

Skyrim - The Civil War

Siding with the Imperial Legion

You must have finished three early Main Quests: **Before the Storm**, **Bleak Falls Barrow** and **Dragon Rising**.

At lower levels in the game, players may want to take advantage of the wagon for hire at **Whiterun Stables**, and near other major cities. In addition, I recommend that you purchase all the **Iron Ingots** and **Leather Strips** you can. Use them to make **Iron Daggers**, raising your **Smithing Skill**. Buy what you need at **"Warmaiden's"**, just inside the **Whiterun** gates. Use **Warmaiden's** equipment. Sell the daggers at **The Drunken Huntsman**. Then use your higher **Smithing Skill**, at **Warmaiden's**, to upgrade all of your armor and weapons.

Joining the Legion

Go to **Solitude** and enter **Castle Dour**. Speak with **General Tullius** and then **Legate Rikke** about joining the **Imperial Legion**. **Rikke** has a test for you. She wants you to go to **Fort Hraggstad** and kill all of the bandits there. Exit the palace and, with the **"Joining the Legion"** quest selected, look on your map to find **Fort Hraggstad** west of **Solitude**. The long east-west valley northwest of **Solitude** has a road running through it. Find your way to that road and then approach the fort.

A rocky hill to the south of the fort overlooks it. You could climb that hill and snipe the bandits from there. You must defeat seven bandits in the compound and six more bandits inside the fort. The game will give you a message after you have defeated all thirteen of the bandits.

Past the door to **"Fort Hraggstad"**, kill two bandits and the **Bandit Chief**. Open an unlocked **Wooden Chest** and a locked (adept) **Wooden Chest**. Read an **Archery Skill Book**, **"The Gold Ribbon of Merit"**. Past the door to **"Fort Hraggstad Prison"**, kill three bandits, take a **Coin Purse** and open one **Wooden Chest**. Open a **Wooden Chest** in the courtyard outside.

Then return to **Castle Dour** in **Solitude** and listen to **Legate Rikke** and **General Tullius** discuss the **Jagged Crown**. When they finish, **Rikke** will turn to you. Then speak with **Tullius** and agree to take the **Legion Oath**. Speak with **Legate Rikke** once more and she will tell you to meet her at **Korvanjund**. Exit the palace and, go just south of **Castle Dour** to find **Beirand** at his blacksmith shop. Say to him **"General Tullius said you'd get me outfitted"**. He will ask you to choose light, medium or heavy armor.

The Jagged Crown

With "The Jagged Crown" selected, look on your map to find Korvanjund northeast of Whiterun. Then go there, to meet up with Legate Rikke and four or five soldiers just west of the ruins. If Hadvar escaped with you from Helgen at the start of the game, he will run up to greet you. Otherwise he will not be there. Speak with Rikke. Tell her that you are ready to go. Then she will walk up the hill a bit and make an inspirational speech to the Imperial squad.

After the speech, follow your group as they run up the hill to the ruin, and down the stone steps to fight five Stormcloaks. Throughout this quest, when you fight with the Stormcloaks, you may help your group *or not*, as you wish. They seem perfectly capable of winning most battles without any extra help, except for the Boss battle with three powerful Draugr at the end of this quest.

After this first battle, follow your group up the stone steps south, to a door. There, Rikke will make another speech. Then follow the group through the door to "Korvanjund Temple".

Inside, while they Sneak into the next room, open a Wooden Chest. Then follow them to a fight with five more Stormcloaks. Rikke orders two of the Imperials to stay behind as rear guards.

Follow the rest of your group down the stone steps north, bypassing a door west, barred from the other side, to a large two-tiered room. There, fight two or three more Stormcloaks. Your group of Imperials will run down the steps to the lower part of the room and stop at the tunnel north. Legate Rikke suspects an ambush. She will ask you to find another way into the next room.

Open seven urns and then go back up the stairs to the balcony. Open a locked (novice) Wooden Chest, take a Soul Gem and take a potion. Then continue around the balcony to a tunnel north. You will come to a long narrow stone bridge that crosses a two-tiered room. Below you, four or five Stormcloaks will attack you when they see you. At that moment, your Imperial friends will swarm into the room from the tunnel below. Cross the bridge and meet up with them, as they rush into a small room west, to fight one or two more Stormcloak defenders. There, the Imperials will have a conversation discussing the import of the dead Draugr on the floor. Then they run south.

Before you follow them, take a few moments to open twelve urns. You may also want to read a Light Armor Skill Book, "Lord Jornibret's Last Dance" sitting near an empty Wooden Chest on the east wall of the larger room. A Wooden Chest sits at the south end of the balcony above that room. Then rejoin the Imperial soldiers, past the door to "Korvanjund Halls".

Beyond the door, help defeat two more Stormcloaks. Then take a detour through a three-blade Swinging Blade Trap and open a Wooden Chest. A lever in the small room stops the blades. Then rejoin your friends as they enter a Puzzle Room (Hall of Stories). While the rest of the group studies the wall carvings for clues, Rikke wants you to find a way to open the door.

Open three urns and then pick up the Ebony Claw from the floor near the door. Rikke does not know what it is, but you do. Look at the image of the claw in your inventory. Turn the three rings on the door to match the icons on the claw and then activate the keyhole to open the door.

Past the door, follow the group to the next room. Rikke says, "Do what you do best". Find a way to open the gate. Go through the tunnel north and up the stairs. Take the Steel Dagger and a nice pair of garnets from the Stone Table and watch, as the nearby Stone Door opens.

Go down the tunnel west and pull a chain, to open another Stone Door. Inside the small room beyond, disable the Trap Trigger (adept) to stop eight metal spears from popping out of the holes in the floor. Open the Wooden Chest. Take a potion and a gem. The lever only closes the door.

Return to the balcony and cross the narrow bridge east, above the room. At the end of the bridge, open the Wooden Chest and an urn. Just above the urn, pull the handle to open the gate below you and cause the six sarcophagi in the room to pop open and release six Draugr. After this battle, the Imperials will rush through the now-open gate and through a door to "Korvanjund Crypt".

On the other side of the door, find a room with a Draugr (this can be anything from a Scourge to a Deathlord, depending on your level in the game), sitting slumped on a Stone Throne. He is wearing the Jagged Crown. To either side of the throne are two sarcophagi. If you, or one of the Imperials, move close to the Draugr, it will wake up. Then the two sarcophagi will open to release two more Draugr. One, or both, of these can also be Deathlords. Help defeat them.

Take the Jagged Crown from the Draugr. Rikke will ask you to take the crown to General Tullius. She and the rest of the squad will stay behind. Open a locked (apprentice) Wooden Chest behind the Stone Throne. Exit south, up the steps to the Word Wall. Stand next to it and learn "Sand, Slow Time". Go up the log ramp on the east side of the room. Exit through the tunnel and a door to "Korvanjund Temple". Unbar another door and open it. Exit the ruin south.

Outside again, at the bottom of the stone steps, open the locked (master) gate south. Inside the small room beyond, take two Coin Purses and open a Wooden Chest. Fast Travel to Castle Dour in Solitude and speak with General Tullius. Give him the Jagged Crown. He will give you a message for Jarl Balgruuf the Greater in Whiterun, forcing the Jarl to choose a side in the Civil War.

Message to Whiterun

Fast Travel to Whiterun and enter Dragonsreach Palace at the top of the hill. Speak with Jarl Balgruuf the Greater. Tell him that General Tullius asked you to deliver a document. Listen in on a long discussion between Balgruuf, Proventus Avenicci and Irileth. At the end of it, Jarl Balgruuf will ask you to take his axe to Jarl Ulfric Stormcloak. Go to the Palace of the Kings in Windhelm. Present the axe to Ulfric. Miffed, he will send you back to Whiterun with the axe.

Return to Whiterun and note that Imperial soldiers have already reinforced the city. Tell Jarl Balgruuf what happened. An Imperial soldier will tell Legate Quentin Cipius that the Stormcloaks are already here and about to storm the city walls. Speak with Cipius. He will send you to the "front lines". Exit the palace, go through the front gate, cross the drawbridge and stand near the barricade at the entrance to the city. Standing on the stone arch, Legate Rikke will make an inspiring speech and then the attack begins.

The game objective is to stop the Stormcloaks from crossing the drawbridge. However, this is difficult and not mandatory. You must, however, at least stop the Stormcloaks from entering the city through the front gate. The game will give you a countdown of how many more Stormcloaks your army must defeat. When the count gets to zero, the remainder of the Stormcloaks will retreat. Jarl Balgruuf will give a victory speech near the drawbridge.

Return to Castle Dour in Solitude. Speak with General Tullius. He promotes you and gives you a reward. Ask him for new orders. He will give you your next assignment.

The Reunification of Skyrim

If you played the Main Quest past the quest "Season Unending", then you will have made choices that changed the ownership of some of Skyrim's Holds. Therefore, you will *not* see all of the following quests. Generally, exit the castle and look at your map to find a quest arrow pointing to an Imperial Camp. Go there and then, inside the command tent, speak with Legate Rikke. Tell her that you are "Reporting for duty". Each Hold has a fort and she will tell you to help liberate that fort. Sometimes, she will give you an additional mission before she sends you to conquer the fort.

The Pale - A False Front

If, during the Main Quest "Season Unending", the Imperials acquired possession of the Pale, then you will *not* see this quest. Otherwise, exit the castle and look on your map to find the Pale Imperial Camp east of Solitude. In the command tent, speak with Rikke and "Report for Duty".

She wants you to steal a set of documents from a Stormcloak Courier. Select the new quest "A False Front" and then look on your map to see *two* quest arrows. One of them points to Nightgate Inn, southeast of the Imperial Camp. The other arrow points to Candlehearth Hall in Windhelm. Choose one of these locations and go there. Speak with Hadring in the Nightgate Inn or Elda Early-Dawn at Candlehearth Hall. Convince him or her to tell you the location of the Stormcloak Courier, "Seen any Stormcloak Couriers lately?" If you cannot Persuade or Intimidate the innkeeper, then reopen the conversation and offer a bribe. This removes the quest arrows for the two inns and replaces them with *one* arrow that shows the current location of the courier.

He or she will tell you that the courier will soon return to the inn. If you wait for him, you may Pickpocket the documents when he goes to sleep. Or you may speak with him. As soon as you ask the courier for the documents, he will attack you. If Imperial guards see this, they will help you. If Stormcloak guards see his attack, they will help him. You may wait for him along his route. To see where he is, look for his quest arrow somewhere between Nightgate Inn and Windhelm - or inside one of the inns. It is possible for Imperial guards or animals to kill the courier while he runs along the road; for instance, if he attacks the Mud Crabs in the river near Anga's Mill.

Take his Stormcloak Documents and then return to the Pale Imperial Camp. Rikke will "correct" the documents and then give them back to you. She wants you to take the forged documents to Frorkmar Banner-Torn in Dawnstar. There, follow your quest arrow to his location, probably in the White Hall. Give Frorkmar the forgeries and he will reward you with five gold. Return to the Pale Imperial Camp and speak with Rikke. She will send you to Fort Dunstad.

The Pale - The Battle for Fort Dunstad

Select this quest and then look on your map to find the fort and the nearby quest arrow pointing to the squad of Imperial soldiers waiting for you south of Dawnstar. When you approach them, the group will charge along the road to the fort. Follow them and help defeat the Stormcloak defenders. The game will give you a countdown of the percentage of enemies remaining.

When the counter gets to zero, enter the door to "Fort Dunstad Prison" to get a few potions and read a Heavy Armor Skill Book, "2920, Midyear, v6". Outside again, go through the door to "Fort Dunstad", find a Coin Purse and more potions. Inside the "Fort Dunstad Commander's Quarters", pick up some potions and a Coin Purse. The thatched-roof building in the compound, named the "Stumbling Sabrecat", has some Jazbay Grapes on a wooden plate and a Coin Purse under the bar. Downstairs, open a locked (apprentice) Wooden Chest. Then go to Solitude and speak with General Tullius in Castle Dour. He will reward you. Ask for a new assignment.

The Rift - Compelling Tribute

If, during the Main Quest "Season Unending", the Imperials acquired possession of the Rift, then you will *not* see this quest. Look on your map to find the Rift Imperial Camp southeast of Whiterun. Go there and speak with Legate Rikke. She will send you to Riften to coerce Anuriel, the Jarl's steward, into helping the Imperials. Select this new quest and travel to Riften.

Inside the city, follow your quest arrow south, to Mistveil Keep. Inside the building, go through the doorway south, behind the Jarl's throne. The guard in the hallway beyond the doorway will draw his sword and tell you to get out. He will say this at least three times before he attacks you. However, in Sneak mode, as soon as you turn a corner out of his sight, he will resume his patrol. Go west, down the hall and then turn south to a door. Enter the steward's bedroom and then close the door. Open his dresser and take the "Incriminating Letter". Run back into the throne room. The guard will not chase you into the throne room. Confront Steward Anuriel with the letter. She will whisper for you to follow her back to her bedroom.

In the bedroom, have a conversation with Anuriel. Avoid the dialog option, "It's a deal", until the end of the conversation. Say, "And what about something for me, right now?" If you can succeed in Persuading her, she will give you some gold. She will tell you of a Stormcloak gold caravan.

Exit Mistveil Keep and return to the Rift Imperial Camp. Tell Legate Rikke about the shipment. She tells you to meet her scouts along the road near the gold caravan. Look on your map to find the quest arrow northwest of Riften. Meet the men there. Hadvar will greet you. Ask him about the enemy wagon. He has a plan. Agree to his plan, or tell him to wait while you run down the road and defeat the Imperials yourself.

If you agree to his plan, follow the squad as they creep down the road. Stop when Hadvar does. Wait until they shoot arrows at the lone Stormcloak guard pacing along the rock above the wagon.

Sometimes a bug in the game prevents the squad from shooting the Stormcloak guard. If this happens, shoot the guard yourself. Hadvar and his men will then Sneak to the rock where the Stormcloak guard was standing, just above a crippled wagon load of gold. The scripted version of this plan has you walking boldly down the road to speak with the Stormcloaks. Then the Imperials shoot a volley of arrows at the distracted Stormcloaks. However, the Stormcloaks often see you *and* the Sneaking Imperials, before this scenario can fully develop.

In any case, defeat the Stormcloaks and then open the locked (apprentice) Wooden Chest sitting on the back of the wagon. Inside, find Septims, Gold Ingots and weapons. Then return to the Rift Imperial Camp and speak with Legate Rikke. She will send you to Fort Greenwall.

The Rift - The Battle for Fort Greenwall

Select this quest and then look on your map to find this fort northwest of Riften. Go there and meet up with the squad of Imperials. Follow them as they run to the fort. Help defeat the Stormcloak defenders. The game will give you a countdown of the remaining enemies. When the count gets to zero, any remaining live Stormcloaks will run away.

Enter the door to "Fort Greenwall" to open three knapsacks in the lecture room or the bedroom. Outside again, enter the "Captain's Quarters" to find a Coin Purse and a One-Hand Skill Book, "Mace Etiquette". Beyond the door to Fort Greenwall Prison, take a Coin Purse from a stone shelf. Outside again go to the southwest corner of the fort and find a locked (novice) Wooden Chest sitting on a balcony. Then Fast Travel back to Castle Dour in Solitude. Ask General Tullius for your next assignment.

Winterhold - Rescue from Fort Kastav

If, during the Main Quest "Season Unending", the Imperials acquired possession of Winterhold, then you will *not* see this quest. Exit the castle and look on your map to find the Winterhold Imperial Camp east of Dawnstar. Go there and speak with Legate Rikke. She will tell you to "Meet the men near Fort Kastav". Select this quest and then look on your map to see a quest arrow northwest of Windhelm and a little southwest of Fort Kastav. This is where your squad is waiting.

Fast Travel to any place south of the fort and then find the road that runs through a narrow valley to the fort. Near a granite spire, up the hill south of the mammoth skull lying on the floor of the valley, find Hadvar and his squad. You may have escaped from Helgen with him at the beginning of the game. Speak with him, to learn that he has a plan.

Hadvar wants you to Sneak through a trap door that leads to the prison inside the fort. There, the Stormcloaks have four Imperial soldiers locked up. Then free the prisoners and lead them into the courtyard of the fort, where the main battle will take place. Hadvar and his squad will join you. Hadvar suggests waiting until dark, but this is not mandatory. **Save your game** here.

Sneak east, along the south wall of the canyon until you get close to the fort. Then go up through a space between the rocks. The trap door is adjacent to this outside west wall of the fort, just north of the iron cage that hangs from a wooden beam projecting from the wall.

Beyond the trap door, find yourself inside a small storage room. Exit the small room, to a large two-tiered room. Move carefully here. Three prison guards will soon walk down the steps that lead north, up to the courtyard exit. Wait for them to walk through the double doors east. They will leave the doors open. Then, while you have a few moments, open the Wooden Chest. Then go up the steps and open a knapsack on a set of wooden shelves. Take a Coin Purse. Soon, one of the three Stormcloak guards will return, walking back through the double doorway.

Sneak attack this guard and take his "Fort Kastav Prison Key". Go east and down the steps south. At the bottom, you should be able to see one of the guards sitting in a chair on the south wall - with his back to you. Snipe this guard, but watch for the third guard somewhere nearby.

You may hear one of the prisoners saying, "The guard has the key", although sometimes he does not speak. A spare prison key lies on the table near the empty chest. When you release the four prisoners, they will run up the steps to that chest and armor themselves. Oddly, even though the dead guards possess weapons, the Imperials will sometimes not equip those weapons.

Speak with one of the four Imperial soldiers. He will ask you what the plan is. Choose to take them with you or not, although they will often ignore your instructions if you tell them to wait. When you exit the prison, the main battle begins. Everyone can die except for Hadvar. If the four prisoners joined you and did not equip weapons, they will fight and die barehanded. Defeat all the Stormcloaks. They have quest arrows over their heads. Hadvar also has a quest arrow over his head, so be mindful not to target him accidentally. The game will let you know when all of the Stormcloaks are dead. Then speak with Hadvar. He will send you back to Castle Dour.

Before you leave, enter the door to "Fort Kastav Captain's Quarters" and open two Wooden Chests. Read a Block Skill Book, "Warrior". Then return to Solitude to speak with General Tullius inside Castle Dour. He will reward you. Ask him for a new assignment.

Sometimes, a game bug prevents you from meeting up with Hadvar and his squad. They will not be waiting for you southwest of the fort. The quest arrow will have moved to the fort, no matter how quickly you traveled from the Winterhold Imperial Camp to the area near the fort. When you approach the fort, a message on your screen will say "Free the Prisoners" and "Take over the Fort".

Because you did not "Meet the men near Fort Katsav", the "Sneak into the Fort" option fails. You could just run into the courtyard and help with the battle there. When the Stormcloaks are all dead, speak with Hadvar. He will tell you that there are more Stormcloaks around somewhere. Take him with you or not. Enter the prison, kill the three guards and then free the prisoners. Take a Coin Purse, open a knapsack and open a Wooden Chest. Speak with Hadvar again. Loot the "Captain's Quarters", and then return to Solitude and speak with General Tullius.

Alternatively, if you are playing the game on a PC, Sneak toward the walls of the fort until you see the messages on your screen, "Free the Prisoners" and "Take over the Fort". Then open your Game Console (tilde key ~). Type in the following code, *with* the spaces but *without* the quotes: "setstage CWMission04 12" and then hit "Enter". This advances the quest to "Sneak into the Fort". Hit the tilde key again to close the console. Then Sneak through the trap door. Below the trap door, the "Sneak into the prison" part of the quest succeeds. Continue into the prison, although you may not see the three prison guards, because they may already be in the courtyard.

Hjaalmarch - The Battle for Fort Snowhawk

If the Imperials retain possession of Hjaalmarch, then you will *not* see this quest. Exit the castle and look on your map to find Hjaalmarch Imperial Camp northeast of Morthal. Go there and speak with Legate Rikke. She will send you to Fort Snowhawk. Select this new quest and then look on your map to find the fort west of Morthal. Your squad waits at the quest arrow southwest of the fort. When you meet them there, the group runs toward the fort. Follow them and help defeat the Stormcloak defenders. The game will give you a countdown of the percentage of defenders remaining.

When the count gets to zero, go through the door to "Fort Snowhawk". Inside, open one locked (apprentice) Wooden Chest and one unlocked Wooden Chest. Go downstairs to find a locked (adept) Wooden Chest. Look for an Archery Skill Book, "A Dance in Fire", sitting on a table. Nearby, find a knapsack on a shelf.

Outside again, go through the door to "Fort Snowhawk Prison". Open a satchel. Take a Coin Purse. At the bottom of the steps, a gate opens to a tunnel that leads past a dead bandit and three Bear Traps to the swamp outside the fort. Return to Solitude and speak with General Tullius inside Castle Dour. He will reward you and give you a new assignment.

The Reach - The Battle for Fort Sungard.

If the Imperials retain possession of Winterhold, then you will *not* see this quest. Exit the castle and look on your map to find the Reach Imperial Camp northwest of Markarth. One way to get there is to start in Rorikstead. From there, go along the main road northwest, over the summit and down to an intersection. There, turn west, pass Broken Tower Redoubt and cross a stone bridge. At the next intersection, go west, away from the river and up the hill to where the road ends - at Karthwasten. Now go overland, up the hill northwest, to the saddle at the summit. From there, go down the other side of the mountain west, to the Reach Imperial Camp.

Speak with Legate Rikke. She will send you to Fort Sungard. Select this quest and look on your map to find the fort southeast of Rorikstead. The Imperial squad is waiting for you near there.

Before you meet your friends on the slope north of the fort, go through a cave next to the road and *just below* a tower on the south side of the fort. The cave entrance hides just north of the signpost at the intersection. Inside the cave, unlock the (novice) gate to find the lower part of the "Fort Sungard Oubliette". The "Fort Sungard Jail Key" opens only empty cells, so leave it there. Read the Pickpocket Skill Book, "Guide to Better Thieving". Look up to see the hole. Then meet the Imperial squad on the other side of the hill.

When you get close to them, they run off toward the fort. Follow them and help defeat the Stormcloak defenders. The game will countdown the percentage of defenders remaining.

When the count gets to zero, enter the "Fort Sungard Muster". Open three Wooden Chests. Beyond the chests, on a table in the weapons closet, find the Smithing Skill Book, "The Last Scabbard of Akrash". On the same table find an Iron Ingot and a Steel Ingot.

Outside again, go through the door to "Fort Sungard Tower" and open a Wooden Chest. Take two Moonstone Ore from a cart on the second level. Upstairs, find a Coin Purse on a table and some loose Septims at the top, behind some hay bales. Downstairs, the door to the outside puts you near another outside door that leads to the "Fort Sungard Oubliette".

Past that door is only minor treasure. If you go there, watch that you do not fall into the pit.

Outside again, past the door to "Fort Sungard Annex", open two Wooden Chests in a bedroom. Another outside door opens to the "Fort Sungard Shrine", which has a locked (adept) Strong Box.

Return to Solitude and speak with General Tullius in Castle Dour. He will reward you and send you to Eastmarch, to help the Imperials gain a foothold close to Windhelm.

Eastmarch - The Battle for Fort Amol

Exit the castle and look on your map to find the Eastmarch Imperial Camp southeast of Windhelm. Go there and speak with Legate Rikke. She will send you to Fort Amol. Select this new quest and then look on your map to find the fort southwest of Windhelm. Meet your Imperial squad northwest of the fort. When you get close to them, they run off to the fort. Follow them and help defeat the Stormcloak defenders. The game will give you countdown messages of the percentage of defenders remaining.

When the count gets to zero, open a Wooden Chest in the courtyard, near the workshop. Then enter the door to "Fort Amol". On a cupboard next to the Arcane Enchanter, read the Enchanting Skill Book, "Catalog of Armor Enchantments". Upstairs, find two Coin Purses.

Outside again, go through the door to "Fort Amol Prison". Open a Wooden Chest. Take a Soul Gem from its holder and two more Soul Gems from the nearby shelves. I could find no treasure downstairs where the cells are.

Outside again, enter the east tower and open a Wooden Chest. Then return to the Eastmarch Imperial Camp and speak with Legate Rikke. She will say, "We're taking the city!"

Battle for Windhelm

Select this quest and then look on your map to find a quest arrow at the gates to Windhelm. Fast Travel to Windhelm Stables and run to the end of the causeway to hear General Tullius give an inspiring speech to his assembled troops. When the speech is over, he and his army run through the city gates to begin the last battle. Follow them. Note that the Stormcloaks will constantly regenerate, until you pass through the doors of the palace.

Past the gate, you cannot get to the Palace of the Kings by the normal route, because Stormcloaks have blocked it with debris. Instead, just past the gate, go left (west) to the market. There, turn north and cross the cemetery. Then zigzag north, east, north and east again to get to the palace.

Past the door to the Palace of the Kings, General Tullius and Legate Rikke join you. The general will immediately recite a list of criminal charges against Jarl Ulfric Stormcloak. Walk up to the throne and witness the final confrontation. Galmar Stone-Fist prepares to defend his Jarl. Ulfric declares that he will never surrender Skyrim to a corrupt and dying empire.

Galmar and Ulfric will attack your group. Kill Galmar and help knock Ulfric to his knees, mortally wounded. General Tullius asks Ulfric if he has any last requests. You have the option of applying the coup de grâce to the general. If you do not want the honor, Tullius will take it.

General Tullius will give you his sword. Follow the general and Legate Rikke outside, where he will give a victory speech to his assembled army. He will thank you and then he and Rikke will walk slowly away.

Chris Barton - 06.23.2012