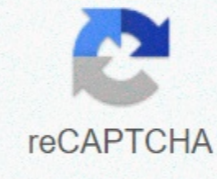




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Skyrim unusual gem reward

One of the 24 Stones of Barenziah scattered on Skyrim. Quest ID TGCrownMiscTGCrown For other uses, see No unturned stone. I think it was twenty-four in total. Most people keep them as a curiosity. Some of the Members of the Guild have tried to locate them over the years, but they have not been successful... Well, so far. —Vex[src] No Stone Unturned is a search available in The Elder Scrolls V: Skyrim in which Dragonborn must recover Barenziah's scattered stones to re-crown his broken crown and serve as a symbol of inspiration and influence for the Thieves' Guild. Background[edit | edit source] I found an unusual gem that seems to exhibit magical properties. I should bring it to someone informed in such assets for evaluation. Objectives[edit | source editing] Bring unusual jam to an appraiser Find someone who can identify unusual Gem Become a full member of Thieves Guild (if not already) Bring unusual gem to Vex in Thieves Guild Recover stones by Barenziah Speak to Vex Recover crown of Barenziah Return to Vex Walkthrough [edit | edit source] Unusual stones can be found all over Skyrim. Once at least one is discovered, the search will be eligible to be started. Once a gem is found, travel to Riften. There, the northern thief Maul can be met. After talking to him, he will tell Dragonborn what he knows about the gem, and ask them to talk to Vex in order to find out what the jewel is worth. He will also state that Vex can only be spoken if one is a member of the Guild of Thieves. If Dragonborn urges him for more information on the guild, he will direct them to Brynjolf in Riften Marketplace, or if the time is night, Albina and Barb. Talking to Brynjolf will start a chance arrangement. Once access to the ragged Flagon has been gained, Vex can be talked about. She will explain to the born dragon that the jewel is one of the twenty-four total stones that were taken from Queen Barenziah's crown by a thief in an attempt to cover his tracks, and that only the complete set of twenty-four stones would be worth anything. The new set of such information starts the goal of searching for the rest of the valuables. If Dragonborn is already a member of the Thieves Guild, Vex can be spoken immediately. She can easily be found in the ragged Flagon and will tell them that it is one of twenty-four stones that were stolen from Queen Barenziah's crown by a known thief in an effort to hide his tracks. She also mentions that only the complete set of twenty-four stones would be worth something notable. This explanation begins the goal of searching for the rest of the stones. [editing | editing source] The following are locations for each stone of Barenziah: #Hold Location Description Visual 1 Eastmarch Ansilvund - Ansilvund Burial Rooms Enter Ansilvund Excavation and complete the goal in cave and will be on the table at the back of the final room. Near Ghostblade and the ghost of Fjori. 2 Eastmarch Stony Creek Cave Goes from the main corridor, follow a path on the right (before entering the large water pool with a bandit), inside the bandit's wizard's cavern, on a table. 3 Eastmarch Windhelm - The house of the Shatter-Shield clan upstairs and in the first bedroom on the left, on the shelf. 4 Eastmarch Windhelm - Palace of Kings When entering the palace takes the first door to the left (upstairs) and follow the hall at the end, sits on a table in Wuunferth's living quarters at the end of the hall. 5 Falkreath Dark Brotherhood Sanctuary On the closet in Astnid's room during the quest With Friends like these... or destroy the dark brotherhood! 6 Falkreath Pinewatch - Sanctuary of the Bandit In a room containing a single bandit and several empty draugr sarcophagi, there is another small room (to the right, behind a locked door). The stone is found on a shelf immediately on the right. 7 Falkreath Sunderstone Keys On the altar in front of the Word Wall. Note that because of its location on the altar, the Stone can be difficult to observe if you are not facing the Word Wall on the opposite side of the table. 8 Haafingar Dainty Sload Take the stairs to the bottom level, take the stairs up (opposite the ones you just came down), at the end of the room you will find the stone on the table. 9 Haafingar Reeking Cave In alcove with dead conjuring near the road entrance. 10 Haafingar Solitude – Blue Palace on the bedside table in Jarl Elisif's cabin. 11 Haafingar Solitude - Proudspire Manor Sitting on a chest of drawers on the left side of the main bedroom upstairs. (You must own Proudspire Manor to get this stone. Requires payment of 25,000 to own the house. The key cannot be taken from the steward, Falk Firebeard.) 12 Hjaalmarch Rannveig's Fast On a shelf just to the right of the prison exit gate. The prison is introduced through a trapdoor in front of the chest at the Word Wall, or long way through the tunnels. 13 Reach Dead Crone Rock On a makeshift shrine in front of the Word Wall at the top of the final tower. 14 Reach Markarth - Treasury House Next to the bed in the master bedroom. 15 Reach Understone Keep – Dwemer Museum Behind a locked gate to the left of the museum, on a table in the right corner. 16 Rift Black-Briar Lodge On the table at the left end in the master bedroom upstairs. 17 Rift Mistveil Keep – Jarl's rooms in the Jarl rooms, on the end table to the left of the bed in the master bedroom. 18 Whiterun Dragonthe souring of Jarl's quarters in Jarl's rooms, on the table at the right end of the bed. 19 Whiterun Fellow Keep on a counter in the workshop at the top of the front foyer - between the arcane enchanter and the alchemy lab. 20 Whiterun Jorrvaskr Quarters in Kodlak Whitemane's bedroom. 21 Whiterun Whiterun Hall of the Dead - Whiterun Catacomb found in a crypt. From the entrance make the first left, then to the right, down the ramp. From here it's on the left immediately. 22 Winterhold College in Winterhold - Arch-Mage's Quarters On a Shelf in Arch-Mage's Quarters. On the left side of the bed, under the head of a wolf mounted on the wall. It becomes accessible during Under Saarthal, when Tolfdir asks one to talk to Arch-Mage. (It can also become accessible after it has become Arch-Mage from completing Magnus' Eye.) 23 Winterhold Hob's Fall Cave Immediately after crossing the bridge, before an area with a sacrificial table and an Arcane Enchanter, takes the path to the left and down into an area with an alchemy bank. The stone is on a shelf. 24 Winterhold Yngvild - Yngvild Tron Room Found on the desk in the last room, next to the final diary of Arondil. Recovering the Crown of Barenziah [editing | editing source] Once Vex is shown the complete set of twenty-four stones, it burdens you with traveling to Tolvard's Cave to retrieve the Crown of Barenziah. The cave has three levels and is filled with many falmer, as well as different fungi. At the entrance to the cave, there is a frost troll and an apprentice-level chest behind the left pillar. One can go down the cave and face two other frost trolls. Enter through the door at the end of the path. There's a chest caught, bag of coins, and gold ore on the table directly ahead, and then three Falmer will show up. Follow the path to either direction, as both will lead in the same way, and once one reaches the top, there will be another two Falmer in the room with an alchemy lab. Continue on the path until three Falmers are reached. A chest to the left of the shelters will also be present, but it will also proceed to fight against a frostbite spider. Keep left to find and unlock a follower chest. Then one will meet two other Falmers by the fire. Open the gate to the hut to look for another chest. Continue on the road to Gol Tolvald. At the entrance, more Falmer and skeevers will be facing in battle. After that, take the bridge to the right and inside a hut is another chest, while inside the room is a mushroom reward. Exit the room and follow the creek to the south. There will be a few frostbite spiders and Falmer. Follow the flow to the left and turn right on the path. If someone decides to open the gate to the right, there will be a few chaurus hunters. Otherwise, head up the left side of the next room to unlock a adept chest and continue down the path. Kill Falmer and touch the next camera, but do not jump down, as the position will return one to a previous place. Guide to the right, down the tunnel, and in to Tolvald's passage. At the entrance, one will be greeted by a Falmer warrior on the bridge. When crossing the bridge, the bridge, before you will lead someone to a chest, but also to the crown. Turn around and take the first path to the right, which is equipped with a travel wire. There's a chest forward on the right, a bag of coins straight ahead, with a bunch of cards, and a few falmer up the way to the left. Make a U-turn up the path to gain access to a master chest. Turn around and follow the path to a hut with a chest inside, and then continue through the gate. The next room will have a table with bones and prey at random on top of it. As one continues up, you should kill Falmer, and look into the right chest. The next room features chaurus hunters and Falmer warmongers. Open the gate on the other side of the bridge and continue ahead. Keep to the left and cross the pipes to reach Tolvard's Cave. If one did not receive the crown, they can easily drop down falls with caution and left retreat. On the path, there will be a left-hand firing chain that will open the stone wall. Continue straight ahead and exit for Skyrim. After giving the Crown to Vex, it will be placed as a trophy alongside the rest of the theft targets, and the individual will be rewarded with The Profit effect of Pownner. Input Log [edit | source editing] No Unturned Misc Handler Stone - TGCrownMisc ID Journal Entry 10 I found an unusual gem that seems to exhibit magical properties. I should bring it to someone informed in such assets for evaluation. Objective 10: Bring unusual jam to an appraiser 20 with Maul in Riften no longer talking to me, I'm going to have to continue my search for someone who can identify my unusual gem. Objective 20: Find someone who can identify the unusual Gem 200 Nu Stone Unturned - TGCrown 5 It was suggested to show me my unusual Gem at Vex, a member of the Thieves Guild in Riften. However, I will have to wait until I am a full member of the Guild before she can help me. Objective 5: Become a full member of the Thieves Guild. 10 I found an unusual gem that seems to exhibit magical properties. I should take him to Vex to Thieves Guild for an evaluation. Objective 10: Bring unusual jam to Vex in Guild Thieves. 20 The unusual jewel turned out to be one of Barenziah's twenty-four Stones. According to Vex, they have a small value, unless the set is complete. Objective 20: Recover the stones of Peleenziah (</Global=TGCrownGemsFound>/ 24) 30 Objective 30: Speak to Vex 40 Vex revealed to me that the Crown of Barenziah is actually a paragon for Guild Thieves. If they can recover the crown from Tolvard's Cave, they should be able to restore our paragon to full power. Objective 40: Recover the crown of 50 Objective 50: Return to Vex 200 I brought the Crown of Barenziah to Vex, which restored it to its original state where it now serves as a paragon for Thieves Guild. Trivia[edit | source editing] None of </Global=TGCrownGemsFound> </Global=TGCrownGemsFound>. Count as items owned so that the player can take them without counting as stealing. Bugs[edit | edit source] This section contains bugs related to No Stone Unturned (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 bug is still appearing, please post the bug report with the corresponding 360/XB1 system template, PS3/PS4, PC/MAC, NX, depending on which platform(s) the bug was encountered on. Be descriptive when listing the bug and fixes, but avoid having conversations in the description and/or using anecdotes to the first person: such discussions belong to the appropriate forum. Click to show if Dragonborn is already a member of thieves Guild and showed the gem to Vex, and then talks to Maul in Riften about the stone, he will suggest becoming a member of the Thieves Guild, adding a search goal to join Thieves Guild. Although this goal cannot be removed, it will not prevent the search from being completed. If Dragonborn already possesses all twenty-four stones when talking to Vex for the first time, the game will not recognize them, and the search will be unfinished. Collect twenty-three or fewer stones before talking to her to prevent this bug. This bug has been fixed by patch 1.9. Sometimes the search goal will count additional gems that have not been collected (i.e. saying 10/24 Stones were collected when Dragonborn is only 8). The search can be completed when the goal says 24/24, even if some stones have not yet been collected. When Maul is first met, if Dragonborn fails to convince or intimidate him, Maul will not like Dragonborn. This prevents Dragonborn from being able to start the various search to talk to Vex and become a full member of the Thieves Guild. This can be prevented by bribing Maul when he is first met or speaking with Vex. PC Sets for this search if it gets bugged or unending. Note that they may not update the log, but may unlock the corresponding responses from Vex. On the console type the following commands: To initiate the search for the crown (if the stones are missing) set TGCrownGemsFound at 24 set TGCrownGemsTotal at 24 setstage TGCrown 30 If Vex will not speak despite having all the stones: setobjectivescompleted TGCrown 20 I set Stage TGCrown 30 If the Crown is missing: player.additem 0009df5 setstage TGCrown 50 To remove the search from the log: setstage TGCrown 200 Even if all stones were collected, only 23/24 stones can be displayed in the inventory. Deutsch Français Русский * 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 and make a purchase. The content of the community is in accordance with CC-BY-SA, unless otherwise stated. Noted.

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