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**Skyrim the black star choice**

in: Skyrim: Quests, Skyrim: Daedric Quests This article contains video content produced by Fandom with some or no input from editors of The Elder Scrolls Wiki. and cannot properly represent the scope of the written article below. Statements and recordings in the video may be inaccurate, outdated, incomplete or otherwise misleading to viewers. The Azura Shrine is located atop a mountain in winterhold hold, Azura's StarAranea lenith as a follower orThe Black Star For Other Uses, see The Black Star. Azura has seen your coming, traveler. It wasn't curiosity, it was fate that brought you here. Aranea lenith[src] The Black Star is a mission available in The Elder Scrolls V: Skyrim, where Dragonborns must regain and restore the power of Azura's Star, which has been destroyed by necromancers. Background [edit | edit source] Aranea, a priestess in Azura, says that I am destined to find a elf man who can turn the brightest star as black as night. She thinks he's in Winterhold. Goals[edit | edit source] Visit the Shrine of Azura Find the Elven Wizard for Aranea vision Talk to Nelacar Find Azura's Star Bring the Star to Aranea or Nelacar Tal to Azura (If brought to Aranea) Tell Azura you is ready to enter the Star (If brought to Aranea) Tell Nelacar you are ready to enter the Star (If brought to Nelacar) Destroy Maly'n Varen soul Walkthrough [edit | edit source] The Black Star Many years ago , Maly'n Varen was banished from the College of Winterhold for pursuing questionable research with soul beads. Maly'n tried to find a way to prolong his spirit, and he believed that storing his soul inside the Daedric artifact, Azura's Star, would prevent him from dying. Unfortunately for him, one of the Stars' attributes was that black souls—the souls of juicy, mortal beings—could not enter it. As such, he began experiments to change the star's properties so that it would accept black souls. The longer Maly'n progressed towards that goal, the more Azura tormented him. The artifact slowly drove Maly'n insane, causing him to hear voices and see people who weren't there, and eventually murder one of his students. After that, he was banished from the college, gathered a group of followers, and continued his research at Ilinalta's Deep, an abandoned Imperial outpost that had mostly collapsed into the adjacent lake. There he continued his work, and ended up capturing his own soul inside the modified Azura's Star and achieving a state of immortality. Nelacar, former apprentice Maly'n Varen. To receive this quest, Dragonborn must first speak with Aranea lenith at the shrine of Azura, south of Winterhold. She will say that Azura has chosen dragon-born as her master, and that they must find a elven wizard who can turn the brightest star into the darkest night. Go to Winterhold. When there are, there are a few Of the Elf Wizard: If a member of the College of Winterhold, ask Faralda or Sergius Turrianus about this, and they will answer that Nelacar, an Altmer wizard who specializes in soul pearls, lives in The Frozen Hearth, and is the one they are looking for. Ask Dagur, the barkeep of The Frozen Hearth, about a elven wizard who studies stars, and he will initially point Dragonborn to the college, but later states that old Nelacar may know what they are talking about and that he owns a room in the inn. Go straight to Nelacar and ask if he knows about the elf troll. When we talk to Nelacar, he will not give up the information easily, so one must intimidate, persuade, or bribe the necessary information out of him. He will say that his mentor, Maly'n Varen, experimented with Azura's Star, and that the last known location of Maly'n was Ilinalta's Deep. Ilinalta's Deep can be found west of the Riverwood, near and north of The Lady Stone. There is a trap door on top of a partially submerged tower leading into the underground complex. Ilinalta's Deep[edit | edit source] Chained Skeleton After entering, Dragonborn should walk past the chained skeleton and enter a flooded room with a partially open doorway on the left. They have to walk through the door and down the following aisle. After the hallway is a small room containing a skeleton and the first of many magicians (necromancers on higher levels) is found throughout the dungeon. In the next room are two more magicians, and a skeleton lurks in the room on the left, which contains some food and an elixir of water brewery. The door to the right leads to the next area, with a magician, a skeleton, and a dead wolf, who will be erected from the dead if the sorcerer is warned. The underwater passage behind the waterfall on the left leads to a hidden room with a coffin and Alter skill book, Breathing Water, floating near the ceiling. A senior magician in Ilinalta's Deluge The right passage in the next room leads to two magicians and a skeleton. There are a small sleeping quarters on the left, as well as a mysterious enchanter, an alchemy lab, and several useful pieces of loot. The door on the right has an apprentice lock, with a coffin and some potions on the other side. At the end of the next passage is a high-level magician, on the other side of a flooded depression that cuts across space. There is a partially submerged staircase on the far right side of the depression that can be used to approach the magician from the safety of the water. Under the water near the stairs is a door with a skilled lock. Loot on the other hand contains a coffin containing a magic tome, potions, and . Back in the partially flooded area there is an alter with a leveled soul pearl on the right and a wooden chain on the left that raises the bridge above the water that was just crossed. A door to the left for a passageway containing a closet and an apprentice-locked door on the right that opens out to a small room with a few potions and alchemical ingredients. Up the stairs on the other side of the room is a blocked door. The protagonist must activate the bar to move it and walk through the door to enter a small landing area overlooking the first room of the dungeon. After landing to the right and through another door leads to the last part of the dungeon, Ilinalta's Deluge. Dragon births should then follow the path down to reach an area of two magicians. There is a coffin, and quite a few potions and soul beads scattered all over this room and the smaller one on the right. The passage to the left leads down a path, through another door, and into a room occupied by a magician and a skeleton, with cages along both walls. Through the door at the end of the room is a set of stairs that open out to a medium-sized room with a senior magician and four skeletons. There's no prey in here, so Dragon births should continue right up the stairs to the left. Maly'n Varen's skeleton remains with Broken Star In the room at the top of the stairs, Maly'n Varen's skeleton sits peacefully in a chair, with Broken Azura's Star at his feet, his grimoire on the floor next to his chair. Also in the room is a coffin with a leveled amount of loot. With Broken Azura's Star in hand, the dungeon can be exited via the ladder leading to the ceiling. Cleansing the Star[edit | edit source] Azura's Star There are now two options to fix Broken Azura's Star: Give it to Aranea lenith at the Shrine of Azura, and receive Azura's Star Give it to Nelacar in the Frozen Hearth Inn in Winterhold, and receive black star If the opportunity to serve Azura is chosen, a little conversation with goods takes place : Greetings, mortals. You have followed my guide through the veil of Twilight and saved my star from Maly'n Varen. But his soul still lives inside, protected by his spells. Until he's cleaned, my artifact is useless to you. Is there any way to purify the star? Then why don't you remove it? Aren't you a deadra? Eventually, the Star will disappear back into my kingdom in Oblivion, but I doubt you have the hundred or so years it would take to wait. No, there's only one option left. I'll send you into the Star. You're going to banish Maly'n's soul there. Tell me when you're ready, mortal. I'm ready to join the Star. Have faith, mortals. I'll keep an eye on you. If left in dialogue: Are you ready to enter the Star and purify the soul of Maly'n Varen? After defeating Maly'n: The star is free to cleanse himself. Don't worry, mortals. I'll return you before you're cleaned. My star has been restored and Maly'n's soul has been sent to Oblivion. You've done well, mortals. As it was intended, you are free to use my star as you wish. Thanks Azura. Goodbye, mortal. Know that Azura will be guarding over the threads of your destiny in Twilight. I don't like daedra looking into my future. Oblivion has been watching you since the day you were conceived, mortal. Don't think your life has been served by your will alone. Go now. I've seen the threads of your fate in Twilight, and you still have a lot to accomplish. Speaking to the desired person, with Broken Azura's Star in hand, will begin this final step. Whichever option is chosen, Dragonborns must enter the Star to cleanse it of maly'n Varen's soul. The former is warped out of Star several seconds after defeating the latter's soul inside, regardless of the status of Maly'n's three Dremora minions. When Maly'n's soul has been defeated, dragonborn is pulled out of the Star, thanked, and given either a working Azura's Star by Aranea lenith, or black star of Nelacar. The former can capture only white souls (those of non-sapient creatures), while the latter, according to Nelacar, can trap only black souls (souls sapient beings). In reality, however, the Black Star can hold either white or black souls, like a black soul gem. In addition, it makes her available as followers to bring the Star to Aranea. While giving the Star to Nelacar does not provide a companion option, the Black Star has the advantage of a much more abundant source of great souls, as all black souls are of the great level. Meanwhile, only white souls from exceptionally powerful monsters like mammoth, great souls. Giving the Star to Nelacar also opens another grocery store, as he will then sell Mage Robes, spelling tomes, soul beads, and occasional staff. Journal[edit | edit source] Introduction – DA01Intro ID Journal Entry 10 Goal 10: Visit Azura The Black Star Sanctuary – DA01 10 Aranea, a priestess in Azura, says I am destined to find a elf man who can beat the brightest star as black as night. She thinks he's in Winterhold. Goal 10: Find the elf wizard from Aranea vision 20 Goal 20: Talk to Nelacar 30 Nelacar has told me that his old mentor, Maly'n [sic] [Don't change this to Maly'n. This misspelled word is how it looks in the game.] The item experimented on Azura's Star. Maly'n's last known position is Ilinalta's Deep. Goal 30: Find Azura's Star 50 I Have Azura's Star, but it's been ruined by Maly'n Varen's magic. I could take the star to either Aranea or Nelacar to get it repaired. Goal 40: Bring the Star to Aranea Objective 45: Bring the Star to Nelacar 61 Objective 60: Speak to Azura 62 Objective 62: Tell Azura you're ready to enter the Star 70 I am inside Azura's Star and must defeat Maly'n Varen's soul for Azura to purify the Star bring and bring me out. Goal 80: Destroy maly'n The soul of the Var 100 I have cleansed Azura's Star, the pearl of the infinite soul. It's my do with as I wish. Or 65 Goal 65: Tell Nelacar that you're ready to enter Star 75, I'm inside azura's star and must defeat the soul of Maly'n Varen for Nelacar to bring me out and complete the Black Star. Goal 80: Destroy Maly'n The soul of the Var 110 I have completed the Black Star, an infinite Black Soul Pearl. It's now mine to do with, as I will. 250 Gallery[edit | edit source] Maly'n Varen and two DremoraTwo Dremora inside starAzura's Star, as evidenced by Dragonborn's statementThe Black Star as it appears from Dragonborn's inventoryAsser an image for this gallery Trivia [edit | edit source] Maly'n's skeleton in Ilinalta's Deluge can be revived with an apprentice-level revival magic. Defeating Maly'n's Dremora is an effective way to collect Daedra Hearts. Loot Dremoras' organs before they warped out of the Star. Trying to pickpocket Maly'n will ask the message This person has already caught you. If Maly'n is killed, a necroman or two can attack his killer somewhere in Skyrim. See A Scrawled Note for more details. If Ilinalta's Deep and Deluge were cleared before starting this quest, new opponents will be present there when they return to the hunt, although Ilinalta's Deep will still be marked as cleared on the Skyrim map. Aranea Lenith talks about a fort threatened by water, but not yet touched by it. She believes that this description applies to the College of Winterhold, but it also applies in part to Ilinalta's Deep, as it is also a fort threatened by water. But Ilinalta's Deep has clearly been damaged and thus touched by water, indicating that Aranea was talking about the College of Winterhold. Completing the quest with Nelacar counts as helping a citizen to hunt Thane of Winterhold. If she chooses the Black Star over Azura's Star and then returns to Aranea, she will respond by calling Dragonborn a profane and telling them to leave before she kills them to sing up Azura's artifact. She doesn't want to attack, though. Alternatively, if Azura's Star is chosen over Black Star, Nelacar will also be angry with Dragonborn. Both Black Star and Azura's Star count as a daedric artifact, and both count against Oblivion Walker and Daedric Influence achievements/trophies. If Broken Azura's Star is obtained by cheating before starting the quest, it can only be given to Nelacar, not Aranea lenith. Azura pronounces Maly'n's name as the MAY len, while Nelacar pronounces it as the MAH. The Dremora inside the Star can be revived with Dead Thrall, but will disappear by leaving the Star. The Dremora can find its way back to Dragonborn after a certain period of time. Error[edit | edit source] This section contains errors related to The Black Star (Quest). Before you add an error to this list, consider the following: Reload an old save to confirm if the error is still happening. If the error is occurs, please send error report with the appropriate system template 360 / XB1 , PS3 / PS4 , PC / MAC , NX , depending on which platform (s) the error has encountered. Be descriptive when listing the error and fixes, but avoid having conversations in the description and/or using first-person anecdotes: such discussions belong on the relevant forum board. Click to show if Dragonborn completes The Black Star quest line first, then receives the quest Visit Azura's Shrine from the townsfolk afterwards in Whiterun, they may not be able to complete the new quest, even after talking to Aranea lenith a second time. 360 Dragon births must not be carried out of the star when he killed Maly'n. This renders the hunt unable to be completed and requires loading a save from before the Star was entered for progress with the game. If Dragonborn is in werewolf form after leaving Star, Aranea will attack, although Dragonborn is incapacitated from talking to Azura. If Dragonborn gets killed this way when the game loads autosaves from inside the Star, it will crash. 360 When Nelacar takes Broken Star for examination, sometimes he can never say anything and tries to activate him simply asking a This person is recorded message. The hunt cannot be promoted beyond this point, which makes getting either Star impossible. There have been reports of fixing this glitch by attacking Nelacar with a weapon until he drops to one knee. Aranea may be hostile to the Dragons' first visit for no known reason. This can be fixed with a calming ability, such as the emperor's voice, if Dragonborn is an imperial. After completing the first part of Ilinalta's Deep, sometimes the path to Ilinalta's Deluge is blocked by a boulder, as it is before the quest is activated. Leaving the dungeon and getting back in can fix this. Sometimes Dragonborn may be unable to pick up Broken Azura's Star by finding it. This can be fixed using a Destruction spell on it, which will knock it to a new location in the room. It can then be picked up. If the destruction magic does not work, it is recommended to save and load the game. Dregon-borns will then be able to pick it up. Dragon births can be transported to a location near Ilinata's Deep after being removed from the Star. When this happens, they will slowly float down, unable to move, jump, or Fast Travel until they reach the ground. 360 The Dremora inside the Star can be revived repeatedly using Revenant magic. This can be abused to level up magic skill indefinitely, along with whatever offensive skill used to kill Dremora. PC 360 PS3 If Dragonborn is killed by Dremora after Maly'n is dead, but before being removed from inside the Star, both Broken Star and a solid one may be in reloading. The hunt will be marked as completed, making Broken Star useless. This may result in Dragon births not being transported out of the Star. When Dragonborn is looking for wizard who studies the stars, if Nelacar is spoken to first, he will admit that he is that wizard and will tell Dragonborn about the next part of the quest. Afterwards, if other people in the area are spoken to about wizard, they will still tell Dragonborn to try to talk to Nelacar, and talk to Nelacar part of the quest will be impossible to complete. However, this does not affect the completion of the hunt as a whole. It is possible to receive this quest again after completing it, by meeting a dark elf on a pilgrimage to the shrine. The chase cannot be advanced past talking to Aranea unless Dragonborn receives Broken Star after defeating Maly'n. 360 When he speaks to Nelacar for the first time, he must not talk about Azura's Star and Dragonborn cannot continue with the hunt. If any of the dremora from inside the broken Black Star is still alive and attacking Dragonborn when Nelacar pulls Dragonborn out, Nelacar (and any followers one might have) will be in combat mode for a few seconds, as if dremora is nearby. The dremora will also be marked on Dragonborn's compass bar, at the top of the screen. Maly'n can be registered as defeated by being transformed into a rabbit using Wabbajack. The bar on the door leading to the last part of the dungeon must not be opened. This can be resolved by saving and loading game data. Sometimes, if a dragon attacks Winterhold, Nelacar will make his spells clear and turn the wall, and will say, I will end your miserable life! as if an enemy is there. This can be fixed by going outside and killing the dragon. This error can happen at any time in the hunt when Dragonborn interacts with Nelecar at the inn. It is possible for a follower to get stuck inside the star if taken together. The follower can be brought back by typing &#x26;follower id=&#x26;prid, then moveto plays in the console. If Dragonborn is about to go into the star, Nelacar will hit them with soul trap, but nothing will happen and he will walk around with spells out. If Dragonborn returns the star to Aranea and a dragon attack, she may become impossible to receive as a follower, but will keep offering to be one. Once the star has come in, Dragonborn will talk to Maly'n, who can be dismissive. However, he is still able to be hit and killed. 360 After destroying Maly'n's soul while it was inside the Star, it may not count towards the completion of the goal. It is possible to achieve Broken Azura's Star before receiving the hunt using the full Whirlwind Sprint shout to jump on the roof of Ilinalta's Deluge tower. While it is difficult and may result in death from fall &#x26;/follower&#x26;;This allows to skip the entire dungeon if executed correctly. If Ilinalta's Deluge was entered this way, it is possible to use the exit to Ilinalta's Deep, but the road back will be blocked by a boulder. After accepting the quest, it will not be possible to obtain Azura's Star (or Aranea lenith as a follower), but Nelacar's part of the hunt will solve without problems and give Black Star. PC The Broken Star can sometimes be invisible, making it impossible to pick up. This is provided by re-entering the dungeon via the ladder in the same room. 360 If Dragonborn dies as they are transported out of Azura's Star and then a previous save is loaded, they may end up with Azura's Star and the Broken Star. Deutsch Español Français Русский Українська \* Disclosure: Some of the above links are affiliate links, which means, at no additional cost to you, Fandom will earn a commission if you click through and make a purchase. Community content is available under CC-BY-SA unless otherwise specified. Noticed.

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