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Skyrim scoundrel's folly glitch

» Tuesday, May 22, 2:45 pm is one of the more important quest lines in the game, you think the fix for Gulum-Ei will be of high importance. They don't want it, they have a console command. Most PC bugs can be easily solved using console commands, but we can't. I bought collectors edition for the 360 version of the game and I've put hours into the character, tried to do all the important things or more, and I went wrong from this. How ridiculous is it that such an important quest is flawed? I've seen and heard. Many fixes, but nothing I tried to work on. Can someone help? I followed him all the way to the East Empire. When he came in, I followed him and lost him. Find the secret door and progress to the section, confronting Gulum-Ei clearing the cave. There is no Gulum-Ei anywhere. The map says he's out there, but just take me back to the East Empire Building. Try all the bugs for WULD and no cutting through the soleine walls. Calvoynance doesn't show him anywhere. Try to reset the game's world by sleeping for 30 days, with all enemies and iams returning, but Gulum-Ei is still lost. Still, I don't think I have to try to crash the game again to find a fix for mistakes. It looks like I'm working for a developer, as the game should be played by players not fixed by them. This is the most frustrating error I've ever seen. I have gone through Oblivion and have been totally successful for it without a single error. The last time I had a mistake that prevented me from finishing the game was in the late 90s with the Ultima Series, I played the game with all the hype I put into it before the release and this just ruined the experience I had. I bought this to have a good time and it turned out to be a really frustrating situation. I was at a point thinking of destroying DVDs and dragon statues just because I's had the feeling that I was wasting my money on broken products. I really consider not buying any games from Bethesda, developing or publishing, anymore, ever. Sexy Queen Post: 3417 Join: Mon, Aug 13 2007 7:54 pm » Mon 21 May 2012 7:49pm Katsomaya Sanchez Posts: 3368Joined: Tue Jun 13, 2006 5:03 am » Tue May 22, 2012 3:16 am I see it! It's really annoying. It's also annoying that the fixes suggested across the web simply don't help. I don't know how to go back to a really old record or perform in anticipation of a patch. I feel that we are playing the game for the benefit of the next generation players JERMAINE VIDAURRI Posted: 3382 Join: Tuesday, December 04, 2007 9:06 am » Monday, May 21, 2012 5:19 pm At what I's thinking too. I paid the full price for this to play a game that is impossible to complete. I'm not satisfied, and if I live in the United States, I will. My money's back. It's not like it's an error in a little quest... it's an error that makes the main quest line for guild bandits impossible to complete. I wonder how much this test is. It seems that Bethesda sacrificed the error test and improved the overall experience for its marketing campaign launched on epic day 11/11/11 post Blaine: 3456 Join: Wed. 16 May 2007 16:24 » Mon 21 May 2012 17:46 This quest has not happened to me, so this is a rare error which is low on Bethesda's Priority List Emma Post: 3287Joined: Mon Aug 28, 2006 12:51 am » Monday, May 21, 2012 5:23 pm Made this quest several times it didn't happen to me, so this is a rare error that is low on Bethesda's priority list. This is a common mistake to the point where people discover how to walk through the Soledine walls to try to fix it, even IGN goes through this:There are bugs that Gulum may not appear, so don't forget to save it before you enter the cave. Upon leaving Grotto, the track mark takes you back to the warehouse and will lead you to think that Golom is behind a very solid rocky mountain, capturing the progression of this quest to the fullest. More information will soon follow 27s_FollyJust Google for Gulum-Ei and check the number of links and people who complain that you will receive them. Benjamin Holz posted: 3408Joined: Friday, October 19, 2007 21:34 pm » Tuesday, May 22, 2012 12:05 pm The point of having an official forum if no one from the company ever read it? Hello, Bethesda. I paid for an expensive collector's version with dragons. I would like to have some suggestions Alada Vagimah Posts: 3368 Join: Sunday, June 25, 2006 8:31 pm » Mon 21 May 2012 18:30 if you need an answer, I will email them directly. These forums are mainly for steam explosions, learning about games or relieving boredom at work. Tania Bunic Posts: 3392 Attendance: Sunday, June 18, 2015 2006 9:26 am » Mon, May 21, 2012 2:30 pm Send 5 emails then. I feel like I've already lost my money by buying a damn glitchy game, so there's no reason to keep extra tokens from it. Me Facebook Post: 3442Joined: Wed Nov 08, 2006 8:05 am » Mon 21 May 2012 20:52 pm Not the only answer from Bethesda Thank you for being a good company and care ably post: 3372Joined: Wed Aug 29, 2007 16:39 pm » Tuesday, May 22nd, 2012 2:56 am I will give you one Use the appropriate forum, Matt. Posted: 3453 Joined: Sunday, May 13th, 2007 10:58 am » Tuesday, May 22, 2012 3:02 am I will give you one. Use the appropriate forum. Skyrim General DiscussionA Forum for discussion of general topics related to The Elder Scrolls V: Skyrim Post Dezzeh: 3414Joined: Sat Jun 16, 2007 2:49 am » Tuesday, May 22, 2012 1:58 am Good if you feel that the warehouse command is updating less PC, then you obviously do not know how to feel. The PC gets more updates because things are less legal for them to go toss. You have a problem, we all have problems, do not need to complain about PC users. After all, it wasn't fixed in my game either. Post dav: 3338Joined: Mon Jul 30, 2007 3:46 pm » Mon, May 21, 2012 19:51 Because this is an error with the forum already, so it does not belong here (there are also spoilers which are not allowed here). Edit: Since you may have no idea how to find it, I will provide a link > Erin S Posts: 3416Joined: Sat Jul 29, 2006 14:06 pm » Mon, May 21, 2012 11:29 Here's a link to the philosopher: You can see I's posted in the error thread for 360, but as you guessed, there is no reply either. Also, the last time i've checked, there were no rules with posting common topics related to the game in the forum for that, which is what I do, then where's the spoiler? Just hint to my friend: You're not a smarter person than anyone here or anything. Stop acting like you. I have a problem with games and developers, and as I can see, you don't have a relationship with those people, so why do you do this? Jamie Lee posted: 3415Joined: Sunday, June 17, 2007 9:15 am » Mon, May 21, 10:39 p.m. The PC gets more updates because things are less legal for them to go toss. You have a problem, we all have problems, do not need to complain about PC users. After all, it wasn't fixed in my game either. Don't know how you read my post but I have nothing with pc players. I'm just saying that PC players can easily avoid these issues with console commands, so the priority here should be these updates for the console first, since it is the most bureaucratic to launch and the most recently released product MARLON JOHNSON posted: 3377Joined: Sunday, May 20, 2007 7:12 pm » Mon 21 May 23:56 LOP I have the same problem you suffered and when I read your comments on this topic I felt profound. For us, I've had this quest flaw for almost 3 months now, and I've posted a few threads recently, and I've commented on a lot of other Scoundrel Folly threads, but there's still no quest editing or reply from BETHESDA!!! What happened here? The interior of the Eastern Empire Company warehouse in Solitude Winking SkeeverSolitudeBrinewater GrottoEast Empire Company Warehouses Soul GemsUpgraded Weapons Guild, they are well funded and they can avoid identification for years. I'm impressed to get to this point, don't misunderstand that I appreciate the satisfaction our nemesis pays dearly . Mercer Frey[src] Scoundrel's Folly is an existing quest in The Elder Scrolls V: Skyrim. Old guild associates in solidjud may have some information. Background[Edit Edit Source Edit] After the revelation that Honningbrew Meadery and Goldenglow Farm, it's time to put together a piece and shed some light on the anonymous adversary of the Thieves Guild purpose. Practice[Edit Editing] The quest begins with a speech to Mercer Frey. He thinks he might eventually catch the guild's nameless adversary slipping up. According to records provided by Dragonborn, he infers that they are likely to use old guild contacts at the Eastern Empire Company in Solidjud as to whether he is a Gulum-Ei and wants him to shake up the information. He said Gulum-Ei was not honored and in order to obtain any useful information from him, he would have to buy or track to obtain information that could be used as leverage against him. If Gulum-Ei is killed, there will be no reward from Mercer, Frey Gulum-Ei. Otherwise, he plays silly at first, in which case bribing him is the only way to get information. If the bribery option is selected, he will say that he has a client who wants a case of wine. Firebrand, which can be stolen from the blue palace. Getting wine is simple enough — it can be obtained at the Blue Palace, it's quite close to the entrance, so Dragonborn should be able to track the quest mark. After receiving the wine, he claimed to know nothing except that the woman in question had a grudge against Mercer Frey. At this point, he heads out of solitude down to the dock. Into the Empire East Warehouse. He can pickpocket the warehouse. Eastern Empire Company Warehouse[Edit] Tracking him into a warehouse requires stealth. Another option is to stay in the water under the pier. If the guards or Gulum-Ei catch the dragons, they will attack, but they can be killed without prize money. However, dragonborn should be detected by one of the Eastern Empire Wardens, they will tell them to leave and give them several seconds to do so with a second warning. If no action is taken to follow the ward's instructions, they will wake up 5 reward awards for trespassing in a limited area, so the dangerous shadow marks are seen next to the door before entering. When it reaches the end of the rack, go up the stairs and go straight to a small ledge. It is possible to walk across and then lay down on the pavement. At this stage, the easiest way to track him is to simply drop into the water and move as slowly and quietly as possible. He can then follow out of the water up the ramp through the hidden gates. At the farthest north end is a high-rise building, so go to the building, there is another ramp that leads to the left side of the hidden door. Inside the building on the table is an Eastern Empire delivery map that can be sold to Delvin. Inside the cave is several enemy bandits. There are bandits swimming in the water, so sneaking can be tricky, but it is possible to sneak through him underwater. There's a bust under the water he's in. The way to get by the robbers in the water and the one on top is after seeing two robbers on the pier talking to each other and right before going up those stairs to the right as the cobwebs can be cut with weapons. In addition to spiders with swelling, three lymphatic fluids. Confronted by the end of the line, Gulum-Ei identifies kariiah's true target, she killed the former Guildmaster, and now, after Mercer, Kamlum-e begs the innocent. He can be killed, but if he reserves it, Killing him will forfeit Mercer's reward. Back at Mercer Frey[Edit Source Edit] Back to Mercer with Gulum-Ei position said Kariiah headed (at the start end) finished this quest and started next, speaking with silence, reward[edit source edit] Hood – price improved by 15% (up from 10%) Cuirass – load capacity increased to 35 points (up from 20 points) gloves – Lockpicking easier by 25% (up from 15%) Scoundrel's Folly – TG04 ID Journal Entry 10 After the revelation that Honningbrew Meadery and Goldenglow Farm, it's time to put together some pieces and shed some light on the anonymous adversary of the Bandit Association. I'm going to meet an old Argonaut for a guild named Kamlum-A, hoping he can identify the unknown adversary of the guild bandit. Objective 20: (optional) Talk to Brynjolf Purpose 30: Talk to Gulum-Ei 35 Objective 35: Theft case of Firebrand Wine 36 Objective 37: Get information from Gulum-Ei 37 Objective 37: Get information from Gulum-Ei 40, as predicted by Mercer Frey, Gulum-Ei proved quite stubborn and revealed any useful information. I had no choice but to shadow him during his routine and discovered that he was dependent on what could be an influence that would make him reveal the truth. Objective 40: Shadow Gulum-Ei 50 Objective 50: Confront Gulum-Ei 55 Objective 55: Find alternative sources of information 60 Objectives 60: Back to Mercer Frey 200 Thanks to gulum-ei's confession, a former member of the Bandit Association named Kariiah has been identified as an anonymous adversary. [Edit source] with highly skilled covert skills enough to reach Gulum-Ei without being detected by any thief, the dragon is detected only when talking to him, which leads to the funny situation of several thieves engaged in a fight while holding a conversation with him peacefully. This can be fatal, since the health bar will not show while in discussion. With quiet casting privileges, you can induce something and invisible. The thieves will attack it, but Gulum-Ei will run in the other direction. This method may be possible to talk to him without a robber attack. If Dragonborn is in the shadows by the door, Gulum-Ei will notice them first and walk to them. Fights can be avoided during conversations. If Brinewater Grotto is cleared and Dragonborn has both whirlwind sprint and tank, they can phase through out and activate Scoundrel's Folly (without the need to start a guild-stealing quest) using the door to the Eastern Empire warehouse. If Gulum-Ei is killed, the alternative route will be unlocked, where you have to find his confession, as well as the Golden Love deed inside the bust at the brinewater grotto end starting at the Eastern Empire Company warehouse. However, if you complete the quest using this route, the conversation with Mercer Frey will continue as usual. This bug[edit the source] Before adding bugs to this list, consider the following: Please reload the old log to confirm that the error is still occurring. If a bug still occurs, please post an error report with the appropriate system template 360/XB1, PS3/PS4, PC/MAC, NX, depending on the platform where the error was encountered. There is an explanation when listing errors and corrections, but avoid having conversations in the description and/or use a first person's history: such discussions are on the appropriate forum board. Click to show pc (patch 1.4) if Aringoth is not killed and there are a few mercenaries in the Goldenglow Estate for quests. They will still be there after receiving the title deed (at the end of Scoundrel's Folly) PC 360 when leaving Solitude, sometimes Gulum-Ei may not move at all and just stand at the front door. This can be solved by killing him and then loading the last automatic recording, pc (fix) on the PC, just walk into him a couple of times and then run into him, make him look at Dragonborn to ask them to leave him alone and move on. Jaree Ra and his egg sister will stand on the dock in front of the warehouse of the Eastern Empire company, which can block the route, causing Gulum-Ei to stand around indefinitely. This can be solved by running into them a few times to unblock the path. Error 360 similar to the first error also occurred after Gulum-Ei entered the warehouse of the Eastern Empire company. He's still in the storage room, but outside the wall. This can be fixed instead of shading Gulum-Ei, traveling to the warehouse and entering. After waiting 1 or 2 minutes, Gulum-Ei appears near the entrance to 360 Gulum-Ei may disappear after he leaves Winking Skeever, although his quest mark shows that he is in solitude. It may be possible to reach him by enabling a surface fault in Solitude, this mistake allows Dragonborn to fall below the surface of the city. This can be done by going outside the Fletcher store from the door, looking to the southwest and jumping over a small wall to land on the roof of angeline's fragrance, jumping to a small ledge on the south side of the roof and confronting the south side. Use a swirling run to cross the road on the roof of bits and pieces. Go west to the edge of the roof and look south to the roof of the assault ranch. Walking to the roof section where Bits and Pieces and Radiant Raiment meets (south-facing) and Dragonborn is down the bottom of the city, Gulum-Ei has reportedly been in many places under the city, but it should be possible to walk to his position according to the quest mark. However, if he is found under the city, he will not be able to move, so alone. At this point is to kill him to end the quest. Alternatively, to keep Gulum-Ei alive before crashing into the Warehouse of the Eastern Empire Company and searching for the entrance to Brinewater Grotto, this will activate the encounter section of Gulum-Ei of the Quest, then the cave can be left, and the mistake used to reach Gulum-Ei caution: it is a long decline to reach Gulum-Ei, which can kill lower-level characters. This may only apply to certain players. If Gulum-Ei does move when entering the warehouse and stopping by the cottage, just wait outside the warehouse until about 8 o'clock or later and he should move normally. Sometimes ps3, when passing through the warehouse of the Eastern Empire company, if Dragonborn attacks the guards, they will walk under one of the platforms holding supplies and stuck there. PC 360 rarely Gulum-Ei may be stuck behind Deeja as she becomes addicted herself; Pc(Fix) has another option on the PC, which uses the console and sets the necessary steps of the quest when the error takes effect. Brew Decanter does not appear during the final quest, larceny target will not appear in the warehouse Deutsch Español Français Italiano Polski Пуський *Disclosure: Some of the links above are affiliate links, which means that there is no additional cost for you. Fandom will receive commissions if you click through and make a purchase. Community content is available under CC-BY-SA unless otherwise stated. Saved