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Ivory dragon claw code

From Skyrim Wiki Element ID for Ivory Dragon Claw in Skyrim on Steam (PC/Mac) are: 000AB7BB Spawn Commands To spawn this item in the game, open the console and type the following command: player. AddItem 000AB7BB 1 To place this item in front of the shape, use the following console command: player. PlaceAtMe 000AB7BB The Ivory Dragon Claw is an item in the game The Elder Scrolls V: Skyrim The Ivory Claw found on the body of Daynas Valen during the quest Forbidden Legend It is used to open Puzzle Ring Doors in both Folgunthur and Reachwater Rock Code to solve the puzzle found on the claw itself. It is: Hawk Hawk Dragon To open a door that requires the claw, put outer door ring to hawk, middle door ring also to hawk, and inner door ring to Dragon The UESPWiki – Your source of The Elder Scrolls since 1995 Folgunthur is a medium-sized Nordic ruin located southeast of Loneliness. Daynas Valens tent outside Folgunthur The ruins have two interior zones: Folgunthur and Folgunthur Crypt, which houses the tomb of Mikrul Gauldurson. Forbidden Legend: Examine the forgotten Gauldur Legend. The deserted camp Daynas Valen and his group of hired adventurers just a few steps west of the entrance. It consists of four small tents each containing an unselected bed roll arranged around a extinguished campfire. One of the bed wools has his diary on top. There are several deathbell plants, a canis root and a couple of swamp mushroom pods around the camp and near the entrance to the ruins. Further west, near the coast is another deserted camp, that if you come here from Loneliness and swim over from the docks you are likely to stumble across. It is under an imminent rock formation and consists of two hay piles, a extinguished bonfire with a working pot hanging over it and several crates, food bags and barrels. On one of the crates is a copy of the Pickpocket skill book Purloined Shadows. The area in front of the entrance is covered, with a stone table to the left of the door. On the table is a stuffed random soul gem and flanks the table two funeral urns. To the left of the table is also stone bowl containing a large coin purse. Folgunthur[edit] For a short time, you only follow in Dayna's Valen's footsteps, meet the hired adventurer's bodies and dead draugr on the way, and meet no enemies almost until you find Daynas himself. The entrance leads into a passage flanked by large statues, there are bone bells hanging down in front of a front doorway and stairs leading down to the north outwards. At the bottom of the first staircase is a pressure plate, the body of one of the adventurers and several dead draugr. The pressure plate triggers a spear trap from the statues on each side. Two tomb urns are found in one of the alcoves at the statue on the right. Another staircase goes down to a doorway on bottom, there is a keyhole for a dragon claw on the left. Through the doorway is a room with a central stone table with a plinth at the front that has another claw-shaped keyhole at the top, as well as four rotating pillars and matching symbols, which are fixed to raise another gate in a doorway to the north. On the table is a pick and an empty random soul bead, with a second pick on the floor. There's another dead adventurer and several dead draugr around the room. To the left of the table is a gravurne and an open crate containing a bottle of alt wine, a tomato and two loaves. In the west is a broken side table with a random potion of magicka next to it and further back a set of shelves holding a random pair of gauntlets. In the east a hidden door with yet another claw-shaped keyhole to the left of it. You need the ivory dragon claw to open this door. There is a grave urn next to it for storing any spare parts while exploring. Through the door to the north is a passage with a different pressure plate some pace along which triggers a flame spout trap from the statue on the corner in front. It's the burned remains of another adventurer on the ground. Just past the corner is the first living draugr. After another turn the passage enters a two level room containing several sarcophagi. There are two oil licks, one at each end of the room, with an oil lantern over each of them. There is a long stone table near the middle with two dead draugr and a gravurne next to it. As soon as you enter, the gate behind you will close and more draugr will emerge from its sarcophagi. When defeated there is a chain to the right of the doorway that raises the gate and side tables on each side. The one on the right when facing the gate has a random shield on top. At the western end of the room there is another dead draugr and adventurer, with a copy of the one-handed skill book Fire and Darkness next to them. To the right of them is a passage that leads to a stone table with a random set of armor, a random mace and a large coin bag on top. At the northern end of the room are some sets of shelves and a stone table holding a random mace and helmet. There is also a doorway leading to a wooden spiral staircase. That has a trap door at the bottom opens over a flooded shaft. At the bottom of the shaft is a barbed pit, with a small coin bag and a random big word among the spikes. There's a handle under the water and a lever with range when you're in the water to help you get back out. However, fans may have difficulty getting up the stairs. If that happens, you can always continue and they will appear next to you at the beginning of the next zone. At the top of the stairs, enter the previous room at the top level again. Crosses a wooden bridge to a central area where there are three dead draugr, but still dead adventurer and the corpse of Daynas Valen. He wears the ivory dragon claw and his notes, which provide a little extra background on Gauldur and his sons (and promotes the Forbidden Legend quest if you've started it), but doesn't seem to be needed to complete the clearing of the dungeon. His body leans against another claw-shaped keyhole, which when activated with the ivory dragon claw lowers another bridge on the opposite side to the first and allows you to continue. Hold the claw as necessary to unlock the puzzle door further on. When the bridge is lowered, two draugs that stand in some catacombs are revealed beyond. Across the bridge is an intersection with a pressure plate that triggers a spear trap from the sides in front of a short passage to the left. There are two dead draugr standing in alcoves along this passage, with a skillfully trapped breast that triggers a poison dart trap if opened without disarming and a random potion of resisting element at the end. On the right there is a snoozing draugr standing in one alcove opposite and another on the right, with a dead draugr standing in an alcove on the left. There's a broken table on the right with a random war axe on top. On the left is another area with a snoozing draugr standing in another alcove forward and a large urn in an alcove on the right. In the middle is a lit brazier and in the northwest a short passage with two levers on each side and a series of lowered gates forward. Each lever opens or closes one or more of the ports. To open all ports, pull the first left and second right levers (the puzzle resets when all the levers are pointing down). Once past the gates passage down a flight of stairs, towards the bottom they become much wider, and there has been a cave-in on this half, among the masonry is a large urn, a random poison or potion and a random warhammer. When you move to the right and the other half of the wider stairs, a rock fall is triggered that rolls down the stairs in front of you and can damage a draugr standing at the bottom. Behind draugr is a closed wooden door. Through the door is another room containing two thrones, both occupied by draugr, which wake up as soon as you enter or if you use a varied attack on one of them from the doorway. Between thrones, against the wall is a set of shelves and in the middle of the room is a large trap door with a staircase underneath. On the other side of the room there is a doorway, but the passage outward has caved-in. To the left of this is a stone table with an urn to the left of the table. There is a lever of each of the thrones and a chain facing them. The levers operate large rotating stones that block one of two doors in the corners behind the thrones, so that one door opens while the other closes. Into the first of these rooms causes two draugr to burst from upright sarcophagi in a small area the back of the room. There are three symbols in this room. From the entrance they are Snake -Whale-Hawk. You need to mirror these symbols on the rotating columns of the other room. This second room has another draugr and a spellcaster trap that shoots Lightning if triggered by standing on a pressure plate near the back of the room. Remove the soul charm to disable it. Opposite the pillars is a stone table with a stuffed random soul pearl on top. When you have them in the correct order pull the chain in the main compartment to open the trap door in the floor and access the stairwell. If you pull the chain when the symbols are in the wrong order, you will trigger a poison arrow trap that shoots from above. The stairs seem to descend forever to reach the bottom and a shallow flooded passage with two frostbite spiders wandering it. There is a deeper part on the right, with an equalized great word under the water. The passage forward rises and passes a tomb urn to the right. On top there is a small set of shelves on the left with a random cuirass and a stone bowl on top containing an empty random soul pearl and a larger set of shelves on the right holding a random potion of healing, a random dagger and a leather strip. The passage forward has three sarcophagi on each side, an urn to the left and a puzzle door at the other end. As soon as you enter the door will close behind you, the passage will darken and the sarcophagus will burst open, two at a time. So you can handle each pair individually. Once they are all treated you are able to reopen the door behind you if you wish. The puzzle door has the combination hawk-hawk-dragon from the outermost circle inward according to the inside of the ivory dragon claw. Beyond the door is a passage with urn and grave urn on the right, a stone table in front of you with a small coin bag, a random sword and helmet on top. On the left are double doors leading to folgunthur Crypt. Folgunthur Crypt[edit] Upon entry you are in a passage at the bottom of a staircase, at the top is a small unit with a random warhammer, gauntlets and potion of healing on top. On the left is a large opening in a large chamber with several pairs of pillars supporting the roof, and between these is a sarcophagus containing the remains of Mikrul Gauldurson. He will arise when you approach along with several draugr thrall, these will be replaced by others as they fall from the twelve sarcophagi around the chamber. They are different from normal draugr in that they carry no weapons, just a few septims each. When you defeat Mikrul any remaining draugr thrall will also persevere and someone who has not risen will crack from their sarcophagus dead. Mikrul's body contains Gauldur Blackblade, a font of seal, and a Gauldur Amulet Fragment (a mission element for Forbidden Legend). The first half of the room is devoid of anything of interest. There is a single urn on the right among the sarcophagus, a grave urn on the back right and two stairs at the back blocked by the spear. Both are lowered using the ivory dragon claw in keyholes on each side. There has been a cave-in behind the spear on the left and a funeral urn and medium coin purse can be found among the rubble. The staircase to the right leads up into a room that can contain a dragon priest and two draugr. It contains the word wall that teaches part of frost breath dragon shouting. At the top of the stairs there is a set of shelves and a small unit on the right. On the shelves are many broken books and a couple of coin bags (see bugs). In front of the word wall is a stone table with an unlocked boss-level chest, a random one-handed weapon, gauntlets and shields, a random potion of healing and marrying all on top. An iron door at the back of the room has a random big word on the left (see error). The door opens into a tunnel with a random potion of healing, magicka or endurance next to a lit brazier partially along it and on top a sarcophagus lid you activate to open, bringing you out into the junction by the bridge you lowered with ivory dragon claw. You can jump down from here and track your steps. Back in the first room do not forget the hidden door that can be opened with ivory dragon claw, behind this door is a small room containing an apprentice-locked chest. Notes[edit] Folgunthur also appears in ESO as Folgunthur Barrow. Bugs[edit] Sometimes the pillars won't move when you try to activate them. ? The pillars should react if you leave the dungeon and immediately re-enter. Sometimes you won't be able to get the Frost Breath word from the wall, and the sound will loop repeatedly. It can solve itself if you come back when everything has respawned. The last gate when you go back into the entry area sometimes gets stuck and cannot be opened with the lever if it is closed. If you turn off the console and reload the game, you will resolve this issue. Coin bags on the set of shelves in the room with the word wall can be invisible, although it is still possible to pick them up. ? The random big word at the back door of the word wall room can float at waist height due to a fault. Map[edit]

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