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## Skyrim darkness returns follow the pilgrim's path

in: Skyrim: Quests, Skyrim: Thieves Guild Quests Entrance to Sumrak Sepulcher, where the skeletal key must be returned. We were betrayed by one of our kind. Actually, it's my fault for what happened here. I was blinded. Blinded by a dark treacherous mascot like friendship. -Gallus Desidenius[hearts] Darkness Returns is a search that is available in The Elder Scrolls of V: Skyrim, in which the dragon must return the skeletal key to the Twilight Sepulcher and fulfill his oath to Nocturnal. Background[edit | edit source] With skeleton key of Nocturnal safely in my possession, I am committed to Twilight Sepulcher returning it to its resting place. Goals [edit | edit source] Walkthrough[edit | edit source] To complete this find, Dragonborn must wander the pilgrimage route to sumrak in order to return the skeletal key to where it belongs. When the sepulcher enters, he meets the spirit of Gallus Desidenius, nightingale, killed by Mercer Frey. Warn the dragon that the other spirits are corrupt and are now hostile. When asked about the obstacles to reaching the Ebonmere lock, he advised to find a diary that belonged to another adventurer, Nystrom. His skeleton is east of Gallus. Nystrom's diary has some clues to the trials: Shadows of its former shadows, the guards of darkness. They're wandering and fast- and fast- and fast- and fast- and fast-food. Above all, they stand, the alertness of the forever. Look at the murkia that's still in the glow. Offer what he wants most, but reject the material. For its greatest force is what cannot be seen, felt or tolerated. Direct and yet indirect. The path to salvation is the path of cunning with wealth that betrays the stupid. The journey is over, the Emperor's embrace awaits the fallen. Don't hesitate to give her your ever-decreasing devotion. Nystrom also says that the man who gave him clues was muttering unmissless phrases like the night's new day and how the spirit of the sun was. First trial - Sentinels[edit | edit the source] shadows of their former self, guards of darkness. They're wandering and fast- and fast- and fast- and fast- and fast-food. The first trial is confronting the shadows of their former seed, the guards of the dark - nightingale ghosts, hostile and powerful. Either you're sneaking by or you're going to kill them. If they are killed, there is precious prey on both sides of this area. When entering the first attempt room it is relatively easy to attack the Nightingale Sentinel with a bow, as they are directly in front of the Dragon when they enter. Then they can proceed with the next trial or, in the possibility of receiving more prey, kill the other guards. There's a table in the room on the left, with the alchemy lab. The button, located under the table and to the left of the chair opens a secret door in the same room moderate prey. Second test - Light against darkness[edit | edit source] Second test - Walk in the shadows Above all stand, wakefulness forever. Look at the murkia that's still in the glow. For the second trial, the night is a new day: avoid the light and stay on the darkest path. We can get in and go through the miolog. If you stand or move through illuminated areas, you will cause large amounts of damage that even Ethereal cannot deter, as the damage is in the scenario of being accepted without any magical effect. Watch the wires when you take the stairs. There are no enemies during this trial. Candles and Magelight spells can also help if they have trouble finding their way around, as their own lights are not harmful in this area. [edit | edit source] The third trial offers what it wants most, but rejects the material. For its greatest force is what cannot be seen, felt or tolerated. For the third trial, in a room with statues and a dead bandit in front of him, there are two large sconces on either side of the statue. To the left of the left hand of the sconce is a chain, and on the right is the second chain. Pull out two chains to turn off the lights of the sconces, so give it (Nocturnal) what it wants most (darkness). The door for the statues will then open. Fourth trial - Sentinels against pitfalls[edit | edit source] Direct and yet indirect. The path to salvation is the path of cunning with wealth that betrays the stupid. For a fourth trial there are a few possibilities: traps in the hallway can be completely avoided; in front of the first hallway (with swinging axes) the Master is locked iron doors to the left, which can be used to avoid traps (open it with a skeleton key). If you do this, skip the next two steps. If you go straight through the traps, step carefully, with the Whirlwind Sprint or Become Ethereal. Fluctuating axes can carry diseases, including werewolf or vampire. Open adjacent pages: He's hiding a swinging sheep. Don't go out the door to the west yet; lead to the next area. Turn south and keep going. Kill the guards in the next room and loot the cave. Among other things, it contains two books of skill: Proper lock design (on the southern table) and the Holy Witness. After the proceeds of the entire area, go north to Twilight Sepulcher - Inner Sanctum. Very soon, there is a point of no return; Make sure you pull out everything you want before continuing. Fifth trial - Internal shrines [edit code | edit source] Nocturnal appears to the Dragon. The journey is over, the Emperor's embrace awaits the fallen. Don't hesitate to give her your ever-decreasing devotion. When you continue through twilight Sepulcher - Inner Sanctum, you will come into a steep cave. This is a point of no return; when you finish here, the first part Sepulcher will be imprisoned. He's going into a cave and searches Anders' skeleton; read the message. Wait a few seconds for skeleton key to respond. The floor will disappear and you will fall. When you land, place the skeletal key in Ebonmere Lock. This will bring in Nocturn, who will give the dragon a drink from Ebonmere, because this is where the night agent is born. Mine, mine. What have we got here? I haven't set foot in your world in years. Or there were moments. One of them is a bad one to lose track of. So... The key was stolen again, and the champion returns it to Sepulcher. Now that Ebonmere has been restored, you stand before me and await your recommendations; Wave on your head... A kiss on the cheek. What you don't realize is that your actions were expected and only fulfilled your agreement. Don't confuse my tone for fearlessness, after all, you've obediently done your duty to the letter. But we both know it has nothing to do with honor, oaths and loyalty. It's a reward. Prize. Don't be any boo. You will have your tricks, your desire for power, your hunger for wealth. I ask you to drink deeply from Ebonmere, mortal. This is where the Nocturnal Agent is born. The voega is stoned, death is cast, and your fate awaits you in Evergloom. Goodbye, Nightingale. Make sure the key stays this time, don't you? Then he talks to Karliah, and explains the choice that must be between the agent of the altercation, the subterfuge and the Stealth. To select one, step on to the appropriate moon. They give more power, only once a day. The dragon can later decide to change the selected power after the day, so there is little pressure when choosing the best ability. Then talk to Karlia. When Karliah talks to him, gallus spirit will show up, and they'll talk just before he goes to Evergloom. Karliah then returns to Nightingale Hall. The dragon can then pass through the south portal. Powers[edit code | edit source] Nightingale of Shadows Stealth Polmečeva luna represents this power that makes the Dragon born master of the remaining unchanged. Once a day they can become invisible during crochet for 120 seconds, much like the Shady Stone. The Nightingale Subterfuge Poi moon represents this power, allowing the use of shadows to sms like the judgment of those around them. Once a day, it can be activated for 30 seconds to attack anyone in the area of the spell. Nightingale Strife Strife Full Moon represents this power, which immediately absorbs 100 health points from the target when used. You can also use this power once a day. He's going to go through the target and hit the others. Journal[edit | edit source] Darkness Returns – TG09 ID Journal Entry 10 With the Skeleton Key of Nocturnal safely in my I am committed to the Twilight Sepulcher returning him to the staging area. Goal 10: Enter twilight Sepulcher 20 Target 20: Talk to nightingale Sentinel 30 Inside twilight Sepulcher, I happened on the spirit of Gallus, Nightingale murdered By Mercer Frey. He warned me that removing the key from the staging area had corrupted the other residents of The Nightingale Guardian Spirits, distorted their morale and made them incredibly hostile. Goal 30: Follow Pilgrimage Route 40 Goal 25: (Optional) Get Nystrom Log Goal 40: Return the skeleton key to Ebonmere 50 Goal 50: Listen to Nocturnal 60 Goal 60: Speak to Karliah 70 Goal 70: Pick out the Nightingale Role 200 Yes itself return skeleton key to its proper resting place in the context of Twilight Sepulcher i naish on Nocturnal myself. As a reward for my actions, she allowed me to become a real nightingale agent and imbued me with the appropriate ability to suit my station. Trivia[edit | edit the source] The pilgrimage trail contains plenty of prey, including books of skill, inflates and gems of the soul. It becomes inaccessible when the key is used to open Ebonmere. It is recommended not to return the skeleton key until it reaches an unbreakable lockpick perk, or are able to become Guildmaster Guildmaster thieves, since the Skeleton key must be returned to do so. During the first test, there's a secret door in the room, with Nightingale sitting. It can be opened by pressing the button on the floor to the left of the seat below the table. After completing these routes, a shrine will appear in the tank of the thieves spears in the Night Turner. It gives the night blessing, which makes it 10% harder for the dragon to detect for seven hours. In the second trial, only light from sconces can damage Dragonborn, so torches, Magelight or Candlelight can still be used. The TGM command (god switch mode) does not prevent damage from light sources in the second trial. Bugs[edit | edit source] This section contains bugs associated with returning a theme. Before you add a bug to this list, consider the following: Please reload the old storage to confirm whether the bug is still happening. If the error still occurs, publish the error report with the corresponding system template 360 /XB1 , PS3 / PS4 , PC / MAC , NX , depending on which platform(s) the error occurred on. Be descriptive when counting bugs and fixes, but avoid conversations in the description and/or use of the first-person anecdote: such discussions belong to the relevant forum board. When Nocturnal finishes his speech, the marker of the hunt will follow her to Ebonmere instead of moving to Karliah so that she can't be talked to. Reloading from the prior return of the Ebonmere key can correct this. You can choose to remove this from the Menu. Enter the Twilight Sepulcher to continue to find. When using the portal to the entrance, the dragon can fall through the floor of the game to nothing and die on the spot. Sometimes Karliah will only respond with a yes, fellow Nightingale? And you won't be able to finish the search. Reload the last save to continue. 360 When we return to twilight Sepulcher, Ebonmere will be closed and the moon's symbols will disappear. It is still possible to change the blessing of Nocturnal, but it will not be possible to tell where they are. Achievements [edit | edit source] Darkness ReturnsComplete Darkness Returns Points 10 Trophy Skyrim: Quests Skyrim: Thieves Guild Quests Deutsch Español Italiano Pycckий \*Disclosure: Some of the above links are affiliate links, I mean, not under the additional cost to you, Fandom hit e due to the commission if you click through i make a purchase. Community content shall be made available under CC-BY-SA, unless otherwise stated. Noted.

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