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Skyrim shroud hearth barrow

FlagView HistoryInvestigate Shroud Hearth Barrow is a different goal given to you by the owner of the Vilemyr Inn in Ivarstead. Head to hearth Barrow Shroud on the outskirts of town and go inside. Inside the mound you will find a closed gate. In the room right through there are four levers, two on each side of the doorway (this doorway also has a gate that is raised/lowered with this lever). To get both gates raised, the correct configuration of the lever, from left to right, is: up, down, up, up. Once you're through the previously lowered gate, there's a locked door on the right. Beware - both the door and the chest behind it are mined. To the left of the gate is another closed gate with a pull chain. Once you pull the chain, wait a second before proceeding as the spikes come out of the wall. Keep an eye on booby traps as there are plenty around. On the table in one room you will find a magazine that you have to return to the hotel. At the exit you will need to reconfigure the levers to open the gate, which now blocks your exit. In another room you will find a door that requires the Sapphire Dragon Claw to open. Return the log and you will be rewarded with a dragon claw and different targets will be completed. Now you can go back to the mound and use the dragon's claws to gain entry to the rest of the dungeon, which is quite extensive. FlagView HistoryShroud Hearth Barrow is a tomb located in East Skyrim. You can find it near Ivarstead. The tomb ends with a door that requires the Dragon's Sapphire Claw to open. You can get the claw key by completing the investigation of The Shroud Hearth Barrow's different purpose. Once you've got the key, you can use it to open the door and access the rest of the dungeon, which is pretty extensive and filled with quite a few puzzles. The solution for the dragon's claw door (top to bottom) is a mole, an owl, a wolf. As you continue through the cave you will finally find yourself at the bottom of the winding stairwell. There's a hatch in the water. There is some loot in the water, and a chain on the opposite wall that will close the trap. If you head all the way to the top of the stairs you will find a locked door (master). Behind him is a locked chest (expert) with some of the best loot you're going to find in this dungeon. Take it or leave it, then head halfway back down the stairs and open the door. Pause for a moment until the booby-trapped arrows stop flying and head to the end. At the bottom of the short ladder is a pressure plate with another booby trap. Head down the next set of stairs and you will find yourself in a room with raised bridges and a treasure trove that you can see through a hole in the closed door. To get into the treasure room, you will need to find and activate two handles. First, to the left of the door you just passed (next to the coffin in the wall). The second is around the corner on the right with a coffin. Capture Capture You want out the treasure room then head and clean the skeletons from the room beneath you. It can easily be done from above using magic or archery, or you can make it fun - right above the pool chandelier with two pots hanging from it. You can throw flames on pots (or perhaps use archery?) to throw them into the pool below by setting the pool on fire and presumably washed with skeletons. It is unclear whether there is a way to lower these bridges, or what the value of lowering them may be. Head down the stairs and then back up the opposite set of stairs, through the iron door and continue on. Eventually you will come down in the waterway, with water rushing into the closed iron gate. To the right of the gate there is a chain to pull out. Under the water is a skeleton and a purse with coins. If you follow the waterway upstream, it will lead to a waterfall, which you can enter for some not too exciting loot. Head up the stairs of the log into a room with a raised bridge, pressure plate, and four 3 side pillars with animal insignia on each side that can be turned by activating them. To find the correct leveling of the pillar, head to the next room and step on the pressure plate you will find there. Stay on it long enough to make stone doors to turn open and reveal answers. Once you have the right animals on each pole, step on the pressure plate to lower the bridge. Across the bridge there is a locked iron door on the right. Inside you will find a gold bar. If you take the bar keep in mind that it sits on a pressure plate that activates the flow of fire. Continue down through the door to the Shroud hearth the Depths, and be prepared to kill draugrs. Clean the room and then head to the next where you will find a chest with some significant weapons and loot. Behind the chest is a wall with a word for the cry of The World of Kain. Learn the word, then head to the right and through the door. In the next room, pull the chain to the right of the stone door, head down the aisle and pull another chain to pass through another stone door. Eventually you find yourself in the room where you found the log. in: Disambiguation Pages, Location Disambiguation Pages Edit Share Disambiguation Pages Location Disambiguation Pages:Disclosure: Some of the links above are affiliate links, that is, at no extra cost to you, Fandom will earn a commission if you click through and make a purchase. Community content is available under CC-BY-SA unless otherwise stated. From Skyrim Wiki FlagView HistoryShroud Hearth Barrow is a tomb located in East Skyrim. You can find it

near Ivarstead. The tomb ends with a door that requires the Dragon's Sapphire Claw to open. You can get the claw key by completing the investigation of The Shroud Hearth Barrow's different purpose. Once you've got the key, you can use to open the door and gain access to the rest of the dungeon, which is quite extensive and filled with quite a few puzzles. Solution Solution Dragon's door claw (top to bottom) moth, owl, wolf. As you continue through the cave you will finally find yourself at the bottom of the winding stairwell. There's a hatch in the water. There is some loot in the water, and a chain on the opposite wall that will close the trap. If you head all the way to the top of the stairs you will find a locked door (master). Behind him is a locked chest (expert) with some of the best loot you're going to find in this dungeon. Take it or leave it, then head halfway back down the stairs and open the door. Pause for a moment until the booby-trapped arrows stop flying and head to the end. At the bottom of the short ladder is a pressure plate with another booby trap. Head down the next set of stairs and you will find yourself in a room with raised bridges and a treasure trove that you can see through a hole in the closed door. To get into the treasure room, you will need to find and activate two handles. First, to the left of the door you just passed (next to the coffin in the wall). The second is around the corner on the right next to the coffin. Take what you want out of the treasure room then head and clean the skeletons from the room beneath you. It can easily be done from above using magic or archery, or you can make it fun - right above the pool chandelier with two pots hanging from it. You can throw flames on pots (or perhaps use archery?) to throw them into the pool below by setting the pool on fire and presumably washed with skeletons. It is unclear whether there is a way to lower these bridges, or what the value of lowering them may be. Head down the stairs and then back up the opposite set of stairs, through the iron door and continue on. Eventually you will come down in the waterway, with water rushing into the closed iron gate. To the right of the gate there is a chain to pull out. Under the water is a skeleton and a purse with coins. If you follow the waterway upstream, it will lead to a waterfall, which you can enter for some not too exciting loot. Head up the stairs of the log into a room with a raised bridge, pressure plate, and four 3 side pillars with animal insignia on each side that can be turned by activating them. To find the correct leveling of the pillar, head to the next room and step on the pressure plate you will find there. Stay on it long enough to make stone doors to turn open and reveal answers. Once you have the right animals on each pole, step on the pressure plate to lower the bridge. Across the bridge there is a locked iron door on the right. Inside you will find a gold bar. If you take the bar keep in mind that it sits on a pressure plate that activates the flow of fire. Continue down through the door to the Shroud hearth the Depths, and be prepared to kill draugrs. Clean the room and then head to the next where you will find a chest with some significant weapons and loot. breasted is a wall with a word for the cry of The Cain's world. Explore Explore then head to the right and through the door. In the next room, pull the chain to the right of the stone door, head down the aisle and pull another chain to pass through another stone door. Eventually you find yourself in the room where you found the log. Log.

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