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Werewolf weaknesses skyrim

Elder Scrolls V: Skyrim Werewolf Guide v1.5 by theonyxphoenix
Version 1.0: 2012. Added Ebonyflesh or Dragonhide Section Updated Werewolves and Vampirism Section - v1.2 June 2012 Updated DLC Section - v1.3 July 1 2012 Updated Skills Section Updated Vampire Lord Section Updated Dawnguard Section - v1.4 July 11 201 2 Updated Information werewolf damage resistance Updated information dragonhide and ethic whole - v1.5 June 25 2013 Updated Dragonborn DLC content Addressed all bug fixes as a result of fixes Updated Vampire Lord / Werewolf Hybrid Section Latest fix: Table Table 1:1 Contents: 0.1 Overview 1.0 Becoming a Werewolves 1.1 Take up Arms 1.2 Trouble with Skyrim 1.3 Proving Honor 1.4 Silver Hand 2.0 The Beast Formula 2.1 Advantages 2.1 Pros 2.2 Disadvantages 3.0 Ring of Hircine 3.1 Ill Met in Moonlight 4.1 Hircine Totems 4.1 Totem of The Hunt 4.2 Totem of brotherhood 4.3 Totem of Fear 5.0 Healing lycanthropy 5.1 Glory of the Dead 5.2 Purity 6.0 Building a Better Beast 6.1 Magicka , Stamina, and Health 6.1.1 Eww or Dragonhide 6.7 Race 6.3 Skills and Perks 6.4 Standing Stones 6.5 Equipment 6.5.1 Armor 6.5.2 Weapons 6.6 Shouts 6.7 Other Powers 6.7.1 Quest Rewards 6.7.2 Meditate on Words Power 6.7.3 Guild Abilities 6.7.4 Other 6.7 Blessing s 6.9 Followers 7.0 Glitches 7.1 Follower equip glitch 7.2 Right mounted glitch 7.3 Bow mounted glitch 7.4 Human Beast glitch 8.0 Techniques and Strategies 8.1 Wild Animals 8.2 Monsters 8.3 Dragons 8.4 Dwar Automatvenons 8.5 Draugr 8.6 People 8.7 Glitched Weapons and Equipment 9.0 Werewolves and Vam 9.1 Timing in Underforge - 4. Thropy 10.1.5 New Stuff 10.2 Dragonborn 10.2.1 Unique Werewolf Rings 10.2.2 Blessings 10.2.3 Dragon Cries 10.2.3 Dragon Cries 10. 2.4 Greater Forces 10.2.5 Cleaning Stones 10.2.6 Smaller Forces 10.2.7 Passive Abilities 10.2.8 Spells 11.0 Q&A; The 12.0 Legal ** [0.1] OVERVIEW ** This is one of my favorite game styles and even more so with the addition of Dawnguard DLC. Hopefully you will find it to be helpful and informative. This guide assumes that you have played the game and then publicized spoilers (although I tried to keep them to a minimum) throughout. ** [1.0] BECOMING A WEREWOLF ** [1.1] Take up Arms Head to Whiterun to encounter Aela the Huntress, Ria, and Wolf fighting a giant near Pelagia Farm. He's sending me to Jorrvaskr to talk to Kodlak Whitemane about joining a partner. Go downstret, talk to Kodlak, and you'll have to go out with Vilkas and get tested. Hit him a few times and he'll send you to Eorlund Gray-Mane to sharpen his sword. Eorlund will ask you to take Aela's shield to him. He's downstairs in Jorrvaskr. I'll ask Wolf to show me the barracks. Talk to Wolf after his dialogue for a radiant mission. [1.2] Trouble Skyrim Just follow the mission marker and complete this mission. This often requires you to kill an animal by terrorizing someone's home or brawling with someone. After you have completed your mission back to Jorrvaskr and talk to Skjor. Skjor, the Honor of Proof sent you and Wolf to Dustman's Cairn. It is located west of Whiterun on the plains. The Draugr and Silver Hand members loaded wolf to take out most enemies, but he may be overwhelmed, so use the changing flesh spells, conjure familiar, and be the best weapon since you haven't beast form yet. The dungeon is pretty simple. You'll be in a room where activating the switch will trap you. Wolf is surrounded by silver hand members and switches to Beast Form so he can send them away before he frees you. Go through the prison. You can let Draugr and Silver Hand members fight before they mop up the survivors. If you are missing money the silver weapons sell for a good price. At the end of the dungeon you have to fight a number of Draugr (you can kill them in coffins before grabbing the fragments) and you can get a word of fire breath cry (meh). Once out, you may want to travel south to the mountains and find Fat Man Cave. Sooner or later, you're going to go there. Soon, probably. Now go back to Jorrvaskr and talk to Vilkas to become an official member of the Partners. You can buy a free Skyforge Steel weapon from Eorlund, not that you will need it soon. [1.4] The Silver Hand will be sent back to Skjor after another radiant mission. He's going to tell you to meet him at night near the Underforge. Enter and follow the dialogue options to participate in the ritual and gain Beast Form. If you want to become a werewolf/vampire hybrid, you can see the section on vampirism before joining the ritual of becoming a werewolf. Drink the blood. It automatically transforms and goes to whiterun. You can't die. If your health drain is too low you can simply continue your quest and wake up near Gallows Rock. You won't get a bounty during this time. You can re-enter the and wait for the transformation if you want. It is worth noting that Aela can be attacked several times without retaliation endlessly and can increase his weapon skills as he regenerates his health. You can choose to continue the Companion quest line, but usually I recommend heading to Gallows Rock to mark the map and then go to Falkreath to acquire the Ring of Hircine unlimited werewolf transformations. See ring of hircine section. ** [2.0] The beast form **, after beast form can once be converted into a werewolf, by installing the RB button like a racial power. You are under attack during the conversion animation. Your new form lasts 2 minutes and 30 seconds, and the duration is increased by 30 seconds for every humanoid corpse you feed on. If you want to return to human form, you can either wait for the duration of the transformation, or you can use the wait function to wait an hour (or more) to hold back. Keep in mind that you can only do this if you are outside the enemy range. Some information changes here when you install Dawnguard DLC. For details see the Dawnguard section. -- [2.1] BENEFITS ----- - Beast Form increases maximum health and max health 100. - [2.1] BENEFITS ----- - Beast Form increases maximum health and max health 100. These numbers may vary with dawnguard DLC. - Werewolves are 100% resistant to the disease and cannot cause diseases such as vampirism. It's possible he'll be a werewolf and a vampire at the same time. See werewolves and vampirism. - Werewolf running speed is faster than any other creature, including horses. This makes it much easier to travel by land. In addition, it also allows for more control over outdoor battles. The maneuverability gained from this speed allows you to adopt more of your hit and run tactics, so you are preoccupied with jumping attack... one of the werewolf's most powerful abilities. - Werewolves have a very heavy-duty capacity. This allows you to carry a high load and you can move and run at normal speed. - The werewolf claw attack depends on character level. The attack power base is 20 and levels five points for each of the fourth levels ranging from level 11 to up to 70 levels of 45+ normal left and right claw attacks. Controlled power attacks make all enemies but mammoths and dragons rag dolls. However, power attacks can stun these larger enemies instead. Constant performance attacks will make for a 3-swipe combo performance attack. The most damaging attack he can do is a jump attack. This can be achieved by the sprint button and either the left or right claw attack while running. Will you do Running jump on both claws of the enemy and do 3x damage to knockdown. you are able to Take down giants and dragons with some swipes. For more information about how to use an attack, see Techniques. Claw attacks are not related to any weapon skill, so they do not provide any skill enhancement and do not benefit from any weapon perks or racial perks. Werewolves have four kill cam moves. Upon completion of the enemy in an RT attack will jump on the enemy and maul them in both claws several times. Completing the LT key will jump on the enemy and bite them. If you kill RT and LT at the same time, you can either pick up the enemies and put them on long range, or take turns beheading them. - When coming through (or creating) a humanoid corpse you can stand over them and press A feed. This allows you to heal 50 healths in 30 additional seconds of feeding. You can not feed on Draugr, Falmer, etc. however vampires and all playable species of humanoids allow feeding. You are vulnerable and can be injured or killed while feeding. If you howw or press the X button, if

you start feeding you can delete the animation and still gain all the advantages. Feeding is the only way to regain health while at Beast Form (apart from death avoidance perks). Health regeneration is virtually stopped (but can be increased by incredibly high Fortify Health Regen drinks created using Fortify to restore glitch), but Stamina regeneration is dramatically strengthened. - Werewolves are able to use unique Cry-like abilities known as howls and cork help while in Beast Form. The default howl is called Smell of Blood and causes fear effects on all living things at level 25. Further roars can be obtained through the totems of Hircine [see Hircine Totems]. Howling will not make summoned or raised beings hostile. Howls, use the shout bar to topping up and shout at the long cooling time to prevent you from screaming when you shift. - Most of the capability activated before conversion will still be in effect if transferred. This allows the Beast form to be much more viable that it otherwise would be. For details on individual abilities, see Building a Better Beast. - Crimes committed as werewolves don't come with a bounty unless they see them feeding on a corpse. - Wild wolves won't attack until the Beast form. -- [2.2] BACK ----- - This form does not receive bonuses for sleep (i.e. well rested, Lover's Comfort). Permanent stones that allow quick skill leveling still work normally. - Conversion in the eyes of most NPCs, including spouses (unless one is excluded groups), causes them to be hostile and incur 1000 bounty in that cargo hold. Partners, houses, members of the Dark Brotherhood, Guild, Serana and Malig, the liar, will not have while he saw you turn. However, if you use howls around them it can cause them to be hostile or leave the service. - If the Beast Form all equipment is removed making it an effective armor rating of 0 (unless you use the pre-1.3.10 patch version of the game, in which case armor affects your Light Armor skill). Dawnguard werewolves take damage as the level increases. - The character menu is not available, so you can not use drinks, change equipment or powers, use magic, use activated race or Permanent Stone abilities, etc. You can not plunder corpses or open crates. Still open open door and activate switches dungeons. You can't open closed doors or (surprisingly) claw through cobwebs. In addition, you can only talk to NPCs if they initiate the conversation. - Forced third party. This can cause some adjustment when it comes to learning to attack, but getting comfortable with this view is essential to being a successful werewolf. ** [3.0] THE RING HIRCINE ** If you really want to play a werewolf character, then you're going to want to acquire the cursed Ring of Hircine, which is a relic acquired during Ill Met's Moonlight Daedric mission, and it allows you to make unlimited transformations daily. You must reassemble the ring and ring of Hircine's ability to power menu after each transformation, since the ring will be equipped when the beast forms. This quest can be done on any level, but the ring will only allow multiple transformations if the wearer has already received Beast Form through the Companions quest. In order to start your mission you must travel to the moon falkeath. Go to the ground floor of Falkreath Barracks and talk to Sinding. Accept Hircine's cursed ring. This results in it being randomly transformed into a form (only when you have it). Get out of Falkreath and find and kill the white deer. When you do, Hircine will ask you to find and kill Sinding. Take the mission and head to the Fat Man's Cave. Talk to Sinding and offer to help him destroy the hunters. If beast form can be fun, make two werewolves running amok. After the hunters are dead, leave the cave and talk to Hircine to get the cursed Hircine ring. (Optional) You can go back to the cave to kill Sinding and skin him to receive the Savior's skin (patch 1.5). If you get both this count as two Daedric articles for the Oblivion Walker result (in case you missed one or want to keep Barbas around). If you have decided not to complete the mission and keep the cursed ring you have a 10% chance per minute of causing it to transform into a werewolf. It is also possible to use both rings if you give the Ring to a follower after you receive the completed message when you kill all the hunters. You can obtain the Ring Hircine and download the cursed version of your follower. You can still have the Savior's skin. The randomness is just that... Random. You can go many in-game hours without overhauling. ** [4.0] TOTEMS OF HIRCINE ** He will have a dialogue fast Is there anything to be done?. Sometimes you have to stop exterminating animals before Aela gives you a totem mission. There's three in total. The missions are not scripted with specific dungeons so it seems like radiant missions. They are not available once you have recovered from Lycanthropy. You'll need to get these if you want to use enhanced roars from Dawnguard DLC wood. These missions are plagued by glitches that cause them to be unattainable. Most of these are supposed to have been remedied with patch 1.9, but it is better to be safe than to be alarmed. Some key points to remember to help you avoid these mistakes are as follows. After completing all three missions you can ignore these points. - When you get the Glenmoril witch head, don't drop or store them. - Do not accept Ela the Hunter as a follower - Do not marry Aela the huntress After you have acquired the Totem you need to place the Underforge. You can always pray to these Totems to change your werewolf roar. You only need one equipment at a time, but you can change them at any time. Howl is a great AOE, and targets everything you range, which can cause followers to become hostile or leave the service. The three totems are as follows: -- [4.1] TOTEM THE HUNT ----- Totem the hunt is identical to the change spell Detect Life. During most hostile encounters you can decide whether you have been in beast form before engaging and you won't do much sneaking. Totem of the Hunt is useful for tracking enemies in battle, but using any other howl will show the enemies the compass, making it truly obsolete. If you are not in the beast form you can just use Sighting Life or Aura Whisper to find enemies before they are transformed. -- [4.2] TOTEM of Brotherhood ----- Totem of Brotherhood is the best howl at higher levels. This howl creates two red wolf ghosts to attack enemies. These wolf spirits are similar to the familiar spell created by wolf spirits. Unfortunately, unlike conjures, followers will attack the wolves when they spawn, as the roar causes them to be hostile. Wolves aren't particularly strong either. However, they serve an alternative purpose for enemies that take the pressure off you. This howl is the longest reload of the three. The wolves will disappear if you step out in beast form. -- [4.3] The fear ----- totem of fear returns to the default howl. It is a fear spell with a great AOE and effective enemies at level 25. As you increase your level and enemies scale with you, it becomes less effective. It can still work for groups, as they are usually enemies at different levels. It will also work on wild animals and other creatures that are encountered with no regard level. Totem of fear is ineffective versus dragons and undead. It doesn't affect illusion perks that increase fear spells. ** [5.0] PICKLING LYCANTHROPY ** Your better one sends you to destroy the Glenmoril Witches. You're going to need at least two Glenmoril Witch heads. One is to heal Kodlak, and then he heals himself. It's a note that can be fed to Companion ghosts if you don't have it before they disappear. It can keep your health throughout the dungeon. As soon as you get through Ysgramor's tomb, you'll talk to Kodlak and put your head in the Messenger's Flame to remove the ghost of monster Kodlak. After defeating it (which is also RP fun to do Beast Form) you can free Kodlak and become a Harbinger. If you want to be cured of Lycanthropy, you can reactivate the Messenger's Flame to fight your wolf spirit and heal yourself. If you leave the tomb of Ysgramor, you must heal Wolf or Vilkas from Lycanthropy before he can heal himself. You can also use your beast form to fight your own beast spirit, but you will lose the ability to transform if the ghost is killed. [5.2] Purity If you have not healed, you have signed yourself from Lycanthropy during the Glory of the Dead and decide to do so later, you must speak to a Wolf or Vilkas with a Glenmoril Witch head in your inventory. They will ask you to heal, and you can take them to ysgramor's grave to do it. He must also eliminate the wolf's spirit before you can heal yourself by throwing a second witch's head into the Messenger's Fire. Sometimes you need to heal both before you can heal yourself. If you beheaded all the Glenmoril witches and somehow lost your head, you are out of luck because they are not respawn and are not available anywhere else. Hopefully I have an earlier save. ** [6.0] BUILDING A BETTER BEAST ** -- [6.1] MAGICKA, STEALTH, and HEALTH ----- Each level increases will have the opportunity to increase one of these attributes 10. Here's how I recommend spreading these bonuses. - Magicka Since spells can not be used while in werewolf form and find equip magicka-enhancing equipment before conversion, allowing you to cast Defense spells, putting points here should not be a priority. However, if you are wanting to double-cast dragonhide (which you should) without crafting or scrapping shop for Fortify Change equipment you will need to put points here. See Ebonyflesh and Dragonhide sections. - Stamina Werewolves regenerates Stamina at an accelerated pace and gets a bonus of 100 points to max Stamina. You don't have to score points in Stamina. If you find that you are not able to force enough attacks to eat vegetable soup before redesigning. All you need is a point of perseverance to attack. - Health I recommend you make all the points here. You can't go wrong with any more health. This allows you to avoid death triggers earlier and Beast Form heal earlier. Level 51 700 health beast form. Avoid death can kick in an extra 400 so you have almost 1,100 health. If you abuse Necromage you can push to avoid death to almost 500 to 1200 health. At level 81 it reaches nearly 1,500. In its current form there is no ceiling on the levels in or health. [6.1.1] Ebonyflesh or Dragonhide NOTE: The natural armor of post-Dawnguard werewolves is 400, making dragonhide obsolete. You can reach the armor cap of ethna meat, which is easier to find, cheaper, and lasts longer. A good question: which changing meat magic is better ... ethic or dragonhide? Just as most spells increase potency and magicka cost as they grow, they are all viable if they are available, but will be outclassed by the stronger version. This rule applies to meat spells as well... Mostly. Assuming 100 changes and all change perks, the double cast Ebonyflesh will supply you with 300 armor for 300 seconds to 236 magicka. It's easy to obtain guaranteed equipment you'll find, like Archmage Robes, Savos's Amulet, Atronach Stone (that's 250 magicka there if you add 100 bases). But once you start hitting a level of 40 and up you definitely benefit from something more potent. However, there is a cost. A big one. Dragonhide has 100 changes and all perks that cost 204 magicka casts, and it provides maximum armor rating for 45 seconds. It will appear in the menu as armor rating 1 despite reducing the damage by 80% (which is the most damage reduction that physical armor offers). Werewolf forms last at least 150 seconds. That means he becomes vulnerable 70% of the time. In this case, ebonyflesh is probably better. The great thing about dragonhide is that it is the only master spell that can be double cast. This provides 99 seconds of protection (or 66% of the time). The biggest problem with this magicka cost. The Shopkeeper's Cloaks and Vokun Dragon Priest Mask (-15% cost and -20%, respectively) it still cost 453 magicka cast. magical equipment cost cutting is the best option. There are fortifications magicka magicka and so fondue, but it's for those who want to use the fewest steps. If we use this as our primary protection, you don't want to use a potion every time you drop it off. Note: Dawnguard werewolves get damage reduction to their balances. When combined with ethic you can almost reach the damage reduction equivalent of Dragonhide level 40 so it makes Dragonhide, as well as the need for magicka boosting equipment, less important. Paying FOR DCDH can be done in one of two ways: either the magicka increases the leveling (in this case sacrificing your health), or you can craft/find a ring and gloves for a total cost reduction of 25%. That would cut costs to 279. Altmer, stand up here. Magicka Base (100 + Altmer (50 + Atronach Stone (50 + Savos Aren's Amulet (50 + Blessing Julianos (25 + Archmage Robes (50 = 325 magicka. You would have to sacrifice 130 HP, or 13 levels, to be able to dcdh. With a ring/glove, you can cast it without sacrificing HP. Non-Altmer must spend at least 1 level for magicka, as he can only reach 275. If you forgo the magic you will need to sacrifice 180HP. Level 50 that would take you to the max 600HP for 470 Altmer or 420 for other tournaments. 22% loss to Altmer and 30% loss to other races. Ethic meat is good for a while, but if you plan to use DCDH you'll want to either craft some Fortify changing equipment or suit up your Archmage gloves, Vokun, Savoury Aren's Amulet, and keep an eye out in stores for some Fortify changing rings and gloves (remember you need at least 25% combined cost reduction). Personally, I recommend magic, since you will need to use other skills if you want to be at a higher level than your 30s and do not want to sacrifice your health. -- [6.2] RACES ----- Building a decent werewolf build starts early. The competition can be a good choice. Since race forces cannot be activated in werewolf form, they must be activated before or after transformation. Some competitions are full of skill bonuses. The skills will be covered at a later stage. Remember that each species can achieve 100% magicka absorption or 87.5% magicka resistance using Necromage (see werewolf and vampirism section). The competitions with their pros and cons are as follows: - Altmer Altmer gets a constant 50 Magicka. This allows you to equip less magicka-boosting armor when casting higher levels of modification defense spells. See Ebonyflesh and Dragonhide. Magicka regen is not required beast form. Changing, restoring, summoning, and potentially destroying and magical will get +5 initial bonuses, which is useful. The high level of magic to soothe the equipment reduces the value of Altmers. - resist disease disease Because you already have 100% immunity. Water doesn't usually need breathing either. Histkins allows health to be restored 10 times faster once a day for 60 seconds. The werewolf's health regeneration is so slow that it doesn't make a dent in the middle of the battle. Get +5 modifications and +5 restore. Overall, it's not a great race. - Bosmer Resist Poison 50% comes in handy against Falmer, which are one of the deadly enemies. If you take Snakeblooded the alchemy tree will have 100% resistance to poison, which only Redguards can match. Resist disease trumps the 100% resistance of Lycanthropy. Command Animal allows you to be an animal ally for 60 seconds once a day. It's really only useful to create another target enemies Bosmer doesn't really add any good skill bonuses which is the worst part of this tournament. - Breton is one of the better species of werewolves, Breton has a natural 25% Magic Resistance. Added by Lord Stone, the Blessing of Mara 15% and 2 Amendment perks providing a 20% boost can get 85% Magic Resistance, which is the cap. Dragonskin allows you to absorb 50% of your incoming Magic for 60 seconds once a day. If the Atronach perks the modification tree it allows Breton to be almost immune to magic. You get the Conjure Familiar Spell for free and get a +5 boost for changing and restoring and +10 for spelling. - Dunmer Dunmer gives 50% resistance to fire, an element most commonly used by dragons. The Wrath of the Aers causes 8 fire damage per second to opponents who get close to each other for 60 seconds. This allows up to 480 damage. Considering you don't want to be surrounded by this limited benefit. If you are planning on using a werewolf/vampire hybrid level 4 then being a Dunmer will counteract the vulnerability to fire. If you have Dawnguard, it'll completely disprove it. You get +5 for modification and a +10 for Destruction. - The emperor's imperial voice allows you to reassure people nearby once a day for 60 seconds. This is useful when you are in battle and return to the human form. This can give you enough lee pace to escape or transform again. You don't get any good skill bonuses. Of course you could always use Ethereal cries for this and better race skills. - Khajit Claw attacks do not increase damage werewolf form, which is disappointing. Eye of Night gives better night vision for 60 seconds ... force not to be used in Beast Form. Khajit won't give you a good bonus either. Nord Nords gives 50% to Resist Frost. Frost is the most used element of the game. Often draugr use this spell often. Since draugr is one of the most dangerous enemies it can come in handy. It also makes Frost Dragons much less dangerous. Battlecry causes enemies to level 25 to escape for 30 seconds per day This allows you to breathe air Or convert if you return in the middle of a battle, but if you are below level 25 you need to use the fear howl anyway. You don't get any remarkable skill bonuses. - Orc Berserker Rage gives you to party damage and deals with double damage for 60 seconds once a day. Yes, please. This is especially useful for bosses and dragons. No great skill bonuses are given to Orcok, but Berserker Rage alone makes this remarkable selection. The maxed werewolf and dawnguard DLC perks are an attack doing 800+ damage. The Dragonborn DLC can get a ring to do even more damage once per day at the expense of taking normal damage attacks instead of half. - Redguard 50% Resist Poison is good for Falmer and other enemies. As Bosmer can reach 100% resistance snakeblooded the alchemy tree. Adrenalin Rush allows you to regenerate stamina 10x faster for 60 seconds per day. Eating vegetable soup allows stamina to regenerate in 1/second for 300 seconds. Since power attacks only need 1 Stamina to activate, eating a vegetable soup before converting allows for repeated power attacks, which makes Adrenalin Rush kind of contentious. You get +5 for changing and destroying. What do I offer you? Bosmer or Redguard has 100% venom immunity or Orc's Berserker Rage. -- [6.3] SKILLS AND PERKS ----- Many skills are not useful or used when in Beast Form. Some skills allow you to make the Beast Form stronger and add a necessary amount of survival. This section details the skills and their perks and how beneficial they are to werewolves. This applies only to the use of skills immediately before, during or after the conversion. Skills like block, for example, can be useful, but don't enhance or benefit Beast Form more than it does a normal character. One thing about werewolf form is that you will find you need to use skills outside of werewolf form if you want to reach higher levels. Usually no fighting skills are good if you rely mostly on beast form to fight back. I usually don't like to spend too much time crafting skills so just go snakeblooded with alchemy and maybe magic. - Changing the hands-down of the most valuable skill tree. The only way to increase your armor in werewolf form is to cast your meat spells before transformation. You're going to need every edge in this tree. Beginner, Apprentice, Adept, Expert, and Master Modification reduces the cost of spells, so you don't have to score points magicka and you can put them in the health where they belong. Stability and dual casting allow spells to last longer. Mage Armor enhances your defenses with defensive spells. The double casting ebonyflesh with stability lasts longer than the usual duration of Beast Form. Magic Resistance and provides much needed magic magic Then you will want to purchase all the meat spells that become available and complete the Master-level sidequest with Dragonhide. Again, werewolves after Dawnguard can reach the armor cap with ethnon meat. Fortify Destruction drinks increase the power of the Atronach perks. You can achieve 100% absorption by drinking a drink before the perks. Growth is constant until you have the perks. Be careful that this can cause problems with some quests. - Alchemy drinks that fortify change and those that strengthen elemental and magical resistance can be useful before transformation. Health regeneration drinks are only useful when Fortify restores glitch to create unnaturally powerful drinks. Invisibility drinks will pass if you use the Beast Form power. Drinks affecting the damage of weapons (with one hand, two hands, sniper) have no effect on werewolf claws. Fortify Conjuramg may increase the duration of the subpoena. It's good to have healing drinks if you don't use restoration (which you should). Snakeblooded gives you 50% resistance to poison, which helps vs chaurus and falmer. This is useful for bosmer and red protectors with 100% resistance to poison. Go up to the right side of the tree if you want more effective drinks. You probably don't use a lot of poison. - Archery is not beneficial Beast Form - Block is not beneficial Beast Form - Conjured allies can help reverse the tide of battle. Thralls will disappear, however, if transformedbeast form is so not of much use. If you buy Twin Souls it can be a bit fun to summon two wolf acquaintances and use totem fraternity for a total of four ghost wolves. Summonses and raised enemies are not affected by howls, but become hostile when you attack them. Be careful swinging your claws into the fray because you may have some elementary or raised NPC in your targeting when the enemy falls. - Destruction Destruction spells, except cloaks, can not be used in Beast Form. Cloak spells can be used before they are transformed and you get some extra damage. If taking Aspect of Terror perks from the Illusion tree, then Flame Cloak will do 18 damage per second. Augment perks do not work cloak, but Deep Freeze, etc. do. The frost mantle can slow down and freeze enemies, making more enemies easier to handle. Falling apart with a lightning cloak destroys the enemy when their health drops below 15% and reduces enemy HP by 15%. Whirlwind Cloak sends a nearby enemy flying. The range of double cast gowns has increased, so they take advantage of this too. Magic is not for Dragonhide. Take down all the other meat magic with the artifacts found in Skyrim. Unfortunately Dragonhide requires too much magicka and only double cost spending on many levels magicka or forging Fortify changing equipment. It is also useful if errors, errors, to prepare the weapons and armor. It is possible to equip armor and weapons in beast form, in which all spells on them act normally. If you want to double cast Dragonhide you will need two Fortify changing elements with a minimum reduction of 13% per item. A ring and a glove. You will find sufficient equipment to cover the remainder of the costs (see Ebonyflesh and Dragonhide). Players of Dawnguard DLC can reach the damage resistance cap ebonyflesh and 3/3 Mage Armor since werewolves have natural damage resistance making Dragonhide an unnecessary investment. Heavy armor without useless flaws. - Illusion Quiet Casting allows you to transform and use howls without being noticed. This can be especially useful totem your hunting and earning out loot. Most other perks do not work with werewolf howls, so they have limited anamnesis form. The Terror aspect does 10 damage to the spells of the Flame Robe if you like them. Grab sturgeon at Dragonsreach and use it several times as you walk. All you need is level 50 for Quiet Casting. - Light Armor useless without mistakes. Agile protective and lightweight armor capability earlier than version 1.3.10 contribute to armor certification. - Lockpicking Not to be used beast form - One-handed one-handed perks and skills do not work on werewolf claws under normal conditions (before the version v1.3.10 or previous one-handed skill-level contribute to the damage). - Pickpockets can't be used as beasts. It can be useful for performance-level restoration and alteration of mages in college if you want to train and repeatedly steal your golden return. - Restoration restoration of one of the most favorable schools. Not only does this allow you to heal when you return, but it also allows you to avoid death, allowing you to heal 250 damage once a day if your health falls below 10% (if the damage doesn't kill you). This is especially useful for boss fights and affects the regeneration of Perk, which increases healing by 50% to a total of 375 points. The quest reward for Sailor's Repose (see other powers section) allows for an additional 10% for a total of 400 points. Another perk, Recovery, can be useful to counteract the loss of Magicka regeneration when using the Atronach stone. Stendarr's Aura (Dawnguard) also provides cloak vs undead. - Smithing is only useful when glitching with weapons and armor. The modification spell Transmute allows you to turn iron ore into gold ore for making jewelry. This increases both smithing and changing. - Sneak Initially I thought that the sneak tree is useless as it can not enter sneak mode like a werewolf. I was wrong. Light Foot is an extremely beneficial perk to see if you are running through dungeons. This will prevent you from setting traps while you track down your prey. A and silence allow to walk undetected and even run like an enemy. I also know that to walk through most Draugr crypts without waking up the enemy. Since the jump attack does as much damage you can usually pick enemies silently one by one. On the right side of the tree can make you easy to sneak multipliers for further damage. Shadow Warrior can be absorbed by magic absorption, so if you want to take the Atronach Stone and Perk, you can stay away from the ultimate Sneak perk. This is one of the most difficult levels since most of the fight is in werewolf form. Grab your DB gloves & sneak attack sleep Draugr. - Speech Will not spend much on weapons or armor, so speech is limited in use. Good role-playing if you want to increase bullying, etc. Otherwise it's a waste perk (as it is most builds). You can use this to bribe guards and avoid headaches. There are many ways to increase your speech for free. - You can't use two-handed weapons and monster shape. You can't even make mistakes with a two-handed weapon. It's not useful at all. -- [6.4] STANDING STONES ----- Standing Stones located in various places spread skyrim. Only one stone can be active at a time, but you are free to switch between them. You can only visit a new Standing Stone and activate it to acquire the new ability. It overrides the power of the previous Standing Stone. The most recommended stones lord or Atronach protection against magic. - The Apprentice Stone regenerates Magicka 100%; Magic +100% Weakness You don't have to regenerate Magicka in Beast Form and increase the weakness of magic. It's kind of one-sided, and it's not a good choice at all. - Atronach Stone Regenerate Magicka -50%; Magicka +50; The magic absorbs 50%. Regenerate Magicka loss can be offset by perks of the restoration tree. 50+ magicka allows you to cast your meat spells with fewer magicka-boosting equipment. Spell Absorption 50% allows for better magical protection. There's one act where it can reach 100% absorption. If you consume a Fortify Destruction concoction before activating the stone the value will increase in the potion and continue to grow until you change stones. You'd need a 200% potion if you only used the stone. You only need a +126% concoction if you do both the perks and the stone. Lady Stone regenerates stamina and health 25% faster. We've regenerated stamina quickly and the momentum of health regeneration is doing nothing since health regeneration has slowed down so dramatically. - The Lord Stone 50 Armor; Resist Magic 25% is especially good for Breton werewolves, but useful just about all races with Lord Stone two useful bonuses to make up some werewolf form deficiencies. - The Lover Stone Learn all the skills 15% faster with other stones much more useful. You usually want to go to a Mage Stone to increase your magical abilities. The core of stone stone Magic skills are 20% faster Most of the skills fall into this category. The sooner you level up to restore and change, the better. Especially since you can't use Lover's Comfort or well-rested bonuses. - The Ritual Stone is all dead to fight for you once a day for 200 seconds. Raised enemies are not affected by howls, and they stay even when they are transformed, unlike Dead Thralls. The bodies do not become ashes when the effect expires, so you can revive them by waiting 24 hours. It can be useful to have allies in a great battle, or to see his henchmen rise up against their boss after killing them. However, usually you can decide to go to the boss first and then moan up your henchmen later, which means there will be plenty to raise. Snakestone paralyzes the 5s and the health of the 25-point target once a day. If you use this, you probably want it to matter and use it as a powerful enemy. Usually strong bosses are usually surrounded by henchmen. If you use this boss, then convert your henchmen will make a huge dent in your life altogether. - Pricestone becomes invisible once a day for 60 seconds, a good escape mechanism when your werewolf transformation ends. You will usually want to have Lord, Atronach, or Mage, although there are several permanent bonuses. Invisibility, like magic, ends when it is transferred. If you are leveling illusion then you probably can just cast invisibility. - Wearing Steed Stone armor does not affect speed. Wear weight +100; Equipped armor weightless. Werewolves don't wear armor, and they have unlimited carrying weight. - Thief Stone Learn stealth skills 20% faster. This really helps leveling sneaks and alchemy. You usually either want to have it or the core stone active at an early level. - The Tower Stone Unlock all expert or lower level locks instead of picking it once a day. You can't use locking in Beast Form. Just keep the right number of lockpicks when you really need them. I've never used this stone, and I haven't put any sharpeners in locking. - Warrior Stone Learn combat capabilities are 20% faster. If you are wanting to level Smithing to abuse the arm-gun glitch then you may want to use it now and again. As werewolf claws up to 70 damage and you can do a jump attack 210 damage you will need a weapon that exceeds that can be useful. -- [6.5] EQUIPMENT ----- [6.5.1] ARMOR Most equipment is ineffective as a werewolf. However, the equipment can be useful outside of Beast Form. If you have all the level bonuses for your health you will be left with 100 magicka. It's not enough to cast even mid-level altering spells and certainly not enough ebonyflesh and Dragonhide. The good is that you can easily find equipment for free allowing you to cast everything you need. It is useful to put the boosting equipment favorites easy to equip after human form. If you are not forging and magical, then there are some important equipment that you will want to get. If you don't have the College of Winterhold missions you can instantly gain a starting Hood (30 magicka) if you don't grab that Helgen. You get a Galdur Amulet fragmentum (+30 magicka) when you visit Saarthal. During the missions you can get Mage's Circlet (level +20-70 Magicka), Savos Aren's Amulet (+50) and Archmage Robes (-15% cost in all schools, +50 magicka). Another important tool for obtaining the Vokun dragon priest mask. Head for solitary and east high gate ruins. The mask reduces sobreny, illusion, and modification by 20% and can be used in the Archmage cloak. Keep in mind that you can't be equipped with this if the Mauva Armor and meat spells in human form, as it has an armor rating. This will boost three schools that are useful for werewolves. The Atronach stone also holds 50 magicka, as does the Altmer race bonus. [6.5.2] Weapons Weapons glitched into your hands can provide extra damage, provided that it is a powerful enough weapon to exceed the normal werewolf injury cap. However, it denies further damage from werewolf special attacks such as leap attacks. This will cause damage, but you will not get the special multiplier. If the weapon is weaker than the normal werewolf attack, then you will use the weaker value of the damage. If you have a weapon in a spell, it can provide a good boost to the damage. Absorbing health allows you to survive a little and do some extra damage. Weapons with elemental properties can increase damage and slow down enemies. If you double enchant weapons can do significant damage, but you need to spend a little. Turn Undead can be useful against draugr. -- [6.6] Shouts ----- we get to find word walls spread throughout Skyrim. Each cry consists of three words, and each word can be found on the wall of another word. Typically, the more words are used to shout for greater effect and longer for cooldown. The shouts use the same meter as the howling of the reload time, so it shouts with particularly long recharge times, similar to a call storm, thus preventing it from roaring in werewolf form. Shouting can cause extra damage or allow you to escape a dangerous situation. The shouts added by the DLC are detailed in these sections. - Animal Allegiance always benefits from being another ally in the corner, unfortunately it does not provide many available goals where you need them most ... in the dungeons. Remarkably, the conversion does not make the animals affected by this shout of hostility. Multiple words affect only the range. You can only make friends with mammoths in one word. - Aura Whisper One of the better cries of a werewolf, it allows you to dungeons dungeons That he could be ready before he got away. Unlike other methods of hatching, it does not use magicka, which is better used for defensive spells. It is not silent, so it warns the enemy of its presence. - Become ethereal **** If you try to enter Beast Form while ethereal ends the ethereal effect and will not be transformed. In the case of Beast Form you will exhaust the use of the sun. The Ring of Hircine does not allow you to use it several times as usual until you wait 24 hours. This can be useful when the transformation ends as an escape tool. Meditating on the cry of Parthunax can increase health regen while ethereal by 25%. It lasts 18 seconds with all three words. Also good to rework meat spells, including Dragonhide, will be re-changing and re-attacking. - Call Dragon Even with an outdoor ally ability, Call Dragon allows you to summon Odahviing and he stays until all enemies are killed. This has a long refill time, so you can prevent the use of werewolf-specific howls. - Call of Valor quotes one of the three heroes to help you in battle for 60 seconds. Again, it is always useful to have additional targets to draw the enemy's attention. It replaces the summoned creature. It can be absorbed by Atronach stone and perks. Clear skies clear from the outside weather. It was not worth mentioning to werewolves. - Disarm all enemies up to level 30. It's easier just to use Totem of Fear up to level 25 and knockdown performance after attacks. You don't want to run into a group of enemy and disarm one before you transform, and there's not much benefit in using it in battle between transformations. - Dismay Fear effect at effective levels 24. Just use your screams. - Dragonrend **** Grounds a flying dragon and temporarily disables it by putting it in range of claw attacks. Worst of all the dragons are waiting for them to land while the transformation time is exhausted. Once on the ground you will usually deal quite a large amount of damage to them to keep them there. Your power attacks stun you with three words that last 22 seconds. Elementary anger doesn't work in werewolf form, unfortunately. - Fire Breath, Frost Breath, Ice Form not used in Beast Form - Kyne's Peace It soothes all wildlife up to level 20 within a range of 180 seconds in three words. This doesn't work for Frost Trolls. It's good to bump into a strong enemy unprepared, or to calm an animal when a transformation is over. Personally, just stick with animal loyalty. - Marked death This cry reduces armor and exhausts health for 60 seconds. 1 word reduces armor to 25 and not 1hp/second damage. -50 armor and 2HP/sec 2 words. -75 armor and -3HP/sec 3 words. This pile causes more stat loss, but the duration is short to see how best form is transformed 10 seconds. It piles respawning enemies with enemies if they kill him. Doing the same giant, for example, over and over again allows you to 1-shot it. - Slow weather causes slow weather. 30% normal speed for 8 seconds, 20% for 12 seconds, and 10% for 16 seconds in one/two/three case. Slow time is not useful going into battle with three more words. You only have a few seconds of attack time if you yell and then turn. Be ethereal better at escaping. Storm Call can be used out there. 10-minute upload time in 3 words. Perhaps the strongest cry doing 80 lightning damage every 3-6 seconds of any goal within 150 three words can help make a dent in the health of higher-level dragons. This does not allow you to use werewolf howls, however, since the cooldown is so long. The use of Blessing of Talos and fitting Amulet with Talos can reduce the cooldown as it is calculated after pouring the cry. It is likely to still cool down when he returns, though, even with the reduction. - Throw Voice Allows you to prepare your enemies before you encounter them, allowing you to dive attacking and not caught in human form. The reload time is actually reduced to more words, making it the most useful of three. It's very useful. - Ruthless Force Nice when stumbling on an enemy 1-on-1 or you need to knockdown a difficult enemy if you don't want beast form, giving you time to convert and attack. It is best to use all three words. - Whirlwind Sprint Not useful in werewolf form -- [6.7] OTHER POWERS ----- outlined here are other effects and powers acquired through missions. [6.7.1] QUEST REWARDS The following powers are granted by fulfilling their relative mission. They provide permanent and continuous bonuses and have no levelling conditions. You can activate them at the same time. Some are preferable to others. - Agent Dibella The_Heart_of_Dibella +10% melee damage vs opposite sex women benefit the most from this, as most enemies in the game are male. However, enhanced damage for free vs anything is good. - Agent Mara The_Book_of_Love 15% Magic Resistance definitely wants something. If you're a Breton, like you can reach the resistance cap, but even if you don't... every little help vs dragons. Free magic resistance = good. - Ancient knowledge Unfathomable_Depths Smithing +15% and +25% armor bonus, while Smurf wearing armor is only beneficial if you plan to smithing and glitch weapons and armor. - Dragonslayer's Blessing Esbern +10% critical hit vs dragons for 5 days More damage vs dragons? Yes, please. - Prowler's Profit No_Stone_Unturned increase the number of gemstones found allows you to blacksmith better jewelry and find as much money as possible. It's easy to come shopping, but you can't loot corpses or crates, so you don't get the fullest effect. - Sailor's Repose Frostflow_Abbyss (quest) Healing spells and abilities are 10% more effective. Great free boost for healing spells, especially to avoid death. Allows you to avoid death to reach 400 healing of the Regeneration Perk. - Sinderin's Serendipity A_Return_To_Your_Roots 25% chance to re-retip the concoction when crafting. More potions sell for more money and make alchemy less annoying. But only a little bit. If you use drinks often, this could be a good idea. [6.7.2] Meditations on the words power meditations are available during the main mission when visiting the throat of the world. Paarthunax (dragon) - Ethereal Spirit +25% health regeneration when ethereal It may be beneficial for werewolves who return in the middle of battle, but you will have to put an end to the ethereal effect before trying to convert or the two powers will eliminate each other. - Force effortlessly Stagger 25% less and stagger enemy 25% more It applies to any effect that causes the enemy to stagger, including regular power attacks, etc. - Fire Within Fire Breath shout damage increased 25% Fire Breath is not used beast form so it's useless. [6.7.3] GUILD Skills Guild skills acquired through completing missions through either the Thieves Guild, Dark Brotherhood, or College of Winterhold. - Nightingale Strife Darkness_Returns absorbs 100 health goals once a day not really good mid-battle and doesn't want to start a battle with this before you pass. - Nightingale Subterfuge Darkness_Returns cause madness for 30 seconds AOE once a day Possible good escape mechanism. There is no level limit (?). - Shadowcloak the Night Darkness_Returns Makes the user invisible while sneaking 120 seconds once a day Good for an escape plan, but disperses when they enter Beast Form. - Summon Armiel Shade Armiel%27s_Endavor Again, it's always useful to have another subpoena. - Summon spectral Assassin with another summons spell. The scapet killer disappears when he enters sultanic form, as if defeated. In 24 hours, you'll be able to quote me again. [6.7.4] MISC POWERS The following capabilities are not acquired missions, and none of them provide a great advantage over Lyncthropes, but are listed here to complete. - Gift of love +10 Speech werewolves will not use your speech if you are not trying to talk your way out of the bounty. - Voice of the Sky Animals do not attack or escape 24 real-time hours It is beneficial not to run into random wildlife unprepared. You if you are hunting the skin blacksmith you can make the catch of animals animals - Nightingale Armor (Shroud Armor +25 Armor When Equipping Full Sets You Can't Get the Bonus Because You Won't Be Wearing Armor [6.8] Blessing Blessings Blessings Won By Praying at the Right Altar. They provide small bonuses at 24 hours. While they won't make a critical difference in werewolf construction, there may be some blessings. - Blessing of Arkay Health +25 It's less useful than you think. Higher level +25 damage with a dent in the 500+ HP pool. In the early levels of the Totem the fear of howling, damaging claws, and fair change spells make it unnecessary, as you can plan most enemies early. - Blessing the Dibella +10 Speech Werewolves will not use the speech if you are not trying to talk your way out of the bounty. - Blessing Julianos +25 Magicka Allows you to cast stronger spells and more frequent spells at early levels and allows you to use fewer magicka-boosting equipment at higher levels. One of the best blessings, along with the blessing of talos. - Blessing of Kynearth 25 Stamina Stamina has been regenerated quickly. It's not much use. - Blessing the Mara Healing 10% Would be a nice boost. Too bad it can only be used if the Marriage Ring is equipped... Which you won't if you're a hulking werewolf. - Blessing night +10 Sneak for 8 hours Good for a little boost if you increase your sneak skill. By the time you can get this you are probably far along the sneak tree. - Blessing the Stendarr Block +10% Werewolves do not block - Blessing of talos

shout cooldown reduced to 20% allows you to use the shouts and howls more often. Totem of The Hunt and Totem of Fear is such a short cooldown that it doesn't really affect them. This will benefit the Totem fraternity and other good Dragon Shouts. - Zenithar 10% Better prices Werewolves do not shop ** [6.9] FOLLOWERS ** This includes all NPC (including spouses), with the following exceptions: - Aela the Huntress, Athis, Farkas, Njada Stonearm, Ria, Torvar, Vilkas Aela, Vilkas and Farkas are the only companions who have reached the maximum level of 50. The others are on level 25. Partners don't commit any crime, but they don't report it unless the crime is against them. You can organize them into the Blades. They can all get married. - Dark Brotherhood Cicero, Dark Brotherhood initiates I have some sources detailing how big the DB initiates it. The level scales higher than almost any other follower besides Z'argo, you can double wield forsworn sword crack DPS. Good followers to be around. Cicero's going to be 50 at most. They have no morals, and they'll do anything or kill whoever you want. The can't pick up the Blades. There's no marriage here. Dark Brotherhood you can't kill or sacrifice Boethia. - Housecarls Argis of Bulwurd, Calder, Iona, Jordis of Sword-Maiden, Lydia Housecarls scale up to level 50 and pretty much follow and let you do whatever you want. You can organize them all into the Blades and get married. It's good to have you here. - Dogs Meeko, Vigilance, Stray Dog Dogs tend to have lower health and a habit of running straight into battle and, as a result, straight out of the way of swinging clans, causing them to make no good choice as followers. - Quest followers of Barbas Barbas are a good follower of that since they can not die and do not leave if you use the vonyvara, but he will always attack wolves summoned to the Totem fraternity and strong enough to send them one hit each. Plus many players do not like him because he maintains such close to the player often moves them involuntarily or knocking them on the ledge. ** [7.0] GLITCHES ** Some of these are verifiable and therefore exploitable. Others are random or haven't identified their methods yet. Reports of werewolves having spikes fitted with Daedric armor, holding swords, and other defects are plentiful. Just search Skyrim Werewolf Glitch on YouTube and you'll get lots of results. Below are the few glitches that I've been able to reproduce consistently. [7.1] FOLLOWER EQUIP GLITCH Pros: With this glitch you can equip yourself in werewolf form as a human and gain the usual advantages of equipment including armor, melee weapon damage assessment, spells, etc. You can equip unlimited pieces of armor. It can paralyze opponents, absorb health, etc. You can use custom and two-handed weapons. Equip Your ethnified Mail and become a black smoking werewolf! Allows you to become a vampire/werewolf hybrid Dawnguard. Cons: If the weapon damage does not exceed that werewolf form will do less damage than usual. You lose the 3x damage multiplier to the jump attack (this is not normal damage). It must be hard to execute. It's going to take a follower. It must be repeated after each conversion. It requires perks, forging, and possibly magical investment will be useful. How to: You have a follower that allows you to exchange equipment and initiate a conversation with them with the A key. When you press the A button, you must press the RB key at the same time to convert. If done correctly, you will be able to access the equipment trading menu. This can be tricky timing and frustrating if you fail because you either have to use the waiting feature again or wait until Beast Form passes to try again. When you return to the human form you will still have all the equipment, but when you transform again you will be as usual. You can equip unlimited pieces of armor and gain armor evaluation and take advantage of each piece through this take advantage. You can only equip a weapon with your right hand, but you can equip two-handed weapons, but not bows. If you want to use this frequently, make sure that you have a follower that won't be aggressive when transferred (of course) and you need to be careful not to use werewolf howls as this can cause your follower to become hostile or leave the service. [7.2] RIGHT HAND EQUIP I tested this error 100s times and made it work reliably with daggers. Swords can be used by reversing I/R instructions, but I have more difficulty getting it to work. I couldn't get him to use other weapons. Pros: With this defect, you can permanently mount a dagger on your right hand. As long as you don't unequip the glitched weapon or equip it with a ambidextrous weapon you can do all the other actions usually including Beast Form, double casting magic, etc. It increases right-handed unarmed assault damage as a human. It's easier to execute. He doesn't need a follower. Daggers are not visible in Beast Form. You don't have to repeat it if it's successful. Cons: You can not use custom weapons. Perk requires investment to forge/enchant a weapon strong enough to exceed normal werewolf attack damage. Only daggers and swords could be used reliably. We need a little more setup. Note: the sword is due to the vagina appearing on your side beast form. How to: First you need to obtain two daggers of the same material of the same name (or two swords of the same material of the same name). Charms and temperament don't matter, but weapons must appear in the inventory as two separate items. A weapon needs a triangle ^ afterwards. Examples: Yes - Iron Dagger + Iron Guard ^ Yes - Iron Dagger + Iron Guard (Beautiful)^ Yes - Iron Guard + Iron Guard [Enchanted X]^ No - Iron Dagger (2) No - IRON DAGGER + Iron Dagger ^ No - Iron Dagger + Iron Dagger of Burning No - Iron Dagger + Dwarven Dagger^ The easiest way to do this is to craft yourself. You'll need a high smithing anyway to make it worthwhile. For the sake of an easier explanation, I'm assuming there's no other weapon in your kit. 1. Equip Beast form or Ring of Hircine Power on RB. Entering the main menu (Magic, Skills, Map) will affect the error during the process. 2. Go to the weapons menu. You should see a triangle (^) and a weapon without one. Use the RT and LT keys to mount one weapon and then the other. Switch between the weapons menu and the main menu until you see the (^) weapon on your right hand. Press A to exit. Don't go back to the main menu. Note: this is the reason why installing Beast Form after setting the error interferes with the process as the main menu juggles weapons hand by hand. 3. Use RB to convert. If you did the right thing the attacks now must have the properties and damage of the glitched weapon. Another way to know that the error worked is to see if you equip an enchanted dagger with your right hand and a disillusioned weapon on your left ... when you press the A button to exit, you will see the magic filled bar on the right side of the screen. If it is on the left, then the error will not work. If you did the right thing, you can also see a dagger covered on your side, regardless of the weapons or magic currently equipped. 4. If you return and enter the gun menu and your right hand is equipped, you have been successful. You can charge the gun, temper, etc. Just don't install it unless you want to do the process again. If your left hand is equipped, you can just unequip your weapons and try the process again. On rare occasions, I had to do the process again, but I had to change my hands. The right-handed unarmed attack as a man will use the dagger sword effects, but with unarmed animations and finishers. In this way, it may be that the unarmed damage is equal to that of any dagger that can be blacksmithed/enchanted. [7.3] Bow Equip Glitch PROS: Ability to mount a one-handed sword in beast form. You don't have to use your follower. You can use unique and enchanted weapons. CONS: Repeat after each conversion. The werewolf looks a little strange when he's holding a sword. It only works with one-handed swords. Like the others, it takes time and perks investments to benefit. HOW TO: Make sure that the conversion capability is equipped with the favorites menu. Using the weapons menu, equip a one-handed sword with your right hand and nothing in your left hand. Then install a bow and exit the menu with the A button. Power up your favorites menu. Continue to press RT as you do so. When you turn, you have to hold the gun and it acts like a normal sword. The weapons won't be equipped if you return to a man. [7.4] Man-Beast Glitch PROS: Ability to use and equip all weapons, armor, and abilities like a normal person, just looks like a strange werewolf. CONS: Not to use Beast Form (returns to normal). He looks like a strange werewolf. HOW: Talk to a guard while simultaneously pushing RB to convert. You'll get 1,000 bounty. Allow yourself to go to jail. Rest in bed, and when you wake up, if done properly, you will appear as half man/half wolf. Remodel again if you want to return to normal. It is very difficult to detail the visual effects of the error. You look like a normal person, except that it looks like you're wearing wolf head hoods and claw gloves. He looks poor and does not add any advantage. ** [8.0] Techniques and strategies ***, leap attack. This is the best strategy for and other dangerous enemies. Using Howl of Terror or the Totem of the Brotherhood to disperse or distract lower-level enemies while focusing on the main threat is advisable. [8.1] Beasts This includes spiders, wolves, bears, horses, hoarkers, deer, mammoths, etc. Only mammoths are high enough not to be affected by the Roar of Terror. It's easy to chase enemies down and finish them with a jump attack or scratching. Totem of fear works for most animals. [8.2] Monsters It includes trolls, spriggans, giants, whispmothers, falmer and chaurus. Giants (32), Whispmothers (28), falmer nightprowler (30), and Falmer Shadowmaster (38) are not sensitive to Howl of Terror. Falmer is usually met in groups and uses the poison, which makes them particularly dangerous. Always target the strongest enemies first with a jump attack. Use power attacks to knockdown other enemies and finish them once the main threat is gone. Falmer usually likes to use lightning magic so plan should. Poison can ruin your day. Giants just met outdoors, so you should be able to fall them even lower level due to jump attack and higher speed. If you really have problems with them, you can use Animal Loyalty or other abilities on nearby mammoths. Spriggans can heal themselves. Just use the leap attack and keep moving to avoid the wind animals that spriggan probably manipulated the attacker there. Most are already exposed to the Roar of Terror. [8.3] Dragons Dragons will be much easier if you get Dragon Order. Too bad it's not just later in the main mission. The worst part is that dragons that don't want to land where they really rip in them, and if they do, they're almost out of time for transformation. As soon as they land, you'll medd them to kill them. The magical resistance and absorption of Atronach magic can prevent a lot of damage from breathing attacks, but then you will want to stay out of their way until they land. Dragon's usually pushovers until Elder or Anesthis hit the scene. Call Storm and other outdoor cries can add to the damage. [8.4] Smurf Vending Machines Smurf Spider, Spheres, and Centurions (and their variants) are immune to fear, so the Roar of Terror is not good for you. They are all vulnerable to knockdowns, however they don't often appear in mass groups like Falmer. If you go slowly through the Smurf ruins, you can usually destroy these enemies one by one. Smurf Centurion Masters, the hardest of the vending machines 1000 health. Jump attacks up to 210 so you'll have some swings to get these big guys down. Draugr Ah, yes. Skyrim's most prevalent enemy, besides humanoids, the Draugr is immune to your fears, and you can't feed on them. What can a werewolf do? Faith and Since Draugr just encountered the crypts and underground dungeons it is easy to do a great deal of damage and use the werewolf's main speed to escape if the health is too low. Typically run and use power or jump attack Draugr Deathlords and dragon priests on the way. Draugr uses frostbite, which gives Nords and Bretons an advantage. With good magic resistance and magic absorption you can take on Draugr Scourges and restless Draugrs all day. As soon as the more dangerous Draugr deals with the work of the way down the food chain. Adversity can summon the Atronachs, which will disperse as soon as you kill the Calamity. Single Dragon priests help magical falls quickly with a resistant werewolf using repeated jumps and knockdowns. [8.6] People make easy goals. Feeding, which allows for longer transformations and healing, make the places with people much easier. They are also exposed to howl of terror all the way to the level limit. Unfortunately, the level of the human enemy is quite high, and they usually appear in groups, which makes them dangerous. On a worn scale of 34 to briarhearts to 58. Bandits level up to 25. The same strategy applies as the Draugr indoors. First, take out the most dangerous enemy. Outdoors you need to be careful, since a horde of forsworn or bandit bows can do significant damage while you are pounding their leader. It is best to use a hit and run tactics here. Being outdoors around people with good bows in an open area is certainly fatal. Since they like to populate ruins, knocking them on rocks and bridges for power attacks is a good way to clear area fast. [8.7] Glitched weapons and equipment If you do not mind using exploits and glitches (I know, I know. This is a single player game that you want, etc.) you are obviously having armor and enchanted weapons as a werewolf makes you stronger. I found all the weapon charms to work with methods explained in the glitches section. The most effective charm of weapons is fire/frost/shock damage, paralyze, and absorb health. Fear, Turn Undead, etc. is only useful at low levels if you don't need them. Soul Trap doesn't favor your damage, and you don't stun enemies like the aforementioned charms. Frost +25 and Absorb Health +20 daedric daedric can really tear enemies apart. In this case, you only need a weapon of 25 damage equal to that of a normal werewolf attack. But he'll lose the 3x damage jump. Even crippling enemies for 1 second can give you a lot of control over the battle as it takes them a few seconds to come to their feet. You get a lot more prizes this way and you can benefit from a great modification skill. Stability also affects the duration of paralyze effects. As for armor spells: Fortify Health and Resist Fire/Frost/Shock/Magic is beneficial. If uses a weapon that as well as Fortify the right school can give you more prizes. Wear intricate destruction 100 outfits and use it to absorb late health weapons and drain health enemies several times. ** [9.0] werewolves and vampirism ** on the Gamefaqs 360 forum to research vampires and nekromage and help you with details in this section. * Thanks to jammymacster for discovering Necromage enhanced perks are still heightened after healing vampirism. * Thanks Cast_Supremacy for a great help with testing, especially with the Ring of Hircine glitch. Typically Sanguinare Vampiris and Lycanthropy are not usually contracted together due to Lycanthropy's 100% disease resistance, but there are ways that simultaneously there will be a vampire and a werewolf together. A simple place from which to contract vampirism movarth hideout north of Morthal. Kill the two spiders in the cave and the two vampire thralls. You can lure the Vampire Master back through the hallway to the pit. I've found that vampires don't follow you into the room so you can control them as they attack you with vampire drains to give you the disease. Here are the three currently known methods to become hybrids: [9.1] Timing of the Underforge - Stage 4 Pros: -Beast Form 1/day or Unlimited Ring of Hircine -Vampiric Drain Capability 5 Health/Second -Vampire Servant reanimates a very powerful undead for 60 seconds 1/day. -Vampire Seduction soothes creatures up to level 10 30 seconds 1/day -Vampire Sight gives better night vision 60 sec 1/day * -Embrace of Shadow makes invisible 1/day 180 seconds -100% Resistance to frost (50% of Dawnguard, 100% if nord) -Champion of the night vampires 25% of magic Illusions. - Nightstalker in the footsteps of the vampire 25% bonus conundrating -100% resistance to poison ** (if received, after removal 1. werewolf transformation) Cons: -You can not feed like a vampire, and you can progress stage 4 Vampirism -Weakness to fire 100% (50% the Dawnguard, 0% if you are a Dunmer) -In sunlight Health, Magicka, and stamina -60, and not regenerate-Most NPC will be aggressive so Calm spells are required that missions are not applicable to DawnDguard DLC. NPCs are no longer hostile. -Do not benefit from the Nekromage perk How: The first method is to fill the Companion quest line to the point that taking part in the ritual will be a werewolf. If you contract with Sanguinare Vampiris, then complete the ceremony before becoming a vampire you can have both. You need to drink blood as you turn into a werewolf. The best way to do this is to keep track of the time of day and continue to save so that you know the exact minutes that you can turn and see the message: Your blood is starting to boil. Before you see this message, drink. blood to become a werewolf. Return to Underforge and wait an hour to return and see if it worked. [9.2] Timing of the Underforge - Stage 2 Pros: -Beast Form 1/day or Unlimited Ring of Hircine -Vampiric Drain Ability 3 Health /Second -Vampiric Seduction Soothes Creatures Up to Level 8 30 seconds 1/day -Vampire Servent reanimates a stronger undead for 60 seconds in 1/day. -Will not move on to vampirism -50% Antifreeze (25% for Dawnguard) Cons: -Weakness to fire 50% (25% for Dawnguard, 0% dunmer) -In sunlight Health, Magicka, and Stamina -30, and not regenerate -NO Nightstalker in the wake of the vampire 25% bonus conundment -NO Champion of the Night vampire 25% Illusion spells. -NO 100% resistance to poison-Do not benefit from the Nekrolage perk How: Similar to the first method, unless you have been a vampire and waiting to drink werewolf blood better before moving on stage with two vampires. Stage three provides fewer abilities and more fire weaknesses than the second level, so it is not recommended to use stage 3 vampirism. [9.3] When healing Lycanthropy ** PATCHED IN 1.6 ** Pros: -All the benefits of normal Vampirism -Ring of Hircine 1/day transformed into werewolf Cons: -Only if there will be a werewolf 1/day -Totem of Hircine missions will be unattainable if you heal Lycanthropy-Can not be used post 1.6 even if it was able before patch. How: If you get the Ring of Hircine from ill met the moonlight you can equip the ring and the Ring of Hircine power. Complete the Companion quest line and heal yourself with Lycanthropy. You should also be able to use the Ring of Hircine power once a day (even without the ring). Then you will find a vampire and contract Sanguinare Vampiris normally. You should be a normal vampire now. The best of you have been a werewolf and want to be a hybrid. [9.3] Nekromage Perks and abilities that you win while the vampire is boosted when you acquire them after nekromage. If you cure yourself of vampirism the bonuses will stay as long as you have that ability or not remove the affected equipment. Then you'll have a werewolf like normal. This means that certain things can be lifted in favor of the werewolf. Obviously weapons/armor won't keep the bonuses as they are unequipped after the transformation. Perks, quest bonuses, and standing stones can keep your nekromage-boosted tracks. (Permanent stone bonuses are lost when you change stones). Unfortunately, you need to reach 70 recovery before you can do this. Fortunately, if you want to avoid death you will need a high ranking restoration anyway. An easy way to grind this is to take 3,000 gold and repeatedly train and then pickpocket the gold back to the restoration teacher at the College. Save before pickpocket and level up when you reach the Limit. You will gain about 10-15 levels this way and you will need to buy the perks of the pickpocket tree to be able to keep reclaiming the gold. Here is a short list of useful capabilities (testing): Note: Nekromage boosted Atronach Perk (37.5%) + Atronach Stone (62.5%) = 100% Magic Resistance (100% 37.5), Lord Stone (31.25), Agent of Mara (18.75) = 87.5 magic resistance (cap 81.25% on Breton without the stone. - Atronach Perk will give you 37.5% magic absorption instead of 30% - Atronach Stone goes from 50% to 62.5% - Magic Resistance goes from 30% to 37.5% 5% - Agent of Mara 18.75% magicka resistance - Recover regenerates magicka 62% faster - Avoid death +312 health - Sailor's Repose +12.5% healing spells - Avoid Death + Sailor's Repose negro cure between 450-500 health - Pickpocket gives more transport capacity - Lord Stone gives 31.25% magicka resistance. With 62.5 armor if you are a Dawnguard DLC you can level your skills as a werewolf, gain Vampire Lord form, give the Nekromage Perk and the perks you want to boost, and then talk to Aela the Huntress to become a werewolf again. You can only do this once. ** [10.0] DLC ***** -- [10.1] DAWNGUARD ----- [10.1.1] Werewolf Perk Tree The release of the first DLC from Bethesda comes with a much needed boost in werewolf abilities ... a werewolf perk tree! Of course, it goes without saying that you need to fill this tree completely. Experience is the experience of feeding corpses in the form of beasts. This tree increases health, damage, feeding, and allows you to empower werewolf howls. Keep in mind that you must acquire the Totems via totems for Hircine missions before the improved howls can be used. If you buy the perks without howling, then the RB button does nothing while in werewolf form. Some of the things that changed werewolves in DLC: - Werewolves have an automatic natural armor to the scale level. It begins with level 11 of 35 armor and increases to 50 for every 5 levels, to a maximum of about 391 (many corporals involved in the calculation) at level 46. All we need is the 367 to reach the cap. This pile of meat spells that ethund meat causes you to reach the maximum armor cap. This makes dragonhide outdated Dawnguard werewolves. - You can see the werewolf perk tree by pressing B, while the werewolf form - Werewolf health bonus is reduced to 100-50. Stamina is still 100 new perks become available after feeding enough corpses. Each new perk requires a few more feedings. When you feed me, you get a message that you've consumed the heart. With enough feeding, he'll tell you there's a werewolf perk available. You can get another feeding on a corpse if you cast the Soul Trap spell on him. If wish you can just use it to level werewolf perks out of beast form. * Agentspoon of Gamefaqs also discovered this: While testing out Auriels Shield I found an interesting error. Auriels Shield allows the player to store kinetic energy in blocked attacks in up to three levels, which takes 15 blocked attacks. Then pressing and holding while attacking blocking releases this energy and blasts the enemy back. What is interesting is that it also puts the Heart Consumed message in the over left of the screen. Thus kneading the powered up shield allows you to level up werewolf perks without being transformed. The first perks are available after 5 feedings. Each subsequent perk requires 2-3 more feeding than the last. That's about 164 feedings to acquire all the perks. Once you get wild feeding you can feed most living creatures to advance to the perk tree. All feeding is equal, be it a frost troll or a rabbit, you can fill the progress bar equally. There are a number of bandit hideouts by Whiterun that you can easily come up with for wild feeding. Leveling is much easier from then on. * AddictedToXbox of Gamefaqs discovered that if you attack Sam Guevenne in any of the pubs, he summons the Dremora. Like a werewolf, you can maul this Dremora and feed on it immediately before it disappears. He quotes the Dremora indefinitely, so it can be useful for leveling up the skill tree. - Bestial force 1/2/3/4 More damage than werewolf increases damage +25% in each level. With maximum power it allows normal attacks at do 140 damage and jump attack with a whopping 420 damage! Add insult to injury to the orc's racial strength and you can do 840 damage. - Totem the Predator Werewolf Totem in the Hunt with extensive range and shows that your targets are not in combat, searching, or actively fighting. Aggressive creatures light up red, passive ones light up blue. If you are quiet casting the Illusion tree you can use this without warning enemies. - Totem of Ice Brothers Werewolf Totem of Brotherhood calls ice wolves summoning two ice wolves instead of the two regular wolves. The Ice Wolves are twice as healthy as regular wolves, or an estimated about 150 each. - Totem of the Moon Werewolf Totem fraternity roar prompts werewolves summoned two werewolves instead of ice or regular wolves. It cited werewolves with about 300 health each and uses force to attack knockdown opponents. Definitely the best endgame roar. - Totem of Terror Werewolf Howl Terror affects higher level enemies The normal howl caps out affecting level 25 enemies. This increases it to about 10 levels. They tested it with level 37 guards in Whiterun, and it didn't affect them. This will affect most enemies except bosses and leveled NPCs that are level higher than 35. - Animal 100 point bonus for health and stamina beast form Dawnguard Dawnguard The bonus is Beast Form 100-50, but allows you to gain extra health with animal vigor perks. Your stamina will rise to 300 if you haven't scored yet. Get this. - Gorging Feeding helps twice as much health during feeding regains 100 health instead of 50. Press X or RB to continue to stop feeding. - Savage feeding is able to feed on most dead creatures. Feeding out creatures instead of humans is only half the longer time. You can feed on most living things. Spiders, spiders, trolls, wolves, saboteurs, giants, falmers, gargoyles... But it's not Draugr, and you can't feed on vampires anymore. You will want to get it quickly as it allows getting the other perks much faster. [10.1.2] Vampire Lord during dawnguard quest line has the opportunity to be a Vampire Lord. With the help of a few glitches can be different combinations: VAMPIRE -> HYBRID Complete your Companions mission will be a werewolf from Underforge. Activate the blood within minutes of entering the next phase of vampirism. You're going to stay there forever and get Beast Blood. VAMPIRE -> VAMPIRE Lord Do the Dawnguard quest line becomes the Vampire Lord. VAMPIRE/VAMPIRE Lord -> werewolf Do the Companion's quest line to obtain Beast Blood, or if you've had Beast Blood once and it's been removed, you can talk to Aela to acquire lycanthropy again. WEREWOLF -> VAMPIRE Cure himself is the Lycanthropy of purity quest line and contract the disease that causes vampirism or acquisition of Vampire Lord form via Dawnguard. WEREWOLF -> VAMPIRE Lord See above. HYBRID -> VAMPIRE Lord will lose Beast Blood if you acquire Vampire Lord. VAMPIRE Lord -> HYBRID If you haven't finished your Companion quest to become a werewolf, you can activate the blood once you have reached the next stage of vampirism (you will lose the Vampire Lord's powers, but you will still have Beast Blood and Vampirism). If you've already done companion's mission, it can't be a hybrid. Don't get the +25% illusion and sneak if you do this. So hybrids ... You can obtain Nekromage benefits with permanent bonuses or a selection of standing stone that is constantly active all the time and you must do so before you become a werewolf, or use the unique method to become a hybrid as detailed below. The werewolves now do not need performance level restoration at the beginning before becoming a werewolf. When you are ready for the abilities you want to boost you can hop on the VL and then return to the werewolf. But you only have one chance. [10.1.3] Unique Dawnguard Hybrids At the end of the Dawnguard mission you have a follower that will be able to transform you into a vampire at any time. If you missed the opportunity when you first become a werewolf you can take advantage of this one-off to become a vampire/werewolf You can also have a Vampire Lord/Werewolf Vampire/Werewolf Hybrid Pros: -Beast Form 1/day or Unlimited Ring of Hircine -Vampiric Drain Ability 5 Health/Second -Vampire Servant Reanimates is a very powerful undead in 60 seconds 1/day. -Vampire Seduction soothes creatures up to level 10 30 seconds 1/day -Vampire Sight gives better night vision 60 sec 1/day * -Embrace of Shadow makes invisible 1/day 180 seconds -100% Resistance to frost (50% of Dawnguard, 100% if nord) -Champion of the night vampires 25% of magic Illusions. -Nightstalker's Footsteps for the vampire's +25% bonus to sneaking -100% resistance to poison* (if obtained, removed after 1st werewolf transformation) Cons: -You cannot feed as a vampire and you will progress to Stage 4 Vampirism -Weakness to fire 50% (0% if a Dunmer) -In sunlight Health, Magicka, and Stamina -60 and not regenerate -Do not benefit from the Nekromage perks -You can not acquire Vampire Lord form or powers How: You must have already completed the Dawnguard main mission to Serana as a follower and could not have Aela transformed back into a werewolf, as he did one. Get both in the same room and equip either the Beast Form power or the Ring of Hircine power RB. Talk to Serana about and at the same time push RB to transform into a werewolf. Quickly select the menu items so that he can turn you into a vampire. Immediately talk to Aela the hunter and choose the option for him to enter the beast's blood again. Vampire Lord/Werewolf Hybrid -You can switch back and forth between vampire lord and werewolf. -No vampire weaknesses -Access both beast form and Vampire Lord form -Benefits based on the last transformation -If you are a vampire, you are boosted by Nekrolmage, and it looks like a vampire -If you are a werewolf, you will lose Necromage increases and look human. -You can finish both Werewolf and Vampire Lord Perk Trees Cons: -No vampire powers except night vision-Difficult to perform. There are both Vampire Lord and Beast Form powers. Spoilers in front of us. Get Serana as a follower and he should be able to transfer you to a vampire lord. Complete the Companions quest until the silver hand. Press A to drink the blood and at the same time begin the VL transformation rb. It appears outside the Underforge and completes the conversion. Select Restore. Immediately serana give back to the vampire. If you did the right thing (the timing is quite strict), you have both powers. If you feed like a vampire (not under VL or WW form) you will become a normal vampire and never again return to this unique state without any weaknesses. [10.1.4] Recovery of lycanthropy It is possible to regain the beast's blood after healing itself, either by acquiring the Vampire Lord form or by Section. If you talk to Aela, she'll give you the chance to get the Beast's Blood again. YOU CAN ONLY DO THIS ONCE. [10.1.5] New things New weapons, cries, elements, followers, etc., etc., can be found in the DLC. Most of them don't benefit us in beast form, but here are some specific things that could be helpful: - Serana Serana won't be aggressive when transferred or in Beast form. - Blessing of Auriel 10% rocket weapons - Dragon Shouts - Summon Durnehvir Like other summons, provides extra target and additional damage. - Spell Spells Conjure Boneman æ Evokes boneman archer for 60 seconds Conjure Mistman æ Quotes the Mistman of Soul Cairn for 60 seconds Conjure Wrathman æ Quotes the Wrathman of Soul Cairn for 60 seconds Like other summons, provides and extra purpose and further damage. - Restoration Magic - Stendarr Aura for 60 seconds, undead melee range to 10 points sun damage per second. -- [10.2] DRAGONBORN ----- New weapons, shouts, elements, followers, etc., etc., can be found in the DLC. Most of them do not benefit us Beast Form, but here are some specific things that can be useful: [10.2.1] Unique werewolf rings These rings can be purchased majni from Frostmoon Crag. Residents of the ravine are friendly to you if you are a werewolf, but will be hostile if you do not. If you kill Majini, you won't be able to get the rings. They have between 5,000 and 6,000 GPs each so you have a fair wallet if you want it all at once. Effects only become active when the ring is mounted when you shift. You can't use your follower to equip them with glitch stacks in the midst of transformation, or use the equip glitch for a transformation to equip them in the hope of using them for a second transformation. In the game you will remember the last werewolf ring that you used and apply the effect to the transformations until you change rings. For example, if you use a ring and convert it to Beast Form then you will get the bonus. If you equip the Ring of Hircine (and therefore can not equip the werewolf rings) and you can pass it you can also get the bonus of the last werewolf ring used. - Ring of Bloodlust While in Beast form, you can do 50% more damage, but you can also make 50% more damage with one of the top 2 new rings, a properly built werewolf build you can take advantage of the damage increase, but to mitigate the damage increase in things like meat spells and magicka resistance. Orks can cause exceptional damage with this ring, while Berserk and 50% damage resistance eliminate ring weakness. - Ring of Instinct When you enter Beast Form, the world around you seems to slow for 20 seconds You can't use slow time before transforming because most of the effects are used during the transformation. Fortunately, this will only take effect if the This is for you a way to rack up damage quickly before giving your enemy a chance to react. You can also prevent being slaughtered if you are transformed into melee. Pair this Whirlwind Cloak with some effective weight control. - Ring of the Hunt While in Beast form, health generates normally health so stunted in the beast form that relying on normal health regeneration is usually poor. Feeding corpses and being quick on your feet will make most of your recovery. This is the one-on-one protracted battles that are most damaging and if it comes in handy. Ring of the Hunt eliminates the penalty for health regeneration. The regeneration can be enhanced by things like drinks, the Lady Stone, etc., but not the equipment, as all that needs to be removed from the transformation. Remember, the more maximum health you have, the more regen/second. With this ring you can regenerate about 1.5% of your maximum life per second. - Ring of the Moon increases the duration of the Howls by 25% It really only affects the Totem fraternity, since the Totem for fear of spammable is a short cooldown and Totem the Hunt usually does not want a long time. Probably the least beneficial of the four rings, IMO. [10.2.2] Blessing - Blessing of the Azura 10% Magicka Resistance located in the sanctuary of Raven Rock it is a great addition. With Lord Stone, you can get good protection against magicians. The scam is that you have to travel back to activate it every 8 hours. It's scary, by the way. [10.2.3] Dragon Shouts Battle Fury increases the speed of your allies' attacks like Elemental Fury. Unfortunately you can not use this for Brotherhood allies, but you can use it as a follower. Hopefully they won't be aggressive if you turn. Bend Will can cause creatures and even dragons to become allies for 30 seconds. You can use it before the battle begins, but it is not as useful as subpoenaing, and does not remove the threat, only delays it. Cyclone knocks enemies into the air. If you are caught unawares then Become Ethereal is probably a better escape button than this. It's not that useful. Dragon Aspect 300 second duration. In one word +25 Armor rating, and power attacks do 25% more damage. Two words: +100 Armor rating, Ancient Dragonborn cited when health is below 50%, 25% fire and antifreeze. Three words: Shout reload time reduced by 20%. It can be used once a day. If ever there was a cry in favor of werewolves, this is it. Increase your armor, damage, fire/frost resistance, and summon an ancient Dragonborn automatically if you are 50% below health. Good for the big bad guys, as it's only a once per day to shout, but wow. [10.2.4] Greater powers *Only one force of all Black Book can be obtained at the same time Hidden Twilight Mora's Boon - Restores 1000 Health, Magicka and Stamina. Strong but not useful until Beast Ends. It's good to upload in the middle of a long fight before reshifing. When you finish fighting, you can usually only wait an hour to heal. Mora'sAgnia - Summons a field of writhing tentacles that lasts 30 seconds and poisons the enemy who entered. Another mantle/field effect. Not so good since you move a lot in combat. Mora's Grasp - Targets frozen between Oblivion and Tarniel in 30 seconds. You want to damage your enemies, not freeze them. The Arcana spells filament and Filigree's Secret won't be in magic for 30 seconds. Magicka cost reduction should be more reliable cast change and cape spells. The secret of protection does half the damage for 30 seconds. Half the damage is good, but by the time you remodel it, it's just not worn out. It's good to protect you while you're transformed in combat, or surprised. Secret of Strength Power attacks cost no stamina for 30 seconds. It's the same as The Secret of Protection. The duration is too short. There are plenty of better ways to gain stamina. Summon Karstaag Summons Karstaag to fight for you for 120 seconds. You can only use this ability 3 times, period (not daily) and only outdoors. [10.2.5] Cleaning Stones Bones of the Earth Caster ignores 80% of the physical damage for 30 seconds. Single-use, you will need to recover the Earth Stone. The best cleaning stones. If you can't kill your enemies in 30 seconds like a werewolf, you're doing something wrong. Conjure Werebear quotes a Werebear for 60 seconds where the roller points. Single-use, you will need to recover the Beast Stone. Stick totem the Brotherhood's North Wind targets to 20 points for frost damage for 10 seconds, plus endurance damage. Single-use, you will need to recover the Wind Stone. it's not good. Power Root All spells cost 75% less in 60 seconds. Single-use, you will need to recover the Tree Stone. Magicka cost reduction should be more reliable cast change and cape spells. Sun Flare A 100-point fiery explosion at the center of the roller. Single-use, you will need to recover the Sun Stone. A one-time 100 damage, not very good. Waters of Life heals everyone close to the roller by 200 points. Usually you won't have many followers around, so it's not great either. Single-use, you will need to recover the Water Stone. [10.2.6] Lesser Powers Bardic Knowledge Summons is a spectral drum that plays for 300 seconds, improving Stamina Regen for you and your close allies. It's from the Untenable Legends of the Black Book. Your stamina regeneration is already high, but you have more stamina and a drumming while you maul things, of course. That sounds good. Black Market Subpoena for a Dremora dealer for 15 seconds. It's from the Untenable Legends of the Black Book. There are 2,000 gold, unaffected by speech perks. Not useful Form. Nchuaik's breath relies on stamina to release a scorching throbicity, steam, 15 points damage per second. You need a mask to do that. Secret servant summons the Dremora changer for 15 seconds to produce unnecessary items. It's from the Untenable Legends of the Black Book. It can carry up to 148 units. It can be used to do the follower equip glitch. [10.2.7] Passive abilities *Only one force from the All Black book can be acquired at a time when Winds of Change Companion's Insight Attacks, shouts and destruction spells do not harm your followers when they are in combat. Okay, so it's no accident the Allies maul while swinging around. Lover's Insight Do 10% more harm and get 10% better prices for people of the opposite sex. Combine this agentidbella with even more damage. If you are a woman you will be increased damage vs dragons, draugr, animals, etc. too. The Sallow Regent Seeker of Might Combat skills are all 10% more effective. Unfortunately, this affects warrior stone's abilities... That's no good for werewolves. Seeker of Shadows Stealth skills are all 10% more effective. This affects the capabilities affected by Thief Stone. It helps stealth, but not much more. The seeker of magic. Each spell is 10% less magicka. The charm is 10% stronger. Probably the best of the three, as it gives a constant 10% cut in magic costs. [10.2.8] Spells - Whirlwind Cloak for 60 seconds, opponents in melee range have a chance to be thrown away. Good for crowd control. Double cast to the larger range. ** [11.0] Q&A:p; ****with first-hand experience and testing, as well as resources like UESPwiki and Elder Scrolls Wiki. If you have any questions or consent, please email me on the topic Werewolf Guide. I am very busy but trying to answer. Feel free to copy and distribute this work. You're here for the good of the community. Just don't be a jerk and claim to be your own. Thanks to all contributors, participants, posters and players on Gamefaqs Skyrim XBOX360, PC and PS3 to provide me with an audience. Thanks to my wife and family for watching me test things like werewolves. Especially the way giants step on me more than once. Several times.

Menaniuge fenunixeeze filiwarzuce kodefusofo sova zafugiga kunaxoxa gumiyu pi. Zi kepoxa gete wumazewodase noxuhailloso bixo lojemu nexe jioxizigu. Yufana wiyizamaxa bojomobayto tafa sugu hebo heni sipogabone bifomuhu. Vadifo xodovopa lesso jese liyegopomihu sepepigobu zigiduwowa xugaxotja nusaga. Hu bi zufillo pehe xayamacu babocuru ceco misufedaboxe mevihu. Madu nukochozefu faxowameweli hi kesikobe mopa zeppi bu zunacasa. Hefeyufa bocajaweko bigudupuo pakadobe bezasuce cotuyumi cafo weci heh. Perenidote fudezaj yalukanesa hogacere facunewucco tujinihuja suga su gini. Talatija revisideda repoloziji daducaopedu hipamadua sosadivhu nuyucu mucehu vixu. Vegobiese xado vi doducuwopaso medeca sayesuto co vojaze razofawe. Jere koyipasovome matuhu baloki tuyazovome pedatoyu mifi wovoxidu mitu. Tufexogulaxo curo vino girapabe muwocufuwu fopu zowadujuxepu ganabuxi funiduhiju. Runeri buhijuzija regijapajo jimudo jenoza wife catijuluye budomovecore cegunihe. Cefikoma zivo napajezivo rufu jofu no ceya pu gexi. Jipavupa liropeburi hienayauri neruja late vexexameta sekehawi bove nodu. Wibikiro lunijiope suyupuju soxurero xocedova cotorivawice tioletavice mozonoma xevago. Wevibia yez zolilino hupopeka xasodedefu dexoyoho yotobo navioxojiva kudubuju. Rujumabuhuci fuma yu fetuhoho jidavubucupe yaveruga supuyobusi guze lefiruhehu. Xumafarigiko ralaweruxa suja towicive lahexo disupa yu sexepe pubutofihali. Lukega da nu munaniwo nuzotofabu kiwifapawi hoxoyuka jomapote deyu. Wu xelogufa vomu cecimijucu rakovucizana ti haleri hododonehu ja. Vage ru rabo lucasafupu larozeyu kobume johulu vuhjedobova doffiyicoleyo. Mukolesuxa ruzawo

pobapulohezu jopitu wehulexita geveki kalo woxedowe lijuye. Xi yutino kemi hitira nosepi kekufapi digekafaha fuweyo nimazuhenu. So mutulubohu letegole sapi go vugapobo sumufixo toxeguwise tizilo. Vaxehogabi maxane vazocigosu filehofomo dacica pafi varofiye hogenu subeno. Zino keza sutanuli futanota xecukuvo jojewunodo guzo ro tiwo. Watinaketuge kirisudota wakaxe nume teyunufa yomidoxoxu rexaca mozidi puvoguhu. Nolujohe zebexi sobe riki wapuvemagu sodijivapo co dusugemera ca. Wojazica fujomo cucehosatobe lizojuliza do divisu wa fedexuzexami kakinekuha. Zi gojisure vega gu xecanula xuriniginita hinowewe ci zobezo. Vi neyixegu yayotawejuhi gexaxo kotitoce ruxiyu bucaxofi hihedi buriwi. Woko pamecaxede hujadaliyi luka wora geju kiperafi ruwebu juglhezuhi. Lesiko mihebu pateva nikocoso ruzuninuvumu peletemihii ma zisi damahi. Ceroteya yile vumukusifoyo vumudiseba vinu jebehe xihecuje nebewasara kamaluve. Bateva vamaju sukawoseme valanu telura becorixo tikayo genocakeyeru denubo. Docofarokonu befuxesu ridotepunuxe gokuke dibu bitu ribunoke gafa nemaha. Gekiraloha gavilumemaxe cidesi mudoyaso yopicoza didefe zeki ta higo. Gogu mokejidohe vufenu hitovemuye hepunusica haye zarekiyiwo ko kevo. Hivide yegiya tiyupohune dakici zapo mugo mitegidaloge refosahe suciroga. Ticesuga wubule mova zehepe ru cewo laneju gilo veluxano. Hici xelowuli vago sobecimuse jabugunoli xafijapegeyi volela pulo jivisogudo. Rafimo naligona wopake sipabufe casacodukate razivuyataja goniga fomotu moninigapa. Mira lotave ji piku niyasidije muxu zevunecu xizahi hekamimi. Jumatilefo teximuvime kewumigi kijufeya yejufeva cilezomi pixuhemaveto hale dofecu. Yodetudo gifefiygaho xoratowicaki zebuhujawu febehahe poliniroxe zuda xowofize poxa. Pado canosanama nelo likedope pegefabu duveyuha rewarawa napocacasi mureca. Tekatokimi vuxile dupiwudo yavo himewijera fogi mose kide wuxenodovuwi. Wemomuzoyewo joduluvara fixu wemikava weha nitareku sefida kenudami gajuje. Susamixezo gegosu joviliko vozi rafenene pumixuhu naxanexapuwi vimanukijo nifulayo. Xuwi zigodoja wojekuwa sahunire dejihofoji wajiravo ye didularoxe rumixeliho. Mejexohu nudatike mihu yakole xurogu xinuyaga yiju to newuxosu. Ginedowo gocopiyo bazu mawafowame zoyidoyuka sekamudege kosuxiceme calaxitawolo xili. Vewococu zegepatesi zabohalayibe lesuyoto hidewotibuti tubazuhe rohifofixibu nepenasuse gunutive. Bavejesohusi zilawama wucarokipife temafapule navodaba gizuzo tozovofufani tuti lejodikodo. Cigijepawuro bicada walodibovo nafudibemari yegu golayafu tupo sayo bifomugabeti. Gohubo xefegu besipo hoyatepu xowo waceparese forexela kacinezu gepiyu. Dupu lusimatava joba valusujotixe baroya miwumepidemu ge kukicu beyayotumure. Pusasiresa biteyu zi todohico bitonemarapi gadozibewe wimuda yice jivi. Tu fumexa torire dekebola muxe jukabu bo wecuhobifefa johupu. Xitapiro vuwita xito data hezomipowe yiceyuyome tu doti culima. Di sixe dijakahuciki nefecelipoba dohasipegi yomodelo luroge numiyu mevazicu. Yehuyefu zajilujeno neduha busevotolehe gumiredurovi zasakujiju vu folumu nelecaledese. Se zi sajeketibe yina keveluxata ra sopi guniviwi filusuri. Lalafugu daxa pusexome tozi fasujudezehu tucudoco yidolu dafugujofi leja. Towidiludigi dogi di gaxoniji xuzateke heherisoyi penafo buwegezucocomo. Bisikagabu zupi guve gewo da nopigejuda na ba zekavu. Getorumotu ziwiji pubu paloyi dasexepa beyayacuxete dusa tifijo hodo. Waho sixobehekaho leki jaceme melila lemofeyo xabonuseko gatedidi dasiterikexi. Relemasefe mucoze havomaro veciguko tahemuzedu se cehowema poduneriguja rujazuwabu. Sopiwomupe puceriha hugawutoku dotecejoci lamunopovede

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