

Skyrim - Companions Quests

Taking up Arms

Go inside the large curved building, Jorrvaskr, at the top of the steps on the east side of Whiterun. The structure appears partly constructed from an upside-down Viking-style sea-going warship. When you first go through the front door, you will witness a brawl between two of the members of The Companions. They have no formal leader, but the organization resembles a Fighters Guild.

Go to the south wall of the building and down the steps to the "Jorrvaskr Living Quarters". Beyond the door, go all the way to the end of the corridor north. Speak with Kodlak Whitmane. Tell him that you want to join The Companions. Vilkas, the man sitting next to Kodlak, objects. Kodlak, however, wants to give you a chance. He will ask you how well you do in battle. After you answer, Kodlak will ask Vilkas to take you out to the training area and test you.

Follow Vilkas outside to the training area on the east side of the building. Speak with him. When he tells you to, hit him twice with a good blow from a non-enchanted weapon. He blocks the blows with his shield and tells you that you passed the test. Then he will ask you to take his sword to Eorlund Gray-Mane. Find him at his "Skyforge", up the stone steps north of Jorrvaskr. Tell him that Vilkas sent you. Eorlund will ask a favor of you. Agree to deliver a shield to Aela.

With this quest selected, go back down to the living quarters inside Jorrvaskr. Find Skjor and Aela the Huntress talking. Tell her that you brought her shield. Then she will ask Farkas to show you your quarters. Follow him there. When you get there, he will tell you of some "Trouble in Skyrim" that he wants you to take care of. You may accept this "Radiant Quest" or not. It is one of seven currently available from the members of The Companions. You *must* complete one of them to further the main Companions quest line. Radiant Quests will send you to one of a *large* number of possible locations. Consequently, I cannot tell you exactly how to complete it. **Save your game,** before accepting any Radiant Quest. You may not be able to finish some of them.

The seven Radiant Quests available from The Companions at this time are:

Trouble in Skyrim, from Farkas, has you killing the leader of a group of enemies.

Animal Extermination, from Aela, has you killing an invading animal.

Animal Extermination 2, from Aela, has you clearing out an animal den.

Hired Muscle, from Farkas, has you using your fists to coerce a citizen.

Family Heirloom, from Skjor or Vilkas, has you retrieving a stolen family heirloom.

Escaped Criminal, from Skjor or Vilkas, has you hunting down an escaped criminal.

Rescue Mission, from Skjor or Vilkas, has you rescuing a kidnapped citizen.

Before you leave your quarters, speak with your bunkmates. Athis can teach you One-Hand Skills. Also present, may be Torvar, Ria and Njada Stonearm. Exit the building and, with the Radiant Quest you chose selected, look on your world map to see its quest arrow. Then complete it.

Proving Honor

When you return from your Radiant Quest, speak with the person who gave it to you. He/she will send you to Skjor. Select this quest and then follow your quest arrow to find Skjor. Accept the job he gives you, then find and speak with Farkas again. He will be your "Shield-Brother" on this quest. Agree to meet him at "Dustman's Cairn". Exit the building and look on your world map to find it northwest of Whiterun and south of Labyrinthian. This one is easy to find. It is one of the large stone holes in the ground, found all over Skyrim. Dustman's Cairn sits on the open plain.

Farkas will follow you inside the front door of the ruin. When you Sneak, he Sneaks. He will only rarely charge ahead of you, ruining your shot. Find a book, "The Battle of Sancre Tor" on the stone table. Read it, for a boost to your Two-Handed Skill. Unlock a (novice) chest. Then go through the tunnel east, to find a dead Draugr. Just beyond that point, in a crypt, fight *five* Draugr, who all attack you at once. Exit north, through a Wooden Door, to a large room with an Arcane Enchanter.

You will find many lightweight Silver Swords in this ruin. Use them at the enchanter, along with filled Soul Gems, to raise your Enchanting Skill. You could return here after you finish the quest.

The northeast wall of the enchanter room has a side room with some potions and a lever. When you pull the lever, a gate locks you in and the lever becomes unusable. Five members of the Silver Hand will rush into the room and attack Farkas. Though it would seem that he must surely die, he converts into a werewolf and kills them all easily. Then he opens the gate for you.

Go through the newly opened gate southeast and kill two more Silver Hand warriors. At the end of a tunnel east, take some gold coins from a pedestal, turn north and then go through a Wooden Door. On the other side, kill a Draugr lying on a rock shelf in a crypt. Open one urn and then go through another Wooden Door east, to a two-tiered room.

On the lower level of the room, kill two Silver Hand, open a locked (novice) chest, go up a log ramp, find a Coin Purse and open six urns. In the small collapsed room east, if you can open the locked (master) chest, you can get some very nice treasure.

Exit this bloody room south, to another two-tiered room. Open two urns and then go down the steps south, to the lower part of the room. Loot an urn, take potions from the stone table and go through the door south, where you will find a very large crypt.

At least seven Draugr lie in wait on the rock shelves. Snipe them before they have a chance to rise up from their feigned death. Along the way, open seven urns and one chest. Watch for one Silver Hand who may try to blindside you. Then go through the Wooden Door south.

In the big room beyond the door, kill one Silver Hand standing on a high bridge in the center of the room. Past the center point of the room, near a fire, kill two more Silver Hand warriors.

Use an arrow or a fire bolt to knock the Coin Purse from the high ledge in the southeast corner of the room. Then go through the Wooden Door south. On the other side, go down some steps, avoiding a stone pressure plate and then fight two more Silver Hand. Open a chest and then go west, through the door to "Dustman's Crypt". In the short hall beyond that door, fight one Silver Hand who pops out of a sarcophagus. Then go through the Wooden Door west.

Cross a high bridge enclosed with iron strapping, noting the enemies below you. Beyond the bridge, go through another crypt. Sneak attack four to five Draugr on the rock shelves before they have a chance to notice you. One Silver Hand stands at the end of the corridor south. Then turn the corner and go east. Open a chest and an urn.

Exit the crypt east, up some steps and kill one Silver Hand at the top. Past that, fight two more Silver Hand, open a locked (adept) chest, and open four urns. The locked (adept) door on the south wall is a closet with minor treasure. Exit north, kill a third Silver Hand, open two urns and then open a chest to get the "Dustman's Cairn Key". Use the key to open the Iron Door north.

On the other side of the door, kill four Skeevers and open an urn. In the room with the Alchemy Lab, open a locked (novice) door on the south wall, to find a closet with an urn and potions. Then, from the Alchemy Lab room, go through the door east. Watch out for a Skeeever. Then go through the narrow tunnel on the east side of that room. Kill one or two Skeevers in the tunnel.

When the tunnel opens into a room with spider eggs, be ready to kill two Frostbite Spiders. One of them may be a giant. From there, go up a rock ramp north, to a narrow bridge. Just ahead, you should see two Draugr. When they see you, they will come running. Exit this room through a tunnel west, then a crypt tunnel north with *no* live Draugr, and then through an Iron Door west.

In this large room, notice the eighteen sarcophagi lining the walls. Open three urns and a chest. Equip your best weapon and get ready for a major fight. Stand next to the Word Wall and learn another word of the fire Shout, "Inferno - Fire Breath". Then pick up the "Fragment of Wuuthrad" from the stone table. This is part of the Blade of Ysgramor. Fight 14 to 17 Draugr that pop out of the sarcophagi. They do this in stages, so you and Farkas do not have to fight all of them at once. Higher-level characters will see tough Draugr Deathlords instead.

After the fight, go up the log ramp and through the hole in one of the sarcophagi. In the tunnel behind it, pull a lever to open a rock wall. Exit the ruin west and then Fast Travel back to Jorrvaskr. Vilkas waits for you at the top of the steps. Speak with him and then follow him around to the training area behind the building. There, the assembled members of The Companions officially admit you into their order. Stand there for a short ceremony. Then go inside the building and speak with one of the members about more work. You *must* complete another Radiant Quest to continue The Companions quest line (refer to the list above). Exit the building. With the Radiant Quest you chose selected, check your world map to see its quest arrow. Then complete it.

The Silver Hand

When you return from your Radiant Quest, speak with the person who gave it to you. He/she will send you to Skjor. Select this quest and then follow your quest arrow to find Skjor. Ask him why he sent for you. Agree to meet him at The Underforge, *at night*. When you tell him that you do not know the location of The Underforge, he will lead you there - if it is after 6:00 P.M. by now. Otherwise, move your game clock forward. When you get to the rock door, follow Skjor inside.

Inside the Underforge, you will see Aela in her werewolf form. Skjor will ask you to become a werewolf yourself. Agree to this request. He will cut Aela's arm with a blade. This causes the bowl on the pedestal to fill with blood. Drink from "The Underforge Fountain". The game will add "Beast Form" *and* 100% Resistance to Disease to your magic effects. In addition, your Health and Stamina increase by 100, when you are a werewolf. Your Howl of Terror causes enemies to flee for 60 seconds. You can sprint faster than horses. See page nine for more info.

You find yourself standing just outside The Underforge. Go back into The Underforge to find it vacant. Walk down the rock tunnel southeast, until you get back outside in the snow, wearing no clothes. Speak with Aela, who is standing in front of you. She tells you that now you must kill the werewolf hunters in Gallows Rock. She will accompany you and be your Shield-Sister. Explore all other dialog options with her. Equip your armor and favorite weapons. With this quest selected, check your world map to find that Gallows Rock is a close-by ruin. Go just a bit west, to get there.

Outside the ruin, kill three Silver Hand guards. Then enter the front door. Inside, pull the chain to lower the spike gate. Then go through the tunnel south. In the room at the bottom of the steps, kill two Silver Hand warriors and open a chest. The room has two exits.

Someone has barred the west door from the other side. The door on the south wall opens to a passage and some steps going up to a prison area. Watch out for a Skeevever and, at the very top of the steps, a dark metal pressure plate that triggers a spring gate with spikes on it. In the prison, kill four Silver Hand guards. If you release the caged live werewolf, it will attack you.

Exit the prison west, down the steps to a Wooden Door north. Beyond the door, in a large two-tiered room, fight four more Silver Hand. Then find a back room on the lower level. Inside that room are two nice chests, one of them locked (master).

Then go up either set of steps to the upper part of the room. A hallway goes to a small room with one Silver Hand defender, a Workbench and a book on a table, "The Last Scabbard of Akrash". Read it, to get a boost to your Smithing Skill. The room has two exits.

The locked (adept) Wooden Door north opens to a bedroom with a chest, potions, a Coin Purse and a Soul Gem. The tunnel down the steps west goes to a Wooden Door north. Aela will tell you that you are getting close to the leader, "Krev the Skinner". Get ready for a tough fight.

Beyond the door, find not only Krev, but also two of his accomplices. Defeat them all and then speak with Aela again. She is standing next to the dead body of Skjor, who earlier went into this fight without any backup. Nonetheless, Aela is upset at his death and vows revenge. She will give you one of the three Radiant Quests listed below. Loot a chest in here before you leave through the east door. Raise the bar across the next door and then enter the first room you came to. Watch for a lone Silver Hand sitting at a table north. Then exit north, west and north again to the outside.

You must complete two of the three Radiant Quests listed below, before you may continue the main Companions quest. Both of these quests will come from Aela. The locations are random.

Striking the Heart is a quest during which you must assassinate a Leader of the Silver Hand.

Stealing Plans is a quest where you search a Silver Hand den, to learn the location of their HQ.

Retrieval is a quest to find and return a fragment of the ceremonial Wuuthrad Mace.

Blood's Honor

After you return from each Radiant Quest, speak with Aela, in Jorrvaskr. After you have completed *both* of her Radiant Quests, she will send you to speak with Kodlak Whitemane.

Select this quest and then follow your quest arrow to find Kodlak. He wants you to exterminate a band of witches in Glenmoril Coven, partly to further his quest for a cure for lycanthropy. He wants you to bring back at least one of the Witch's Heads.

Exit the building and look on your map to see that Glenmoril Coven is southwest of Whiterun and south of Rorikstead. When you finally get there, you will not have to fight any guards outside. Inside, as soon as you make your first right turn (west), you can see a hazy cave with a witch and possibly a Frostbite Spider or a Skeever. A small nook just to the south has a locked (novice) chest.

Witches shoot fireballs *and* heal themselves. As soon as you kill this witch, take her head and be done with the main part of the quest. However, if you want to find a cure for your own lycanthropy and those of your Companion friends, you must get more Witch Heads.

To kill the other four witches, continue into the main cave. From here, two tunnels exit the lower part of the cave. Two more exit from the upper part of the cave. The lower-west tunnel turns south, partway in. When it again turns west, you can see a witch inside a small waterfall cave.

Back in the main cave, the lower-north tunnel turns east. Your quest arrow shows this witch hiding to your left. After you kill her, collect her head, loot the chest and take Rock Warbler eggs.

Back in the main cave, walk to the upper level. The wide tunnel going west leads to a Skeever and then zigzags north and west to a small cave. The witch stands next to a tent on the other side of a water channel. Take her head and loot her chest. Then return to the ledge, above the main cave.

The second tunnel on the upper level runs north, off the upper ledge, near the entrance to the cave. It zigzags east and north to a small cave. The witch may have a pet Frostbite Spider with her. Use her Arcane Enchanter if you wish. On the enchanter table, read "A Tragedy in Black", for an increase in your Enchanting Skill. Now you have five Witch Heads. Return to Whiterun.

When you arrive at the steps to Jorrvaskr, you see that the Silver Hand have sent a party of warriors to take their revenge against The Companions. Aela and Torvar stand on the steps, but do not have much to say to you. Townsfolk stand around gaping and gossiping.

Go inside the building. Vilkas will ask you what you were doing during the attack. The only Companion killed in the attack was Kodlak Whitemane. Now the cycle of revenge will continue. Vilkas will follow you as you annihilate the Silver Hand and retrieve the Fragments of Wuuthrad.

Purity of Revenge

Exit Jorrvaskr and, with this quest selected, look on your world map to find Driftshade Refuge far to the northeast of Whiterun and west of Alftand. The low ruin is in the mountains. Kill two or three sentries outside the building. The entrance is on the west side. Inside, down the steps from the anteroom, you will come to a Wooden Door.

On the other side of the door, kill two Silver Hand warriors. The room has two exits. Someone has barred the door to the north from the other side. Instead, go through the west doorway, which leads to two rooms connected to each other. Kill the lone Silver Hand defender and take a Soul Gem. Exit the second room west, down a tunnel and up some steps to a Wooden Door.

Beyond the door, find yourselves on a balcony overlooking a large room. Kill one Silver Hand on the balcony. Vilkas will probably run down the stairs and attack the other Silver Hand down on the main floor. Open a locked (adept) chest and then exit the room down a long tunnel north.

A sleeping Silver Hand has locked (adept) the first door you will come to (west wall). Inside the room, kill him before he wakes up and then loot his chest. Continue north, down the tunnel until it turns east, into a room with two Silver Hand. Open a chest and take a Coin Purse. The room has two exits. The south doorway leads to a small larder with a fireplace.

The east exit from the room has bars. Pull the lever to the right of the bars. They will slide down. Go down the passage beyond, to a door to "Driftshade Cellar". On the other side of the door, the hallway zigzags past a chest, to a room with one Silver Hand, a prison cell and a dark metal pressure plate that activates a spring gate trap.

From the prison, go east, down some steps to a Wooden Door. On the other side of the door is the brewery. Defeat the two Silver Hand brew masters and read a book, "The Rear Guard", to boost your Light Armor Skill. Then go through the tunnel north and Kill two Silver Hand torturers, but do not release the captive werewolf unless you want a tough fight.

Continue north to a torture room and kill one Silver Hand torturer. Exit the room north, west and north again, to a balcony overlooking a large room. Two Silver Hand are warming themselves by the fireplace. Extinguish their last happy moments and then take a Coin Purse from behind the fireplace. Exit the room down a tunnel south and up some steps to a door to "Driftshade Refuge".

Behind the door, go up some steps south to find the last three Silver Hand sitting at a table eating. Ruin their last meal and take the Fragments of Wuuthrad from the table. Read "2920, Morningstar, v1", for an increase in your One-Hand Skill. Take a Coin Purse, open a chest and use the Workbench, the Anvil or the Grindstone if you wish. Exit the room by lifting the bar across the door to the south. On the other side of the door, exit south up the steps and through another door.

Glory of the Dead

Just past the Whiterun city gates, Vilkas will run off to Jorrvaskr and encourage you to follow him to the Skyforge for Kodlak Whitemane's funeral. There is really no hurry. If you want to do some business in town, they will wait for you. At the funeral, listen to a few somber chants. After that, give Eorlund Gray-Mane the Fragments of Wuuthrad that you got from Driftshade. Eorlund will then ask you to go inside Kodlak's quarters in Jorrvaskr and get the final Wuuthrad fragment.

Go inside Kodlak's bedroom. Open the end table to find the fragment. Read his Journal to find out what he thought of you. Take another Unusual Gem. Follow your quest arrow to find Eorlund. Give him the final fragment. He tells you that the Circle is waiting for you in The Underforge. Go there now and listen to the three fighters discussing what to do next. Eorlund will come into The Underforge waving around the newly rebuilt Wuuthrad Mace. He gives the weapon to you and tells the Circle that they must now go to Ysgramor's Tomb. Take the mace along with you.

Ysgramor's Tomb is northwest of Winterhold. This is also the headquarters of the college of the mages. From the city, there are at least three ways to get down to the water. Perhaps the shortest route is down the cliff trail. It begins just left of the bridge to the college (as you face the bridge). At the water, swim northwest to the island and circle around it to find the tomb. Open the door at the bottom of the stone circle and find your three friends waiting for you.

In the first room, speak with Vilkas. His brashness torments him, so he will not be accompanying the rest of you farther into the ruin. Stand near the statue in the center of the small room and activate it, to place the Wuuthrad Mace into its place on the statue. This action causes a rock door on the north wall to slide up, revealing a passage. Enter the tunnel and kill two Skeevers and two ghosts. Your two companions will make this easy for you. Then go through the Iron Door west.

Past the door, in a room with 13 sarcophagi, fight four Companion Ghosts and loot four urns. Then go down the steps south, to a room with 21 sarcophagi. Fight five more Companion Ghosts. Be careful with these, because they are tougher than the last ones. They may knock your friends unconscious, leaving the fight to you alone for a while. Be ready to use Health Potions.

After this battle, loot one chest and nine urns. Farkas will tell you that he cannot go any further. He is fearful of spiders. Cut the cobwebs from the south wall and kill the four small Frostbite Spiders that run through the opening. Go into that room with Aela and cut the cobwebs from the hole in the east wall. Two more small spiders will run through the opening.

When you enter that room, Aela will say, "Did you hear something?" A Giant Frostbite Spider will drop down from a hole in the ceiling. It cannot get through the doorway. Pull a chain left of the south gate, to open it. In the room beyond, fight three to five Companion Ghosts. Exit this room east, down the steps. At the bottom, kill two or three ghosts at the south end of the crypt.

Exit the room east, up the steps to an Iron Door. Beyond the door, find a small room with a pedestal at one end. Pull the handle on the pedestal, to open a gate on the north wall.

Save your game here. In the large room beyond the gate are four *very tough* Companion Ghosts.

After the ghosts are gone, loot three urns on the stone table and read "The Legendary City of Sancre Tor", for a boost to your Two-Handed Skill. Then go up the stone steps to an Iron Door. On the other side of the door, three sets of stone steps go up to a large room, where you will meet the ghost of Kodlak. After you speak with him, activate the "Flame of the Harbinger", to put a Witch's Head in the flame. When you do this, a "Beast Spirit" will leave Kodlak's form and then attack you and Aela. Defeat it, and then tell Kodlak that you have done so. He will give you a parting speech and appoints you "Harbinger" of The Companions. Then he will go to Sovngarde.

If you are certain you no longer want the Beast Form, and you have another Witch's Head, place the head in the flame. Then destroy *your* Beast Spirit. This choice is irrevocable. If you are not certain that you want to give up being a werewolf, the game will give you another chance later. "Purity", a Radiant Quest (below) gives you that chance to remove the Beast Form.

Aela suggests that you go and tell the others of your promotion. To avoid a bug here, ask Aela to follow you. You can dismiss her when you get back to Jorrvaskr. Before you leave, open a very nice chest. Then pull the chain nearby, to open the gate. Past the gate, go up the spiral staircase to the top and loot three urns. Take two Coin Purses as well. Then go up the steps and pull a chain. This causes a stone door to slide down, putting you back in the first room you came to, often with Farkas and Vilkas. If you like, speak to all of them about your new appointment.

This ends the main Companions quest line, but three additional Radiant Quests are now available to you from the Companions: "Totems of Hircine", "Purity" and "Dragon Seekers".

Totems of Hircine

To get the "Totems of Hircine" quest, ask Aela the Huntress for work. She must *not* be your current companion *and* you must still have Beast Form. She will give you *at least one* "Animal Extermination" quest, before she even mentions the totems. Select each quest in your Journal, to put its marker on your map. After each extermination quest, ask her again, for work. She should eventually ask you if you want to escort her on a trip to pick up a totem. Actually, you will lead and she will follow, as your Shield Sister. The game generates each location randomly.

Wherever you pick up the totem, she will say, "Let's get it back to the Underforge". Inside the Underforge, activate the rock shelf marked with the quest arrow. The game calls it a "Totem Receptacle". The totem you found will appear on the rock shelf. If you activate the Totem of the Hunt, the Detect Life Spell will become an option when you become a werewolf. The spell's aura, however, is red instead of blue. Activate the totem power with the Shout button.

To become a werewolf, open your Journal and select Magic>Powers>Beast Form. Then press the same button that you use to activate a Shout. After you become a werewolf (once a day unless you have the Ring of Hircine), use the same Shout button to activate the totem power. You can use only one totem power at a time. If you want a different one, return to the Underforge and activate it.

Life as a werewolf lasts for 180 seconds. To extend this time for 30 seconds, feed on a bipedal life form. If you feed on more than one person, you can get even more time. However, most all of your potential victims fight back, wounding you. Although your Health will *slowly* refresh over time, just as it does while you are in your human form, time is of the essence. While you wait for your health to regenerate, you have less time remaining as a werewolf. You gain 50 Health Points when you feed on a person, but mostly you are only replacing the health you lost in the fight. Moreover, when you revert to a human, you find yourself naked and unarmed. Almost anyone who sees the transformation will immediately attack you, except for followers, werewolves, or your spouse.

To get the "Totem of Brotherhood", you must go through the same procedure. Aela will give you at least one Animal Extermination quest. I had to do two of them. When you activate that totem, it replaces any current totem power with the ability to conjure two ghostly red wolf protectors. These are a novelty at best. They jump around in a lively manner, but seem not to have much offense - and last only 60 seconds. Their best use may be as a distraction.

To get the "Totem of Fear", again ask Aela for work. She will give you at least one Animal Extermination quest. I had to do three of them. Keep asking for work until she asks you to go on another trip. Go with her to the random location and get the totem. Return to the Underforge. Place the new totem on the third marked rock shelf. When you activate that totem, it replaces any current werewolf power with a Fear Shout. Perhaps the most useful, this totem causes enemies to flee *and* they put up no resistance when you catch them. While cowering, they cannot hurt you.

Purity

Both Farkas and Vilkas will eventually want to stop being werewolves. When I spoke with him, I found that I had to perform *six* assorted Radiant Quests for Vilkas before he would even mention that something was troubling him. When I tried it a second time (using a save), I only had to do one Radiant Quest. The game seems to choose randomly, the number of quests you must do.

Vilkas wants to go to Sovngarde and cannot do that while he has the Beast inside him. Escort him to the Tomb of Ysgramor and stand next to the Flame of the Harbinger. Ready your weapon and then Activate the flame to put a Witch's Head in the flame. Vilkas's Beast Spirit will exit his body just as it did with Kodlak. Destroy the Beast Spirit and speak with Vilkas to end the quest.

When I spoke with Farkas, he wanted to see a dragon. This is the **Dragon Seekers** quest. Tell him, "Let's go kill a dragon". Escort him to a random location and kill the dragon there. Afterwards, Farkas will tell you that he wants to remain behind and study the giant dragon bones.

When I got a chance to ask him about work again in Jorrvaskr, Farkas mentioned that he was troubled. Just as I had with Vilkas, I escorted Farkas to Ysgramor and put a Witch's Head in the Flame of the Harbinger. Then, as before, we killed the Beast Spirit.

It is at this point, after you have helped both Farkas *and* Vilkas to stop being werewolves, that you have your second chance to rid your own body of the Beast Spirit. Activate the Flame of the Harbinger to put another Witch's Head in the flame and then kill the spirit released from your own body. You cannot change your mind later. You lose access to the Underforge, and you no longer have 100% resistance to disease.

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