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Susanna the wicked won't get murdered

The Blood on ice mission has to be activated, You have to enter Windhelm either through the front door, the dock door or by fast journey between 7pm and 7am three (3) times and Tova Shatter-Shield and Arivanya have to be alive. You must also have heard or had someone tell you about the murders. If all this is done then Susanna's murder in the cemetery triggers the entire mission. Have you activated the mission? - Easy to find out - go to Hjerim and see what the front door says. If you say you need a key, the mission doesn't activate. If it says locked and can be collected - the mission is activated. This is one of the most flawed and microphone missions in the game (Discerning the Transmundane is worse or at least tied up) and may never start due to the scripts they need to load and Skyrim's script system can be very buggy. I do not know if you are on the PC so I have not written the solution for PC here as it is quite long and complex and if you are not on the PC (you have an Xbox or PS3) it will not work anyway. You didn't hear it from me, but if you want a real drink, try the Cornerclub in the Grey Light District. Susanna the Wicked[src] Susanna the Wicked is a Nord that can be found at Candlehearth Hall in Windhelm. She is an essential sign and cannot be killed by the Dragonborn, however, she is later killed as part of the Blood on the Ice mission. Background[edit editing source] Susanna works at Candlehearth Hall as a waitress, at all hours. At one point, he asked Nils to make a recipe for his chaurus cake, and that led him to write the book Chaurus Pie: A Recipe. [1] Personality[edit source] You can't talk to her, but she offers small lines of dialogue and sympathizes with the Dunmer and Argonians in Windhelm. According to Elda Early-Dawn, she plays flirtation, but it's just for good advice. His name contrasts with his personality, such as Grelod the Kind or Fulheim the Fearless. Interactions[edit source] Blood on the ice[edit source] as part of the Blood on the Ice mission, Susanna is killed by the Butcher. According to the Butcher's Journal, he left Candlehearth Hall late at night. The killer was anxious to catch her, but the guards were present. Eventually, she was murdered in the city cemetery. Calixto Corrium and Silda the invisible witnessed the crime. Later, his body can be found in the Hall of the Dead, being cared for by Helgird. Quotes[edit editing source] Did you know that the candle in the mantle hasn't come out in over a hundred years? How can Elda hate dark elves when she knows so little about them? See you, handsome. If the Dragonborn is male. See you, my beauty. If the Dragonborn is feminine. Trivia[edit editing source] wears the rare tavern clothes, however, it is impossible to get these clothes from it, as it is labeled as essential while alive alive his clothes are missing from his corpse. Errors[edit edit editing source] This section contains errors related to Susanna the Wicked. 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 360/XB1, PS3/PS4, PC/MAC, NX system template, depending on the platform or platforms on which the error was encountered. Be descriptive when listing the error and corrections, but avoid having conversations in the description and/or use of first-person anecdotes: such discussions belong to the appropriate forum. 360 If, during the Blood on the Ice mission, he skips the step to speak with Jorleif the first time, Susanna's body may not be moved to the Hall of the Dead. 360(Fix) A simple reload to a previous save and then talk to Jorleif for that step can fix this. 360 PC NX Can be found randomly deceased in Windhelm during the Battle for Windhelm mission. Appearances[edit source] The Elder Scrolls V: Skyrim References[edit source] Deutsch Spanish Українська *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. The UESPWiki – Your source for The Elder Scrolls since 1995 Susanna after her encounter with the Susanna the Mauveda Butcher's Shop is a Northern rogue usually found at Candlehearth Hall in Windhelm. She is the fourth of the Butcher's victims during the Blood on the Ice mission. Due to an insect, Susanna follows the same routine at Candlehearth Hall at all hours of the day. He wears a set of tavern clothes and a pair of boots, and wears an iron dagger, along with some common items and gold. Despite working at Candlehearth, she will recommend you go to the New Gnisis Cornerclub: You haven't heard from me, but if you want a real drink, try the Cornerclub in the Grey Light District. He also mentions the history of the tavern by saying: Did you know that the candle in the mantle hasn't come out in over a hundred years? She also doesn't seem to see eye-to-eye with her boss and will often wonder how can Elda hate dark elves when she knows so little about them? As he gets out of conversations, he often says goodbye to seeing each other around, handsome. if you're a man, or see you around, my beauty. Elda will advise you that Mind does not get fresh with Susanna. She plays flirtation, but it's just for good advice. Blood on the ice: Windhelm is riddled with a gloomy killer. According to game data, her boyfriend is Kjeld the Younger. Susanna's body at the beginning of Blood On The in the cemetery, is refID 000D2C9E, baseID baseID It's disabled when you talk to Jorleif about the murders. Susanna's body on a table in the Hall of the Dead is refID 000D5811, baseID 000D5810. The guard present during Blood on the Ice says Susanna poured me a drink a few nights ago although she doesn't actually sell drinks to anyone else at the inn. Actually, it was created to do so, but was never added to the appropriate faction. Susanna was supposed to work, sleep and wander, but due to a bug in her AI packages, she will be working throughout the game until she is killed. This issue has been addressed by version 2.0.0 of the Unofficial Skyrim Patch; your work schedule is fixed, so you will now sleep from 3am to 11am, then head for a walk around the city and get some fresh air. At 4pm, he returns to the Hall to work until midnight, when he can be found around Windhelm again. (details) This Skyrim-related article is a this program's site. You can help by expanding it. The UESPWiki – Your source for The Elder Scrolls since 1995 Missing[edit] This character is mentioned by the innkeeper, but certainly does not appear in any physical form in my game. Error? — Unsigned commentary of 86.179.199.20 (talk) at 22:23 on December 9, 2011 Susanna's body[edit] After making Blood On The Ice, Susanna's body never disappeared. It's been more than 90 days (about 200+ hours of gameplay) and his body was never erased as it probably should have been. Every time he walked through Windhelm Cemetery his body was randomly lying in/near the graves, but he would move a little if I left town for a while and came back. At first I thought it was fun and I wanted to see how long his body would camp in the cemetery, but he never ended up going. Since I'm in the PC version, I just disabled his body because I got tired of seeing those nasty wounds. Has anyone else had a problem with this? (99.136.224.214 23:02, 9 December 2011 (UTC)) I'm renewing the quest page these days, and even after more than 20 games, I've never experienced this. All I can think of is to get into Hjerim before you're supposed to, but even that gets his body out of the cemetery. I'm sorry, but it sounds like one of. --Krusty 23:11, December 9, 2011 (UTC) Also happened to me. I'm sorry to see your fall victim, I was hoping it would be an option for the marriage minigame. — Unsigned commentary before 72.225.229.22 (talk) at 12:05 on December 12, 2011 I have a similar problem with Arivanya (one of the other victims) every time I go to Windhelm there are about 3-4 people gathered around his body saying it's a shame... (This could have something to do with me having Susanna reanimated as a zombie following me without Kimi the Elf 13:20, December 26, 2011 (UTC) I had the same problem, but when I revived her with Raise Zombie, after 60 seconds they went upstairs she died and her corpse fortunately disappeared. — Unsigned comment by (talk) at 21:41 on January 22, 2012 (–) I have a similar problem his body lies on the table in the hallway of the dead and no graves are missing there for anyone who died and there must be one for Calixto at least. — Unsigned comment before 82.73.72.148 (speak) at 16:48 on October 14, 2012 I have exactly the same error. I had a lot of problems with the search, and I had to try a lot of different things to make it work properly, so I think it has to do with that. She's still lying in the cemetery and it's been a year. 173.73.203.160 16:32, October 3, 2015 (UTC) For me, his body was in the tavern. I forgot who she was and revived her with a console. But that made his body mutil. I suppose that when she does not die properly (resulting in an un mutilated body), her body will not disappear or even be transferred to the death room 83.29.212.249 16:38, November 15, 2012 (GMT)qq Is it possible to resurrect her using the console after Blood on the Ice? See also[edit] I tried to teleport to her using the moveto command, but she brings me back to the second floor of Candlehearth Hall in Windhelm, not Susanna. So I tried to go to that purgatory place in heaven with all the corpses and she wasn't there either (although Calixto was there!). Is it because her death was written and her character wasn't really killed on screen that I can't find her? This is my first time using the console in an Elder Scrolls game. ProfFrizzo 10:11, February 2, 2012 (UTC) Assuming you mean Susanna would write player.placeatme 1412B Thuraya Salaris 11:06, February 2, 2012 (UTC) Her living self and body actually have different RefIDs. The RefID of his murdered body is d5811, although I'm not sure of a BaseID. Schiffy (speak) 03:23, 14 November 2012 (GMT) Found his body record here, the base ID is d5810. You've already added it to the page. — ABCface 03:43, 14 November 2012 (GMT) I also have to ask about this place of purgatory in heaven that proffrizzo mentioned. I'm done there with the console, but I can't seem to find out anything about it. Do you have a cell ID? Schiffy (talk) 04:14, November 14, 2012 (GMT) I guess it's a name given by ProffFrizzo rather than a real name, so you may have to dig deeper into that (unlikely, since your comment was February). Otherwise, you might try to check this page that documents the places that are in the game data, but not accessible through a normal game. He may or may not be there, but it's worth a try. — ABCface 15:11, 14 November 2012 (GMT) It most likely refers to WIDeadBodyCleanupCell which is located on the ABCface page mentioned above. --Alfwyn (talk) 15:25, 14 November 2012 (GMT) Yes, that's the cell I was referring to, although I'm not sure if it's the same as Professor Frizzo. All I know about this cell is that it's cross-shaped and has two empty voids labeled as coffin in the center. But I could never find the I.D. before now. Schiffy (talk) 15:45, November 14, 2012 (GMT) (–) if you use the prid command with its reference ID of 0001B11B, type Enable on the command line that will reappear in candlehearth. and this is the real susanna, not a clone actor. You can also marry her and earn her as a companion by using the appropriate console commands. I have her as a partner and as a wife now. — Unsigned commentary for 96.240.80.59 (speak) at 08:34 on March 14, 2013 Flirting[edit] Removed Susanna does not flirt with the player despite what Elda says. His intonation and pauses are flirtatious and suggestive. You need a complete list of text for the article, as included in many other character pages. -- DayDreamer (talk) 06:41, October 23, 2012 (GMT) I found nothing particularly suggestive in what he said, but all he had for me were random fragments of dialogue, nothing interactive. What did you hear sounding flirtatious/suggestive? – Robin Hood-talk 17:17, 23 October 2012 (GMT) As the removal seems to have been done in false assumptions, I have now put the note back on. —MortenOSlash (talk) 07:59, November 6, 2016 (UTC) His two farewells, calling you handsome or beauty, are labeled as flirtatious in the data. Silence is GoldenBreak the Silence 12:20, 6 November 2016 (UTC) Essential[edit] (PS3 user) I posted this on the essential NPC conversation page, but I wanted to mention it here too: Susanna the evil is essential while she is alive. Ironic, I know. Unfortunately, his status makes his rare tavern clothes unattainable. M/C (talk) 11:56, 14 March 2013 (GMT) What are the orders to marry the evil snava[edit] I just want to know what the commands are because she has, but I don't know the commands and I can't find them anywhere — unsigned commentary for 125.168.210.139 (talk) at 02:08 on July 7, 2014 (GMT) I could try prid 1b11b followed by addtofaction 00019809 0. However, this might not work, Susanna is not meant to survive Blood on the Ice, so playing with the console could ruin the search for you. Zul se onikaanLaan tinvaak 03:04, 7 July 2014 (GMT) No coffin? [edit] Is it me or have everyone else discovered that Calixto Corrium has a coffin in the Windhelm Hall of the Dead, but Susanna doesn't? Talk about pouring salt into the large diagonal cut of your left shoulder. :P -Deltahost (talk) 06:59, October 11, 2014 (GMT) It is possible, but you may have missed it. Have you searched urns, too? However, some NPCs get nothing. —Legoless (speaks) 17:17, 12 October 2014 (GMT) Her boyfriend is Kjeld the Younger.... See also[edit] But I saw her go into bed with Nils. (talk) 20:38, September 15, 2015 (UTC) Found a robe called wound test[edit] I don't know if it was caused by a mod, but when I ransacked Susanna's body in the cemetery, she was wearing a called wound test (all small letters). I don't know if it's from a mod, because I only have one mod that modifies Blood on the Ice, and it doesn't modify the vanilla parts of the mission, it only allows the player to skip some of them, so it could be a vanilla game (no mods) element. — Unsigned comment before 94.138.121.12 (talk) at 14:21 on September 23, 2018 (UTC) It is a vanilla article but its mod must be making it playable. Usually you can't see/get in the game. —Legoless (speaks) 16:39, 23 September 2018 (UTC) Thank you :) But what if I take it? Will it break the game? - (By the way, how do I sign my answers?) — Unsigned commentary before 94.138.121.120 (speak) at 11:41 on 24 September 2018 (UTC) Who knows, try it and report it if desired. You can sign your name with four tildes (i.e. . —Legoless (speaks) 11:50, September 24, 2018 (UTC) I took it and removed the scars from Susanna's body. I equipped it and the scars appeared on my character's body. I think it works with followers, too. The game did not crash, nor was there any delay. 94.138.121.120 13:36, 24 September 2018 (UTC) (UTC)

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