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Skyrim stone quarter

With hundreds of Skyrim quests, dungeons and mods to explore, there is no shortage of content for this legendary RPG. The variety of the game is unparalleled in the genre, which can be seen through various quests Skyrim. One of the game's most interesting quests is Blood on Ice, a murder mystery that challenges players with solving a killer who roams the streets of Windhelm. The quest has a surprising number of branching paths players take, and it offers a great reward compared to most side quests. Here's a complete guide to the Blood on Ice quest in Skyrim. 11 Enter the crime scene in Windhelm To start Blood on Ice, players will have to make their way to Windhelm between 7:00pm and 7:00am in the game. If players meet both conditions, they must notice the crime scene in the city cemetery to the left of the entrance to the gate. As soon as the players see a corpse and copious amounts of blood, the game will start the quest and ask the players to report the incident to the guards. 10 Report Guard Windhelm guards are already aware of the problem by the time players report it to them. Several women have been killed in the same way before. The guards don't know who it is and are too busy with the civil war to investigate, so they allow the player to investigate the crime scene and bring this Butcher to justice. 9 Investigate the crime scene head back to the crime scene after talking to security guards. They will tell the player to speak to one of the three witnesses: Caliksto Corrium, Silda Invisible and Helgird. Talking to all three will show little. Reporting to the guards will not give any clues as to how to proceed, so players will have to continue investigating the scene. Players can also talk to Helgrim in the Hall of The Dead for more information, although it mostly doesn't matter to complete the quest. A further examination of the body will show a trace of blood. Following the trail will lead to Hjerim, an abandoned house in Windhelm. Bringing this up with the guards who directly pit the player on Thor Shatter-Shield, the mother of the previous homeowner. 8 Get access to Hjerim Talking to Thor will show that it has the key to Hjerim that players can use. Just talk to her and she will give the players the key to the house. In addition, players can steal it from her if they own a pocket theft or choose a master lock on the door straight. 7 Meet as soon as players enter the house, they may notice that a brochure called Beware of the Butcher is on the shelf. Players can continue to explore the house or search for the author of this brochure named Viola Giordano. If the players want to do the latter, they can find Viola in the Candlehearth Hall tonight. Talk to her and she will help the player

in House. 6 Explore Hjerim Regardless of the player's decision to seek Kiol's help, entering Hjerim will show you a fairly rare home with multiple objects to check. Bring to any subject in the room and interact with it to explore it. If the player brought Viola with him, she would have an additional dialogue about the Butcher and how the city does not investigate murders due to the Civil War. After examining the wardrobe, players will find a hidden panel that leads to a hidden room. Inside the room is a strange amulet, which is next to the altar of necromance. Take magazines and amulet and bring them to Wuunferth Immortal, the court master of Windhelma, or Calixto in his shop. 5 Identify the owner of Strange Amulet by bringing a strange amulet either to Uunfert or to Calicto, which will trigger both to offer a gold award for its inclusion. While it's not strange for Calixto as he's a collector, it seems strange that Wuunferth wants it. Players can ask him about it and even accuse Wuunferth of being a butcher if they so desire. 4 Confrontation Wuunferth Wuunferth is crucial to the next step of this search. Players can either talk to the court wizard directly and question him about the practice of necromance, or, alternatively, take the issue to Jorleif and insist that Wuunferth is the Butcher. Doing the latter will put Wuunferth in jail, which is an event a player can prove himself. Everything seems normal once he's in prison, but waiting three days will show another murder. A conversation with Wunfert at this stage will show that he investigated Butcher. He will direct the player to explore the Stonetown at night to look for suspicious activity. For players who want to talk to Wuunferth first, he will tell the player that he investigates Butcher extensively and believes he roams the stone quarter at night. Both options end up with the same goal, but one delays the quest by a few days. 3 Patrol Stone quarter at night At the moment, players will have to head to the market area known as the Stonetown at some point between dusk and dawn. Make sure you have one of the four NPCs: Nilsine Shatter-Shield, Jora, Hermir Strong-Heat or Arivanya. The players who first spoke to Wunfert and did not put him in jail will always see Aariwanya appear. No matter who shows up, players will soon notice Calicto Corrium emerging from the shadows. He will draw a knife and declare himself the terrible Butcher of Windhelm. The guards do not react to this, so the player needs to intervene. 2 Bring the Butcher to justice when Caliksto reveals himself to be the Butcher, the players must kill him before he kills the murder victim. Killing Caliksto on the streets won't win rewards for player, even if he's eligible Guard. If a player doesn't kill Calikto in time, he'll kill and retreat to Hjerim. Run back to his house to find him in a hidden altar room. Kill Caliksto to finish this step. 1 Talk to Jorleif After killing Butcher, players will be instructed to speak with Jorleif. Talking to him will complete the questline, giving players the opportunity to claim Hjerim as their own and decorate it as they please. The strange amulet will also change to Necromancer amulet, a powerful neck item that provides 50 Magicka and reduces the cost of spells by 25% due to 75% health and Stamina regeneration. NEXT: 10 Plot holes in Skyrim that have never been explained by Next Witcher 3: 10 Side quests Players completely ignore related topics Lists Skyrim Senior Scrolls About author Charles Bugar (184 Articles Published) Read more from Charles Bugar of Skyrim Wiki in: Skyrim: Homebuilding Elements Edit Share Weight Base Value 1 2 quardier stone is a building material presented in Elder V : Hearthfire. It is used mainly in the construction of the estate. Locations (edited by source) This material is extracted with a pickaxe from sources called Stone quarry found throughout Skyrim. These sources can give 4000 units each before exhaustion. Homestead Sources (edit source editing) Other sources (edit source editing) Crafting edit source quarrier stone used in the construction of the following elements: Appearance edit edit edit source Elder Scrolls V: Hearthfire Skyrim: Housebuilding Elements Disclosure: Some of the above links are affiliated links, that is, at no additional cost to you, fand. Community content is available under CC-BY-SA unless otherwise stated. 100Join Yahoo Answers and get 100 points today. The terms Privacy AdChoicesRSSHelpAbout AnswersGuidelines on the Leadership Table Knowledge Partners (LevelsSend Feedback) UESPWiki - Your source for Senior Scrolls since 1995 A quick step-by-step guide edit Go to the murder site at Windhelm Cemetery and talk to a security guard. Talk to Jorleif at the Palace of Kings in Windhelm. Talk to Helgird in the Hall of the Dead of Windhelm. Follow the trail of blood to Hjerim and get the key. Look for Jerem's evidence. Talk to Viola Giordano and Caliksto Corrium. Make an important choice. Patrol the Stonetown at night and catch the killer. Report back to The Jorneuf. Detailed passage edit Killer on Loose edit When you first visit Windhelm, some of the citizens and guards will mention the serial killer on the loose. The general fear is noticeable, but no one will talk about the murders, and this remains nothing more than rumors. When Conditions have been met (see this section on how to call), the body of a candlehearth hall barmaid, Susanna Wicked, will appear, surrounded by witnesses, in the cemetery. If you're approaching a stage, a scene, will stop you and explain a little about the murders. The guard also explains that the local guards are too busy with the war to conduct any real investigation, and they will gladly take some help from you. First, it sets you the task of questioning three townspeople gathered around the body. A windhelm'edit researcher at a rare venture outside the Hall of the Dead, Helgird will have little help at the moment, but point out that Suzanne's coin purse is still intact. Calikto Corrium claims he saw the guy running away but didn't get a good look at him, while local beggar Silda Invisible didn't get to the scene before Suzanne was dead and the killer left. The guard will not be particularly surprised by the lack of strong evidence or witnesses, and point you to the lock of Steward Jorleif for help and helpful advice. Large diagonal incision from the left shoulder... At the Palace of Kings, Jorleif will be shocked to hear of the third murder, and will gladly accept your help. He will promise you help from himself and all the city guards during the investigation. The card marker will now always point to it, but it will rarely have anything useful to add. Now it's time to investigate the crime scene without the intervention of a security guard. Suzanne's body will be removed from the scene, and only blood spatter remains. The guard noticed the blood as well, and hints that this proof may have a clue; however, you are now called to speak to Helgir in the Hall of the Dead. Thanks to her profession and life experience with corpses, she may be able to come up with some answers. Enter the Hall of the Dead and find Helgird busy studying Suzanne's corpse, apparently puzzled by the large diagonal cuts she finds. When asked, she would show the shape of the cuts to be somewhat unusual, as they were made with a curved blade designed to embalm, the exact tools she uses. You can indicate her involvement in the murders or just leave the conversation, but the results are the same. Helgird refuses to speak to you any further and asks that she be left alone so that she can prepare the body for the funeral. Because both Jorleif and the guard are unable to do anything at the moment, your only hope is to find the key in the cemetery. The rest of the evidence seems to be a trail of blood leading from the cemetery. Follow the bloody trail around the corner and up the stairs where it ends at the entrance to Hjerim, a huge manor house opposite the House of the Cruel Sea Clan. (If you choose to follow the trail of blood before talking to Helgird, the marker map pointing to it will now disappear.) Hjerim'edit' the front door is locked, so either choose a lock or ask Jorleif and/or any security guard in town about access to Hjerim. They will briefly tell you about how the house belonged the late Friga Shatter-Shield, and she has been abandoned ever since her untimely death. They'll also talk to you about her mother, Tova Shatter-Shield. Wait for Tova to leave his house. She will browse the market between 11am and 3pm while she spends her afternoon at Candlehearth Hall. As you approach the grieving mother, it becomes apparent that Frigue was one of the killer's former victims. Naturally, Tova will be more than ready to hand you a key so you can go look inside. If you can't find her, she may be in her house dead after committing suicide and you can just take the key to her body. When entering Hjerim, updating the quest will immediately tell you to look for clues, so look around. A blood trail leads to the chest in the southeast corner, so explore it and peep it open. Inside you will find eleven brochures called Beware of the Butcher! together with the meat magazine #1. Despite the fact that your quest magazine now encourages you to follow these tips, keep looking for the house. Ignore the mids scattered on the floor and move to two cupboards in the western niche. The cabinet on the right is nailed to the wall, so open it and remove the false back panel. This will reveal the killer's hideout, a room filled with bones, bloodied remains and suspected embalming tools. Explore the altar and pick up the Butcher Magazine, #2 for more evidence. Get out of the room and look at the small shelf between the cupboards. It contains even more brochures, but also a strange amulet. This is the last piece of evidence, so be sure to pick it up. Read the brochure to learn about a Windhelma citizen named Viola Giordano. Before you leave, make sure you have a brochure and a strange amulet in your inventory. If you want to avoid investigating Hjerim with Viola later, pick up one of the magazines as well. Keep an eye on the tips and quickly visit the helpful Jorleif (or guard) for advice on how to proceed. When you show him the amulet, he will be quite puzzled, but will mutilate you on Caliksto in the House of Curiosity for an opinion. When asked about the term Butcher, he will viciously refer you to Viola Giordano, the author of the brochures, and those who seek background information about the killings. At this stage, map markers indicate both Viola and Calicto, but first it is recommended to visit Calicto. Calixto Corrium kaliksto opened his small museum with his now-deceased sister, showing off the various items they found during the adventures they shared that day. These days, Calixto spends most of her time sitting in a chair doing absolutely nothing but mourning the loss of her sister and rambling about how happy she would be to see all the curious objects under one roof. No wonder Calixto will, for fee, offer a tour of a small small Curiosity and explain the background for several elements. It's a good idea to take this tour, just to investigate. When you give him a strange amulet, he will tell you that it is a wheel stone traditionally carried by court magicians. Then he'll offer to take it off your hands for 500 gold. Because of an amulet error, it is recommended that you accept this offer. Viola Giordano is an empire that tends to roam the streets of Windhelm during the day and hang out in the evening in the Candle Hall. Track it (with a flyer Beware of the Butcher! from Hjerim in your inventory) and question it. She is understandably upset by the presence of a serial killer and the apathy of city guards. If you were unable to pick up the log in a hidden cell back in Hjerim, Viola immediately showed interest in the old house and went to a running pace to help with the investigation. If you already have a journal, Viola point to Wuunferth, the court magician in the Palace of Kings, as the most likely person to experiment with necromance. If you decide to talk to Viola to Caliksto, the marker of the card pointing to him will now disappear. However, go sell him a strange amulet before going somewhere near the Palace of Kings. It will net you 500 gold and one less bug to worry about. At this point, your next decision will affect how the quest goes and whether the killer can strike again. Even if the marker card now points you to the palace and your magazine tells you to confront Jorleif with evidence against the court magician, talking to Jorleif can be fatal for the townspeople of Windhelm. Another option is available, although it is unspoken. You can go directly to the accused Wuunferth and confront him yourself without even talking to Jorleif. Your reward will remain the same regardless of your choice. Follow your instincts (edit) Wuunferth (edit) Wuunferth Unliving lives a secluded life in the Palace of Kings, but you can visit it at any time. During the day, he will be in his cabin (the first door on the left at the entrance, upstairs, at the far end). He spends the night wandering downstairs. Confront him with rumors about his necromance. He will be very offended and will wander about him as a member of Winterhold College. When you mention the magazines and describe the amulet, he immediately identifies it as the legendary Necromancer Amulet, while he will only regret Caliksto's wild theories that it is the Wheel. He reveals that he has also been investigating The Windhelm's murders for quite some time. He noted the pattern with the location and time of the killings, so he eventually asks you to follow up in the Stonetowns at night, as he predicts that the killer will strike again. Now leave Wunfert alone. The marker card still points to the Jorleif, and head to stone quarters and wait until night. Continue the step-by-step guide in this section. Jorleif'edit: Has the whole city lost its brains? When you tell Jorleif that Wuunferth is the prime suspect and tell him about the necromance lair in Hjerim, he will be shocked in the first place; however, he would find the evidence convincing enough to take action. Thanking you for making the streets of Windhelm safe again, he went to the guard patrolling the entrance to the palace and ordered him to come for arrest. At this point the quest will end and you will stay in the main hall, without any reward at all. Having Jorleif and the guard in the Wuunferth cameras and eavesdropping during the arrest will prove quite disturbing. A frustrated Wuunferth will claim that he investigated the murders as well, and will shout that it is not over when a security guard drags him to the barracks. At the moment it is impossible to talk to any of the characters, but there is an ominous feeling that something is terribly wrong and that Windhelm can not be relieved of the nightmare just yet. Wuunferth Unliving, the only person with an answer, will be behind bars and will not offer any information. Looks like you're not such a sharp investigator after all. After three full calendar days outside Windhelm, you will see a familiar scene on your return. The guard will stand next to another slain victim (she is to the right of the Candle Hall, looking out from the Palace of Kings): Altmer named Arovnya from Windhelm Stables. The guard will be devastated and will quickly inform you of your failure. A new quest with the same name will be found in your diary, and the guard will ask you to correct your mistake by talking to the Wuunferth prisoner. Go to the barracks under the palace and talk to the magician. When you tell him that Butcher has claimed another victim, he will point out that he is behind bars and make a blow to your abilities as an investigator. When you tell him about the magazine and the amulet, he will deny any knowledge of the magazine and will ask for the shape of the amulet. He then identifies him as a rare and legendary Necromanc Amulet. While he will reject the Theory of Calixto Wheelstone on the spot, he will reveal that he has noted the pattern at the scene and time of the murder, and will eventually ask you to follow in stone quarters at night as he predicts the killer will strike again. Catch the killer! (edit) The killer strikes again. When you head outside, the Stonetown will be incredibly quiet. At night the entire market is usually devoid of people, although the guard may be present. You can spot the killer after his last potential victim through the cemetery and lane and up the stairs in From the east. When they enter the market, you will witness how the elderly owner of the museum Caliksto Corrium sneaks up on a female citizen (usually Arvanya, but another woman will be chosen randomly if she is already dead), with his knife drawn for the next murder. You can attack in plain sight or use a spell on Calixto and save one of The Young Females of Windhelm. If you can't get rid of him before he slits her throat, or if you attack Caliksto and rescue her, he will panic and take off at a running pace for his necromance chamber in Hjerim. Follow him and be prepared for battle, although Caliksto should not be a big problem. When he falls to the ground, rob his dead body for the now restored Necromanc Amulet (if you sold it to him) and a few other valuable items. Make sure to pick up your key as it will help you uncover the truth behind his murderous scheme. If you managed to kill him from the outside, the guards will now arrive, but will do nothing but point you to Jorleif for one last conversation. Jorleif will thank you and say that the guard will be more cordial to you in the future. If you kill it from the outside with a range of attacks, even if the guard is present after you rob the body guard will not approach, but continue to patrol the area. Although not necessary, it's worth your time to visit Calicto's now-abandoned museum of rarities, just to find out the cause of all the bloodshed. At the top of the area, you will find his chest unlocked with the key you claimed from his body. Inside all his embalming tools, along with the first part of his magazine. Reading it, it becomes apparent that the untimely death of his sister Lucilla drove him to madness, and that the murders, body parts and necromancism rituals were part of a desperate attempt to bring her back to life. How to start a quest to edit This quest is called counter that starts at the beginning of the game, which will increase every time you visit the city of Windhelm or the immediate surroundings. When it reaches four, the Blood on Ice quest will be available, although two more conditions must be met: You must enter Windhelm, either through the main gate, docks gate, or travel quickly, between 7pm and 7am. The cemetery scene must be launched and the quest is ready to go. Tova Shatter-Shield and Arivanya must be alive (see error section). The easiest way to trigger a quest is to walk back and forth between Windhelm Stables and Brandy-Mug Farm two to three times and then enter Windhelm between 7pm and 7am. If the cemetery scene isn't caused by this, there's little hope that you can trigger a quest at all. NOTE: You can always check if you have met the requirements for the beginning of the quest, as the Hjerim lock will change from the required key to the lock Master when the quest becomes available. If Tova and Arivan are alive, search for still started, because the counter is less than four and you get the key to Hjerim, then you can trigger this quest by entering Hjerim with this key and picking up one of beware of the Butcher! Brochures. However, the quest will not start as stated in the step-by-step guide above; You will have to figure out what to do on your own without the help of Jorleif, however all the same options will be open to you, except that none of the witnesses will be present in the cemetery; You can sell Calixto Strange Amulet, you can have Wuunferth arrested or talk to him to catch Calixto, and you will have to talk to Viola to continue the search after picking up the brochure. When the quest is triggered, the Hjerim front door will change from the key requirement to the Master level lock. There are three known murder victims before those who have come across the search: Frig Shatter-Shield, Nilessin's twin sister, Isabelle, as mentioned by Adonato Leotelli, and Fjotli cruel-Sea, as Said Niranje and her father Torsten during the Summerset Shadow quest. If he wasn't seriously robbed, it's not the only murders he's committed, seeing how Hjerim has the remains of a number of peoples in his hidden room. If you killed Nilsin to get a bonus reward in the quest Mourning Never Comes, Tova will be dead in her house and you can get the key from Hjerim from her corpse or choose a castle. This will only happen if you have complied with the requirements for blood on the ice and then completed the mourning never comes. After talking to Wuunferth, you may encounter Caliksto trying his next murder the next time you visit the market, not just at night. Due to the increasing number of NPCs present in the market during the day, walking at night is highly recommended. No one will intervene, and only women under attack will cry for help. If the Caliksto attack is successfully interrupted, it may behave like other NPCs who have been attacked while trying to escape to nearby buildings or cower in a corner. Sometimes, at the end of this quest, the message that the quest is complete will be displayed twice. This is due to the fact that two quests with the same name work simultaneously. The second case of completing the quest is due to the fact that Uunfert is released from guilt. When you complete the quest, the windhelm guards sometimes say: You have done this city a great favor by catching this killer. Well done. Or I was so close to catching this killer. I swear. Mistakes, initiating a quest, although most NPCs required to search to initiate are labeled as necessary, another quest, namely the search for the Dark Brotherhood of Mourning never comes, will encourage you to kill Nilsin Shatter-Shield. Although she is not involved in this quest, her mother, Tova Shatter-Shield, will commit suicide if Nielsen is killed, and so this search cannot be initiated. This error has been corrected by version 1.2.1 of the unofficial Skyrim patch. If Viola died for some reason the quest may not begin or will be impossible to complete. This error has been corrected by version 1.5 of the official Skyrim patch. Aariwanya, a stable arm, is also needed for this search to trigger but is not marked as necessary. This error has been corrected by version 1.2.1 of the unofficial Skyrim patch. This can also be corrected by reviving the characters with the console command prid qId,RefID of the npc;gt;include, moveto player (for Nilsine, because her body does not disappear), resurrect and resetAl. This fix works on Skyrim 1.7, but only after the day after the NPC was resurrected. If you capture Windhelm for the Imperials before calling the cemetery scene, witnesses and corpses will still appear, but the guard may not appear, as Windhelm's guards have been replaced by Imperial Legion soldiers. This makes it impossible to start a quest. This issue was addressed in version 1.4 of the official Skyrim patch; Please note that the fix only works if you haven't caused the cemetery sequence in the Windhelm attack. The remainder of this error was corrected by version 1.2.4 of the unofficial Skyrim patch. Use the sqv ms11 console to compile a list of RefID's variable quest and search with CrimeSceneInvestigator, and then use the prid and moveto player commands. This will move the guard to your location, allowing you to start the quest. This error can cause even if you join Stormcloaks. Try rebooting the previous save before you enter Windhelm. Is it necessary to check - is this true? follow the blood spatter to Hjerim and select the lock to the front door. Once you go inside you will get a quest. If you purchase the key from Hjerim before the quest starts, then enter and pick up a copy of Beware of The Butcher!, the quest will initiate and go directly to Stage 70 without any other log notes indicating that it is about. You can also initiate the quest by selecting Master Lock for Hjerim, which begins a quest with the aim of looking for clues. This error has been corrected by version 2.0.4 of the unofficial Skyrim patch. If you start the first basic Dragonborn quest before starting this quest, then this quest may not begin. If you go to Windhelm, but do not go to the scene of the crime, after a while it may disappear, Susanna can come back to life and the search will not begin?. One fix is to travel quickly somewhere. Then wait a little and go to the cemetery. A check is necessary - is it true? And how long to wait? also go outside the gate and use the command console resetquest ms11. Checking See the conversation page The guard, who is supposed to be near the crime scene, never appears. Enter the investigator/s'refid';gt; player.setstage.setstage ms11 10, player.setstage ms11 20, and player.setstage ms11 30. Talk to Jorleif and then go look at the door in Hjerim. The quest continues normally from now on. Progress quest If the dragon attacks Windhelm, he can kill the guard you have to talk to after questioning witnesses. The body will remain there indefinitely. If the quest has started and you wait too long before continuing it, the blood spatter leading to Hjerim may disappear. When you're told to question witnesses, stay away from Hjerim. Approaching the front door will cause 'Gain access to Hjerim' upgrade and clear the cemetery. This will leave you without witnesses or card markers for the remainder of the quest. This error has been corrected by version 1.1 of the unofficial Skyrim patch. The Beware the Butcher! brochures are not quest items, and if all of them are lost or destroyed before talking to Viola, the quest will not be able to continue. This error has been corrected by version 2.1.3 of the unofficial Skyrim patch. Sometimes the game recognizes only the brochures Beware of the Butcher on top of the amulet as 1 of 5 quest items (3 magazines, 1 amulet, 1 brochure). Take them to get back to the next stage. The goal of Get Help From Jorleif will never be registered as completed. This error has been corrected by version 1.2.1 of the unofficial Skyrim patch. If you take the first magazine for Viola, she will direct you to talk to Jorleif whether you have found an amulet. The quest will continue as if you found an amulet when talking to Jorleif and Wuunferth, even if you don't. This error has been corrected by version 2.0.9 of the unofficial Skyrim patch. If the quest has started and you first complete the Stormcloak/Imperial quest, the quest may become incapable. A security guard near the crime scene may be missing after you question witnesses. One possible solution is to trace blood to Hjerim in an attempt to skip part of the quest. This error has been corrected by version 1.2.4 of the unofficial Skyrim patch. If Wuunferth is arrested and you have never spoken to Calicto, still still having a strange amulet, Wuunferth will always remain guilty and the next murder will never take place, making you unable to complete the entire quest or kill Caliksto. To fix this, insert the MS11 105 set into the console to trigger the next murder and continue the search. However, if you talk to Wuunferth after completing the quest, you can start a second copy of the quest that can never be completed, as it will set you back to the scene where you witness another murder that will not happen. This problem can be solved by talking to Wunfert in his cell after a three-day waiting period for the second murder. The search will resume after the dialogue with him has been completed. It is Pickpocket Kaliksto key, and open his chest in his museum/house containing pretty obvious evidence, but that doesn't change anything in the search. That won't stop you from accusing Wunfert of talking to Jorneuf. This issue was considered by version 2.0.1 of the unofficial Skyrim patch; the key will only appear if Caliksto is killed. When asked to patrol the Stonetown at night, Aryan may not be able to come, leaving Calicto standing there and doing nothing. He can also stand next to her without attacking. He will be busy if you try to talk to him, and attacking him will incur a reward, not allowing you to finish the quest. Typically, waiting for an hour will cause Calixto to start moving, allowing the scene to progress as normal. If it doesn't work, wait until about 8pm the next night for the murder to happen. Use the console commands to disable and turn on Calixto, and then enter prid 0001B144 followed by moveto player teleportation Arivanya to your location. She has to go forward, and Caliksto will try to kill her. Then you can kill him. If you conquer windhelm before patrolling, the next murder will be in front of the Blacksmith quarters, but the next murder will not take place and you will not be able to finish the entire quest or kill Caliksto. Caliksto will stand next to the victim and will never have committed a crime. ? To fix this, enter the MS11 130 set and follow the indicator to catch Calixto. Calixto won't work and you only need to follow the indicator. You will find Calixto behind the victim and the victim will be alive. However now you can kill him and go talk to Wuunferth to complete the quest. When you go there again, even if the victim survived, she won't be there. Sometimes the room behind the closet can be completely empty, which prevents you from finding a second meat magazine. ? You can add the missing item with Player.AddItem 00066182 1. Wuunferth Arrested Variation edit If you speak to Wuunferth directly, not Jorleif, then Caliksto will try to kill Arinja in the stone quarter. If you decide to arrest Wunfert, Arivan will be killed. For the final showdown, random, female NPCs will be selected as market victims. If the game runs out of potential victims, one of two mistakes will cause: After talking to Wuunferth, the log will be immediately updated to stage 130. After chasing Caliksto in Hjerim, he cannot be killed. Then it does not leave Hjerim and becomes hostile when you enter. This error has been corrected by version 1.4 of the official Skyrim patch. To complete the quest, get out of Hjerim and use console commands: prid 1B11D and moveto player. Caliksto will remain in his House of Curiosity and will never try to kill him one last time. This error has been corrected by version 1.4 of the official Skyrim patch. If you buy Hjerim and arrest Wuunferth when you goal to patrol the streets of Windhelma Windhelm Can appear inside Hjerim, in the room behind the closet, and use any equipment you may have left in it. ? Patrol the streets of the Stone block at night the target may not appear after a conversation with Wuunferth, although the quest can be continued and finished as usual. When selling Calicto amulet, it gives 500 gold; if you then picker it off him and ask about the amulet it gives you the opportunity to sell it again. This can be repeated as many times as you want. While Aariwanya is needed to initiate the search, it is scripted to be the victim found near the Candle Hall. This means that she can be killed during the quest, and a second copy of it will appear when the quest is initiated a second time. This error has been corrected by version 2.0.4 of the unofficial Skyrim patch. When You encounter Wuunferth with evidence, you can always mention that Calixto was wrong about the amulet, even if you didn't talk to Calixto about it. This error has been corrected by version 2.0.4 of the unofficial Skyrim patch. Even before the quest begins, a conversation with Calikto outside his museum will lead to its closure forever. Do not try to choose a castle, as it will become hostile. Instead, if you want information about the Amulet, find it in the Candle Hall between 5 p.m. and 7 p.m. This error has been corrected by version 1.2.6 of the unofficial Skyrim patch. Selling Calicto's strange amulet is the only way to turn it into an amulet of necromanants. This error has been corrected by version 1.2.1 of the unofficial Skyrim patch. If you reject Calixto's offer or otherwise fail to remove the strange amulet, the necklace will forever remain a quest item and stuck in your inventory indefinitely, although it can be placed in stocks of Susanna Wicked or Arvania after they have been killed, as long as the bodies are around. This error has been corrected by version 1.0 of the unofficial Skyrim patch. Although this quest is classified as a side quest in your journal, it is not considered a Side quests completed statistic in your overall stats, and is not considered a side of achievement. This error has been corrected by version 1.2.1 of the unofficial Skyrim patch. Having been aiming to patrol the streets of the Stone block at night after speaking with Wuunferth, send the target may appear already completed and a quest marker will appear on Hjerim, where Calixto Corrium is hiding. Killing Calixto Corrium there, even during the day, will advance the quest normally. ? The quest Stages Edit Blood on Ice (MS11) Stage completes the quest magazine Record 10 Windhelm suffers from a dark killer. I was asked to help with the investigation of the latest murder. Goal 10: Witness Issue 20 Target 20: Report to The Guardian 30 30: Talk to Jorleif 40 Windhelm suffers from dark killer. I was asked to help with the investigation of the latest murder. Jorleif, the steward, may have advice from time to time. Goal 40: Explore Crime Scene 50 Target 50: Get access to Hjerim 60 Target 60: Look for Clues 70 Target 70: Watch out for clues from Hjerim 76 Target 76: Meet Viola Outside Hjerim 80 Goal 80: Explore Hjerim with Viola 90 Goal 90: Talk to Jorleif 100 Ends the quest I found that Wuunferth Inanimate was the Butcher of Windhelm, and helped bring him to justice. 110 Goal 1: Get help from the Jorleif 250 Finishing quest I discovered that Calixto Corrium was the Butcher of Windhelm, and helped bring him to justice. Unknown Goal 41: Talk to Helgird Target 120: Patrol the streets of the Stone block at night Target 130: Catch the Killer Target 150: Talk to Jorleif Blood on Ice (MS11b) 15 Butcher struck again in Windhelm, after Wuunferth Unliving was imprisoned. Looks like he may have been innocent. I need to find the real killer. 20 Finish quest I found that Calixto Corrium was the true Butcher of Windhelm, helped bring him to justice, and acquitted Wuunferth. Unknown Goal 110: Talk to Wuunferth Target 120: Patrol the streets of the Stone block at night Target 130: Catch the Killer Target 150: Talk to Jorleif for a reward The following empty quest stages have been omitted from the table: MS11: 0, 1, 105, 120, 130, 150, 200, 205. MS11b: 0, 10, 10.

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