



No Hit Guide (No Summons/Ethereal) by Triskept

[Video Reference](#)

Color Code

Bosses, Key Enemies, & Splits

Fast Traveling

Notes from Triskept (Specific Suggestions/Ideas)

Level ups

Notable locations underlined

Class: High Elf

Please follow along with the video reference for clarity

Note: Use CTRL + Print to speed up time and skip long dialogues

Escape

- Let Ralof take any and all fights with enemy NPC and stay back
- Loot enemy soldiers for stuff to sell later, make sure to grab 1 iron dagger & 1 long bow
- Change difficulty to Legendary and farm SNEAK on Ralof to **minimum: 40 maximum: 60**
 - Leave your level ups for later and continue out of the cave
- Once out, run slightly left along the mountainside to loot the Thalmor Elf for his armor set
 - Should include hooded thalmor robe, thalmor boots and thalmor gloves
- Follow the river to Riverwood

Make sure you turn your difficulty back down to Adept

Cat Cash

- Talk to Sven
- Tell Camilla "Sven wanted to trick you into" to unlock Faendal for Archery level ups later
- Make sure to sell any extra equipment to the blacksmith in Riverwood for carriage money later
- Quickly talk to Faendal and recruit him as a follower
- Head towards Whiterun, discover Pelagia Farm and Whiterun Stables along the route
- Taxi from Whiterun Stables to Dawnstar
- Grab the hidden chest and drop what is needed to fast travel (armor, weapons)

Make sure to check backpacks from the chest (anniversary edition) for 10-20% bow damage bonus. Has a rare chance to spawn

Bound Bow

- TP to Whiterun Stables
- Run up through the main gates of Whiterun and up to Dragonsreach to speak with the court wizard Farengar
 - Purchase Soul Trap from him for just over 300 gold
- TP to Pelagia Farm
 - Look for nearby dead giant and wait for Faendal to stand next to you
 - Farm Archery on Faendal to level 40-50. Purchase 5 trainings, take the money back from his inventory, level up, and repeat
 - When you run out of level ups, begin farming Conjuraton on the giant by casting Soul Trap, wait for 1 hour to restore mana and repeat as needed (**Minimum needed: Level 50 Conjuraton**)
 - Upgrade Archery: 3 / 5 Overdraw, Eagle Eye, and Steady Hand to slow down time while ADS
 - Upgrade Conjuraton: Novice Conjuraton + Mystic Binding
 - Upgrade Sneak: Stealth x5 + Backstab + Deadly Aim

Final stats here should look something like:

- Sneak: Level 40-60
- Archery: Level 40-50
- Conjuraton Level 50+

- Head east to Death Ritual Stone and grab blessing
Be careful of mage + enemies she spawns, pick her off from a distance with your bow
- TP to Whiterun Stable
- Taxi to Winterhold
- Talk to the elf waiting on the College of Winterhold bridge & take her test
 - Purchase the spell she asks you to cast from her for 30 gold and cast it on the emblem on the floor
- Once you pass the test run across the bridge and take the first door on your right
 - Talk to Phinis Gestor and purchase Bound Bow (1027 gold)
Phinis is usually found in the bottom floor of the right side tower around 11pm
 - Sell any soul gems & extra junk you have to get back up to 1000 gold for a horse

Kink Clothes

- TP to Whiterun Stables
- Purchase a horse from the stablemaster for 1000 gold (can be saved for later if needed)
- Taxi to Solitude
 - Discover the horse stable and then head into the city and watch the beheading of Roggvir. Loot his body for the Amulet of Talos - Reduces cooldowns in between shouts by 20% (very helpful for Alduin 1/2)
- TP to Katla's Farm
- Head NW towards Deepwood Redoubt
Watch for traps throughout the dungeon
 - Kill 3 guards outside and enter the door at the top of the stairs
 - Kill 2 guards by fire
 - Kill 2 guards in upper walkway
 - Kill 1 guard at the end of the tunnel
 - Crouch walk and either lockpick the nearby door or grab the key from the back room
 - Kill guard seated right before exit then leave
- Once outside again, kill everyone and proceed into Hags End
 - Slowly work your way through the area, sniping enemies as needed
(Double check Archery is @ 40 and you have slow time upgrade)
 - Once inside, kill the mages and work your way to the throne room
 - Use raise undead power near upstairs stone door and walk outside to spawn and kill the assassin

Bleak Falls

- TP to Riverwood - Steal horse if needed to help climb mountain
- Head NW to Bleak Falls
Use your bow to pick off the 3 guards outside before entering
 - Snake, Snake, Whale
 - Be careful of skeevers, use flame to kill them on stairs
 - Golden Claw pattern is Bottom - Owl, Middle - Moth, Top - Bear
 - Kill draugr lord, loot for dragonstone

Mirmulnir (1st Dragon)

- TP to Dragonsreach
 - Speak to Jarl, then talk to wizard
 - Go outside upstairs and back in
 - Wait for dialogue with Jarl to end
 - Head to Dragon 1 & slay it
- Hide in the tower, using the roof to safely shoot the dragon with arrows*

Ustengrav

- TP to Whiterun Stables
 - Wait for greybeards to shout
 - TP to Dragonsreach
 - Talk to jarl
 - TP to Riverwood
 - Head to High Hrothgar
 - Complete super long dialogue
 - TP to Whiterun Stables
 - Taxi to Morthal
 - Head NE to Ustengrav
- Be careful of enemies outside Ustengrav, sneak up to get in and out unnoticed*
- Get note and exit

Sahloknir (2nd Dragon)

Cultists now spawn, stealth kill them in Riverwood to avoid future altercations

- TP to Riverwood
- Rent attic room at the Sleeping Giant Inn
- TP to Whiterun Stables
- Taxi to Windhelm
- Work your way towards the marker by taking the path through the mountain
 - Kill Dragon 2 by sniping him behind the rock as he climbs out

Thalmor Embassy

- TP to Riverwood
 - Talk with Delphine
- TP to Solitude
 - Give the elf the **Hooded Thalmor Robe, Thalmor Boots and Thalmor Gloves** we picked up earlier + any good armor/weapons just in case.
- TP to Karla's Farm and talk with Delphine, ride the carriage
- After arriving, briefly talk with the elf lady and then grab a drink for the drunk. Trade the drink with him to start a distraction and sneak in the back
- Once inside:
 - Equip **only** the full Thalmor armor set (Hooded Robes, Gloves, Boots)
 - Walk through the first room of enemies and out into the courtyard

- Take the door behind the leaning Thalmor mage (**make sure Bound Bow is cast already**)
- Stealth kill the guard in front of you, grab what you need from the chest and head towards the prison

Be careful of casting spells too close to doorways, enemies can aggro inside

- After interrogating prisoner hide and snipe both guards, loot for exit key
- Watch for Troll as you come out of the cave

Esbern

- TP to Whiterun Stables
- Taxi to Riften
- Head to the sewers to find Esbern
 - After the first drop down (right by where we drop the bridge shortcut later) use your lockpicks to unlock the gate. This is a solid shortcut, just be wary of enemy at the top of the stairs
 - Cross through The Ragged Flagon and enter the Ratway Warrens
Be careful of traps and enemies in the next room. 3 Thalmor guards will be in the ratway when you come in, 2 guards on the way out. You will likely have to kill them all to get out safely
 - After you reach Esbern, sneak back out the way we came
 - Be wary of Thalmor Mage that may have followed you towards Esbern's hideout when you exit

Sky Haven

- TP to Riverwood
- Chat to Delphine
- TP to Whiterun Stables
- Taxi to Markarth
- Ride horse East towards Karthspire and sneak in while dragon distracts enemies
Bring Delphine & Esbern along for safety in case a dragon spawns
- Get to Alduin's Wall and talk with Delphine, leave out of nearby door

Elder Scroll

- TP to Winterhold
- Head NW to Septimus Signus's Outpost
Be careful of animals as you cross the water
- Chat to Septimus
- TP to Winterhold
- Head SW to Alftand Glacial Ruins
This is the final spot a dragon can spawn, GL
- Descend into Blackreach
Hug left and avoid all enemies in this area, we're just looking to reach the tower. Do not conjure Bound Bow as the sound may aggro nearby enemies.

- Go up the twisting pathway and activate the Lexicon Receptacle
Press buttons in this order:
 - 3rd button - 4 times
 - 2nd button - 2 times
 - 1st button - once
- Grab the Elder Scroll

Alduin 1

- TP to High Hrothgar
- Talk Arngair
- Learn Clear Skies shout
- Vertical horse up to Throat of World
 - TP to High Hrothgar and go the opposite direction, left at stone pillar
- Chat to Paarthurnax and learn about the Elder Scroll
- Use Elder Scroll
- Fight **Alduin**
 - Hide behind the wall, have Dragonrend & Clear Skies favorited and use bound bow to pick him down between the rocks. If positioned correctly, Alduin's ground attacks cannot reach you at all
- Talk with Paarthurnax to trigger quest in Dragonsreach

Council

- TP to Whiterun - talk with Jarl
- TP to High Hrothgar - talk with the Greybeards
- TP to Solitude and talk to General Tullius
- TP to Windhelm and talk to Ulfric
- TP to High Hrothgar
- Sit through council

Odahviing (3rd Dragon)

- TP to Dragonsreach and talk to the Jarl and trap the dragon
 - Once the dragon arrives, dragonrend then run back to hide by the entry door
If the dragon does not follow you in and loses aggro, continue to dragonrend and hide behind the wall. Be careful of fireball attack as he can hit you
Follow the dialogue choices as in guide, the dragon can attack if you choose wrong
- Ride to Sovngarde

Alduin 2

- Hang a left and climb the mountain (refer to video)
- Climb into tower and sneak up
- At the top of the tower there are several skeleton enemies, take them out as needed
- Once you climb the stairs full sprint into the open portal before the dragon priest closes it

Sovngarde

- Work your way towards the cliffside and find a nice spot to snipe the brute by the bone bridge below
 - 2 archery sneak attacks will deaggro him and he will allow you to cross the bridge
- Cross the bridge and go in to talk
- Return to where you fought the brute and combine Clear Skies shouts 3x for the fight to start
- Use cliffside to hide behind when he casts fireballs, cast clear skies ASAP when needed
- Use single word dragonrend to stun lock him on the ground, use bow to do damage, repeat