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All the stones of barenziah

When you find your first Unusual Stone in Skyrim it starts a quest chain which ends when you uncover what they really are & collect the rest of them scattered around Skyrim.In order to do this it will require that you partner up with the Thieve's Guild and in particular, Vex, from that guild. As the expert on all things hot and sexy Vex seems to know a lot about the gemstones. Being a woman she tries to get your to collect them all... and bring them to her.She reveals there are 24 unusual gems, known as Stones of Barenziah- gems pried from the legendary crown of Queen Barenziah by a prior thief, but doesn't give any extra information to their locations, luckily for you I've put the locations of the Stones of Barenziah below.Of course, because this is a game you will actually be rewarded by bringing her these gems. But of course she'll make you work for it.Why These Stones are the DevilThe Stones of Barenziah is basically a Skyrim-wide Easter egg hunt. 24 needles in a giant Skyrim sized haystack... and to make matters worse is each Stone of Barenziah weighs 0.5 and cannot be put down. This doesn't seem too bad but once you're over-encumbered waddling like a retarded duck and not wanting to drop your newly picked up Axe of Ultimate Killing... and you see that your 17 Unusual Gems are all that's stopping you from running as opposed to waddling. As I said before, bastard stones.The reward you get from collecting all the Stones of Barenziah is very powerful and will allow you a lot more freedom in spending money as new money will be obtaining much more easily, but still, I found myself cursing Barenziah whenever I looked in my inventory and couldn't drop them off somewhere. They also have this terrible habit of showing up as multiple items each, so you get this situation where you have five to ten entries of, Unusual Stone or Stone of Barenziah in your Misc inventory screen, depending on where you are in the quest. There are 24 unique Stones of Barenziah scattered throughout the world of Skyrim. To find out more details about these stones, locate Vex who can be found in the Thieves Guild HQ, Managing to find and collect all 24 Stones of Barenziah and in addition, returning them to Vex reaps a great reward. Stones Of Barenziah quest requirements This list contains each location of the Stones of Barenziah. These can be completed in any order as there is no set questline to follow. However, there are a few quests you must complete in order to reach some locked areas containing these stones. First, you'll need to complete several of Skyrim's main quest missions until you locate the Thalmar Embassy. You must initiate the Dark Brotherhood questline. In addition, you'll need access to the Arch-Mages Quarters. This can be achieved by starting the College of Winterhold quests. Finally, you'll need access to the Proudspire Manor in Solitude. This will require ownership and costs 25,000 gold. List of Stones of Barenziah locations Eastmarch #1 located in Ansilvunds Burial Chambers on the table at the back of the final room. #2 Head to Windhelm, Palace of the Kings. When entering the palace go left upstairs and follow the hall to the end. The Stones of Barenziah sits on the table of Wuunferth's quarters. #3 Also in Windhelm in the House of Clan Shatter-Shield. You'll find the stone located in the first bedroom to the left upstairs. #4 The last Stones of Barenziah in Eastmarch is located in Stony Creek Cave. You can find the stone inside the bandit wizards cavern, check the table near the Alchemy lab. Falkreath #5 This stone is located in Pinewatch, Bandit's Sanctuary. Explore the Sanctuary rooms and you'll come across a locked door. Finally, once you've gained access the stone is on the shelf. #6 Inside the Dark Brotherhood sanctuary you can find the Stones of Barenziah on the dresser in Astrid's room. Gain access during the quest Destroy the Dark Brotherhood. #7 Found in Sunderstone Gorge, the Stones of Barenziah is on the altar at the word wall, Haafingar #8 Travel to the Reeking Cave and locate a dead conjurer near the entrance to find the stone. #9 Head to Dainty Sload and take the stairs to the bottom level. Continue to explore until you end up in the final room. You can find the Stones of Barenziah sitting on the table. #10 You must purchase the Proudspire Manor in Solitude to find this stone. as a result, you'll find it sitting on a chest of drawers in the master's bedroom. #11 Finally, in Solitude locate Jarl Elisifs quarters inside the Blue Palace. The Stone is sitting on the bedside table. Hjaalmarch #12 There is only one Stone of Barenziah in Rannveig's Fast at Hjaalmarch. Enter the prison trapdoor near the word wall and find the stone on the table by the exit. The Reach #13 Go to Markarth's Treasure House. Once inside, the stone can be found in the master bedroom. #14 Next location is Dead Crone Rock at the top of the final tower. The stone is on a makeshift altar in front of the word wall. #15 Understone Keep Dwemer Museum has a Stone hidden away behind a locked gate left of the museum entrance. The Rift #16 Locate Mistveil Keep and go inside the Jarl's Chambers. Once inside, the stone can be found on the bedside table. #17 Another Jarl's Quarters is holding a Stone. Dragonsreach Keep master bedroom, the right side of the bed. #18 Go to Black-Briar Lodge and head to the master bedroom to locate the Stone. Winterhold #19 Go inside Yngvild's Throne Room and head to the back room. Lastly, search the desk to find the Stone next to the Journal of Arondil. #20 Join and gain entry into the College of Winterhold. Once inside head to the Arch-Mage's Quarters the Stones of Barenziah is located inside. #21 Fast travel to Hob's Fall Cave and head inside. Just after crossing the bridge take the path to the left. Finally, search the alchemy bench in the room for the stone. Whiterun #22 Enter the Companions building and go downstairs into the Jorrvaskr Living Quarters. Kodlak Whitemane has a stone hidden in his bedroom. #23 Just outside of Whiterun at Fellglow Keep you'll find the Stone on top of the workshop counter. #24 Lastly, find the Hall of the Dead in Whiterun Catacombs. From the entrance take the first left, followed by a right and finally, down the ramp inside a crypt in Skyrim. Miscellaneous Items, Skyrim: Quest Items This article contains video content produced by Fandom with some or no input from editors of The Elder Scrolls Wiki, and may not properly represent the scope of the written article below. Statements and footage within the video may be inaccurate, outdated, incomplete, or otherwise misleading to viewers. Weight Base Value 0.5 200 Quest ItemMiscellaneous Item The Stones of Barenziah are a widely scattered collection of twenty-four gemstones found across Skyrim. Prior to appraisal, each Stone of Barenziah is labeled as an "Unusual Gem." Once any one of the stones are found, there will be a miscellaneous objective that activates and indicates that the next step is appraisal. Quests[edit | edit source] Bring the Unusual Gem to an appraiser[edit | edit source] The city of Riften has two people capable of handling this task: Maul, an associate of Maven Black-Briar, and Vex, a member of the Thieves Guild. After the appraisal, it is revealed that a total of 24 Stones of Barenziah exist, which activates the quest "No Stone Unturned." The stones are quest items of 0.5 weight and worth 200 , and they cannot be removed from the inventory until the entire set is obtained. Many of these stones can be found while completing small jobs for Vex and Delvin of the Thieves Guild. Since the stones are quest items, they do not take up weight in the inventory. No Stone Unturned[edit | edit source] The Crown of Barenziah After handing in all twenty-four Stones of Barenziah, the Dragonborn is asked to recover the Crown of Barenziah from Tolvald's Cave. Vex reveals that the Crown of Barenziah is an item that enhances a thief's ability. With the stones and crown in her possession, Vex says she can restore the paragon to its full strength. Reward[edit | edit source] Upon completion of the quest "No Stone Unturned" (by turning in all twenty-four stones and recovering the crown), Vex rewards the Dragonborn with the passive effect and ability Prowler's Profit which greatly increases the chance of finding multiple precious gems in chests, burial urns, corpses etc. Furthermore, the fully-restored Crown of Barenziah sits on a special stand in the cistern portion of the Thieves Guild. Locations[edit | edit source] # Hold Location Description Visual 1 Eastmarch Ansilvund - Ansilvund Burial Chambers Enter Ansilvund Excavation and complete the objective in the Ansilvund Burial Chambers, and it will be on the table in the back of the final room. Near the Ghostblade and Fjort's ghost. 2 Eastmarch Stony Creek Cave Going off the main corridor, follow a path on the right (before entering the large pool of water with one bandit). It is inside the bandit wizard's cavern, on a table near an alchemy lab. 3 Eastmarch Windhelm - House of Clan Shatter-Shield Upstairs and in the first bedroom on the left, on the bookshelf. 4 Eastmarch Windhelm - Palace of the Kings When entering the palace, take the first door to the left (upstairs) and follow the hall to the end. It sits on a table in Wuunferth the Unliving's quarters at the end of the hall. 5 Falkreath Dark Brotherhood Sanctuary On the dresser in Astrid's room during the quest "With Friends Like These..." or "Destroy the Dark Brotherhood!" 6 Falkreath Pinewatch - Bandit's Sanctuary In a room containing a single bandit and several empty draugr sarcophagi, there is another small room (to the right, behind a locked door). The stone is found on a shelf immediately on your right. 7 Falkreath Sunderstone Gorge On the altar in front of the Word Wall. Note that, because of its placement on the altar, the Stone can be difficult to spot if you are not facing the Word Wall from the opposite side of the table. 8 Haafingar Dainty Sload Take the stairs to the bottom level, take the stairs up (opposite the ones you have just come down). At the end of the room you will find the stone on the table. 9 Haafingar Reeking Cave In the alcove with the dead conjurer near the road entrance. 10 Haafingar Solitude - Blue Palace On the bedside table in Jarl Elisif's quarters. Her room is at the end of the hallway forward and to the right-hand side, facing away from the throne. 11 Haafingar Solitude - Proudspire Manor Sitting on a chest of drawers on the left-hand side of the upstairs master bedroom. (Must own Proudspire Manor to get this stone. Requires paying 25,000 after completing "The Man Who Cried Wolf" and "Elisif's Tribute" to own.) 12 Hjaalmarch Rannveig's Fast On a table just to the right of the prison's exit gate. The prison is entered via a trapdoor in front of the chest at the Word Wall, or long way through tunnels. 13 The Reach Dead Crone Rock On a makeshift altar in front of the Word Wall at the top of the final tower. 14 The Reach Markarth - Treasury House Next to the bed in the master bedroom. 15 The Reach Understone Keep - Dwemer Museum Behind a locked gate on left of the museum on a table in the right hand room. Near the Ghostblade and Fjort's ghost. 16 The Rift Black-Briar Lodge On the left end table in the upstairs master bedroom. 17 The Rift Mistveil Keep - Jarl's Chambers In the Jarl's chambers, on the end table to the left of the bed in the master bedroom. 18 Whiterun Dragonsreach Jarl's Quarters In the Jarl's chambers, on the end table to the right of the bed. 19 Whiterun Fellglow Keep On a counter in the workshop at the top of the front foyer. It is between the arcane enchanter and the alchemy lab. 20 Whiterun Jorrvaskr Living Quarters In Kodlak Whitemane's bedroom. 21 Whiterun Whiterun Hall of the Dead - Whiterun Catacombs Found in a crypt. From the entrance make the first left, then right, down the ramp. From here it is on the immediate left. 22 Winterhold College of Winterhold - Arch-Mage's Quarters On a shelf in the Arch-Mage's Quarters. To the left of the bed, under a wolf's head mounted on the wall. Becomes accessible during "Under Saarthal" when Tolfdir tells the Dragonborn to speak to the Arch-mage. 23 Winterhold Hob's Fall Cave After crossing the bridge, just before an area with a few impaled corpses and an arcane enchanter, take the path to the left and down into an area with an alchemy bench. The stone is on a shelf. 24 Winterhold Yngvild - Yngvild Throne Room Found on the desk in the last room, next to the final journal of Arondil. Trivia[edit | edit source] In recent patches the stones were made static: they can no longer be knocked off somewhere inaccessible when using explosive magic or walking over them. They cannot even be moved while pressing the interaction button. It is also possible to get the gem via the console command tcl. There is a way to get multiple gems from only one. Tap the interact button as fast as possible while targeting the stone. If done correctly, multiple stones may be picked up instead of one. Slow Time is a sure way to make use of the exploit. Any stones left over after finishing the quest will still be in their original locations. If picked up and dropped, they will hover in mid air, immobile. They may be picked up again, and can be stored or sold. (This appears to have been patched for the Remastered Edition) Until the stones are appraised by Vex or Maul, they stack. After the quest begins, each new stone will take a new inventory line. The stones have a marked value of 200 , but stealing one while on The Bedlam Job for a hold in which it is located will satisfy the conditions of the Bedlam quest, i.e. it will count as being worth 500 or more. The Stones and the Crown of Barenziah are a reference to Barenziah, former lover of Tiber Septim and queen of Mournhold. Bugs[edit | edit source] This section contains bugs related to Stones of Barenziah. Before adding a bug to this list, consider the following: Please reload an old save to confirm if the bug is still happening. If the bug is still occurring, please post the bug report with the appropriate system template 360 / XBI . PS3 / PS4 . PC / MAC . NX , depending on which platform(s) the bug has been encountered on. Be descriptive when listing the bug and fixes, but avoid having conversations in the description and/or using first-person anecdotes: such discussions belong on the appropriate forum board. Click to show PC If the Stone of Barenziah in Reeking Cave cannot be found beside the dead mage after applying Patch 1.4, a glitch will need to be utilized to reenter the Thalmor Embassy and pick it up from its original location. This bug has been found in all versions of the game. PC (Fix) Using the console command to unlock the front door to the Embassy will work to get back in. The gem may not appear on the counter where it is supposed to sit in Fellglow Keep. The stone in Wuunferth the Unliving's quarters may not be there after the quest Blood on the Ice. PC 360 PS3 Periodically, some stones may respawn at their initial place, such as the one in Jarl Elisif the Fair's quarters. PC If these stones are collected, they will no longer count as quest items and can be dropped or sold. 360 In Calixto's House of Curiosities, it may be possible to obtain a stone at Calixto's museum on one of the shelves if every other location has been exhausted without obtaining all twenty-four. PC Entering the Dwemer Museum after having completed "Hard Answers" will initiate that quest again. PC (Fix) To move the stone to the Dragonborn's location without entering the museum, use the console command prid 7F909 followed by moveto player. Alternatively, complete the "Hard Answers" quest again to get another Nightingale Blade. Subsequent Thieves Guild quests will not start again. Darkness Returns cannot be finished if Hard Answers is completed twice before it has. PC 360 PS3 Maul's dialogue may not show up, but the quest can still be started with Vex. 360 PS3 If all the gemstones are collected prior to their appraisal, the entire collection may be stuck in the inventory while a bug bars the quest from being completed. PC PS4 Occasionally, Stones of Barenziah may not stack properly. This results in multiple stacks being formed of the same item. Sometimes when a Stone of Barenziah is chosen, it is counted as stealing even though it is labeled "take". If Vex is spoken to before Maul, then Maul is talked to after the quest has started, a miscellaneous objective to become a full member of the thieves guild appears. Because the Dragonborn had to be a full member to get it appraised they cannot complete the objective. If the Dragonborn chose to destroy the Dark Brotherhood, they may not be allowed to go back into the sanctuary after it has been completed. NX In certain places, such as the Jarl's bedrooms, the player will see a message that they are stealing a stone, since it is situated within somebody else's house. However, when the stone is picked up, it does not accrue a bounty. See also[edit | edit source] Crown of Barenziah No Stone Unturned (Skyrim) Appearances[edit | edit source] The Elder Scrolls V: Skyrim Skyrim: Miscellaneous Items Skyrim: Quest Items Deutsch Español Français Italiano Polski Русский *Disclosure: Some of the links above are affiliate links, meaning, at no additional cost to you, Fandom will earn a commission if you click through and make a purchase. Community content is available under CC-BY-SA unless otherwise noted.

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