

Hadvar me seguindo ao redor whiterun

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You guys say, okay? Well, this time I'm going to start step by step, helping you face elder Scrolls V: Skyrim quests. I found this game very impressive, for sure will give a lot of guidance if it is explained by every element of the game. So let's get to work! Part 2: Click here!! Part 3: Click here!! Spoiler Alert! Part 1: Unbound in this first quest that works as the introduction of Skyrim. In it you embody a man who was caught by the Imperial Guard trying to cross the barrier. Unfortunately, they mistook us for Stormcloakrebels and are now leading us to the penalty along with the killer of the Great King Ulfric and his defender, Ralof. At first you can't move, just look around. The scene continues until apart as you choose your character and lies on a stone ready to behead. And then there is the dragon. Mission: Unrelated - Purpose: Escape to Safety from Helgem/Follow Hevar or Ralof You just need to follow Ralof (marked with an arrow). Run into the building in front of you. Then follow the NPC to climb the stairs. The dragon will make a hole in the wall (beware). Then use the hole to jump into the next building as soon as it disappears. Then keep following Ha chef. Soon Hagvar and Ralof, childhood friends, but from opposite sides (Imperial, another Stormcloak) will meet and talk a little. Now choose between following Hadvar or Ralof, both on different doors of the same building. Mission: The Nesveha Is the Purpose: To Organize Equipment Then Hevvar/Ralof will free you from handcuffs. Search the chest area and get the gear. Take food too if you prefer. Then walk into the torture room using Hadvar/Ralof as a guide and fight the soldiers. Mission: Unlucky - Unnecessary Purpose: Scour the Barrels for Potions Just open the marked chest. Take the potions. On the corpse on the floor you will find several locks necessary to unlock locked things. Unlocking a cell where you can find a few coins, the body of a dead wizard (take clothes if you follow this class) and magic. Then you reach your first cave. In it, therefore, you will find some spiders, pege roe deer inside hooves scattered throughout the cave. Then you'll find the bear. Use Sneaking pass. don't wake you up. Once you leave the cave, the mission will be complete! (Mission: Theswooth - complete) Part 2: Libertade! Remember that now you are free and can do what you think is best. But in order to continue the story, we must continue to follow Ha chef. You'll be at the Guardian Stones. They guarantee a 20% speed bonus to advance the skills of their class, i.e. three: thief, magician, and warrior. You You can activate one at a time, but you can switch whenever you want. You'll be in Riverwood soon. In case you follow Hedvar, you will meet Hadvor's uncle, The Almor Kuznets. Follow them and enter the same house. Then talk to Alvor and continue the dialogue until you get a new mission. If you follow Ralof, you'll run over your sister who works at the Mill. Help her and talk to her, talk about the dragon, and embark on the next mission. Don't forget to choose the option Do you have any materials I can take? Option and pick up all available items. Part 3: Before the Storm (Mission: Before the Storm - Warn Jarle Whiterun of dragons) Now you need to go to Whiterun. Once you have taken everything you need, get out of the house and continue to follow the stone road. You will pass over the bridge and eventually find some guards escorting some prisoners. After them, you'll find a crossroads. To the left on the footpath. You will arrive in the village, continue on the road to get to the gates of Whiterun. The guard will stop him. Choose the first option available (This Riverwood is in danger) and you will get access to the city of Whiterun. Shortly continue along the main stone path to get to Yarl's Castle. The royal jailer will stop him before you can talk to him. Eventually you'll be allowed to talk to Yarl. Closer and say something about dragons. He will ask how you can be sure of this, say: I was in Helgem and see it. Soon he will have a brief dialogue with his advisors and ask for your help. (Mission: Before the Storm - Completed) Follow him to the room of the magician Farengar. Talk to the wizard and ask how you can help them. Soon you will get a new mission. Part 4: Bleak Falls Barrow (Mission: Bleak Falls Barrow - Delivery of Dragonstone to Farengar) This mission will be accomplished in conjunction with the next, Golden Claw. To complete it, you have to get Dragonstone and deliver it to the magician Farengar. She finds herself in a dungeon near the city. To get it, we will do the next mission together when we get it, just deliver and the mission will be completed. Part 5: Golden Claw (Mission: Golden Claw - Restore the Golden Claw) Lucan, a common merchant in Riverwood, who will give you this mission. To get there, open the map and give a quick journey. Now let's head to the bleak falls catacombs that are above the mountain. You will find a giant at the beginning of the road to the top of the mountain (there are some sort of waving banners to point the way). Once you reach the top, you will find three bandits. Kill them and get their arrows. Enter the Bleak Falls catacombs and you will find more bandits at first. Follow the path until you find Evidence through the statues of the faces of the room. Correct order - Snake - Snake - Whale. Then pull the lever and continue. You'll find some items on the table, including the Book Thief, read it to earn sneaking points, grab the Fireball Scroll and continue your way down the spiral staircase. Mission: Golden Claw - Let Arvel Soon you'll have a passage blocked by a cobweb. Release the attack pass and spider boss will appear. Defeat it and use healing potions when needed. Soon after, release Arvel, caught in the web. Arvel escapes with the Golden Claw, so kill/freeze him before he can run too far. Then search his body and get the Golden Claw and his books. Mission: Golden Claw - Discover the Secret of Bleak Falls Now it's time to go deeper into the bleak falls catacombs. You will find some Draugr, a kind of corpses that wake up as soon as they realize their presence. Remember that there are some traps along the way, so be very careful. Once you discover them, you can attract enemies so they can destroy them for you. Also remember that there are two chests that will be unlocked in some small cul-de-sac runners (one of them is an expert). Eventually, you'll find another sealed door. The key to discovering it is in the golden claw itself. The correct sequence of circles are owl (minor), Eagle (middle) and Bear (more). Then activate the central button with the Golden Claw. Inside the Temple of Bleak Falls, an approach flash in the writing wall. You will learn your first shot of unforgiving power. And then the next coffin opens and Boss Dragger shows up. He is not very hard to win, but can also use such a cry. Then search his body and get dragonstone. Don't forget to pick up items in your chest as well. Now let's reassure both quests. Go back to Riverwood and return the Golden Claw to Lucan, the city's general trader. Mission: Golden Claw - Full Return to Whiterun and return Dragonstone to Farengar. Mission: Bleak Falls Burrows - Full Part 6: Rise of the Dragon (Mission: Rise of the Dragon - Talk to Jarl Balgruf) This mission will be delivered to you after you complete the Bleak Falls Barrow quest (take Ed to Dragonstone in Farengar and talk to Yarl and Irlet upstairs). Mission: Dragon Rebellion - Find Irillanet in the western tower Now find Irlet in a ruined watchtower outside the city. You'll find a place on fire, so get ready for your first... Dragon! Mission: Rise of the Dragon - Kill the Dragon The best way to defeat it is by using a bow. When his energy runs out, he will be incapacitated from the flight. Mission: Dragon - Explore the dragon as soon as it dies, collect items from the skeleton that is left of it. Mission: Dragon Rebellion - Unnecessary Purpose: Use Your New Cry Use your cry we won in the previous quest, The Relentless Force, in the NPC. Mission: Dragon Rebellion - Return to Yarl's Bulgruf Now talk to Jarl Balgruf again at Whiterun to complete our quest. Mission: Dragon Rebellion - Completed Part 7 (optional): In My Time of Need This mission is given to us as soon as we return to Whiterun to complete the mission of the Dragon Rebellion to complete the mission of the Dragon Rebellion after entering the city. It's optional and can be a little difficult right now. Mission: In my time of need - search for the Red Guard Go to the Hotel Banner mare and talk to the Red Guards Saadia, the maid. Follow her. She then pulls out a knife and threatens him, revealing his true identity. Soon she'll ask for mercy. Mission: In my time of need - kill Kemata or talk to him Now we have two options: help the Red Guards or deliver it to the killers. If you decide to turn her in, we'll talk to a thug trapped in Whiterun, near the Dragons. Pay for his release (100 coins) and he will show where his refuge and his leader, Kematu. If you decide to help her, just go to the lair of the scammer, which can be a little far away, and fight the bandits one by one until you reach Kemata. It is worth remembering that he is very strong and the frontal battle may be out of the question, so try to kill your henchmen one by one hidden, with a bow, and then start shooting at Kemata in concealment mode and hide, repeating the process until he dies. Either way, once you find Kematu's den scammer, you can trade in redguard delivery or kill him. After that, collect all you can, go back to the The Banner Mare hostel and talk to the Red Guards again, and you will be rewarded with 500 coins. Mission: In My Time of Necessity - Complete Part 8: The Way of Voices This mission is given to us after the end of the Dragon Rebellion to continue the story. Our original goal is to go meet with the GreyBeards to answer their call. They meet in the monastery of High Hrothgar. Mission: The Way of Voices - Talk to Grey Beards in High Hrothgar The first step is to make a long way to our first point, Ivarstead. You can catch a horse in Whiterun to get there faster, but stay tuned for the dangers you will face along the way such as wild animals and bandits. Arriving at Ivarstead, relax at the local Vilemyr Inn and take an extra mission from Klimmek to bring supplies to GreyBeards. Now take the road that leads to the High Mountain (in the westernmost part of the city). It is worth remembering that there are many dangers along the way, such as powerful snow wolves and boss. The boss is a powerful Frost Troll who is very close to its destination. At the entrance to the trench, which he finds, there is a stone that he finds, just provoke him with an arrow and climb to the top of the stone. Chances are he won't be able to reach it on top of the cliff, so finish off his shot base. If nothing goes right, you can run to the monastery and wait for Grey Beards to finish it. As soon as you arrive at the monastery, if you have accepted Klimmek's optional mission, leave the supplies in the chest right in front of the entrance passer (and then return to it to collect your reward). Mission: The Way of Voices - Show Your Cry of Unforgiving Power Then go and talk to Armgear. He asks you to prove your Origin Dragonborn and then hit him with your unforgiving force to scream. Mission: The Way of Voices - Full Training of Grey Beards Will soon begin a little training, with a lot of dialogue, then you have to use your cry three times in the spirit they will be thrown and then you learn the new shout Whirlwind Sprint to pass before the gate closes. Once all this is done, Argneir will give you a new mission. Mission: The Way of Voices - Full Part 9: The Horn of Jurgen Windkaller The last part of the training of the Grey Beards is to take possession of the Horn of The Windkaller, which is kept in the temple of Ustelgrave. Mission: The Way of Voices - Restore the Horn of Jurgen Winddaler in Ustelgrave You must leave ustelgrav. In it you will find Draugrs divers and fire traps, so be very careful and work out if necessary. Always remember to look for all chests and corpses looking for valuable items. Moving forward, you will find the second Stone Word, Fade, Become ethereal. There is also a hidden chest in a small waterfall. You will soon find two metal doors that close quickly as soon as you get away from their vision. The only way to get past the two before they close is to use your new scream twice: the Whirlwind Sprint. After that, you will find some spiders as well as more fire traps. As soon as you get to the grave of Jurgen Windkaller, you'll know that someone stole Horn and replaced him with a note. Read it. Mission: The Way of Voices - Recuprar o Horn: Failed Mission: The Way of Voices - Find Who Stole the Horn in Riverwood The note says to find the man who did it in Riverwood, in the Tavern Sleeping Giant. Don't forget to pick up the treasures in the next room if you're interested. Then get out of Ustelgrav and give Riverwood a quick journey, and get into the tavern. talk Dolphin, the owner of the tavern. Renting a basement for 10 gold coins, she will understand who you are, and return the stolen Horn. Mission: The Way of Voices - Hand of The Horn to Grey Beards Now give a quick journey to High Hrotghar and deliver the horns of gray beards. They will teach you the last words of your Scream of The Relentless Force. Mission: The Path of Voices - Full Part 10: Blade in the Dark This mission is assigned by Delphine shortly before the completion of the previous mission. Follow her. She's going to open the secret walkway of the wardrobe. Follow her. She will explain the situation in which Skyrim finds himself, and wants to know more about the return of dragons to life, and that only Dragonbourne can be the solution. Dolphin wants to know if you really are what you say you are. To do this, we have to prove that we kill dragons. Mission: Blade in the Dark - Go to Kingsgrove First, let's go back to Kingsgrove, the place where Dolphin suspects it's the next thing. As you get there, go from Sneaking to hear the dialogue between the dragon and what is being read if you want. Mission: Blade in the Dark - Kill the Dragon-Rekitado The Lost Dragon is not very hard to beat. Once you get it, its soul will be automatically absorbed and the Dolphin will finally take your word for it. She admits to being one of the last Blade, an ancient organization that aims to defeat the dragons. Since the dragons disappeared, the organization was without purpose. Mission: Blade in the Dark - Full Soon Dolphin suspects that Talmore is associated with the rebirth of the dragon, and asks you to investigate and hands him the key to the shelter. Click to move on to the second part.

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