

# The Elder Scrolls IV: Oblivion

## quests checklist

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[g]: quest may easily glitch or has a significant bug, read the wiki  
[nj]: non-journal, quest does not appear in the journal  
[opt]: optional, quest may be skipped if desired

### main

- 1-Tutorial
- 2-Deliver the Amulet
- 3-Find the Heir
- 4-Breaking the Siege of Kvatch
  - [opt] The Battle for Castle Kvatch
- 5-Weynon Priory
- 6-The Path of Dawn
- 7-Dagon Shrine
  - [opt] Attack on Fort Sutch [nj]
- 8-Spies
- 9-Blood of the Daedra
- 10-Bruma Gate
  - [opt] Allies for Bruma
    - Anvil | Imperial City
    - Bravil | Kvatch
    - Cheydinhal | Leyawiin
    - Chorrol | Skingrad
- 11-Blood of the Divines
- 12-Miscarcand
- 13-Defense of Bruma
- 14-Great Gate
- 15-Paradise
- 16-Light the Dragonfires
- 17-Imperial Dragon Armor

### Dark Brotherhood

- 1-A Knife in the Dark
- 2-A Watery Grave
- 3-Accidents Happen
- 4-Scheduled for Execution
  - [opt] The Renegade Shadowscale
- 5-The Assassinated Man
  - [opt] Darkness Eternal
- 6-The Lonely Wanderer
- 7-Bad Medicine
- 8-Whodunit?
- 9-Permanent Retirement
- 10-The Purification
- 11-Affairs of a Wizard
- 12-Next of Kin
- 13-Broken Vows
- 14-Final Justice
- 15-A Matter of Honor
- 16-The Coldest Sleep
- 17-A Kiss Before Dying

- 18-Following a Lead
- 19-Honor Thy Mother
- 20-Whispers of Death
- Exiled from the Dark Brotherhood,  
before The Purification
- 1-A Dark Exile
- 2-Another Dark Exile
- 3-Eternal Exile

### Fighters Guild

- 1-Join the Fighters Guild
  - 1-A Rat Problem (Anv)
  - 2-The Unfortunate Shopkeeper (Anv)  
The Desolate Mine (Che)
- 2-Unfinished Business (Cho)
- 3-Drunk And Disorderly (Cho)  
Amelion's Debt (Che)  
Den of Thieves (Anv)
  - [opt] Newheim's Flagon
- 4-The Master's Son (Cho)
- 5-More Unfinished Business (Cho)
- 6-Azani Blackheart (Cho)  
The Fugitives (Che)  
The Wandering Scholar (Anv)
- 7-Trolls of Forsaken Mine (Cho) [g]
  - 1-The Noble's Daughter (Che)
  - 2-Mystery at Harlun's Watch (Che)  
The Stone of St. Alessia (Anv)
- 8-Information Gathering (Cho)
- 9-Infiltration (Cho)
- 10-The Hist (Cho)

Expelled from the Fighters Guild  
1 2 3

### Mages Guild

- 1-Join the Mages Guild
  - Anvil Recommendation
  - Bravil Recommendation
  - Bruma Recommendation
  - Cheydinhal Recommendation
  - Fingers of the Mountain (Cho)
    - [opt] Fingers of the Mountain,  
Part II
  - Leyawiin Recommendation
  - Skingrad Recommendation

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2-A Mage's Staff  
3-Ulterior Motives  
4-Vahtacen's Secret  
5-Necromancer's Moon  
    Dark Fissure      Fort Linchal  
    Fort Istirus      Wendelbek  
6-Liberation or Apprehension?  
7-Information at a Price  
8-A Plot Revealed  
    The Necromancer's Amulet  
    The Bloodworm Helm  
9-Ambush  
10-Confront the King  
11-Alchemy Acquisitions  
  
Mages Guild Suspension  
    1                      2                      3

### Thieves Guild [amount fenced]

1-Finding the Thieves Guild  
2-May the Best Thief Win  
3-[50] Untaxing the Poor  
4-[100] The Elven Maiden  
5-[200] Ahdarji's Heirloom [g]  
6-[300] Misdirection  
7-[400] Lost Histories  
8-[500] Taking Care of Lex  
9-[600] Turning a Blind Eye  
10-[700] Arrow of Extrication  
11-[800] Boots of Springheel Jak  
12-[1,000] The Ultimate Heist [g]

Cast out of the Thieves Guild  
Independent Thievery

### Anvil (Anv)

Illegal Cargo [nj]  
The Ghost Ship of Anvil  
The Siren's Deception  
Where Spirits Have Lease [buy house]

### Bravil (Bra)

Buying a house in Bravil  
Caught in the Hunt  
The Forlorn Watchman  
Through A Nightmare, Darkly

### Bruma (Bru)

A Brotherhood Betrayed  
Buying a house in Bruma  
Lifting the Vale  
    A Ring of Keys [nj]  
Two Sides of the Coin

### Cheydinhal (Che)

A Brush with Death  
Buying a house in Cheydinhal  
Corruption and Conscience [g]  
The Wayward Knight

### Chorrol (Cho)

A Shadow Over Hackdirt  
Bittneld and Emfrid [g, nj]  
Buying a house in Chorrol  
Canvas the Castle  
The Killing Field

1-Separated at Birth  
2-Legacy Lost  
3-Sins of the Father

### Imperial City (Imp)

An Unexpected Voyage [g]  
Buy a house in the Imperial City  
Imperial Corruption  
Order of the Virtuous Blood  
Unfriendly Competition  
Vampire Cure [g]

### 1-The Collector

Culotte	Vilverin
Fanacas	Welke
Mackamentain	Wendelbek
Moranda	Wendir
Ninendava	Wenyandawik

### 2-Nothing You Can Possess

### 3-Secrets of the Ayleids [g]

### Arena

1-Pit Dog	7-Hero
2-Brawler	8-Champion
3-Bloodletter	(Agronak
4-Myrmidon	gro-Malog)
5-Warrior	9-Grand
6-Gladiator	Champion

Origin of the Gray Prince [g]

Expulsion from Arena

1

2

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### Leyawiin (Ley)

Buying a house in Leyawiin  
Raid on Greyland  
Tears of the Savior  
Whom Gods Annoy

1-Mazoga the Orc  
2-Knights of the White Stallion  
3-Black Bow Bandits [nj]  
Morndas, Telepe  
Middas, Rockmilk Cave  
Turdas, Undertow Cavern

### Skingsrad (Ski)

Buying a house in Skingsrad  
Helping Hands  
The Rosethorn Cache  
Paranoia  
Seeking Your Roots

### settlements and others

A Venerable Vintage (Weye)  
Battlehorn | Fort Irony  
Castle [FS] | Fort Magia  
Fort Aulus | Fort Scinia  
Fort Carmala | Fort Vlastarus  
Fort Dirich | Frostcrag Spire  
Fort Grief | [WT]  
Bear Season (Shardrock)  
Go Fish (Weye)  
Goblin Trouble (Crestbridge Camp)  
Lich of Lost Boy Cavern [nj]  
No Stone Unturned (Imperial Bridge Inn)  
Revenge Served Cold (Harm's Folly)  
The Gravefinder's Repose (Roxey Inn)  
The Horror of Dive Rock [nj]  
The Potato Snatcher (Faregyl Inn)  
The Sunken One (Shetcombe Farm)  
The Unbeaten Path (Fort Coldcorn) [nj]  
When the Vow Breaks (Whitmond Farm)  
Zero Visibility (Aleswell or Roxey Inn)

### Daedric Shrines [level]

[2] Azura	[15] Mephala
[2] Sheogorath	[17] Hircine
[5] Namira	[17] Molag Bal
[5] Vaermina	[20] Boethia
[8] Sanguine	[20] Clavicus Vile
[10] Malacath	[complete
[10] Meridia	others] Hermaeus
[10] Nocturnal	Mora
[10] Peryite	

### Heaven Stones [fame plus infamy] [not quest]

[10] Jone	[50] Magnus
[20] Aetherius	[60] Shezarr
[30] Jode	[70] Dragon
[40] Sithian	

### Rune Stones (green runes) [not quest]

Mark the day of week a stone type is activated, that type will no longer work on that day.

day of week	Hestra (dagger or mace, gauntlets)	Reman (axe or sword, cuirass)	Sidri-Ashak (bow, helmet)
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Morndas  
Tirdas

Middas  
Turdas  
Fredas

Loredas  
Sundas

### skill master reference

Acrobatics [g]	Heavy Armor
Alchemy	Illusion
Alteration [g]	Light Armor
Armorer	Marksman [g]
Athletics	Mercantile
Blade	Mysticism
Block	Restoration
Blunt	Security
Conjuration	Sneak
Destruction [g]	Speechcraft
Hand to Hand	

## Shivering Isles (SI)

### SI main

- 1-A Door in Niben Bay
- 2-Through the Fringe of Madness
- 3-A Better Mousetrap
- 4-Baiting the Trap
- 5-Understanding Madness
  - Addiction
  - The Lady of Paranoia
- 6-The Cold Flame of Agnon
- 7-Ritual of Accession
  - Ritual of Dementia
  - Ritual of Mania
- 8-Retaking The Fringe
- 9-Rebuilding the Gatekeeper
- 10-The Helpless Army
- 11-Symbols of Office
- 12-The Roots of Madness
- 13-The End of Order
- 14-The Prince of Madness

### SI New Sheoth

- The Antipodean Hammer
  - Bliss**
    - Falling Awake
    - The Fork of Horripilation
    - Work is Never Done
  - Crucible**
    - A Liquid Solution
    - Brithaur
    - Final Resting
    - The Coming Storm
    - The Museum of Oddities
    - The Paranoid Roof Watcher [nj]
    - Ushnar's Terror

### SI settlements and others

- Everything In Its Place (Fellmoor)
- Ghosts of the Hill of Suicides [nj]
  - Gadeneri Ralvel
  - Limark
  - Lorenz Bog-Trotter
  - M'desi
  - Salonia Viria
- Ghosts of Vitharn (Vitharn)
- Taxonomy of Obsession (Highcross)
- The Great Divide (Split)
- To Help A Hero (Hale)

## Knights of the Nine (KotN)

- 1-Pilgrimage


Akatosh	Mara
Arkay	Stendarr
Dibella	Talos
Julianos	Zenithar
Kynareth	
- 2-The Shrine of the Crusader (helm)
- 3-Priory of the Nine (cuirass)
  - Nature's Fury (boots)
  - Stendarr's Mercy (gauntlets)
  - The Path of the Righteous (mace)
  - Wisdom of the Ages (shield)
- 4-The Faithful Squire (greaves)
- 5-The Sword of the Crusader (sword)
- 6-The Blessing of Talos (blessing)
- 7-Umaril the Unfeathered

### other downloads (PC, Xbox 360)

- Fighter's Stronghold [FS]
  - 1-Battlehorn Castle
  - 2-Unwanted Tenants [nj]
- Horse Armor Pack [HA]
  - Horse Armor
- Mehrunes's Razor [MR]
  - Unearthing Mehrunes Razor
- Orrery [OR]
  - Repairing the Orrery
- Spell Tomes
- Thieves Den [TD]
  - Dunbarrow Cove
- Vile Lair [VL]
  - Deepscorn Hollow
- Wizard's Tower [WT]
  - Frostcrag Spire

### non-quest places

Locations that are not part of any quest, but there is something to interact with.

[um]: unmarked, no map marker

Abandoned Mine

Anutwyll

Arrowshaft Cavern

Atrene Camp

Bandit Outpost [um]

Barren Cave

Barren Mine

Bawn

Bedrock Break

Belda

Beldaburo

Belleter's Folly

Black Dog Camp

Black Rock Caverns

Blankenmarch

Bleaker's Way Goodwill Inn

Bloodrun Cave

Bralsa Andaren's Bedroll [um]

Breakneck Cave

Broken Promises Cave

Burnt-Down Tower [um]

Cadlew Chapel

Camp Ales

Capstone Cave

Carandial Campsite [um]

Carbo's Camp

Ceyatatar

Charcoal Cave

Cheydinhal Bridge Inn

Collapsed Mine

Collarbone Camp

Crayfish Cave

Crumbling Mine

Cursed Mine

Dark Grove [um]

Dasek Moor

Derelict Mine

Deserted Mine

Doomed Mine

Dzonot Cave

Echo Mine

Elenglynn

Empty Mine

Fanacasecul

Fatback Cave

Fat Ramp Camp

Felgageldt Cave

Fieldhouse Cave

Fingerbowl Cave

Fort Alessia

Fort Ash

Fort Black Boot

Fort Cedrian

Fort Chalman

Fort Cuptor

Fort Doublecross

Fort Empire

Fort Entius

Fort Facian

Fort Flecia

Fort Gold-Throat

Fort Hastrel

Fort Homestead

Fort Horunn

Fort Istirus

Fort Linchal

Fort Naso

Fort Nikel

Fort Nomore

Fort Rayles

Fort Redman

Fort Redwater

Fort Roebeck

Fort Sejanus

Fort Urasek

Fort Variela

Fort Virtue

Fort Wariel

Fort Wooden Hand

Fyrelight Cave

Garlas Agea

Garnet Camp

Gnoll's Meeting Camp

Goblin Jim's Cave

Gottlesfont Priory

Gottshaw Inn

Grayrock Cave

Greenmead Cave

Gro-Bak Camp

Hame

Haunted Mine

Haynote Cave

Hidden Camp

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Horn Cave  
Hrotanda Vale  
Imperial Prison Sewer  
Imperial Sewers N. Exit  
Imperial Sewers SE. Exit  
Infested Mine  
Isolated House [um]  
Jerall View Inn  
Kemen  
Kindred Cave  
Kingscrest Cavern  
Knights of the Thorn Headquarters  
Last Chance Camp  
Lipsand Tarn  
Lonely Grave [um]  
Lord Vlindrel's Tower [KotN, um]  
Marsh-Punk Camp  
Melus Petilius' House [um]  
Mercenary's Camp [um]  
Mingo Cave  
Mongrel's Tooth Cave  
Morahame  
Mortal Camp  
Mountain View Camp [WT, um]  
Nagastani  
Narfinsel  
Nayon Camp  
Newlands Lodge  
Newt Cave  
Niryastare  
Nisin Cave  
Nonungalo  
Nornalhorst  
Ondo  
Onyx Caverns  
Outlaw Endre's Cave  
Pillaged Mine  
Piukanda  
Plundered Mine  
Pothole Caverns  
Quickwater Cave  
Ra'sava Camp  
Red Lane Camp [um]  
Red Ruby Cave  
Reedstand Cave  
Rickety Mine  
Rielle  
Rock Bottom Caverns  
Ruined Structure [um]

Sage Glen Hollow  
Sardavar Leed  
Seran Camp  
Sercen  
Sercen Camp  
Serpent Hollow Cave  
Shadow's Rest Cavern  
Shattered Mine  
Shattered Scales Cave  
Shinbone Cave  
Shipwreck [um]  
Sideways Cave  
Silver Tooth Cave  
Sinkhole Cave  
Skingrad Graveyard [um]  
Smoke Hole Cave  
Smuggler's Cave  
Sweetwater Camp  
Talwinque  
The All-Saints Inn  
The Beast's Maw  
The Feed Bag  
The First All Things Alchemical [um]  
The Foaming Flask  
The Fo'c's'le  
The Merchants Inn  
The Northern Stairs [um]  
The Sleeping Mare  
Three Sisters' Inn  
Toadstool Hollow  
Trossan Camp  
Trumbe  
Two Decker Camp [um]  
Two Sisters Lodge  
Underpall Cave  
Unmarked Cave  
Valley Head Camp [um]  
Valley View Camp  
Varondo  
Veyond  
Veyond Cave  
Walker Camp  
Wenderbek Cave  
West Weald Camp [um]  
Wind Cave  
Wind Range Camp  
Yellow Tick Cave