

Skyrim wolf queen mod

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Reduces the delay imposed by the unofficial patch at the start of The Awakening of the Wolf queen. Requirements Dawnguard Hearthfire Dragonborn Unofficial Skyrim Legendary edition Patch Permits and Credits Credits and permission to distribute assets Other users All assets in this file belong to the author, or from the free use of Modde Resources Download permission You can not download this file to other sites under any circumstances Change permission You must get permission from me, Before you can change my files to improve its conversion resolution you cannot convert this file to work on other games under any circumstances Permission to use assets you must get permission from me before you can use any of the assets in this asset permission file in mods/files that are sold you cannot use the assets from that file in any mods/files who are sold, for money, on Steam Workshop or other Asset platforms use permission in mods/files that earn donation points You must get permission to receive donation points for your mods if they use my assets This author has not provided any additional notes regarding the permission files This mod has not refused in getting The Donation Points Changelogs Recompiled script to make sure that the changes I made actually sticks. Now actually changing the usLEEP delay instead of giving it up to a new one. THE MOD is now ESP-less and fully compatible with the timing of everything. The unofficial patch imposes a delay of seven days before the start of the Wolf of the Queen Awakening, which begins the countdown after the prereq quest is completed and does not take into account the courier tracking you. Given how attentive StIRR is to the darkness of Solitude and the fact that Potema, who clearly lacks any skill in subtlety, seems to be doing the Beeline to the catacombs, it shouldn't take so long to realize that something is amiss. This mod reduces the delay to no more than 3 days, just like to restore Phial, which I feel makes a lot more sense. Page 2 Bethesda does not do its job when considering weapons and armor. Several weapons (955 out of 2848, or 34% of all weapons) and armor (872 out of 2762, or 32% of all armor) have bad properties that lead to bad damage, poor use of increments, poor craft improvements, poor attack speed, etc. ... This mod fixes these problems. Next side quests Golden Claw Prev Side quests Silenced tongues On this page of our guide to Senior Scrolls V: Skyrim you'll find a detailed step-by-step guide to the Wolf queen's Awakening side quest. During this task, you will have to defeat The Potum, which was awakened by necromancers. You will find a full description of this battle boss in our guide. Defeat the enemy, her remains and bring them to Styrr. Activating the questAfter completing the side quest The Man Who Cried wolf, wait three days and go to any of the cities-hold. You will be stopped by a courier with an important message from Falk Firebeard. Firebeard. It turns out that Potema, caused by necromances, was not banished from this world completely. You need to quickly talk to the Chamberlain of Solitude and take care of the phantom once and for all. New main goal: Talk to StyrrHead to loneliness and talk to Falk to help the mission to defeat Potum once and for all. The queen of wolves has not been fully revived, so now he hunts Skyrim as a ghost. If she had regained her material form, you would probably all end up dead. There is only one person in Solitude who knows enough about necromance and ancient gods to help you contain the phantom. Priest Arcai, Styrr, is the one you have to head to. It can be found in the Hall of the Dead, in the center of the city. Talk to him to find out that Potema has exposed part of the undead in the catacombs of the Temple of the Divine and is preparing to return to the world of life. You need to go to the dungeon and kill the monster. New main goal: Defeat PotemaHad from the Hall of the Dead and into the Temple of the Divine. Head inside, turn left and then head underground. Inside the catacombs you will hear Potema's voice, promising that after death you will become her servant and companion, rule the world with her. As you move through the corridors, you have to look out for the Draugrs and Vampires inhabiting the cave. Inside the room with the first vampire, look around to fight the book Thief, which can boost your pickpocket while lying on the table. Move forward by looking at traps in the floor and sleeping Draugrs next to the walls. Eventually you have to get to the room with a large lever in the middle - pulling it activates the last revolving door. Behind it you will find many useful potions and a passage to the Potema shelter. Enter a new place and be ready to fight more Draugrs and Vampire and Undead Deathlord (screen below). The latter may cause you some problems because of its strength and resistance, although a couple of screams and potions will certainly allow you to defeat it. After that find the key in the corpse of his servant and head forward. Inside the next room you will see a large pile of bodies - at some point some of them will come back to life and attack you. After fighting them go to the main room of the catacombs. The last battle with Potema's followers awaits you here. The ghost of the wolf queen will fly under the ceiling and cast lighting on you, while the more undead continue to emerge from their coffins. You will have a chance in a direct battle - enemies will flood you and their master will easily kill you with lightning. Therefore, the best solution is to hide behind one of the pillars and shoot enemies from the bow. Since the undead can only be revived once, the army will eventually run out. Once you defeat the last of the Dregroves, the mighty Lord of Death, the Wolf queen will evaporate. New main goal: Get the remains of PotemaS battle in the main room finished, you still take care of Potema. Inside the next room you will find a skull with a tiara on the throne - tap it to the ghost of the wolf queen. Since it is a powerful necromancer, you don't have to extend the fight and try to defeat it as quickly as possible. After that, take a skull and search the nearby chest - you are sure to find there some useful items. New main goal: Give potema's remains StyrrNew the main goal: Return to Falk FirebeardAfter the fight against the ghost of the necroman, you can finally leave her sanctuary. Head out of the dungeon through the steel door behind the throne and then head forward (look at the two Draugrs next to the walls!). After a few steps and stairs later, you should finally return to the surface. Go back to Solitude and meet Styrr in the Hall of the Dead. Give him the witch's skull, and the old man will bless him with the power of Arcayia, thereby destroying all the evil he had inside. After that, you can meet Falk at the Blue Palace and collect your prize. In addition to gold, you will also receive the title of Defender of Solitude and a very useful shield of loneliness. Next side quests Golden Claw Prev Side quests Silenced the languages of the 3rd row of the Amulets Skyrim Display Cabinet at the Upper Gallery (SSE) 3rd row of Skyrim Display amulets cabinet in a jewelry display. XX04056F (XX must be replaced by the number that mod has in your order load) Sactum Potema, in the bowl to the left of the throne, next to the boss's chest. Location Sactum Location Potema in SanctumPotema in Sanctum map of the city of Ssolitude on the map videogame_asset My games When typing in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all the games (1,090) Page 2 in: Skyrim: quests, Skyrim: Loneliness quests, Skyrim: Potema's side quests begin bodily under loneliness. The man who shouted WolfLevel 10 Shield of SolitudeLeveled Over the last few days we had some disturbing information came to light regarding the events in the Wolfskull Cave and the call and binding ritual you interrupted there. Given your participation in this event, I ask you to return to Solitude to help us again. (Falk Firebeard/src) Wolf queen Awakening quest is available in Elder Scrolls V: Skyrim, in which Dragonborn must encounter an unlimited Potema Septim gathering power under solitude. It is given to Dragonborn after they complete the search for the man who cried the wolf, provided they reached level 10. The background information (edited by the source of the editing) of Potema was called from behind the grave and is gaining momentum. Styrr gave me the key to the Potema catacombs. I have to enter the catacombs and prevent the sweat from being completely resurrected by acquiring its bones. Goals (edited by source) Talk to Styrr Defeat Potema Get Remains of Potema Give Remains of Potema in Styrr Return to Falk Firebeard Walkthrough edited Once the level level After completing the man who cried wolf, the courier will approach with a letter from Falk Firebeard, asking Dragonborn to return to him. Reaching Falk, he will tell Dragonbourne that, despite popular belief, Potema Septim (the Wolf queen) was not destroyed when the ritual was stopped, and remains a significant threat. He's talking to Styrr, who's in the Hall of the Dead. Styrr will explain that since Dragonbourne stopped the ritual, they have been in touch with Sweat. Dragonbourne must explore the catacombs under the chapel that lead to it. Styrr asks Potema's remains so that he can bless them. It gives the character a Spell turn Undead that forces these enemies to escape dragonborn for a short period of time. Styrr in the hall of the dead. Enter the Temple of the Divine. The temple is located in the upper courtyard of Solitude, opposite the entrance to the barracks of Gur Castle. Once inside, the quest marker can be misleading as it sends Dragonborn to the wall to the right of the entrance. The entrance to the catacombs is in the basement, so you will need to go forward almost to the shrines and turn left twice. The path will lead to a locked gate. With a key obtained earlier Dragonborn can now open the gate. Once through the locked door, the path to the left leads to the Catacombs of Potema. Potema catacombs (edited by source editing) Wolf-baiting and blocked entrance. Go down the first stairs. There is a wolf statue and a locked door around the corner. The doorway has a few thick bars blocking it. Potema will talk to Dragonbourne and then open the gate. In the next room there is a draugr. Around the corner on the right Dragonborn will come into the room with a bar and a corridor directly opposite it, covered with cobwebs. Walk through the cobwebs and turn left. Another quick left leads to the stairs. The upper path is blocked by rubble. The lower path leads down to a small room. There will be two chests and a few barrels to loot. A night vampire ready to attack. Passing through a small room leads to a very large room with a staircase leading down to a lower level. The upper balcony has one draugr right to the right when entering the room. The lower level will have several enemies, one of which is Vampire Nightstalker. Get down the stairs to the lower level. There is a skills book on the table and a path leading down. The path leads to another doorway. Opening it, the man will be in a short corridor, leading to a large room with a draugr, patrolling him. A dead drone in front of a fire trap. Another draugr hang on the wall, but it will remain passive. The area right in front of it is part of the fire trap. Draugre will have weapons and a steering wheel that can be taken. There's a switch around the corner. The switch opens the gate leading to the stairs down, but across the road another dead draugr on the wall. This one will when Dragonbourne gets close. Once down the stairs another draugr to the right eventually climb out of the coffin, but can be shot quickly in Sneak mode. The vampire collided down the stairs. A dead draugr in cages near the trapped chest. This corridor has an upper and lower level. In addition to the draudge in the coffin, another patrols the corridor. Once killed, go up the stairs to a higher level. The doorway leads to an underground cave with a set of stairs leading down. Down the first corridor is a vampire. Turn left at the end of the corridor and down the corridor one will find another separate level area, with water in the lower area and two draugr. There is also an urn in the water with several gold coins in it. The next room has more barrels to loot and takes Dragonborn to a larger open cave with a large supply of water, and two draugr standing against the right wall. There are several hanging cells, one of which has a dead draugr. On the left is a grindstone and a mined chest. Standing on either side of your chest when looted will avoid the poison darts that shoot out of the walls. Keep going along the path and this will lead to a switch. This is a preview of some of the later doorway puzzles. It should be noted that regardless of whether it was intentional or not, these revolving type doors usually close after a while. In any case, the doorway rotates one way or another depending on the direction of the switch. Once through the doorway, one will collide with the other room, decorated with Potem carvings and alchemy table. A doorway leads to Potema's hideout. Potema's Sanctuary (edited editing source) switches to revolving doors. The trap of fire is the pearl of the soul. The vampire holds the key. Potema's Refuge is a large underground network of caves, like most other Dragger dungeons. The path leads to where Dragonborn will encounter another leveled draugr. The way to the left is a dead end. Along the way on the right leads to a room with three switches, which open three revolving doors. Before you go through the revolving doors, open the gate on the right. Another bloodied vampire is inside. The switch behind the coffin shows a hidden door. This leads down the aisle to the chest with the window to the next room one will be entering. Go back to the room with three switches. Activating the first lever in the queue will stop and start the first revolving door, etc. Dragonbourne can see the window with the chest they just ransacked. At the end of the hall are two precious stones of the soul on pedestals. They are the source of the fire trap, and Dragonborn will be blown up by intermittent bursts of flame that can be stopped by taking the soul gems off the pedestals. The room on the left is an empty camera leading doorway with a ladder. Ladder in the throne room where vampire Fledgling is accompanied by Draugr Deathlord. The vampire must have a key to Potema's sanctuary on his body, but there is also a copy of the key on one of the two thrones. The lattice in the center of the room shows Dragonborn a dead draugr, but there is no way to get to it at the time. Through the double doors with a new key and taking the corridor to another set of doors will lead to the Sanctuary of Potema. The Potema Sanctuary edit the source at the first entrance there is a short corridor leading to the burial chamber. Here you can find several funeral urns, as well as a dead draugr on the altar. Draougre is not a problem right away. However, in the next room another vampire Mistwalker will be found and they can raise the draugr on the altar to life. Two more draugras will follow the vampire into battle. Once these creatures are defeated, the skeleton can be found wandering the next corridor past the two thrones. Potema raises the dead. The next room on the left is filled with a lot of dead draugroves. They can have valuable prey on them such as gold and soul gems. Potema's voice will speak again at this moment. She then reborn a series of drauras and the only vampire in the room. Before they are raised (before Potema speaks), you can take away from them the weapons of enemies, which will make it easy to kill it. The higher the Dragon level, the stronger the drag and the more it is resurrected. A cloak spell would be useful here, as would an immediate quick return to the aisle in order for enemies to be killed individually or in small groups. There is nothing in the next chamber; however, when entering the next room, there will be more enemies. It would be recommended to keep for the time being. The magic of Potema in the main burial crypt. Face Potema. Potema congratulates the Dragon on the fact that he is doing well, but then asks if they are able to pass by her inner council. Now the familiar purple energy vortex from the previous quest will also begin to resurrect the draugr. This is a difficult stage, as the energy in the room creates difficulties, seeing while draugr attacks from all over. Purple energy depletes considerable health and magic on each stroke, so it would be recommended to enter the room to get Potema's attention and then stay in the previous room. For players focused on melee, they can wait for the draugr to come to them through the door; archers and magicians can stand right outside the door and attack. Since the draugr will have to funnel through the door, it also makes them lined targets for Dragon screams such as fiery breath or unforgiving force, as well as spells such as fireball and chain lightning. A flaming familiar spell will also be useful, as sneaking and continuing to conjure up The Familiar in the center of the room (after it explodes) draws draugr to it rather than Dragonborn. You can defeat all the enemies that Potema causes with this spell alone. After each wave resurrect the slain Draur to attack the Dragon again. Eventually, the latter will be killed for the last time, and Dragonborn will get the target to retrieve Potema's remains. However, Dragonborn will now have to defeat the ghost of Potema. It can cause atronahs, and uses the Lightning Bolt spell. It also has an unforgiving cry of strength and is likely to have leveled the enchanted weapon. After the defeat, Dragonbourne is ordered to capture Potema's skull. There is also a chest of loot next to the back door. There may be another draugr up the ladder depending on the level of Dragonborn for this point. One will pass by a room with two thrones. Each throne will be occupied, probably Draugr Deathlord and another type (which depends on the level). As soon as Dragonbourne gets out of here, they find themselves on a ledge on a mountainside north of Solitude. The other breast rests on a ledge, along with one or two potions and leveled the weapon. Return potema Stirre's remains so he can consecrate them, then head to Falk Firebeard at the Blue Palace for the award. The publication of the Source of Editing The Awakening of the Wolf queen - MS06 ID Journal Entry 50 Potema was called from behind the grave and gaining strength. Falk sent me to Styrr to get the key to potema's catacombs. Goal 50: Talk to Styrr 100 Potema was called from behind the grave and gaining strength. Styrr gave me the key to the Potema catacombs. I have to enter the catacombs and prevent the sweat from being completely resurrected by acquiring its bones. Goal 100: Defeat of Potem 125 Goal 125: Get the remains of Potem 150 Potem was summoned from behind the grave. I beat her in the catacombs and took her bones. I must return them to Styrr for blessing and say Falk Potema has been defeated. Goal 150: Return to Falk Firebeard Goal 155: Give Remain of Potema styrr 250 I defeated Potema and was rewarded by Falk Firebeard. Trivia (edit the source of editing) Sometimes couriers are inadvertently blocked by certain quests; usually ending quests allows them to appear (there may be other solutions for this as well). If for some reason the courier never appears even after alignment, use these steps to trigger the quest: Go to the Blue Palace and check Falk's inventory. Make sure he has Potema's catacomb key in his inventory. Read the letter and talk to it. Reading a letter without a key will not start the quest. An option showing you sent me a message about Wolf Skull Cave? It's got to show up. Choose it to start the quest. This dialogue refers to the wolf skull cave, although the name wolf cave. In the final battle with Sweat, the easiest way to kill her is to defend at the entrance when using a furtive archery/mag. This quest can be challenging at lower levels.

Slow cry time can be helpful when using this method. This quest can only be activated if Dragonborn is aligned after A man who cried wolf as a courier will never contact them if they don't. If Dragonborn is the highest level in the game when they have completed the Man Who Cried Wolf, then this quest is impossible to start. Patch 1.9 allows you to make the skill legendary by dropping it to level 15, effectively removing the overall level cover. So you can start this quest after you get to level 81. Attempted pickpocket Falk Firebeard after the man who cried Wolf shows a letter to Dragonborn already in his inventory. In the final battle, the fight against Sweat can be avoided by luring the draugra into the hallway in front of the room and killing them before the Dragonborn enters the room. Although Potema speaks quite fluently when in her floating form of spirit, she somehow loses it like a ghost, and speaks in a normal form of draugr. The ghost of Potema, with which Dragonborn struggles, is essentially the ghostly cross-rang Draugr Scourge, as it has the same walking sound, vocals, spells and cries of the Dragon as the Scourge, except that Potema can also cause Storm Atronah, which Draugr Scourges can't do. It can also be crept up and prone to stealth attack damage. Despite being often mentioned in the Wolves as Potema's right-hand man, Lord Wokken does not appear as one of her undead inner councils. Errors edit source This section contains errors related to the Wolf queen awakening. Before adding an error to this list, consider this: Please restart the old save to confirm if an error is still occurring. If an error is still going on, please post an error report with the appropriate system template 360/XB1, PS3/PS4, PC/MAC, NX, depending on which platform (s) the bug was detected on. Be descriptive when listing errors and fixes, but avoid conversations in the description and/or using first-person anecdotes: such discussions belong on the appropriate forum board. Click to show the exit from the dialogue when the return of Potema's remains will crash the quest in the not completed, even if the remains are returned. Because the courier appears only after one level up, getting the quest to activate cannot happen if Dragonborn is aligned to a certain point (for example, when one reaches level 252, at that point each climb in each skill tree will be obtained). PS3 One way to get around the problems entering the catacombs under the temple is to use a wooden glitch plate (holding a plate and running into it on the wall) to crash through the wall near the locked door and then jumping or crashing in the way to the catacombs. 360 Maybe someone can't take Potema's skull. To fix this, save and reboot the game. Sometimes the room before taking Potem's remains will not be there, although the draugr will still be hostile and one will still hear it. So means that the door at the end of the room will not open at the end of the battle. Sometimes, receiving potema's remains, the ghost of Potema himself will be even show, that is, you can just grab the remains and leave. This can be achieved by sneaking up the remains, or by using unrelenting force to scatter them. PC Fall through the floor when entering the area. Now playing: This conflict with custom quests is available through the add-on/mod quest: No Mercy, at Steam Workshop and Skyrim Nexus. Just don't check the mod of the data files in Skyrim Launcher or Nexus Mod Manager to do a Potema search, and double-check it again later. After completing the quest, you can still hear the revolving doors while inside some places. PC 360 PS3 Sometimes revolving doors are activated after meeting with Potema. The three-door set is easy to overcome, but one door is impossible to get through. There is no known fix. Restarting the PS3 can fix this error. After clearing the cave, the game can break. Correction: The queen uses Yarl03 clothes; Any fashions that change the mesh of this garment will crash the game when it tries to spawn. However, failure can occur even without established mods. If you have a Nexus Mod Manager Installed, try using it to turn off the mod that affects Yarl03 Armour/Clothing. Then just keep playing where the last save was before the accident. Turn on Armour/Clothing Mod as soon as the quest is complete. Correction: Grab Potema stays until the end of the fight. Dragonborn can enter the throne chamber, toggling collisions of objects using the tcl command console. Take the skull and complete the quest before you defeat Potema. Turn the clash back using the same console command and finish the fight. After the victory over Potema there will be no CTD. 360 PS3 The door behind potema's throne, which leads to the second door outside, will not be passable because the door bar will not open. Correction: Get out of the last door one came through and then re-enter it. The bar door will now be raised. After completing the Stormcloak quest: Sometimes, if Dragonborn had a reward in Whiterun before the Stormcloaks took over, Commander Kaius can attack Dragonborn while talking to Falk Firebeard about completing the quest, making the quest impossible to complete, since the dialogue option to finish the quest will no longer be available. It also makes it impossible to obtain a shield of loneliness. Potema can make a satellite drop to the ground with only one melee. Even after Potema is beaten, his companion can still do it. It is better to fire the companion and then force them to return after the victory over Sweat. Potema's electric beam can continue to enliven even after it is defeated, it seems, occurs when you re-enter the Sanctuary of Potema from the exit from the side of the rock. If you enter, the beam will still damage Dragonbourne. After Potema sends her henchmen to Dragonbourne, leaving and re-entering the sanctuary will lead to her disappearing from the ceiling. Once all her draugr is defeated the door will open; However, it does not Over there. Once the skull is taken, some of the draugr draugr resuscitate yourself and start attacking again. Being in the Temple of the Divine, one of the monks can kill everyone around him, excluding the Dragon. They can chase one of the other monks down the stairs. The victim unlocks the gates of the Potema catacombs, which usually require a key and cannot be selected. If you go through the dungeon, nail the ghost of Potema, then takes away her skull, all before the quest is received, the quest will be unfinished. The quest marker will always be stuck on Kill Potema, even though it is already dead. One of them will not be able to fall and again pick up potema's remains, as the game still recognizes him as an element of the quest. 360 Potema Remains may not show 360 (Fix) Check the map for the location of the skull. Sometimes it can get into an inaccessible area between the wall and the coffin. When this happens, blasting this area with a number of powerful explosions (fireball, vampire scourge, sunburst from the sunburst, etc.) can jar it loose enough to be selected and purchased. The PC quest will not initiate after the man who shouted the wolf when the maximum level is reached before completion. Correction: You can reset their level with the player.setlevel console, where the amount ranges from 1 to 80. Next, level up the skill that hasn't reached the level of 100 until Dragonborn levels again. After that, wait or sleep. The courier must appear within twenty-four hours. (Note: An easier way to do this is to use the player.setav team to lower the level of the high skill level and then practice this skill until one level up as the skill level quickly increases to what it was.) PC 360 If Dragonborn talks to Falk Firebeard before speaking to Styrr, the goal will not be considered over. The dialogue will pass, which will make the search impossible. 360 Even after receiving a letter from the courier, the version of the dialogue to start this mission may not appear when trying to talk to Falk Firebeard. Fix: To fix it, just pickpocket a duplicate note he carries along with Potema's Catacombs key then talk to him again. The dialogue option should now be available. Correction: Reading the letter again can fix this. Back at the Blue Palace after clearing the Wolfscoll Cave, Beirand may disappear from the game and his family acts as he died. 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