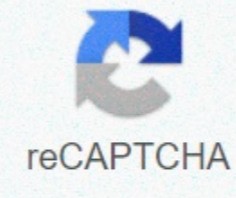




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Skyrim the golden claw

UESPWiki – Source of Elder Scrolls since 1995 [edit] Note: The events in this quest are closely related to those of the Desolate Falls Barrow quest, which sometimes takes over important objectives. It can be triggered immediately after entering Riverwood, but it's a good time to follow the intended route to start the quest for White run's Desolate Falls Barrow. Otherwise, you may miss a few story-related events and details. For more information, see this section. You can hear stories of recent robberies in Riverwood, a detailed walk-through [edit] that was stolen from Riverwood. When you visit the store, you'll find owner Lucan Valerius and his sister Camilla frustrated by recent events. Talking to Camilla wouldn't help much, and Lucan would be more informative, but it was embarrassing: yes, we did a bit of an intrusion. But we still have a lot to sell. Robbery is only after one thing. Decoration, solid gold. in the shape of a dragon's claw. If you offer to help him get clawed back, he will offer gold rewards and continue discussions with Camilla. She insists that you may need a pointer in the right direction and will get up and leave. Follow outside and point out the almost invisible Bleke Falls Barrow behind the houses of Albor and Sigrid, and take you to a bridge northeast of town. She will provide some rare directions, but follow her advice and choose the northwest trail up the mountain. At this point, make sure you have simultaneous quests in your journal. If not, you can activate it by going to the white run. If you don't want to go through the introduction of the Riverwood Trader, you'll be rewarded with a quest when you go straight to the desolate Falls Barrow and listen to two bandits in the first room. Search for claws [edit] and cut me off before that thing gets us! When you arrive at The Temple of Blake Falls, you'll hear two bandits talking about the dark elves who have disappeared in the future. If you haven't spoken to Valerian in Riverwood, this is the beginning of the quest. Kill these two bandits and go further into Barrow and you'll see other bandits approaching the door. When the lever on the gate is activated, the bandit dies of poisonous darts and the gate is closed to block progress. Notice the broken rock piece next to the lever. It has an image of a snake. Notice similar rocks on the left. These rocks must be rotated to the correct position to activate the lever. Snakes, snakes, whales: look at the correct location and look up. (The snake is the right solution because the middle rock fell from the wall to the ground.) When you find a thief, Swift Abel, he will be trapped in a cobweb by a wounded statue spider. Kill spiders and talk to Able. He claims that if you free him from the web he will give you claws. When you free him, Abel runs away, forcing you to pursue him deeper into the dungeon. Or, if the spider is too strong, you can free him from the web and pursue the fleeing Abel. The spider is too big to leave the room. If you overtake Abel quickly, you can kill himself; Otherwise, he will soon run into a group of drafts that are likely to remove him easily. If you protect him from drafts, he can be killed by spike traps in front of him. You can plunder the claws and arvel's body. The journal suggests that claws are actually a kind of key. Find the secrets of Desolate Falls Barrow [edit] You've found the golden claws, but you can't return to Lucan until you find the secrets of desolate Waterfall Barrow, so keep going through the chamber. After a while you find yourself in what appears to be a burial grave and you will have to fight your way through a group of drafts. If he didn't kill Abel when he got to this room, drafts are likely to kill him. Keep going until you find a puzzle door with three animal seals on it. Claws are keys, but they don't open doors like regular keys. Instead, if you examine the claws of your inventory, you'll see multiple symbols engraved on them. Set seals in the correct order: bear-moth-owl, and open the door. Once you enter the door, follow the tunnel until you are found in a large, open room. The word wall is displayed. When you approach it, one word will stand out, and your character will learn the word of strength. Level dependent creatures (Draugr Overlord at low level and Dragon Priest at high level) then rise from the coffin and you have to kill it. Leave the dungeon and return to town. To leave the dungeon, climb to the top of the stairs and activate the lever on the pedestal. There are three breasts in this room that obtain the word of strength. One centered by a sleeping draugr looks very well and is unlocked. The second is behind the waterfall on the left. The third lock has a beginner lock and is right behind the waterfall. To find it, go across the bridge and go to a larger waterfall along the river path without going up the stairs leading to the wall, and if you run around the big stone to the right of the waterfall, you will have access to the chest. In a third-person view, you can see chests nesting among the rocks behind the waterfall. Return the claws [edit] If you return the golden claw, Lucan or Camilla will give you a leveled amount of gold, increase their propensity towards you as a friend (assuming you haven't previously), and return the item home to the counter. Level Rewards 1-9 400 10-19 600 20-29 800 30-39 1,000 40+ 1,200 Notes [Edit] This quest counts sideways [edit] Whether you're on a quest for Lucan or Camilla (i.e., both quest stages 100 and 110 qualify). Claws cannot be returned to Lucan until this part of the concurrent quest is completed. Camilla is often stuck in place while guiding her legs. Exactly a few steps behind her on the road prevents this, and if she's already stopped, she starts walking again when she returns to the correct location. If all else fails, just go ahead and leave her. She will return to Lucan and her instructions are not necessary for the quest. If Camilla dies somehow, Lucan will shout that she wish she had seen this place. If the bug [edit] puzzle statement doesn't work, check here for possible fixes. If you kill Abel before he turns it towards you, you won't be able to see your next target. However, this can be fixed by reading his book and skipping to the final stage of returning to Lucan at the end of the dungeon. Abel can throw on the wall when stepping on a pressure plate that activates a swing spike trap. Unfortunately, when this happens, it is unlikely that he will reach his body in search of claws and a work paper. ? Throwing his anger at the wounded statue spider. Abel somehow begins to run and fight. After he dies or his anger comes off, he will stand where he is and engage in normal conversations with you. You still have to go cut the web, and after you do, he starts his sprint down the aisle like normal. ? If you don't speak to Lucan before going to Barrow for a desolate waterfall, you can trigger a bug that prevents you from completing the quest if you try to give him a claw after getting it in the dungeon during your quest for Dragonstone. You can resolve this issue by loading Save before the quest begins. Quest Stage[edit] Golden Claw (MS13) Ste Ji-wan Lee Lage Quest Journal Entry 10 Lucan Ballerius from Riverwood is offering me a gold reward if I search for his antique Golden Claw, stolen by a bandit camping in desolate Falls Barrow. Goal 10: Search for Riverwood's Golden Claw Camilla Valerius, an antique golden claw stolen by a bandit camped in desolate Falls Barrow, offers a gold prize. Goal 10: Search for Golden Claw 12 I heard a group of bandits talking about the golden claws they had recently stolen. Apparently, one of the bandits had taken more to claw into the desolate Falls Barrow. Goal 10: Golden Claw Search 15 Goals 15: Cut Arvel Down 35 Goals 10: Search for Golden Claws 37 Goals 40: Lucan Has Claws on Goal 40 Goals 30: Desolate Falls barrow's Find secrets 60 Goals 35: Find the owner of Golden Claw Goal 40: Bring claws to Lucan Goal: Bring claws to Lucan Goal: Bring claws 40 Have objective claws: Get claws to Lucan Goal 45 : Find the owner of golden claw target 45: Get claws to Lucan Goal: Bring the owner of Golden Claw Goal 45: Find the owner of Golden Claw Goal 45: Get claws to Lucan Goal 45: I returned the Golden Claw after completing the Quest to Complete 100 Quests to Bring Claws to Camilla, who rewarded me for my efforts. After 110 quests, I returned Golden Claw to Camilla and was rewarded for my efforts. 200 Failed Quest Camilla and Lucan Valerius are dead. He had a chance to be rewarded for recovering his golden claws. The following empty quest steps were omitted from the table: 5, 6, 7, 8, 13, 20, 30, 50, 250. FlagView history quests, Golden Claw, desolate waterfalls can be heard overheard by bandits at Barrow or obtained from Lucan Valerius in Riverwood. Reward: 400 Gold this quest can be made before heading to White Run, which is actually recommended. However, if you skipped this quest and received the Desolate Waterfall Barrow in Farrango, you'll need to do it at the same time. Since the stages of these two quests converge, you will find a full walkway to the desolate waterfall temple of Desolate Falls Barrow. Note: If you've already got a golden claw from Pure Expeditions, Lucan will appreciate your foresight and give you the same rewards as if you had duly gone on his quest. To get the Golden Claw quest, talk to Lucan of Riverwood Trader to discover that Lucan had bad luck with thieves robbing the store. They didn't get much away, but they had one of his prized properties: a dragon claw-shaped decoration. I agree to help you start this quest by recovering stolen items. Recruiting Paendal or Sven can help, even if you have more than just an extra body for your enemies to target. If you want to recruit followers, talk to Sven to get started with other tasks. Depending on how it unfolds, you'll gain the full loyalty of Sven or Faendahl. Camilla goes to the edge of town and points in the general direction of where to go before departing a short time later. Basically, head back from town to the mountains for a trail ride. We know we're on the right path because lush green environments turn into snowy blizzard-like conditions. To get your claws, you have to venture deep into the desolate waterfall Barrow and find Abel. You must find him tangled in cobwebs, but first you need to get rid of the creature that made it in the first place. Yes, you guessed it - it's a spider! In particular, it is a frost spider. If he kills the spider and releases Abel, he will try to escape without wanting to share his precious treasure. He would pay for his betrayal. Later, there is a locked door with three animals in the cave. The answer to the puzzle is inscribed on the claw itself. When you go down it, the door opens into a long hall, the Hall of Heroes unlocks. At this point, you want to defeat the draft overlord and cross the wall with the first word. Once you leave the temple, you'll return to Lucan in Riverwood in gold. Later. It's a bit of a trek, but Lucan will make it worth your while. While.

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