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Skyrim unbound setstage

in: Skyrim: Quests, Skyrim: Aldwin's main quests began his assault on Helgen. Start a game (starts shortly after character creation) Freedom to explore SkyrimLow gear level For other purposes, see instruction. Unliberalized is a search available in The Elder Scrolls V: Skyrim, in which Dragonborn had to flee the city of Helgen when he was attacked by Aldwin. Search serves as a prologue and provides a limited area to learn gameplay basic mechanics, after which the world will be fully accessible. I was captured by the Empire and sentenced to death along with stormcloak rebels. We were taken to Helgan, but before I could be executed, a dragon showed up and attacked the city. I have to find a way to escape. Goals Make your way to hold To enter with Hadvar or Ralof Escape Helgen Find some equipment (Hadvar) Loot Gunjar body (Ralof) Search the barrel for potions (optional) Attempt to pick up the cage lock (optional) Walkthrough Dragonborn will wake up, hands tied, aboard carts with three others drawn by imperial soldiers. The cart will reach the city of Helgen, where Stormcloaks, Lokir, and Dragonfighting will lead to their public execution. Raloff: Hey, you. You're finally awake. You were trying to cross the border, weren't you? We entered the emperor's ambush, as did we and the thief there. Lockyer: Damn stormtroopers. Skyrim was fine until he showed up. The empire was nice and lazy. If they hadn't been looking for you, I'd have stolen the horse and been halfway to Hammerfell. Hey, you... You and me, we shouldn't be here. These are the Stormcloaks that the empire wants. Ralof: We're all brothers and sisters who buy i now, thief. Imperial soldier: Shut up there! Lockyer: And what's wrong with him? Raloff: Be careful with your language. You're talking to Ulfrick Stormclack, the true king of the supreme. Ulfrick? Jarl from Windhelm? You're the leader of the rebellion. But if you get caught... Oh, Gods, where are they taking us? Raloff: I don't know where we're going, but Sovngard's expecting. Lockyer: No, that can't happen. That doesn't happen. Ralof: Hey, what village are you from, horse thief? Lockyer: Why do you care? Raloff: Nord's last thoughts should be from home. Rorystead. - No, I'm not from Rorystead. Imperial: General Tullius, sir! The chief's waiting! Tullius: All right. Let's get this over with. Lockyer: Schur, Mara, Dymbella, Kinaret, Akatosh. Deities, please help me. Raloff: Look at him, General Tullius, the military ruler. And it looks like Talmore's with him. Damn elves. I bet they had something to do with it. This is Helgan. I was very nice to a girl from here. I wonder if Vilod still makes juniper mead mixed. Strangely, when I was a boy, the imperial walls and towers made me feel so safe. Who are they, Where are they going? Torolf: You have to go inside, little puppy. Why? I want to watch the soldiers. Torolf: Inside the house. Now. Yes, Dad. Imperial: Wow! Captain: Get these prisoners out of the wagons. Move it! Lokir: Why are we stopping? Raloff: Why do you think? End of line. Let's go. We must not keep the gods waiting for us. Lockyer: No! Wait! We're not rebels! To face your death with courage, thief. Lockyer: You have to tell them! We weren't with you! It's a mistake! Imperial Captain: Step to the block when we call our name. One at a time. The Empire loves their damn lists. Havar: Ulfrick Stormclack. Jarl from Windhelm. Raloff: It was an honor, Jarl Ulfrick! Havar: Ralph of Riverwood. Lockyer from Rorystead. Lockyer: No, I'm not a rebel. You can't do that! Stop! Lockyer: You're not going to kill me! Archers! Captain: Does anyone else want to run? Havar: Wait. Hey, you. - Go ahead. Who are you? Create Characters Main Article: Create character (Skyrim) Create characters is operationally similar to a change, but includes a greater level of detail and customization. The race, weight, gender and structure of the dragon-like face can be determined by value sliders. The race and gender of the Dragon will affect how the people of Skyrim and beyond will react to them. Hadvar's comment when he called Dragonborn will change based on the chosen race: Race Hadvar comment Altmer You're not with the Embassy Talmore, you tall elf? No, that can't be right... Are you a relative of one of Ritten's workers, Argonian? Not many of the wooden elves would choose to come to Skyrim on their own. Bangs You're from Digger, Breton? You ran away from some kind of court intrigue? Another refugee? The gods have indeed abandoned your people, a dark elf. Imperial You are very far from the imperial city. What are you doing in Skyrim? Hajit You're one of the commercial caravans, Kazi? Your look always seems to be causing trouble. You didn't pick the wrong time to go back to Skyrim, relative. Orsimer You're from one of the fortresses, Ork? How did you get here? Redgard? Are you selling? Sailor from Strauss M'Ka? Executions: Captain. What do we do? It's not on the list. Captain: Forget the list. He/She's going to the block. Havar: On your orders, Captain. Follow the captain, prisoner. Tullius: Ulfrick Stormclack. Some here in Helgen call you a hero. But the hero does not use power like the Voice to kill his king and usurp his throne. Ulfrick: muted grunt Tullius: You started this war, plunged Skyrim into chaos, and now the empire will bring you down and restore peace. At this point, Aldwin roars for the first time, attracting everyone's attention, but the soldiers think a little about it. Havar: What was that? Tullius: Nothing. Keep. Captain: Yes, General Tullius. Give them your last rituals. Priestess of Arkai: When we greet your souls on Ethrus, the blessings of the eight Clergy upon you, for you are the salt and land of Nirn, our beloved... Soldier of the Storm: For the love of Tallos, shut up and let's get this over with. Priestess of Arkai: As you wish. Soldier of the storm: Come on, I don't have all morning. My ancestors smile at me, the empresses. Can you say the same thing? (With these last defiant words to Tullius, the imperial captain and legionnaires, Stormcloak was beheaded by the executioner. Justice! Ingrid: Death of the storm! Raloff: As fearless in death as in his life... renegade from Cyrodill if the player is imperial; or Next, the lizard if the player is an argonian; or Next, the cat if the player is hajiti) Aldwin's dragon attack fly over Helgen. Just before the emperor's president had the opportunity to behold The Dragon and end the game before it began, Aldwin arrived and disrupted the execution, raining meteors and fire on the city. Aldwin roared for the second time, attracting the attention of Tullius, Ulfrick and everyone else until he was Havar, but the imperial captain remained spotless. Havar: Here we go again. Did you hear that? Captain: I said, the next prisoner! Havar: At the intersection, prisoner. The staff was very friendly and helpful. The dragon fold is approaching the cutting block. As they knelt and placed their head in a position to be cut off by the axe on the head, looking at the head of the head as he lifted his axe to execute them, aldwin's third roar occurred, and he appeared at the top of the tower, flying to a nearby mountain before descending down to the tower and launching his attack. Which causes the chief to stumble forward when he is about to swing his axe down the neck of the Dragonborn. Tullius: What's in the fore? Captain: Styri! What do you see? Imperial: It's in the clouds! [Guns can be heard being drawn when all eyes turn to watch Aldwin] Storm: Dragon! Aldwin: [Meteor shower] Sheffman: Hun... (Aldwin then unleashed his cry Relentless Force, killing the chief and throwing Dragon away from the cutting block in the process) Aldwin: Fuss... Ro... They're 10,000 Cilla... Balance... Press! Tullius: Don't stay there! Kill that thing! Guards, get the people of the city safe! Raloff: Hey, [race-dependent comment]. Become! Come on, the gods won't give us another chance! Quotes during Chaos: Ralof: From here! This way! Come on, come on! Here! Right here! Imperial Soldier: What in the Eight Deities is this thing? Yeah (If he's been hit by a meteorite) Watch him! How do we kill this thing? He's still coming! Look at him! From Ismir! Nothing kills him! Die! For the love of the gods, die! With the execution halted and the city in chaos, the Dragon Escape was taken into custody. Moving towards the nearby tower, Dragonborn met Raulf and Ulfrick, who also managed to escape and hid in the tower with several other Stormcloak survivors. Raloff: Jarrell Wolfnick! What is this thing? Are the legends true? Ulfrick: Legends don't burn villages. [Aldwin can be heard roaring outside as he continues to get enthried] Ulfrick: We have to move. Now! Raloff: Through the tower, let's go! Stormcloak: They're hurt, but they're going to live. One more second out with the dragon, they'd both be dead... Raloff: Let's go! With me, up the tower! Stormcloak: We just need to move some of these rocks to clear the road! Aldwin bassine through the wall to the starwell as Dragon rises, killing another Stormcloak in the process. Raloff will instruct Dragonborn to jump out of the tower from the hole next door, with the promise that he will meet the Dragon when he succeeds. Aldwin: YOL... - No, not Toltie Fire... Ad... The sun! Raloff: Do you see the inn on the other side? Jump over the roof and keep going! Go! We'll follow when we can! After jumping down and out of the inn, Dragonborn found Helgen badly damaged, with many buildings destroyed and burning. After Dragonborn appears on the street, an imperial soldier, Hadvar, will tell dragon-born to follow him to safety. Havar: Haming, you have to come here. Now! It's a boy. You're doing great. - Torloff, please! Gods... Everybody back! Aldwin: YOL... - No, no, no, not Toltie [Aldwin used his fire breath to burn Torloff, killing him instantly] Havar: Are you still alive, prisoner? Stay close to me if you want to stay that way. Gunnar, take care of the boy. I need to find General Tullius and join their defense. Gunnar: The gods lead you, Havar. Stay close to the wall! Aldwin will land on the wall above Dragon Spring. Havar will take the Dragon-born to Helgen. At the entrance to Stroyff, Ralof is catching up. Aldwin: YOL... - No, not Toltie Havar: Quick, follow me! Tullius: Havar! In flames, soldier, we're leaving! Havar: Me and you, prisoner. Stay close to me! [If the Dragon falters and stays with the general, his troops, and a dying Villeod...] Run, you idiot! [Draconian and Hadvar approach Helgen Keep, only to find Ralof doing it there after being cut off by Ulfrick and the other Stormcloaks to escape on their own] Havar: Raulf! Damn traitor. Get out of my way! - No, no. Let's run, Havar. You're not going to stop us this time. Havar: All right. I hope this dragon will lead you to Sovngard. Raloff: You! Come on, in the cork! At this point, havar or Ralof must be chosen to accompany the Dragon sprout along the rest of the way. The election will create some small changes in history during the Questline civil war; however, this does not affect the country that can be taken in the war later in the game. If Raloff is followed, he'll say, Quick, I can untie you in the tray, and Come on! We have to get inside! Dragonborn will still be disbanded, no matter who is being ed. Just before he enters the state sling, Aldwin will say: Hini! (an achiip bahiki. [Your soul will feed [my] hunger.]) He is also seen catching one of the imperial Legionnaires' gunmen in Kill a Camera Finisher, throwing them into the air to let his body crash to the ground afterwards. Helgen Keep The only major difference at the start of the game between following Raloff and after Hadvar is that if Hadvar is followed, Dragonborn gets a light armor, but if Ralof is followed, Dragonborn gets heavy armor (which is obtained separately later), but then can go back to where he would get into a tray with Hadvar to acquire light armor After Rloff entered the guard, Draconian and Raloff found the body of a dead Stormclough, Gunnar. After The Dragon's Liberation, Raloff ordered Draconian to take Ganhar's equipment as he would not need it. While it's equipped, Raloff examines the doors. He finds that one door is locked and the other cannot be opened from the inside. Fortunately, an imperial execution captain and imperial soldier will come and open the door on the other side (if Dragon's Eye is seen before the door is open, the captain will be alert and shout These are stormcloak prisoners!). Once they open the door, they must be killed in order to recover the key from the other gate from their bodies. Also, from the corpse of the imperial captain can be taken a complete set of hills from the imperial captain. The newly discovered path leads them up the stairs. As they walk down the corridor, the dragon's activity above will cause the ceiling to fall, forcing them to divert through the door to the left that leads to the warehouse, where two other imperial soldiers collect supplies. After beating the soldiers, Ralof advises Dragonborn to go through the barrels to find potions. There is time to thoroughly search the area and all containers and get acquainted with the controls and menus of Skyrim. The search will find a barrel of potions, a magic potion near the table with bread, tanks and a decoction of light healing. Between the potions barrel and the cabinet there is a blue eggs that can be used in Alchemy. Accepting each of these things is optional, which means dragon-eat doesn't have to take them to continue. Continuing down, a battle was opened between an imperial torturer and his assistant against two Stormcloaks. If any of the stormcloak survives the battle, the following conversation will be heard: Raloff: Was Jarl Ulfrick with you? Stormcloak: No, I haven't seen it since the dragon appeared. Regardless of the outcome of the battle, Ralof will look around the room. Raloff: [go to the central cage] Wait a minute. Looks like there's something in this cage. See if you can open it with some predictions. We're going to need that gold when we get out. Raloff gave 12 picks to choose an open cage that contained a dead cage that was wearing a novice hood and robe. Along with that, he has 25 and two potions of small magic. Next to it are a few septimes and a tome of Sparks. The rest of the locked cells can be uploaded for a lockpicking experience. There are two locks in the armory, an iron shield, and an iron boza and a few books. On a table outside the cage there is a backpack containing four locations and a little gold. Next to it is the Book of Dragon-Born and Iron Dagger. The killer who was killed also has a steel dagger, the only one in the warehouse. Beyond is a cage-lined corridor. One of these cells contains a skeleton, bone meal and a purse. Then you enter a room with prisoners in cages. All of them have died and there are three more skeletons, all of which also carry bone meal, or in rare cases, may be empty. They might have gold on them. In one of the cells there is a dead shreddock, carrying ragged slaves. Eventually, a natural cave was introduced, full of soldiers guarding it for General Tullius. There are several imperial soldiers in the cave, along with another soldier wearing Imperial Armor. The shooters are located dangerously close to a pool of flammable oil, which can be ignited using the spell of flames. After they are killed, all the surviving Stormcloak soldiers will stay, waiting for Ulfrick Stormlock, wishing Ralof and Dragon's Luck and asking Alos to lead them to safety. Next up is a cart bridge that connects to another part of the cave that is not occupied by the Imperials. Shortly after he arrives at the cave, Aldwin will kick the bridge behind dragon-born. When you follow Ralof, near the pass there is a skeleton that leads to the cave, which leads to frostbite of spiders. Near the skeleton there is an iron dagger, a decoction for gentle healing and a purse. The next cave consists of two to four of the smaller species of frozen spiders, plus two larger ones (not to be confused with giant frozen spiders) that will fall from the ceiling. Frostbite venom can be Carcasses. There are also spider eggs in the sacks with eggs and archers tails in the hanging web bags, as well as some gold or loconomic or two in the hanging desiccate carcass. After the spiders are defeated, Draconian and Raloff walk through another corridor. In the next cave, a potion of health is in the fire on the other side of the water. There's another iron dagger. The decoction can not be seen from a distance, because it is too close to the fire. After receiving the potion, Raloff told Dragonborn to stop in the cart as there was a bear on the other side. Offers to sneak in, but also gives the Dragon bow a bow and twelve iron arrows. If Dragonborn decides to fight the bear, it will be reduced by 80% to facilitate the battle. In the cart next to Dragonborn are two bottles of Alto wine and a coin bag. In front of the wagon, near the skeleton, is an iron helmet and a bottle of Blackbriar Meade. Beyond the bear there is a way out to the cave. On exit, aldwin can be seen flying over us. Raloff will direct Dragonborn to his sister, Gerdur, who lives in Riverwood. At this point, The Dragon can choose to follow Ralof to Riverwood, or split up and find his own way. If Dragonborn decides to part ways, some unique dialogue can be missed. If they decide to follow Ralof, a bandit and three wolves will attack. After Havar entered the tray with Hadvar, he untied Dragon's Eat and told them to look for equipment. In the corner of the room there is the chest of the guard, where in one of the beds can be found an iron sword, imperial light armor, imperial light boots and Helgen Keep key, an imperial light helmet can be found in the chest in front of one of the beds. After opening the door with the key, pulling the chain will open a wooden gate. Behind the gate there are two hostile Stormcloak. After beating them, there's another door leading to the stairs. As they walk down the corridor, the dragon's activity above will cause the ceiling to fall, forcing them to divert through the door to the left, which leads to a storage room where two more Stormcloaks collect supplies. When the battle is won, Havar advises Draconian to go through the barrels to find potions. There is time to thoroughly search the area and all containers and get acquainted with the controls and menus of Skyrim. The search will find a barrel of potions, a magic potion near the table with bread, tanks and a decoction of light healing. Between the potions barrel and the cabinet there is a box containing five rock eggs, which can be used in Alchemy. Accepting each of these things is optional, which means dragon-eat doesn't have to take them to continue. Down there is a torture room where the tormentor and his assistant fight the two Stormcloaks. If the torturer survives, Torturer: You guys happened just in time. These guys seemed a little upset about how I entertained their comrades. Havar: Don't you even know what's going on? Dragon is attacking Helgen! Treason: Dragon? You're welcome. Don't make this up. - No, no, although, come to think of it, I heard strange noises coming from there. Havar: Come with us. We have to get out of here. Torturer: You have no power over me, boy. Havar: Didn't you hear me? I said they're under attack! If the torturer's assistant is alive, he will say at this point: Forget the old man. I'll go with you. Otherwise: Torturer: [sarcastically to the player] Of course, take all my stuff, please. - No, no, there's no way out of here. There is a dead wizard in the central cage who wears a novice hood and clothing and wears 25 and two potions of small magic. There are also more septimia on the floor of the cage, and Sparks magic tome. The cage (and other prison doors) can be found with the Lockpicking skill. There are two locks in the armory, an iron shield, and an iron boza and a few books. On a table outside the cage there is a backpack containing four locations and a little gold. Next to the backpack are the Book of Dragon-Born and Iron Dagger. Beyond the torture room, there's a cage-lined hallway. One of these cells contains a skeleton, bone meal and a purse. Then you enter a room with prisoners in cages. All of them have died and there are three more skeletons, all of which also carry bone meal, or in rare cases, may be empty. They might have gold on them. In one of the cells there is a dead shreddock, carrying ragged slaves. Eventually, a natural cave is entered, complete with ten more weeds to kill. Some of them are near a pool of oil that can shine with the magic of the flame. If the tormentor's assistant is still alive at this point, he will stay behind to make sure the tormentor is ok and wish Havar and Dragon's Luck. Then you need to cross a bridge, which is triggered by a lever nearby. After passing through the bridge and entering the cave, Aldwin will roar, causing the ceiling above the bridge to collapse. The dragon conundrum must follow the search marker with Hadvar. Near the pass there is a skeleton that leads to a cave. Near the skeleton there is an iron dagger, a decoction for gentle healing and a purse. The next cave consists of two to four of the smaller species of frozen spiders, plus two larger ones (not to be confused with giant frozen spiders) that will fall from the ceiling. Frostbite poison can be collected from their corpses. There are also spider eggs in the sacks with eggs and archers tails in the hanging web bags, as well as some gold or loconomic or two in the hanging desiccate carcass. After you have killed the spiders, get out of the another corridor. In the next cave, a potion of health is in the fire on the other side of the water. There's another iron dagger. The decoction can not be seen from a distance, because it is too close to the fire. After the potion is obtained, a sleeping bear is located. Havar gives the Dragon-born Long Bow and twelve iron arrows, suggesting either sneaking or killing the bear. If Dragonborn decides to fight the bear, it will be reduced by 80% to facilitate the battle. In the cart next to Dragonborn are two bottles of Alto wine and a coin bag. In front of the wagon, near the skeleton, is an iron helmet and a bottle of Blackbriar Meade. After we deal with the bear, the two of them can get out of the cave. On exit, Aldwin can be seen flying over us, retreating to parts unknown after Helgen's distance is completed. Once out of the cave, Havar will direct Dragonborn to his uncle Alvor, who lives in Riverwood. At this point, Dragonfighting can choose to follow Hadvar to Riverwood, or split up and find their own way. If Dragonborn decides to part ways, a unique dialogue can be missed. Advantages and disadvantages After Ralof (Stormcloaks) gives a little better heavy armor, because one of the guards to be killed is the imperial captain from executions, which means that the imperial armor can be taken. This gives a very useful defense at the beginning of the game. After continuing at Riverwood, Gerdur will give the Dragon key. If the Dragon sides with Hadvar (Imperial Legion), the pile of iron and steel insulives that are thrown to the work table outside the house of Alvor and Sigrid can be taken freely. That gives Dragonbourne a better weapon from the start if they have Steele Smithing. The armor and weapons next to the stone and in the basement of his house can also be taken. However, even if the player gives up on Ralof, all these items can be acquired if Draconian later helps Alvor in the treachery, improving their

placement with him. Diary Unbound - MQ101 ID Journal Entry 150 I was captured by the empire and sentenced to death along with the Stormcloak rebels. We were taken to Helgan, but before I could be executed, a dragon showed up and attacked the city. I have to find a way to escape. 160 Goal 30: Make your way to target 50: Enter the guard with Hadvar or Ralof 180 I have been captured by the empire and sentenced to death along with stormcloak rebels. We were taken to Helgan, but before I could be executed, a dragon showed up and attacked the city. I have to find a way to escape. 250 Goal 100: Escape Helgen 255 Hadvar: Goal 60: Find Equipment Ralof. Objective 65: 315 Lowt Gunjar Goal 70: (Optional) Search for Potions 390 Objective 75: (Optional) to select the lock to cell 900 Both executions and a dragon attack on Helgan. Now I have the freedom to do what I think is convenient in Skyrim. Gallery Add a photo in this gallery Trivia When Dragonborn is forced to decide whether to follow Hadvar or Ralof, if they wait too long, Aldwin will land in the yard or tower in Ralof's location and attack with his Tu'um or his bite. During the altercation, Aldwin grabbed imperial coupons and threw him in the air. If Dragonborn is imperial and uses the emperor's voice as an imperial soldier, speaking to them, he will reveal that his name was Tsai. If Dragonborn passes fast enough past Havar, Villeod won't be attacked by Aldwin. Hadvar and Ralof will become hostile to Dragonborn if they throw Fury at them, although they do not become hostile due to another form of attack. After escaping from Helgen, it can be reintroduced immediately. If Dragonborn returned to guard and there were soldiers who were not killed during the first silent wounded, they would still be inside, but they would not be hostile. The game will always start in 17th place on Last Seed 4E 201, making this the only fixed-date search. The day of the week may vary, however. If the player loads a saved game and then launches a new game, on the day of the week the game will start will be the same as the previously loaded game. If the player has not loaded before a game, the day of the week will be Sundas. The choice between Hadvar or Ralof has no basic practical difference and does not prevent Dragonborn from completing or civil war questline. The only difference is that the loot that occurs in Helgen Keep and gifts items from Alvor or Hod. Errors This section contains errors related to Unliberalized. Before adding an error to this list, consider the following: Please reload the old record to confirm if the error is still happening. If the error still occurs, please publish the error report with the corresponding system template 360XB1 . PS3/PS4 . PC/MAC . NX, depending on which platform(s) the error occurred. Be descriptive when listing errors and corrections, but avoid having conversations in the description and/or with first-person anecdotes: these discussions belong to the relevant forum board. Click to see the list of bugs encountered on pc 360 PS3 If Dragonborn manages to fail to jump to khan, they will get stuck in a Helgen area closed by debris. Console commands may resolve the issue, but there is no solution for it on consoles. PC 360 PS3 Once the search starts, Dragonborn can go to the search log, select show on the map, and then a quick trip to Helgen. This makes the Dragon appear outside the gates, but their hands are still tied, so it is impossible to do anything. The sky will be gray from Aldwin's sly cry. Nothing this and recharging or finding other means of entering the city are the only ways to return to Helgen. PC 360 PS3 Before entering Helgen Keep, if Dragonborn pushes Ralof as run towards him, he can not appear inside, making it impossible to continue. PC 360 PS3 Once Dragonborn meets Hadvar after jumping into the inn, if they sprint directly to keep without stopping, Ralof can appear in Keep and argue without Hadvar present. PC 360 PS3 Sometimes when after Hadvar, he will disappear yet his voice can still be heard. PC 360 PS3 There is a possibility that Alduin will simply fly around without attacking and the wart will not try to decapitate Dragonborn, causing never to complete standoff. PC 360 PS3 Sometimes, if Dragonborn follows Hadvar and decides to sprint in front of him over a long distance, Hadvar will freeze as if he were waiting for Dragonborn to catch up with him. This will not hinder progress during the search, but certain events will not occur (for example, the rocks falling on the drawbridge). The solution is to go back to Hadvar. PC 360 PS3 Sometimes Hadvar will sit and stare at Dragonborn in the silence of the entire trolley. This will prevent Dragonborn from creating his character. Recharging doesn't help. If the previous prisoner's head is already out of the box and does not stay in it, this bug will happen. PC 360 PS3 Sometimes when the first Stormcloak is decapitated, there will be no box and the head will spin around. PC 360 PS3 When entering Helgen in the carriage, the entire carriage can fly through the air with everyone inside and will never stop. PC 360 PS3 It is possible to jump to khan while Aldwin is inhaling fire in the tower. The result was Dragonborn standing on Aldwin's left shoulder, and Aldwin ignored it. PC 360 PS3 Sometimes the carriage will get stuck and Dragonborn will not be able to make its character. PC 360 PS3 Sometimes while waiting for the imperial captain to push Stormcloak down so he can be executed, she never does that and she stands there all the time. The only solution is to load the autosaves immediately after creating the dragon sign. PC 360 PS3 Sometimes after leaving Helgen Keep, Alduin will not fly over Dragonborn. 360 PS3 In the scroll can not say What in fore sight is this? and Aldwin will continue to fly in a circle around the watchtower without landing. Reloading the character creation record will not fix the problem, so a new game should be started. PC sometimes Lokir will not escape after saying No, I'm not a rebel! You can't do that! The scene can't go on. Reloading auto-save does not fix it. It can be with console commands and the scene will continue as usual, or a new game can be launched. PC Under certain ambiguous circumstances, Dragonborn may not be able to talk to Gerdlur about Ralof or escape Helgen, making various subsequent search Speak with Gerdlur impossible to complete without using console commands. However, it will still provide free supplies as this conversation option is still available. PS3 Havar may no longer walk the dragon to the Guardian stones, but instead to Embershard Mina. This does not affect demand in any way. PS3 Inside the counter, enough to move past all the strains and leaving Hadvar or Ralof to fight them can lead to further dialogue does not take place. It would also mean that they do not provide the extra locking of marriage for the cage in the torture room, nor a bow and arrows when approaching the cave bear. PS3 Sometimes, during aldwin's attack, the piles of wooden planks around the destroyed houses everywhere will glow bright, colored orange instead of igniting. PS4 statistics manu can say that Dragonborn had 140 gold at one point. This will not affect demand in any way. NX Once Raloff enters the first tower, there is a chance that the tower wall will not collapse after dragon Ralaf, but the search will continue as usual if the wall had a hole in it. There's also a chance the wall will collapse without Aldwin being there. Achievements lliberal Supplement Unliberalized Points 10 Trophy Skyrim: Quests Skyrim: Basic Quests *Disclosure: Some of the links above are related links, which means, at no extra cost to you, Fandom will earn a commission if you click and make a purchase. Community content is available under CC-BY-SA, unless otherwise specified. Noted.

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