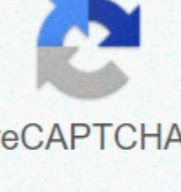


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## Skyrim siege on the dragon cult spear gate

in: Skyrim: Quests, Skyrim: Side Quests English Edit Share
Rahgot, Dragon Priest, in Forelhost.
Rahgot (Mask) Word Wall for Storm Call
This was the dragon cult's last big bastion, and their leader's mask was supposedly quite strong. —Captain Valmir [src]
Siege on the Dragon Cult is a quest available in The Elder Scrolls V: Skyrim. Captain Valmir wants Dragonborn to get a powerful weapon from Forelhost. Background[edit | edit source] I was asked to beat the dragon priest in Forelhost and return his mask. The diary left by Skorm Snow-Strider may reveal a path around the collapsed area. Goals[edit | edit source] Find Skorm Snow-Strider magazine (optional) Get Rahgot mask View Skorm Snow-Strider magazine Valmir (optional) Find the key to the well in the catacombs (optional: if Valmir was not killed) Return to Valmir (if alive) Kill the fraudster Valmir (if alive) Instructions[edit | edit source] In forelhost courtyard, Captain Valmir set up camp. If approached, he begins a conversation with Dragonborn and asks for help in getting the mask from inside the tomb. It's a dragon priest's mask, Rahgot. He also asks to possibly find Skorm Snow-Strider magazine (optional). The search begins with you following him to the entrance. If Dragonborn has a reward, Captain Valmir will attack. Once he's dead, take the key to Fort Forelhost from his corpse.) Captain Valmir can be pickpocket or ransacked before entering to find Valmir orders (they can also be collected at the end of the task). They reveal that he's a fraud and that he's lying to the Dragon. The orders were: You will continue to the ruins of Forelhost to retrieve the Mask from the Dragon Cult. If they expose you, impersonate an officer. It's unlikely that anyone from Skyrim would be smart enough to see through the disguise. As soon as you get the Mask, bring it to the Labyrinth. Forelhost Stronghold[edit source] Inside the fortifications, an iron door opens into a large room with a ghost and a dead Imperial next to a campfire. Soon a dragon cultist will appear, ready to fight. On the other (northwest) side of the room there is an exit, which is protected by a swinging trap. Across the east, the road leads to a four-way junction with the road to the left (southwest) blocked by an iron gate. Two other cultists are in the area. Turn right (northeast), a set of stairs leads up to the right side of the T junction. Right in front of the open wooden door is a dead end with the newcomer locked in a chest. To the right (southeast) is another path with a swinging blade trap that begins to move. There's a Stormcloak corpse between two swinging blades. The location of the journal. Inside the next room are two other cultists and on the table the diary of Skorma Snow-Stridera. Reading it gives a hint of what happened here a long time ago. To the left of the table is an apprentice-locked chest. The door on the left (southwest) leads to a large bedroom with two other cultists. In the southwest corner of the room, the road leads down a few steps, then turns left and passes through the door to a large area overlooking the room with another dragon cultist. On the left (northeast) a vaulted stone bridge leads to a dead end with an adept locked chest. From the previous room there is a forge on the ramp (with sandstone, anvil and work table). There are also several ingots and ores lying around. The door to the southwest leads to the dining room with another cultist. Right in front of you, a small room has a bed on which lies a corpse draugr with a balanced weapon. On the right (northwest) is a room with a ramp, where two draugrs, a Draugra disaster or draugra dead men are waiting in their coffins. Once they are discarded, the ramp can be used to get into the boobytrapped chest. Back down the ramp, stone steps lead to a table with a gem of a soul. The door on the right (northwest) is a corridor with burned corpses and a fire trap. There's a table on the right with a flattened gun. Right in front of us, the lever on the right opens the iron gate we saw at the beginning of this dungeon. On the left (northwest) and down the stairs, a flattened draugr will be waiting outside the door to Forelhost Crypt. Forelhost Crypt[edit | edit source] The corridor immediately turns right (northeast) and ends in a room with the intersection of T. To the wall right in front of us, the table holds the grand soul jewel. On the left is a corridor with a swinging blade trap and a cage behind it with a master-locked gate protecting the spiral set of stairs down (if you have chosen a lock, continue to Forelhost Refectory). On the right (southeast) the burial chamber leads to a large room with three doors. The door on the left side of the northeast wall, when opened, causes a number of laundry wraps to fall on the floor, but otherwise there is a dead end. The door on the right side of the northeast wall is blocked from the other side. The iron door on the southeast wall leads to another crypt with junction T and draugrem. To the left (northeast) is a dead end. On the right (southwest) the stairs lead down to a room with several drauga and many urn. With 90 degrees turn left leads to the door to the northeast, which opens to a small room with a chest protected by pointed gate traps. Back in the crypt area, an open door to the southwest leads to another small room with some minor prey. An iron door to the northwest leads to a cobweb-covered cryptic passage that turns right. In the next turn to the right there are two pedestals with prey. However, their adoption will result in traps being triggered. The one on the left is a poisonous arrow that increases and decreases, so constantly shooting darts, and therefore it will be impossible to avoid if it is not triggered in the first place. The road to the right leads to a swinging blade trap, then to another small crypt with a few draugas and two copies of the Lightning Trap on the lightning rune window; one on the floor leading down the stairs and one on the wall next to the flattened draugr. The path turns left (northeast), then right to the master-locked chest and coffin. Turn left again, the road leads to the crypt area with three draugr. Turn right (southeast), the passage leads to pointy gate traps and more draugr. Three draugas emerge from their coffins. The journey continues reing around, with more draugr and possibly frost atronach. Finally, a large room with a dragon priest and several draugas is reached. Forelhost well the key shown in the diary is in the chest on the right side of the coffin. On the ramp, in the northwest corner, there is a bridge that leads to the spiral ramp. Up that ramp, the bridge leads to a soul gem trap. On the right (southwest) of the trap is a bridge over the door bar for doors that were previously seen. Out that door and turn right (northwest) eventually leads back to the first room in this section. It is now possible to open the gate without clearing the lock using the well button. Circular stairs end underwater - swimming along the corridor in the north eventually leads to a large room with multiple levels. There is one frostbite spider (dead) and several skeevers. Near the dead spider are quicksilver veins and golden ore veins. We continue to the right (northeast), again underwater, there is a room on the table with a note and a dead draugr. The restoration skill book Exodus is on the shelf behind the desk. The door to the northeast leads to a large crypt with a crushing column trap right inside. The flattened draugr wakes up as soon as he enters the room. On the left (northwest) is another crypt with several dead drauga and the entrance to Forelhost Refectory. Forelhost Refectory[edit source] Up the stairs are more leveled draugr. Stairs turn left (southeast), and at the top on the left are a pair of flattened armor pieces on a pedestal in front of a large carving on the wall. Removing them triggers a dart catcher. Straight forward (southeast) is a dead end with a chest on the left side and another piece of armor on the pedestal. To the right (southwest) is a large room with tables in the middle, an iron gate directly opposite the entrance that cannot be opened, many urns, at least one live draugr and a set of double iron doors on the left (southeast). On the table right in front of the entrance to the room lies another note. The iron door leads down the stairs to where draugr is patrolling. Over the fireplace from the stairs there is a fire rune trap. The road turns right (southwest), right again into a room full of death bells, and mountain flowers (red, blue and purple) plants with more draugr. On the left is a table with an order note. The adept-locked chest is under the log ramp at the northwest end of the room. The pharmacist's lab. On the ramp, a 90-degree turn to the right (northeast) leads to the other side of the iron gate, which could not be opened earlier – it is opened by a lever on the wall, there are two alchmy labs left (northwest). On the throne you will find a dead draugr, who according to Alchemist's note is on the table on the left right in front of you as the leading alchemist Frodo enters the room. Looks like Rahgot had her killed because of her disobedience. Rahgot's answer is next to her on the throne. There are two more thrones on the ramp. On the right is a room with a gem trap and a balanced draugr. On the right (southeast) through an open double iron door is a balcony seen from below, where a draugr awaits. The trap can be disarmed with an arrow, and then draugr sent. To the left of the trap, the room continues northeast to a room similar to the library. On the right side after the first turn there is a glass dragon claw. The javelin gate in the room will open when the claw rises. To his left, the door is locked by masters, which include a balanced shield, a balanced potion and a polished ancient Nord sword. Doors on the right with master-locked provide access to the back of the lightning trap. There is also a road to a wooden door and a room with a mysterious witcher and several other draugry. There's a chest trapped at the southeast end of the room. On the right, the road winds generally southeast until the corridor of the Dragon's Claw is reached. The keyhole can be activated (fox, owl, snake, top to bottom). There are stairs to the last chamber behind the door. Final Battle[edit | edit source] Final Battle. When Dragonborn reaches the top of the stairs, several Draugra lords appear and the coffin with Rahgot opens. The magic rune can be placed on two coffins at the bottom of the stairs to make a draugr inside. When the battle begins, the dragon priest will rise up and use his dragon priest staff, most likely the Wall of Fire. After the defeat of Rahgot and the Draugr lords, Rahgot's corpse can be ransacked for the Rahgot mask, the staff and the key to the Forelhost balcony. The chest on the left (northeast) side of the room holds the even booty. Once all prey is collected, a large door at the southeast end of the room can be opened with a key. The door leads out where the word wall you learn part of storm call shout is on the right (southwest) side of the balcony. Captain Valmir can be returned by jumping into the courtyard where he is or returning by the tomb. The Captain will be involved in the conversation either with or imperial soldier (the opposite of the party chosen in the Civil War. If Dragonborn has not yet chosen a side in the war, then it depends on who was chosen at the beginning, Hadvar or Ralof) when approaching. After Valmir stumbles over his words, both men pull out their swords and attack. Once Valmir is dead, the search is complete. Valmir's orders, which are in his inventory, explain that he was posing as an officer and suggesting that he was hired by someone outside skyrim. It is possible to kill Captain Valmir and still complete the search, although Dragonborn will receive no indication that the search has been activated. This can be done as simply as the eye-catching mode of sneaking and photographing Valmir from a distance while undetected, or throwing destruction. If so, Dragonborn can still explore the ruins and kill the dragon priest, while a hint that the search has been completed will appear while collecting the priest's mask. Journal[edit | edit source] Siege dragon cult - ForelhostQST ID Journal Entry 10 I was asked to defeat the dragon priest in Forelhost and bring back his mask. The diary left by Skorm Snow-Strider may reveal a path around the collapsed areas. Goal 10: (Optional) Find Skorm Snow-Strider Magazine Target 50: Get Rahgot Mask 20 I was asked to beat the Dragon Priest in Forelhost and bring back my mask. I found the Skorm Snow-Strider journal, which can reveal how to bypass collapsed areas. Goal 20: (Optional) View Skorm Snow-Strider magazine Valmir 26 (If Valmir was not killed) Goal 30: (Optional) Find the key to the well in catacombs 40 I was asked to defeat the Dragon Priest in Forelhost and bring back his mask. I can get to the blocked areas of the fort through the well. 50 I was asked to defeat the dragon priest in Forelhost and return my mask to him. 60 (If Valmir was not killed) I defeated the dragon priest Rahget and took his Mask. I should go back to Valmir with him. Goal 60: Returning to Valmir 70 Valmir betrayed me and tricked the soldiers into the rubble. He must die. Goal 70: Kill the Impostor Valmir 100 110 Gallery[edit source] Dragon's iconic spectre inside Forelhost.Location Dragon Glass Claw.The spider cave adjacent to the temple. Column trap in the tombs of Forelhost.Word wall on top of the mountain. Add a photo to this Trivia gallery [edit source] Killing Valmir after meeting him to spend the reward, but since no one is around, there is no consequence. If we kill him, he will neither fail nor begin the expedition, and Dragonborn will be able to explore Forelhost and keep the priest's mask unchained. When they get the mask they will receive a quest notification has been completed, but it will not as a journal entry. Dragonborn can get a word out of the word wall without fighting through the tomb. Once the expedition is accepted, Dragonborn can stand in the camp; The word wall is right southwest. Dragonborn can then head southeast and walk along the edge of the tomb wall, then at the end climb the rocks, and then jump onto the balcony. However, the door to the Forelhost refectory cannot be opened from the balcony. Bugs[edit | edit source] This section contains bugs related to the Siege of the Dragon Cult. Before adding an error to this list, consider the following: Reload the old save to confirm that the error is still happening. If the error still occurs, please provide an error report with the appropriate system template 360 / XB1 , PS3 / PS4 , PC / MAC , NX , depending on which platform the error occurred on. Be descriptive when listing errors and corrections, but avoid conversations in the description and/or using first-person anecdotes: these discussions belong on the appropriate forum board. In the corridors with the axes, companions can hit with an axe and get into the wall and disappear. Captain Valmir won't talk to Dragonborn to begin the expedition. Captain Valmir will say: Come back to me as soon as you get the cane, although the goal is to get Rahgot's mask. During the dedication of the expedition, if Captain Valmir is interrupted by a close enemy, an attempt to interview him will not begin the search. The puzzle door may not open after using the correct configuration. Rings on the door puzzle can show bad creatures. The rings of the door jigsaw can stop moving, making it impossible to open the door. This can be remedied by leaving the refectory and returning. Skorm Snow-Strider's Journal may have fallen under the table it's supposed to be on and became unavailable. Sometimes Valmir appears as a member of an enemy faction of Dragonborn. That means he's not going to do the job. Dragonborn can still steal the keys and get a mask and stick, but technically the quest will not be launched by him. When the above happens and Dragonborn leaves the crypt, an argument with the soldier follows, and Valmir and quest (which began only after picking up the mask of the dragon priest) will instruct Dragonborn to kill Valmir. Often even after killing Valmir, Dragonborn is guided by an arrow beneath the surface to apparently kill Valmir despite the fact that he is already dead. When this happens, the search is left unfinished. The lid of Rahgot's coffin may open, but Rahgot may not come out of it. Instead, he's just lying there. If the coffin is then approached in a noisy way, for example when walking or running, it can wake up, but otherwise it will not move and can be killed by a creeping attack if skill is high enough. The spear does not open when the glass claw is raised. PC (Fix) Jump up and down on the pedestal the claw was on. The last swinging gate trap in Forelhost Crypt is activated even if you sneak in and have a light foot perk. Rahgot doesn't have to have a key or a mask. Skyrim: Quests Skyrim: Side Quests \* Disclosure: Some of the links above are affiliate links, which means that at no additional cost to you, Fandom will earn a commission if you click and make a purchase. 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