side of the door, find two dead spiders and one dead sphere. At the top of the east slope, find two dead spheres, a dead spider and a live Falmer. Up the slope east from this large room, is another live Falmer. North, in the next room, battle two more Falmer. Behind the locked (expert) gate on the west wall, find only broken Dwarven machines. The east exit from here leads to a smoky Falmer tunnel.

In that tunnel, kill one Chaurus bug. They make a clicking noise. Loot a Falmer chest in a side tunnel. When the tunnel zigzags west, then north, kill a Chaurus bug and a Falmer. Loot a chest inside the tent. Just past the tent, watch for a tripwire and another Chaurus bug. Continue down the tunnel to find another dead Synod Researcher. North of here, fight two Falmer in their camp.

Find another dead Synod Researcher in the camp. Above the camp, go through the north tunnel and fight another Chaurus bug. Open a chest. Beyond that point, you are back in the ruins. Here, kill one Falmer. On the east wall, find a locked (master) door. In the small room beyond, find a skeleton lying on a stone table with a book, "The Lunar Lorkham". Your Alteration Skill increases when you read the book. Open a minor chest and pick up the "Mzulft Room Key".

From here, go north and west. Halfway down the corridor, find a locked (expert) door to the north. The Mzulft Room Key will open this door. Inside the small room, are a Chaurus bug and a locked (apprentice) chest. Then continue west, to a large room with a water channel running through its center. Watch for two Falmer creeping about in this room. Then go a bit north along the ledge and find a nook with a locked (novice) chest. After that, cross to the other side of the room and notice that there are two gold doors on the west wall.

The southernmost of these doors has a Chaurus bug behind it. You can hear it clicking. When you open the door, spikes pop out from the sides of the opening. In the room behind that door, are stored some broken Dwarven machines and a very nice chest.

Past the other door is a ramp, up to a dead Synod researcher and a door to "Mzulft Aedrome". At the top of the slope beyond the door, find a Chaurus bug and a Falmer. At the top of the ramp, the corridor turns north to a "T" intersection. Both routes go to the same large room. Fight at least four Falmer in this room. The Gloomlurker (or possibly a Centurion) has the "Focusing Crystal". Find another dead Synod Researcher in the northeast corner of the room. The room has three exits.

The east sloping corridor goes down to a door. Beyond it is a large room with little treasure. Another door exits this room east. Beyond it is an angular corridor leading to a room with two dead Falmer. A door exits this room east, to a room with a very tough Dwarven Sphere Guardian. It uses a ranged attack, with short arrows, so climbing up on debris to get out of its reach, will not help you. It is resistant to frost. Higher-level characters may see a Dwarven Centurion instead.

To defeat the sphere, go into Sneak mode before you open the door. Then shoot *one* arrow at it and run back through the previous rooms. The sphere will only follow you for a short distance. Then it will return to a stationary position just inside the open doorway to its chamber. Sneak back close to that open door and have just enough time to shoot two more arrows at the sphere. Then run back through the previous rooms again. Repeat this tactic as much as necessary to kill the sphere. Inside the sphere's room, find two dead Falmer and a "Mzulft Observatory Key" inside a chest.

The second of the three exits from the room where you killed the Gloomlurker (or Centurion), is a locked (master) door to the north. Behind the door is a small room containing a Falmer chest.

The third (west) exit from the room continues the quest. Open a chest on the wall and then go through that door at the top of the steps. The Mzulft Observatory Key opens it.

At the top of the ramp behind the door, find a dead Falmer and another door that needs a key to open it. When you try to open the door, a voice asks if you are Gavros. The sole remaining live Synod Researcher, Paratus, opens the door. Speak with him, to learn that Gavros Plinius took the Focus Crystal to Cyrodiil for repair, because the extreme cold had warped the crystal. A Falmer killed Gavros upon his return to Mzulft, you killed the Falmer and now you have the crystal. Paratus suggests that you work together toward your common goal.

Follow him to the top of a large golden sphere. It looks much like the one in the main quest. When Paratus stops, walk up the curved side of the "Dwarven Armillary" and activate it to put your Focus Crystal in place. Equip your Frostbite Spell. If you do not yet have one, go farther up the ramp to a control station above the Armillary. Near three golden pillars, find a "Spell Tome: Frostbite" on the stone table.

Stand underneath the blue Focus Crystal where the quest icon floats. **Save your game** here. Aim your Frostbite Spell at that blue crystal and fire the spell in three short bursts. Each time you fire, the light beams coming from the machine move to a different position on the ceiling. You want each of the three beams to touch one of the three wide metal rings that run around the ceiling. The Flames Spell will move the light beams in the opposite direction, but you should not need it. Then go up to the control station and stand in front of the three gold pillars.

The gold pillar on the left controls the inner ring. The one in the middle controls the center ring. The pillar on the right controls the outer ring. Move each ring so that the green lenses intersect the beams of light. When the final lens moves into place, the beams project an image of Tamriel on the wall below. Paratus tells you that this is not what is supposed to happen. He suspects that you have done something to block the effect for which he was hoping. Listen to him ramble on, then speak with him again. Then listen to him ramble again and speak to him about the location of the Staff of Magnus. He will tell you that he thinks that the staff might be inside the Labyrinthian.

Retrace your steps to a door in the hallway just outside the Armillary. As you approach the door on the south wall, Nerien, the Psijic Monk appears and congratulates you. Open that door to find another door. Open that with the Mzulft Observatory Key. This puts you outside the facility.

Fast Travel back to the college. You may have to battle a dragon in the outside courtyard. Just beyond the main entrance door, find Mirabelle and the Arch-Mage standing in front of a force field (ward) blocking access to the lobby.

Speak with the Arch-Mage, to learn that Ancano is responsible for the force field. Equip a Destruction Spell and help them knock down the barrier. Follow them into the lobby, to see Ancano connected to the Eye of Magnus by an electrical tether. Then the orb releases a shock wave that knocks everyone down. Speak with Mirabelle and then follow your quest arrow outside.

Containment

Find Arch-Mage Savos Aren dead, on the ground outside. Tolfdir will walk up and tell you that Ancano did something that is now affecting the town of Winterhold. He wants you to investigate.

On your way across the bridge to town, Faralda will ask you what happened. Follow her across the bridge. Arniel Gane will help too. On the other side of the bridge, you can see a group of white snake-like "Magic Anomalies" weaving about in the air below you. The three of you must defeat all ten of them. The game will project a running total on your screen. They are vulnerable to fire and blunt force. Each one should leave behind a nice *filled* Soul Gem.

Return to the college and speak with Mirabelle. She will give you the "Torc of Labyrinthian" and "Savos Aren's Amulet", which increases your Magic by 50 points.

The Staff of Magnus

Exit the college and look on your world map to find Labyrinthian northwest of Whiterun. Fast Travel as close as you can to that location. Ustengrav is a good choice. Watch for bandits or mages when you arrive. Then begin a cross-country trek through the marshes south.

Pass by the Kjenstag Ruins and keep going south until you get to a main road running along the base of the mountains. Look for steps going up to a massive stone edifice. That is Labyrinthian. Zigzag up the steps to the main entrance. Just beyond it, be ready to fight two Frost Trolls, in a cave to the east and beyond the steps to the south. At the top of those steps are wide ramps on both sides of the steps going up west. The trolls cannot climb up those slopes. Run up one of the ramps.

Trolls can heal themselves almost as fast as you damage them, unless you hit them with enough damage all at once. One way I have found to defeat them is to equip dual Flame Spells. Trolls are weak to fire. Stand near enough to the bottom of a ramp to encourage a troll to come within range of the fire. They will probably both try to attack you at the same time. However, concentrate on killing one troll at a time. Activate the flames from both hands at the same time and keep them pointed at a troll until it collapses, or until you run out of Magic. If you run out, quickly go into your inventory and use potions to refill your Magic. Then resume targeting the weakened troll before it has time to regenerate its health. After it dies, do the same to the second troll. Be aware that if you explore this large ruin, you may find more trolls.

After you have killed both trolls, check inside the troll cave east, to find a chest. Then go up the steps west and south, to the entrance to Labyrinthian. There, you will overhear a conversation between six ghostly forms: Takes-in-Light, Elvali Veren, Hafnar Ice-Fist, Atmah, Girduin and future Arch-Mage Savos Aren. They were on an earlier expedition to look for treasure in this ruin. Then they go inside. During your quest, you will witness a ghostly reenactment of this expedition, in which five of the six of the members died, leaving only Savos Aren alive.

Follow the over-confident mages through the "Ceremonial Door". Listen to them tell of their exciting plans to loot the ruin. Find a Spell Tome on a stone table, open three urns and then go through the Iron Door north. On the other side of the door, go through a long passage, opening four urns along the way. You will come to a gate controlled by a lever.

When you pull the lever, the gate opens for three seconds. Then it slides down again. This is fortunate for you, because, in the huge cave beyond the gate, eight to ten Skeleton Warriors and a Skeletal Dragon wait to attack you.

Use the odd function of the gate to your advantage. Go into Sneak mode and equip a bow. Stand next to the lever. Pull it and then shoot an arrow at your enemies beyond the gate, before it closes. Repeat this procedure until you can see no more enemies in the cave. You might also send a conjuration through the gate to fight for you, but it may not last long.

Then run through the gate. Find another lever on the other side of the gate, if you need to retreat. Walk around the walls of the cave and loot eight urns. Then go down the round tunnel on the east wall of the cave. At the low pedestal, overhear another conversation between the five remaining ghosts. Girduin has died. Savos Aren says, "We can still do this".

Read the tablet on top of the pedestal, loot one urn and then go through the door to "Labyrinthian Chasm". Past that door, loot three urns and one chest and then go down the steps south. You will hear the ominous, disembodied voice of the Dragon Priest. The entity will temporarily take away most of your Magic. On the west wall, watch for a Draugr and a "Frost Spirit", each in its own little alcove. Kill the Draugr first. Then equip a Flames spell and shoot the icy alcove where spirit is standing. If you need one, find a "Spell Tome: Flames" on a pedestal on the south wall. Past the opening, find yourself at the top of a series of ramps spiraling down through a large cave.

Kill a Draugr Wight here and listen to the deep voice again. Look over the edge, to see a second Draugr. Before you continue down the ramps, go into the tunnel south and kill another Draugr Wight. This tunnel goes a short distance to an electrically charged door. The shock should not kill you. Alternatively, you could have a conjuration trigger the trap for you. Go through the door, kill another Draugr and loot the room. Find an Alchemy Lab, an Arcane Enchanter, a chest and a "Spell Tome: Equilibrium" on an altar in the small room.

Then continue down the ramps of the cave and hear the voice again, but now in English. Another Draugr Wight waits below the sculptured stone bridge. Two routes from here take you to the same place. For the best treasure, cross the bridge and enter a two-tiered room. Kill two Draugr (one hiding around the southwest corner), open five urns, loot some shelves and open a chest next to a dead Argonian. Below this point, both routes join at the stream. Listen to the voice again and go through the door north, to the "Labyrinthian Thoroughfare". Beyond that door, open a gate and then kill a Draugr and a Skeleton Warrior. Unlock a (novice) gate, to find two nice chests and two urns. The passage north from there, ends at a drop-off to a stream. Listen to another warning.

Backtrack upstream to the main cave and take the steps west, down to that same stream. Along the way, look for a Skeleton Warrior. Pick up some Malachite Ore in a pool. When you get to the base of the waterfall, follow the stream west. You will come to a room with a troll. You can hear it roaring. Kill it, remembering that trolls are weak to fire, especially a dual-wield Flame Spell.

Then loot two or three skeletons, an urn and a chest. As you exit the room through the tunnel north, listen to the voice again. You come to a high overlook above a large cave. Kill two Skeleton Warriors on the floor below you. Try to snipe two more of them on top of the high wall on the other side of the room north. At the bottom of the next steps, listen to the ominous voice again. On the other side of the bridge west, is another troll. Kill it and then find a third troll at the end of that tunnel, along with two urns and a nice chest.

Return to the metal gate in the main room northeast and pull the lever. In the room past the gate, open three urns and notice the three wisps flying around to the north. One of them is a Wisp Mother who may make "Shade" copies of herself. If you did not kill them already, you must deal with the Skeleton Warriors up the steps west. Find a chest up there and a place to snipe the wisps. Pass by the unusual gravestones of the "Dead of Bromjunaar". Open a chest and move beyond the coffins. Exit this room across a wooden bridge east and hear the ominous voice again.

You will come to a fiery door. Use a Frost Spell to open the door and fight the Fire Spirit. A "Spell Tome: Frostbite" sits to the left of the door if you need it. Go through the opening and open two urns in a dead-end corridor east. Open the gate north and listen to another conversation between the four remaining ghosts. They pledge to continue their own quest.

At the end of the tunnel east, kill a Skeleton Warrior, a Restless Draugr ghost, and a Spectral War Hound. Hear the warning voice again and pass over the large grate with water falling through it. You *may* activate the grate and drop to a log halfway down. At the very bottom are two Draugr ghosts fighting a troll. However, there is another way to get there...

Exit the grate room east. Fight a Skeleton Warrior and two Draugr ghosts who inhabit a room west, containing some shelves. Two urns hide behind the shelves. Walk down a log ramp and through a Wooden Door west. Fight two Draugr ghosts, at the bottom of the water falling through the grate.

Loot five urns and then exit west and north, to a door "Labyrinthian, Tribune". Beyond the door, go down the steps and around a corner west. Pass through a crypt corridor to an area with a Spectral War Hound and two Draugr ghosts. Find, on a pillar, "Spell Tome: Steadfast Ward" and open a chest. Then go through a doorway west and down some steps.

In the next hallway, notice the Soul Gem mounted on top of a pillar on the north wall. It will shoot a frost spell at you. Another one of these traps hides on the south wall. Disable these by knocking the Soul Gems from their holders. Watch for a blue Shock Rune on the floor, halfway down the hallway. Three more Soul Gem pillars stand at the end of the hall. Something, perhaps a Spectral War Hound jumping around down there, can knock those three Soul Gems down for you.

At the end of the hall, go up some narrow steps and through an opening to a ledge. Nearby, fight three Draugr ghosts and their hound. Deal with the ones you can see in front of you and then find *at least* one Draugr up the wooden ramp south. In the room up there, open a chest and two urns. Up the wood stairs in that room, find a second chest. Then return to the ledge.

Jump into the pool. Find two pieces of Malachite Ore and one Gold Ore. Then continue down the tunnel west. Not far along, your Magic drains again, but you will *not* hear the warning voice. You will come to a "T" intersection. To the south, unlock an adept gate to find two pieces of good armor and a weapon. Then take the north fork and open an Iron Door around the corner west.

Beyond the door, a Spectral War Hound and its Draugr Deathlord wait for you. He is sitting on a stone throne, with his back to you. If you use a ranged Sneak attack, shoot him only once and then Sneak-retreat the way you came. This way, he will only chase you a short way back along the corridors, before giving up and returning to his throne. Repeat this tactic many times and you will kill him. If you shoot him more than once, he will chase you farther, perhaps forcing you to fight him one-on-one. You may lose that fight, because he is very tough and he uses a spell that can knock your weapon from your hands.

Another tactic you might use is dual Flame Spells, especially if you have lots of Magic. He cannot stop you from using spells. Alternatively, you could Sneak attack him with arrows only until his health is half gone. Then finish him off with the Flames Spell.

After the Deathlord dies, loot two urns in his throne room. Then stand in front of the Word Wall and learn "Time: Slow Time". Exit this room west, to a high-ceilinged hallway. Alcoves on both sides of this hallway contain two Skeleton Warriors and two Draugr. One of the latter may be a Draugr Scourge, capable of throwing Frost Bolts and conjuring a Frost Atronach.

At the west end of this hallway, you will hear the last three remaining ghosts agree to go on together. Take a Soul Gem, open an urn and go through the door south. **Save your game** here.

Beyond the door, see two Enthralled Wizards who are using spells to keep a spherical force field around a wraith, Morokei, one of eight Dragon Priests in Skyrim. The Enthralled Wizards are two of the last remaining members of the earlier expedition, but you must kill them. If you try to speak with them, they will only attack you. Use a Sneak bow-attack against the two wizards to remove the force field. Now you must kill Morokei.

Morokei will float around the huge chamber and come after you if he detects you. He can conjure Storm Atronachs and daedra. He can turn your own Atronachs, or other conjurations, against you. Morokei can also attack you with powerful lightning spells that drain your Magic and Health.

If you want to avoid all of his offense, Sneak attack him with your bow, but shoot him with only two arrows *at most - even if you miss*. Then run away, still in Sneak mode. He will investigate the area from which your arrows came. Then he will return to the large chamber and float around some more. Creep back to the entrance doorway and shoot him twice more. Repeat this tactic as many times as necessary to kill him.

After he dies, get his Staff of Magnus. Open an urn. Collect some Slaughterfish Eggs at the edge of the pool. Jump into the pool, kill the Slaughterfish and open the chest at the bottom of the pool.

Then go up the steps east, to an area with two wooden chests and an urn. Go through the door east, to hear the ghost of Savos Aren, the last remaining member of the expedition, apologize for locking his compatriots in with the Dragon Priest. Activate the wooden bar on the door at the top of the steps and then open the door. On the other side of the door, loot one urn, then go up the steps south, and pull a lever to open a gate. As soon as you do this, Estormo will step through the door on the other side of the room. He wants your Staff of Magnus. He will kill you to get it.

Loot one chest, then go east and loot one urn in the crypt, and then go up the stairs south. Raise the wooden bar at the next door and then open it. Go up the ladder and through the trapdoor. Outside on a snowy ledge, watch for one or more Frost Trolls below you. You cannot Fast Travel if enemies are close to you, so defeat any nearby enemies and then Fast Travel to Winterhold.

When you get there, you may have to kill a dragon. Speak with Tolfdir, who will tell you that Ancano's power is growing. The mages cannot even get inside their college anymore.

The Eye of Magnus

Equip the Staff of Magnus and a Healing Spell. Tolfdir will follow you across the bridge. Use a *short* burst from the staff to disperse the force field on the other side of the bridge. Enter the Hall of Elements and see Ancano connected to the Eye of Magnus by an electrical tether. He is invulnerable to your attacks as long as the orb protects him. Ancano will taunt you. Tolfdir will throw a Firebolt at Ancano, but the bolt will have no damaging consequence. Then Tolfdir will say, "The staff, use it on the eye!" This is your cue to act...

Hit the orb with one *short* blast of the staff, to disconnect Ancano from his power source.
Hit the orb with a second *short* blast of the staff, to cause the orb to separate into pieces.
Do not overuse the staff, or it will run out of power. A burst of light will come out of the orb.
It will blind and damage you. At least one Magical Anomaly will come from the orb too.
Ancano will use a spell to knock Tolfdir unconscious. Do not attack the Anomaly.
Anomalies will attack anyone who tries to damage them.

If you do not attack the anomaly, Ancano will. It will keep him busy while you close the orb.
The Anomaly cannot damage Ancano until you use the staff to close the orb, but Ancano *can*
damage the Anomaly. Act quickly and fire a *long blast* from the Staff of Magnus to the orb,
until it forms back into a sphere again. Stop firing as soon as the orb has closed.

Now the Anomaly *can* damage Ancano. Check his health bar to see the damage. Use your Healing
Spell to keep your own health up. Soon, the orb will open up again, releasing another anomaly.
Use the staff again to close the orb. Soon after that, the anomalies will have killed Ancano and
they will turn their attention to you. Tolfdir will get up from the floor and help you with them.
Equip a weapon and fight the anomalies. It is easier to see them if you back off your camera view.

After Ancano dies, speak with Tolfdir. Then speak with Quaranir, the Psijic Monk. He and two
aides will appear in the chamber. They will "safeguard" the Eye of Magnus so that it does no more
harm to the college or the rest of the world. Then the Eye of Magnus will disappear.

Tolfdir congratulates you and tells you he thinks that you should be the new Arch-Mage.
He will give you the Arch-Mage's Robes and a key to the Arch-Mage's quarters.
Pick up some nice treasure in there.

Chris Barton 01.07.2012