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High gate ruins

In Skyrim, if the hero needs to solve the High Gate Ruins Puzzle, then the hero must be at the High Gate Ruins for several reasons. The hero helps Meridia retrieve the lighthouse of light from the High Gate Ruins. The hero can help Anska retrieve an old scroll from the inner chambers of the High Gate Ruins. The hero may want to collect storm call word of power from the inner chambers of high gate ruins. The hero may want to defeat the dragon priest Vokun inside High Gate Ruins. This will guide the hero in achieving all of the above goals. Skyrim Get to High Gate Ruins PuzzleIn Skyrim, the hero must come to High Gate Ruins before he can solve the High Gate Ruins Puzzle. To get to the High Gate Ruins, the hero must travel from the north from Ustengrav. Well High Gate Ruins are simple. Getting to High Gate Ruins Puzzles can be more difficult. This involves the hero having to deal with lots of drapes in the High Gate Ruins. Fortunately, the hero will meet wizard Anska near the entrance to the High Gate Ruins. Anska will ask the hero to pick up a roll for her, and they will travel together inside the High Gate Ruins. Anska is a fire-wielding wizard, and her spells can handle most draugrs, except for the draper scourge and the draper scourge overlord. In any case, let Anska deal with draugrs in front of the party, and so the hero can come in and remove the rest of the draugrs. Eventually, the hero will reach the High Gate Ruins Puzzle.Skyrim Solve High Gate Ruins PuzzleIn Skyrim High Gate Ruins, the way to solve the puzzle is as follows. There are four handles in the chamber with high gate ruins puzzle. There are two handles on the top floor. Activate one further away from the stairs first (eagle). Next activate the handle on the top floor closer to the stairs (fish). Next activate the handle on the lower floor behind the stairs (fox). Finally, activate the handle on the lower floor in front of the stairs (hose). Once the handles have been activated in the above sequence, the High Gate Ruins Puzzle will be resolved. The grate blocks the way down the stairs in the lower levels of the High Gate Ruins will open and the hero can descend to the bottom. Skyrim defeat Vokun in High Gate RuinsIn Skyrim, after solving the High Gate Ruins Puzzle, the hero making his way deeper into High Gate Ruins. Eventually, the hero will reach the High Gate Ruins chamber containing Vokun. Vokun is one of the dragon priests. He is also the one guarding Meridia Beacon of Light and Storm Call Word of Power.In Skyrim High Gate Puzzle Ruins, there are several tactics to defeat Vokun. First, let Anska rush in to refute the hero. Now from outside the last chamber, whip out very useful bow (preferably a glass bow and above, with glass arrows), go into sneak mode and then attack Vokun. This technique will significantly reduce Vokun's health. When Anska Fight longer, Vokun comes after the hero. Quickly close the door leading into the last chamber of the High Gate Ruins. Quickly switch to double daggers. Now when Vokun opens the door and the hero has a loud sneak peek, he can't detect the hero (again). Surprise him with a sneak attack. If Vokun has been defeated, that's great. If not, either hack on Vokun repeatedly or just run away, hide and repeat the process again. With stamina and skills, Vokun will be defeated. Now go and collect all the treasures in Vokun's lair in the High Gate Ruins. When the hero presents the scroll to Anska, she will reward the hero with the magic of Conjure Fiery Familiar.If the hero is on the hunt to help Meridia, it's time to go and get Dawnbreaker (powerful a hand sword from Meridia and very useful against the undead). High Gate Ruins CatacombsVokun's Throne Room Location ID HighGateRuins01HighGateRuins02HighGateRuins03HighGateRuinsExterior High Gate Ruins is an ancient Nordic tomb in The Elder Scrolls V: Skyrim. Location[edit | edit source] The ruins are located in Pale, directly west of Dawnstar, east of Solitude, north of Ustengrav, and east of the Wreck of The Icerunner. It is adjacent to the Windstad Manor.HF Story [edit | edit source] It is the final resting place of Dragon Priest Vokun. According to Qo word wall, a village or town named Vundeheim used to be located where these ruins now stand. It is possible that Vundeheim was a target during the Night of Tears incident as the word wall describes the destruction of the village as Unending Sorrow, and the tomb that houses dragon priest contains information about Ysgramor and his bloodline. Quests[edit | edit source] A Scroll For Anska[edit | edit source] Help Anska download an old scroll from High Gate Ruins. Win and SandDR [edit | edit source] This is one of brilliant places where this quest can be held. Changing Ritual Spell [edit | edit source] This is one of the brilliant places where Kahvozein's Fang can be found. Lever Puzzle[edit |] As you walk through the corridor, you will walk into a room with four handles, each assigned to an animal. You must drag each lever in a specific order to open the port blocking the path. The order is Hawk-Whale-Fox-Snake. Make sure the four braziers around the gate are turned off before pulling the handles. Braziers light up when the handles are pulled. If they are already turned on then the handles will not lock in place and the port will not open. Notable items[edit | edit source] Dragon Shouts [edit | edit source] Gallery [edit | edit source] Add a photo to this gallery Trivia [edit | edit source] If Vokun is killed near one of the gates, he may end up attached to the port. After Vokun is dead, if the throne room is abandoned, the gates to the back of the room will close and cannot be opened again. It may still be to enter the back of the throne room, if desired, using the back entrance to Vokun's throne room and a follower. Climb on top of the ruins on the right side of the second room, next to Anska, in the High Gate Ruins, (right side on the map of High Gate Ruins, where the door to Vokun's Throne Room is on the left side). Climb as high as possible, being at the same height as the platform on the opposite side. Then use the Whirlwind Sprint to move on to the platform. Alternatively, you can climb up the pile of rubble in the left corner of the platform. Wait at the gate and the follower must get to the other side of the gate. Then ask them to draw the chain with Talk with ... And I need you to do something. If the follower does not show up on the other side, it is still possible to do so. Get the follower up the platform by waiting and have them stand at the door. Using Unrelenting Force shouting can make them walk through the door, it may require shouting multiple times. Then, ask the sensor to open the port (activate the link). It is also possible to enter the antechamber again after the gates are closed by making use of platter glitch and Whirlwind Sprint Shout. Appearances[edit | edit source] The Elder Scrolls V: Skyrim Deutsch Español Français Русский Українська *Disclosure: Some of the above links are affiliate links, which means, at no extra 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. UESPWiki – Your source of The Elder Scrolls since 1995 The entrance to the High Gate Ruins High Gate Ruins is a medium-sized Nordic ruin just west of Dawnstar and a short distance east of the Ice Race wreck. It contains three interior zones: High Gate Ruins, High Gate Ruins Catacombs and Vokun's Throne Room. Dragon Priest Vokun lives here. The hunt A Scroll For Anska begins as soon as you talk to Anska in the ruins. There is also a word wall here which teaches part of storm call dragon shouting. Note: This location is one of many potential targets for one or more of the brilliant quests found on this page. The ruins are inhabited by draugr. There are many urns and burial urns that can be looted throughout. In the first room after meeting Anska there is an unlocked chest against the distant wall and some shelves facing the east wall, these holding a large coin purse and a few food sacks. On the walkway above the chest is an altar and a bookshelf where a random filled soul gem, a random one-handed weapon and a few random potions can be found. Following the walkway around left brings you to a copy of destruction skill book A Hypothetical Betrayal near a skeleton. An unlocked chest can be found by following the walkway all the way around to the right. On the back of the walkway an iron door with a passageway behind the descending several stairs that are caught with two spear traps. At the bottom is a room guarded by several leveled drapes. There are many large and small units with a random weapon, two bottles of altovin, a bottle of wine, two bottles of North Mead, five random potions, two bowls of bone meal, a bowl of ectoplasm, two bowls of fire salt, a stone-hero egg, a mad moth wing, a bowl of troll fat, a medium-sized coin purse and two dispensary satchels. There is also a mysterious enchanter at the back of the room to the left of the passage onwards. A passageway leads past a pressure plate that triggers a spike wall trap and an upright sarcophagus containing a leveled drape to another two-tier room containing four handles. If Anska is with you, she will comment on the room is a kind of puzzle. True, inserted into the floor is a staircase behind a trapdoor, which is opened by pulling the handles in the right order. The solution is carved into the rock high up on the walls of the room: Eagle-Whale-Fox-Snake. At the bottom of the stairs is a small catacombs with a sideboard on the left holding a random elixir of healing and an iron door leading to the catacombs. High Gate Ruins Catacombs[edit] From the entrance to this area, a corridor leads deeper into the catacombs past an upright sleeping draugr that wakes at your presence before walking down a flight of stairs. At the bottom the passage passes into a chamber with many alcoves on both sides. There is a leveled draper to the right before the passage turns. Pass some barrels for two more drapes at the next corner. Ahead is a pressure plate that triggers a poison dart trap from the front, and there is another drape standing in an alcove to the left. The next area has a sideboard with a random sword, a random elixir of health, a random elixir of regeneration and a random elixir on top. Next, there is a leveled drape in an alcove on the left, opposite a coffin with a pressure plate at the front that triggers a spear trap behind the chest. There are also several loose septims scattered on the ground. Around the corner are iron doors that open into a room with two upright sarcophagi and a plinth with a random soul gem atop a weight sensitive plate. Removing the soul gem will cause sarcophagi to burst open revealing two leveled draugr. There is a skillfully-locked door in the southeast corner behind, after which you can find a set of shelves holding an unlocked chest and a one-handed weapon. In the southwest corner is a passageway heading south, passing a sideboard with another pair of random potions and then expanding similar to the passages that normally approach puzzle doors. There are many pressure plates along this section: the first five trigger spear traps up from the floor, and then the last three trigger poison dart traps. At the far end, there is a double doors. Through these is another room resembling the room with the soul bead, but this one contains a lever in the middle and two doorways in the corners blocked by large stones. Pulling the handle opens the right door and releases a leveled draugr. In the alcove is another lever that drives the other door. After dealing with another leveled draugr check their alcove for a third lever, opening the iron gate to the east, which leads to a short passage. From this passage is a small room containing a set of shelves that hold many random potions, a random two-handed weapon, a random shield and helmet. There is also an iron door to the east leading into Vokun's Throne Room. Vokun's Throne Room [edit] A short corridor leads to the double door of the throne room correctly. Along the corridor there is a large stone bowl with three leveled potions; one of every healing, magicka, endurance. As you approach the double door, it will open on its own to reveal Vokun rising from its sarcophagus. When sent, Vokun drops his eponymous mask. On the other side of Vokun's Throne Room is a forechamber containing two unlocked coffins (one of which contains good loot), several urns and burial urns, and a word wall that learns a word from storm call dragon shout. The scroll to search a roll for Anska will sit on the stone table in front of the floor wall. A shortcut back to the exit is found on the upper level of the fore chamber, to the left of the room when you enter from the throne room. A passageway leads through a chain-operated g gate to the room where Anska was originally found. Notes [edit] Bugs [edit] If the brilliant quest Fetch me that Book!, Shalidor's Insights or Azra's Staffs has been accepted and directs you to high gate ruins, the book or staff will be placed in a coffin in the foreman behind Vokun's Throne Room. But the antechamber will be inaccessible if you have already visited the High Gate Ruins and killed Vokun. This error is corrected by version 1.2 of the unofficial Skyrim Patch. This can be solved using console commands, either to revive Vokun and kill him again (select the body, not his ashes) or simply pass through one of the closed gates (use tcl to turn the haircut on and off). Vokun's Throne Room can be accessed by using a follower to open the gate blocking you from the front chamber exit over the first room. This is achieved by bringing a supporter after clearing out the entire dungeon (unconfirmed if clearing out the dungeon is needed), climbing up pile of rubble, in the first room, next to Anska, and using the Whirlwind Sprint to access the walkway leading to the exit from the front chamber (simply the climb in the left corner of the balcony works too). The follower will run through the dungeon and eventually, in about 1-3 minutes, appears on the other side of the gate from you. The can then be instructed to drag the chain, opening the gate and allowing you into Vokun's Throne Room. Since 1.4 patch, using the wait command while facing the port no longer works. Another battle-fire-with-fire solution is to boiler steps through the wall. It's a mistake where you put a kettle on the floor, mouth down and bottom up, and then use the Whirlwind Sprint over the top of the upturned kettle. If done right, you will walk through the door. You can cut through the gate using whirlwind Sprint shouts while holding a bowl up to the gate in the throne room. If you do that, it will make you cut through the gate. When you first enter the High Gate Ruins catacombs, Anska will inform me that the gem looks suspicious to me. This should be triggered when you enter the room with the soul bead on a pressure plate later in the catacombs. This error is corrected by version 1.2 of the unofficial Skyrim Patch. When you revise the ruins, the four puzzle handles are used to open the trapdoor spring back, so the trapdoor will not open. In the Puzzle Room, pulling only the Eagle, Whale and Snake handles (in that order) also opens the floor grate. Grate.

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