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Redbelly mine in skyrim

At Shor's Stone north of Riften OdfeIGrogmar gro-BurzagSylgja Location ID ShorsStoneRedbellyMine On This Mine Online, see Shor's Stone Mine. Redbelly Mine is a mine found northwest of Riften in the settlement of Shor's Stone. History[edit source] Locals describe the Redbelly Mine as an iron mine with a red mist of unknown origin that can be seen at the bottom of the dig. Even though it is designed for iron mines, miners have found quicksilver and ebony as well. Walkthrough [edit source] Mine is located just northwest of Filnjar's House. The road leads west to a wooden bridge that crosses a large circular hole with several frozen spiders. Halfway across the bridge is sued to the right, which leads to a dead end. Further along the bridge there is another niche of stalemate. However, from this end ramp leads down to the left (west), guarded by several spiders. Ramp spirals along the pit walls on the floor, where there are several iron ore veins. Notable items[edit | edit source] E.G. go from three veins. Vein locations are: Just before the last ramp down to the bottom of the pit, on the floor. Immediately at the bottom of the final ramp on the floor. On the opposite side of the floor of the mine from the last ramp. Quests[edit source] Mine or Yours[edit source] The Redbelly Mine has been overrun by frostbite spiders. Fortunately, no one is hurt. but spiders keep miners from their jobs and it cash flows to the settlement. Filnjar asks Dragonborn to clear them. Gallery[edit source] Add a photo to this gallery Trivia[edit source] Even if the hord that Filnjar pulled from the mine is seen that the speedysudrauti, when it is given to Hafjorg, is not the actual quicksilver that can be found in the mines. It is possible to whirt a sprint on the opening side of the mine wall just above the ramp. However, there is only a corpse suspended from the ceiling. Perhaps the red fog in the Redbelly Mine may be due to Redwater Spring because it contains the same red mist and is located near the west of the mine. Bugs[edit source] This section contains bugs related to Redbelly Mine. Before adding an error to this list, consider the following: Please reload the old save to confirm if the error is still occurring. If the error is still occurring, please post an error message with the appropriate system template 360/XB1,PS3/PS4,PC/MAC,NX., depending on which platform(s) the bug is encountered. Be descriptive when listing errors and corrections, but avoid conversations in the description and/or first-person anecdotal exploits: such discussions belong to the appropriate forum board. PC 360 PS3 Sometimes receiving search, no search marker appears. The PC PS3 mine cannot be permanently cleared, much like other dungeons, and spiders will be respawn after a few playing days, possibly harming the various characters inside. It is possible that as they enter the mine, Dragonborn will fall through the floor and die when they hit the bottom of the mine. Speaking: Elder Scrolls V: Skyrim Elder Scrolls Online Deutsch Español Français Polski Русский *Opening: Some of the above links are affiliate links, which means, at no extra cost to you, Fandom will earn commissions if you click through and make a purchase. Community content shall be available under CC-BY-SA, unless otherwise specified. UESPWiki – Your source of Elder Scrolls since 1995 Entrance to the Redbelly Mine In Redbelly Mine is a small mine Shor stone with three ebony veins inside, and melt at the entrance. The villagers describe it as the lifeblood of their city. It gets its name from the red fog that flows freely throughout the mines. The smell of fog is described as similar to the sulphur vents located in the volcanic tundra. The local blacksmith Filnjar will ask for your help in the mines of a large group of frosty spiders. The creatures recently began to stay in the mines after the discovery of some unusual hordes. Miners will return to work once it is fully cleared. The mine entrance is located just west of Filnjar's House. Two veins on the ground at the lower level. One vein on the ground on the descent just before the lower level. Three pieces next to the melter outside. Despite the printed literature and dialogue in the game relating to it as an iron mine and the fact that Grogmar gro-burzag will buy iron ore from you, veins produce ebony ore. This issue has been addressed by the unofficial Skyrim Patch version 1.2.6; it changes the interior of ebony ore veins and the outside of loose ore iron ore, swapped with Northwind Mine. Otherwise, Filnjar may have some iron ore for sale to complete the quest. Thick red iron mist, characterized by miners living in Shor's Stone is not present; Mine is clear inside. This error is fixed with version 1.2.6 of the unofficial Skyrim Patch. There are several dead bodies in the mine, despite Filnjar claiming that no one has been harmed by the invasion. This error is fixed with version 1.2.6 of the unofficial Skyrim Patch. Frostbite spiders can be respawn. See the search page for more details. This error is fixed with version 1.0 of the unofficial Skyrim Patch. From the Skyrim Wiki we encourage you to read our updated PRIVACY POLICY AND COOKIE POLICY. USSEP erroneously changes Redbelly Mine's ebony ore veins to iron ore veins; this patch releases it. Also determined by the inconsistency of the Truth Ore Effects Quest (FreeformRiften17) is not determined by USSEP. USSEP is not actually necessary. Permissions and Credits Credits and Distribution Permission Other User Features All features of this file belong to the author, or are free to use modder resources Upload permission you can upload this file to other sites, but you must credit me as the creator of the file Modification permission you are allowed to modify my files and release bug fixes or upgrade on features without permission from or credit to me permission you can convert this file to work with other games, as long as you credit me as the creator of the file Asset use permission you are allowed to use the assets in this file without permission or crediting my Asset to use permission for mods/files that are sold You are not allowed to use the assets from this file in any mods/files that are sold for money , on Steam Workshop or other platforms Active use permit mods/files that earn donation points you are not allowed to earn donation points for your mods, if they use my assets This author has not provided additional notes regarding file permissions This author is not credited to anyone else in this file This mod has not chosen-in receive donations Redbelly should be nothing but an iron mine. I've been working on it for years. Then just before the spiders had moved, we found that chunk of horde. Never seen anything like it. I want to know what I'm dealing with before I started tearing it off the ground. Short version: USSEP erroneously changes Redbelly Mine's blackwood ore veins to iron ore veins; this patch releases it. Also determined by the inconsistency of the Truth Ore Effects Quest (FreeformRiften17) is not determined by USSEP. The longest version: The village of Shor's Stone is built around the Redbelly Mine, an iron mine filled with red fog. In conversations between the villagers, you can haze that the recent iron ore is drying out. Worse still, mine recently became infested with giant spiders. According to the village blacksmith, Filnjar, spiders appeared shortly after a strange type of horde was discovered. And of course, there are 3 ebony ore veins at the bottom of the mine; this ebony is clearly unknown to a new horde. At the end of the day, when you've cleared out spiders and reopened the mine, it seems the misfortune of the Shor's Stone miners has turned around. Now they've discovered the source of a very valuable ebony ore. Lucky for them! So here's the problem: For some reason, the unofficial Patch team decided that Bethesda's placement of this vein is a bug and fixed said bug, replacing these ebony ore veins with iron ore veins. Well, it sucks. This change means the Filnjar report revealing an unknown new type of ore and an overheard conversation between villagers about iron ore in their mine drying up no longer makes sense. Shor's Stone is also losing its new source of income. Guys. This bizarre decision on the part of the Unofficial Patch team was first brought to my attention by this r/skyrimmods thread from about a year ago, which I first saw a few days ago. Needless to say, I don't think the unofficial Patch team will be correcting its erroneous changes. That's why I made this unofficial patch on the unofficial Patch.Additionally, this mod corrects the inconsistency of Truth Ore Consequences quest (FreeformRiften17), in which Hafjorg sends you Shor's Stone to collect an ord sample from Filnjar for which it is needed. If you pay attention, it should be clear that it was meant as a sample of the ebony horde, but Bethesda made a sample of quicksilver ord. So, I've changed this one sample horde to use a pattern of ebony ord and changed my label to Unusual Ore, which reflects that regardless of whether the player can tell what it is, miners and blacksmiths can't. Note: Although half of the reason I did this was to correct the error introduced by Unofficial Patch, you don't actually need an Unofficial Patch to use this mod. If you don't use USSEP, but you're using this mod, the ebony veins in your game won't be different – which is how it should be whatever – but you'll still get the Truth Ore effects in search of (FreeformRiften17) consistency fix. Because my mod doesn't use USSEP ESM as captain, just make sure my mod loads at USSEP. This will probably be by default. This mod just changes some entries and is ESL-flagged. Page 2 Invitation, Harvesting, Looting and Storage Features Comfortable Horses Will Run Beyond Skyrim – Bruma SE, Shire SE, Beyond Reach, Falskaar, Vigilant SE, Grey Cowl from Nocturnal SE, Wymstooth SSE, Midwood Isle SE, Hammet's Dungeon Packs SE. Also, your faithful horse will not be attacked by local enemies. Enemies.