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Skyrim bleak falls barrow puzzle 1

in: Skyrim: Quests, Skyrim: Main Quests, Skyrim: Whiterun Quests
Bleave Falls Barrow, a cult dragon temple in the south of WhiterunLeveled item For other uses, see Barrow Bbulk.
yes, I could use someone to get me something. Well, when I say bring I really mean bury in a dangerous ruin in search of an old stone tablet that may or may not actually be there.
—Farencar Secret-Fire [src]
Bleek Falls Barrow is a search available in The Elder Scrolls V: Skyrim. Farencar Secret-Fire tasks Dragonborn to retrieve Dragonstone inside Bleek Falls Barrow, leading to the first finding of a word wall. Background [edit | edit source]
Jarl Balgruuf thinks I could help Farennar, the wizard of his court, with something related to dragons. Objectives[edit | editing source]
Talk to Farencar
Retrieve Dragonstone
Deliver Dragonstone to Farencar
Walkthrough [edit | edit source]
To begin this search, Dragonborn must speak to Farennar Secret-Fire during the previous search before the storm inside Dragonsreach, Farenfar will explain how he is looking for a map of dragon burial places so that he could find out where the next dragon might rise. He will then instruct Dragonborn to search this Dragonstone map in Barrow Barrow Barrow Bbulk, starting the search with the same name. Barrow Barrow Barrow Blead 'seding [editing source]
Journey to the ancient northern ruins of Barrow Barrow's Barrow Blike. Outside there are several bandits and after their removal, Dragonborn can then find the entrance to the top of the stairs. In the first large room a couple of bandits have set up camp and chat when they enter. When they go forward, they will detect and attack in plain sight. Continue in the corridor and proceed until you reach a small room with a bandit, a lever and a puzzle. Watch him pull the lever down a trap that will kill him. Set the pillars on the left side of the entry after the tablets on the upper wall above the gate and the tablet next to the lever. The order, from left to right is: snake, snake, whale. Arvel Swift[edit | edit source]
Travel further through the dungeon to the winding stairs that descend. There are skeevers at the bottom, and just around the corner waiting for a wounded frostbite spider. Kill him and then talk to Arvel Swift, who is trapped in a spider web. He wants to be released, which can be done by hitting the spider web with a weapon. As soon as he's free, Arvel will run. Follow him down the corridor and kill him, or let the draugr do it further. When he is released from the web, he retires and has low health, and it is quite easy to kill him before he can escape. If he manages to kill the dracer, he can run
Trap the pressure plate near the battle scene and prick the spike on the wall trap. However, if this happens, his body can be thrown a great sea far away and can be difficult to find. Golden Claw[edit | edit source]
Arvel will have Golden Claw with it. It continues through a room where a dracer wake up and attack. There are pressure plate traps near the entrance and stepping on it will trigger a swinging wall trap. The next obstacle will be a blade trap. The blades can be stopped with a chain pull after their passage. The next room has three more dreaugr. Kill or avoid them and follow the top path. In the room with a stream passing through it passes through the metal gate into the creek. The gate is open pulling the chain to the right. Next comes a northern puzzle door with three moving rings. The Golden Claw is the key here, both literally and figuratively. Align the three rings in a specific pattern, which can be seen when you enlarge the claw in the inventory. The correct combination is on the palm of the Golden Claw (top to bottom: bear, moth, owl). When the rings have been correctly aligned, use the claw in the middle of the door to open it. Word Wall[edit | edit source]
Past the door lies the real treasure of the crypt: A word wall that teaches a word of Dragon Shout Unreleting Force. After that, a strong driaugr will come out of the nearby sarcophagus. Kill him and get Dragonstone off his body and leave the crypt by exiting nearby. If you are overwhelmed by the dracer, to the right (as you enter) the cavern on the far side of the bridge is an easily accessible area that driagr cannot reach and which allows Dragonborn to snip away with arrows. Return to Dragonsreach and give Farennar's Dragon Stone (with a stop at Riverwood to return the Golden Claw to Lucan). Irileth will run almost immediately and ask Farencar to come quickly to talk to Jarl, starting the search for Dragon Rising. Journal[edit | edit source]
Bleave Falls Barrow - MQ103 ID
Journal Entry 10
Jarl Balgruuf thinks I might be able to help Farencar, his court expert, with something related to dragons. Objective 10: Talk to Farencar
50 Farennar Secret-Fire, Jarl Balgruuf's yard expert, asked me to retrieve a Dragon Stone from Blead Barrow Blead, a stone tablet that he believes contains a map of the ancient dragon burial sites. He hopes it will help him understand why dragons are returning to Tamrial. Objective 50: Retrieve Dragonstone
180 Objective 80: Deliver Dragonstone to Farennar
190 Farennar Secret-Fire, Jarl Balgruuf's yard wizard, asked me to retrieve a Dragonstone from Falls Barrow, a stone tablet that he believes contains a map of the ancient dragon burial sites. He hopes it will help him understand why dragons are returning to Tamrial. Objective 80: Deliver Dragonstone to Farennar
190 Farennar Secret-Fire, Jarl Balgruuf's yard wizard, asked me to retrieve a Dragonstone from Falls Barrow, a stone tablet that he believes contains a map of the ancient dragon burial sites. He hopes it will help him understand why dragons are returning to Tamrial. Objective 80: Deliver Dragonstone to Farennar
190 Farennar Secret-Fire, Jarl Balgruuf's yard wizard, asked me to reward me for my efforts. Trivia[edit | edit source]
If dreagr before Arvel are killed He's released, he'll stop before the axe swinging trap and become hostile. Dragonborn may already have Dragonstone from the Golden Claw and immediately give it to Farennar. However, by doing so Delphine will not appear, and Dragonborn will not be able to hear the conversation of Farennar and Delphine. While Delphine may meet Farennar if the player withdraws from the conversation tree and waits a few hours, the first half of the conversation will not take place. In this case, she wears her inn clothes regularly rather than travel armor. If one heads to Riverwood after getting the quest from Farennar and collecting Dragonstone, the bartender will note that the innkeeper is out and the player cannot rent a room. It is impossible to pocketar Arvel as long as he is trapped in the web. After giving Farenger the Dragon Stone, Whiterun's Axe will appear in Balgruuf the Great's inventory. Saving and reloading will make Axe of Whiterun have another enchantment. Bugs[edit | edit source]
This section contains bugs related to Bpeak Falls Barrow (Quest). 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. PC 360 PS3 Pillars in the puzzle room or the rings on the claw door will not move, exit and re-enter Brock Falls Barrows. Reloading a previous save can resolve the problem. PC 360 PS3 There is the bug that makes the last dreaugr unable to be robbed. Saving and then uploading will fix this problem. The bug occurs most often when the dreaugr is killed on the bridge that leads to the word wall or further from its coffin, killing the driagr on the Word Wall plateau reduces this chance. 360 There is a bug that occurs when leaving Arvel for driaugr after running: it disappears along with all the quest markers making the search impossible to finish. Uploading a previous save or killing it before it runs will fix this. 360 PS3 There is a bug that will sometimes cause the rings not to rotate when trying to use the claw. Saving and reloading the save should solve the problem. There is a bug that causes Skyrim to crash at the entrance to the barrow. PC 360 PS3 If Dragonstone is obtained after talking to Farencar about it, when given to him, he will take the stone, and will say to talk to Jarl or steward. However, nothing will happen and the next search will not begin. The only way around The bug is to re-load a save from before going to Dragonsreach, get Dragonsreach, then go to Dragonsreach with stone, this way you can give it directly to Farennar and the search will progress as usual, the only problem with this method is that some dialogue between a delphine hooded and Farencar will be missed. Achievements[edit | editing source]
Bleast Falls BarrowComplete Bleave Falls Barrow Points 10 Trophy Čeština Deutsch Español Français Italiano Сусский *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. Community content is available under CC-BY-SA, unless otherwise stated. UESPWiki - Your source for The Elder Scrolls from 1995 During the final stages of the Quest Before the Storm, you will be tasked with a trip from Riverwood to Whiterun to tell Jarl Balgruuf about what happened in Helgen. Make your way to Dragonsreach Palace, where you will be stopped by the Irileth house chariot, which will ask for a good reason to interrupt the jarl. You can either tell him about the dragon or report that Riverwood is asking for jarl's help, both of which will give you an immediate audience. Give the news to Balgruuf, who will order the troops to be sent to Riverwood immediately and then offer you a reward. He will then remember a suitable job for an adventurer, would have you and lead you to the farencar Secret-Fire court wizard, who was researching the dragons. Farennar wants you to bring the unique dragon stone from Bpeak Falls Barrow, an ancient northern tomb near Riverwood. When you ask him what he knows about the mission, he'll keep his sources of information a secret. Note: If you have already removed Bleave Falls Barrow and recovered Dragonstone during the Golden Claw search, Farennar will ask you to hand it over immediately and complete the search. See the notes section for what you may have lost. Bleaf Falls Barrow [edit]
As the search for competing Golden Claw runs simultaneously with this search, travel to Riverwood and enter Riverwood Trader. Talk to the owner, who will tell you that a precious item has been stolen from the main trading room, which will trigger the search. Locate the old barrow and fight bandits protecting the entrance. Boak Falls Temple begins with a giant room with dead skeevers scattered around and the voices of two bandit residents hear from the back of the room, discussing something of great importance. If you haven't triggered the Golden Claw yet, it will start now because of the topic of conversation: Bandits in The Bleach Falls Temple Bandit #1: So we're just supposed to stand here while Arvel runs away with the golden claw? Bandit #2: That dark Elf wants to move on, leave him. Better than to We're risking your neck. Bandit #1: What happens if Arvel doesn't come back? I I My share of that claw! Bandit #2: Just close it and keep an eye out for trouble. Either use remote attacks on them from a distance, fight them up close and personally, or sneak around them and search for prey in the area, including the contents of a locked chest. Continue through empty tunnels until you reach a puzzle room where another bandit is trying to pull a handle. You can attack him yourself, or allow him to be killed by arrows that he accidentally triggers. To avoid the same fate, look around the room and towards the upper level to see the correct combination for the moving pillars. Two symbols are on the ledge above, while the one in the middle fell to the ground level next to the lever. They should be read from left to right, using the one on earth as the middle symbol, to find the combination: Snake — Snake — Whale. Turn on the mobile poles to position them. Now you can pull the handle without getting killed. The iron gate will swing open, allowing access to a room with a soul jewel, a potion, a chest, and a copy of the Thief skill book pickup. Locate the spiral staircase, head underground, and beware of a few skeevers hidden on the steps. Arvel Swift [editing]
Take it away from me. Get him out of here! At the foot of the stairs, everything is covered by cobwebs, which alludes to the next inhabitant of the major room. As you move, you will notice a voice shouting from somewhere: It is ... Is anyone coming? You're Harknir? Bjorn? Solling, what's wrong? I know I ran ahead with my claw, but I need help! Follow the sound and you will end up in a large room guarded by a wounded frostbite spider. After the battle, examine the western tunnel where Arvel Swift is hanging in canvases, completely unable to move and obviously be preserved for a later meal. Talk to him and he'll reveal that he knows how to use the golden claw and make big promises for you if you release him from the web: Arvel: You did it. You killed him. Now cut me before anything else comes up. Player: Where's the golden claw? Arvel: Yes, claw. I know it works. The claw, the markings, the door in the Hall of Stories. I know they all fit together! Help me down and I'll show you. You're not going to believe the power the Norths hid there. Attack the sails around Arvel and he will be free; Unfortunately, he will also betray you and take off running deeper into Barrow Barrow's Barrow Blike. You can either chase or let him run, as he is too weak to survive the future infested driaugr catacombs. Run past two rooms and gather a small amount of loot along the way, including a soul jewel. When the dead begin to rise, throw them away and beware of the pressure plate and the corresponding spike wall. Be on Arvel Swift, who probably fall prey to either the spiked wall or the next leveled enemy driagr. When you find his body, he robs. Claw and, for a little help on how to solve future puzzles in barrow, his diary. When you claim the claw, you will receive a search update for the appropriate search, and you will be told to discover the secret of Brock Falls. Move forward and kill the three dbaugr in the next room. On the right side of the oscillating blades is a short ladder that ends in rubble. At the top of the stairs is a chest containing minor prey. Dodge blades swayed into the east tunnel. In the front catacombs, use slick oil on the floor to your advantage or kill the driaugr attack normally. Follow the path until you reach a large room with a waterfall and a more driaugr enemy, as well as a chest with minor loot. Activate the chain, head downstream along the underground creek, and beware of long fall if the creek turns into a waterfall through a hole in the eastern wall. If you search this area, you will find a choice and can learn to mine ore. There are minor prey in the area and plants/mushrooms to gather. Next to the waterfall and the entrance to the narrow tunnel, there is a shop fart. Take the narrow tunnel that leads south. You will appear on a bridge halfway through the waterfall for a fight against another driaugr (note that if you are a higher level you might find a frost troll instead of a driaugr). Head all the way down to the bottom for some minor loot in a locked chest, then turn to the bridge and head north. The final room is protected by a leveled draugr. After his defeat, he looted yet another chest stuck in the room and then head through the door to The Bpeak Falls Sanctum. The secret of Bpeak Falls Barrow [editing]
At first, Sanctum is quite quiet, with a set of blades swinging as the only obstacle. The next room, however, sees three dreaugr enemies and another slick of oil help if necessary. Climb the wooden structure and pass over the bridge to open the iron door. Now you will face a puzzle door with three rotating rings. Following Arvel's advice in his journal, take a closer look at the gold claw in the inventory for the right combination. Rotate the rings to get the bear—Molie—Owl combination, then place the claw in the keyhole and watch the door come down. It opens to a huge room full of waterfalls, bats and a wall of words. Before entering the area with the wall, investigate behind it for a hidden chest, blocked. Take a look across the word wall for a suspicious-looking sarcophagus and a chest with a good number of valuable items. Approach the word wall to learn the secret of barrow, a word for the cry of the Relentless Force. Once the word has learned, the sarcophagus will open and a driaugr master at the chief level will come out and attack. Fight with him and then examine his body for the item requested by Farennar Secret-Fire. Before you go, look south; behind smaller smaller it's another chest. Finally, climb the stairs and activate the handle, which will lift the stone wall and bring you to an alternative exit from Barrow. A stranger [edit] in his cabin inside Dragonsreach, provided he starts this search before clearing out Barrow's Barrow Bpatrol (see notes), Farennar Secret-Fire will be accompanied by Delphine, the innkeeper of Sleeping Giant Inn in Riverwood. She is obviously his trusted source, as the conversation reveals quite an extensive knowledge about the dragon situation. Delphine and Farencar Secret-Fire Farencar: See? Terminology is clearly the First Era or even earlier. I am convinced that this is a copy of a much older text. Maybe dating back to the Dragon War. If so, I could use this to cross-reference names with other subsequent texts. Delphine: Okay. I'm glad you're making progress. My employers are anxious to have some tangible answers. Farencar: Oh, don't be afraid. Jarl himself has finally taken an interest, so I am now able to devote most of my time to this research. Delphine: Time passes, Farencar, don't forget. That's not a theoretical question. The dragons are back. Farennar: Yes, yes. Don't worry about it. Although the chance to see a living dragon up close would be extremely valuable... Now, let me show you something else I found... very interesting ... I think your employers might be interested too... Delphine: You have a visitor. Farencar: Hmm? Ah, yes, Jarl's protégé! Are you back from Blead Falls? Looks like you're not dead. At this point, Farennar will notice your presence and lift the Dragon Stone from your inventory with its thanks. Although not as grateful as Farennar, Delphine is quite impressed with your efforts. After this confirmation, Delphine will return to study the copy of Jarl Gjarund's properties while Farennar will direct you to Jarl Balgruuf for your reward. After this, the search for Dragon Rising will initiate and you will have to wait a few moments for your reward... Achievements[editing]
An achievement is unlocked when you complete this search: Bpeak Falls Barrow (10 points / Bronze) Notes [edit]
If you manage to race before Arvel and clear dracugr, he will stop at the first swinging axe trap. If he sees you after the first driaugr area, he'll become hostile and attack you. Going straight to Barrow Bbulk Falls before visiting Jarl Balgruuf, it is possible to completely circumvent this search, as the Golden Claw quest will take over. This doesn't really affect the game, but there are some changes: Farennar and Jarl Balgruuf's conversation will be limited to a brief introduction as jarl leaves immediately. You will not be able to experience the conversation between Farencar and Delphine, and the book Holdings of Jarl Gjamund will not never on Farennar's desk. Farencar will be somewhat impressed that you already have in your possession and give slightly different dialogue. After you hand over the Dragon Stone, Whiterun's Axe, an axe leveled with a random delightful, is generated and placed in Jarl Balgruuf's inventory. Reloading will make it have another enchantment. Bugs[edit]
If the puzzle door or rotating pillars do not work, check here for possible fixes. You may find that once you have killed the driaugr boss, he does not register as a container, in which case you cannot retrieve Dragonstone and therefore cannot complete the search.

Bethesda Technical Assistance recommends returning to a rescue before entering the dungeon, raising your level and then returning to the Dragonstone search. This issue occurs if you are hidden when you read the word on the wall. Reloading before reading this and letting the draugr spot as he comes out solves the problem. Simply save on a new file after killing overlord draugr and then upload that save. The master will now be robbed. You can use the revive command from the console and kill it again. Then you'll be able to rob the Dragon's Stone from his body. Simply advancing the search will also work by using the MQ103 180 setstage command, which will then change the current goal to Deliver Dragonstone to Farencar. You can add Dragonstone to the inventory via the console, but it won't be removed by Farennar later. You can advance the search without it. If you cast a Fury spell on the wounded spider, it might attack Arvel, freeing him from the canvas. He will join you in the fight against her, then sit there begging you to take him down. Spells and weapons will pass through it. The destruction of the cobwebs will continue the dungeon as usual. Search does not appear or cannot be enabled. After the mission is over, Irileth may not come to start Dragon Rising. Quest Steps [editing] Bleave Falls Barrow (MQ103) Stage Finishes Quest Journal Entry 10 Jarl Balgruuf thinks I might be able to help Farencar, his court expert, with something related to dragons. Objective 10: Talk to Farencar 50 Farennar Secret-Fire, Jarl Balgruuf's yard expert, asked me to retrieve a Dragon Stone from Blead Barrow Blead, a stone tablet that he believes contains a map of the ancient dragon burial sites. He hopes it will help him understand why dragons are returning to Tamrial. Objective 50: Retrieve Dragonstone 180 Objective 80: Deliver Dragonstone to Farennar 190 Finishing quest Farennar Secret-Fire, Jarl Balgruuf's yard wizard, asked me to retrieve a Dragon Stone from Blead Barrow, a stone tablet that he believes contains a map of the old dragon burial sites. He hopes it will help him understand why dragons are returning to Tamrial. He was pleased when I came back with her, and he promised me that Jarl would for my efforts. The following empty search steps were oasised from 0, 1, 5, 8, 15, 20, 55, 60, 80, 90, 100, 182, 185, 200, 200.

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