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## Skyrim wood elf best weapons

Edit Share For other uses, see Elven Weapons. Elven Vapen is a set of weapons found in The Elder Scrolls V: Skyrim. Description[edit | edit source] These items can be found throughout Skyrim and are originally made and designed by More. They are the main weapons used by Thalmor soldiers. In comparison to other weapons they are more powerful than iron, steel, orcish and dwarven weapons, but not as powerful as glass weapons. Aesthetically speaking, elven weapons are very light with slender, curved edges and elegant eagle patterns, using sharp angles and soft curves to invoke the shape of birds of prey. Smithing[edit | edit source] Main article: Smithing (Skyrim) With the Elven Smithing benefit, the Elven weapons can be manufactured at any forge using the Smithing skill and the correct components. Elven Vapen is made of Refined Moonstone and Quicksilver Göt. Most items also require Iron Ingot and leather strips. The weapons can be upgraded at a grindstone and require a Refined Moonstone. † Crafting Elven Arrows requires the installation of The Elder Scrolls V: Dawnguard. Each recipe produces 24 arrows. See also [edit | edit source] Appearances[edit | edit source] Skyrim: Weapon Sets \* Disclosures: Some of the links above are affiliate links, which means, at no extra cost to you, Fandom will earn a commission if you click through and make a purchase. Community content is available under CC-BY-SA unless otherwise stated. So I'm a wooden elf DragonKnight, and still in the early levels of the game. What would be the best build for my character? I like double swings but should I consider a different fighting style? Note: This is ONLY used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. The best, highest DPS weapons in Skyrim are ranked for each weapon type. For almost any character builds, knowing the best weapons in Skyrim for each type will be worthwhile. Some are available early also through side quests or otherwise, which can be a massive help for the play-through scans of more difficult difficulties, or for those with a burning desire to push through to Skyrim's late-night game content. Whether you're looking to deal with some of the more bizarre Daedric missions, or power-level your smithing to manufacture Dragonbone and Daedric weapons, weapon rankings below should be of some use to you, but before you dive in there are a couple of quick things to consider about how we've structured it all: If you're looking to manufacture or enchant your weapons, be sure to check out our detailed guide to power-leveling Smithing and Enchanting skills to beat that level cap and craft the best weapons in the game as quickly as possible. An N/A for Perk means you have to increase your smithing past 100 with Alchemy to improve it beyond Flawless specifically, you must max your smithing level to 100 and then use potions of Fortify Fortify to increase it beyond that, then the weapons in question, which do not benefit from any of smithing skill benefits, can then be improved beyond flawless quality. The weapon sections below, excluding bows and crossbows, are in order with minimum to maximum damage and weight – so daggerfirst, with their low damage and low weight, moving ends with the heaviest and highest damage warhammers. For arcs, higher weight means faster arrow travel speed, and normally a slower nocking speed. For one- and two-handed weapons, a higher weight means a slower turning speed, so for the most damage per second, you want a combination of high ground damage and low weight. If a weapon is listed as not enchantable, that will generally mean it's not deenchantable either. We'll provide some extra context for our ranking in each section, but keep in mind that we are considered damage per second here too, so in many cases weight is as important as raw damage! Unique items are marked with an asterisk \* and we have briefly explained how to get them in that section's notes. Standard items like Daedric weapons, meanwhile, can always be found through either random loot or crafting. Stalhrim weapon Frost Damage bonus is actually more powerful than it looks – Chaos Damage's spell, which has a 50% chance of dealing with 25 fire, frost and shock damage at the same time, is also enhanced, making it an extremely potent choice for skilled enchanters. A couple of quick things to note about bows and crossbows below: The improved Dwarven Crossbow is part of the Dawnguard questline, and can only be obtained if you side with Dawnguard over the Vampires. This specific type of crossbow is available to craft or purchase after finding the schematic in one of the sis Ancient Technology missions. Crossbows, while generally more powerful than arcs in terms of injuries, take a lot longer to shoot each shot. They can also be equipped with exploding bolts of various injury types, too, which stack with any spells on the crossbow itself. Zephyr is found in the Dwemer ruin Arkngthanz during the Dawnguard quest Lost to the Ages. Nightingale Bow is in Inner Sanctum after defeating Arch-Curate Vythur in the Dawnguard quest Touching the Sky. Note that with arcs, there is generally a trade-off between rate of fire and damage, and the choice depends on your playstyle. For stealth characters, higher damage arcs like Dragonbone, Daedric, and Nightingale bows are preferred, as they give you a greater chance of taking characters out in a hit from stealth and remaining undetected. For archers who expect to get into the mix a little more, attack speed is preferred, with arcs like zephyr and auriel's bow, to help you maximize the faltering effect of your Benefits, and manage sustained damage as quickly as possible in extended combat. In the table, 'DPS' refers to the of the arch, taking into account both the overall speed of the arch to the full ridge and fire and arrow, and it is base damage. WeaponDamageWeightDPSUpgrade withCanvastableASerad Reinforced Dragon Crossbow 22 21 N/A Dwarven Metal Ingot, Dwarven Smithing Ignores 50% of Armor Yes Dragonbone Bow 20 20 15 Dragon Bone, Dragon Armor No Ja Auriel's Bow \* 13 11 13 Refined Moonstone, Elven Smithing 20 Sun Damage, tripled if the target is Undead. Can use Sunhallowed and Bloodcursed Pilar No Zephyr \* 12 10 12 Dwarven Metal Ingot, Dwarven Smithing Fires 30% faster than a regular bow No Daedric Bow 19 18 9.5 Ebony Göt, Daedric Smithing None Yes Nightingale Bow\* 19 18 9.5 Ebony Ingot, N/A 30 Frost Damage, 15 Shock Damage No Daggers has the highest attack rate and the lowest base damage of all weapons in Skyrim, but that doesn't mean they should be ignored. In fact, for all One-Handed skill users, they can be essential: Dual-wielding means that the swing speed of the fastest weapon is applied to both. So, for the duel wings, equipping one of the below daggers like Mehrune's Razor, which has a small weight of just 3, will apply the same weight to a massive Daedric Mace when put in the other hand. Blade of Woe is acquired from either pickpocket or kill Astrid of the Dark Brotherhood, or complete the Dark Brotherhood quest with friends like these. If you pickpocket it from her before you complete that quest, you can in fact get two copies of the weapon. Mehrune's Razor is a reward for completing the Pieces of the Past quest, if you choose to kill Silus Vesuius. WeaponDamageWeightUpgrade with Ingot. PerkEffectEnchantable Dragonbone Dagger 12 6.5 Dragon Bone, Dragon Armor No Yes Blade of Woe \* 12 7 Anyone, Steel Smithing Absorb 10 Health No Mehrune's Razor \* 11 3 Ebony Ingot, N/A 1.98% chance of instantly killing, endless charges No Daedric Dagger 11 6 Ebony Ingot, Daedric Smithing No Yes Stalhrim Dagger 10 4.5 Stalhrim, Ebony Smithing Frost Damage spells 25% stronger Yes Swords are, as you would expect, the most popular weapons in Skyrim thanks to their versatility and balance of both speed and damage. They are the fastest non-dagger one-handed weapon, but have lower damage than their mace and war axe counterparts. Windshear, firstly, the benefits of appear to be a bug, where any attack with it will filter your opponent – even dragons – making them completely unable to attack or retreat as long as you continue to beat them with the right timing. It is only possible to get during the Dark Brotherhood quest Hail Sithis aboard The Katariah, where it is in, Excalibur-like, at the top of the ship's prow. Miraak's Sword is obtained by killing Miraak in the Dragonborn quest at the Summit of Apocrypha. Chillrend can be found during the quest The Pursuit, inside the tunnels under the Riftweald Manor in the Rift, and can also be obtained by breaking in. Mansion and access to the tunnels from within, after making a place of roof-hopping to enter. Chillrend is leveled as well, which means you get the stats we have detailed below level 46 and above. Nightingale Blade is acquired as a reward for completing the Thieves Guild quest Hard Answers, and is also capped, with the maximum stats we detail under received whether you are at level 46 or higher. WeaponDamageWeightUpgrade withEffectEnchantable Windshear\* 11 10 Steel Ingot, Steel Smithing Stagger's opponent with every hit, 39% chance of criss-paralyzing opponents with block-bash No Miraak's Sword\* 16 3 Ebony Ingot, Daedra Heart, Dwarven Smithing Absorb 15 Stamina No Chillrend\* 15 16 Refined Malachite, Glass Smithing 30 Frost Damage, Chance to paralyze in 2 seconds Nodragon Dragon Sword 15 19 Dragon Bone, Dragon Armor No Yes Nightingale Blade\* 14 15 Ebony Göt, N/A Absorb 25 Health and Stamina No There are not too many exciting options for those who prefer to carry a one-handed axe in Skyrim, but there are still one or two things to note: Dawnguard Rune Axe is rated first because 110 injuries to the undead can in fact be locked in by temperate the axe at a grindstone. It can also be improved with only Steel Smithing Perk unlocked, making it an exceptionally early game choice. In some situations, it's one of the best one-handed weapons you can get your hands on. The Rune axe is acquired by completing the Dawnguard quest Lost Relic. WeaponDamageWeightUpgrade withEffectEnchantable Dawnguard Rune Axe\* 11 13 Steel Ingot, Steel Smithing 10+n damage to the undead, where n = number of undead killed since sunrise No Dragonbone War Axe 16 21 Dragon Bone, Dragon Armor, Dragon Armor No Ja Ebony War Axe 15 17 Ebony Göt, Ebony Smithing No Ja Daedric War Axe 15 18 Ebony Göt, Daedric Smithing None Ja Stalhrim War Axe 15 16 Stalhrim, Ebony Smithing Frost Damage Spells 25% stronger Ja Mace of Molag Bal acquired from Daedric quest The House of Horrors. Molag Bal is only 1 injury lower than Dragonbone Mace but is much lighter, meaning a higher overall DPS – but this can be overcome with strong spells to Dragonbone Mace. The same with Stalhrim, this time with bonus spell damage makes it a stronger choice overall. WeaponDamageWeightUpgrade withEffectEnchantable Mace of Molag Bal\* 16 18 Ebony Ingot, N/A 25 Magicka and Stamina Damage, Soul Trap in 3 seconds No Stalhrim Mace 16 18 Stalhrim, Ebony Smithing Frosting Damage enchantments 25% stronger Yesbone Dragon Mace 17 24 Dragon, Bone Dragon Armor No Ja Ebony Mace 16 19 Ebony Göt, Ebony Smithing No Ja Daedric Mace 16 20 Ebony Götin, Daedric Smithing No Yes Greatswords serve as the fastest, but lowest base damage weapon in the two-handed class. There are few uniques to note, although the Bloodskal Blade provides an exciting alternative. The Bloodska Blade next to Gratan Caerellius' Caerellius' in Bloodskal Barrow, during the Dragonborn quest The Final Descent. WeaponDamageWeightUpgrade withEffectEnchantable Stalhrim Greatsword 23 21 Stalhrim, Ebony Smithing Frost Damage Spells 25% Stronger Ja Dragonbone Greatsword 25 27 Dragon Bone, Dragon Armor No Yes Daedric Greatsword 24 23 Ebony Ingot, Ebony Smithing No Ja Bloodskal Blade \* 21 16 Silver Ingot, N/A Ranged blast of energy with power attacks dealing 30 damage No Ebony Greatsword 22 22 Ebo Götin, Ebony Smithing None Yes The middle level of heavy weapons, battleaxe class also plays home to one of the best weapons in the game, Wuuthrad.Wuuthrad obtained during companions mission Glory of the Dead - note that you must place it in the hands of a statue of Ysgramor during the quest, but can be immediately removed after doing so. HEADsman's Axe can be acquired from two people, Ahtar from Solitude, and the imperial headsman in the initial prisoner sequence. It can only be obtained from Ahtar, by them winning him as a follower and taking it from him for free, pickpocketing it from him, or killing him and plundering his corpse. WeaponDamageWeightUpgrade withEffectEnchantable Wuuthrad\*2525N/A1.2x Damage vs. Dark Elves, Traalver, High Elves, Falmer, and OrcsYesStalhrim Battleaxe2425Stalhrim, Ebony SmithingFrost Damage Spells 25% strongerYesDragonbone Battleaxe2630Dragon Bone, Dragon ArmorNoneYesDaedric Battleaxe2527Ebony Rose, Daedric SmithingNoneYesHeadsman's Axe\*1711UnupgradableNoneYesYesWant more help with Skyrim? Find out how to go with each guild and faction, how to earn Gold fast, learn about XP and leveling to 100, max crafting skills, max warrior skills, max thief skills and max mage skills, how to get married, where to buy a house, how to start Dawnguard, Hearthfire and Dragonborn DLC expansions. If you are on PC, we have a list of console commands and cheats, and you can learn about the remastered version and how to install mods with our Skyrim guide. Finally, with Switch owners, we have Skyrim amibo support explained to help unlock special Zelda themed items. The heaviest of heavy weapons, warhammers are the slowest to swing but handle the greatest amount of damage per hit. Volendrung is one of the Daedric artifacts, obtained to complete the Daedric quest The Cursed Tribe. Longhammer is acquired from the cave Liar's Retreat, southwest of Solitude. It is located next to the body of Rahd, it is the previous owner. WeaponDamageWeightUpgrade withEffectEnchantable The Longhammer\* 21 18 Orichalcum Ingot, Orcish Smithing Swings 30% Faster Than a Regular Warhammer Yes Volendrung\* 25 26 Ebony Ingot, N/A Absorb 50 Stamina No Stalhrim Warhammer 26 29 Stalhrim, Ebony Smithing Frost Damage Spells 25% Stronger Ja Dragonbone Warhammer 28 33 Dragon Bone, Dragon Smithing None Ja Daedric Warhammer 27 31 Ebony Göt, Smithing Ingen Ja Ja Ja

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