

Bloodmoon Walkthrough

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I) CHEATS

The cheats for this expansion - and the ones for Morrowind itself can be found by starting the TES editor then selecting both Morrowind and Tribunal. This will result in a massive list of all the object ID's found in both sections of the game. Again they are too numerous to list here – basically though they are the same as Morrowind and all start

Player->

Normally this would be followed by additem, then of course the object ID then the quantity required as below

Player->additem Misc_SoulGem_Grand 5

Where Misc_SoulGem_Grand is the object ID and 5 is the quantity required.

If extra gold is required, the cheat code is

Player->additem gold_100 xxxx (where xxxx are the number of gold pieces required)

Sometimes there are exceptions to the above, such as if for some reason, the fog of war needs to be turned off, or you wish to switch on or switch off invulnerability (God Mode) or even to switch the collision on or off (this is the equivalent of noclip in other games), then you will need the following:

Player->tgm (Toggle God Mode on/off)

Player->tfow (Toggle Fog of War on/off)

Player->tcl (toggle collision on/off)

If you require cheats other than the ones set out above, there are several ways to obtain them. The first is to start the TES programme running, checking the boxes for both Morrowind and Tribunal, this will give you access to ALL of the various ID codes used throughout. If you have downloaded it, there is a list of the various ID codes and what they relate to, though in the main, you are better off following this rough guide, more details may be found on the website www.gameFAQs.com, and still more on other sites dedicated to Morrowind and Elder Scrolls.

II) ACKNOWLEDGEMENTS

A lot of the detail in the quest walk-through has been taken from the walk through produced by Dave Humphrey with his kind permission, whilst I have altered this somewhat to reflect some of the more complex sections. The Elder Scrolls III: Bloodmoon was released by Bethesda Software on June 3, 2003

III) LEGAL STUFF

This walkthrough has been produced for the private use of individuals, and is not to be altered in any way, nor is it to be sold for any form of financial gain without permission from the author and Dave Humphrey.

Themisive - I may be contacted [here](#).

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Many thanks also to Bethesda for a truly superb game.

IV) QUEST LIST

<u>Quest No</u>	<u>Quest</u>	<u>Journal</u>	<u>Done</u>	<u>Rpt Back</u>
Main 1	Starting Out &c	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 2	Low Morale	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 1	Join EEC & 1st Assignment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 2	Find Ebony Ore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 1	Ft Frostmouth: Moon Sugar Investigation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 2	Ft Frostmouth: Find Mirisa	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 3	Crazy Nord	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 3	Weapon Smuggling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 4	Wilderness: Help Ingmar	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 4	Ritual of the Gifts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 5	Investigate a Skaal Crime	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 4	Missing Shipment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 5	Taking Sides	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 5	Wilderness: Kolfinna's Revenge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 6	Wilderness: Kjolver Adultery	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 7	Wilderness: Missing Airship	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 6	Prove Your Strength	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 7	Skaal Werewolf Attack	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 8	R: Find the Totem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 8a	WW: Werewolf Start	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 9	R: Perform the Ristaag	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 9a	WW: Spirit Bear Ceremony	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 6	Extra Payments	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 6a	Extra Payments	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<u>Quest No</u>	<u>Quest</u>	<u>Journal</u>	<u>Done</u>	<u>Rpt Back</u>
RR 7	Missing Ebony Ore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 7a	Ore Smuggling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 8	Wilderness: Restore Thirsk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 8	Bar Fight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 8a	Bar Fight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 9	Raven Rock: Find Proof of Snow Elves	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 9	Burial Chamber	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 9a	Burial Chamber	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 10	Deliver Report	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 10a	Steal Report	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 11	Spriggans	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 11a	Spriggans	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 12	Hire Guards	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 12a	Hire Guards	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 10	Wilderness: Ulfgar the Unending	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 13	Protect Falco	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 13a	Assassinate Falco	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 11	Wilderness: Pirate Treasure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 14	Silver Weapon Shipment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 14a	Colony Slaughter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 12	Skaal Village: Help Lassner find his Son	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 15	Estate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RR 15a	Estate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 13	Wilderness: Help Thormoor Gray-Wave	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc 14	Wilderness: Help Geilir the Mumbling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<u>Quest No</u>	<u>Quest</u>	<u>Journal</u>	<u>Done</u>	<u>Rpt Back</u>
Main 10	R: Ominous Signs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 10a	WW: Free Castle Karstaag	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 10b	WW: Werewolf Cure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Main 11	The Bloodmoon Prophecy			

V) NOTES

When you first run the Bloodmoon expansion, there will not be any immediate difference, apart from having the new island of Solstheim on your world map. To travel to the new island either:

- 6) Take a long swim.
- 7) Walk with Water Walking.
- 8) Fly with Levitate.
- 9) you can simply travel to Khuul

Khuul is on the Northwestern corner of Vvardenfell and talk to Khajiit S'virr on the Khuul docks, and choose Solstheim in his travel options (it's the only one).

As you will see, there are several miscellaneous quests and of course the Raven Rock quests, it is best if the ones in the vicinity of your character are completed as you progress through the game, so that all of the miscellaneous quests and Raven Rock quests are completed BEFORE the final main quest is complete. As you will appreciate, and will see from the Quest List (pages 3 - 5) the different quests are marked as

- 1) Main x - Main Quest
 - a R = Normal Quests
 - b WW = werewolf quests
- 3) RR x - Raven Rock Quest
 - a RR x : F = Falco's quests
 - b RR x : C = Carnius' quests
- 3) Misc x - Miscellaneous Quest

Prefaced by Wilderness, Raven Rock, Fort Frostmoth, or Skaal Village

Where x is the actual quest number.

I have arranged these in the best order (I think) that they should be done, however, I could of course be wrong. The alternative is to set out the quest list as three separate lists, the Main quest list, the Raven Rock quest list and the Miscellaneous quest list which would on its own mean flipping backwards and forwards through a walkthrough printout. Doing it this way however, allows me to make choices, and to show these in the same area some the exceptions to this would be the It all of course, depends upon how you wish to do the quests, but a friend has told me that ALL the Miscellaneous and Raven Rock quests should be completed *before* the Main quests. This is similar to the main game of Morrowind, but on a much smaller scale, though unlike Tribunal where you could complete outstanding miscellaneous quests after the final main quest. Should you decide to do the Werewolf quests, either do them all *before* the Raven Rock quests or complete the Raven rock quests before the Werewolf quests. Please note that some of the Raven Rock quests, though they start out in two separate ways, have a common central section though with different endings, and in quest 15, they have the same ending!

IV) WALKTHROUGH

Main 1: Starting Out

In order to travel to Solstheim, go to Khuul and speak with the Khajiit S'virr on the docks about travel to Solstheim (see above).

When you get to Solstheim, talk to the Argonian Basks-In-The-Sun on the docks, he welcomes you to the island and suggests that you speak with Captain Carius in Fort Frost moth or with Carnius Magius at the Imperial Cult Shrine. You have arrived at the docks on the southern end of the island and the fort is just to your north, he will also give you some basic information about the island and warns you about the bears and wolves found about, he also offers travel back to Khuul and to Raven Rock, a harbour west of the Fort where the Empire wishes to build a new mine. Take your time and explore the area around the dock and the fort itself to get familiar with it.



The three people near the dock have nothing useful to say or do as yet (later on, you'll have a Raven Rock quest - East Empire Company; Assignment 1 and then they'll speak to you), also the guards in the fort don't have much to say - it seems they're short of drink. The Fort itself holds a few areas of interest such as the Prison, Armoury, Imperial Cult Shrine and the General Quarters. The prison is small and empty but does contain an Evidence chest should you ever need to reacquire certain items (careful here, there're two guards nearby, so DON'T GET CAUGHT). From the General Quarters on the ground floor, you can climb a staircase that leads to the Upper Quarters - on the 1st floor, and Captain Carius' chambers - on the 2nd floor as well as a supply room on that floor. Carnius Magius (the boss of the East Empire Company) is on the 1st floor above the Shrine area. Most people will not speak regularly to you until you visit the Captain or Magius. and do the two miscellaneous quests associated with Fort Frost moth .

Other Helpful Tips

- Be careful when poking about in crates, chests, barrels, sacks, etc. Sometimes you can take things without people minding, and other times they will object.
- If you can't get information you need from someone, try raising their disposition by persuasion or bribery. Some NPC's won't divulge important information unless they really like you (increase their disposition by flattery or similar up to 100%).

Main 2: Low Morale

The Captain can be found in his chambers 3rd floor of the General Quarters area, talk to him about *Fort Frostmoth*, being *edgy*, *disturbing trends*, and *morale has been low*. He tells you about the low morale of the troops at the Fort lately and suspects that there is one person in particular that is causing this discontent. Obviously its time to have a chat with the various guards of the fort, funnily enough, they've all guards become very thirsty, and wishing they could have a good drink - "and none of that Nord Piss". There appears to be very little or nothing to purchase in the Fort itself if you don't have any drinks in your inventory, there is a way out of this though, use a Mark spell then use Almsivi Intervention to take you to Gnisis, its then a quick trip to Ald'ruhn or another town to buy some drinks, now use a Recall spell to take you back. There is a much easier way though, if you nose around the 1st floor of the Armoury Building, you notice that Antonius Nuncius has a large number of bottles of various spirits in his room and desk (you'll need to unlock the desk first though). Once you have some drinks, talk to the guards again who will gladly accept some Sujamma (or any other drink) from you, they will tell you that the Fort has become a *dry fort* by orders of the captain, any more questions about this only result in your being advised to see the captain. Go back to Captain Carius and speak to him about the *dry fort* orders, he'll mention that it wasn't really his decision as the alcohol shipments just stopped arriving several months ago. He also says the priest Antonius Nuncius was the one person truly interested in making the Fort dry!

If you ask any of the guards - or even Captain Carius - you will be told the you can find Antonius Nuncius in his office on the ground floor of the Imperial Cult Shrine building. Confront him and he will deny having anything to do with the fort becoming dry and actually try to pin the blame on the captain. If you mention that the Captain never banned alcohol and the priest will confirm this and say that the *shipments stopped arriving* on their own, he seems annoyed over this, saying you have no evidence that he was involved and asks to be left alone. Apparently the priest seems to have had something to do with stopping the alcohol shipments, though what is not clear, and you'll have to investigate further. Any of the guards will tell you Nuncius' office is actually in the Armoury Building, and if you talk to Zeno Faustus, the armourer he will tell you that the priest's office is upstairs on the 1st floor and you feel there may be some evidence in there. His office is through the right-hand door and inside you'll find his desk (with a 50 point lock), there's only some booze in it. His wardrobe is also in here, though it seems to be locked with an unpickable lock so you'll have to find the key for it. Go back to Nuncius and ask him about the *dry fort* and *shipments stopped arriving* again and he'll confront you about having looked in his desk, then he will admit he has been hiding the alcohol for the "benefit" of the soldiers. At this point, you have two options; **either** mention that you will have to speak to the Captain about the matter **or** tell him that his secret is safe with you.

Go back to the captain with the news about Nuncius, you don't have to mention the priest's involvement though, he will congratulate you and give you 3 Cure Disease Potions and a Silver Sparkblade as a reward. If you chose to keep Antonius Nuncius secret he'll give you the key to the wardrobe with the unpickable lock and you get about 60 potions - including 10 bottles of skooma. Tell the Captain that it was just a misunderstanding and he will congratulate you and give you 3 cure disease potions.

RR 1: East Empire Company

To start the East Empire Company quests, find Carnius Magiusand on the 1st floor of the Imperial Cult area in Fort Frost moth., if you ask him about the East Empire Company and he should ask you to join up, assuming that you meet their requirements. Now ask Carnius about your assignment to receive your first job, the first workers have apparently just arrived and need an escort to the work site, apparently they know the way so you just have to led them there and make sure they all arrive

safely. You will have to go down to the docks and talk to Gidar Verothan and escort them to Falco Galenus in Raven Rock.

Gidar will ask if you are ready to take them to Raven Rock, and asks you to take the lead though he does mark the destination on your map. Raven Rock is at the north end of a bay to the west of the Fort, and whilst there don't appear to be any roads to the area you can get there either along the coast or by ship direct to Raven Rock. Save here escorting three, slow, NPCs can be annoying, but take your time and be sure you don't lose any of them and when you're fighting enemies the three will try and help you and will get in the way (you may find it safer to take them by ship direct to Raven Rock). Falco is north of the torches on the shore in Raven Rock, and when you get near him the three will stop following you, so finishing the quest.

RR 2: Find Ebony Ore

Falco Galenus in Raven Rock will ask you to find five pieces of Ebony ore, just north of Falco there are some ebony outcrops, with a total of 5 more pieces of ore, collect these, and go back to Falco who suggests you take them to Carnius at the Fort as they need the ore to convince investors to continue to fund the construction of Raven Rock. When you do, he will reward you with 100 gold and a colony stock certificate, and asks you to come back for your next assignment in three days.

Misc 1: Moon Sugar Investigation

Severia Gratus in the Fort courtyard has been busy with a moon sugar investigation which you can help with, and it appears that during the past few months several people across the island have been poisoned for unknown reasons, the most recent victim, Jeleen in the Cult Shrine, saw the suspect and describes him as a man wearing a unique white Colovian fur helm agree to help her find, and kill, the culprit. You must bring this helmet back to Severia as proof that you've killed him. Go to see Jeleen (he's in the Imperial Cult Shrine building) and he'll mention the strange hat worn by the strange old man who probably wasn't a Nord. The man also sang a silly song, similar to a nursery rhyme with something about a workshop, candy, and ha ha ho's. The problem now is where to look, Jeleen doesn't have anymore to say and Severia won't talk to you until you find and kill the person involved.

No body else around the Fort has anything to say about the matter either, so the best thing is to go and see if you can find this workshop in the snow, or you can simply wait until you happen to come across it during your future travels around the island. The workshop in question, Uncle Sweetshare's Workshop, is quite a good way northeast of the Fort and just a bit south of Lake Fjalding. For the time being, head for Lake Fjalding then go south, just past the first hill you see a cabin on your left, and the body of a dead Argonian, M'nashi, outside it, with some Moon Sugar and the a copy of the song Jeleen mentioned - this last will increase your Alchemy skill. You'll find Uncle Sweetshare inside who will gladly tell you of his exploits in spreading the "happiness" as he puts it and he will also admit to being involved in the death of M'nashi. Keep inquiring and you'll end up giving the Uncle the choice of death or promising to stop (and giving you the white helm that you need). If you kill him take the white helm from his body and any of the other loot lying around then go back to the fort where Severia will take the helm and reward you with 1500 gold pieces (she also gives you an enchanted Imperial shortsword and her thanks).

Misc 2: Find Mirisa

Talk to Jeleen in the Imperial Cult Shrine who says he has an important cult matter to attend to, press him again, and he tells you that last month Mirisa left the shrine to go and preach the doctrine of the Imperial Cult to the local savages (as he puts it). Unfortunately, she has not returned or sent word and he is worried that something has happened to her, ask him where she went and you will

find out that she last seen going north towards Lake Fjalding. Go towards the Lake and look around, though you won't have too much luck, you can't seem to have any evidence of Mirisa, dead or alive. Since Thirsk is nearby, just east of the Lake, it might be a good idea to ask around there to see if anyone there has seen her, talk to Brynjofr outside - look in the round hut on the left - (he also offers to make you Snow Bear or Wolf armour), he will tell you that Mirisa had 'annoyed' Erich the Unworthy with her preaching and that he has imprisoned her in his room.

Go into the mead hall and look for Erich, though if this the first time you've been here, talk to Svenja who'll suggest you make yourself known to the chieftain of the hall, Skjoldr Wolf-Runner, do this and he says that he knows of the girl; whilst he says she left, he nods upstairs and winks at you. Now find Erich the Unworthy and ask him about Mirisa, he tells you she left, so taunt him, then kill him; loot his body, and amongst other things there is a key to his room upstairs. When you go upstairs, you'll find that there are four doors and only one is locked with a 50 points lock, open the door with Erich's key, and you'll find Mirisa inside, whilst she is none the worse for wear she's a little peeved at being locked in by the barbarians, she'll ask you to escort her back to the Imperial Cult Shrine in the Fort, though she has no weapons and is rather weak she insists on attacking everything in sight. If you see danger threatening, get her to stay there (just ask her to wait), then tackle the problem on your own. Once you've escorted Mirisa back into the Imperial Cult Shrine, where she'll stop following you, talk to Jeleen who will thank you and give you 300 gold as your reward.

NOTE: If you complete the "Misc 8: Wilderness: Restore Thirsk" quest first, Mirisa is not in Erich's chamber anymore (though this has yet to be confirmed).

RR 3: Crazy Nord

After the Ebony Ore quest, wait three days (the best way to kill the time is to tackle the two Misc quests Moon Sugar Investigation & Find Mirisa), your journal updates telling you to go back and talk to Carnius Magius, then travel to Raven Rock and talk to Falco Galenus in Raven Rock about a problem they're having. When you there, Falco will tell you about a crazy Nord, Hroldar the Strange, who has been hanging around ranting about how we're ruining the land. Falco wants you to get rid of him, though he doesn't want him hurt if you can help it.

Go and talk to Hroldar who is in front of the building near to Falco, unfortunately, the chat is brief as he doesn't want anything to do with you, go back to Falco who tells you to fight him hand-to-hand and persuade him to leave- but not to kill him. Once you get his fatigue low enough, he will surrender and say he won't bother anyone again and leave.

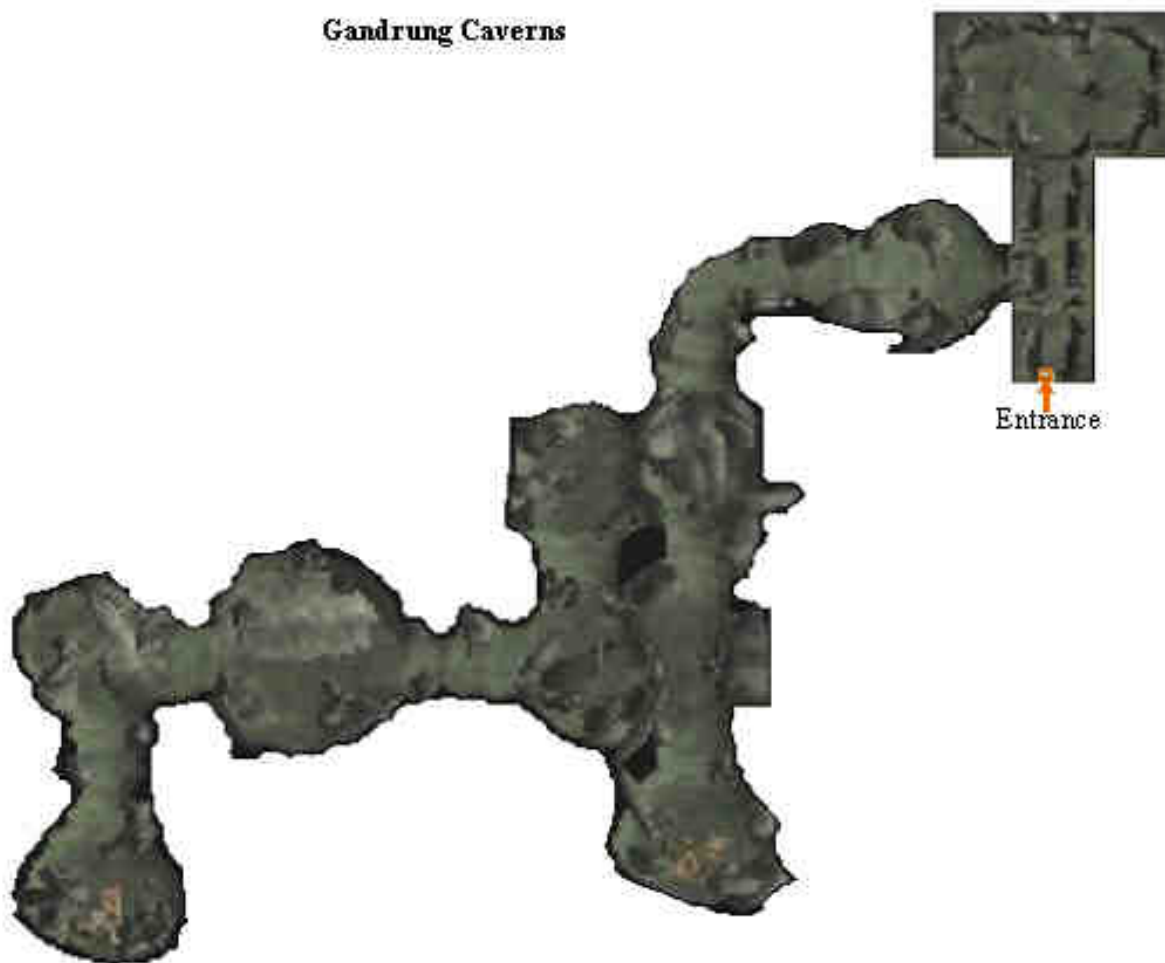
Once you've defeated Hroldar, go back to Falco and you'll get a reward of 1000 gold pieces, he'll also ask you to go back and tell Carnius that the problem has been solved.

Main 3: Weapon Smuggling

Ask the Captain Falx Carius about *Fort Business* he says that he is worried that weapons are being smuggled out of the Fort and being shipped and sold in Vvardenfell, he will ask you to speak to either Saenus Lusius or Gaea Artoria as with a low weapon supply, the Fort's defences cannot easily be maintained and morale is dropping even further. Captain Carius asks that you cooperate with two of his soldiers on the matter, Saenus Lusius (in the General Quarters) and Gaea Artoria (in the General Quarters, Upper Level) and arrange to travel with one of them. Talk to both of the to the soldiers in order to decide which one is to be your companion to investigate the matter. Choose one of the soldiers to be your companion (it doesn't matter which one). Unfortunately, Gaea or Saenus doesn't seem to know really anything relevant about the smuggling and merely suggests that someone should know something. Ask any guard and you'll be directed to Zeno Faustus in the Armoury, Zeno will mention that he overheard two soldiers talking about the

Gandrung Caverns and a weapon stash there. He will also tell you that the Caverns are a bit northeast of the Fort so go that way.

Gandrung Caverns



Note: It would be helpful if you had the following items in your inventory Cure Paralysis, Lock Pick/Spell, Resist Paralysis, Healing Potions, Heal Companion.

The cavern entrance is difficult to spot as it is on the water side of some rocks at the north end of an inlet just to the northeast of the Fort (check your local map if you cannot seem to find it) - at the same time, be careful, I found a Spriggan on the rocks there! Once you and your companion are inside you'll encounter no immediate resistance (other than a few rats) but you'll soon find Mus Roscius who attacks you on sight (careful here - he is tough), and as most of the other opponents in the cave have a paralysis weapons, ranged attacks or lots of Cure Paralysis potions are necessary. Try to get yourself and your companion on each side of any opponent so that both of you may attack at the same time, in this way you can hit your enemies so often that they rarely get a chance to swing at you. Explore the entire cave, killing anyone there (don't worry, there's no friends in here) once you kill them all, your journal updates, with an entry to return and talk to the Captain. You could make a deal to let the leader of the smugglers go (he gives you a Nordic Axe of Paralysis for this), though it doesn't matter which method you use, though the best bet is to kill him. Don't forget to take all the loot lying around - especially on the bodies, also look at the strange corpse at the north end of the cave (Stalhrim's it's name). If you try to activate it will result in a message about you not having the correct tools, so you may safely assume this is part of another quest (RR 9: Burial Chamber).

Note: You don't have to kill everyone if you take Saenus Lusius, you get the option to talk to the leader and work out an agreement for the smugglers to leave. Also, it is very important to get the companion back alive or the one you didn't take with you will attack you on sight.

When you return to Fort Frost you unexpectedly find that it was attacked while you were away, the gates have been destroyed and a lot of the interior is damaged, your companion tells you to visit the Captain right away, however when you go to his chambers, you find them empty, and a search of the rest of the Fort doesn't show any sign of him! Instead, speak with Saenus Lusius (or Gaea Artoria if you choose Saenus) in the bottom of the General Quarters who will tell you that the Captain has gone missing! You will be told that the attack was from a number of wolf creatures and Saenus/Gaea mentions that the Nord Village to the far north on Solstheim might have some information.

Bug: Both Lusius and Artoria are Dead - There is a possible bug in this quest where if the NPC you take into the caves with you dies, when you return to the Fort, the other will attack you. If both NPCs are dead, this way or any other way (accidentally of course) then you cannot go any further in the quest as you need one of them to tell you to go to the Skaal Village to investigate the Captain's disappearance. In this case you can use the console command:

Journal, BM_CariusGone, 10

which will allow to you begin to speak to the Skaal.

Misc 3: Help Ingmar

You'll find Ingmar out in the wilderness next to the Valbrandr Barrow (under a large Stone arch), just to the southwest of Uncle Sweetshare's cabin, it is also just to the east of north of the Sun Stone and is on the eastern side of the island. He'll ask you to help him kill the Draugr in the Valbrandr Barrow, a task that all Skaal must complete before becoming a man. Unfortunately, Ingmar has had problems killing it but cannot return home until the creature is dead, and asks you if you will help to distract it whilst he kills it.

The Barrow is very small and you'll meet the Draugr right away. **Note:** Do NOT attack, let the Draugr attack but keep dodging it, whilst Ingmar kills it. It doesn't take too long but be ready with some healing magick./potions just in case. Once the Draugr is dead speak to Ingmar again to receive his thanks and permission to take any of the treasure in the tomb (nothing special other than the three Stalhrim).

Note: You can go to the Skaal Village go in Main quest 4, visit Ingmar in his house to receive a Belt of Orc's strength as a reward for helping him.

Main 4: Ritual of the Gifts

Either Saenus Lusius or Gaea Artoria asks you to go to the Nord village of Skaal in the north end of the island, talk to Tarsten Heart-Fang in the Greathall in Skaal with the Warrior Skull in your inventory, he then tells you to talk to Korst Wind-Eye in the shaman's Hut to be told about the Ritual of the Gifts. These are to:

- * Find and activate the Water Stone between Hvitkald Peak and Thormoor's Watch.
- * Find and activate the Earth Stone, northwest from Raven Rock.
- * Find and activate the Beast Stone, north of the eastern edge of Lake Fjalding.
- * Find and activate the Tree Stone in Brodir Grove.
- * Find and activate the Sun Stone on the top of a hill in the southeast corner of the island.
- * Find and activate the Wind Stone near the junction of the Harstrad and Isild Rivers.
- * Now go back to Tharsten in the Greathall to complete the Ritual.

Note 1: You will be helped if you have Water Breathing (either a potion or a spell - or in my case a ring I had enchanted) and the Skull of a Skaal Warrior in your inventory; you will also

definitely need a Lock Pick either a long-lasting Night-eye potion, a torch, Light spell or - in my case a Belt of Light (enchanted from a Light Spell).

Note 2: As all the Stones are shown on the paper maps, there is no need to mention the exact locations of each,

Note 3: If your partner in the previous weapon smuggling quest died, you may be attacked by the other warrior once you return to the Fort, and thus be prevented from getting the Skull. If this is the case, open the console and use the command:

```
player->additem, "misc_skull_Skaal", 1
```

to give yourself the Skull.

You arrive in Skaal fairly easily, if you talk to the nearest villager you are asked to talk to Tharsten Heart-Fang in the Greathall. Go into the Greathall and speak to Tharsten who says that the Skaal had nothing to do with the attack and mentions that it they were not wolves (he doesn't say what they were though). Mention your business here Tharsten will accept with some gratitude and if you have the Skaal Warrior Skull he will thank you for returning the bones to the village. He talks about how the Imperials are corrupting the land (mainly by cutting down trees and such like), eventually he tells you that the power of the Skaal should be restored and suggests that you talk to Korst Wind-Eye in the shaman's Hut for more information.

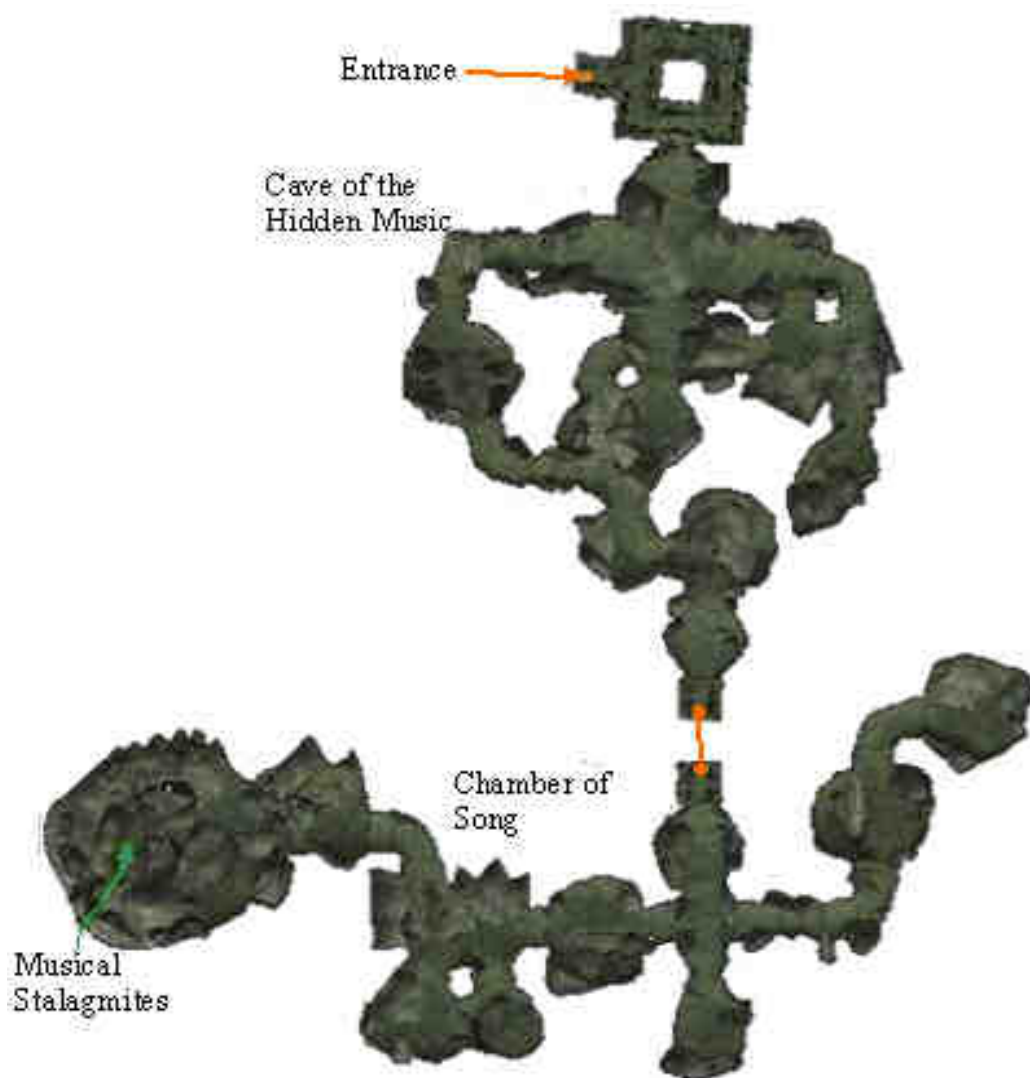
The shaman's Hut is just to the west of the Greathall, Korst is just inside if you mention that you are looking to restore the power of the Skaal he'll tell you that you must find the six standing Stones on Solstheim and complete a ritual at each one. Once this Ritual of the Gifts is completed, the Oneness should be restored to the Skaal. The Oneness is explained to you as the balance or harmony of all things in the world given by the All-Maker. This balance has been upset, in part by the presence of the Imperials, and the power of the Skaals has decreased, ask Korst Wind-Eye about the rituals and he'll give you a copy of The story of Aevar Stone-Singer as well as the Locations of the Stones which is a map of the six Stone locations. The map is particularly useful and the story of the Ritual does give you more information than you get during the quest itself from journal entries. There are six steps to the ritual, though you can perform them in any order you like - see Note 2 at this point (**Note:** :save at the end of each section, BEFORE you attempt the next Stone quest)

- 1) Gift of Water - The Water Stone is on the west side of the island between Hvitkald Peak and Thormoor's Watch since this area is almost entirely white, especially during a snow-storm, it's only sensible to take shelter from any snowstorm or blizzard and wait to get better weather as it is very difficult to find landmarks otherwise, and the hostile creatures in the area only make matters worse. If you follow the coast you should easily see the Varstaad Caves entrance, south of the entrance to those caves you will find the Water Stone, a large dark grey pillar on the side of a mountain, when you activate it you are told the same story as is in the ritual book that the shaman gave to you. Go northwest from the Water Stone (or better still - directly west of the Varstaad Caverns entrance) to a small island off the coast - it is close enough to be visible from the shore - follow the Swimmer (a Black Horker) that you will find in the middle of the island, as soon as you get near to it, it will swim northwest. Follow it - though if you get too far behind it will wait until you catch up to it and as it swims close to the surface so you won't need Water Breathing spells or potions, follow it until it stops over the entrance to Stahlman's Gorge.

Stahlman's Gorge entrance is on the sea floor below the point where the Swimmer stops, NOW you'll need a potion or spell (see Note 1 above) since the cave is flooded for a good

part of it's length (though a strong swimmer could manage without it), at the end of the tunnel you'll find a Skeleton guarding the Waters of Life (a small potion bottle - there are other goodies here as well). Pick up the vial of the Waters of Life and your journal updates, telling you to take the Waters of Life back to the Water Stone, in the meantime though make sure to get the other goodies, then go back to the cave entrance and then to the surface. It appears the Swimmer has departed - no matter, swim southeast to return and activate the Water Stone to complete this portion of the Ritual.

- 2) Gift of Earth - To find this Stone, go to a point northwest of Raven Rock and south down the west coast from the Water Stone to the Earth Stone is , as shown on the paper map. The Earth Stone pillar is barely visible from the shore and is inland, on the top of a small hill in the forest. When you activate the Stone it will tell you to travel northeast to the Cave of Hidden Music to learn the Earth Song. Follow the Stone's directions and go to the north east, almost immediately you come to the Bloodskal Barrow which has a 20 point lock is also trapped; this is a small tomb though not the one you are looking for obviously. The Cave of Hidden Music is more northnortheast from the Earth Stone than northeast though the Cave's entrance is made of large, black Stones and is hard to miss.



The first section - The Cave of the Hidden Music is relatively empty except for undead called Draugr who are not particularly difficult to kill (not surprising - they've no weapons and if you've a halfway decent weapon such as Eltonbrand, there's no contest) as well as some chests of loot, carry on until you find the entrance to the second section - the Chamber

of Song; there are no enemies in this area (**Note:** there's quite a few chests full of loot in here as well) but you will occasionally hear a strange sound - musical? This sound comes from the three large stalactites/stalagmites in the large chamber at the western end of the cave and is the same 4 notes over and over again. When you activate these Stones you make similar notes and it's obvious that you've to reproduce the sequence activating the Stones in the right order. You will get as many tries as you wish, but the order of activation for the 1st set of notes is: Middle, Right, Left, Right - then the music changes to 2nd pattern of 4 notes these are: Left, Right, Middle, Left. When you get the two patterns correct your journal updates and tell you to go back to the Earth Stone and activate it to complete this portion of the ritual .

- 3) Gift of the Beasts - The Beast Stone is on the east side of the island, south of the Skaal Village, in the Felsaad coast area north of Lake Fjalding. Follow the eastern bank of Lake Fjalding and go north, you should shortly run into or see the spire of the Stone. Activate the Stone of the Beasts to be told to go south and ease the pain of the Good Beast, (you may wish to read the story of the Rituals for more details on this, it mentions the beast was a Bear with an arrow wound and also records the name Falmer).

This time the directions are correct, just as you go south past the Lake, you'll see five Rieklings attacking a white bear, the Good Beast; kill the Rieklings (in actual fact you only need to kill one of them) and you get a journal message asking you to remove the arrow; activate the bear and access it's inventory (like a companion in Tribunal) and take the arrow out . When you've taken the arrow out you will have an update to your journal, either saying you that you should stay with the bear and try to heal it (use a a heal companion spell) or that the bear is fully healed. When the bear is healed your journal updates again, saying that the bear is healed and wants to go to the Stone of the Beasts with you, very well but remember that the bear is not that fast, activate the Stone when the Bear is near to it to complete this portion of the Ritual.

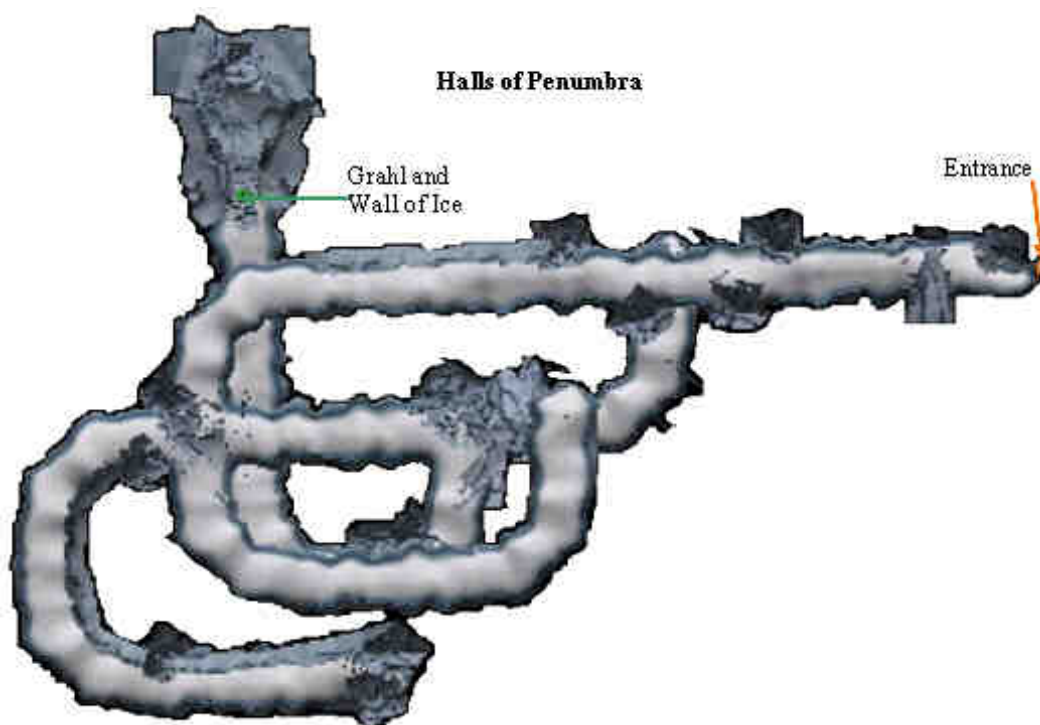
- 4) Gift of Trees - The Tree Stone on the eastern side of Brodir Grove which lies southeast of the beginning of the Harstrad River, activate the Stone to find out that you must travel east to find the one who has stolen the seeds (at this point, rest and make sure you have full health before continuing). Just to the east east and slightly north of the Stone you will see 5 Spriggans surrounding a single Riekling (when you get close enough to them your journal updates). They all attack you when you get close enough (or even if you only attack one of them - so be prepared). If you haven't fought a Spriggan before (highly unlikely), you'll have to kill it three times before it stays dead (if you have, you know what to expect). Use ranged attacks (crossbow or bow) and area effect spells as much as possible before getting into close combat, otherwise it can be a tough fight for even high levels on a 100 difficulty. When all the Spriggans and the Riekling are dead, loot their bodies - you find a strange seed on the Riekling; at this point your journal updates again once you pick it up. It appears that you must plant the seed somewhere to the northwest of the Tree Stone, go to the Stone then northwest of it, you'll automatically receive a prompt to plant the seed, then go back to the Tree Stone and activate it to complete this portion of the Ritual. If you lost the seeds from the Riekling use the console command:

player->additem, "BM_Seeds_UNIQUE", 1

to get them back and finish this section of the quest.

- 5) Gift of the Sun - The Sun Stone is in the Southeastern portion of the island and directly south of Uncle Sweetshare's cabin. Another way to find it is if you follow the Iggvir River south from Lake Fjalding until it turns to the east, and go uphill towards the northeast, the Sun

Stone is on the top of the moderately tall hill. Activate the Stone to receive the message to go west and free the Sun from the Halls of Penumbra. The hall is indeed almost directly west from the Stone, you can follow a sunken pathway to help you find it, the hall entrance



looks like a snowy cave. Inside you'll the caves are unlit, (see note 1 above), you'll also find a number of the undead Draugr who definitely need killing, eventually you come to a light source at the end of a tunnel illuminating a frightening looking spiked creature - Lightkeeper Grahl; this Grahl is very fast and powerful so try to use ranged attacks as much as possible and keep some healing potions handy if necessary. Once the creature is dead take the Eye from its corpse and activate the Ice Wall containing the light, the Eye will destroy the wall and let the light free, lighting up the cave - at this point you can let the Belt of light go back into your inventory, as the passages are now lit. **WARNING:** The Flaming Eye of the Lightkeeper is an ingredient so be sure not to accidentally eat it. If playing on the PC version of the game you can get the eye back by using the console command:

player->AddItem, ingred_eyeball_unique, 1.

When you've freed the light your journal will update, asking you to go back to the Sun Stone and activate it, completing this part of the Ritual.

- 6) Gift of the Wind - You find the Wind Stone on the western of the junction of the Harstrad River and the Isild River and southwest of the Skaal Village, when you activate the Stone you are told to travel south to the lake of ice (Lake Fjalding) and then east to Glenschul's



Tomb to free the Winds from the Greedy Man's bag. Go to the southeast corner of Lake Fjalding and then in a southeasterly direction over a high ridge, the Tomb is located on the other side of this ridge, the entrance to it is made of large, black stones and is hard to miss. Inside the tomb you'll come across more Draugr and some Bonewolves - just kill them all, the tomb is small and runs east to west, with entrance on the eastern end, so in the far (west) end you'll come across a large bag that you can open to free the wind, your journal will update, telling you to return to the Wind Stone and activate it to complete this portion of the Ritual.

- 7) Complete the Ritual - Once you have completed all six portions of the Ritual, your journal will update again, this time telling you to go back to Heart-Fang in the Greathall of the Skaal Village. Tharsten Heart-Fang will reward you with the Mace of Aevar Stone-Singer (30 to 90 damage plus 8 frost damage, 20 charge) and tell's you that you must still prove your wisdom to the Skaal.

Main 5: Investigate a Skaal Crime

Speak to Tharsten in Skaal's Greathall who will ask you to investigate a theft of furs supposedly taken by Engar Ice-Mane. Find and speak to the accuser, Rigmor Halfhand in his house. Similarly speak to Engar outside and Risi Ice-Mane inside their house. Find a note from Rigmor to Risi under a pillow in the Ice-Mane's house. Confront both Risi and Rigmor about the note. Tell Tharsten about the matter and choose to exile or sacrifice Tharsten.

Tharsten Heart-Fang in the Greathall still wants you to prove you loyalty to the Skaal, so he asks you to investigate a crime involving the Skaal Engar Ice-Mane, who is accused of stealing furs from Rigmor Halfhand. Tharsten explains that the stolen furs were found in Engar's home, and if he is found guilty it is most likely that Engar will be sacrificed to the wolves. You are to investigate and decide who is telling the truth, both homes are near the Greathall, so visit both of them to find out what happened, Rigmor has nothing much to add, other than he doesn't understand why Ice-Mane stole anything from him, you'll get the same idea from talking to people around town who seem adamant that Ice-Mane is innocent of the crime. Engar is not at home but his wife, Risi, is so talk to her about the crime she further states that Engar is innocent and suggests that someone, possibly Rigmor, may have framed him to disgrace him. Engar can be found outside wandering just east of his house but he doesn't have much else to add to the information you've already uncovered.

By now you might have noticed the hints from some people that indicate Risi Ice-Mane and Rigmor Halfhand had an affair, although no one will say it out loud! If this is true, it could be a motive for Rigmor to falsely accuse Engar of theft; look closely around the Ice-Mane's house and under the pillow of one of the beds you'll find a love letter from Rigmor to Risi, ask Risi about the note (ask her about *Rigmor Halfhand*) and she will confirm that they had a short affair. Go and confront Rigmor about the affair who will confirm the entire thing then go to Tharsten in the Greathall tell him of the answers you found and he'll tell you that the fate of Rigmor up to you, either exile or the wolves. If you choose Exile for Rigmor, he will be banished from the village forever and will lose his honour, though if you choose sacrifice him, Tharsten will congratulate you on showing Halfhand mercy by letting him die with honour, and you are asked to lead the accused to the wolf pen. You'll find Halfhand outside where you take him to the wolf pen where he's torn to pieces. You'll receive the Helm of the Wolf's Heart (constant effect agility/sneak +5) as your reward. It doesn't matter which punishment you choose, you will receive the same reward.

Note: since Rigmor's hut is now empty you'd think it would make a great place to rest and store loot. Resting is fine but at after a certain point, you are rewarded with his house, only they change the name and thus the interior cell, meaning that anything you had stored there will disappear. If it is already to late, open the command console and type in:

player->coc "Skaal Village, Rigmor's Hut"

and press enter. It will warp you to the inside of the house, where you can pick up your equipment. When you have everything, just walk out of the door and it will then go back to being the Bloodskal's house when you walk back in.

RR 4: Missing Shipment

After about three days from the previous quest (RR 3) you'll get a journal entry telling you to speak to Carnius, he will ask you to simply retrieve a shipping manifest from Falco in Raven Rock. Speak to Falco in Raven Rock who is surprised to have you are asking about a ship considering the colony doesn't even have a dock yet! He suggests that you ask around town and see if anyone else knows anything about it, so talk to various people around the growing town and ask if they have seen anything. You will soon find out that there was a light to the northwest a few nights ago, but no one has had time to find out about it, tell Falco about the incident, who will then suggest that you go and find out what it was.

Go to the northwest and up the coast until you find a shipwreck with a few Draugr nearby (about half-way up on the island's west coast). On the north side of the ship you'll find one survivor, Apronia Alfena, who asks if you will escort her to town. Before you set off, investigate the wreck and salvage all the miner's picks that you can find, then go back to Apronia Alfena and escort her back to Falco. As usual, be careful that she doesn't get lost or attacked along the way. Once she is near to Falco she will thank-you and stop following you, talk to Falco (seen anything) to tell him about shipwreck,. he says he will buy any Miner Picks/Axes from you (500 gp each) as they need them, although this isn't required for the quest (I found a total of 6 in the ship). Falco asks you to return to Carnius to inform him about the ship wreck (Carnius promptly flies into a rage but does accept that it wasn't your fault) and you get a 300 gold piece reward from him.

RR 5: Taking Sides

Several days after the RR 4 quest, you will get a journal entry telling you to go and see Falco at the Colony, Falco will ask you to help him keep Carnius in check, you now have a choice - either take Carnius' side (RR 5a onwards) if you want the colony to fail; or Falco's (RR 5 onwards), if you want the colony to succeed. Tell either Falco or Carnius your decision of the path you have chosen (ask him about *aiding me*).

Note: Whoever you choose will give you all your next quests - Falco Colony Quests are noted as RR x; whilst Carnius colony Quests are noted as RR xa; where x is the quest number. Added to which, whoever you decide upon, Falco or Carnius, you will get ALL the future Raven Rock quests from that person.

Section II -Decision

Falco

Falco is trying to decide whether to build a Trader's Post or a Smithy and doesn't know what will suit the town best so he asks you to think it over, talk to people the people there and decide the problem for him. When you talk to people around the township (ask them what sort of shop they would like), three people would like a Trader's Shop and only one person wants a Smith, so your choice is obvious.

Go back to Falco and tell him about your decision. If you've sided with Falco he will thank you and tell you to let Carnius know of the decision though Carnius will give you a reward of 300 gold (and he doesn't seem very happy about it either).

Carnius

Carnius is trying to decide whether to build a Trader's Post or a Smithy and doesn't know what will suit the town best so he asks you to think it over, talk to people the people there and decide the problem for him. When you talk to people around the township (ask them what sort of shop they would like), three people would like a Trader's Shop and only one person wants a Smith, so your choice is obvious.

Go back to Carnius and tell him about your decision though as you've sided with Carnius you don't seem to get any reward!

Misc 4: Kolfinna's Revenge

As you go north from the fort, along the bank of the river Iggvir, you come to a path running east to west. This path terminates at the river on the east, and at the Caves of the Penumbra in the west. Just north of here is Kolfinna's dwelling, the entrance to which is inside a semicircle of rocks, and facing the river. Go inside and talk to Kolfinna, it appears that her husband Gustav was killed by his friend Svitgar the strong, and she demands "wergild" - a traditional Nord rite of retribution.

She tells you that she doesn't want Svitgar dead, she just wants Svitgar's family heirloom, Pinetear - this is the wergild, she says that Svitgar is known to hunt near some standing Stones called the Altar of Thron, just northwest of her home, and west of the Harstrad River also she tells you to be careful of a magic hammer that Svitgar uses, called Rammekald. It turns out that Svitgar the strong hunts from just this side of the Alter of Thron up to Castle Karstaag! Anyway, confront him about the killing, and tell him that Kolfinna demands wergild, as is her right. He will resist, and I ended up killing him, though I am sure there are other ways, take Pinetear (it looks like an emerald) to Kolfinna.

Not only does she thank you, but she also tells you that you may rest in her home whenever you wish, and in addition gives you the key to Gustav's chest (100 point lock), telling you that all the contents are now yours!

Misc 5: Kjolver Adultery

Kjolver's home can be found just to the east of north of Raven Rock, talk to her about *Dark Business* in order to get the quest as she's discovered that her husband, Brandr is being unfaithful to her, and the person he is being unfaithful with is Erna the Quiet from Skaal Village! Kjolver asks you to kill her and take her ring as proof of her death. Agree, then you'll have to go up to Skaal Village and visit Erna's house.

In her house you will see a note on the table saying where she has gone to (it's actually on the east side of the Isild River, just north of Lake Fjalding). When you do find them, all Brandr will do is to introduce Erna to you, and as Kjolver won't be satisfied until Erna's dead, kill her, the only problem is that Brandr attacks you immediately so you'll have to kill him as well (I tried several ways around killing Brandr, though I didn't find any, and others who have tried have found the same obstacle, **N.B.** Even if you only use paralysis on Brandr, he'll attack you on sight later, so it's best to kill him now).

When They're both dead, loot their bodies and take Erna's ring back to Kjolver as proof you've killed her, Kjolver will give you a 1000 gold piece reward for this service.

Misc 7: Missing Airship

This quest actually begins outside the Mages Guild in Ald'ruhn in Vvardenfell, the NPC outside the door is called Louis Beauchamp, and he's heard on an amulet called the Amulet of Infectious Charm that is buried in Hrothmund's Barrow on the north of the island of Solstheim.

Note: it's only able to be started in Morrowind in Ald'ruhn if you have Bloodmoon already installed.

If you ask people about the latest rumours, you may hear the rumour about an airship that crashed recently in the wilderness area of the island but unfortunately you won't get any specific locations or directions. The airship crashed near the centre of the island, just west of the Altar of Thron (and will be marked on your in-game map); it can't be mistaken for anything else once you see it - there's bits and pieces all over the place, though it appears that not everyone died in the crash, since not too far away from the wreck to the southwest you will find some crates, and a bedroll, on that bedroll is the dead body of Captain Roberto Jodoin, nearby is a journal and once you read it your journal will be updated with an entry telling you to take the journal and news of the airship crash to Louis Beauchamp in the Ald'ruhn Mages Guild. Explore the wreck to find a few things including some Dwemer armor and Cyrodillic Brandy, now go to Ald'ruhn on Vvardenfell.

Louis is actually waiting just outside the entrance to the Ald'ruhn Mages Guild, go and see him and make sure you take the airship's journal that you found (this the only Bloodmoon quest that impinges on Morrowind, so if you didn't have the expansion when you played Morrowind, you will not have seen him). Tell him about the crew's death and the airship's wreck, he'll be very disappointed but still interested in recovering the Amulet of Infectious Charm from Hrothmund's Barrow. He tells you the Barrow is sealed and that you'll need the password "Ondjage" in order to get in (he will also tell you that if you do not give the correct password, the Barrow will be sealed forever!). He'll even advance you 500 gold pieces to cover expenses for recovering this amulet for him, unfortunately he's a bit obscure on the exact location of the Barrow, go back to Solstheim to look for this Barrow and the amulet inside it; whilst here are no direct clues available that will lead you to the Barrow, the Skaal may be able to help. You remember Louis mentioned that it is in the eye of the wolf and can only be seen from the air, so you might expect to find it in some sort of very large picture of a wolf on the ground and if you check out your paper map, you'll find exactly that in the Hrothmund's Bane area a little north of the airship wreck, so go up there and see what you can find.

The picture of the wolf doesn't look particularly like one from the ground, although those with a sharp eye (or keep checking your in-game map) will see it. As Louis mentions, there is an entrance to Hrothmund's Barrow in the eye of the wolf, and when you enter the Barrow, be sure you remember the code phrase to enter (Ondjage), otherwise the entrance will be permanently sealed. The Barrow itself is small and doesn't have anything too scary in it. You'll shortly find Hrothmund's Axe stuck in a column with the Amulet of Infectious Charm lying right next to it (its easy to miss so look carefully). Take the Amulet of Infectious Charm back to Louis in Ald'ruhn, he'll give you many thanks and reward you with 1500 gold.

Misc 8: Find Proof of Snow Elves

You need to talk to the Altmer called Athellor in the Raven Rock Bar in order to start this quest, he will tell you of a lost race of Elves whilst you drink a few brandies, he tells you these Elves are known as "Falmer" or Snow Elves and eventually he asks to hire your services to help him. Accept this quest and and you'll get 200 gold in advance but now comes the hard part, where do find this evidence? You can find the proof in the Jolgeirr Barrow, South-West of the Altar of Thron and you will find several items including:

Spear of the Snow Prince
Type: Spear, Two Handed

Chop: 2 - 6
Slash: 2 - 6
Thrust: 1 - 18
Condition: 500/500
Weight: 14.0
Value: 2000
Cast When Strikes
Weakness to Frost 10% for 10 secs
Frost Damage 1 to 5 pts
Disintegrate Armor 10 to 30 pts
Charge: 250/250

In addition there is a complete set of Ancient Steel Armour and the book, Fall of the Snow Prince, take everything especially the book as this the proof that Athellor will want. This book is an account of someone meeting a Snow Elf in battle and his eventual death and burial, assumably where you now are and your journal should update when you read the book. Go back to Athellor and receive a reward of 800 gold pieces, you also keep the items you found apart from the book that Athellor takes.

Main 6: Prove Your Strength

Talk to Tharsten Heart-Fang in the Greathall who congratulates you on proving your wisdom and loyalty, but he asks you to prove your strength to the Skaal, you are to go to the shaman Korst Wind-Eye on the northern shore of Lake Fjalding. Korst Wind-Eye may be found on the northeastern tip of the lake not far from the Thirsk Mead hall. He explains that the strange disturbances on the lake such as fire from the water and flames through the ice, may be from a Draugr Lord, Aesliip, who lives underneath the lake, and asks you are to investigate it, taking care of Aesliip if need be. As you get near the lake you'll see a large pillar of fire which wasn't there on the last quest. Find a hole in the ice near that pillar of fire, jump in and swim down to the bottom of the lake to the entrance to the Caves of Fjalding.

Note: use a Lock Pick or Open Lock spell of at least 60 points, as it will help you.

The cave isn't filled with water so no form of Water Breathing is required, though you'll come across plenty of undead such as BoneWolves and Draugr that you've seen before, carry on until you find the entrance to Aesliip's Lair partially hidden in a small tunnel. Explore Aesliip's Lair and you'll find an area habited by the Draugr Lord who speaks to you as you get close, he tells you the story of how he was once a mage to the Skaal, who became Draugr solely so that he could continue to support a barrier that prevents the invasion of Frost Daedra in the caverns below, however, the barrier has weakened recently so he asks for your help in driving back the Daedra invaders.

Note: At this point you can either choose to help or attack Aesliip in hopes that he is merely deceiving you.

If you decide to help the Draugr Lord, he will follow you to the Caverns just beyond where you first meet him, just here is a form of force field barrier across the path, which he will lower. There are 10 Dire Frost Atronachs throughout the Caverns and there shouldn't any problem killing them with Aesliip's help. Once the last Atronach is dead, Aesliip will talk to you once again, thanking you for your help, give you his ring (constant effect willpower +10, magicka +75), and then die (or so it appears) at this point your journal updates.

If you refuse to help Aesliip, he will attack you and you will have to kill him (his corpse will have the same ring that he gives you anyway). You can still kill all the Frost Atronachs but you won't get a journal entry when you are finished. It seems that Korst doesn't care which way you complete

the quest. Go back to Korst on the Lake shore, he will congratulate you for taking care of Aesliip, then he asks you to meet him later in the Skaal Village.

Main 7: Skaal Werewolf Attack

When you get back to Skaal, go into the Greathall and talk to Tharsten, but before you leave the hall, you should be told that the town is under attack by werewolves, leave the Greathall and help the villagers to kill the seven attacking werewolves (the guards do a pretty good job by themselves anyway). After the seven are dead you will be told that some werewolves got into the Greathall, Go back in and kill the two in there to find that the Honour Guard is dead and Tharsten is missing (much like the Captain of the Fort). Leave the Greathall again and you'll find the shaman has returned, Korst thanks you for helping to protect the town, but tells you that you've got the lycanthrope disease yourself and in three days you will turn into a werewolf yourself, though a simple Cure Disease can be used during this time to cure yourself. However, until you are cured, you are banned from the village in order to prevent others from being infected.

Note: It will help if you have a Lock Pick or Open Lock spell of at least 60 points and either a cure common disease potion or spell.

At this point, you again have two choices:

- Find a Cure Disease potion or spell to cure the disease, at this point you continue with the Regular quests, they are numbered Main *x* and prefaced with the letter R (e.g. Main 8: R: Find the Totem).
- If you do want to continue as a werewolf, continue on with the Werewolf Quests, they are numbered Main *xa* and prefaced with the letters WW (e.g. Main 8a: WW: Starting Out).

If you choose to do the Regular quests, once you are cured, go back to Korst who names you a true Skaal, giving you the name BloodSkal, and he even gives you Rigmor Halfhand's former residence (which you've probably already claimed - even if it's only for resting in).

Main 8: R: Find the Totem

Talk to the shaman Korst who will tell you to retrieve the Totem from the Tomb of Skaalara. You will find the Tomb southeast of the village on the Eastern shore of the island. Explore the Tomb and find the Totem inside a chest at the Southern end of the Tomb. Return the Totem to Korst in the village. Again, you will be helped if you have a Lock Pick or Open Lock spell of at least 60 points.

You can go back and talk to Korst who names you a true Skaal, however, he will tell you that you are to take part in the Ristaag, an important Skaal ceremony. To do the rare ceremony, you must first find and retrieve the Totem of Claw and Fang, a powerful artifact used to summon powerful beasts during the Ristaag, it was stolen several years ago and is thought to be in the Tombs of Skaalara to the southeast. The Tomb is near the coast roughly southeast of the Village, the entrance is made of large black Stones and is hard to miss, needless to say the inside of the Tomb is full of werewolves, and the Totem you were asked to find is in a chest at the Southern end of the Tomb.

Go back to Skaal and take the Totem to Korst who will gladly accept it, giving you with the new ability to summon wolves to fight by your side (the Call Wolf spell).

Main 8a: WW: Starting Out

During the werewolf attack on the Skaal village, you are bitten by a werewolf and are exiled from the village by Korst Wind-Eye until you have cured yourself, he tells you that provided you use a

cure common disease spell or potion within 3 days, you will become a werewolf. Wait for 3 days and you will see a cut-scene showing you turn into a werewolf. Whilst you cannot access your inventory or rest whilst in wolf form you will have increased abilities and skills (and a mean right hook with your paw) , you can both access your inventory and rest when in human form - **Note:** each time you resume human form, you will have to put your armour on again, and to use the wolf paws, select “Ready Weapon” then the right Mouse button. You will have find and kill an NPC (Fryse Hags, Reavers, Smugglers &c) though creatures such as the Rickling Raider’s hogs won't do, in order to quench your blood thirst, otherwise you will soon become very weak. When you make a kill you can rest for a while to return to human form at dawn since you turn into a Wolf during the full moon. **Note:** Be careful who sees you in your Wolf form, as they will attack you when you return to Human form.

You were trying to gain the confidence of the Skaal in order to help find the Captain and those responsible for the attack on the Fort, though if you return to the Skaal now they will refuse to speak to you as you bear the mark of the Wolf. Reset for a short while now, until another cut-scene is shown where a mysterious figure called Hircine tells you to guard an item called the Totem of Claw and Fang from the Skaal, when you awaken from the dream you’re in werewolf form again and have to quench your blood thirst. Basically, you have to go to the Tomb of Skaalara which is located on the Eastern coast of the island, southeast from the Skaal village, it has a large black stone entrance and is difficult to miss. Once inside, you find 15 - 20 Skaal Hunters already there kill them - but be careful, they all have silver weaponry. When you come to the chest next to the Stalhrim stay fairly close to it as this holds the Totem you are guarding. Several Hunters will appear and attempt to get the Totem, if you are somewhere else in the Tomb and a Skaal gets the Totem you will receive a message (but no journal entry). You still have a chance to kill the Hunters before they escape the Tomb though, and once you kill the Hunter who has the Totem, it will safely return to the chest, though if you let the Skaal reach the exit you will fail the quest (this is unconfirmed though) and when all of the Skaal have been defeated your journal will be updated.

Once you’ve defeated all the Skaal and received the journal entry, rest for a bit soon you’ll see another short cutscene, Hircine thanks you for guarding the Totem and says he will contact you soon with more tasks, he sharpens your claws so you are able to do more damage (increases hand-to-hand skill maybe?) and increases your agility and endurance. When you wake up you’re in werewolf form again.

Main 9: R: Perform the Ristaag

After returning the Totem to the shaman Korst Wind-Eye will ask you to perform the Ristaag ceremony, you are to meet at night-fall Rolf Long-Tooth on the western shore of Lake Fjalding. Again the directions are slightly deceiving, as Rolf west of the western shore at the very northern end of the lake.

Note: As this ceremony lasts quite a long time, try to meet Rolf between 8 - 10 pm and a help here would be a big sword and healing potions.

Rolf explains the ceremony involves hunting the Spirit Bear that is summoned by the Totem you recovered, the Bear must be killed and its heart returned to Korst before daybreak or the ceremony will not succeed and you are to follow and protect Rolf during the hunt. During this you will wait with Rolf for a bit before you hear a bone-rattling roar, Rolf will tell you that it came from Sattir the Bold’s path and asks you to check on it. Look southwest of Rolf and you’ll find Sattir’s body behind some rocks, go back and tell Rolf about this, he says it is not a good omen, but carries on anyway. He now goes to the south and after a short walk you’ll hear another scream, Rolf will ask you to check on Grerid Axe-Wife, go to the west and look behind some rocks to find Grerid’s corpse, again tell Rolf the bad news, he will deplore the loss but continues with the hunt. Since Rolf and yourself are the last two on the hunt, you should be on your toes, you will be suddenly attacked

by three werewolves so have your weapon and healing potions ready, after the attack Rolf is so impressed that he asks you to lead the hunt for the Spirit Bear. As Rolf has asked you to lead the hunt, its up to you to find the Bear, and though you have been given no real hints on where to find it, if you look around a little the Spirit Bear (which is white) should appear nearby, kill it and take the heart from its corpse, then talk to Rolf again who tells you to return the heart to Korst in Skaal Village.

Give the Heart of the Spirit Bear to Korst in the Skaal Village, he will congratulate you on the hunt and reward you with another spell to summon a bear to your side (Call Bear).

Main 9a: Spirit Bear Ceremony

After you've finished the last quest, wait for a day or two until Hircine contacts you again, he tells you of a Spirit Bear Ceremony being performed by the Skaal and tells you to kill all the Skaal as they are tracking the Spirit Bear and then kill the Bear yourself. In addition, he tells you the ceremony is being performed near the eastern shore of Lake Fjalding, and when the dream ends you'll find yourself in werewolf form again. You have to travel to the three campsites located on the eastern shore of the lake just north of the Gronn cave, the Trackers will appear one by one at each of the sites, continue to kill them all as they appear - there are about 10 in total.

Note: one of your abilities as a werewolf will help a lot here, when you are in werewolf form and you look at your local map, you will notice that you have the ability to see any creature or NPC on the map as a red dot. It helps when you're hunting things that you can't see and in caves and tombs.

When all the Trackers have been killed, your journal will update, now you have to hunt for the Spirit Bear, this Bear is a large white bear and can't be mistaken easily for the common bears in this area. It will appear to the southeast of the southern most Tracker campsite just after you kill the last Tracker, when you kill the Spirit Bear, your journal will be updated again. After the Spirit Bear is dead, wait until Hircine contacts you again, you'll receive his praise and he will give you a spell to summon a Bonewolf as your reward (though you can only use this in your human form).

RR 6: F: Extra Payment

Talk to Falco to learn about the current problems in construction (ask him about *extra payment*), it appears that Baro Egnatius has demanded a ludicrous amount of extra payment for the shipment of Ebony Ore he is supposed to deliver to the mainland and Falco wants you to have a talk with Baro in order to convince him otherwise.

RR 6a: C: Extra Payment

Carnius Magius complains about things not getting things done at the colony and asks you to go speak to Falco about problems in the construction, apparently a shipmaster called Baro Egnatius has demanded extra payment for the shipment of Ebony Ore that he is supposed to deliver to the mainland so Falco wants you to have a talk with Baro to convince him otherwise.

Section II: Convergence

Baro is down by the new docks in Raven Rock and seems quite adamant about being paid extra and even a good deal of persuasion has no affect on him so go back to Falco with the news (ask him about *extra payment* again) he tells you to talk to Apronia about the problem, and implies there is some way to exploit Baro's connection to Elberoth. Apronia, the lady you previously rescued from the lost ship, is near to Falco, ask her about Elberoth and you should be able to get Elberoth's Saber from her.

Note: that if she died previously, it might still be possible to finish this quest by retrieving this Saber from her corpse (unconfirmed).

Go back Falco with the Saber and ask him about Elberoth, he suggests you confront Baro with the Saber as it appears that Baro doesn't know of Elberoth's death. Go down to the docks again, and confront Baro again, but first equip and unsheath the sword. If you don't Baro will say something cryptic about the saber and Elberoth, hinting that you should equip it and unsheath it. Once you do, Baro will immediately recognize the saber and rather ungracefully backs down from his request for extra payment.

Section III: Divergence

1 Either: once you've intimidated Baro enough, give the news to Falco who gives you 1000 gold pieces as a reward.

2 Or: now go back to Falco who asks you to tell Carnius the news to be rewarded with 1000 gold pieces as well as 10 Cure Common Disease Potions.

RR 7: F: Missing Ebony Ore

This house is right next to Falco and as you have the key there is no trouble with the door which has a 100 point lock, unfortunately the house is small and there isn't a lot in it; in the bedroom there is a chest and again it is locked 100 points, when you unlock it, you see that it is empty. Go back to Falco, tell him there was no evidence in the house so he suggests you follow Uryn into the mine and see if you can catch him stealing Ebony Ore.

Note: use Sneak and Chameleon or Invisibility to remain hidden.

The mine entrance is just north of Falco so go there and into the mine itself, you won't encounter anyone immediately inside the mine, but there is a dead-end tunnel on the right a little way in, and you'll find Uryn at the end of it. As soon as you approach - even with sneak and chameleon on, he recognises you then he goes deeper into the mine, follow him along the passages and just after the sharp turn to the left you will notice that he begins to sneak, keep on following him to a storage room where your journal updates. Here you can stop sneaking and confront Uryn, he will admit to stealing the Ore but claim that Carnius told him to do it.

Go back to Falco with the information, he says that he suspected this but needed to make sure Carnius was involved, he also asks you to visit Carnius and see what he has to say for himself; of course when you talk to Carnius about Uryn he'll deny everything, in fact he says that "he'll deal with it".

Go back to Falco again who will tell you that Uryn was found dead, presumably murdered although there is no evidence of this and you get a reward of 500 gold.

RR 7a: C: Ore Smuggling

At the fort, Carnius tells you he's had Uryn Maner stealing a little extra ore for him, to sell on the side, Falco suspects what's going on so Carnius needs your help to take care of things; it appears Uryn has been storing the ore in a chest in his house and that Falco may well know of it, Carnius gives you the key to Uryn's house and asks you to remove all the ore so there is no evidence left. Go to Raven Rock and then to Uryn's house (from the landing, go uphill to the northeast, it's the first house past the round building), let yourself into the house then go into the bedroom and find the chest there, again opening it with the key, there are five pieces of ebony ore in it take them, your journal will update telling you to go back and talk to Carnius. Take the ebony ore back to Carnius,

he'll now tell you that Falco has placed a guard on the storeroom in the mine, stopping Uryn from stealing any more ore so he wants you to go to distract the guard so that Uryn can steal more ore.

Go back to Raven Rock then past Uryn's house to the mine (from the landing, go uphill to the northeast, pass the round building and Uryn's house), go into the colony's mine, take the first turn on the right to find Uryn Maren he tells you that Aldam likes whiskey and gives you a bottle of flin to give to him, now go back into the main passage and deeper into the mine, to the wider area you'll find Aldam in the tunnel on the right, chat for a while, and offer him the flin. After a while, he goes out of the passage and down the main tunnel deeper into the mine to the next passage on the right, follow him and shortly after this, Uryn comes in and tells you to go to Carnius as the job he asked you to do has been done, and your journal will be updated.

Go back to the fort and tell Carnius the news, he'll reward you with 1000 gold pieces.

Misc 7: Restore Thirsk

Note: You will need to have done the Skaal Crime (Main 5) quest to be able to begin this quest.

You will have been to, the mead hall of Thirsk earlier (see Misc 2), it is just east of Lake Fjalding, but this time, when you go in for a drink you find that most of it's members are dead - though the smith is still in his cabin outside. If you talk to the only one who remains, Svenja Snow-Song, you will find out that they were attacked by something called the Udyrfrykte and she tells you that this terrible beast makes its home in ice caves under the hall with the entrance to them on the east shore of Lake Fjalding. Svenja asks you to track and kill the monster, Be sure to loot anything you need from the corpses (including a decent pair of magical boots) as they disappear once the hall is repaired.

The lair entrance can be found at the southeast corner of the lake, it is small and Udyrfrykte is at the end of it; whilst it looks strange and rather frightening, almost like a big gorilla in a mask. It isn't as tough as some of the other creatures you will find during the main quest, but it is more powerful than anything else you'll find in the wilderness, so be careful. Be sure to take the creature's heart as proof that you killed it - leave the severed Nord leg, and make sure to look around the cave more more loot - especially on the corpses. Take the Heart of the Udyrfrykte back to Svenja in Thirsk, she's outside the boarded up doors to the mead hall, it was closed nearly everyone was killed. When you talk to her she takes the heart but there's another task she wants you to do. She asks you to find the barrow of Hrothmund the Red, first chieftan of Thirsk, place your hands upon his axe which lies in there and say you want to become the next chieftain of Thirsk, she also says that while you're away she'll start making repairs to the hall.

Hrothmund's Bane can be difficult to find if you don't get the clue about it being in the eye of the wolf. A complete description is given in the Missing Airship quest (Misc 7) as the Barrow is part of this quest as well, whilst you need a password in that quest to get into the barrow (Ondjage) the first time, you never need it again, I'm not sure what happens if you do the Thirsk quest first though. Now activate the axe in the top of a pillar inside the Barrow when you find it, you will get a journal entry and a blessing (5 point sanctuary). When you return to Thirsk it has been repaired and you are welcomed as its new chieftain and Svenja tells you that she has left a gift for you by your bed and that your quarters are marked by a wolf pelt on the floor outside the door, the gift turns out to be a magical Nordic long blade.

Clanbringer

Type: Long Blade, One Handed

Chop: 2 - 20

Slash: 6 - 17
Thrust: 6 - 17
Condition: 800 / 800
Weight: 20.0
Value: 1000

Cast When Used

Rally Humanoid 10 to 20 pts for 120 secs in 20 ft on Target

Sanctuary 1 to 5 pts for 120 secs on Self

Fortify Personality 1 to 5 pts for 120 secs on Self

Charge: 315/ 315

Note: that this is not the end of your business at Thirsk. Talk to Bereditte Jastal upstairs to get a new book on the history of Thirsk (including your exploits in becoming chieftain). You can talk to Svenja again about mead hall business for some options on maintaining your new mead hall. Don't forget though, you can always a good drink and there are some rousty Nord drinking songs to be sung (Bathmar appears to be an aspiring tenor).

RR 8: F: Bar Fight

As you have to wait three days from the previous quest to get a journal entry to see Falco about the next quest, it may be a good idea to do the quest "Misc 8: Wilderness: Restore Thirsk" here. Ask Falco about your next assignment to find out that Seler Favelnim has recently been picking fights with everyone at the local tavern and that Falco wants you to resolve the matter somehow.

RR 8a: C: Bar Fight

As you have to wait three days from the previous quest to get a journal entry to see Falco about the next quest, it may be a good idea to do the quest "Misc 8: Wilderness: Restore Thirsk" here, Carnius tells you that Seler Favelnim has recently been picking fights with everyone at the local tavern, and he wants you to sort things out, so off you go again to Raven Rock. When you leave the landing, go uphill to the northeast as if you're going to the mine,

Section II: Convergence

You'll find Seler in the tavern, northeast of Falco, but as you get near to the tavern door, you will be greeted by Dralora Favelnim, Seler's husband. She will ask you to not hurt her husband, explaining that he has been sick and tired lately, also she asks you not to fight back even if he attacks you since he can't fight for very long. When you enter the tavern and get near to Seler he attacks you, though he only uses hand-to-hand combat. Even on high-difficulty settings, he doesn't hit you for very long then he asks you to actually fight him then begs you to kill him, here you are given a choice to fight or ask why he wants to die don't give into fighting him and continue questioning him and after a short talk you should be able to convince him to give up.

Section III: Divergence

1 Either: return to Falco with the news and he will be impressed and reward you with some 1500 gold pieces. Assumably if you killed Seler you will receive a lesser reward.

2 Or: go back to the landing, and to the fort to give Carnius the news, whilst he's impressed and rewards you with 2000 gold pieces, he also says that he will probably have to move Seler out of the settlement soon.

RR 9: F: Burial Chamber

Ask Falco about your next job and he'll say that they've uncovered a Burial Chamber inside the mine with a skeleton covered with a sort of impenetrable ice in it, he also ask you to find Graring to learn more about the chamber. Just south of where the rivers Isild and Harstrad rivers meet you will find Graring's home to the northeast of Lake Fjalding, you will find Graring and his companions just outside his house, though they may not want to have anything to do with you

Note: There seems to be a bug in this quest, Graring wouldn't talk to me and I couldn't find any method of getting the quest farther on. On closer examination it seems that when you first find Graring he should be under attack by Conventina Celata.

When you first find Graring he should be under attack by Conventina Celata - you will find her almost due east of the house, behind some rocks on the bank of the river Isild, you have to defend Graring by killing Conventina to carry on - though if you get to Graring and Conventina is not attacking, just kill her anyway to continue the quest, once she is dead your journal should update. When you have killed Conventina, talk to Graring again who thanks you helping and offers you information about the Stalhrim, those strange ice-encased corpses you have found in tombs all over Solstheim, he says that you can forge Stalhrim as you can with most metals, then he gives Ancient Nordic Pick Axe to you and asks you to chip some the Stalhrim and bring it to him.

Take Graring's advice, go back to the mine and find the Stalhrim it won't take long to find the tomb area and the Stalhrim inside it (you can also visit most or all of the tombs you have already been in, quite a lot of them contain Stalhrim), and if you have the Ancient Nordic Pick Axe in your inventory, you will be able to harvest the Stalhrim. The Stalhrim can be harvested in any of the other tombs you may have previously found (there are at least 26 occurrences of it) though at this point in the game you will probably only be able to get about 15 pieces. Take the Stalhrim back to Graring, he will congratulate you and further offer to make you armor and weapons with the material (speak to his companions Aenar and Hidar for this).

When you've solved the mystery, go back to Falco with the information and receive a 1000 gold piece gold reward

RR 9a: C: Burial Chamber

Now talk to Carnius again, he tells you that the real reason he's on the island is because of the stalhrim, an ice-like material obtained from old Nordic corpses called Stalhrim, using the correct tools pieces can be chipped away and used to make armour and weapons. Carnius asks you to find Graring and his companions and kill them, though it may happen that Graring and his companions have been killed. If this is the case, the old Nordic pickaxe you should have been able to get from Graring's body will now be given to you by Carnius. Now depending on what has happened, either take the pickaxe back to Carnius who tells you to harvest one piece of the stalhrim from the corpse in the Raven Rock mine, otherwise, go to the mine anyway, harvest the ice and return to Carnius with it, in addition there are many more occurrences of the stalhrim around the island,

When you've solved the mystery go back to Carnius who will give you a reward of 3000 gold pieces, he'll also say that if you bring him more stalhrim he will be able to make weapons and armour for you.

RR 10: F: Deliver Report

Ask Falco about your next assignment, and he will ask you to deliver a report to Carnius within 5 hours (see the note below), this is five hours of game time, not real time (it is possible to get there

in less than 30 minutes). If the time runs out, your journal updates, also you may find that with the short time requirement on the quest, you haven't really got time to stop for exploring or fighting.

First, go to the dock and by boat to the Fort then up to Carnius' chambers in the Imperial Cult building, though you can use a divine intervention spell to take you there instead; there's only one problem, he's not there! You'll find a man named Constans Atrius outside his office who says that Carnius has just stepped out possibly to inspect future expansion sites for Raven Rock and that he's in Brodir Grove, once you start to leave you set off some sort of trap that damages your agility and speed, you could take a potion, or even go into the Imperial shrine downstairs and restore your attributes; it turns out that he could be in any one of three places, he may be near a big rock arch with a tomb near it's base - this is Valbrandr Barrow go east and slightly south of there to one place he may be, in Brodir Grove about 100 - 200 yards west of the Tree Stone or near to the wreck of the supply ship on the west coast. Of course it is easiest to find him night because of the torch he or the guard is carrying, give the report to Carnius who will be surprised at your being able to find him.

Notes: 1 There are some weird things going on with the quest time period. Though you are told to deliver the report within 5 game hours, it seems a bug in the ColonyReportTimer script would let you have infinite time if you happened to start the quest during the hours of 6 to 9 (or so). Perhaps the developers were aware of this bug so they also limited it in real time to 600 seconds (10 minutes). Thus, you must deliver the report within both the 5 game hour and the 10 real minute period.

Notes: 2 If you happened to have failed the quest you can fix the problem by using the console commands:

stopScript, ColonyReportTimer

Journal, CO_9, 50

PCJoinFaction, "East Empire Company"

If you haven't been expelled from the East Empire Company you won't need that last line.

Go back to Falco for a 1000 gold piece reward, though if you fail the quest you will be expelled from the Colony faction when you return to Falco.

RR 10a: C: Steal Report

When you ask Carnius about your assignment, he tells you the crazy Nord, Hroldar the Strange, that you threw out of Raven Rock earlier, is really one of his men and it turns out that Carnius needs you and Hroldar to intercept a report from Falco; Carnius has asked you to meet Hroldar in the centre of the Fort's courtyard by the well, you are to speak to him then follow him to the west. At this point, Hroldar will stop and ask you to go to Raven Rock and get the messenger, journey overland to Raven Rock and at the east end of the colony, you find a man called Tirvel Balen who tells you he has a report to deliver to Carnius as soon as possible, but that he'd like an escort because of the wolves and bears, so you agree to help him.

Again, set off overland - though you could use the ship then go past the fort to Hroldar - when you reach Hroldar, he will set some wolves onto the messenger, killing him after telling you to keep out of the way or the wolves will attack you as well! After the messenger is dead, Hroldar will give you a letter and some scrolls, read the letter and you see that Carnius wants Hroldar killed as he is becoming a liability, so kill Hroldar and the two black wolves, then return to Carnius.

Go back to Carnius and tell him the news of the death of both the messenger and Hroldar, Carnius rewards you with 1000 gold pieces for this.

RR 11: F: Spriggans

Ask Falco about your next job and are told about recent attacks by Spriggans, these are apparently concentrated at the east of town near a cluster of trees, he wants you to look into it clear up the matter then report back to Unel Lloran who is in the bar.

RR 11a: C: Spriggans

Ask Carnius about your next job and are told about recent attacks by Spriggans on the town of Raven Rock, these are apparently concentrated at the east of town near a cluster of trees, he wants you to look into it clear up the matter then report back to Unel Lloran who is in the bar.

Section II: Convergence

In actual fact, if you look there are three or four buildings being constructed out here, but out past these, you will find 2 more Spriggans, then there will be a Fryse Hag or two and a couple of Berserkers as well, kill all these then go to those partially constructed buildings, particularly the ones just southeast of Falco, you will find 4 more Spriggans in this area, kill all 4. I have heard that these last 4 Spriggans can be found as follows: two are lying on the ground behind a building southeast of Falco, one is in the partially constructed buildings and the fourth is behind the round building beside the tavern. All 4 Spriggans have to be killed 3 times when you can loot their corpses, and after they are dead your journal updates (see the bug note below).

Note: There may be a quest bug should you kill the Spriggans in the wrong order. The quest is setup to spawn Spriggan no. 1 (in the new construction area) then no. 2 is spawned (southeast of Falco). Once no. 2 is killed once, no. 3 (north of bar) and no. 4 (beside no. 2) are both spawned. The quest can only continue if you kill #4 three times after the other three have been killed three times. Unfortunately, the way it works out is that no. 3 will be killed last, thus causing a problem in the quest where you cannot advance further (Unel will not speak to you).

To fix this, enter the following console command once you've killed all 4 Spriggans:

Journal, CO_10, 30

This should allow you to continue further in the quest.

Once you have killed the 4 Spriggans are taken care of, you can visit Unel in the bar (he'll dismiss you if you talk to him before the four are dead). He'll say that although you've taken care of the Spriggans, the trees still cannot be cut down, he will now talk about finding the roots and suggests looking about in the mine to find the roots are down there. If you ask anybody in the mine, they will tell you that they found some roots in a passage to the right of the northern passage, now go through the mine until you find the northern passage, just a little way down it, you will see a passage on the right to the Abandoned mine Shaft, go into it and through the door at the end, here your journal updates, telling you to inform Unel about this find.

Go back to Unel and tell him about the roots, he asks you to take him into the mine to see them, then when you've got to the roots, he says the roots could be poisoned, and asks you to get him five Bittergreen Petals so he can poison the water, also he says that they are not likely to be found on Solstheim, (the best way I found was to go back to Vvardenfell [Morrowind] and use the ingredients I had placed in my alchemy room). Use a Mark spell then either teleport to your alchemy room or use Almsivi Intervention to take you to Gnisis, inside the Temple Zannmulk sells an infinite supply of Bittergreen Petals, (I tend to use several different mods, one of which I call Balmora Getaway,

it has a complete alchemy room inside it - another is the “cozyshak” mod, this not only gives you a shack dwelling in Dagon Fell town, but various other portals through Vvardenfell); when you have the 5 Petals use the Return spell, then give them to Unel, at this point he thanks you and asks you to tell either Falco or Carnius the good news.

Section III: Divergence

1 Either: go back to Falco, tell him about the roots and get a 2000 gold piece reward.

2 Or: Go back to Carnius, tell him about the roots and get a 1000 gold piece reward.

RR 12: F: Hire Guards

Ask Falco about your next job, so he asks you to hire some guards to protect the growing colony, also he says it might be a good idea to ask about town to see if anyone volunteers for the position.

RR 12a: C: Hire Guards

Ask Carnius about your next job, so he asks you to hire some guards to protect the growing colony of Raven Rock, also he says it might be a good idea to ask people in Raven Rock to see if anyone volunteers for the positions.

Section II: Convergence

Talk to all the people in town about *hire guards*, but only get two people in town accept: Afer Flaccus (he’s a customer in the tavern) and Garbas Uvalen (at the east end of the town), since there is no other person in the town, go inside the mine; talk to everyone here and you get one more volunteer: Gratian Caerellius.

Section III: Divergence

1 Either: go back to Falco when you’ve got all the volunteers needed, he says he’ll equip the guards for duty which should take a few days, and if you get all three persons mentioned, you are rewarded with 1000 gold pieces.

2 Or: go back to Carnius when you’ve got all the volunteers needed, he says he’ll equip the guards for duty which should take a few days, and if you get all three persons mentioned, you are rewarded with 1000 gold pieces.

Misc 10: Ulfgar the Unending

Ulfgar the Unending’s in his cave in the Brodir Grove area of the island, ask about the story of his three friends who were turned to Stone by the sorcerer, Grimkell. As it turns out, Ulfgar managed to slay Grimkell too late to save his friends however. They trying to find the entrance to Sovngarde, they failed in their quest despite searching for over 500 years, Sovngarde was the fortress erected by the god Shor as a gift to the valiant, and the legend says that any Nord who finds the entrance to Sovngarde can dwell in its mead-filled halls forever (it sounds a bit like the Viking’s Valhalla).

Ulfgar’s three friends who have been turned to Stone are just southeast of Ulfgar’s cave, they are the 3 standing Stones named Erlendr, Nikulas, and Hunroor, as Ulfgar doesn’t (or more likely can’t) give any hint as to where the entrance Sovngarde might be you have a puzzle on your hands; There is no cave or dungeon named Sovngarde on the island, so no-one will be able to help you to find it, but the only place you are likely to get any information is from the book “Sovngarde, a Reexamination” written and sold by Bereditte Jastal on the 1st floor of the Thirsk Mead Hall east of Lake Fjalding. The book states that Sovngarde can’t be physically found and that Nord’s can reach it only by being killed in battle. Once you read the book your journal updates.

Take the book back to Ulfgar, he reads it and asks you to kill him in armed combat; be careful here, he's tougher than he looks, especially if you are at a low level (*see introductory Notes*), he thanks you as he dies for killing him when the battle is over, When you loot his corpse Make sure that you get the Stormfang sword from his corpse

RR 13: F: Protect Falco

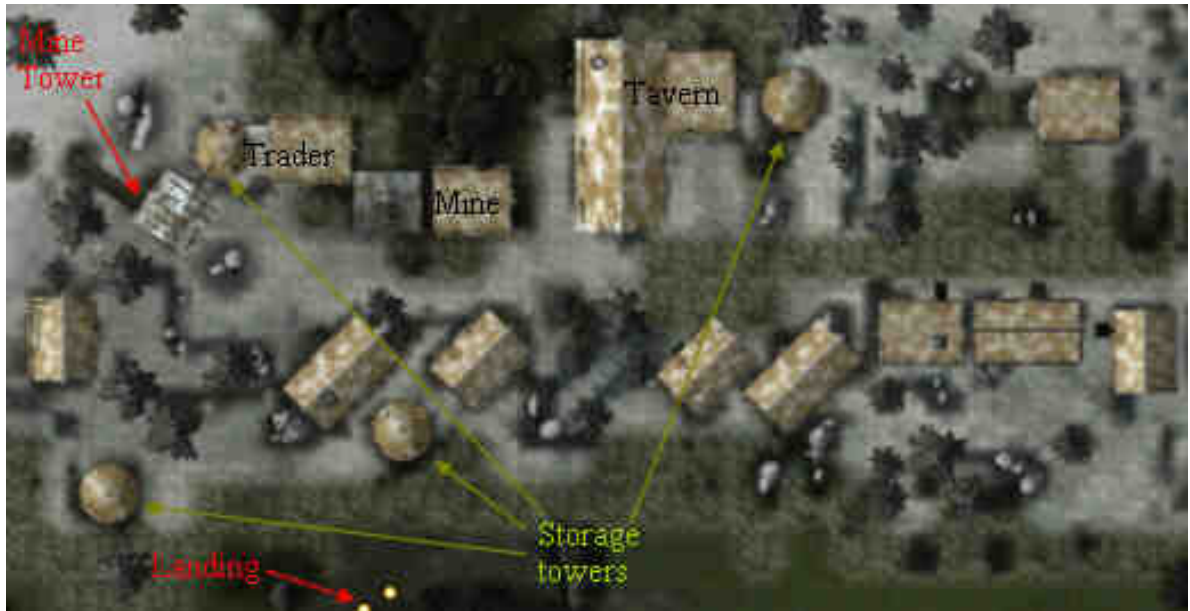
For the next quests you have to leave town, wait for about 3 days then you will get a journal update, go back and talk to Falco about the next job where he tells you he may be assassinated, and that he asks you to stay close to him for his protection. Stay near Falco for a little while until you are attacked (at this point your journal updates), there are 3 attackers, the 3 guards and Falco should do OK, but if you want to, help out do so.

When the 3 attackers are dead, go back to Falco and you will get a reward of 1000 gold pieces, 10 Restore Health potions and an Ice Shield (it's unenchanted though).

RR 13a: C: Assassinate Falco

Talk to Carnius after 3 days to find out about a plan to kill Falco at Raven Rock, effectively Carnius wants to show the investors that the colony is still unsafe in spite of all the recent efforts to protect it! He has arranged that Baslod, who is an outlaw, poses as a Native Nord to distract the guards and let you to shoot Falco with a poisoned arrow from the Mining Tower, he also warns you to make sure no one sees you and that should you be caught he'll deny anything to do with the crime.

Go to Raven Rock to get ready for the assassination attempt, you will find a bow, a poisoned arrow and a scroll on the table in the cabin at the top of the mining tower, the Mining Tower is the tall wooden structure on the west side of town with the long ramp leading up to it. From the



instructions, you have been given, you have to draw the bow that has been provided to signal Baslod to distract the guards, once you equip and draw the bow he appears from behind a building and get the guards out of the way, giving you a clear shot. As the special arrow has a ranged poison spell on it, aim low so even should you miss you'll probably kill Falco anyway, though depending on your marksmanship, a direct hit should kill Falco immediately (when I did it, I didn't use the scroll, my marksmanship is already at 100).

Go back to the fort and Carnius to give him the news of Falco's death, he'll give you a reward of 4000 gold pieces and an Ice Shield (unenchanted).

Misc 11: Pirate Treasure

This a good quest to after RR 13, the Barrow is Himmelhost Barrow and is on the southern shore of the island and east of Fort Frostmoth, there're quite a few Skeleton Pirates and one Skeleton Pirate Captain, none of these are particularly difficult to kill (the ones on Morrowind were worse), also there are several treasure chests in the small cave (maximum lock point 65) with some decent loot, and a single Stalhrim, make sure you get the key from the Captain as well a note that mentions treasure and where it is!

If you haven't done any of the main quests and haven't explored the island, this treasure note won't sense yet (this is only one of the reasons for setting out the quests as I have) . The sun's great Stone is the Sun Stone (you come across this in the main quests - Main 4 and also in Misc 1 & 2) it is on a hill northeast from the Fort Frostmoth, east of the Iggvir River. The arch mentioned in the note is the large Stone arch over Valbrandr Barrow north from the Sun Stone, but the muck mentioned is a bit of a puzzle, it is a chest buried under some muck at the rear of the east side of the Stone arch; this chest has a 100 point lock, it's well worth getting into as there is a lot of loot here but it will open with the Pirate Captain's key.

RR 14: F: Silver Weapon Shipment

You'll have to leave the town for about 2 days after you've done RR 13, what I did was to do Misc 11, and then go back to Raven Rock and talk to Falco about your next job to find out that Carnius has had a shipment of Silver Weapons but refused to send any to the colony, he wants you to go and see Constans and get the weapons back to Raven Rock. Take the ship to the Fort then go up to the 1st floor of the Imperial Cult building and talk to Constans, he will give you 3 Silver Longswords. When you get back to Falco in Raven Rock you find the town was attacked by the Skaal as soon as you left for the Fort, though the attack was beaten off, the Skaal who had survived took shelter in the mine, Falco wants you to go into the mine and rescue the miners. There are 10 Skaal scattered through the mine, and they can usually be tackled one at a time, one of the Nords named Toralf has a note detailing the attack on the village, signed by a single "C".

Go back to Falco and give him the note you found, he takes a close look at it and realises the so-called Skaal were actually mercenaries in disguise, Falco thinks that Carnius was involved and asks you to show him the note. Ask Carnius about the Skaal Attack, he immediately confesses but is annoyed that you ruined his attack on the colony, he promptly attacks you so be careful since he is a harder than average opponent to beat, there is one consolation, you don't need to worry about guards and other people in the area (such as Constans) will not come to his aid.

Go back to Falco once Carnius is dead and he will promote you to the position of Factor of Raven Rock, effectively leaving you in charge of the entire operation at Raven Rock.

RR 14a: C: Colony Slaughter

Talk to Carnius, it seems that the investors in Raven Rock didn't respond as he'd hoped, so now he's cooked up another plan, he's trying to have the colonists of Raven Rock slaughtered by Nords; however, it seems that they won't be real Nords but mercenaries hired by Carnius and lead by a man named Toralf that are dressed in Nord clothing. Your part in this is to remove the clothing and weapons from the two bags in the hall - on the other side of the table - and to take the items to Toralf and his men who will be landing just to the east of the mouth of the river Iggvir around 6 pm (1800 hours to anyone else) tonight. When you meet them, Toralf asks you to pass the clothes and equipment out amongst his men and once you have done this your journal updates, saying you

should speak to Toralf again, you also have to give Toralf his clothing and weapons AFTER the journal update.

When you do, Toralf will tell you that Carnius told them to attack and kill you - it seems Carnius doesn't need you any longer and wants to get rid of you! This can be a tough fight, as all 6 attack at once, as I had "Eltonbrand" equipped and had good skill (100 point), it wasn't much of a contest. However, if your skill is otherwise, and/or you don't have "Eltonbrand" equipped, then the best thing is to run away - preferably to a nearby barrow - to heal and get ready for another attack. Go back to Carnius, tell him of what happened; to put it mildly, he'll be surprised to see you, then he'll attack you, be careful here though as not only is he tough, he is able to heal himself rapidly and hits hard. After you've killed him, talk to Constans Atrius who promotes you to Factor as Carnius was the last Factor in the East Empire Company.

Misc 12: Help Lassnr Find His Son

When you go into Skaal Village, go into Lassnr's house, he asks you to find his son, who fell into his well recently, this leads into a cave system named the Rimhull, and they were searched at the time, but no trace of his son was to be found - dead or alive, with no luck but he hopes you will find him alive, agree to help and he'll give you the key to the well cover so that you can get into it; he also says there is another entrance to the cave system if you can find it. The well is behind Lassnr's house to the west, the other entrance to Rimhull is a short distance south down hill near the river; if you go into the cave system by the well entrance you'll find yourself underwater immediately, its not far to have to swim, the rest of the caves are relatively dry but there are plenty of skeletons, though its easy to kill them.

Tymvaul's at or near a sort of crossroads, and is wearing a purple robe though he's definitely not happy to see you and chatters something about the Mantle of Woe (that purple robe), apparently he heard legends about the magical robe and went into Rimhull to find it, at this point you are given four options; choose the second option "take off the robe", at this point, Tymvaul gives you the robe decides to leave the island to study magick. and return someday to make his father proud of him. Give this news to Lassnr who thanks you for your help and gives you five Snow Bear Pelts, you also keep that magical robe!

Mantle of Woe

Weight: 3.0

Value: 10000

Constant Effect

Drain Personality 100 pts on Self

Weakness to Normal Weapons 20% on Self

Fortify Maximum Magicka 5.0x INT on Self

Sun Damage 20 pts on Self

Fortify Conjuratation 50 pts on Self

RR 15: F: Estate

After you have finished Misc 12, start this quest, RR 15. Falco will tell you about the plans he is making for your estate and asks you to talk to Aldam Berendus who is in charge of construction.

RR 15a: C: Estate

After you've either slept for 3 days or done one of the other quests, go back and talk to Constans Atrius who will tell you that Carnius had plans for a Factor's home in Raven Rock, but never took up those plans, and he asks you, as the new Factor, to go to Raven Rock and see Aldam Berendus who is overseeing the construction of the estate.

Section II: Convergence

You can find Aldam just to the east of Falco in the town, he tells you that there are 3 places where your estate could be built, each of which is marked by a torch; whilst he does not say where they are, you know that they can't be too far away - Raven Rock is quite small. Go round Raven Rock and find each torch, the locations are: 1 northwest of the east gate, 2 south of that location, behind a row of houses, and 3 at the west end of the town; look at it's location and then decide on the best, now go back to Aldam and take him to the torch you selected. Now leave the town at this point I went out and did Misc 13 and Misc 14. After you've done the final 2 Misc quests, and 3 days have expired, your journal updates telling you that your estate is complete, it's well worth the wait though, not only is a nice house, there's plenty of storage room.

Misc 13: Help Thormoor Gray-Wave

Thormoor Gray-Wave is standing looking out to sea on the western coast of the island (half-way up the coast in the area called Thormoor's Watch). He tells you the story of how he fell asleep at the rudder of a ship (this is the supply ship wreck you find in RR 4), making it run aground and killing most of the passengers, a seer who survived has cursed Thormoor with eternal wakefulness since the seer lost all of his family in the wreck and Thormoor hasn't had any sleep for six months, the seer's name is Geilir the Mumbling, Thormoor asks if you could convince Geilir to lift his curse.

At this point, go to Geilir's cave, not far to the southeast of Thormoor and do Misc 14 before continuing with this quest. At this point, go back and get Thormoor's thanks and his promise to reward you later when you meet him in the Thirsk mead hall (after he's caught up on his sleep).

Misc 14: Help Geilir the Mumbling

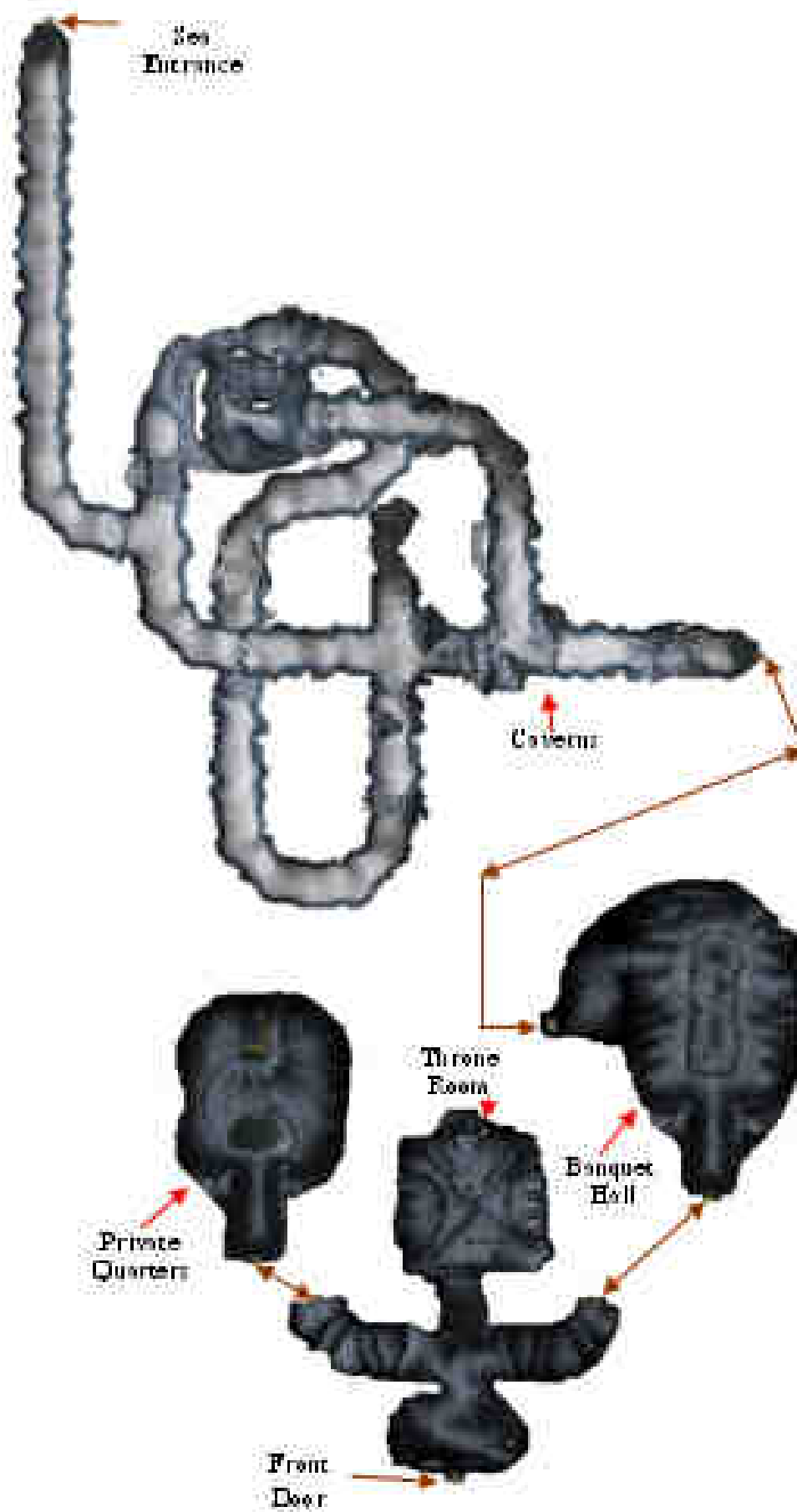
Geilir the Mumbling is in his cave near the shipwreck (see RR 4), he tells you his only friend, Oddfrid White-Lip was been taken by Draugr's and asks you to rescue her and that she is in the Kolbjorn Barrow southeast of Geilir's cave. Kolbjorn Barrow is a long way to the southeast and a little to the west of Fort Frostmoth, the Barrow is small and you only find a few Draugr inside, kill them, there's no sign of anyone named Oddfrid though, however after a careful inspection you find a single skull named Oddfrid on the altar in the centre of the three Stalhrim corpses, it seems that either Geilir forget to tell you something or Oddfrid was killed. When you go back to Geilir with Oddfrid the skull, he is really pleased, he thanks you but doesn't give any reward other than to tell your future, Oddfrid says something cryptic about you are both the hunter and hunted and seeing you surrounded by ice also to beware betrayal, she also sees a giant, the horned huntsman. Here Oddfrid stops though you are unsure as to the meaning of it, in addition, he will lift the curse on Thormoor if you ask him to, now go back to Thormoor and complete Misc 13.

Note: the reading of your future that Oddfrid gives is of events and characters in Main 11: The Bloodmoon Prophecy.

Castle Karstaag

Main 10: R:Ominous Signs

After completing all the Raven Rock and Miscellaneous quests, go back to Skaal Village and talk



to the shaman Korst Wind-Eye who will tell you about ominous signs that have been seen lately, such as the fire on the Lake and the last, a Horker massacre on the northern shores of the Lake, as these things are part of the Bloodmoon prophecies, Korst asks you to go to Castle Karstaag to look into the matter. Karstaag is an ice castle in the northwest of the island and is home to the Frost Giant Karstaag and the Rick lings that serve him; the Skaal have lived in peace with Karstaag for some time but recently they have not heard from the giant.

Go to the castle it's at the top the island on the northwest side near the northern shore though you can easily miss it as it is made of ice and blends in with the landscape; there are two ways of getting there, one is to follow the trail dead Horker carcasses along shoreline and the other is to go along the trail to Hrothmund's Bane. I chose the Hrothmund's Bane route as most of the journey was over land, there are 3 entrances in all, (1 each to the tower [actually the top of the keep] and to the Throne Room and 1 underwater into the Caverns of Karstaag).

Note: that the underwater entrance was blocked previous to this quest, as the tower entrance is accessible only with a Levitation spell and the Throne Room entrance seems to be blocked, the underwater entrance is the only way in, as both of the other entrances are impassible.

Go into the underwater entrance to the Caverns, and swim along a short underwater section of passage, then surface in the Caverns of Karstaag passages; just inside the entrance you encounter a Rickling named Krish he says the Horker massacre isn't their doing and that Karstaad has disappeared, whilst another Rick ling named Dulk has been in charge of the castle until some Grahls (Ice Trolls in other words) they hired turned on them and ate most of them, with poor old Krish being the last one left alive in the Caverns; unfortunately the path upstairs has since been blocked so Krish asks you to help him to get back upstairs since he knows the way and he thinks you can take care of the Grahls. As you explore the Caverns with Krish, you will find a lot of Grahls patrolling the passages, though they are not as strong as the Grahl you met in the Halls of Penumbra (Main 4), be careful although Krish is relatively fast, he isn't too good in a fight, so try to keep in front of him and kill enemies as they appear. When all the Grahls (6 or 7) are dead, Krish will talk to you again and say that it is safe to enter the castle, carry on and go into the Castle's Banquet Hall.

Note: that for some reason, Krish became stuck or frozen once the last Grahl was killed, you cannot enter the Banquet Hall unless Krish is nearby, so I couldn't continue. [I had to actually use the console and summon Krish to my location in order to continue. Open the console and click on Krish and then travel to the entrance of the Banquet Hall and enter the three commands:

```
setpos, x, 370  
setpos, y, -178  
setpos, z, -117
```

I'm unsure if this is a common problem or not, though several people have reported encountering it. It may be related to the game thinking that the fight with the last Grahl is not over, even though the Grahl is dead. A quicker fix is to attempt to rest (press the T button) and then cancel it, or even to rest for a bit. Krish should become unstuck once you do this without having to reposition him manually - see Notes re Dave Humphrey], I had a slightly different problem, Krish would not follow me past the chamber with the ice-ledge around it, the only solution I found for this is to issue the following console command:

```
Player->PlaceAtPC BM_riekling_Krish_UNIQU 0,0,0
```

This will place Krish in front of you, and should allow you to complete the quest, as you need him to get into the banquet hall.

The Banquet Hall area isn't overly big and there are quite a few Ricklings in it, unfortunately they look exactly like poor old Krish, the best thing to do is run into the room and kill the others BEFORE Krish catches up, then go into the Throne Room where you meet Dulk, he's another Rickling, and at the moment, he's the leader of the castle whilst Karstaag's away. He'll tell you that werewolves took Karstaag several days ago and Karstaag didn't have anything to do with the massacre of the Horkers.

When you've got all this information, go back to Korst in the village, he thanks you and gives you the Stalhrim Longsword of Flame (weakness to fire 50% and fire damage 10 pts for 5 secs) as a reward, he says it will be handy for fighting the Grahl.

Main 10a: WW: Free Castle Karstaag

Later that day (about 8pm) Hircine will contact you again to tell you about your next task, Castle Karstaag has fallen into rebel hands so Hircine wants you to go in and relieve the Castle. It is on the northern end of the island slightly on the western side, it is a large ice castle that you can easily miss if you aren't looking for it (it is just to the north of Hrothmund's Bane or north of west of the Altar of Thron).

Go into the castle through the front door at the passage junction just inside, a Rickling named Dulk will tell you about the rebel Krish who has asked some Grahl for their help to take over the castle; you can find these Grahl and Krish in the caverns below the Castle, go through the Banquet Hall to the store-rooms below, unfortunately there are quite a few Ricklings in there willing to attack you on sight. Go through the store-rooms and into the caverns, in here you will find 7 Grahl and the Rickling named Krish, kill all of them before returning to the surface. Once they're all dead your journal will update, now return to Dulk who will just thank you for helping. You have a choice here, either wait in the entrance for Hircine to re-appear or go outside. However, there are quite a few of the raiders outside, so wait inside.

The next time you turn into a werewolf, Hircine should contact you again for his congratulations. Your reward this time is something called the Hunter's Wind, (Restore Health 1000 points on self).

Main 10b: WW: Werewolf Cure

Once you've become a werewolf in the course of the main quest, it is possible to discover a cure for lycanthropy that permanently cures you, so you first need to find the rumour to start the cure process. When you are in human form, go back to Fort Frostmoth visit the smith for repairs and weapon sales also the chapel to heal yourself; now go down to the docks, at the foot of the steps leading down to Basks-In-The-Sun and his ship, here you will find a note (Odd Rumour) lying on the paving (it might be found elsewhere), this mentions that a large black Raven has been seen at the Altar of Thron and may be a sign that the Witches have come to the island. You should have come across the Altar before - mainly during Misc Quest 4, though you may well have come across it on other instances. It lies just north of the start of the Harstaad River, northeast from the airship crash site or southeast of Hrothmund's Bane, the Altar itself is in a small circle of Stones. You will see a large raven standing in the entrance of the stone circle, as you approach it will offer you the choice to either keep or cure your lycanthropy and since this is probably your only choice, choose wisely; if you choose to be cured of lycanthropy you will be teleported into a Gloomy Cave with the three Glenmoril Witches (Fallaise, Isobel and Ettiene) to perform the Rite of the Wolf Giver there are three main steps to the cure, these are:

- 1 Fallaise tells you the first task is that of finding some petals of the rare Wolfsbane Flower, this flower grows in only one place the top of Hvitkald Peak! The peak is to the west of the cave and altar and should be marked on your map and northeast of the Water Stone (though the flower location is just west of that mark), the witches gave a levitation potion and you may need to use this to reach the peak as the slope is quite steep. Take the flower back to Fallaise who then tells you to speak to Isobel.
- 2 Isobel simply tells you to get one bunch of ripened Belladonna Berries for her, they are relatively common especially on Spriggans corpses. Take the berries to Isobel, she now tells you that they can make their potion and tells you to speak to Ettiene.
- 3 Ettiene tells you to meet her at the Altar of the Throned for the next steps.
 - a When you get back to the Altar, Ettiene asks you to kill the innocent Nord on the altar and take her heart. Since she does tell you that this is part of the ritual, do as she asks then give the heart to Ettiene, who performs a short ceremony on the heart using the potion the others have made, then she you the Heart of the Wolf and asks you to place it in the corpse of the innocent Nord, when the heart is put back in the corpse your journal will update.
Note: if you did what I did at first and disposed of the corpse, you will be stuck and have to reload, so don't dispose of the corpse when you first get the heart.
 - b Now talk to Ettiene again and she tells you that you will have to kill the werewolf you have just created by giving the innocent Nord the Heart of the Wolf, at this point, the corpse on the altar turns into a werewolf and attacks you, so you HAVE to kill it, when you've killed it, talk to Ettiene again she tells you that you've been cured permanently of lycanthropy.
Note: You will not be able to become a werewolf again after this.

Main 11: Bloodmoon Prophecy

If you became a werewolf or not during the werewolf attack, you will find that this very much the same, though there are minor differences and these will be mentioned below.

If you are not a werewolf - or cured yourself, talk to Korst Wind-Eye in the Skaal Village and he'll tell you about the Bloodmoon Prophecy, this prophecy tells about a time occurring once an era when a demon god named The Hunter, will roam the land in company of his Hounds, presumably these werewolves. There are three signs that warn of the coming of this time:

1. The first sign tells of Fire from the Eye of Glass, this probably means the plume of fire rising from Lake Fjalding.
2. The second sign is the Tide of Woe, this has something to do with the corpses of Horkers you can see on the shore.
3. The third and final sign is the Bloodmoon, as legend has it, this is when the moon turns red with the blood of The Hunter's prey, recently the moon(s) of Tamriel turned red in colour.

After the three signs appear, something called the Hunter's Game is enacted and this seems to change from era to era, as the game may be the hunting of an entire tribe, or merely just one man; if this prey (be it tribe or single man) survives the hunting then the The Hunter returns to the demon realm for another era, since there is no knowing who or what is to be hunted, everyone must wait until The Hunter shows who the prey is to be this time.

As things seem quiet at the moment, it may be a good time to have a nap, go to sleep in your house but you are awakened by several werewolves around your bed, you are teleported to a Daedra Lord named Hircine who explains what is happening, you and three others who disappeared recently (Captain Carius, Tharsten, and Karstaad), are the prey in the Hunter's Game and only one of the four prey will survive the way through the glacier in order to face The Hunter in the battle at the end. Hircine now tells you to find the others who have already gone ahead of you then he disappears.

If you are a werewolf, miss this step and just wait for Hircine to contact you.

From where you met Hircine, go forward through the Daedric door into the Outer Ring area, on the other side of it [Quick save at this point incase Captain Carius dies] you meet Captain Carius who suggests that if you travel together, you can find the way to the centre of the maze and the key that opens the gate at the centre, agree to travel together as any help would certainly be useful. **Note:** If you are a werewolf, Carius will just attack you on sight, in this case just kill him.

The maze is has a lot of powerful werewolves in it, they appear to be a lot stronger than those you've encountered previously, and the werewolf statues you find also turn into werewolves so be very careful as you approach them. **Note:** that levitation is disabled while you're in the maze.

From doorway you came in by turn right along the passage and meeting and killing the first werewolf you find a chest with a glowing key in it that will open the gate in the centre, the maze is small so it won't take very long to get to the centre, though you'll have to deal with at least 10 werewolves just in the outer area of the maze - there are at least another 10 on the inner area! When you get to the middle and the gate to the Inner Ring Area, Captain Carius volunteers to stay behind (provided he's still alive).

In the Inner Circle area you will be greeted by Tharsten (the chieftain of Skaal Village) who suggests that you combine forces just as Captain Carius did in the Outer Ring. **Note:** If you are a werewolf Tharsten will attack you on sight.

Go round the corner but be careful, as soon as you attack any werewolves you will be attacked by at seven werewolves together! A hard scrap indeed if you're not ready., though it should be noted that these werewolves can easily be paralysed - making it a good spell to use. When you come to a chest, you will find that it is empty but at this point Tharsten exposes his true self as a werewolf and attacks you, when you have killed him the Hircine Ring appears on your finger but don't forget to loot his corpse and get the key to the next area - the portal into Hunter's Hall.

Go into the last area carefully as you don't know what's going to happen, in the middle of the hall you find yourself in, you'll find the Frost Giant Karstaad, also waiting for the Hunter to appear, though when he sees you he will attack you so be ready to defend yourself and kill him; he's tough but no more difficult than some of the beasts you've already encountered (fire damage is a help here), in front of you is another portal, go towards it.

As you get near to the portal Hircine will appear again and tells you that since you have conquered the other three, you have now become and The Hunter's prey, and you are asked to choose the hunter's most important attribute: Strength, Speed, or Guile. As soon as you select the aspect Hircine will disappear and The Hunter will appear in his place so be ready, the fight is relatively easy in comparison to some of the other fights, partly due to the large space you have to manoeuvre in, try to ranged attacks or hit-and-run techniques and when the Hunter finally falls, don't forget to loot the corpse. Go through the portal at the northern end of the area, and a cut-scene showing the Mortrag Glacier collapsing will appear..

The item you get as a reward depends on the choice you made with Hircine before the fight with the Hunter .

Guile: Spear of the Hunter

Two Handed Spear
Chop: 12 to 15
Slash: 12 to 15
Thrust: 40 to 60
Condition: 2000
Weight: 25.0
Value: 25,000
Cast When strikes
Paralyze 10 seconds
Burden 50 pts for 10 seconds
Poison 4 pts for 5 seconds
Weight: 1.0

Strength: Hunter's Amulet of Strength

Value: 15,000
Constant Effect
Fortify strength 10 pts on Self
Fortify Attack 10 pts on Self

Speed: Hunter's Amulet of Speed

Weight: 1.0
Value: 15,000
Constant Effect
Fortify Speed 10 pts on Self
Fortify Acrobatics 15 pts on Self
Fortify Athletics 15 pts on Self

After the cut-scene go back to the Skaal Village and tell Korst the good news that you were victorious, and bad news that Tharsten is dead (and why). In addition, you could go back to the Fort since the Captain, who miraculously survived the collapse of the glacier is now back at the Fort (providing of course you left him alive in the Outer Ring area).

THE END