

Edge of the Sky

Disclaimer: This walkthrough does not delve into the lore of the original game; The Elder Scrolls V: Skyrim. It only provides a step-by-step guide of how to complete the quests. Most hints/tips can already be found in the quest-log. This walkthrough is for those that missed that, or need extra guidance.

This walkthrough also contains spoilers... obviously.

Main Quests List (as of V9.0)

- Before the Storm
- Dragon Rising
- Way of the Voice
- A Blade in the Dark
- Diplomatic Immunity

Side quest List (as of V9.0)

- Companions
 - o Take up Arms
- Thieves Guild
 - o Risk Investment Manager
- Dark Brotherhood
 - o Innocence Lost
- College of Winterhold
 - o First Lesson

Side Quests List (as of V9.0)

- | | |
|---------------------------------|---------------------------|
| - The Golden Claw | - Mine Mine Mine |
| - The Suitors of Carmilla | - Ahlam's Release |
| - Ysolda's need for a long tusk | - Grimever's Return |
| - In my time of Need | - Dibella's Triumph |
| - Amren's family sword | - The Cursed Tribe |
| - Missing in Action | - Touched by Dibella |
| - A Hypothetical Reward | - The Forsworn Conspiracy |
| - Not quite Romeo and Juliet | - A book on 'Smithing' |
| - The Morthal Murder | - The Man who Cried Wolf |
| - A red and Purple Mist | - A bloodsucking problem |
| - Right On Your Ass | - Fit for a Jarl |
| - Waking Nightmares | - Lights Out! |

First Hints and Tips:

- **READ THE QUESTLOG!**
 - Many hints and directions can already be found there.
- **Kill all enemies you encounter.**
 - The guide says to kill or ignore enemies, but It is advised to kill all enemies you come across. Especially up until level 10 since some bosses will be much easier if you do. If not, these bosses can be incredibly difficult to kill.
- **Grab the world Map from Dragonsreach when you can**
 - The world map shows the names of many locations you can travel to (now or in future updates)

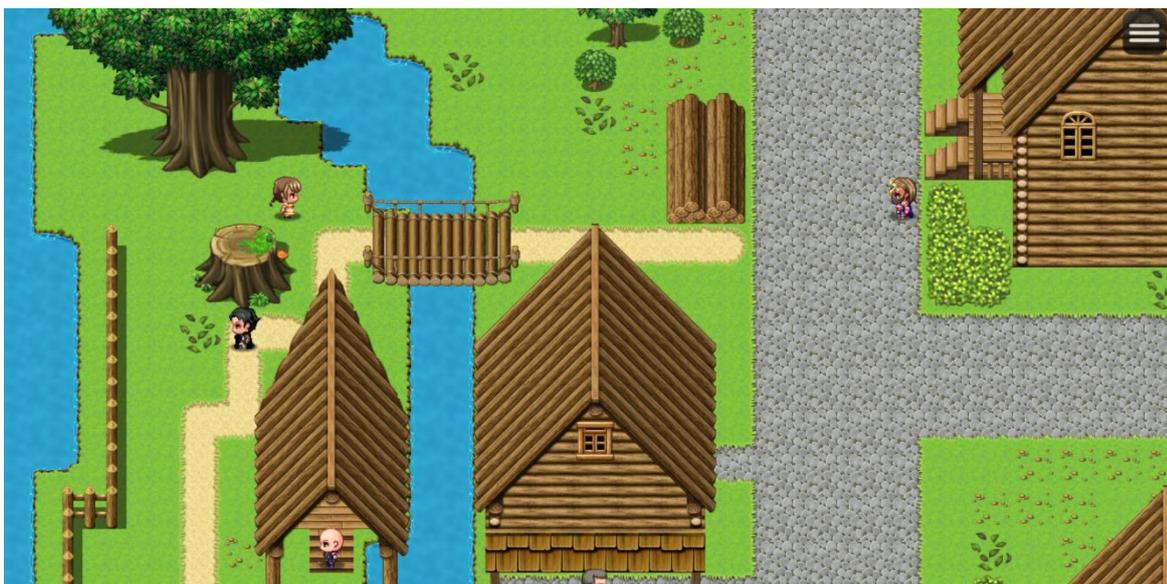
Main Story Walkthrough

The game will start after a quick disclaimer. It takes about 8 seconds per screen before you can move on to the next screen. Hold down the skip button (Spacebar/Enter on PC) to reduce it to 4 seconds.

After first leaving the Helgen Exit and arriving on the overworld, follow the road directly north to the town of **Riverwood**.

3 Sidequests can be found in Riverwood, one of which saves you some time later on. Scroll to the sidequest section for those.

Talk to Gerdur, found in the upper-left corner of Riverwood. Tell her 'your brother sent me' to continue the story. A **Scene with Gerdur** will be shown.



1: Gerdur is in the top left

After the scene with Gerdur, exit Riverwood north and head north to the city of **Whiterun**. Move all the way to the top left corner, to enter the **Cloud district**, and then the Jarl's palace of **Dragonsreach**. Up the stairs a cut-scene awaits where the player is asked to retrieve a Dragonstone from **Bleak Falls Barrow**.

- Quest 'Before the Storm': Completed
- Quest 'Dragon Rising': Started

(A world map can be obtained from the table left of the Jarl. Pick it up if you want.)

(If the Dragonstone has already been obtained, the player can talk to the court wizard Farengar immediately, and skip the following part)

Head to **Bleak Falls Barrow** which can be found west of **Riverwood**. Just before entering **Riverwood** from the north (or leaving Riverwood via the north exit) head west into the mountains.



2: Bleak falls Barrow in the mountains, left of Riverwood

Kill everything on your way through the barrow until you meet Arvel, who is stuck in a large web. Talk to him and kill the spider. The spider can be quite difficult if you're unlucky enough to be paralyzed and poisoned early in the fight. Talk to Arvel again and free him. He will run off.

Further along his body is found next to a draugr/zombie. Loot the **Golden Claw** from his corpse, kill the draugr/zombie blocking your way and continue further to the final chamber. You cannot enter this without the Claw, so be sure to loot it off Arvel's corpse. A short scene

will play and you have to kill a tough opponent. After killing him you can leave via the exit on your right. **Do not forget to loot the chest on your left for better equipment.**

(End of skippable stuff if you already obtained the stone)

Return to Farengar with the stone, who will tell the player to talk to the Jarl for a reward. Talk to Jarl Ballin' to get the Sword of Whiterun.. a big step up from a regular steel sword. Irileth will show up and tell about a dragon attack on the **Western Watchtower**. Meet her there... the tower immediately left of **Whiterun**. Can't be missed unless you're really not paying attention.

Talk to Irileth and the guards for some extra/funny dialogue and search the tower. A cut-scene will play and the first real boss battle against the dragon begins. If all enemies have been killed so far, the player should be lvl 4 or 5 by now and have Steel equipment and the Sword of Whiterun. With Irileth this should only be a lengthy battle.. not a difficult one.



3 Western Watchtower.

After killing the Dragon enjoy a **Scene with Irileth..** then head back to Whiterun.

At the Bridge into the city the screen will shake and the player will be called "*Dovahkiin*". (for an extra and funny line, play all the lines by walking on all the spots in front of the bridge(5 in total)).

Return to Jarl Balgruuf and he will prompt the player to head to High Hrothgar and award the player with full Thane equipment, a house and housecarl: Lydia.

- Quest 'Dragon Rising': Completed
- Quest 'Way of the Voice': Started

New sidequests are now available in Whiterun.

Head to High Hrothgar by leaving Whiterun and go east. Follow the River past **Valheim Towers**. Pay the toll one way or the other (the other requires the player to be lvl 6+ and will permanently get rid of having to pay the toll).

Follow the road south to Ivarstead. Upon entering Ivarstead head immediately left over the bridge and follow the road up the mountains to **High Hrothgar**.

After a talk with the Greybeards they grant the player a new Shout; *Unrelenting Force II*, a stronger but more costly version of *Unrelenting Force I*. They then ask the player to practice their powers. A battle ensues with 3 shades. These shades are immune to all physical damage, but since you have 100 TP, one Shout gets rid of all of them.

Then the player is asked to retrieve the Horn of Jurgen Windcaller from **Ustengrav**. Arngair (leader of the Greybeards) can be asked where to find Ustengrav for more directions.

Head to the city of **Morthal**, either by walking there or grabbing a carriage from the available cities (Whiterun being the main one but any city works) and tell the carriage driver to head to **Hjaalmarch** (Mortal).

If you want to walk there; head west from Whiterun and then north at the fork in the road. Pass through the mountain-ruins (no map there yet) and head a little west and north for the city of Morthal.

Leave the city via the northern exit and follow the path east... ignore the cave you pass, then north to a ruin. Kill the bandits, or ignore them, and head on inside. The enemies here are a lot tougher than before so kill or avoid... In the second area, take the north-eastern path to another Word Wall to get a new Shout: Become Ethereal I.

Go back south a bit and grab the north-western path further into the dungeon to a short puzzle.



Just follow the tiled path to the next area, the crypt.

Interact with the coffin to find a Note from a Friend, who asks to meet in the Sleeping Giant Inn, in Riverwood.

Head on out and go to Riverwood. Speak to the blonde woman Delphine and ask for the Attic Room. Sleep in the lower bed on the left for a **Scene with Delphine**.

After the scene she tells you to meet her in a secret room. Go to the large room on the other end and approach the cracked area in the southern wall.



She gives the player the Horn and after another long talk Delphine tells the player to meet her in **Kynesgrove**, south of **Windhelm**.

- Quest 'A Blade in the Dark': Started

The player can now return immediately to High Hrothgar to return the Horn, or first help Delphine. Returning the horn might be a bit better since the Shout *Unrelenting Force III* is obtained which, although costly, does massive damage and debuffs enemies. The Greybeards will also bless you in Dragon language (translation in spoiler/extra section).

- Quest 'Way of the Voice': Completed

Head to Kynesgrove, either via walking, or carriage. If via carriage, tell the driver to head to **Eastmarch**. If walking, from Ivarstead, follow the road north and keep going north, instead of west to Valheim Towers. Eventually the player will reach the Windhelm Stables.

From the Windhelm Stables, head south (east of the river) and go to the first town you see on the map.

Again.. check your world map in case you get lost.

(It is recommended to have at least 2 followers. A third is not necessary since Delphine will briefly join you as the 3rd. You don't have to dismiss any third follower you do have. They will rejoin you after the battle.)

Meet up with Delphine by following the north-eastern path.

A cutscene plays with a lot of it in Dragon Language (see the Spoiler area for Translation) and a battle ensues. This dragon is quite tough, but at lvl 9+ with a full squad it is perfectly doable.

After the battle Delphine will ask the player to meet them back in her room in Riverwood.

- Quest 'A Blade in the Dark': completed

If you haven't returned the Horn to the Greybeards yet, do so now.

Speak to Delphine for the next quest about infiltrating the Embassy of the Thalmor

- Quest 'Diplomatic Immunity': Added

After speaking to her you get an Invitation to the party at the Embassy. The embassy can be found north-west of Solitude. Take the carriage or walk there, then head west out of the city and take the first path north into the mountains and head immediately east. It shouldn't be difficult to find if you check your **World Map**.

Enter the Embassy and be greeted by Ambassador Elenwen. You now need to find a way to leave the party. Talk to some of the guests and ask for help. Depending on which Jarl you already helped, you can ask 3 different characters. **Jarl Balgruuf** will always be available, and **Jarl Idgrod Ravencrone** and Jarl **Elisif the Fair** will also work if you have completed certain side quests (see below for details)*.

After getting help from one of the Jarls, move through the kitchen and further into the embassy. You will have to pass a long room with a lot of very horny guards. Do not touch those guards as they will try to seduce you. Touching 1 is fine.. but after the 10th guard you touched, you will face a game over, with a **fancy scene**.

After escaping the horny Thalmor, move through the courtyard and into the secondary building. You can ignore the guards here as they will think you have a reason to be there. In the Embassy Quarters interact with the chest in the southern office. A long scene with play including a **Scene with Elenwen**. After that, leave the embassy and return to Delphine to start the next quest.

**To be able to ask Idgrod Ravencrone for help you need to have completed the Morthal Murders Quest in Morthal. For Jarl Elisif you need to have completed the 'Man Who Cried Wolf' quest in Solitude.*

- Quest 'Diplomatic Immunity': Completed
- Quest 'A Cornered Rat': Added

This quest can only be started as of now, and there is only a little extra dialogue with Delphine.

End of V8.0 main story.

Factions Quests

Companions

Take up Arms

Go to Jorrvaskr in Whiterun. It is the big building north of the large tree in the middle of the city. Speak to Kodlak Whitemane in the Jorrvaskr basement and ask to join. Meet with Vilkas in the yard behind the main building and spar with him.

It doesn't matter if you win or lose, but he's about as tough as Uthgerd, so if you have obtained the Thane Equipment from Jarl Balgruuf, this fight should not be difficult.

After the fight bring his sword to Eorlund Greymane, the smith on the hill just west of the yard. Then bring a shield to Aela the Huntress in the Jorrvaskr basement. She's the redhead in her room. A short **scene with Aela** will play.

Quest Complete

(You now have access to the Jorrvaskr beds and the dialogue of all Companion members)

==End of Companions Questline as of V9.0==

Thieves Guild

Risk Investment Manager

Speak to Brynjolf in the Riften Market, the guy at the lower-right stall and say you're interested. Speak to Drifa Honeyhand, who is found wandering just south-east of the market. After waiting for her, find her in the Bee and Barb Inn. Either ask the innkeeper or just go to the left booth in the lower-right corner of the inn and enjoy a **Scene with Drifa**.

After that speak to Haelga in the Bunkhouse, south of the inn. A **Scene with Haelga** will automatically play.

Finally return to the inn and speak to the innkeeper, Keerava... the only one who will give you your money without a fuss.... Dammit :(.

Meet Brynjolf in the Ratway below the city, by walking under the bridge west of the market. Speak to Brynjolf in the Ratway and follow him to the main headquarters, and speak to him again there.

Quest Complete

(You now have access to the Ratway, including Galathil, who can change your gender for a shot time!)

==End of Thieves Guild Questline as of V9.0==

Dark Brotherhood

Innocence Lost

Speak to the Dark Elf woman outside a large house in Windhelm. From the main gate go right and the 2nd path up. Investigate the matter she brings up and enter the house.

Aventus will tell you to kill Grelod the Kind in the Riften orphanage 'Honour Hall'. It's the large building just north-east of the market. Speak to Constance Michel there and you'll find out that Grelod is already dead. Enjoy a **Scene with Constance Michel** and stay mum on how Grelod died.

Return to Aventus in his house in Windhelm to bring him the good news. Take a well-deserved rest in the inn in Windhelm by sleeping the top-right bed.

You'll wake up in a small shack for a short **Scene with Astrid**.

Leave the shack and meet Astrid in the hideout. Check her business card in your Inventory for the location (just west of Falkreath). Speak to her inside the hideout.

Quest complete!

(You now have access to the Dark Brotherhood Sanctuary and all it's members)

==End of Dark Brotherhood questline as of V9.0==

College of Winterhold

First Lesson

Speak to Faralda on the bridge to the College in Winterhold. You will need to have learned at least the first Unrelenting Force shout... meaning you need to have killed the dragon at the Western Watchtower as part of the Main Quest.

After proving yourself to her head up the bridge and speak to Mirabelle Irvine who stands in front of the main tower of the College. Watch the short tour of the college, or skip it... and enter the Hall of the Elements.

Speak to Tolfdir who is addressing 3 students. Just let the long scene play out and have a short, fun **scene with Brelyna Maryon**.

After that embarrassing moment Tolfdir will welcome all five of you to the College, by teaching you 3 basic spells (**Fire I, Ice I, Thunder I**).

Quest Complete

(You now have access to the CoW and all its members. There is plenty of dialogue with them so explore!)

==End of College of Winterhold questline as of V9.0==

Sidequests

Riverwood

The Suitors of Carmilla

Talk to Sven in the Sleeping Giant Inn. Ask him about Riverwood. Ask him 'what's wrong with Faendal' and offer to help him with his problem.

Speak to Faendal. He walks around the trees in the lower left of Riverwood. Ask him about Riverwood and offer to help him.

Talk to Carmilla in the Riverwood Trader (central building). Tell her about the two letters. **Scene with Carmilla**

The Golden Claw

(If the main quest has already been done, you can immediately return the claw to him.)

Talk to Lucan in the Riverwood Trader (central building). Ask him if something happened and offer to help.

Head to Bleak Falls Barrow (seen Main Quest section for location). Obtain the Golden Claw from Arvel('s corpse) and return it to Lucan after finishing the dungeon.

IF YOU HAVE NOT DONE THE MAIN QUEST HERE YET, DO NOT RETURN BACK THROUGH THE DUNGEON TO LUCAN IMMEDIATELY AFTER OBTAINING THE CLAW, AS YOU WILL BREAK THE MAIN QUEST.

At the end of the dungeon you obtain the Dragonstone (if the main quest here has not been done yet)

After giving the claw to Lucan, talk to Carmilla for a **Scene with Carmilla**.

Unmarked quest with Sigrid

Talk with Alvor the smith in Riverwood and ask him if he needs a drink. Then talk with Sigrid, in the small farm area next to the Sleeping Giant Inn. Finish the cut-scene with her for a **Scene with Sigrid**.

(Provided you've done the main quest as well and the two sidequests described above you will get a reward for obtaining all the scenes in Riverwood.)

Whiterun

(Many quests are only available after the main quest 'Dragon Rising')

Ysolda's need for a long Tusk

Talk to Ysolda, the girl wandering around the market in Whiterun. Offer to help her get a Mammoth's Tusk.

Go to the camp-with-cave north of Whiterun. Kill or ignore the two bandits chasing you and kill the bandit standing in front of the cave entrance.

Return to Ysolda with the tusk and enjoy the **Scene with Ysolda**.

In my Time of Need

Speak to the Redguard (dark-skinned) warrior Kematia near the gate inside Whiterun. Offer to help

Go to the Bannered Mare, the inn north of the market in Whiterun. Speak to Saadia, the Redguard woman left of the main area. She tells you to kill these warriors

Go to **Redoran's Retreat**, west of Whiterun. Follow the road west out of the city, at the fork go north and into the cave on the left of the road. Kill or ignore the bandits... and speak to Kematia.

2 choices are presented to you and will change how the quest goes

- Believe her
 - o Return to Saadia in the Bannered Mare and lure her to the Whiterun stables. A long cut-scene plays and a **Scene with Kematia and her warriors plays**
- Do not believe her
 - o Kill Kematia and her warriors. At lower levels and especially alone they're quite tough. Then return to Saadia in the Bannered Mare for a **Scene with Saadia**.

Amren's Family Sword

Talk to Amren (Redguard man)(from the gate inside Whiterun immediately left, past the wall.. talking to his wife) and offer to help.

Speak to Saffir.

Go to Valtheim Towers (follow the road East of Whiterun) and kill the bandit on the northern end of the bridge.

Return the 'curved sword' to Saffir and enjoy a **Scene with Saffir**

Missing in Action

Speak to Fralia, at the northernmost stand at the Whiterun market. Offer to help.

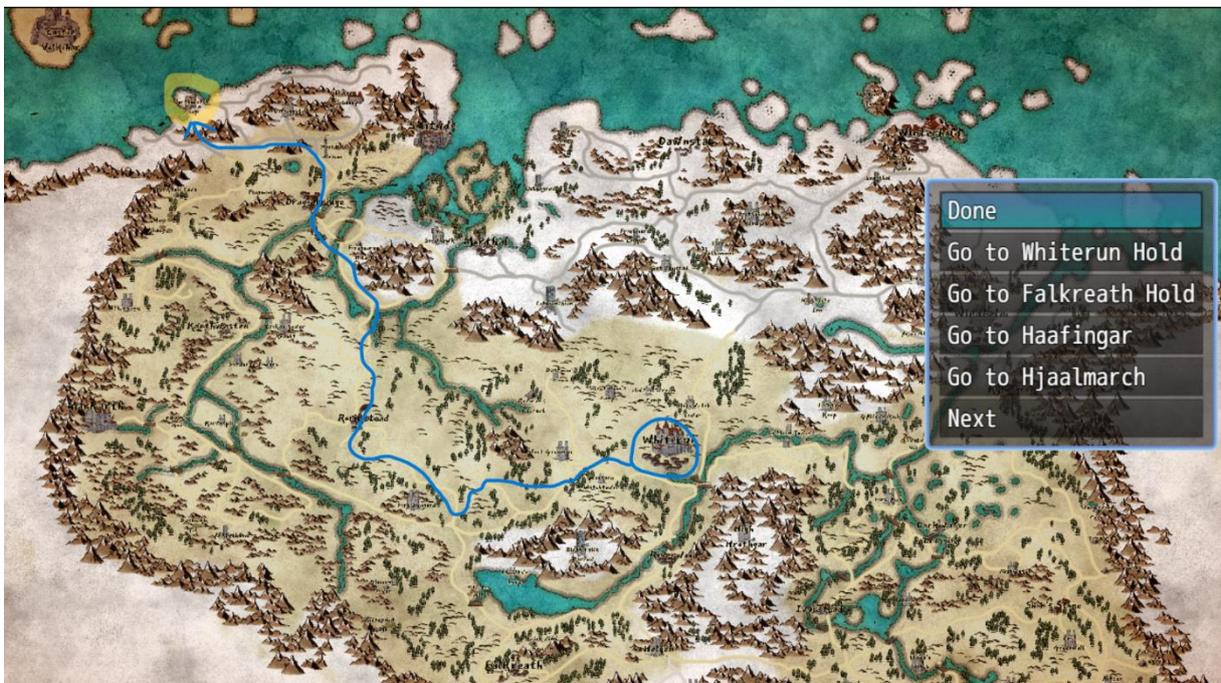
Go to House Battle Born, the big house west of Saffir and Amren.



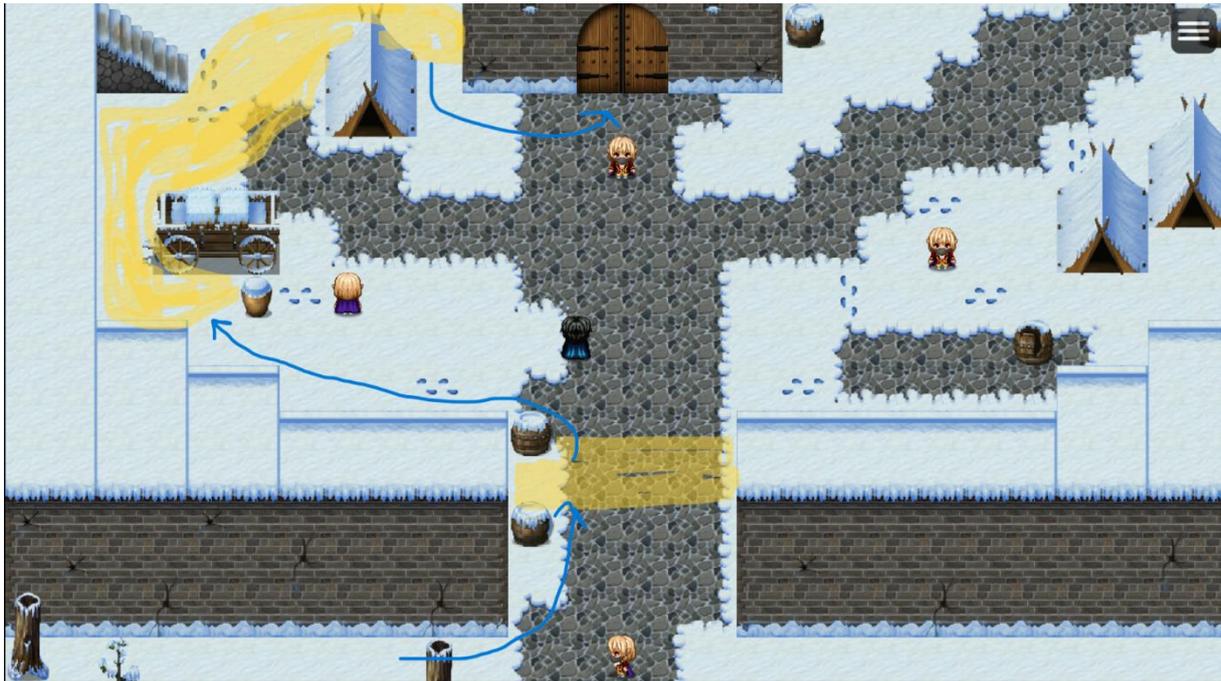
Enter the house via the open window on the far left (it will sparkle). Go to the south room and interact with the middle missive you find on the table. (the other two have some fun stuff but are not relevant to this quest)

Return to Fralia.

Infiltrate Northwatch Keep, which is aaaaaaaallllll the way to the North West of Skyrim. Check your world map.



Followers will be dismissed temporarily during this part of the quest. Avoid being seen by the guards on the outside of the fort. They won't kill you, but will throw you out. (Yellow areas are safe)



The guard in front of the doors is most annoying as he'll look up only briefly before looking back down. Wait until both he and the guard on your left are looking up and immediately run to the safe zone on the far left. The guard on the far right can be ignored completely.

Inside the fort either kill or ignore the guards and continue until a cut-scene plays. You get captured.

Interact with the door to speak to the guard. Then the bed, the door again and enjoy a **scene with the warden and 2 guards**.

Afterwards interact with the door for the final **scene with one guard**. After leaving the cell head to the room on the far left to save Thorald.

After having him as a (invisible) follower head to the corridor on the right to escape. You can open the cell doors for some fun, extra lines but they will not impact the quest.

Talk to Thorald after leaving and he'll ask you to send a message to his mother.

Return to Fralia in Whiterun and tell her Thorald 'waits for summer seeds'. The other options give a few fun, extra lines but will not impact the quest.

Upon picking the right option you'll receive a steel sword and some money

Not quite Romeo and Juliet

Speak to Olfina Grey-mane (white-haired woman in the Bannered Mare in Whiterun) and offer to help.

Sneak into the Battle-Born house (see above for location) and interact with the top missive on the table in the south room. A scene will play... **DON'T SKIP THIS TOO MUCH OR YOU'LL END UP**

BREAKING IT.. Just let it play out. Grab the missive and leave via the same window (you'll be prompted to maybe peak of Alfild for an extra, but non-sex, **scene with Alfild**).

Return to Olfina, then talk to Jon Battle-Born. He wanders around the market just outside.

Then return to Olfina by taking the staircase in the Bannered mare. A long cut-scene will play with a **Scene with Olfina**.

Ahlam's Release

Speak to Ahlam after becoming Thane in Whiterun. She can be found in the Temple of Kynareth, the large building just south-west of the big tree. Offer to help her.

Speak to Danica Pure-Spring, another priestess in the temple, and return to Ahlam. She'll go her room in the Drunken Huntsman Inn, the large building just north-west of the main gate. You will need to enter her dreams, but this cannot be done without first obtaining a special item. Complete the quest 'Waking Nightmares' in Dawnstar to obtain this item.

After entering her dream, speak to her. Interact with all the trash (torn pages, broken chairs, planks) to remove them. Speak to Ahlam again and cook her a meal by interacting with the sparkly kitchen. In case you did not listen to her, just like her lousy husband.... Cook the 'Soup from her Homeland'. Speak to her again and light the hearth. Interact with the sparkly chair for a short scene. Afterwards speak to her in the bedroom for a **Scene with Ahlam**.

After leaving the dream, speak to Ahlam a final time in the Temple of Kynareth to complete the quest.

After having done all the quests in Whiterun and recruited Uthgerd, you obtain the Reward from Whiterun.

Falkreath

A Hypothetical Reward

After receiving a message via courier in Whiterun (should happen upon leaving Whiterun after becoming thane there.) go to Falkreath, south west of Riverwood, either by walking or via carriage. Speak to Nanya, the steward in the Jarl's Longhouse (big central building in Falkreath) and offer to help.

Go to Knifepoint Ridge. Leave Falkreath through the south exit and follow the road north. After the bridge head west into the woods and find the 2-camps-and-cave. Kill four bandits there (four encounters). After killing four the player will state that 'killing more will not make much of a difference'.

Return to Nanya for a **scene with Nanya**. No more scenes exist in Falkreath and you'll be given an extra reward from Nanya.

Morthal

The Morthal Murder

Speak to the Jarl in Morthal in the big building, High Moon Hall. Offer to investigate the matter.

Go to the ruined house just north of High Moon Hall.

Talk to Hroggar in Alva's house. Her house is the small, middle house on the eastern side of Morthal. After speaking to Hroggar, find Alva in the Inn... north of the ruined house and enjoy a **Scene with Alva**.

Speak to Jonna, the Innkeep who will direct you to Idgrod the Younger, in High Moon Hall, and enjoy a **Scene with Idgrod the Younger**.

Go to Alva's house again and hide behind the wardrobe in the left corner. After the cutscene leave her house and interact with the grate behind the house. Enjoy another **Scene with Alva and Laelette**.

Report back to the Jarl and find the vampire Movarth in his Lair, just north of the city... the first cave you see when leaving.

The enemies here are quite tough, but with a full squad at lvl 11+ should make this doable just fine. After killing Movarth you obtain his sword... finally a better sword than the Sword of Whiterun.

Return to the Jarl in Morthal for a reward and a **Reward (nudge nudge, wink wink)** for obtaining all scenes in Morthal.

Windhelm

A Red and Purple Mist

Speak to Adelaisa Vendicci in Candlehearth Hall, the inn in Windhelm. She's the blonde in the bottom-right corner. Accept her quest and speak to her when you're ready to go. Followers will be dismissed for the duration of this quest.

After some dialogue on the ship enjoy a **Scene with Adelaisa and Voldsea**.

Arriving at Hallyn's hideout make your way past the frost Atronachs. You can kill them for some extra exp, which is recommended. They are immune to all frost damage, but weaker to fire damage.

Inside the tower, defeat the large Atronach blocking the path to Hallyn, then fight Hallyn.

After defeating her, you will be transported back to Candlehearth Hall. Speak with Adelaisa to complete the quest.

Right On Your Ass

Speak with Viola Giordano, just north of the Inn in Windhelm. She's the blonde frantically walking around. Accept the quest.

Speak with Friga Shattershield, the brunette in the upper left area of the Inn, then speak to Suzanna, the blonde in the upper right area.

Return to Viola to discuss the plan. Speak with Friga again to be transported to the market. It is temporarily filled with people. Walk to the far left to trigger a short cutscene where Friga complains about getting slapped. You're transported back to the inn and return to Viola again.

Speak to Nilsine Shattershield, she walks just west of the graveyard, which is west of Viola. She agrees to help and enjoy a **Scene with Nilsine**.

Return to Viola once again, then speak to Tova Shattershield. She lives in the house north-west of Nilsine's location. Enjoy a **Scene with Tova**.

Follow Friga to her house, Hjerim.. just north of Tova's house. Interact with the wardrobe with scratches in front of it, in a room on the far left of the house.

Confront Friga in her secret basement and enjoy a **Scene with Friga**.

Having now fucked both the sisters and the mother, return to Viola with the good news.

Quest completed.

Unmarked event

Go to the Temple of Talos in Windhelm; enter the two doors just north-east of the graveyard.

Speak with the priestess, Jora, and ask further, then reveal you are Dragonborn. Enjoy a **Scene with Jora**

No reward exists for Windhelm as of V9.0

Dawnstar

Waking Nightmares

Speak to the Jarl in Dawnstar. He's rude as fuck, but will give you the quest. Speak to the innkeeper in the inn "*in case you're dense enough not to get that part*", then speak to the priest in yellow with a black hood. Go to Nightcaller Temple by leaving Dawnstar and heading east immediately. The Temple is just in the mountains.

Speak to Erandur and make your way through the temple He will join your party and replace the 4th member. There are 3 doors to open, each can be opened by finding the lever in the room right before them. The orcs in this place are tough without a full party, but at lvl 13, they can be taken down for some loot and xp.

In the final room a scene plays and you are told to kill Erandur, but you can choose not to. There is little difference between the options, apart from some dialogue and the difficulty of the fight. Erandur will turn on you... if you attacked first, he'll be a bit easier to defeat. He can often heal himself, but does not do a lot of damage, provided you have good armour. Dps him down and claim the Skull of Corruption.

Return to the fucking Jarl of Dawnstar and he'll give you a reward. Quest complete and other quests are now available in Dawnstar, as well as new dialogue with characters.

Mine Mine Mine

This quest is not available before completing Waking Nightmares.

Speak to Beitild, the woman on the western end of Dawnstar, near the entrance to the mine, and offer to help. Go to the mine on the other end of the town and quickly move past Karl who stands watch. Just move past him as he looks the other way. Steal all the tools (5 in total) and leave without being spotted.

If you're spotted with even 1 tool in your inventory, you will have to exit and re-enter the mine to reset the tools.

After leaving the mine without being spotted, return to Beitild. Then enter the mine next to her and speak to Irgnir, the brunette for a **Scene with Irgnir and Fruki**. Quest Complete

Unmarked event (pregnancy scene)

After completing Waking Nightmares speak to Rustleif, the white-haired guy in the middle of the town. Offer to help him with his wife, Seren. Speak to her.. she's the dark-skinned woman at the smith near Rustleif. A long scene will play and you'll get a **Scene with Seren**.

After your ordeal, return to Seren and Rustleif afterwards for some extra dialogue.

Congratulations! You have found all scenes in Dawnstar. A reward is awarded.

Riften

Grimsever's Return

Speak to Mjoll, the blonde haired woman just north of the main entrance to the city. Ask who she is and then about her adventuring past.

Go to Mzinchaleft... Just use the carriage to Dawnstar, leave the city and head south-west. The ruin just south of the road is the one you need.

Go through the dungeon. In the second area, you can find a chest in one of the rooms that contains a Ring of Charging for extra TP gain. Continue and don't forget to open the gate, so you have a shortcut for future endeavours (foreshadowing?). Obtain Grimsever from the chest next to the final enemy in the Gatehouse and return to Mjoll.

She will ask you to meet her in her house and there she'll reveal she's is lesbian. So no sex while you are male.

Speak to Galathil in the Ratway. You will need to have completed the first Thieves Guild Quest for this, so get to thievin'...

After getting your gender changed, you will automatically go see Mjoll first. Enjoy one of two **scenes with Mjoll (one has Mjoll be a Futa)**.

Quest Complete and Mjoll can be recruited as a follower.

Dibella's Triumph

Speak to Haelga in the Bunkhouse in Riften, the large building on your right as you enter the city. Ask about her, then Dibella and offer to help.

Speak to Nirevor at the market in the middle of the city. Then buy a '*Beautiful Necklace*' from Madesi, the lizard guy just east of her. Give that to Nirevor and be transported to her house for a **Scene with Nirevor**.

Return to Haelga and then speak to her niece, Svana.. wandering in the bunkhouse. She will reject you, so leave the building and then come back. Go to the main bedroom for a **Scene with Svana**.

Return to Haelga and then speak to Dinya Balu, in the Temple of Mara... west of the market. After some conversing enjoy a **Scene with Dinya**.

Return to Haelga a final time and Quest Complete.

The Cursed Tribe.

Go to Largashbur, west of Riften and south of the river. Check the World Map for its exact location.

Speak to the orc woman, Atub, and kill the giant roaming in the woods east of her. Speak to her again for a long scene with her chief, Yamarz, and Malacath... god of the Orcs.

Speak to Yamarz before leaving and meet him in Fallowstone Cave, north-east of Riften. Check the map for the exact location.

DYING IN THE FOLLOWING PART CAN SCREW UP THE QUEST, SO SAVE BEFORE SPEAKING TO YAMARZ.

Speak to Yamarz and escort him through the cave. Just kill the giants before they reach him. After killing two, speak to him to move to the next area and do the same again. Speak to him again to finally go to the last area to kill Shagrillia, the leader of the giants. She is definitely tougher than the other giants so prepare for a good fight.

After killing her return to Yamarz and he will try to kill you... surprise! But he'll die tripping over his own feet so no additional fight.

Return to Atub in Largashbur for the reward; Volendrung a powerful 2-handed hammer that does more damage the higher the wielder's level is. You can also enjoy the **Scene with the Orc women of Largashbur**.

Quest completed, and a new follower is available; Ugor.

Markarth

Touched by Dibella

Go to the temple of Dibella in Markarth.. the big building in the middle of the city, and speak to the priestess Senna. Ask to be allowed in the temple. You will need a Mark of Dibella to proceed (obtained from the quest **Dibella's Triumph** in Riften).

Enter the inner sanctum and watch the short scene between the priestesses. Hamal will spot you after and give you the quest.

Go to Karthwasten (east and north from Markarth.. just follow the river.. the first town you see), and speak to Endon in the middle of town. His daughter Fjotra is the one you need, but she was kidnapped by the Forsworn from Broken Tower Redoubt. Go there... immediately east from Karthwasten, just across the bridge. Go through the dungeon and free Fjotra. Leave the Cell area and interact with the sparkles to your right on the walls outside for a shortcut with an additional **Scene with Fjotra**.

(You can go to Karthwasten and speak to Endon and Mena for some extra dialogue) Return to the temple in Markarth and speak to Hamal for a **Scene with the Priestesses**

Quest Complete.

A book on 'Smithing'

Speak to the Smith, Gorza in Markarth. She's on the small island in the western area of the city. Ask her about her apprentice and accept her quest.

The book can be found in Karthspire. Go east from Markarth and follow the river south. Then the first bridge you encounter that leads north. The book is in a chest on the small island.

Return to Gorza and enjoy a **Scene with Gorza**

Quest Complete

The Forsworn Conspiracy

Speak to Margret, the Nord woman in the market just north of the main gates. After Eltrys 'Shades away' find him at the tower by the Temple of Dibella.

After speaking to him find Betrid in the Treasury House. It's the house built into the rockwall on the right-side of the city. Speak to her to enjoy a **Scene with Betrid**. Return to Eltrys and get tossed in jail.

To get to Madanach you must first get past Sarash the Bitch. She'll ask you what you think of her. Responding in a negative way will have her dislike you and she'll leave you alone. Responding to her positively will give you a **Scene with Sarash**, and she'll like you from now on.

Afterwards speak to Madanach and he'll escape via the secret exit north of his room. Leave via the same exit.. ignore or kill the Dwarven constructs you find there (Warning: you will be on your own), and make your way out. You'll reobtain your stuff and followers upon exiting.

Quest complete.

Unmarked Event with Barenziah

Go to Old Hroldan Inn (From Markarth head east till you reach the fork by the river. Head south, ignore the first bridge... cross the second bridge and head immediately north. Enter the building.)

Speak to Eydis the innkeeper and ask about Tiber Septim and take his old room. Go upstairs and interact with the sparkles on the large bed in the far room. Enjoy a **Scene with Barenziah**.

Solitude

The Man who Cried Wolf

Go to the Blue Palace in Solitude and speak to Varnius who stands in front of the main throne. Investigate and after a scene you will start the quest. Head to Wolf Skull Cave, east of the city. Head out of the city and grab the north-western path into the mountains. Check your World Map for exact locations.

Enter the cave and kill the draugr you come across. At the end you'll find some wizards trying to resurrect Potema.. whoever that may be. Interrupt the ritual and kill the wizards. After killing them Potema will threaten to return. Grab Potema's Necklace from the chest and return to Solitude and speak to Falk Firebeard.

Quest Complete. You are now Thane in Solitude. Similarly to becoming Thane in Whiterun, other quests can now be started.

A Bloodsucking problem

Speak to Sybille Stenthor left of the main throne room in Solitude. Offer to help her with her problem and head to Pinemoon Cave, east of Dragonbridge. It's just south of a small lake. Kill the Vampires there and return to Sybille.

Quest complete

Fit for A Jarl

Speak to Taari, wandering about north of the market in Solitude. Offer to help and speak with her twin sister, Endarie, in Radiant Raiment. This shop is the first building on your right as you enter the city. You're here about the clothes for Elisif and she'll give you a box with clothes.

Speak to Elisif and tell her you're here about the new outfits. Join her in her chambers and a long scene plays out with her trying on different outfits. **It is highly recommended to approve of at least 4 outfits.** After the **dressing scene with Elisif** return to Taari, then back to Endarie in Radiant Raiment. Depending on how many outfits you approved of, you'll get one of 3 endings.

If you disliked all outfits, the twins will think you sabotaged them and kick you out. Both will be unavailable for the rest of the game.

If you disliked all but one, the twins will be sad, but still give you a small reward.

If you liked all but one, or all of the outfits, You'll get a **Scene with the Twins** and a reward. The dialogue between liking all but one or all outfits is slightly different, but will both result in a scene.

Quest complete.

Lights Out!

Speak to the Argonian, Jaree-Ra, in Solitude. He's just west of the market. Agree to his proposal. He can teleport you close to the Solitude Lighthouse if you want. If not, you'll have to walk around the mountainous area to reach the shores just north of the city... so just have him take you there. It's easier.

Speak to the lighthouse keeper and choose a distraction. After he is distracted, turn the light off and leave for the cove north of the lighthouse. There speak to Deeja for a **Scene with Deeja**. Afterwards you can be transported back to Solitude instantly if you want.

Quest Complete

Followers

All followers can be dismissed permanently (fully removed from your follower list) by interacting with the spot where you recruited them. These spots will glow/sparkle on the map. Afterwards they can be recruited again. They can also just be swapped in/out of your active party without fully dismissing them.

Followers to be found

- Lydia

- Can be found in your house in Whiterun (from the gate, second building on your right) after becoming Thane there. Will also have a **scene with Lydia** for you upon first meeting her.
- Uthgerd the Unbroken
 - Can be found in the Bannered Mare in Whiterun. Must first be beating in unarmed combat. Recommended for level 7/8+ with Thane equipment. Weapons do not matter as they are unequipped. Upon victory she will give you a **scene with Uthgerd** and can be recruited for free.
- Wolf the Watcher
 - Can be found in Morthal, north of the bridge. Costs 1000 coins to recruit. When dismissed it will cost another 1000 to re-recruit him each time.
- Ugor
 - Can be recruited after completing the quest: The Cursed Tribe.
- Jordis the Swordmaiden
 - Can be found in your house in Solitude (from the palace it's the building with sparkles on the stairs) after becoming Thane in Solitude.
- Mjoll the Lioness
 - Can be recruited after completing her quest 'Grimsever's Return' in Riften

Spoiler/extras

Dragon Language translations

- Greybeards Blessing
 - Long have the women of Skyrim waited
 - Without a great Dragonborn to fuck them
 - Go forth and satisfy these lusty sluts
 - And fear no Men, for you are Dovahkiin/Dragonborn.. born to please women
- Alduin(A) / Sahlokir(S) conversation
 - (A) Sahloknir.. a dragon's soul is eternal
 - (A) Undo Time Decay (dragon shout)
 - (S) Lord Alduin, have the mortals stirred shit up again?
 - (A) Yes Sahloknir... as always
 - (A) Are you dovahkiin? I bet you only are to fuck a ton of women.
 - (English dialogue)
 - (A) Sahloknir. Kill this Mortal.... His sexual journey ends here.
- Secrets to be found
 - Windhelm
 - Sneak into the Jarl's quarters by quickly running past the guard while he looks away. Open the chest on the left to obtain Thalmor Illustrated.
 - Dawnstar

- Open the chest in the Jarl's room to obtain Thalmor Illustrated Chapter 2. You'll need chapter 1 from Windhelm to view this.

Scene list

- Whiterun
 - Ysolda
 - Saffir
 - Kematia & crew foursome **OR** Saadia
 - Uthgerd the Unbroken
 - Irileth (as part of the main quest)
 - Prison Warden and guards foursome (*far away from the city, but the quest starts and ends in Whiterun*)
 - Guard scene
 - Olfinia cucking Jon
 - Lydia (does **not** count for the Whiterun reward)
 - Ahlam (cheating)
- Riverwood
 - Delphine handjob (as part of the main quest)
 - Carmilla... two separate scenes
 - Gerdur (as part of the main quest)(cheating)
 - Sigrid (Unmarked quest/event) (cheating)
- Falkreath
 - Nanya
- Morthal
 - Alva BJ
 - Alva + Laelette threesome
 - Idgrod the Younger
- Windhelm
 - Nilsine (spanking)
 - Tova (cheating)
 - Friga (spanking/fingering)
 - Adelaisa and Voldsea threesome.
 - Jora (Unmarked quest/event)
- Dawnstar
 - Irgnir and Fruki dual BJ
 - Seren (pregnant) (Unmarked quest/event)
- Riften
 - Nirevor (cheating)
 - Svana
 - Dinya (impregnation)
 - Mjoll (Lesbian **or** Futa on Female)
 - (*Not in the city, but part of the Rift area*) 4-some with 3 orc women in Largashbur. Atub, Ugor and Garakh

- Markarth
 - Hamal, Awnen and Orla (voyeur)
 - Hamal, Awnen, Orla and Senna (5-some)
 - Fjotra (no sex, but still sexy)
 - Betrid (cheating)
 - Sarash (only if you're friendly)
 - Gorza
 - Barenziah's Ghost (*Not in the city but part of the Reach Area in Old Hroldan*)
- Solitude
 - Elisif outfits and nude voyeur.
 - Taari and Endarie 3-some (twins but no incest)
 - Deeja bj and sex
 - (not in Solitude, but in the embassy near the city) Ambassador Elenwen (As part of the main quest)
- Winterhold
 - None so far

Factions Scenes

- Companions scenes
 - Aela the Huntress (peeping/voyeur)
- Thieves Guild Scenes
 - Drifa (gloryhole)
 - Haelga (DP with dildo)
- Dark Brotherhood
 - Constance Michel (BJ/ cock-licking)
 - Astrid (Footjob)
- College of Winterhold
 - Brelyna Maryon (clothes disappearing)