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In: Skyrim: quests, Skyrim: Daedre quests, Skyrim: Falkrit quests, Sindig as a werewolf during hunting. Hide the Savior or Hirsin's ring believe me, it was not something I ever intended to do, lost control. I tried to tell them, but none of them believe me. It's all because of that blown-up ring. (Sinding'src) Ill Met by Moonlight is a quest available in The Elder Scrolls V: Skyrim. This is the search for the daedric Prince Hirsin, in which Dragonborn must help Sinding, a werewolf, having benefited Hirsin. Background information (edited by source) I met Sinding, a werewolf whom Daedrick Lord Hirsin punished by preventing his conversion. He gave me the ring he stole and asked me to apologize to Hirsin. Goals 'Edit Source' Talk to Sinding Kill The Great Beast Begin Hunting Join Hunting Kill Sinding (optional) Skin Sinding (optional) Kill Hunters Talk to Sinding (if Spared) Talk to Hircine Walkthrough Edit Source While in Falkreath, Dragonborn can hear rumors of the brutal murder of a little girl, or alternative to the city's graveyard where her parents hold funerals and talk to them. No one seems entirely sure how someone can commit such a horrible crime, but the perpetrator is currently locked up in Falkreath prison if Dragonborn wants to find out. Hunting to edit the source of the White Deer. Sindyn (found in Falkrit prison, under the barracks) will tell Dragonbourne about a rare animal, the White Deer, who must be killed to appease Hirsin, the Daedrian Prince of the Hunt. Sinding gives Dragonborn the Cursed Ring Hircine, which is automatically equipped and cannot be removed. While wearing, it forces the wearer to turn into a werewolf at random, even if they do not have lycanthropy. Note that the conversion will eliminate all equipped items, including the ring, so the conversion will solve the problem of unpredictable transformations once. After that, Singing escapes. To remove the cursed ring, Dragonborn must hunt down the white deer and kill him. Note that the white deer regains health very quickly, so it can be difficult for low-level players to kill it. He also runs away from the player and followers, just like the usual moose. Sneaky attack with bows will be helpful here, as well as powerful spells of destruction such as burning and ice spear, especially if double throw. After killing him, the spirit of the deer appears and approaches The Dragonbourne, and Hirsin will speak through him. He commands Dragonbourne to go where Singing fled and kill him to receive the favor of the Lord's Dead. The syndig can be found in the grotto of the Bloating Man. Upon arrival, Dragonborn will meet several hunters who are outmatched by Sinding. attention that if a player is in the shape of a werewolf, talking to the necessary characters is not possible, so in order to wear off. A conversation with the dying Hajit will show that Sindyn is too strong for Hirsin Hunters, and he will tell the player to kill Sinding in the name of Hirsin before he dies. The goal at the moment is to wander along the paths until Sinding is executed in a clearing; he will talk to the player from his perch on the rock outcrop. There are two options at the end of the conversation; one has to tell him that he will be killed for Hirsin, the other must tell Singing that they will kill the hunters behind him. Killing Sinding (edited by source) You're a good guy, hunter. I did what you asked me to do. And he found my favor. This skin will serve you well, baby. Look more closely at it. My glory will protect you from all the grievances of this world. Good hunting. Choosing a dialogue option to kill The Syndig will make him accept his fate, although he will run through the path of the player, killing the hunters as he goes until he reaches a dead end. The syndig is a powerful enemy, and often uses force attacks. Frost attacks can be useful here, as they deplete his Stamina, preventing as many power attacks as possible. Note that he is immune to paralyzing spells and poisons. If he is in poor health, he will not give in, but rather try to escape. This can be used to the advantage of attacking it without retribution. After he is dead, skin it and the aspect of Hirsin appears in the ghostly human form of Synding, congratulating them and Hirsin will give the player the Savior's Sanctuary. Saving Synding (editing source) Well met again, Hunter. I couldn't bring Synding down. Not a failure, my servant. I challenge you and your nefarious tasks. So you can think. By bringing down my other hunters, you have turned the chase back to the unknown. And they weren't basic prey. You continue to entertain and impress. Go ahead, with my blessing. If the dialogue option is chosen to rid him, Singing will be grateful and he will help the player kill the hunters by saying: We will hunt together! Even if the level is high, the Hunters are not very powerful enemies; and still wear low-level armor such as hide-and-seek, studded and fur armor. Some hunters only wear clothing, while one or two wear steel armor. Each area along the path to the cul-de-sac has two or three Hunters. Having a follower together will help if there are problems, and Sinding can kill the hunters in two hits. After the impasse is reached and the Hunters are killed, talk to Singing. After the conversation is over, leave it and leave the grotto to meet with Hirsin, who will congratulate the player and give them a reward. Reward (edit source editing) Award varies depending on Dragonborn's choice: If Shinding is killed and his skin is taken, Hirsin appears and rewards Dragonborn with Leather light armor that gives 15% magic to resist and 50% poison to resist. If Dragonborn spares Sinding and kills kills Hirsin will appear after leaving the grotto and pay tribute to Dragonborn for turning the hunt inside, giving his blessing and turning the ring into Hirsin's ring. This ring gives Dragonborn unlimited werewolf conversions per day, but only if the user is already a werewolf. You can also get both of these rewards using one of a number of similar feats: PC 360 PS3 NX Kill All hunters, talk to Sinding, claim Hirsin's ring from outside the cave, and then

come back and kill Sinding to get his skin. The spirit will reappear from Sinding's corpse and offer the Savior's skin. PC 360 PS3 PS4 If the above does not work, kill and skin sinding immediately after killing the hunters and talk to him. As soon as Hirsin's spirit appears, retreat from the conversation and run out of the grotto where the white deer spirit will appear and bless the ring to break the curse. Return to the grotto and resume your conversation with Hirsin's spirit to receive the Savior's Skin. XB1 PS4 Take Sinding's request to kill all the hunters and then talk to him afterwards to get the ring and quest complete. Then kill and skin to evoke the spirit of Hirsin, which will reward you with the Savior's Skin. When you exit the cave the white deer will appear acknowledging your inability to kill Sinding, at which point take, and you will be rewarded with a Hircine ring as well. PC Another way that can work to get both rewards (if the first method results in a unable skin sinding on return, and the second method results in a non-talking Aspect of Hirsin in the grotto on return) is to kill the hunters, kill Sinding near the exit, complete the conversation quickly to require the Savior to hide, and then sprint to the exit to claim the ring outside. This is also possible with console commands. If you can't kill Sinding at the entrance, you can just kill it where possible, purchase a Savior Hide from Aspect Hircine, then immediately open the console and enter COW tamriel -10 -10, and you will be put at the entrance to the Swollen Man Grotto, where Hirsin will bless the ring as usual. PC 360 PS3 Leave the grotto with Sinding after killing the hunters. When the spirit of the deer appears, depart from the conversation and kill Sinding, then skin him and speak with the spirit coming out of his corpse for the Savior to hide. Talk to the spirit of the deer again for the ring. 360 PS3 The fourth way to get both a ring and hide if you originally got the ring, is to return to the grotto anytime in the game. When you enter the main area, you'll see Sinding in the shape of a werewolf. Killing this version of Sinding will only result in getting ripped pants. However, if you follow the path through the grotto, You're done on the original hunt, you'll find yourself on a ledge overlooking the main entrance area with the second version of Sinding - one on a ledge with you and the other below. If you kill the second version of Sinding you will get the opportunity to skin it, causing aspect Hirsin to appear and convert the skin into The Savior Hide. PC PS4 Another way to get both rewards is to first kill hunters with Sinding and then place the ring on one of the hunter's corpses (any container works, but the corpse is immediately available). Kill Synding and skin him for the first award, take the ring and leave the cave. Leaving the cave with a ring will cause Hirsin to come and give you the Hirsin Ring award while keeping the Savior hide. In the magazine Edit Source III Met by Moonlight — DA05 ID Journal Entry 10 there are stories in Falkreath of a strange tramp who brutally murdered a little girl. Goal 10: Talk to Sinding 20 I met Sinding, a werewolf who Daedric Lord Hircine punished, preventing his conversion. He gave me the ring he stole and asked me to apologize to Hirsin. Goal 20: Kill the Great Beast 50 I Met Sinding, werewolf, who Daedric Lord Hircine punished, preventing his transformation. Hirsin asked me to finish the job and get it useful by killing Sinding. Goal 50: Start Hunting 55 Target 55: Join The Hunt 60 Target 60: Kill Sinding 61 Target 61: Skin Sinding 65 Target 65: Talk to Hircine 70 I Met Sinding, Werewolf, which Daedric Lord Hircine punished, preventing his conversion. I will protect him from the hunters that Hirsin sent to end his life. Goal 70: Kill hunters 80 Goal 80: Talk to Sinding 100 If killed: I met Sinding, a werewolf, who Daedric Lord Hircine punished, preventing his conversion. I helped kill him as a ministry to Hirsin, and I was rewarded with the Savior's Skin. 105 If it helped: I met Sinding, a werewolf whom Daedrei Lord Hirsin punished by preventing his transformation. I protected him from the hunters that Hirsin sent to end his life, and deserved his friendship. 205 Gallery edit the source of Bloodmoon during the hunt. Add a photo to this gallery Trivia 'edit source' I met by moonlight, proud Titania, this is the first line of The King Oberon's Fairy in A Midsummer Night's Dream, a comedy piece written by William Shakespeare who also deals with a man (below) who turns (at least partially) into an animal. There is also a WW2 book with this name, later made into a film starring Dirk Bogarde. The white deer is a reference to King Arthur and the Knights of the Round Table. In legend, the Deer has a long-standing ability to evade capture, and the pursuit of the animal represents the spiritual quest for humanity. Both quests expect to reach Oblivion Walker. Getting both makes achievement achievable, even if another Daedrich quest fails. If Singing is killed before or after helping him kill the hunters, he cannot be resurrected through the console after he is removed from the skin. That's because at that point he had a script to die. If Dragonborn is a vampire, they will not be able to turn into a werewolf because lycanthropy and vampirism are not compatible. If Dragonborn is a vampire during this quest and decides to kill Synding for the Savior's Skin, the hunters fighting him can order Kill the Vampire!, even if Dragonborn is not the target. If Synding is spared, he may appear in a chance meeting later. He will be in the form of a werewolf and hostile, battling Hold Guard. If The Sinking is spared, Dragonborn could return much later and it could still be in the grotto and thus be able to be killed and skinned (checked on PS3, No 10 levels after the ring was received). The quest can begin and complete in the same room where Singing was first found, in Falkrit prison. On the PC, using the TCL team console, Dragonborn can clip through metal bars, kill Sinding and then skin it. On the console, using a bucket or plate to clip through bars can be used for the same effect. Hirsin's spirit will appear, and the quest will be completed with Dragonborn receiving the Savior Hide. Errors (edited by editing source) This section contains errors related to III Met by Moonlight. 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 360 After using the exploit to get both awards, White Deer and Aspect Hirsin can still be found in the place where he was usually killed. After the murder, approaching Aspect Hirsin will offer a hint to talk to him, but no dialogue box will appear on the screen. This seems to do nothing to interfere during the gameplay, however. It is possible that you may have to wait a month in the game to pass before you can return to the cave. Sometimes the ring never works. If that happens, it won't count on a trophy or achievement. PC Casting a non-offensive spell on Sinding, including a healing spell, is interpreted as an attack and will result in Sinding turning hostile if done three times. Dragonborn will have to kill Sinding instead, the quest will be PC Sometimes going directly to prison in an attempt to start a search by talking to Sinding, can lead to finding him in the form of a werewolf and unable to speak leaving the quest unswerpping and unfinished. Towards the end of the grotto, when siding with Sinding, all the NPC in the area can become permanently invisible or carried away. The white deer can move to a position on the map outside the world, making it impossible to complete this quest. PC (Fix) Use the console command to move the White Deer to the player: select it with prid 00090CE1, and then move it with the moveto player. After wearing the Cursed Ring, and turning into a werewolf by hand, it may be impossible to return to normal self. PC PS3 Sinding can't talk in jail because he's stuck or just won't move off the back wall. Corrections: Leave and re-enter the prison. Use the incessant force to yell at Sinding then walk away and re-enter the prison. Attack Sinding with spells or long-range weapons and yields. You can use the player.moveto console command to simply jump into a cell with Sinding (Ref ID 000EF441 or 00090CE1). The only way to leave the cell again is by using the command to move Dragonborn to a follower (if they have one) or any NPC other than Sinding. The PC can continue the search without killing the White Deer by entering the DA05 50 scene set in the command hint. After using the quest marker team, the quest marker may indicate incorrectly, but a journey to the Bloated Man Grotto and the continuation of the quest will correct this. Sin will become hostile if spells, including the ire, such as spells of healing, are cast on it. After three attacks from the player, he will start the fight. If Dragonbourne tells Shinding that the goal is to kill him, and eventually kills the hunters, the quest may fail and Sinding will follow Dragonborn as if he were hunting hunters. The search will not progress and Sinding will be invulnerable to the damage. The only way to fix this is to reboot the previous save. It is possible that after the murder of the White Deer, Sinding will remain in the cell, although everyone says that he escaped. PC After entering the bloated man grotto and join the hunt, Sinding may not appear. The kill-sining quest cannot be completed. PC (Fix) This can be solved in the team hint by entering prid 0002ABDD to select Sinding in the shape of a wolf and then go to the player to bring it to you. Sometimes the ring is out of force after Hirsin lifts the curse. Reboot the previous save and get the ring again fixes this. You can save the Cursed Ring Hircine at the same time get one or both of the final rewards quest. After defeating the hunters and talking to Singing, the quest will be considered complete, and Hirsin's Cursed Ring may be because it is no longer considered an element of the quest. If Dragonborn keeps the ring in one of the chests inside or on the follower, Hircine will still be given an uncursed ring (Ring Hircine), even if it is not in Dragonborn's inventory. The Cursed Ring will still work as it does during the quest, but won't count on achieving the Oblivion Walker/Trophy. Note: Keeping the cursed ring on a dead body will make it disappear as the bodies disappear after talking to Hirsin. When you use a quick journey, there may be a transformation from which Dragonborn can't recover. To avoid this, travel to the grotto by hand. PC 360 PS3 If riding a horse when the conversion takes place, the camera will remain focused on the horse and will no longer follow Dragonborn. It is recommended not to ride a horse while holding a ring. Correction: Reboot for earlier saving. PS3 When one decides to spare Synding's life, he will begin to follow Dragonborn to kill other hunters. Instead of going ahead, if someone decides to go back and off the cave, Sinding can stop following and instead wander down the road. If Dragonborn follows him on the road, Sinding can still fight on their side at any chance encounter, but will become hostile if Dragonborn tries to attack or heal him. This can change the purpose of the quest to kill Synding. His destination is Falkrit Prison. 360 Getting both items for this search (Hide the Savior / Ring of Hirsin) is not always considered 2 to Achieve Walker Oblivion, he can only count as 1. Patch 3 may have fixed the problem with both just counting as one. Potential explanation: This may be related to the achievement associated with completing the search for the Daedric artifact, rather than obtaining the artifact itself. The fact that using one of the exploits to obtain both elements still only completes the quest as soon as it backs up this hypothesis. If Dragonborn travels to the grotto of a bloated man to kill or help Sinding, but leaves before killing him or the hunters, he may appear back in his Falkreath prison cell in the form of a werewolf. Although he may be killed through the bars (with the help of a prison guard), he cannot be removed from the skin to complete the search as the camera cannot be opened). If Dragonbourne is in the shape of a werewolf, he can still talk to Singing, telling him that he was sent to kill him. Besides, if the hunters are killed, Singing will still be in his cell. You can go back to the Swollen Man Grotto with a follower and use the moveto command console to jump into your camera and either talk to Sinding or kill and skin it, then use the moveto to go to the follower in the grotto. This will allow you to complete the quest in Mode. You can get the Savior's Skin from the beginning of the quest and thus bypass the bypass parts of the quest, including white deer hunting and activities in the Bloated Man's Grotto. After talking to Sinding and agreeing to help him, Dragonbourne can attack him in his prison cell using arrows or spells and kill him. Although it may take a few tries, his body sometimes fall next to the bars. This will allow the man to skin it, causing the Hirsin Aspect to appear and gift the Savior hide Dragonborn. 360 Armor received after Synding's murder may not appear in the inventory and the game may freeze. After killing the Hunters and receiving the Ring of Hirsin, then killing and skins Sidin to get the Savior's Sanctuary, Sidin can appear in the area of the grotto waterfall alive and well. This occurs when Dragonborn lies on a bed located in a cave grotto. Sometimes Shinding can stay in his cell rather than run, or even run, and then return to the cell. This makes the search unfinished and cannot be fixed. 360 If you go back to the cave to kill Sinding after receiving the Hirsin Ring, don't use the werewolf shape to do so. This can lead to a failure that prevents Sinding's skin from getting the Savior's skin. This can be corrected by re-entering the bloated man grotto. If Dragonborn is cured of lycanthropy before starting this quest, they can be marked as werewolf, but without the ability to turn into one, and without the ability to cure it again. After killing Sinding and the search is complete, Sinding is seen wandering down the road in the shape of a werewolf. Rebooting save will fix this. When you enter a cave in the shape of a werewolf, Dragonborn can return to normal life, regardless of the time left for the transformation. Using Storm Call scream when killing hunters will also kill Sinding. PS3 Dead Thralls seem to disappear with a 50% chance when Dragonborn enters Falkreath Barracks to talk to Singing. Deactivate the Thralls by breaking the cloak spell or becoming a werewolf. If someone tries to retrieve both artifacts, but Skinning's team does not appear after Killing Synding, only the Looting team, it can be resurrected with the help of console commands. Then he could be killed again. After the second murder, Skinning's team will not appear, but it will still perform the necessary action when trying to rob him. PS3 If someone decides to betray Sinding and kill him before all the hunters are killed, the quest may not progress, and the quest status will get stuck in Kill Synding. This can be fixed by downloading the previous save, and allowing Sinding to kill the hunters before killing it. 360 There is a possibility that The Syndig will not help Dragonbourne kill hunters if this option is chosen. Instead, he will run up to the Hunters and remain unresponsive during the attack. PS4 Sinding may randomly appear in the form of a werewolf on the near Falcrit, even after the killed and skinned while sick met in the moonlight. PS4 If Singing is in the shape of a werewolf and Dragonborn tries to talk to him, a strange sound will be heard instead of werewolf cries or his voice. The sound is a quiet beep and then static. PS4 Hirsin's Cursed Ring can never lead to Dragonborn turning into a werewolf during a quest. Deutsch Espa'ol Francois: Some of the above links are affiliate links, that is, at no additional cost to you, Fandom will earn a commission if you click and make a purchase. Community content is available under CC-BY-SA unless otherwise stated. Noted.

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