

# Skyrim - The Civil War

## Siding with the Stormcloaks

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 other major cities. In addition, I recommend that you buy all the Iron Ingots and Leather Strips you can. Then make Iron Daggers, to raise 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 across the street. Then use your higher Smithing Skill, at Warmaiden's, to upgrade all of your armor and weapons.

### Joining the Stormcloaks

Go to Windhelm and enter the Palace of the Kings. Speak with Jarl Ulfric Stormcloak and then Galmar Stone-Fist about fighting the Imperials. Galmar wants you to go to Serpentstone Island to kill an Ice Wraith. At lower levels in the game, Galmar may give you three potions of Ice Wraith Bane and a potion of Resist Cold to help you defeat the Ice Wraith. Exit the palace and, with this quest selected, look on your map to find the island off the coast of the northern ocean, northeast of Winterhold. As you swim northeast from the mainland, you will see your destination, a circle of tall stones on a flat-topped island. The easiest approach to it is from the windward side, north.

In the center of the circle of stones, is the Serpent Stone. Choosing it allows you to use a ranged paralyzing poison once a day. Find the Ice Wraith near the stone and kill it. Dual flame spells work well. Then return to the Palace of the Kings in Windhelm and listen to Galmar Stone-Fist and Ulfric Stormcloak discuss the Jagged Crown. When they finish, Galmar will turn to you. Agree to take the Stormcloak Oath and get a present of four pieces of Stormcloak light armor. Even though Galmar tells you to equip the armor, you need not. He will ask you to meet him at Korvanjund. Exit the palace and look on your map to see it northeast of Whiterun.

Meet Galmar and five Stormcloak soldiers at Korvanjund. If Ralof escaped with you from Helgen at the start of the game, he will run up to greet you. Speak with Galmar. Then he will walk up the hill a bit make an inspirational speech to the Stormcloaks. Imperials defend Korvanjund. Follow your group as they run up the hill to the ruin, and down the stone steps, to fight five Imperial soldiers. Throughout this quest, when you have a fight with the Imperials, 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 the quest.

After this first battle, follow your group up the stone steps south, to a door. There, Galmar 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 Imperials. Galmar orders two of the Stormcloaks 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 another large room. There, fight another two or three Imperials. The group of four Stormcloaks will run down the steps to the lower part of the room and stop at the tunnel north. Galmar suspects an ambush. He 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 Imperials will attack you when they see you. At that moment, your Stormcloak 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, with one or two more Imperial defenders. There, the Stormcloaks 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, "Jornibret's Last Dance" sitting near an empty Wooden Chest on the east wall of the larger room. A Wooden Chest hides at the south end of the balcony above that room. Then rejoin the Stormcloaks past the door to "Korvanjund Halls".

Beyond the door, help defeat two more Imperials. 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, Galmar 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. Galmar 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. Galmar, seeing your talent for it, asks you to 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 the eight metal spears from popping out of the holes in the floor. Open the Wooden Chest. Take a potion and a gem. The lever 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 Stormcloaks 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. When you or one of the Stormcloaks moves close to the Draugr, it will wake up and 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. Galmar will ask you to take it to Ulfric. He and his squad will stay inside the ruin to look for anything else useful. 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 the Palace of the Kings in Windhelm. Speak with Ulfric and give him the Jagged Crown. He will give you "Ulfric's War Axe" and tell you to give it to 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 Ulfric Stormcloak asked you to deliver his axe. Listen in on a long discussion between Balgruuf, Proventus Avenicci and Irileth. At the end of it, Balgruuf will send you back to Ulfric with the axe. Return to Windhelm and tell Ulfric Stormcloak what happened. Listen to Ulfric and Galmar Stone-Fist discuss what to do. Eventually, Ulfric will send you to the "front lines", in Whiterun. Go to the "Whiterun Military Camp", just outside the city.

## **Battle for Whiterun**

At the camp, you will see three catapults lobbing flaming clay jars at Whiterun. If you activate them, you can use the catapults too. The Whiterun defenders may launch fireballs from the city.

Galmar is giving a rousing speech to his troops. At the end of the speech, he and the Stormcloak soldiers run off toward the main gate of Whiterun. Your quest will update, telling you to break through the enemy barricade and find a way to lower the drawbridge.

When you get near the city, Whiterun defenders will begin shooting arrows at your army. You may join in the carnage, but the Whiterun Guards and their Imperial reinforcements will regenerate endlessly. If you wait long enough, one of your friends will break through the barricade for you. However, you must still find a way to lower the drawbridge. Go up the wooden ramp west of the drawbridge and circle around to stand at the top of the drawbridge.

Pull either of the two levers. The drawbridge will lower and any remaining live Imperials will retreat through the gate to the city. Continue up the hill to the main gate and follow your friends through the gate. Fight your way east, to the marketplace and then up the hill to Dragonsreach Palace. Break the wood barriers with any weapon. Inside the palace, with the help of your friends, defeat the six Whiterun Guards and Balgruuf. He will surrender and then have a long argument with Vignar Grey-Mane, who has betrayed the Jarl. At the end of the conversation, Vignar will take his place on the throne as the new Jarl of Whiterun. Before he leaves, Balgruuf will tell you that you will come to regret this day.

## **The Liberation of Skyrim**

Return to Ulfric Stormcloak in Windhelm. He may be upstairs in his quarters. Ask him what the next move is. He will give you a reward, a new title and an assignment in one of Skyrim's Holds *not* yet occupied by the Stormcloaks. If you played the Main Quest to the end, then you will have made choices that changed the ownership of some of these Holds.

Generally, exit the palace and look at your map to find a quest arrow pointing to a Stormcloak Camp. Go there and then, inside the command tent, speak with Galmar Stone-Fist. Tell him that you are "Reporting In". Each Hold has a fort and he will tell you to help liberate that fort. Sometimes, he will give you an additional mission before he sends you to conquer the fort.

## Falkreath - Rescue from Fort Neugrad

Look on your map to find Falkreath Stormcloak Camp northeast of Helgen. Fast Travel to Helgen. Note that two roads go up the hill, east and southeast, from Helgen. The southeast road leads to Fort Neugrad. Instead, go up the east road, pass one signpost and continue up the road to a second signpost at the entrance to the Stormcloak camp. The sign points to Riften, Helgen and Ivarstead.

Stand in front of the sign and **save your game**, because this quest has a number of bugs that can cause parts of it to fail. Then walk a short distance up the hill north, to the command tent.

Tell Galmar that you are "Reporting in". He will send you to "Meet the men near Fort Neugrad". Select this quest and then look on your map to see this fort south of Helgen. Go back down the road to Helgen and then take the southeast road up to the fort. At the next intersection, both routes take you to Fort Neugrad. When you get near the fort, you have at least three options...

**1.** The scripted route has you meeting Ralof and his squad in a small grove of trees southwest of the fort. Ralof has a plan. He will tell you about an underwater cave that leads to the basement of the prison. He wants you to "Sneak into the fort" through that cave, free the prisoners and then meet him in the courtyard, where the main battle to conquer the fort will take place. Ralof will suggest that you wait until nightfall, but this is not necessary. **Save your game** here.

To get to the cave, Sneak east, down the trail to the right of the fort's main entrance. You come to the shore of a small lake, with a boat at the end of a short pier. Drop into the water and swim about halfway across the lake, southeast. Sometimes, when you enter the lake, the game fails the "Sneak into the fort" objective. If this happens, load the last save and try again. Dive down to a sunken, upturned boat. Open the locked (novice) Wooden Chest hiding underneath the boat. From there, swim a short distance northwest, through the dark cave entrance.

You find yourself in a partially flooded cave. Dive down in the east side of the cave to open a locked (adept) Wooden Chest. Then exit through the tunnel north. From the top of a barrel at the entrance to the basement, take two Soul Gems, but watch for a Bear Trap.

You will hear a prisoner whispering, "The guard has the key". There are two guards, they both have a "Fort Neugrad Prison Key". A spare key lies on top of a Wooden Chest. There are two of these chests in the cellblock. The four imprisoned men are Stormcloaks, and when you free them, they will run to the empty chest and somehow equip themselves. Speak with one of them and tell them to come with you or stay here. In the upcoming battle, everyone but Ralof *can* die.

Go up the nearby steps to a room with two exits; a stepladder on the north wall and a door on the west wall. They both get you out to the courtyard. When you get there, the main battle begins.

After the battle, speak with Ralof. Take him with you or not. Enter the door to "Fort Neugrad" and eliminate all the Imperials. They have quest arrows over their heads. Inside the fort open two locked (adept) Wooden Chests and take a Coin Purse.

Speak with Ralof again and then return to Windhelm. Speak with Ulfric Stormcloak. He will give you a reward and a promotion. Ask him for your next assignment.

Sometimes, a major bug prevents you from meeting up with Ralof and his men. They will not be in the grove of trees. You may find Ralof walking alone along the road. If you speak with him before he gets to the fort, you can activate the "Sneak into the fort" part of the quest. However, when you get close to the fort, that part of the quest "fails", no matter how stealthy you are.

PC users can overcome this bug. To do so, load the save you made while you stood at the signpost marking the Stormcloak camp. Then walk down the road a short distance west of the signpost. Look for a narrow pass going up the hillside south. At the very summit of that hill, you can see Fort Neugrad below you. Sneak down the side of the hill, south to the shore of the small lake. Standing on the shore, 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 will advance the quest to "Sneak into the fort". Hit the tilde key again to close the console.

Select this quest, **save your game** again and then jump into the water. Swim *underwater* southwest, to the long rotting tree trunk. Nearby, dive down to the overturned boat. Open the locked (novice) Wooden Chest hiding underneath the boat. From there, swim a short distance northwest, to the dark cave entrance marked by a quest arrow. Past the entrance, you complete "Sneak into the fort". Note that swimming on the *surface* of the lake sometimes fails the "Sneak into the fort" part of the quest. If this happens, load the save you made on the shore of the lake and try again.

**2.** A second way to complete the quest is to rush into the courtyard of the fort and start attacking Imperials wherever you find them. Ralof and the rest of the Stormcloaks will storm in to help you. After the main courtyard battle, speak with Ralof. You may take him with you to clear the two interiors of the fort, or not. Enter each of the two doors with quest arrows hanging over them.

When you open the "Fort Neugrad Prison" door, defeat the two Imperials who guard the cellblock at the bottom of the stone steps. Take a "Fort Neugrad Prison Key" from one of the dead guards or from the edge of a Wooden Chest near the cells. There are two of these chests in the cellblock.

The four imprisoned men are Stormcloaks, and when you free them, they will run to the empty chest and somehow equip themselves. Take two Soul Gems from the top of a barrel in the basement. Speak with one of the Stormcloaks and have them come with you. Exit the prison.

Speak with Ralof again. Take him with you or not. Enter the door to "Fort Neugrad" and kill all the Imperials. They have quest arrows over their heads. Inside the fort open two locked (adept) Wooden Chests and take a Coin Purse.

Speak with Ralof again and then return to Windhelm. Speak with Ulfric Stormcloak. He will give you a reward and a promotion. Ask him for your next assignment.

**3.** A third way to complete the quest is to Sneak up to the main gate of the fort and then along the path east, around the side of the fort. Watch for one Imperial who runs along that path. It takes you to a small lake with a short pier and a boat. Drop off the pier and swim northeast, about halfway across the lake. Dive down to the sunken boat and open the locked (novice) Wooden Chest hiding underneath the boat. Then surface and continue swimming to the north shore. Sneak along the path northwest until you again come to the main gate. By the time you get to the gate, the battle will be all but over. Clear the two interior areas as in option 2 above.

## **The Reach - Compelling Tribute**

If, during the Main Quest "Season Unending", the Stormcloaks acquired possession of the Reach, then you will *not* see this quest. Otherwise, after speaking with Ulfric, exit the palace and, with this quest selected, look on your map to find the quest arrow for the Reach Stormcloak Camp southwest of Solitude. When you get there, Galmar Stone-Fist will tell you that he suspects Raerek, Steward of Markarth, of secretly being a worshipper of Talos. Galmar wants you to find some evidence of this, and then coerce Raerek into helping the Stormcloaks.

Go to Markarth and all the way up the steps west, to the Understone Keep. Follow your quest arrow to where a guard patrols the hallway outside Raerek's bedroom. The guard often stands hidden behind a pillar there. When he moves from that pillar, circle around it. Pick the (adept) lock on Raerek's door and Sneak a look inside his Dresser to find an "Inscribed Amulet of Talos".

Take the amulet to Raerek, who is usually sitting next to the Markarth Jarl's throne. Confront him with this evidence of Talos worship. He will have you follow him back to his bedroom. There, bargain with him. He will tell you of a shipment of silver and weapons destined for Solitude. If you can do so, *avoid* using the dialog option, "All right it's a deal", until the end of the conversation. The other options will gain you some gold Septims, *if* you can successfully extort Raerek, using your Persuasion Skill.

Return to the Reach Stormcloak Camp and tell Galmar about the shipment. He wants you to join some Stormcloak scouts and hijack the shipment. Follow your quest arrow southeast to the scouts. When you get there, speak with Ralof. Ask him what the plan is. He will tell you that the treasure wagon has broken down, a short distance along the road. He and his men will eliminate the sentry on top of the hill. He suggests that you distract the Imperials. Alternatively, tell him that you will take care of all of the Imperials by yourself.

If you decide to follow Ralof's plan, tell him you are ready and then Sneak along with him and his men until he stops near a rock. He will give the order to fire, and they will use bows to kill the guard on the ledge above the wagon. Then they will Sneak to positions along the ledge. Now walk boldly down to the Imperials, along the road and just around the corner. When you get near them, they will pull out their swords and tell you to move along. Attack them. Ralof and his men will surprise them with a flurry of arrows from above. When the Imperials are dead, speak with Ralof. Unlock the (apprentice) Wooden Chest on the back of the wagon and take the Silver Ingots. Return to the Reach Stormcloak Camp and speak with Galmar to tell him of your success.

## **The Reach - The Battle for Fort Sungard**

If, during the Main Quest "Season Unending", the Stormcloaks acquired possession of the Reach, then you will *not* see this quest. Otherwise, Galmar will ask you to meet the men preparing to liberate Fort Sungard. Select this quest and look on your map to find the fort northwest of Lake Ilinalta and southwest of Whiterun. It sits on top of a rocky promontory.

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 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 Oublette". Leave the "Fort Sungard Jail Key", as it only opens empty cells. Read the Pickpocket Skill Book, "Guide to Better Thieving". Look up to see the hole. Then meet the Stormcloak squad on the other side of the hill.

When you get near them, the Stormcloaks will start running up the hill south, to attack the fort. Follow them. Use a bow to snipe the Imperial archers standing on the battlements. Then charge through the main gate of the fort and help finish off the rest of the defenders.

The game will give you a countdown of the percentage of enemies remaining. When the count gets to zero, loot four areas inside the fort: Fort Sungard Muster, Fort Sungard Annex, Fort Sungard Tower and Fort Sungard Shrine.

Past the door to "Fort Sungard Muster", find the living quarters. Open three Wooden Chests. If you have not already done so, read the Smithing Skill Book, "The Last Scabbard of Akrash". Take one Iron Ingot and a Steel Ingot from the same table. A drainage duct can take you outside.

Past the door to "Fort Sungard Annex", open two Wooden Chests. Past the door to "Fort Sungard Tower", open one Wooden Chest and take two Moonstone ore from a cart on the second level. At the bottom of the steps to that tower, a door exits to the upper part of "Fort Sungard Oubliette", but there is only minor treasure there. Do not fall into the pit. Past the door to "Fort Sungard Shrine", find a locked (adept) Strong Box and an Alchemy Lab. Then return to Windhelm and speak with Ulfric Stormcloak at the palace. Ask him "What's next?"

## **Hjaalmarch - A False Front**

If, during the Main Quest "Season Unending", the Stormcloaks acquired possession of Hjaalmarch, then you will *not* see this quest. Otherwise, exit the palace and look on your map to find the quest arrow for the Hjaalmarch Stormcloak Camp, northeast Morthal. Go there and speak with Galmar Stone-Fist. He will tell you that he wants you to steal some Imperial Documents from the Imperial Courier, so that Galmar can make a forgery, using the originals as a template.

The courier will eventually reach the Four Shields Tavern in Dragon Bridge *and* the Frostfruit Inn at Rorikstead. Go to *one* of those two towns and speak with the bartender. Convince Faida or Mralki to tell you about the courier. She or he 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 the courier. If Stormcloak guards see his attack, they will help you. You may wait for him along his route. To see where he is, select this quest and then look for his quest arrow somewhere between the two towns on your map - or inside one of the inns. When you have the documents, return to Hjaalmarch Stormcloak Camp and give them to Galmar. He will forge false information and tell you to deliver it to the Imperial Legate in Morthal.

Go to Morthal and enter Highmoon Hall. Follow your quest arrow to find Legate Taurinus Duilis. Give him the forgeries. He will reward you with five Septims. Go back to the Hjaalmarch Stormcloak Camp. Galmar will tell you to attack Fort Snowhawk.

### **Hjaalmarch - The Battle for Fort Snowhawk**

Select this quest and then look on your map to find the fort just northwest of Morthal. Meet your squad just south of the fort. They will start running to attack the fort. The game will give you a countdown of the percentage of enemies remaining. When the count gets to zero, enter the door to "Fort Snowhawk". Inside, open three Wooden Chests, one of them locked (apprentice) and another locked (adept). Read a Block Skill Book, "A Dance in Fire, v2". Open a knapsack on a low shelf near the book. Another outside door opens to the Fort Snowhawk Prison. Inside, find a Coin Purse and a satchel. A tunnel at the bottom of the prison leads past three Bear Traps to an outside exit in the swamps below the fort. Return to Windhelm and ask Ulfric Stormcloak "What's next?"

### **The Pale - The Battle for Fort Dunstad**

If the Stormcloaks retain possession of the Pale, then you will *not* see this quest. Otherwise, exit the palace, select this quest and then look on your map to find this quest arrow for the Pale Stormcloak Camp. Speak with Galmar Stone-Fist and he will send you to Fort Dunstad.

Select this quest and then look on your map to find the fort south of Dawnstar. Go there and help your Stormcloak friends liberate the fort. The game will give you a countdown of the percentage of enemies remaining. When the count gets to zero, enter the "Commander's Quarters" to find a Coin Purse and some potions. Past the door to "Fort Dunstad" take a Coin Purse and potions. Past the door to "Fort Dunstad Prison", get a few potions and read a Heavy Armor Skill Book, "2920, Midyear, v6". In the thatched-roof building in the courtyard named "The Stumbling Sabrecat", take some Jazbay Grapes from a wooden plate and a Coin Purse from under the bar. Downstairs, open a locked (apprentice) Wooden Chest. Then return to Windhelm and speak with Ulfric Stormcloak at the palace.

### **The Rift - The Battle for Fort Greenwall**

If the Stormcloaks retain possession of the Rift, then you will *not* see this quest. Otherwise, exit the palace and, with "Liberation of Skyrim" selected, look on your map to find the quest arrow for the Rift Stormcloak Camp. It is southwest of Windhelm and just north of Sarethi Farm. Enter the command tent and speak with Galmar Stone-Fist. He sends you to help liberate Fort Greenwall. Select this new quest. Look on your map to find the fort southeast of Shor's Stone.

At the fort, be prepared for a battle with many enemies. It will test your processor(s). If the action gradually slows to a crawl, save your game and quit to your desktop. Then restart the game and load the save. The game will keep a running countdown percentage of the enemies remaining.

When you and your friends whittle the Imperials down to just a few, the survivors may run across the wide field northwest. Stormcloaks will chase them for a short distance.

Check the captain's quarters for a Coin Purse. Find another one on a stone shelf at the top of the prison steps. The living quarters for the Imperial troops has three knapsacks in a lecture room. Open a locked (novice) Wooden Chest on an outside balcony at the southwest corner of the fort. Then Fast Travel to Windhelm and speak with Ulfric Stormcloak.

### **Winterhold - The Battle for Fort Kastav**

If the Stormcloaks retain possession of Winterhold, then you will *not* see this quest. Otherwise, exit the palace, select this quest and look on your map to find the quest arrow for the Winterhold Stormcloak Camp. At the camp, speak with Galmar Stone-Fist. He wants you to meet with the Stormcloaks who are about to attack the nearby Fort Kastav. Go there and help your Stormcloak friends liberate the fort. The game gives you a countdown of the percentage of enemies remaining. When the count gets to zero, enter the "Captain's Quarters" and open two Wooden Chests. Read a Block Skill Book, "Warrior". Return to Windhelm and speak with Ulfric Stormcloak at the palace.

### **Haafingar - The Battle for Fort Hraggstad**

Exit the palace and look on your map to find the quest arrow for the Haafingar Stormcloak Camp northeast of Dragon Bridge on a bluff above the Karth River. Speak with Galmar Stone-Fist and he will send you to help liberate Fort Hraggstad.

Select this new quest and then look on your map to find the quest arrow pointing to the staging area for the attack, near the long east-west road northwest of Solitude. The fort is a bit northwest of your squad. When you get there, the Stormcloaks charge off to the fort. Follow them and help liberate the fort. The game will give you a countdown of the percentage of enemies remaining.

When the count gets to zero, go through the door to "Fort Hraggstad" and read the Archery Skill Book, "The Gold Ribbon of Merit", unless you have already read it. Go through the door to "Fort Hraggstad Prison". Take a Coin Purse and open a Wooden Chest. Return to Haafingar Stormcloak Camp and speak with Galmar. He will tell you to meet Ulfric Stormcloak at the gates to Solitude.

## Battle for Solitude

Select this quest and then look on your map to find the quest arrow for Ulfric's army just north of the Solitude docks, at the main gate to the city. Meet them there and listen to Ulfric give an inspiring speech. When the speech ends, everyone will run through the main gate. The Imperials in this battle re-spawn continuously, so the game will *not* give you a countdown clock.

Past the main gate, fight your way east. Underneath the huge stone arch, break the barricade. Circle around to your left and then northwest. Break another barricade.

Just ahead, find the door to Castle Dour. **Save your game** before opening the door. Past the door, Ulfric and Galmar will join you. Follow them into the next room, where they will have an animated conversation with Legate Rikke. She will turn to the seated General Tullius and say that he may have given up, but she has not. Then she will pull her sword and attack the three of you. The general will find some courage and get up to help her. Help kill Rikke and knock Tullius to his knees, mortally wounded.

Ulfric will have a conversation with the general and then ask you if you want the honor of applying the coup de grâce to the general. If you reject the honor, then Ulfric will deal the death blow to Tullius. Then Ulfric will ask you to stand by your side while he gives a victory speech to the Stormcloak survivors assembled outside. You may accept or reject this offer. Either way, Ulfric will give you his sword as a memento of the battle.

Follow the two men outside and listen to the speech. Ulfric says that he cannot accept the title of High King, because the Moot has not yet decided that he is worthy (the Moot is a board of representatives, one from each Hold in Skyrim, convened upon the death of the High King).

A voice in the crowd will shout that perhaps the prisoner, Elisif can remain Jarl. Ulfric asks her to swear fealty to him and she agrees. Ulfric and Galmar speak for awhile about the remaining dangers to Skyrim. Then they say their goodbyes and walk slowly away.

Chris Barton - 06.23.2012