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Skyrim reachwater rock puzzle

Southeast of MarkarthWest of Old Hroldan Inn Location ID ReachwaterRock01 Reachwater Rock is a cave located west of the Old Hroldan Inn. The entrance to the cave is behind a waterfall. A bridge can be seen from the road, around behind it there is a road to the entrance of the cave. Reachwater Rock is Arch-Mage Gauldur's final resting place. Tutorial[edit source] The three fragments of Gauldur and Folgunthur's Ivory Dragon Claw are necessary to win entry. Along the way, the Emerald Dragon Claw is available from the pedestal with the note next to the dead adventurer. If the Forbidden Legend quest is not active, your copy of Lost Legends can be read to start the quest. The note on the pedestal touches of a dreadful trial ahead. In the water around the pedestal there is a keyed chest with some gold. There is also a skeleton with a random sword, shield, helmet and gold. There is a vein of orichalcum ore next to the juniper berry tree. There's another chest on a ledge right in front of the first door of the dragon's claw. It's too far to jump, but the gap can be crossed using Whirlwind Sprint while standing in front of the gap. The chest is not locked and contains random loot. It is possible to reach the chest on the side of the cliff using a word from Whirlwind Sprint. This can be done standing on the broken piece of decoration right next to the adventurer, then pointing slightly to the right of and above the chest. Alternatively, standing on the branches of the tree against which you are putting the adventurer's corpse can allow a leap through the scream. Let this place be forgotten forever. Let him be hit by the rolls of history. Never be spoken by man or mer. May his name be lost to the centuries. You, who come in here, you know: This place was sealed at a great price. Honor those who perished here. Turn around, and leave them on their break. See the Forbidden Legend home page for more information about this location. Unlocking the door with the Emerald Dragon Claw (Bear, Whale, Snake) will cause three other doors to unlock behind it and fall, making a wide corridor. At the end of the room (no enemies or traps), the last door can be unlocked with the Ivory Dragon Claw (Hawk, Hawk, Dragon). Placing the three fragments on the altar in any order will cause the three spirits of the Gaulderson brothers to appear on the altar, and in turn each will challenge the Dragonborn. The first challenger is Mikrul Gauldurson, who summons Draugr, but they die when Mikrul does. The second challenger is Sigdis Gauldurson, who will teleport and make three copies of himself, the real one will have horns on the side of his helmet while copies horns pointing upwards. The third is a direct struggle with Jyrik Gauldurson, who switches between elementary likes every time he is teleported, represented by the graphic effect around him. Ghosts teleport on set It is possible to remain hidden all the time, and their souls may be trapped. After defeating Jyrik, Gauldur's ghost will appear and reinforce the amulet. Take it complete the mission. After winning the battle and collecting the amulet, the coffin on the upper platform contains remains of Gauldur, along with a large amount of gold. When a door comes out, it will have opened with another chest and a various loot. Notable items[edit source] The Emerald Dragon Chest With random loot in the water in the first room A vein of orichalcum in the first room on the ramp A boss chest just in front of completing and leaving the gallery of the boss's room[edit source] Add a photo to this Trivia gallery[edit source] There is an abundance of Namira's rot, amanita fly, bleeding crown, impurea, and a handful of white caps. The pool at the entrance contains a locked chest and a skeleton with a random large sword. From the exit of the cave, heading northwest by the river (towards the Kolskeggr mine), there is an abandoned rowboat with a safe closed at the level of adherents and a portfolio of apothecary. There is also a soul jewel, soul gem fragment, emerald and impeccable diamond on the ship's floor. In the river next to the ship there is a barrel of mead and a chest containing gold and random loot. The second child, Sigdis Gauldurson, provides an effective way to train the Sneak skill. Since clones have less health than the original and killing them with a single melee attack does not break stealth, it is possible to continue killing clones to repeatedly gain the great experience advantage of melee attacks. It is possible to wait between fights with each brother, giving the Dragonborn a free health recharge. After defeating a brother, there is a short window between him reappearing on the ledge, and the next brother teleporting down, where the Dragonborn can wait an hour to regain health without using potions, spells or scrolls. Errors[edit edit source] This section contains errors related to Reachwater Rock. Before adding an error to this list, note the following: Reload an old save to confirm if the error continues to occur. If the error continues to occur, publish the error report with the appropriate forum. Click to see the list of errors found PC 360 PS3 Sometimes the first door, which requires the Claw of the Emerald, it won't open with the right combination. The rings may also not be able to rotate. This can be resolved by loading a previous save. Previous. One possible solution is to exit the cave, save, then turn off the game console and turn it back on. When re-entering the cave, using the wrong combination first, then the correct combination, you must make the door open. Another solution is to align the symbols correctly, then click on the inner ring to start a turn, then click the center ring, then the outer ring. By the time the outer ring is moving, the inner ring is ready to go again. Continue this until everyone has made a rotation and aligns correctly again. Activate it with your claw. In the camera outside the front door, where there is a chest on a ledge in front of the path leading to the door, the walls on either side of the pillar with the chest are failed. Attempts to climb walls or lost attempts to cross can result in the Dragonborn looking across the map in nothing, although they will not be able to pass through the wall and will probably not get stuck. In the final battle, one of the opponents may blow the Dragonborn in the area above and at the back of the altar with a relentless Force cry. This requires loading a previous save, as this area is behind an invisible wall. PS3 If you look at the tomb above the pedestal before placing the amulet pieces on it, you can see a hand coming out of the lid. 360 Sometimes, if the Bull's Eye (archer's perk) is activated, and the second enemy teleports while paralyzed, it will remain paralyzed and also invincible. PS3 If the Dragonborn falls into the pool at the beginning of the cave and follows the down side, towards the skeleton with a sword, the effect of having come out of the water occurs when the bottom is reached. They will breathe deeply and the underwater effects will disappear as if they were outside. Also, if you look up, the surface of the water has the same texture as looking at the water from outside the pool. PS3 If a save is performed while the first door of the puzzle is opened, and reloaded, not all will open. After two doors, the sequence will stop, blocking progress. Reload a save before entering the merge to correct. If any of the ghosts disintegrate with lightning magic, the final sequence where the Gaul appears may have nothing to attack. The only solution seems to be to reload at the beginning of the fight and avoid disintegrating any of the ghosts. In the main circular pool, there is a place that is not counted as underwater, at the base of the pool. There is a falling insect found in the main pool where the Dragonborn falls while underwater. There are airbags in these waters. Appearances[edit source] The Elder Scrolls V: Skyrim Deutsch Italian *Disclosure: Some of the above links are affiliate links, which means that, at no additional cost to you, Fandom will earn a commission if you click and make a purchase. Community content is available on CC-BY-SA unless otherwise noted. UESPWiki – Your source of The Elder Scrolls since 1995 Reachwater Rock is a small cave east-southeast of Markarth and south of the Sky Haven Temple, which contains draugr. Reachwater Rock is home to Archmage Gauldur's crypt. You can't explore it completely unless you're well on your way to finishing the related mission; you can start here, but you still don't get access without leaving the cave first. It has only one zone: Reachwater Rock. Forbidden Legend: Investigate gauldur's forgotten legend. The road to Reachwater Rock is on your right just before crossing the last bridge, on the road to Falkreath in a southeasterly direction, before reaching the turn towards Karthspire camp. A golden vein is located to the right of the road before reaching the current. The road ends in a stream that is falling from the mountains above; the entrance is through the waterfall. An iron ore vein is located on the opposite side of the current where the road ends. This place was sealed at a great price... Upon entering this natural cavern you will have a waterfall on your right, with the stream heading north-south into the cavern. There are many mushroom ingredients growing in this first room and throughout the ruin; see the table below to see the totals. The stream falls into a pool of water with a blocked chest and a skeleton with a random shield and a large sword randomly at the bottom. The road winds around the pool on the left; to her left is an illuminated brat with a vein of orichalcum ore next to her. The path continues over a rock bridge to an island in the middle. There's a dead adventurer by a tree. On the left is a plinth holding the clutch of the emerald dragon, which is needed for the door of this chamber on the other side of the bridge. Underneath the claw is an Ancient Edict that continues the tradition of the related mission and warns you not to continue. Looking east from the puzzle door you can see on the other side of the cavern, above the vein of the ore a ledge containing an unlocked chest. This can be achieved by using Whirlwind Sprint. With a single word, you'll have to stand on top of the claw-shaped broken statue piece near the widening and advance or jump after screaming until it stirs on the ledge. With two or three words, the shelf is more easily accessible. Continue on a second rock bridge to a puzzle door. Examine the bottom of the emerald dragon claw in your inventory menu to see the correct combination, Bear—Whale—Snake. When you open the door, you will see that it actually opens a series of four doors in a row. Follow the aisle over the now open four doors to a second puzzle door. It opens using the ivory dragon claw found in Folgunthur

during the mission, and the correct combination is Hawk—Hawk—Dragon. This door is protected a poisoned dart trap that fires from both sides after incorrect combinations. This door opens at the top of a flight of stairs, with a bench on the left and a funeral urn on your right. At the bottom of the stairs are four illuminated braseros; behind the rear right is a random healing potion and behind the left back a funeral urn. To the south is a big urn. The path continues north in a large room with a total of eight vertical sarcophagus around the room on different levels. At the northern end of the room is a stone table where all three parts of the Gaul amulet are placed during the related mission. Behind this is a ninth sarcophagus containing the remains of Archmage Gauldur; Once you've completed the quest, be sure to search its remains for a large number of septims. All inhabitants of vertical sarcophagus can be treated before placing the parts of the amulet using a rune spell. On your way back from this room after the end of the mission, you will see that next to the large urn to the south has opened a door on the wall revealing a chief's chest with a random helmet, sword, shield, battle axe and full soul gem, as well as a large purse of coins. The notes[edit] the dead adventurer on the first camera has a copy of Lost Legends in his inventory. Errors[edit] If the puzzle door does not work, check here for possible corrections. The claw may not appear in your inventory after picking it up, but it can still be used on the doors. ? Use the player.additem ed417 1 console command to add it to your inventory. Sigdis Gauldurson can use Relentless Force and hit you beyond the barrier that separates you from ghosts, failing to the point where you must reload a salvo. It may be possible to use ranged screams or magic to kill ghosts and lift the barrier, or you can conjure a creature on the other side of the barrier (if combat stops after conjuring, use hostile magic to start over). You can use the tcl console command to pass through the barrier. It may be necessary to load a previous save to fix it. The ghost may not come down so I can fight him, instead of standing and looking at the wall. In the water pool in the main chamber, there are several holes in the water where you can breathe and walk normally. The most notable is in the deepest part of the pool. This bug is fixed by version 2.0.7 of the unofficial Skyrim patch. The emerald dragon's claw may not appear. ? Load an old guard to fix this or just exit the cave and re-enter. If Dawnbreaker is used to one of the ghosts and his ability is activated, the ghost cannot return to the shelf and the next will not go down to fight. Fight. Fight.