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Skyrim main questline in order

FlagView HistoryThe Main Quests of Skyrim present not one but two simultaneous story arcs: the Civil War between the Imperial Legion and the rebellious Stormcloaks, and the return of the long thought-to-be extinct dragons. Note, however, that all the missions you encounter in Skyrim never really fall under a sidequest category in your Travel Journal. That's because the interconnection of the missions is so elaborate in its design that every quest matters and is not just some arbitrary fetch quest. For convenience, however, this walkthrough will focus on the main dragon questline. All other questlines (as seen in the in-game stat tracker) will be listed in Side Quests. The following questline details take a page to fight for the cause of either the Imperial Army, or North Stormcloaks. The following questlines are all related to the different guilds and factions you can join skyrim, and rise through the ranks to become a trusted member – or even the leader! See Also.Was this guide helpful? In This Wiki Guide Skyrim has a bunch of different questlines that players can complete within the game, and fans have loved completing them for years because of how interesting they are and the unique spin they offer compared to regular missions. Some of the factions in Skyrim are very concretised; but unfortunately Bethesda did not do right by some of the less interesting groups in the game. This list will cover each questline in Skyrim and rank it by how good the writing was compared to the other factions and quest lines. Without further ado, here is every questline in Skyrim ranked from worst to best and how it holds up, according to the writing! 8 College Of Winterhold The College of Winterhold had some plot points that were very interesting and surprisingly unique such as the staff of Magnus and Thalmor's involvement with the college, especially Ancano. Unfortunately, questline could not live up to previous Elder

Scrolls games compared to Mages Guild. This questline generally felt like there was a lot of cut content, and the developers likely rushed some of the quests because they didn't have time to finish them in full. Overall, the College of Winterhold was an exciting concept that turned out to be the opposite of a star faction. 7 The Companions The Companions had a very exciting quest line because the player could become a werewolf if they followed this action. They could also become leaders of the faction itself, similar to other guilds in the game. However, the main Silver Blood plot was very boring compared to other guilds like the Dark Brotherhood, and fans couldn't get done with it earlier because there wasn't enough interesting plot going on to keep the players engaged. The Companions were a nice transition from the ever-present Fighters Guild, but fans hope that not present in the next game. 6 The Main Quest Dragon plotline was very boring when compared to previous stories like Red Mountain or Oblivion Crisis. This is unfortunate because so many fans had high expectations of the dragons in Skyrim, but the questline overall felt boring and repetitive. However, there are some positive narrative aspects to this questline, such as Parthurnaax and Greybeards. One of the most important issues with the questline was the annoying personality of Blades and how hateful they seemed to be even against peaceful dragons that the player interacted with, such as Paarthurnax. Hopefully, future Elder Scrolls blank lines will be better written than this one. 5 Civil War Civil War In Skyrim allows the player to make an interesting choice: Which side do they adapt to during the war? However, this doesn't make up for the repetitive missions and annoying fast battles that players had to endure to complete this group of missions. The result of completing this questline is minimal rewards, and the landscape of Skyrim changes very little compared to what the players expected under the new ruling faction. The only saving grace of this questline is the moral dilemma of choosing between the unpleasant Thalmor and raging Storcloaks with its annoying North supremacy. The player loses no matter which side they choose! 4 The Thieves Guild The Thieves Guild in Skyrim was unfortunately much less concretized than in previous entries in the series. However, there were still some right parts that the players got to experience on their journey. Some of the characters like Brynjolf, Karliah and Vex are completely fleshed out characters as fans formed a strong bond with the entire faction's questline. The Thieves Guild ended up being a divisive line of missions that some players loved, and others greatly disliked. Some of the action points, such as Mercer's revolt, annoyed players and left them feeling unsatisfied. There are also many repetitive brilliant missions that the player must complete to complete the questline and become the leader. Despite the determination around the questline, most players can agree that this faction was one of the more interesting groups in Skyrim. 3 The (Other) Dragonborn The Dragonborn DLC is allowed for a continuation of the main story by allowing the player to meet an equivalent Dragonborn who lived hundreds of years before the events of Skyrim. The interesting concepts that Black Books and All-Maker Stones changed the general gameplay in Skyrim and allowed many new mechanics to be brought into the game. There were also many other interesting characters within Dragonborn's main quest line, such as Miraak and Neloth, the wizard. Overall, this was an exciting new questline that brought players to a new land full of exciting creatures and an interesting plot! 2 The Darkness The Dark Brotherhood is probably the best faction skyrim has to offer. There are many reasons for this, but only a few of them are the interesting characters and high rewards that players will get to complete the questline in its entirety. There is also an interesting choice at the beginning of the questline, allowing players to destroy the group of evil assassins instead of joining them in murder. When the player completes the Dark Brotherhood questline, they will be rewarded with 20,000 golds that they can spend however they want. There are many interesting characters like Cicero, the wacky jester, and leader Astrid who had both unique voice actors and lots of dialogs to learn about his past, so it should come as no surprise that the Dark Brotherhood questline earns one of the highest places on this list! 1 Dawnguard The Dawnguard DLC had the most interesting choice offered by the game in Skyrim. This choice allowed the player to be completely evil and side with the vampires or be noble and complete the questline on the Dawnguard side. One of the other great features on this questline are the characters like Harkon, Isran, and Serena who added more back history to the areas the player was exploring and the land of Skyrim in general. Most missions and especially quest lines in Skyrim are very linear, so a choice like this was a surprise to a lot of fans who had come to expect a more boring and set path for them to take in most situations. Fans also enjoyed learning about the extensive backstory of Fort Dawnguard and using their signature Crossbow. Hopefully Bethesda will learn from this questline and make more choice based missions in the future of Elder Scrolls games as they add much more depth to the already expansive content of Skyrim! NEXT: The 10 Strongest Rings in Skyrim Next Pokémon: Top 15 Pokémon with wrong writing, Rated Related Topics Lists Skyrim Elder Scrolls About author Michael Caruso (430 articles Published) More from Michael Caruso The UESPWiki - Your source for The Elder Scrolls since 1995 ⁢ Skyrim: Quests Skyrim main quest line consists of seventeen required missions and three optional missions. During these missions you discover your legacy as Dovahkiin, learn why dragons have returned to the world, and find a way to respond to dragon threats. Completing the main hunt will take about 15-30 hours depending on your character's level. Eight achievements (170 points; 7 Bronze and 1 Gold) are directly tied to completing the quest line; in addition, several Dragon Shout-related achievements are inevitably unlocked during missions. Quests belonging to the main quest line are marked with a dragon head symbol, as shown above. » Wed Jun 06, 2012 3:48 Am anyone here think there's a 'Best Order' to do Questlines in Skyrim? I. Thought it would be best to do Faction Quests first, then the Civil War, then Main Quest – so that way none of them interfere with each other. Is that true? I know it doesn't matter and there probably isn't a Best Order, but it's being brought out in case... I just want to get the most out of my game or playthroughs. (G-yen) Post: 3385Connecting: Thu Oct 11, 2007 11:10 am » Wed Jun 06, 2012 2:22 From what I can say it doesn't really ask what order you're doing them in. It's all up to you. Logan Greenwood Post: 3416Connecting: Mon Jul 30, 2007 5:41 pm » Wed Jun 06, 2012 4:3 Am I like to mix it up. I like to do the main missions up to getting the horn early so you can buy Breezehome as soon as possible and fus ro dah everything. Fus and Fus Ro are meh. Fus Ro Dah is so much fun for me. Aman Bhattal Post: 3424Connecting: Sun Dec 17, 2006 12:01 am » Wed Jun 06, 2012 3:16 What I do from character to character is pick the main faction RP-wise (i.e.: Thieves Guild,) and I follow the main anang to every direction, and do everything ever in that hold. Explore all parts of it, clear every dungeon, that sorta thing. When it's done, I'll do the next part in the questline, explore to keep, etc. james kite Post: 3460Joined: Sun Jul 22, 2007 8:52 am » Wed Jun 06, 2012 5:01 Right now I'm all about doing TG first. Especially getting the City Influence mission completed ASAP. This includes becoming the Earl of the Rift at the same time. This is so you can make all your selling in a city in a --- or at least the shortest possible time. In addition, Honeyside is only a few thousand more than Breezehome and it comes with both an enchanting table and alchemy lab. It sets you up nicely for the rest of the game. One side path I take next time before going to the Rift is to retrieve Dragonstone and kill the dragon at the Western Watchtower and get three shouts for the Unrelenting Force. So here's the third scream, I'm in the Rift. Anna Kyselova Post: 3431Connecting: Sun Apr 01, 2007 09:42 » Wed Jun 06, 2012 06:37 It all depends on my character. My first was a warrior so I joined companions since the Dark Brotherhood. After I finished the main quest so I could unlock the shouts you get from that quest line. For me, completing the main quest kinda didn't make the rest of my game quite as much fun because after making it feel like the rest of the game was just doing additional tasks with no real purpose in the end. This time I'm playing like a belly and joined the college first and after that I started feeling bad for some reason (some kind of bite, maybe?) I made Companions even though I really hadn't planned to go that route. Before I did any of them I did some of the main quest to get the dragons to play and haven't touched it since. I'm now having a lot of fun just around doing various assignments and not being A great rush to finish guild quests and especially the main quest. It will take a very long time before I finally decide to take Alduin down this playthrough. Although the game is not over when the main quest is complete I like it much better not feel like I have finished the game. Lizzie Post: 3476Joined: Sun Nov 19, 2006 05:51 » Wed Jun 06, 2012 11:25 am I have done MQ on a toon. Won't do it again. I've made the civ war to the point of trashing Whiterun from both sides, on two different toons. Won't do it again, either side. I've done TG on a toon. Won't do it again. I'm on pc, so what I'm doing now is starting a toon, head for a different area than I've started in the past, explore, exterminate bandits, do missions locally, wander the map. Eventually I add some quest mods. Make them, then go back to exploring. I still have not seen every place on the map I might get there one day.... natalie mccormick Post: 3415Connecting: Fri Aug 18, 2006 8:36 am » Wed Jun 06, 2012 2:38 PM Depends on the class you are playing. After giving MQ a break when the dragonstone quest is given, by the way give it a break and you see Delphine hanging around dragonreach waiting for a copy of the grave sites, for a warrior, compansions to level up all warrior skill from different trainers, and free if you choose followers/trainers exploit, for a thief, head over to the Rift and join the thieves guild, and for a Mage, College of Winterhold. All fractions provide a bed and storage container. After that, you can do anything in any order you want. Natalie Taylor Post: 3301Joined: Mon Sep 11, 2006 7:54 » Wed Jun 06, 2012 10:31 am well this is how I played and got gamebreaking framerate guild TG, civil war, main quest, guild DB also companion only companion makes only Mages guild was good tho phil walsh Post: 3317Joined: Wed 16 May 2007 8:46 » Wed Jun 06, 2012 5:42 am I like to mix it up. I like to do the main missions up to getting the horn early so you can buy Breezehome as soon as possible and fus ro dah everything. Fus and Fus Ro are meh. Fus Ro Dah is so much fun for me. Definitely. Level 3 Unrelenting Force is a game-changer, even more so with a low level character. As for the OP: I think I enjoy the game more if I do MQ as the last thing for the character. It feels more ... complete in that way. StunnaLiike FiiFii Post: 3373Joined: Tis 31 Oct 2006 02:30 » Wed Jun 06, 2012 7:50 am depends on the character and what I role-playing game. I'm currently playing an Argonian villain who isn't even the dragon. His story will end with the TG questline. He has stopped by Speaking to Alvor in MQ, and Message to Whiterun in the CW. My Nord Warrior/Stormcloak/Companion story alone when he returned to Breezehome from all my characters I like to at least do CW, Thane, and at least one of the guild questlines. I. I. never do one after the other, but have them all go at the same time. lauraa Post: 3362 Med. Tis Aug 22, 2006 14:20 Return to V - Skyrim Skyrim

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