

# Elder Scrolls IV: Oblivion

## Quest Checklist

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### Main Quest

- Escape the Prison
- Deliver the Amulet
- Find the Heir
- Breaking the Siege of Kvatch
- Weynon Priory
- The Path of Dawn
- Dagon Shrine
- Spies
- Blood of the Daedra
- Blood of the Divines
- Great Welkynd Stone
- Bruma Gate
- Allies for Bruma
- Defense of Bruma
- Great Gate
- Paradise
- Light the Dragonfires
  
- Closing Oblivion Gates: There are three gates that you have to close (Kvatch, Bruma, and another nearby Bruma). There are 100 gate locations on the map, but the game only spawns a maximum total of 60 gates. Gates appear as the game progresses and don't all appear at once. Of the 60 gates that can appear, only 10 are at fixed locations. The remaining 50 (maximum) gates spawn randomly at any of the 90 remaining locations on the map. Completing the main quest where Martin defeats Dagon at the Temple of the One closes all open gates.

### Fighters Guild Quests

- A Rat Problem
- The Unfortunate Shopkeeper
- The Desolate Mine
- Unfinished Business
- Drunk and Disorderly
- Den of Thiefs & Newheim's Flagon
- Amelion's Debt
- The Master's Son
- More Unfinished Business
- Azani Blackheart
- The Wandering Scholar
- The Fugitives
- Trolls of Forsaken Mine
- The Stone of St. Alessia
- The Noble's Daughter
- Mystery at Harlun's Watch
- Information Gathering
- Infiltration
- The Hist
- If you are the future, where did we leave our keys?

### Mages Guild Quests

- City Recommendations
  - Bruma Recommendation
  - Bravil Recommendation
  - Cheydinhal Recommendation
  - Anvil Recommendation
  - Skingrad Recommendation
  - Leyawiin Recommendation
  - Chorrol Recommendation
- A Mage's Staff
- Ulterior Motives
- Vahtacen's Secret
- Necromancer's Moon
- Liberation or Apprehension?
- Information at a Price

- A Plot Revealed
- The Bloodworm Helm & the Necromancer's Amulet
- Ambush
- Confront the King
- Room at the Top

### **Thieves Guild Quests**

- Finding the Thieves Guild
- May the Best Thief Win
- Independent Thievery
- Untaxing the Poor
- The Elven Maiden
- Ahdarji's Heirloom
- Misdirection
- Lost Histories
- Taking Care of Lex
- Turn a Blind Eye
- Arrow of Extrication
- Boots of Springheel Jack
- The Ultimate Heist

### **Dark Brotherhood Quests**

- Finding the Dark Brotherhoods Guild
- A Knife in the Dark
- A Watery Grave
- Accidents Happen
- Scheduled for Execution
- The Assassinated Man
- The Lonely Wanderer
- Bad Medicine
- Whodunit?
- Permanent Retirement
- Of Secret and Shadow
- The Purification

- Affairs of a Wizard
- Next of Kin
- Broken Vows
- Final Justice
- A Matter of Honor
- The Coldest Sleep
- A Kiss Before Dying
- Following a Lead
- Honor thy Mother

### **Arena Quests**

- The Gambler
- Luck
- The Combatant
- Matches
- Grand Champion Match
- Daddy!

### **Daedric Quests**

- Azura
- Boethia
- Clavicus Vile
- Hircine
- Malacath
- Mephala
- Meridia
- Molag Bal
- Namira
- Nocturnal
- Peryite
- Sanguine
- Sheogorath
- Vaermina
- Hermaeus Mora

### **Master Trainer Quests**

- Alchemy Training
- Alteration Training
- Armorer Training
- Athletics Training
- Blade Training
- Block Training
- Blunt Training
- Conjuraton Training
- Destruction Training
- Hand-to-Hand Training
- Heavy Armor Training
- Illusion Training
- Light Armor Training
- Marksman Training
- Mercantile Training
- Mysticism Training
- Restoration Training
- Security Training
- Sneak Training
- Speechcraft Training

### **Anvil Quests**

- Where the Spirits Have Lease
- The Siren's Deception
- The Ghost Ship of Anvil

### **Bravil Quests**

- Through a Nightmare, Darkly
- The Test of Courage
- The Test of Patience
- The Test of Perception
- The Test of Resolve
- The Forlorn Watchman
- Caught in the Hunt

### **Bruma Quests**

- Two Sides of the Coin
- A Brotherhood Betrayed
- Lifting the Vale

### **Cheydinhal Quests**

- Corruption and Conscience
- The Wayward Knight
- A Brush with Death

### **Chorrol Quests**

- Separated at Birth
- Legacy Lost
- Sins of the Father
- The Killing Field
- Shadow Over Hackdirt
- Canvas the Castle

### **Imperial City Quests**

- The Collector
- Nothing you can Possess
- Secrets of the Ayleids
- Order of the Viruous Blood
- Imperial Corruption
- Unfriendly Competition
- An Unexpected Voyage
- Origin of the Gray Prince

### **Kvatch Quest**

- Battle for Castle Kvatch

### **Leyawiin Quests**

- Tears of the Savior
- Whom Gods Annoy
- Mazoga the Orc

- Knights of the White Stallion

### **Skingrad Quests**

- Paranoia
- Seeking Your Roots

### **Settlement Quests**

- The Potato Snatcher
- Raid on Greyland
- Revenge Served Cold
- No Stone Unturned
- The Gravefinder's Repose
- Bear Season
- The Sunken One
- A Venerable Vintage
- Go Fish
- When the Vow Breaks

### **Vampire Cure Quests**

- Grand Soul Gems
- Garlic, Bloodgrass, and Nightshade
- Argonian Blood
- Vampire Ashes

### **Wilderness Quests**

- Goblin Trouble
- Zero Visibility
- Attack on Fort Sutch

### **House Purchase Quests**

- Bravil
- Bruma
- Imperial City
- Cheydinhal
- Leyawiin

- Chorrol
- Skingrad
  - Helping Hands
  - The Rosethron Cache

### **Romance Quests**

- ...And Not Quite Romance
- Too Much Fidelity

### **Undocumented Quests**

- Uderfrykte Matron
- A Ring of Key

### **Shivering Isles DLC** *(provides all that follows)*

#### *Main Quests*

- A Door in Niben Bay
- Through the Fringe of Madness
- Choosing Your Entrance
- A Better Mousetrap
- Understanding Madness
- The Cold Flame of Agnon
- The Ritual of Accession
- Retaking the Fringe
- Rebuilding the Gatekeeper
- The Helpless Army
- Symbols of Office
- The Roots of Madness
- The End of Order
- The Prince of Madness

#### *Side Quests*

- A Liquid Solution
- Brithaur
- Everything in Its Place

- Falling Awake
- Final Resting
- Ghosts of Vitharn
- Taxonomy of Obsession
- The Antipodean Hammer
- The Coming Storm
- The Fork of Horripilation
- The Great Divide
- The Museum of Oddities
- To Help a Hero
- Ushnar's Terror
- Work is Never Done

### **Knights of the Nine Quests**

- Pilgrimage
- The Shrine of the Crusader
- Priory of the Nine
- Nature's Fury
- The Path of the Righteous
- Wisdom of the Ages
- Stendarr's Mercy
- The Faithful Squire
- The Sword of the Crusader
- The Blessing of Talos
- Umaril the Unfeathered

- Mehrune's Razor is a challenging dungeon quest that allows you to delve deep inside a difficult dungeon in order to claim the Daedric Artifact known as Mehrunes' Razor.
- The Orrey gives you a short quest to repair The Orrey at the Arcane University in The Imperial City. Find the stolen items and bring them back to the Orrey. After repairing it, you'll be given a special ability to choose from that can be changed every so often.
- The Wizard's Tower gives you the special Mage's house called Frostcrag Spire. May provide a minor quest or two.
- The Thieves Den gives you the special thief's house called Dunbarrow Cove. May provide a minor quest or two.
- The Vile Lair gives you the special assassin house called Deepscorn Hollow. May provide a minor quest or two.
- The Fighter's Stronghold gives you the special Fighter's house called Battlehorn Castle that you can upgrade. May provide a minor quest or two.