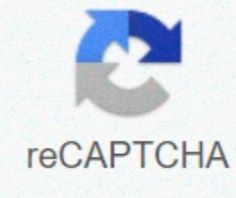


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## Skyrim forgemaster's fingers puzzle

c: Skyrim: Quests, Skyrim: Various quests
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Fingers Forgemaster, legendary and looking for a pair of mittens. Any orc from one of the orcas of the Blood-Kin fortress to the orcsPremises to the orcs of the fortressTrade from the orc fortress for the element, see We heard whispers of an enchanted pair of mittens hidden and protected by dangerous men, beasts or worse. They are called Kuzemaster Fingers.
—Nagrub[src]
Kuzemaster Fingers is a search available in The Elder Scrolls V: Skyrim. This is another quest goal given dragonborn by any Orc in any Orca fortress. Completing it is one way to gain peaceful entry to The Orca strongholds via Skyrim.
Goals[edit]
Edit] Walkthrough[]
[] This quest is not necessary if Dragonborn is an orc, as they will already be accepted into anchor points. In addition, all Orca fortresses will accept Dragonborn after they winge the orca in a variety of aspirations, making this quest unnecessary to enter. If none of the conditions are met, Dragonborn will be tasked with finding the fingers of the pre-gamer. As Dragonborn approaches the front gate of any Orca fortress, the gate guard stops and challenges them. If the guard is provoked, the fort becomes hostile. If the guard is asked how they will let Dragonborn in, they will talk about forgemaster fingers and direct Dragonborn in a gable. Stop, outfielder. According to the Code of Malakta, this fortress belongs to the orcas. Your kind is undesirable. I'm just a traveler. What's this place? This is our fortress. Here we are free to live as the Malakei intended, away from the prying eyes of the Nords. You're not an orc, or a Blood-Kine, so go. We only help our own. I'm going wherever I like. Onk. We won't kill you, outlander, but we don't want you here. Remember this. How can I persuade you to let me in? Hmm... They are called Kuzemaster Fingers. Bring them to our boss and he'll decide if you're worthy of being a Blood Movie to the Orcs. I'll find those mittens. We'll see. I don't have time for that. Then go. Who is Malakata? He is the Dudrick the Lord of the Orcs. The guardian of the oath and the bloody curse. We live by his code and follow his teachings. Outlander as you wouldn't understand. And stay with your eye. Finding the marked location, getting Forgemaster's fingers and bringing them back to the fortress will unlock the fortress, and everyone else in Skyrim, to Dragonborn. Back with his gloves on The Chief, he'll say this: I don't believe it. You found Kuzemaster's fingers. You impressed me, outlier. No one else came back from task before. According to the Code of Malakta, I am named Blood-kin to orcs. Let it now be known among the strongholds that you are a family. I'm honored. Feel free to trade with our ku smiths for Orc weapons and armor. Train with my warriors, or buy poison from a wise woman. Magazine[]
] Source Code]
Fingers Forgemaster - FavorOrcsIntro
ID Journal Entry 10 Goal 10: Find Kuzemaster Fingers 20 Goal 20: Prove Kuzemaster Fingers &tAlias.ShortName=Chief&t; Up to 100 Little Things[]
• Edit]
If Kuzemaster Fingers Appear in Cairn Rebels, you'll need access to the Red Eagle's fury. In order to get a sword, you need to start a quest Legend of the Red Eagle. There are several ways Dragonborn can bypass this quest, thus allowing entry to The Orca strongholds: Complete various quests To clear the Kolskeggr mine. Then inform Pavo Attius. After finishing the quest, Gat Gro-Sharghah, a fellow orca miner, will send a message to all Orc camps that Dragonborn is now Blood-Kin, thereby allowing them to enter any strongholds. Bring The Heart of Dedra to moth-gr-Bagol at Understone Keep in Marquart, and he'll be sent a word to the fortresses for Dragonborn to trust. (Changed to 1.9 or possibly error.) Talk to Gozh game-Bagol at Marquart. She will give Dragonborn a quest to find a skills book for a nanny for her student. Once the book is found and given to her, she will then send a word to The Orca Fortresses, which can be trusted by Dragonborn. Then it will also become possible to marry. Help Aynethach get rid of Silver Blood mercenaries by persuading or bribing them to leave. Don't get Ainetch to sell. After they're gone and the Einetch rewarded Dragonborn, talk to Lash game-Duszny, and she'll send a message to the strongholds that Dragonborn can be trusted. In dawnguard expansion, after completing the New Order, Durack is upon sending a message to the orca strongholds of Dragonborn's Blood-Kin status. Completion of the first part of the Cursed Tribe allows entry to Largashbur, and the complete completion of the quest allows you to eat all orcian fortresses, as well as give the title Blood-Kin. Having collected enough books for Uragh Gro-schoub at the Winterhold College Library, he sends a word to Orc's strongholds that Dragonborn should be allowed entry.
Errors[editing]
[] This section contains errors related to Forgemaster fingers. Before adding a log to this list, &tAlias.ShortName=Chief&t;Below: Please restart the old save to confirm if the error is still occurring. If an error still occurs, please publish an error report with the corresponding system template 360/ XB1 , PS3 / PS4 , PC / MAC , NX , depending on which platform the error occurred. Be descriptive when listing bugs and corrections, but avoid talking in descriptions and/or using first-person anecdotes: such discussions belong to the relevant forum board.
PC 360 PS3
Orcas can attack when trying to deliver fingers to Forgemaster. In this case, use an alternative method to obtain Blood-Kin status. Talking to the chief in the middle of the day when he is out of work. Leaving the dialogue before receiving the quest allows Dragonborn to enter the stronghold without any consequences. The quest marker may not be updated after the initial dialog box is completed outside the Onc Fortress. To fix this, go to another fortress and repeat the same dialogue with another guard. The quest should eventually be upgraded. Another solution is to use an alternative method to get Forgemaster fingers.
Skyrim: Quests
Skyrim: Various Quests
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UESPWiki - Your source for senior scrolls since 1995 This page is currently being rewritten as part of the Skyrim Quest Redesign project. The page is rewritten and checked in several stages. All users can make changes to the page. If you make changes that are relevant to the project, please update this template accordingly and make sure that you have followed the project recommendations. This article may benefit from the image. For more information about uploading images, see Help:Images. Remove this template from the page when you are finished. I approached the fortress of Orca. Talk to a member of the stronghold. Speak to a security guard in the stronghold, if not with the same person as the previous step. Get your fingers forge. Turn Kuzemaster's fingers to the chief of this fortress. When you first approach any Orca fortress, a guard can stop you and tell you that the fortress is exclusively for orcas and that no outsiders will be allowed inside. As other orcas in the fortress will tell you that you are not welcome, you must find an ONC guard in order to call a quest. If you ask the guard how they can be persuaded to give you access, they'll tell you to return the item: Kuzemaster fingers. This item, which gives the owner a bonus of +12 Smithing, can be obtained from a randomly defined place. When you go back and give Kuzemaster's fingers to the chief, you will all anchor points and will be named Blood-Kin of the Orcs. Shining options[edit]
[] This is a shining quest you can get from orcas living in any ONC fortress other than Largashbur. You will be asked to return the item to the chief of this fortress. The location of the quest subject is determined randomly based on the quest-giver retention (see table below for specific options). Keep watchdog Quest Giver Chief Possible Dungeons The Reach Dushnikh Yaj Arob, Nagrub Burguk Broken Tower Redoubt, Bruca's Leap Redoubt, Deepwood Redoubt, Dragontooth Crater, Druadach Redoubt, Dustman's Cairn, Hag Rock Redoubt, Harmugstahl, Rebel's Cairn, Red Eagle Redoubt Mor Khazgur Bagrak Larak Eastmarch Narzulbur Yatul Mauhulakh Ansilvund, Cragslane Cavern, Cragwallow Slope, Cronvangr Hall, Gallows Rock, Lost Knife Hideout, Morvunskar, Stony Creek Cave, Uttering Hills Cave Notes[edit]
[] This quest is not offered to orcas who are automatically allowed full access to all orcas. Becoming Blood-Kin by completing certain quests will also give you access to Orc strongholds, making this quest inaccessible. This quest is not available in Largashbury. If you do a quest for this fortress, the Cursed Tribe, you will automatically become Blood-Kin, although this is clearly not mentioned.
Errors[edit]
[] Searches may not be activated after they have agreed to do so. Adding gloves to your inventory through the console and then offering to do the quest again can properly trigger a quest log entry. You can then remove the gloves through the console and continue the search as usual. Once you go into one fortress and try to take the quest, move on to another fortress and try to take the quest again. Enter the fortress you're in and talk to Ortz, who tried to give you a quest again. The ability to ask how to enter should still be there. Saving the game, restarting Skyrim and then repeating the dialog can also fix the quest trigger. A quick journey after a conversation with a Durham quest can also lead to the launch of a quest.
Quest stage[edit]
[] The Forgemaster's Fingers (FavorOrcsIntro) Completes Quest Journal Entry 10 Objective 10: Find the Forgemaster's Fingers 20 Objective 20: Bring the Forgemaster's Fingers to The empty quest stages were skipped from &tAlias.ShortName=Chief&t; Tables: 15, 100, 200. The year was 200. &tAlias.ShortName=Chief&t;

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