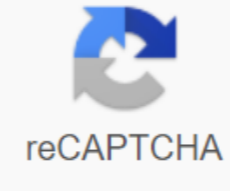




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Skyrim

Blood on the ice look for clues

Skyrim: Quests, Skyrim: Windhelm Quests, Skyrim: Side Quests English View source Share This article contains video content produced by Wikia with some or no input from editors of The Elder Scrolls Wiki and cannot represent the scope of the written article below. Statements and recordings in the video may be inaccurate, outdated, incomplete, or otherwise misleading to viewers. The scene of the murder of Susanna the Wicked at Windhelm Cemetery. Necromancer's AmuletHjerim available to be purchased Blood on the Ice is a mission available in The Elder Scrolls V: Skyrim, in which Dragonborn must investigate a series of murders in the town of Windhelm that have seen several young women dead and mutilated. Background Windhelm is tormented by a shadowy killer. I've been asked to help investigate the latest murder. Target Question Witnesses Report to guard talk with Jorleif Investigating crime scene Talk with Helgird Access Hjerim Look for clues Follow up tracks from Hjerim Meet Viola outside Hjerim (if talked to) Investigate H lesrim with Viola (if spoken with) Talk to Jorleif Patrol streets in the Stone Quarter at night Catch the killer Talk to Jorleif for reward Get help from Jorleif (continuous until the killer is caught) Review A recent string of murders has many Windhelm residents fearing for their lives ... - Loading the screen [src] The scene. The mission takes place exclusively in the town of Windhelm, the capital of Eastmarch, where several young women have been killed alone at night by an unknown killer named The Butcher. They have all been killed in a similar way, mostly naked with characteristic cuts. Dragonborn will face a murder site at night, between 7pm and 7 a.m.; Several spectators and a guard stand around the body of Susanna the evil one on top of a burial plate in the cemetery in the city. The guard will approach Dragonborn, and tell them to keep their distance from the scene. After asking what happened and offering to help investigate, the inquest will begin. Keep it there. Keep your distance. What happened here? Another girl killed. This is Susanna from Candlehearth Hall. Served me a drink a few nights ago... But I can't say I knew her. Susanna is the third. It is always the same: young girl, killed at night, body torn up. Are the murders investigated? We are stretched thin as it is with the war. No one has time to spend on this. Not nice, but that's the truth. It sounds like the guards aren't doing their job. Look, there's a war going on if you hadn't heard. We barely have enough soldiers to go straight, much less patrol every corner. Can you need some help? If you want to help, ask some of these gawkers if they saw anything useful. I'll examine the body before the rats can get to it. As the guard indicated, should ask the witnesses gathered around the body if they saw anything. The witnesses include Calixto Corrium, Silda the Unseen and Helgird. Corrium will have the following conversation with Dragonborn: Always sad when someone dies. Did you see what happened here? Sorry, I thought I saw a guy run away, but I didn't get a good look at him. Herring will have this to report: Another. Terrible Did you see what happened here? I heard a scream and came running, but she was already...like this... when I came here. And Helgird will tell you the following: This is a disgrace. Did you see what happened here? Eehhh... No. Excuse. But I noticed that her coin purs were still intact, so whoever did this was not after gold. I'll keep my body prepared, if you want to excuse me. As Helgird notes, although susanna's body will not have any clothes, she will still have various items such as gems, jewellery and gold. It is clear that this was not a robbery, but rather something much more questionable. After Dragonborn has spoken to all three witnesses, they should speak again with the guard at the scene of the murder. I've talked to the witnesses. Just as always - no one saw anything useful. has escaped again. There may be more to this if you let me help. Look, friend, if you think tou can do better than the legion of guards, be my guest. But you need to talk to Jorleif. We can't just let someone go around claiming to be an official business. If he's willing, we'll talk. Although Dragonborn can directly start looking for clues in the murders, they will not receive any hints from the guards or stewards if they do. If Dragonborn reports to the steward, Jorleif, he will have the following conversation: I have heard of these murders. These are difficult times, when men persecute their brothers like animals. My men are stretched thin as it is. If you offer your help, I welcome you. The guards will be asked to help you as needed. I'm happy to lend my hand as much as I can too. Once Dragonborn has obtained permission from Jorleif to investigate the killings, the guards will help Dragonborn by providing advice and hints that will lead to the advancement of the inquest. When he returns to the guard at the scene, Susanna's body will be gone and the guard will provide assistance. Jorleif has given me permission to help with the investigation. All right, then. I noticed a trail of blood from here. Helgird has taken the body into the Hall of the Dead to prepare for burial. She's a little crazy, but if she knows anything, there are dead bodies. In addition, after reading one of the leaflets across the city, Dragonborn can ask a guard about the killer whose booklet has called the Butcher: Can you tell me something about the Butcher? Uf. Do you have talk to Viola Giordano? She lays out them all over town, and someone keeps taking them down. Ask her about it if you want an earful. Investigating Dragonborn may choose to follow the trail of blood leading away from the crime scene or enter the Hall of the Dead to speak to Helgird. Autopsy goes to Hall of the Dead is optional; However, it can provide useful information. Helgird will say the following about this matter: Have you noticed anything strange about the body? Well, she's dead. But it's probably not uncommon, at least not for anyone in here. I mean, someone who's not me, that is. I'm sorry, just kidding you. It's all right. But have you found anything? Not really. So, the body? Oh, yes, right, of course! The only unusual thing is the shape of the cuts. They look like they were made with. Well, the old Norths used such curved leaves when they embalmed their dead. I don't know who in Windhelm wanted something like that. Other than me, of course. Let me know if you find anything else. I didn't want to endure too much hope. Did you have anything to do with this? I'm too busy taking care of the dead to spend my time making more of them. And I wouldn't tell you about the cuts if I'd made them, would I? Now I really have to get back to my body. A lot of work to prepare her for the grave. Helgird performs an autopsy on Susanna. Talking to Helgird here will reveal that the cuts on the victims' bodies were unmistakably caused by curved leaves indicating ancient Nordic embalming tools. Despite the fact that Helgird was the only person who obviously has old North embalming tools, she insists she had nothing to do with the murders. This indicates that the killer also has such tools. After the blood trail A trail of blood leads away from the crime scene and up to the upper level of housing in the city. Dragonborn can continue to follow the trail of blood that leads from the cemetery to Hjerim, a country house in the northwest. Approaching the door will complete the Examining crime scene target and remove the marker over the tomb near where the victim was found. The mansion is master-locked and can be opened if Dragonborn succeeds in locking the door or by retrieving the key. Speaking to a guard will reveal that the only person with a key to the house is Friga Shatter-Shield's mother, Tova Shatter-Shield, whose house once belonged to her daughter before she was murdered by the butcher. How do I get into Hjerim? Did Shatter-Shields unleash the old place? It's been abandoned ever since she was killed. I think her mother, Tova, holds the key. (If Nilsine Shatter-Shield was killed during the quest Grief never comes: Her mother would have had the key, but she ... that the family is cursed, I tell you.) Dragonborn doesn't need to talk to a guard before talking to Tova, and can go straight to her instead. Dragonborn, if it is skilled enough, can pickpocket the key from Tova directly or can just talk to her to access the house. Not quite sure what to do with myself anymore. I miss her so much. I have some questions about your daughter. (if Dragonborn has asked before: I'm sorry to bother you, but I have a few more questions.) I'm sorry - she was very dear to me and it's quite painful to think about. I'd rather not talk about my daughter, if you want to excuse me. I have authority in this matter and I need your cooperation. Well... Okay. What do you need to know? I'm trying to figure out who did this. I was hoping you'd help. Well... Okay. What do you need to know? Do you want to find your daughter's killer or not? I've had enough problems lately. What are you looking for? I want to examine her house, but I need the key, Hjerim? Well. I'm not sure what you think you'll find there, but you're welcome to take a look. I'm sorry I've bothered you. Good day. Blood and clues in Hjerim. When Dragonborn enters Hjerim, they must examine the seemingly abandoned property, including the furniture. By inspecting various elements throughout the house, it will be obvious that the house is not actually abandoned, but has recently been opened. They can examine the following, which provides individual observations for each: Examine Mead: From the dust, these look to the left from when the previous resident moved out. Examining the chest: From the marks on the floor, it looks like this box was pushed against the wall recently. Check pots and pans: These have not been used for a long time. Nothing but skewer feces and cobwebs inside. Examining the bed and chairs: The chair is stacked on the bed in a strange way. Check the wardrobe: This perfectly good wardrobe was left behind for some reason. Examine the small shelf: This shelf is filled with several of the Butcher aviators from all over the city. A pile looks malformed. Examining the wardrobe: This wardrobe seems to be nailed to the wall for some reason. Examine the altar: This altar is built to unknown magic. It looks like someone is using body parts against a cruel end. The crime scene inside Hjerim. The bloodied coffin against the wall to the left of the entrance contains Butcher Journal 1, which describes some of the butcher's activities. In the northwest room on the ground floor there are two wardrobes and a small shelf. On the shelf in this room is a stack of brochures titled Beware of the butcher! by Viola Giordano; hidden under these is an amulet with a skull, marked as, Strange Amulet. The wardrobe on the right has a fake back panel that hides a secret room, containing an altar in conjunction with necromantic magic; also inside are bloody and Butcher Journal 2, the second half of the butcher's personal details about his murderous activities. Join Viola Giordano If Dragonborn chooses not to pick up the butcher's second, they can talk to Viola Giordano, the author of the brochures, who can help Dragonborn investigate Hjerim further. First talking to her will give this: What can you tell me about Butcher? I've been following him for months now. Well, don't actually follow. Trying to find him. I'm the only one who thinks he can get caught. Why can't the guards help? They say they are too busy with the war - I say what good is to win a war if we are still terrorized by one of our own? How can the rest of the people not care? Oh, they care all right. Just none of them are thinking of doing anything about it. They say I'm just snooping around and bothering people, but I'm trying to save lives! I found this poster in Hjerim I've tried to put them up around town, to warn people. Make them keep their eyes open. But some continue to take them down. Did you tell me you found it in Hjerim? Friga's old place. Let's take a look around there. I have a sense of this. Follow me. Dragonborn can then lead Giordano to Hjerim or meet her there. Once outside the house, Can Dragonborn have the following conversation with her: Ready to check out the house? Let's go. I'd rather not stay out here longer than I have to. Inside, Giordano will move through the ground floor of the house towards the northeastern room straight ahead, where she will notice something about the wardrobe with the false back. Find something? Look here. There's something strange about this cabinet. Dragonborn should then, by inspecting the closet, open the fake back panel and enter the secret room. Dragonborn should then pick up the diary at the altar and talk to Giordano: What does it say? It sounds like the right belly has experimented. Wuunferth. There have been rumors swirling around him for years. As long as I can remember. But he's a dangerous man. That's why they call him Unliving. I didn't want to contact him directly. This information must go straight to the manager. He wants to listen to you. Appreciating the strange amulet Dragonborn can then go straight to Jorleif and accuse Wuunferth of being the butcher, or confronting Wuunferth himself. Alternatively, Dragonborn, having restored Strange Amulet, can ask a guard about it, where they will lead them to Calixto, the curator of Calixto's House of Curiosities: Do you know what this amulet is? I've never seen anything like it. I'd take this to Calixto in the Curiosity House. He has a good eye for strange trinkets. Can even give you some gold for that. Calixto is often located in Calixto's House of Curiosities, his house business, and will discuss amulet with Dragonborn, identifying it as the symbolic Wheelstone belonging to Wuunferth. He will offer to buy it for 500, claiming that it is only of ceremonial value. Do you know anything about this amulet? Let me see ... Ah, yes. This is Wheelstone. It is an heirloom symbol of the power of Windhelm. Traditionally, it is carried by the right stomach. I wanted to... Eh..., be interested in acquiring it. If you are willing to share with it, that is. For such a piece, I could pay... 500 gold? (Subsequent answer: The Wheelstone? Have you decided to sell it, yet?) Shouldn't the court have it? Wuunferth? Bah. It's purely ceremonial, and he has no use for it. Besides, I don't want to be the one who gives it to him. Gives me chills. They say he dabbles in necromancy. You have yourself an appointment, sir. The location was great. This was a wonderful addition to my private collection. I think I'll hold on to it for the moment. Dress yourself. It's only of value to collectors, though. Good luck finding someone else who will rate it so highly! Confront wuunferth Now Dragonborn must choose to talk to Jorleif or directly accuse Wuunferth. Speaking to Jorleif First The Dragonborn may decide to go to Jorleif and tell him that the butcher is Wuunferth, the court wizard. I think the killer is Wuunferth the unliving. That's quite an accusation. I guess you have proof? We have evidence of necromnity, and found his amulet. I don't want to believe it. Wuunferth has been a trusted friend to Ulfric for many years. It pains me to see that whispers had truth for them. Wuunferth is to be arrested. I thank you or your diligence in getting to the bottom of this matter. The streets of Windhelm are now safe. Wuunferth is accused of murder. Jorleif will then direct a guard to accompany him to arrest Wuunferth and proceed to his location, usually his quarters. It is not necessary to witness Wuunferth's arrest, but doing so will give the following: Jorleif: What is the meaning of this? Jorleif: You're arrested for the murder of Susanna by Candlehearth Hall. And Friga Shatter-Shield. And the rest. We're wise to your scheming, you coward. Wuunferth: Has the whole city lost its mind? I have scrying and arguing to find the killer myself. Jorleif: Make excuses from Bloodworks, sorcerer. Get him out of sight. Windhelm Guard: Yes, sir! I'm sorry, sir. But you have to come with me. Wuunferth: This is not over, Jorleif! The butcher is escorted to Bloodworks. Wuunferth will now be imprisoned in Windhelm Barracks, as the guard will curtly say. In you go, before closing and locking the cell. With the quest complete, Windhelm appears safely again; But after a period of three days, the body of a young woman with similar cuts to the former victims displayed outside Candlehearth Hall. A nearby guard will have the following conversation with Dragonborn if spoken to: What happened here? Another murder? Yes, that's what I really am. I... I thought you caught the butcher. You said the city was safe now. How could this have happened? The killer still has to be out there. Obviously. You should visit Bloodworks to talk to Wuunferth - we need to find out where the evidence went wrong. With Wuunferth behind bars, it looks like the butcher has escaped arrest. Talking to Wuunferth, who is in his cell in The Palace of the Kings, will make it clear that he is not the killer: The killer has struck again. Oh, that's not a disgrace. And here I am at Bloodworks. Looks like you're not that sharp investigator after all. Sorry. Help me find the real killer. What made you think I was to blame in the first place? I've actually been looking for the killer myself. You can be bitter, or you can help me. Your choice. What made you think I was to blame in the first place? I've actually been looking for the killer myself. I found one of your records, all about necroancy. Necromancy? I am a member of the College of Winterhold, in good condition! They haven't allowed necromancy for hundreds of years! So what can we do now? I've added a pattern to when the murders happen. Now that we know they're connected to some kind of necromantic ritual, I think I know when the next thing might happen. Let's see. From a Loredas of last seed to a dinner of Heartfire... it will happen soon. Very soon. Keep watch in the stone quarter tomorrow night. It's almost certainly where the killer will strike next. I guess Calixto was wrong. Eehh. Calixto and his books are often confused about such matters. It happens to the best of us. Talking directly to Wuunferth instead of getting him arrested results in a similar conversation with Dragonborn, and also asks them to keep watch in the Stone Quarter at night. Dragonborn can then proceed with the quest without having to wait for the next victim and wrongfully imprison Wuunferth. Catching the butcher Regardless of the previous paths taken, Dragonborn finds himself in the Stone Quarter to prevent the butcher once and for all. In the markets of the southwestern corner of the city, the killer will strike again; Dragonborn should be ready to act immediately if they want to save the next victim. Calixto kills another victim, Arivanya. Calixto Corrium will be present in the market; But unlike the other characters in the area, he will just stand around and not interact with anyone. Soon, one of the following will enter the Stone Quarter: Nilsine Shatter-Shield, Jora, Hermir Strong-Heart or Arivanya; If Wuunferth is not accused of being the butcher, Arivanya will always be the victim. Suddenly, the target will start shouting for help when Calixto draws a knife and slowly approaches his next victim, revealing himself to be the butcher. Despite this screen, the guards will not react, and so it is up to Dragonborn. They, without incurring a bounty, can attack and kill Calixto at any time, including before he pulls his knife, when he approaches his victim, and after he has killed her. If Calixto is able to kill his victim, he will make his escape and continue to run to Hjerim and into the secret room there. Getting in will cause Dragonborn to be attacked; Calixto cannot be arrested, and the hunt will only develop once he has been killed. When the deed is finished, Dragonborn should then speak to Jorleif to confirm butcher is stopped. Calixto Corrium was the real killer. Ysmir's beard! The man was always a little weird, but I didn't expect... I'm glad you managed to correct your mistake. I'll drop Wuunferth immediately. (Only if Wuunferth was first accused and imprisoned) You've done this city a mighty favor, friend. I think you'll find the guards to be a little more cordial with you in the future. The mission will then be completed and Dragonborn will now have the opportunity to buy and decorate Hjerim from Jorleif if they do not arrest Wuunferth earlier. If Dragonborn sold Strange Amulet to Calixto earlier, it could be recovered from his body, now revealed to be Necromancer's Amulet; In addition, Calixto carries a key that unlocks a coffin located on the small second level of his house. This coffin contains objects such as ancient Nordic embalming tools, which definitely indicates that he was the butcher. Journal Blood on the Ice - MS11 ID Journal Entry 10 Windhelm is plagued by a shadowy killer. I've been asked to help investigate the latest murder. Goal 10: Question witnesses 20 Goals 20: Report to guard 30 Goal 30: Talk to Jorleif 40 Windhelm is tormented by a shadowy killer. I've been asked to help investigate the latest murder. Jorleif, the trustee, may have advice from time to time. Goal 40: Examining crime scene Goal 41: Talk to Helgird 50 Goals 50: Access Hjerim 60 Goals 60: Look for clues 70 Goals 70: Follow up the tracks from Hjerim 76 Goals 60 76: Meet Viola outside Hjerim 80 Goals 80: Seek Out Hjerim with Viola 90 Goals 90: Talk to Jorleif 100 I discovered that Wuunferth the Unliving was the butcher of Windhelm and helped bring him to court. 110 Goal 1: Get help from Jorleif Goal 120: Patrolling the streets of the Stone Quarter at night Measure 130: Catch killer Goal 150: Talk to Jorleif 250 I have discovered that calixto Corrium was the butcher of Windhelm, and helped bring him to court. Blood on the ice – MS11b 15 The butcher has struck again in Windhelm, after Wuunferth the Unliving was imprisoned. It looks like he may have been innocent. I have to find the real killer. Goal 110: Talk to Wuunferth Goal 120: Patrolling the streets of the Stone Quarter at Night Goal 130: Catch killer Target 150: Talk to Jorleif for reward 20 I have discovered that Calixto Corrium was the true butcher of Windhelm, helped bring him to court, and acquitted Wuunferth. Trivia After killing Calixto and getting the key from his body, Dragonborn can find another diary in addition to the embalming tools in the chest upstairs. It reveals that he killed women to collect body parts to revive his sister, Lucilia Corrium. If the corpse is turned into a pile of ash at the beginning (using a Raise Reanimate Corpse or Revenant spell), it will reassemble back into the usual body when Helgird takes it into the Hall of the Dead. The blood track leading to Hjerim may not be visible in low graphical settings. If Dragonborn is part of the dark fraternity and completes the mission Mourning Never Comes, resulting in the murder of Nilsine, Tova will be dead on the floor next to a suicide note in her house. Instead of talking to her, the key to Hjerim can be taken from her body. Pickpockets key from Calixto while he is alive and stealing his diary is not enough to get him arrested; In addition, the guards will not help Dragonborn in the Stone Quarter even if they witness the murder. When you visit Calixto Corrium, it is possible to sell him Strange Amulet and then pickpocket amulet back to then sell it back. Each successful attempt is rewarded with 500 and a high pickpocket experience (no pickpocket benefits required). Once Calixto's store is left, it will remain open for the rest of that day, but will lock and stay locked (Expert) from then on. This only works for one day, because he'll never be in there again. If Strange Amulet is not sold to Calixto, he can send hired thugs after Dragonborn. Necromancer's Amulet can not be achieved in this case. If Heartfire is installed, Calixto can try to kill Sofie; But since Sofie is a child, she will not die. When you attack Calixto at night (or late afternoon), there is a chance that he will escape to a nearby store, such as The White Phial, and try to hide inside. If the store owners had been helped in a mission in advance, they would probably help Dragonborn in killing Calixto. If Dragonborn buys and upgrades Hjerim after accusing Wuunferth and completing the mission, Calixto will still retreat to the house, and can attack other characters currently living inside as Calder or Dragonborn's spouse. Bugs This section contains bugs related to blood on the ice. Before you add an error to this list, consider

the following: Reload an old save to confirm if the error still occurs. If the error still occurs, you can enter the error report with the correct system template 360/XB1, PS3/PS4, PC/MAC, NX, depending on which platform(s) the error has occurred on. Be descriptive when viewing the error and repairs, but avoid having conversations in the description and/or using first-person anecdotes: such discussions belong on the correct forum board. Click to display Patch 1.5 fixed the error where Calixto did not die correctly on a few occasions. [1] PS3 Patch 1.5 solved the problem where if Viola Giordano is killed before buying Hjerim, the mission will start, but be impossible to complete, and no upgrades will be buyable for the house. [2] If the player does not sell Strange Amulet to Calixto, it is permanently awarded to one's inventory and can never be released, given to anyone else, or sold. The only way to get rid of it is to place it on Susanna the Wicked or Arivanya on consoles, although PC players can use console commands to remove it. After Dawnguard is installed, vampires can attack Windhelm at night. If windhelm guard who initiates the quest is killed by vampires or their thralls, the quest cannot be initiated. Therefore, the only option is to obtain the key to Hjerim, and start the search alternatively, skipping most of the dialogue. If a dragon attacks the city before Dragonborn starts this mission and kills too many guards, there is a chance that the quest cannot be started, even if there is a murdered body in the cemetery. After chasing Calixto into Hjerim, he cannot be killed, but will still become hostile when Dragonborn comes in. After starting the mission, the mission journal says permanently Get help from Jorleif and nothing else, making the quest incapable of being finished. Jorleif will also bug, so he will not be able to provide any help. One possible solution for this is to pick up a butcher flyer and show it to Jorleif, who will then lead Dragonborn to Viola. As long as they picked up the amulet and showed it to Calixto, they should be able to ask Viola about the pilot and then accuse Wuunferth. Sometimes, going to market shortly after the conclusion of the quest can cause nearby townspeople to become hostile for no apparent reason (no bounty added). One way to avoid this is to leave Windhelm and come back a few days later. Killing some of the Windhelm guards can lead to the mission never starting. PC Even after taking Strange Amulet, Butcher journals and brochures in Hjerim, the quest cannot progress beyond look for clues targets. The mission marker will point to Jorleif, but he will have no dialogue option to advance the quest. PC(Fix) Type setstage MS11 70 in the console. PC Sometimes after examining Hjerim, calixto is impossible to trace, making it impossible to sell him amulet. Talking to Viola Giordano still completes the mission, but Necromancer's Amulet will be impossible to get hold of. PC If Dragonborn continues with the quest by showing the evidence of Viola and talking to Wuunferth without talking to Calixto about the amulet, the ability to say to Wuunferth I guess Calixto was wrong still appears, and Dragonborn will talk about the amulet that through they no longer have it. The mission will still continue and be possible to complete, but after talking to Wuunferth, calixto houses will be locked and he will not be there, making it impossible to sell him Strange Amulet and thus Necromancer Amulet can not be achieved. PC If the Civil War Questline has been the mission may not be able to be launched as it is necessary to be able to talk to a Windhelm Guard and it is only imperial guards. PC(Fix) Attempts at solutions such as entering Hjerim (after the end of grief never comes), read the Butcher's Journal and Beware the Butcher!, talk to Herigird, Viola or Nilsine's father, break into Calixto's house, or take the third record does not work. It is also impossible to buy Hjerim, as Jorleif (who is still the only one selling Hjerim) says: There is a house available, but there were some... unpleasantness, but this does not start the quest. PC Sometimes the previous map markers will not go away when they move on to the next destination, which causes them all to remain marked at the same time. This happens if all the selected locations have been visited correctly. PC Mission will start, but no diary entries will appear: only the title will. PC Sometimes, as Calixto goes to the Stone Quarter for the final murder, he and the other character may be stuck, and will stand in the quarter indefinitely. Calixto cannot be spoken to during this time. The only way to complete the search is through console commands, but the characters remain there. Wuunferth will also remain, in prisons, despite being acquitted. PS3 If the tracks on Hjerim are examined before Viola brings Dragonborn to the house, the clues may not be findable again and there will be no dialogue that allows continuation. 360 Sometimes after completion of the mission, even if Calixto is captured and Arivanye is rescued, she can randomly appear dead at the stable or around Windhelm. 360 On some occasions when Calixto runs to Hjerim, after being captured, the cursor on the map says that he is outside the city walls, even if he is not. If the local map is followed, it indicates his true location (Hjerim). 360 If Wuunferth is accused before he talks to Calixto, it will complete the first part of the quest; However, the amulet cannot be removed from the warehouse. The new inquest says to capture the butcher, but he will immortalize, thus rendering the quest incapable of completing. PC 360 If Dragonborn collected a bounty during the first part of the investigation and bribed the Windhelm Guards, they can not interact with afterwards and will only respond with Wait, I know you. This will cause the second part of the investigation to not start. PC(Fix) 360 (Fix) Commit a crime to fix this. This will cause the guards to apprehend Dragonborn. After Dragonborn has paid the fine or served his sentence the guards will now be able to be interacted with. 360 If, during the quest, the step of talking to Jorleif for the first time is skipped, Susanna's body cannot be moved to hall of the dead. 360 (Fix) A simple reload to a previous save and then to Jorleif for this step can fix this. PC 360 PS4 Susanna the Wicked can never leave candlehearth hall and will therefore never be killed. Commands cannot be used to force start search. PS4(Fix) One way to work around the error is to enter Hjerim. For that, the pickpocket key from Tova then examine the clues. Reading the brochure will start the mission. PC 360 The door of Calixto's House of Curiosities can remain permanently locked, making it difficult to sell Strange Amulet to him. Entering his house will count as intrusion and may incur a bounty if caught. Talking to him will only make him ask the player to leave. PC(Fix) If he does not leave by himself, using Player.PlaceAtMe 0001414A out on the streets will allow normal dialogue again, including selling amulet. If Calixto's key is stolen and the butcher's diary taken from the locked chest above the entrance, the mission can never start, and calixto may disappear altogether. Finding a written diary does not start the quest nor kill Susanna or Calixto herself. 360 PS3 Sometimes, after accusing Wuunferth, the body will not appear outside Candlehearth Hall. This can be solved by talking to Wunnferth, who can be found in prison via barracks. Trigger the next part of the quest by selecting the killer has hit again. 360 PS3 During the second half of the mission, the mission to search for the killer in the Stone Quarter at night may be immediately completed. By leaving the building, Calixto will be seen running through the city. If attempts are made to stop him in any way, he will call for help, and the Windhelm Guards will come to his defense. If Calixto escapes, he will eventually make his way to Hjerim, where he will hide in the room hidden in the locker room, become immortal. He will not leave Hjerim, and since he cannot be killed, the quest will not end. 360 You may have to repeat the mission if they do not complete it correctly the first time. Dead bodies will continue to appear in the streets even after Dragonborn completes the quest. If this happens, Dragonborn can either ignore the repeated quest, or complete it again. If the last option is selected, Strange Amulet will be considered a mission element for the rest of the game. PS4 If the player completes the mission and then loads a previous storage point, they may find that Butcher Journals is still in their warehouse, Calixto is missing, and Susanna's body has been moved to hall of the Dead, but the mission is not logged as having been completed and it is impossible to begin. PC 360 Helgird can only repeatedly say Large diagonal cut from the left shoulder ... during and after completion of the hunt for the rest of the game. This can sometimes lead to her dialogue about Susanna being although Hjerim can still be entered as normal and the quest will otherwise develop. PC Target Get help from Jorleif can be permanently listed as incomplete, even after completion of the mission; target Look for clues can do so too. 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