

Elder Scrolls V: Skyrim

Quest Checklist

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Main Quests

- Unbound
- Before the Storm
- Bleak Falls Barrow
- Dragon Rising
- The Way of the Voice
- The Horn of Jurgen Windcaller
- A Blade in the Dark
- Diplomatic Immunity
- A Cornered Rat
- Alduin's Wall
- The Throat of the World
- Elder Knowledge
- Alduin's Bane
- The Fallen
- (optional) Season Unending
- (optional) Paarthurnax *{Note: It's not possible to kill Paarthurnax so there's no reason not to do this quest.}*
- The World-Eater's Eyrie
- Sovngarde Seek out Alduin within Sovngarde.
- Dragonslayer

Dungeon Quests

- Medresi Dran and the Wandering Dead
- A Love Beyond Death
- Composure, Speed, and Precision
- Leap Before You Look
- The Affairs of Hargravens
- Repentance
- Siege on the Dragon Cult

- What Lies Beneath
- The Pale Lady
- A Scroll for Anska
- Ancestral Worship
- Forgotten about Fjola
- Hunter and Hunted
- The Lost Expedition
- The Nilheim Sea
- Otar's Mad Guardians
- The Legend of Red Eagle
- Lifting the Shroud
- The Secret at the Sleeping Tree
- The Savior of Selveni Nethri
- Infiltration
- Evil in Waiting
- Silenced Tongues
- Ashore in a Sea of Ghosts
- Forbidden Legend
- Coming of Age

The Blades and the Greybeards Quests

- Rebuilding the Blades *{After talking to Delphine, bring her three followers--any, whether someone from your thane duties, someone you hire, someone from the organizations you belong to such as the College of Winterhold, or someone you've completed a quest for who's willing to follow you. You'll have to ask one to follow you, take them to Sky Haven, tell Delphine this follower wants to become a Blade. Once you've brought three, she trains them. From that point on, when you ask Esbern about dragon lairs, these three will meet you there and help you kill the dragons. All seem invincible at that point. Note that you can get the follower back if you ask them to follow you again.}*
- Ask Esbern about dragon lairs (The Blades)
- Bring 1 Dragon Bone and Scale Each to Esbern (The Blades)--he'll make a dragon infusion potion that grants you a boost when fighting dragons

- Dragon Hunting
- Dragon Research
- Find the Word of Power (The Greybeards, 31 locations)

The Companions Quests

Main:

- The Companions Quests
- Take Up Arms
- Proving Honor
- The Silver Hand
- Blood's Honor
- Purity of Revenge
- Glory of the Dead

Radiant (Repeatable):

- Animal Extinction
- Dragon Seekers
- Escaped Criminal
- Family Heirloom
- Hired Muscle
- Purity
- Retrieval
- Stealing Plans
- Striking the Heart
- Totems of Hircine
- Trouble in Skyrim

The College of Winterhold Quests

Main:

- Visit the College of Winterhold
- First Lessons
- Under Saarthal
- Hitting The Books

- Good Intentions
- Revealing The Unseen
- Containment
- The Staff of Magnus
- The Eye of Magnus

Side:

- Arniel's Endeavor
- Brelyna's Practice
- J'zargo's Experiment
- Onmund's Request

Radiant:

- Aftershocks
- Enchanting Pick-up
- Fetch Me That Book!
- Filling Soul Gems
- Out of Balance
- Rejoining the College
- Restocking Soul Gems
- Shalidor's Insights
- Tolfdir The Absent-Minded
- Rogue Wizard

Master Skill:

- Alteration Ritual Spell
- Conjuration Ritual Spell
- Destruction Ritual Spell
- Illusion Ritual Spell
- Restoration Ritual Spell

Unmarked:

- The Atronach Forge
- Forgotten Names

Thieves' Guild Quests

Main:

- A Chance Arrangement
- Taking Care of Business
- Loud and Clear
- Dampened Spirits
- Scoundrel's Folly
- Speaking With Silence
- Hard Answers
- The Pursuit
- Trinity Restored
- Blindsighted
- Darkness Returns
- Under New Management

Quests from Delvin Mallory:

- The Numbers Job
- The Fishing Job
- The Bedlam Job

Quests from Vex:

- The Burglary Job
- The Heist Job
- The Skill Job
- The Sweep Job

Note: The most efficient way to do this is to take one job from Vex and one job from Delvin in the same visit to the Thieves Guild. Complete that tasks, return, get paid, and ask for one from each again. If you can get the two jobs within the same city, you'll save time and fast-travel. You'll have to keep dropping jobs until you've got two--one from each--from the same city. Be aware that you're automatically given three Thieves Caches--filled with Daedric arrows, Daedric daggers, and flawless gems galore--in Riften, so

there's no reason to accept any jobs from Delvin or Vex for this town. Instead, only accept jobs for Whiterun, Markarth, Windhelm, and Solitude. You need to complete four total jobs for each of those towns to give you access to 3 Thieves Caches in each of these towns. They refresh fairly often and you'll soon get to the point where no one has enough money to buy them from you. In any case, the goal is to complete four jobs from each town in order to gain access to a special job from each of these towns. Once you've completed the special job (see below), the Thieves Guild will officially have gained a foothold in that city.

Special Jobs:

- Silver Lining (Markarth)
- Summerset Shadows (Windhelm)
- Imitation Amnesty (Whiterun)
- The Dainty Sload (Solitude)

Side:

- The Litany of Larceny
- Moon Sugar Rush
- No Stone Unturned
- Reparations
- Shadowmarks
- Toying with the Dead

Dark Brotherhood Quests

- Delayed Burial (optional)

Note that you can ignore the Dark Brotherhood for most of the game, if you want, but they'll keep sending assassins after you until you either destroy them and end the quest line abruptly, or you join them.

- Destroy the Dark Brotherhood! (optional)
- Innocence Lost
- With Friends Like These...
- Sanctuary

- Contract: Kill Beitild (required to progress quest)
- Contract: Kill Narfi (required to progress quest)
- Contract: Kill Ennodius Papius (required to progress quest)
- Mourning Never Comes
- Whispers In The Dark
- Contract: Kill Lurbuk (required to progress quest)
- Contract: Kill Hern (required to progress quest)
- Contract: Kill Deekus (optional)
- Contract: Kill Ma-randru-jo (optional)
- Contract: Kill Anoriath (optional)
- Contract: Kill Agnis (optional)
- Contract: Kill Muluril (optional)
- Contract: Kill Helvard (optional)
- Contract: Kill Safia (optional)
- The Silence Has Been Broken
- Bound Until Death
- Breaching Security
- The Cure For Madness
- Recipe for Disaster
- To Kill An Empire
- Death Incarnate
- Hail Sithis!
- Honor Thy Family (Radiant)
- The Dark Brotherhood Forever! (Radiant)
- Where You Hang Your Enemy's Head (other)
- The Torturer's Treasure (other)
- Welcome to the Brotherhood (after Hail Sithis!)
- Cicero's Return (after The Cure of Madness)
- The Feeble Fortune (after successfully completing Breaching Security and received a bonus from Gabriella)

Civil War: Imperial Legion

- Joining the Legion
- The Jagged Crown

- Message to Whiterun
- Battle for Whiterun
- Reunification of Skyrim
- A False Front
- The Battle for Ft. Dunstad
- Compelling Tribute
- The Battle for Ft. Greenwall
- Rescue from Ft. Kastav
- The Battle for Ft. Amol
- Battle for Windhelm

Civil War: Stormcloaks

- Joining the Stormcloaks
- The Jagged Crown
- Message to Whiterun
- Battle for Whiterun
- Liberation of Skyrim
- Rescue from Ft. Neugrad
- Compelling Tribute
- The Battle for Ft. Sungard
- A False Front
- The Battle for Ft. Snowhawk
- The Battle for Ft. Dunstad
- The Battle for Ft. Greenwall
- The Battle for Ft. Kastav
- The Battle for Ft. Hraggstad
- Battle for Solitude

Daedric Quests

Note: Keep all the Daedric weapons you collect from all these quests--15 in total--to gain you the achievement. Store them in a chest until you have all of them, then put them in your pack to gain the achievement. That means you'll have to complete all but one of the quests below in order to get that achievement.

- Azura: The Black Star

- Boethiah: Boethiah's Calling
- Clavicus Vile: A Daedra's Best Friend
- Hemaues Mora: Discerning the Transmundane
- Hircine: Ill Met by Moonlight
- Malacath: The Cursed Tribe
- Mehrunes Dagon: Pieces of the Past
- Mephala: The Whispering Door
- Meridia: The Break Of Dawn
- Molag Bal: The House Of Horrors
- Namira: The Taste Of Death (You choose to ignore or refuse Namira, or if you go to the cave initially to rid it of horrors only to find out she's roped you into completing this quest-- if you don't want to go along with her bidding, you can kill her, but all that happens is you'll fail the quest.)
- Nocturnal: Thieves' Guild Quests
- Peryite: The Only Cure
- Sanguine: A Night To Remember
- Sheogorath: The Mind Of Madness
- Vaermina: Waking Nightmare

The Divines' Quests

- Kyne's Sacred Trials
- The Blessings of Nature
- The Book Of Love
- The Heart Of Dibella
- The Bonds of Matrimony

Bards College Quests

Main:

- Investigate the Bards College
- Tending the Flames

Miscellaneous Tasks:

- Find Finn's Lute

- Find Pantea's Flute
- Find Rjorn's Drum

Dawnguard DLC

Main:

- Dawnguard
- Awakening
- Bloodline - Lead Serana to her home and choose who to side with: Dawnguard or Vampires

Dawnguard:

- A New Order - Recruit Gunmar and Sorine Jurard
- Prophet

OR:

Vampires:

- The Bloodstone Chalice
- Prophet

- Scroll Scouting
- Seeking Disclosure
- Chasing Echoes
- Beyond Death
- Unseen Visions
- Touching the Sky
- Kindred Judgment
- Elder Scroll for Sale
- Serena's Curse
- Valeria's Return

Dawnguard Side Quests:

- Preemptive Strike
- Ancient Technology Upgrades 1 2 3 4 5 6
- Bolstering The Ranks

- Lost Relic
- Hide and Seek
- Cleansing Light
- Hunting the Monster
- A Jarl's Justice
- Rescue
- Durnehvir (This is a tricky quest. Immediately after you've defeated him and exit, there he is--alive and well, waiting to talk to you. Be sure to approach him and talk to him very carefully and patiently. Don't be hasty. Agree to his request, then patiently wait for him to teach you all the words of the shout that will summon him. One after the other. It takes forever. Check your shouts to be sure you have everything before you leave him. Once you leave this cursed land (usually after getting back the fragment of your soul, find a place in Skyrim far from anyone and summon him. It's the only way to get the quest.)
- Face to Face
- The Great Skyrim Cache Grab

Vampire Side Quests:

- Rings of Blood Magic
- Protecting the Bloodline
- Deceiving the Herd
- Ancient Power
- New Allegiances
- Amulets of Night Power
- Culling the Beast
- The Hunt
- Destroying the Dawnguard
- The Gift

Miscellaneous Quests:

- Impatience of a Saint
- Lost to the Ages

- Find Arvak's Skull
- Ancient Falmer Tomes

Soul Cairn Quests:

- Arvak The Spectral Steed
- Dark Conjurations
- Don't Fear the Reaper
- Soul Husk Merchant
- Valeria's Concoction
- The Whole Soul
- Forgotten Vale
- Paragons of the Frost Giants

Dragonborn DLC

Main:

- Dragonborn
- The Temple of Miraak
- The Fate of the Skaal
- Cleansing the Stones
- The Path of Knowledge
- The Gardener of Men
- At the Summit of Apocrypha

Black Book Quests:

- Black Book: Filament and Filigree
- Black Book: The Hidden Twilight
- Black Book: The Sallow Regent
- Black Book: The Winds of Change
- Black Book: Untold Legends

Side Quests

Raven Rock

- A New Debt

- March of the Dead
- Served Cold
- The Final Descent
- Cleaning the Temple
- Collect Netch Jelly
- Distribute Sadri's Sujamma
- Drowning Her Sorrows
- Locate the Raven Rock Stash
- Pendant Hunt
- Recover the Bonemold Formula
- Retrieve Cindiri's Folio
- Retrieve the Ancient Nordic Pickaxe
- The Frostmoon Hunters

Skaal Village

- A New Source of Stalhrim (Note: If you're leveling up your blacksmith crafting, be sure to get Ebony, as this is the only way to be able to craft things from stalhrim.)
- Filial Bond
- Lost Legacy
- Morwen's Request
- Nikulas' Future

Tel Mithryn

- Azra's Staffs
- Briarheart Necropsy
- Experimental Subject
- From the Ashes
- Healing a House (need any 3 tap roots that need to be soaked in the Headwaters)
- Heart Stones
- Lost Knowledge (Black Book quest)
- Old Friends
- Reluctant Steward
- Telvanni Research

- Wind and Sand (retrieve a book--not a Black Book)
- A Sight for Sore Eyes
- Elynea's Ingredients

Other Quests

- The Ebony Warrior
- Summoning Karstaag
- The Kagrumez Trials
- Baldor's Disappearance - Locate the missing Skaal blacksmith. Expands into the quest "A New Source of Stalhrim".
- Haknir Death-Brand's Treasure - Find a piece of Deathbrand armor. Expands into the quest "Deathbrand".
- Investigate Kolbjorn Barrow - Visit a Kolbjorn Barrow and talk to Ralis Sedarys. Expands into the quest "Unearthed".
- Locate the Black Book — Locate a mysterious Black Book from the clues of a Madman. Expands into a Black Book quest.

Thirsk Mead Hall

Choose a side:

- Retaking Thirsk
 - Elmus' Mead (bottle of Ashfire mead from Thirsk--only if you have it when he asks for it will this quest actually be active; it goes away if you've already recaptured Thirsk)
 - Elmus' Berries (juniper berries)
 - Halbarn's Supplies (10 stalhrim ore & 15 ebony ingots)
 - Hilund's Spears (50 Riekling spears)

OR

- The Chief of Thirsk Hall

City Quests

Windhelm

- Blood on the Ice

- Rise in the East
- The White Phial
- Repairing the Phial

(I found that the Jarl wouldn't even let me talk about the next three quests until after I sided with Windhelm in the war and completed several of those quests in advance, though I'd completed all three long before that point.)

- Friend of the Jarl
- Friend of the Hold
- House in the City
- Special Delivery
- Find the Tahlmore Assassin
- Item Retrieval
- Rare Item Hunt
- Sparring Partners
- A Little Light Thievery
- The Bandit Slayer
- That was Always There
- A Good Talking to
- Harsh Master

Falkreath

- Friend of the Jarl
- Friend of the Hold
- Dark Ancestor
- Once a Thalmor...
- Special Delivery
- A Little Light Thievery
- Jobs for the Jarls
- Rare Item Hunt

Solitude

- Lights Out!
- The Man Who Cried Wolf
- The Wolf Queen Awakened

- Friend of the Jarl
- Friend of the Hold
- House in the City
- No News is Good News
- Fit for a Jarl
- Return to Grace
- Delivery
- The Spiced Wine
- Elsif's Tribute
- Item Retrieval
- Rare Item Hunt
- A Good Talking To
- The Bandit Slayer
- The Vampire Slayer

Morthal

- Laid to Rest
- Rising at Dawn
- Friend of the Jarl
- Friend of the Hold
- Fallon's Nocturnal Habits
- For the Good of Morthal
- Rare Item Hunt
- Sparring Partners

Dawnstar

- Friend of the Jarl
- Friend of the Hold
- Salt of the Seas
- Item Retrieval
- Rare Item Hunt
- Jobs for the Jarls

Markarth

- The Forsworn Conspiracy

- No One Escapes Cidhna Mine
- Friend of the Jarl
- Friend of the Hold
- House in the City
- Neutralizing Nimhe
- The Steward's Potion
- The Last Scabbard
- Triumph Over Talos
- The Heart of the Matter
- Dibella's Shine
- Calcelmo's Ring
- Special Delivery
- A Good Talking To
- Sparring Partners
- Jobs for the Jarls
- Buy Dwarven Artifact
- Stables: Special Delivery

Riften

- Promises to Keep
- Unfathomable Depths
- Friend of the Jarl
- Friend of the Hold
- Deal with the Skooma Trade
- House in the City
- Helping Hand
- The Raid
- Supply and Demand
- The Lover's Requit
- Under the Table
- Few and Far Between
- Spread the Love
- Sealing the Deal
- Ice Cold

- Distant Memories
- Grimsever's Return
- Stoking the Flames
- Stabilized
- Caught Red-Handed
- Pilgrimage
- Hunt and Gather
- Special Delivery
- Bring It
- Truth Ore Consequences
- Ringmaker
- Bloody Nose
- Toying with the Dead
- Erasing Vald's Debt
- Gissur's Revenge

Whiterun

- In My Time of Need
- Missing in Action
- Friend of the Jarl
- House in the City
- Bullying Braith
- Argonian Ale Extraction
- Greatsword for a Great Man
- Ander's Array Amulet
- Salt for Arcadia
- Item Retrieval
- Rare Item Hunt
- A Good Talking To
- Sparring Partners

Winterhold

- Friend of the Jarl
- Friend of the Hold

- Drowned Sorrows
- Jobs for the Jarl
- A Good Talking To
- A Little Light Thievery

Miscellaneous Location Quests

Darkwater Pass

- Extracting an Argon Ian
- Special Delivery
- The Bandit Slayer

Kynesgrove

- Salt for the Stoneweaver
- A Good Talking To
- Item Retrieval

Nazulbur

- Sparring Partners

Dragon Bridge

- Dragon's Breath Mead

Stonehills

- Slow Shipments to Byling

Kjenstag Ruins

- The Ghost of Kjenstag Tomb

Anga Mill

- Special Delivery

Dunhnikh Yal

- The Sword of Gharol
- Sparring Partners

Karthwasten

- Saurach's Mine!

Left-Hand Mine

- Kolskeggr Clear Out

Old Hroldan

- The Ghost of Old Hroldan

Salvius Farm

- Letter to Leontius

Soljund's Sinkhole

- Making it Hole Again

Mor Khazgur

- Sparring Partners

Ivarstead

- The Straw That Broke
- Climb the Steps
- Grin and Bear It

Heartwood Mill

- Flight or Fight

Merryfair Farm

- Bow to the Master

Sarethi Farm

- Smooth Jazbay

Shor's Stone

- Mine or Yours

- Special Delivery

Riverwood

- The Golden Claw
- The Love Triangle

Rorikstead

- Erik the Slayer

Miscellaneous Quests

- A Few Words For You
- A Return to Your Roots
- The Forgemaster's Fingers
- The Great Skyrim Treasure Hunt
- New Moon
- Captured Critters
- Find All Dragon Priest Masks
- Find All Skill Books
- Bounty Quests
- Tasks
 - Chopping Wood
 - Mining Ore
 - Harvesting Crops
 - The Gift of Charity
 - A Drunk's Drink
 - Hide and Seek
 - Tag, You're It!

ANNIVERSARY EDITION DLC QUESTS & MISC.: Saints and Seducers Creation Club

Main Quests:

- Balance of Power
- Restoring Order

Side Quests:

- Golden and Dark Smithing
- Pets (Rescue these nymphs during the initial quests for a frequent supply of poison for your alchemy craft or for poisoning your weapons.)

Khajitt Caravans:

Ri-saad's (find near Whiterun and Markarth)

Ahkari's (find near Dawnstar and Riften)

Madness ore can only be utilized in the blacksmithing craft if you level up Daedric and dragon bone smithing--heavy armor.

Amber ore is the most valuable of all for light armor, and that will be a separate smithing type that doesn't fit in other categories. Buy as much amber ore from the Khajitt and go down into the Solitude sewer to get as much raw amber as you can get so you can outfit yourself in amber armor and making amber weapons. Two raw = one refined ingot. There's also valuable Oblivion plants for alchemy crafting to be found in the sewer as well as purchasing from the caravans. The sewer respawns plants, ore, enemies and equipment fairly frequently.

Skyrim Houses for You to Acquire

Hearthfire DLC

- Heljarchen Hall
- Lakeview Manor
- Windstad Manor

Breezehome

Location: Whiterun

Initial cost: 5000 Gold

Honeyside

Location: Riften

Initial cost: 8000 Gold

Vlindrel Hall

Location: Markarth
Initial cost: 8000 Gold

Hjerim
Location: Windhelm
Initial cost: 12000 Gold

Proudspire Manor
Location: Solitude
Initial cost: 25000 Gold

Solstheim House
Severin Manor
Location: Raven Rock
Initial Cost: Complete Raven Rock quests to gain this. Note that your family isn't allowed to move here.

Other Shelters

Dawnstar Sanctuary
Location: Dawnstar
Requirements: Complete the Dark Brotherhood questline

Apprentice's Quarters
Location: College of Winterhold
Requirements: Join the College of Winterhold

Arch-Mage's Quarters
Location: College of Winterhold
Requirements: Complete the College of Winterhold questline

Jorrvaskr Room
Location: Whiterun
Requirements: Join the Companions

Sky Haven Temple
Location: Sky Haven Temple
Requirements: Complete the main quest Alduin's Wall

Abandoned House
Location: Markarth
Requirements: Complete the main quest The House of Horrors

Buying a house may require completing certain tasks for a city's jarl or becoming a Thane of that city.