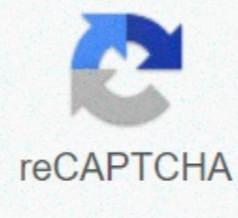




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## Skyrim where to find fort frostmoth key

'Sat Mar 30, 2013 12:19 pm I'm trying to find the key in Fort Frostmoth, and that's not where it's supposed to be, in the snapback next to the coffins and the magazine. Solutions? Eve (G) Posts: 3546Joined: Tues Oct 23, 2007 11:45 'Fri Mar 29, 2013 02:48 have u found the journal there?? key is in the backpack near that journal Klaire Posts: 3405Joined: Wed Sep 27, 2006 7:56 am »Fri Mar 29, 2013 5:51 have u found the journal there?? the key is in the backpack near the journalYeah, the magazine is on top of the two chests, but the key is not in the snapback ... Hot Posts: 3433Joined: Sat Dec 01, 2007 6:22 Back to The V - Skyrim By Chronodev (Ron) Released 12/6/2012 Game Guides Rating: Unrated Approach fortet. As you climb towards the main gate, you may be attacked by Ash Spawn and other enemies. Note the watchtower at the top of the hill, there are several enemies there too. When you enter the main area, you will hear General Falx Carius call out to his men to prepare an ambush for the attacker (you), and other calls like Fort Frostmoth will never fall! Long live the empire! Step into the yard and clear any additional enemies there. Then open the door that will lead you to inner Fort Frostmoth. See the map below to help you navigate this dungeon. X marks the spot where General Carius is. There will be more Ash Spawn inside. After these have been neutralized, check the area near the entrance for some loot including an East Empire Company Strongbox with an expert lock. Then continue deeper into the fort. Go down some stairs. There's a door there with a master lock. Select it if you can. There is a coffin there containing valuable elements, as well as other assorted elements scattered about in this cell. Exit the cell and note the wooden door on the other side of the door. It cannot be picked and requires a key. Search the wall for an exit to a passage leading further down the fort. Go through some cobwebs, then turn left and head through a corridor to reach a chamber with some kind of wooden coffin. There is a backpack on the floor next to the coffin; Search the Backpack to get the Fort Frostmoth key as well as other random exchanges. Now you can go back to where the locked wooden door was and use the Fort Frostmoth Key. Go up the stairs behind the door, and there you'll find general Falx Carius's quarters. Kill Falx Carius. This can be a challenging fight because he will have many Ash Spawns help him. If you have a supporter you can summon, now would be a good time. Once you have defeated General Falx Carius, your ultimate goal in this quest is to return to Captain Veleth. Before you leave Falx Carius' room, be sure to search the room for valuable loot. General Carius even drops champion's cudgel, a unique rare two-handed mace. Also loot Falx's body to another Fort Frostmoth Key. There is also a here, which often contains a piece of Stalhrim Armor, such as the Stalhrim Helmet of Extreme Illusion.You do not have to go all the way back as there is a door behind where you can finish directly to Solstheim.Note that Captain Veleth is no longer at Attius Farm – he has returned to Raven Rock. So quick trip to Raven Rock and talk to Captain Veleth. He is usually moving around, use the quest marker on your compass to find him. Or he could sleep in Bulwark, but you can just wake him up. Veleth asks you what news you bring from Fort Frostmoth. Tell him you killed General Carius. Veleth suspected that Carius was undead, how else could he have survived for over 200 years? It's a shame. There are quite a few tales of General Carius's exploits, including the founding of Raven Rock.Assure Captain Veleth that Carius will no longer send the ash alley to Raven Rock. Veleth tells you that he spoke to Councilman Morvayn, who wanted him to give something to you if you came back in one piece and got rid of General Carius. Better than a soldier's salary, so you should be grateful. Captain Veleth will give you 2500 golds as a reward. This completes the quest, march the dead. Spread the Word This article is part 7 of a 21 part series. Other articles in this series are shown below: Comment posting has been disabled on this article in: Dragonborn: Forter, Dragonborn: Locations Ash SpawnAlbino SpiderFlame Cloaked SpiderGeneral Falx Carius Location ID DLC2FortFrostmoth01DLC2 FortFrostmothExterior01DLC2FortFrostmothExterior02DLC2FortFrostmothExterior03DLC2 ForFrostmothExterior04 For other purposes, see Fort Frostmoth. Fort Frostmoth is an abandoned fort on the island of Solstheim. It was built by the imperials, but was abandoned when they left Solstheim after the fall of the Raven Rock Mine.
Quests[edit | edit source]
March of the Dead[edit | edit source]
After finding the note titled Declaration of War, Dragonborn is sent here to kill General Falx Carius to stop the Ash Spawn attacks on Raven Rock. Notable objects[edit | edit source]
Enemies[edit | edit source]
Ash Spawn
Albino Spider
Flame Cloaked Spider
General Falx Carius
Trivia[edit | edit source]
The skeletal remains of Maximian Axius can be found here. East of Fort Frostmoth a wizard can be seen throwing a spell and flying high into the air, this is a reference/tribute to the flying wizard, Tarhiel, in The Elder Scrolls III: Morrowind. The left part of the crypt containing Ildari's journal contains possible references to Edgar Allan Poe's House of Usher, the 1960 film adaptation, like the tilted coffin at the end of the room, a similarly tilted coffin nearly killing Philip Winthrop, the film's protagonist. Another possible reference is the bloody rags found in the top coffin directly to the left of the entrance, a possible reference to the bloody Philip finds Madeline's coffin in. Neville Neville Oblivion Dark Brotherhood quest Whodunit? mentioned to be stationed at Fort Frostmoth.
Appearances[edit | edit source]
Dragonborn: Forts
Dragonborn: Locations
Deutsch
Español
Polski
Русский
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The UESPWiki – Your source of The Elder Scrolls since 1995
Fort Frostmoth is a small fortress located southeast of Raven Rock and northeast of Old Attius Farm. There are several ash alleys located both outside and inside. The fort is home to General Falx Carius. South fort lies a jetty with a sunken boat partially submerged. The jetty is patrolled by an ash alley. To the west are a few clams harvesting these will give you clam meat, and also a few spiky grass plants. Approaching the fort from this direction, you will have to climb a few flights of stone stairs. At the top of the second staircase you will see a tower facing the east and another staircase in front of you. The tower has a leveled ash alley guarding it. Most of the tower has filled with ash, but descending the few stairs still visible you will find a backpack and a skeleton that can be looted. Climbing the stairs that were in front of you, you get to the main wall of the fort with an open archway in front of you. Passing through the arch will cause two ash alleys rising from the middle of the farm and you will hear General Falx Carius alert the guards to your presence. There is also a third ash alley patrolling the wall above you. Attacking these will alert another ash spawn at the top of a tower that is to the northeast. You can enter the tower and climb a spiral stone staircase to the top. At the bottom of the tower is a workbench that has been almost completely buried in ash and several barrels. The central courtyard has a thick coating of ash and everything in the courtyard is pretty well buried. These include two stables to the southwest. More archery targets to the northeast and more sparring dummies also to the northeast. There is a building to the west with an unlocked wooden door in the middle and towers at both ends. Another building is to the north with a locked wooden door, marked as key required. It has a tower on the right with a wooden platform on top. Finally, the tower mentioned earlier to the northeast. Fort Frostmoth[edit]
Entering through the unlocked wooden door to the west leads to a corridor with a space on the right and the corridor heading north-south in front. As you move further into the corridor an ash alley will rise directly in front of you. To the south, through a doorway you can see a wooden ramp leading up. To the north, stairs are coming down. In the room at your is a table and two chairs, one of which is almost completely buried in ash. There are two random potions of healing, magicka or endurance on the floor at the table. Turning north, the wall on your left is broken and you can pass through into the room behind, there is an ash alley facing the door. Around the room you can find a plate, two cups, a horse hide, a backpack all on the floor among the ashes. A cleverly-locked chest has been found between two of four partially buried useless beds. Towards the east wall there is a deer skin, a sideboard with a pair of leather boots on a shelf and a drum on top. To the right of this is a food barrel with a cup on the floor in front of this. There is the door the ash alley stood in the southeast corner, which opens back to the first corridor. Opposite the door in the corridor, on the left, when you enter the building is a storage area. There are six weapon racks against the side wall on the left, with an iron-greatsword in one of them. On the floor in front of these is a steel sword. To the right of the weapons is a set of shelves containing two pairs of heavy imperial boots, two pairs of imperial light boots, three heavy imperial helmets, two pairs of heavy imperial bracers and two pairs of imperial light bracers. Another set of shelves is to the right of this, containing a set of heavy imperial armor, a heavy imperial helmet, an iron mace and dagger. There's a third set of shelves opposite the weapon racks that contain three leather strips, a troll skull, an East Empire Company strongbox and three random books. To the right of this is a barrel partially buried in ash. Continuing south you enter the room with the wooden ramp leading up to a ladder that provides an exit to the top of the tower. To the left of the ramp, a sparring doll is partially buried with two sacks and two pieces of fire on the side. Facing the east wall is a bench with a set of striped iron armor on the floor in front of it. There are also two bottles of wine on the floor in this area. At the back of the room on this side is a partially buried set of shelves with a deer coat and two random potions. Under the ramp is a buried archery target and another piece of firewood. To the right of the ramp next to the door is a straw bale with a sack on top. On the floor of the area among the ashes you will find a sample of wheat. To the west wall is a bench and to the left of it is a bookcase with four common books. At the top of the ramp there is a small round wooden table on the left with a leveled bow and willows of arrows. Leaving through the trapdoor in the ceiling you come out on top of the roof with an empty platform next to you, a stone bridge links to the top of the second tower at the other end of the building. There are two leveled ash alleys. On top of the second tower is another wooden platform, this one has an unlocked on top of it. Between the tower, under the bridge is a roof, but there is nothing of interest down there. It is possible to use whirlwind Sprint to reach the top of the building to the northeast and from there climb up on the tower, where there is a leveled heavy armor helmet and a set of random enchanted armor at the wall to the left of a trap door. There is also an empty wooden platform on the right. This allows you to avoid most of the interior of the fort to reach the final confrontation with General Falx Carius. Returning to the original corridor and heading north down the stairs you come to a room with a master-locked gate in front of you, there are two leveled ash alleys in this room on the right. There is an iron battleaxe in the southwest corner. A doorway in the west wall is blocked by cobwebs. In the northwest corner is a patch of Namira's rotten fungus. The locked gate has two sacks and a fish barrel to the right of it. To your right when you enter this room is an archery goal. Further around the corner is the stand for another archery goal with three sacks and a box left. To the left of these on the floor is a note titled A letter to Selina IV. It was written by her husband Maximian Axius, whose skeleton is trapped under the rubble next door. There is also his backpack on the floor next to him, containing the three previous letters A Letter to Selina I, II and III. In the southeast corner is an overturned table and bottle of wine on the floor. In the northeast corner are six pieces of firewood that have fallen out of an overturned wagon. To the left of these in the north wall is a path on the way down. Through cobwebs to the west is a tunnel that has partially collapsed. At the bottom you can see unusual spiders scurrying around. When they are killed, all that is not albino is destroyed. The albino spiders remain and can be plundered for albino spider pods and damaged albino spider pods. These can be used to create spider scrolls: see the relevant page for more info. At the bottom of the path you enter a cave with several albino spider eggs, which can also be looted for both types of pods. Around the walls of the cave you will find from the left around a Heart Stone deposit and a ruby geode. Then following the wall to a lower level filled with shallow water. On the left is another Heart stone deposit and another ruby geode. To the north is a tunnel with more albino spider eggs at the end and to the right of this tunnel the entrance is a third ruby geode. Geoder can be extracted for the corresponding beads, both flawless and normal. The master-locked port blocks access to a storage room. It contains two sets of shelves separated by a barrel containing eight servings of moon sugar, the shelves contain nine eidar cheese wheels, six bottles of North Mead, eight bottles of ale, five bottles of cyclic brandy, two bottles of spicy wine and five of alto wine. To the right of the shelves is an unlocked boss-level chest with a wall shelf above it, there is nothing of interest on the shelf. In the northeast corner of the room are two mead barrels with a salt heap on top of one of them. Following the path down north you come to a corridor lined with two rows of coffins one above the other, of which you can plunder for bone meal or a pair of septims, on your right next to the lower-level coffin is a metal bowl with a pair of iron gloves next to it. At the end of the hallway, through a light cobweb is another corridor that runs east-west, which is also lined with several coffins in both directions. To the west is a leveled ash alley. The coffins on either side of you can all be plundered. On the top level of the first coffin on the right is a pharmacist's bag, a bowl of glow dust and a sprig of snowberries. Further west is a large room with coffins around the walls and also in the center. To the right of the second chest on the bottom row to the left, when you enter the room is a metal bowl that contains a cup and pearl. Next door there are three iron daggers. At the end of the room towards the west wall is an open coffin that has spilled the skeleton on the floor, inside the coffin is a random elixir and a leveled one-handed sword. Behind this is an unlocked chest. The coffins towards the north wall, the top furthest from the door have a metal bowl to the right of it containing a bottle of North mead with a sample of wheat next to it. There are two coffins in the middle of the room, on top is a pharmacist's bag and Ildari's journal. The journal talks about experiments using a Heart stone to revive General Carius and revenge. Next to these coffins is a backpack containing the Fort

Frostmoth key as well as other loot. Back to the junction and opposite where you originally entered is a coffin with two random potions of healing, magicka or endurance. Past these are several coffins. To the left of the lower left is an iron bars and leather strip, while to the left of the lower right is a hoe. Past these is a cave-in. Returning to the room above, the door to the east requires the key previously collected from the backpack to open. Through the door you have to climb a long staircase. On top is a room with a damaged stone pillar with wooden supports around it in front of you. Behind this out to the left is one you can see General Carius standing in the back of the room. Attacking him will cause three leveled ash alleys to rise around the room. General Carius uses a unique weapon called champion's cudgel, which can cause a lot of damage each hit-see the relevant page for detail. Around the room you will find that starts on your left, when you enter a box and closet, in the closet are five common books and four uncommon books. I Corner on top of a large ash pile that has partially buried two tables an elixir of ample healing can be found. Passing a buried useless pot stand and fireplace, there are two onions of garlic of one of the stone pillars, with a hanging rack over holding a garlic braid. There are stairs leading up to an exit in the middle of the south wall. In the rear of the room are six chairs, some of which are partially buried. At the back of the room facing the eastern wall is a closet that holds a set of small antlers, three common books, four uncommon books, and a random magic can and healing elixir. In the middle is a small wooden table with gloves and the rare knife weapon. Towards the south wall is a boss-level unlocked chest. Between the chest and the sideboard is a ladder to a trapdoor in the ceiling. Exiting through the trapdoor takes you to the top of the tower with a leveled heavy armor helmet and set random enchanted armor. Exiting via the door to the south that requires the same key as previously used returns you to the farm. Notes[edit] Notes[edit]

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