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Skyrim sapphire claw pillar puzzle

in: Skyrim: Miscellaneous Items, Skyrim: Quest Records Show Source Stock Weight Base Value 0.5 Varies Miscellaneous ItemQuest Element For Other Purposes, see Dragon Claws. Dragon cloth are special miscellaneous objects found in The Elder Scrolls V: Skyrim, which are primarily used to open old Nordic puzzle doors. Characteristics Dragon Claw Dies. Each claw is unique. Each one is made of precious beads and/or materials and can be very valuable. Most dragon claws are found in ancient Nordic dungeons and will open at least one puzzle door in the dungeon. The puzzle door combination can be found on the underside of its corresponding claw. Zooming in on the claw in the Miscellaneous category in the Items menu makes the solution easier to see. Hall of Stories These are large, open hallways with a puzzle door at the end. The walls of these times tell many stories, as the name suggests. One image seems to depict many Draugr bowing towards an almighty Dragon Priest. Puzzle door places Name Nearest Location Relevant quest Glyph Order Value ID Amethyst Claw, Right HalfAmethyst Claw, Left Half Vahlok's Tomb DR Lost Legacy DR Hawk, Wolf, Dragon 200 per half of claw xx01cac1xx01cac0 Dragon Coral Claw Winterhold or Yngol Barrow Ishore in a sea of Ghosts Snake, Wolf, Moth 150 000B634C Diamond Dragon Claw Skuldafn The World-Eater's Eyrie Wolf, Moth, Dragon 1000 000AB375 Ebony Dragon Claw Korvanjund The Jagged Crown Fox, Moth, Dragon 800 0005AF48 Emerald Dragon Claw Reachwater Rock Banned Playful Bear, Whale, Snake 600 000ED417 Glass Dragon Claw Forelhost Siege at Dragon Cult Fox, Owl, Snake 700 000 4 10007C260 Golden Claw Bleak Falls Barrow The Golden Claw Bear, Moth, Owl 100 00039647 (Only Quest)000999E7 Iron Dragon Claw Valthume Evil in Waiting Dragon , Hawk, Wolf 75 0008CDFA Ivory Dragon Claw Folgunthur, Reachwater Rock Forbidden Legend Hawk, Hawk, Dragon 200 000AB7BB Ruby Dragon Claw Dead Men's Respite Trending Flames Wolf, Hawk, Wolf 400 0004B56C Sapphire Dragon Claw Shroud Hearth Barrow Lift Shroud Mthrow Moth, Owl, Wolf 500 000663D7 Coral Dragon The Claw Dragon Claw. The Coral Dragon Claw is available in two ways: the first is from Birna, the shopkeeper in Winterhold. She claims she bought it when she was led to believe it would lead her to big treasure, but it never panned out for her. She offers it to 50 in exchange for telling her if it ever works in the future. (But if it is returned after being used, there is no way to tell her.) Along with the sale, she reveals a possible location - Yngol Barrow, located northeast of Windhelm. Birna won't tell me where Yngol Barrow is. If not obtained from Birna, Coral Dragon Claw can be found at Yngol Barrow, on a pedestal. Diamond Dragon Hook Diamond Dragon Claw. Diamond Dragon Claw can be found during The World-Eater's Eyrie quest on a leveled with leveled in Skuldafn. Since it is impossible to go back to Skuldafn after completing the main quest line, the item will become redundant and should be sold for coin or kept as decoration. Ebony Dragon Claw The Ebony Dragon Claw. The Ebony Dragon Claw is found at Korvanjund while hunting The Jagged Crown. Depending on which side of the war is supported, it is found in the Hall of Stories near the bodies of either two imperial soldiers or two Stormcloaks. Note: Due to its jet-black color, it can be difficult to see at first glance. Emerald Dragon Claw The Emerald Dragon claw. Emerald Dragon Claw opens the first door puzzle in Reachwater Rock. It is found near the entrance, on a pedestal next to an Adventurer's dead body. It is used in conjunction with Ivory Dragon Claw in the hunt Forbidden Legend to achieve Gaudur Amulet. They can both be intercepted, where even after completing the Gaudur search they cannot be removed from the inventory. It is also possible for claws to randomly disappear if stored in a home. Glass dragon claw Glass Dragon Claw. Glass Dragon Claw is found in Forelhost during the Siege on the Dragon Cult quest. It is in Forelhost Refectory resting on a pedestal in the upper room that looks like a library directly before the spear gate. While taking Glass Dragon Claw can cause the spear-gate to close, setting other objects on the pedestal can counteract the release of this trap. Golden Claw The Golden Dragon Claw. Golden Dragon Claw is usually the first claw to be experienced as it is part of The Golden Claw side quest, which is achieved in Riverwood from Lucan Valerius. If not started by Lucan Valerius, it has begun by entering Bleak Falls Barrow. The claw is obtained from Arvel swift during the Bleak Falls Barrow quest. A group of bandits led by a Dunmer named Arvel the Swift came to Bleak Falls Barrow with the stolen Golden Dragon Claw in hopes of finding treasure behind the Nordic puzzle door. The robbery went wrong, and Arvel was caught in a Frostbite Spider's web, leaving the rest of the group waiting at the entrance to the dungeon. Retrieving the Golden Dragon Claw, using it to reach the word wall then return it to Lucan's complete quest. Then the Golden Claw appears on the counter of riverwood trader, which for those who are likely, makes it easy to steal. Furthermore, if Camilla Valerius is married to the person who wants the claw, it can be taken in place of stolen. Alternatively, finishing the side quest and giving Lucan Valerius back the claw allows one to kill him and the claw can then be stolen. Iron Dragon Claw Iron Dragon Claw. The Iron Dragon Claw is found and used during the search Evil in Waiting inside an ancient Nordic tomb valthume. It sits on top of a pedestal in the last room - Valthume Catacombs. Claw removal a trap. Four statues around you will start blowing fire in a few seconds. Ivory dragon claw Ivory Dragon claw. The ivory dragon claw is found in Folgunthur next to Daynas Valen along with his notes and a journal. It is used in Folgunthur and again in Reachwater Rock. Until the Forbidden Legend quest is completed, it is considered a quest item and cannot be discarded. Note: This is the only claw used in more than one area. It is also the only claw that uses keyholes that are not located on the door puzzle. Ruby Dragon Hook Rubin Dragon claw. The Ruby Dragon Claw is found and used during the search Tending the Flames inside Dead Men's Respite. It sits on top of a pedestal in the first room. Removing the claw awakens a small number of Draugr. The Ruby Dragon Claw will remain marked as a quest item and cannot be removed from the inventory until after Viarmo receives King Olaf's Verse in search of The Flames. Sapphire dragon claw Sapphire dragon claw. The Sapphire Dragon Claw is obtained from Wilhelm, inn keeper of the Vilemyr Inn, in Ivarstead, as a reward for bringing him Wyndelius's Journal, the journal of the man who was haunting the Shroud Hearth Barrow. The claw is used to open the puzzle door inside barrow to access a Word Wall. Amethyst Dragon Claw The Amethyst Claw is found in Vahlok's Tomb. The claw is split in two, with the dungeon design suggesting it was done this way. The two halves of the claw are individually located, each unlocking a unique half-claw lock that opens the way to the deepest areas of the dungeon. Trivia If a claw is sold to a grocery store, it will remain in the store's warehouse indefinitely. Some of the claws are labeled as (Material) Dragon Claw., while others are simply called (Material) Claw. It is unclear whether this is intentional. Note: for this article all are labeled (Material) Dragon Claw. The Golden Dragon Claw has two separate element IDs. The first (000999E7) is the one recovered from Arvel, and the second (00039647) is if the claw if stolen back from the store. Although there is a dragon claw for most of the materials in Skyrim, there is no Silver Dragon Claw. Another puzzle door is located in The Snow Veil Sanctum, but the associated claw is never mentioned: the door is unlocked by Mercer Frey with Skeleton Key during the quest Speaking With Silence, and he assumes the associated claw was in the possession of Karliah, or was disposed of by her in some way. It could be the missing Silver Dragon Claw. The Emerald Dragon Claw is noticeably smaller than all other Dragon Claws. They have no other purpose than to open the puzzle doors and afterwards can be sold for a lot of money. They can also be used for decoration. There's a broken puzzle door in the Miraak Temple. There are no materials for corals in Skyrim, but a dragon claw of this material exists. A copper dragon available in The Elder Scrolls Online. Appearances The Elder Scrolls V: Skyrim The Elder Scrolls: Blades Skyrim: Miscellaneous Elements Skyrim: Quest Items * Disclosure: Some of the above links are affiliate links, which means, at no extra 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 specified. English Edit Share Draugr/SkeletonsUnmasked Dragon Priest Location ID ShroudHearthBarrowExteriorShroudHearthBarrow01ShroudHearthBarrow02 For other uses, see Shroud Hearth Barrow. Shroud Hearth Barrow is an ancient Nordic tomb located just outside the town of Ivarstead. Word Wall[edit | edit source] Within the Shroud Hearth Depths lies a Word Wall for Kyne's Peace shout. Scripture on Dragon Wall transcribes for this: HET NOK KOPRaaN DO HELG (Here lies the body of Helg.) FahDON Wah Pah SIVaaS (friend to all animals.) aaR DO KAAAN aaL REK Siiv UNahZaaL. (waiter kyne, she can find eternal) PRaaN KO Fey DOKRO HahNU (the rest in the forest of dreams.) Quests[edit | edit source] Lifting the Shroud[edit | edit source] After speaking with Wilhelm, the host of Vilemyr Inn, Dragonborn learns that the city believes that barrow is haunted and is asked to investigate these allegations further. The combination to the puzzle door inside the barrow, from outer ring to inner ring is Moth, Owl, Wolf. The next puzzle door is: whale, hawk, snake, whale. Enemies[edit | edit source] Notable elements[edit | edit source] The Illusion skill book Before Ages of Man can be found opposite from the handles in the first room. After the door that requires the Sapphire Dragon Claw, within a water trap, a leveled with use, shield and coin purse can be found. There is a locked coffin with random loot hidden underwater in the Word Wall chamber to the right of the final loot chest. After the final plunder chest, across a broken bridge (best crossed using Whirlwind Sprint), a leveled greatsword, soul pearl, and coin purse can be found. Shooting fire wedges on the sword can also get it flying in the air and in the water. Bow shots can have the same effect. A bottle of Philter of the Phantom can be found in Wyndelius' room. Error[edit | edit source] This section contains errors related to Shroud Hearth Barrow (Skyrim). Before you add an error to this list, consider the following: Reload an old save to confirm if the error is still happening. If the error still occurs, please send the error report with the relevant system template 360 / XB1 , PS3 / PS4 , PC / MAC , NX, depending on which platform (s) the error has encountered. Be descriptive when listing the error and fixes, but avoid having conversations in the description and/or using first-person anecdotes: such discussions belong on the relevant forum board. Click here to see the list of errors PS3 If Dragonborn has completed the Innocence Lost, sleeping in the Shroud Hearth Barrow after killing Wyndelius Gatharian will cause Dragonborn to be transported to an abandoned cabin. As a result, the area is reset and provides no way to reach the word power. Once you have reached the drawbridge space and learned the correct order for the bars, they cannot be activated. This can happen if Dragonborn uses Whirlwind Sprint to jump to the other side of the drawbridge before lowering it. A fix is to load from a previous storage point. 360 If the Sapphire Claw door does not open, enter the code: Owl-Owl-Owl, Wolf-Wolf-Wolf, or Moth-Moth-Moth (if one does not work it is recommended to try another), and then the correct code should get the door to open. If this still doesn't work, then there is no known way to come up with this error. 360(Fix) Another fix is to reload from a previous storage point. Then, when they arrive at the door, change the top once and the bottom two times can cause to the door to open. 360 When you reach the room where a copy of Before the Ages of Man lies on a pedestal in front of several drape chests, it is possible that the draper will stay in their chests and not attack dragonborn as they should. This can be fixed using Unrelenting Force on the coffins. The draper will break free afterwards, allowing Dragonborn to attack and loot them. It is possible to get caught in the barrow by activating the first contact on the left then whirlwind sprinting out. This will make it impossible to enter the room again or leave the barrow. PC Sometimes, after turning in the journal and receiving Sapphire Claw, it is impossible to enter the dungeon due to the game crashing. PC (Fix) The only correction to this is, before leaving with the journal, to use the player.additem command to put Sapphire Dragon Claw in the inventory, clear the dungeon, then turn in the journal. To add claw manually, the command help Sapphire Dragon Claw will give the item id. Once achieved, the player.additem id 1 command can be used. If one of the drapes is raised in trap rooms like a zombie, the chief level draper will not leave his coffin until the zombie is dead 360 In the room with revolving doors, if the drape in the room goes on the plate to turn the doors, the sound of the doors revolving will not stop, even if the doors themselves do not move. However, this does not prevent the pressure plate and doors from working. 360 In the code room for the claw, the door can not open, even with the correct combination. Appearances[edit | edit source] The Elder Scrolls V: Skyrim The Elder Scrolls Online *Disclosure: Some of the links above are affiliate links, which means, at no extra cost to you, Fandom will earn a commission if you click through and make a purchase. Content in the community available under CC-BY-SA, unless otherwise specified. Noticed.

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