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Alteration spells skyrim reddit

Hey, I have a problem. Ordinator's Conversion Tree is awesome. Pretty much all the rewards are interesting or useful or powerful or just desirable in some way or other way. By contrast, the spells of change. Um... Well... There are definitely some great things out there (Paralysis, Spell Twine, Tharn's Prison, Deep Storage, Detect Life, Undermine and pretty much all Master-tier Apocalypse weather). But... all the good stuff is adept or better. Here's my question: how do you level the change at the beginning of the game? Resto and Destro are super simple levels. Conjudon is a little slower, but still decent. The change is... Well. Right now, the most effective way is to have Ocato's Recital + the highest luse meat spell with your magicka lets you bind. But Ocato's reasoning is a spell that many people have mixed feelings about. And honestly, a bigger problem: It doesn't look interesting. It's something you're going to fix and never think about again. Other options are... Longstride is worth buying and gets a little benefit. Drop Zone has some contingency use. Wither is decent, but suffers it is usually faster just to kill them with the problem. Candlelight is usable, but if you're modded the game to be darker, you never really need to use it. (You'll also notice how almost all the weather I quote is apocalypse weather? Pouring one out of the poor bastards who try and level the change that Bethesda gave us.) On Reddit, tell me: How do you level the change? Page 2 of 44 comments I try to use an unarmored one-handed character who uses changing weather to protect. He has such a brawl, but the strategy is basically to use slow time and quick reflexes to avoid hitting at all. I'm 8. Is there a change in weather that is much weaker than armor? And will they finally catch up, the appropriate benefits and what he doesn't know? Is it about me, or are the vanilla conditions of these two schools just... really flat? The only changes to the spell worth using often so you have access right through the bat are vests in the weather, and they are clean, but you can't build a play-style around or anything. Later you get paralysis, but that's the only offensive aspect to change. It's good that it's not all about damage and stuff, I mean, that's what destruction is, but does anyone else feel that change is missing? There are many mods that change/add things to change to make it more interesting, what are some of your favorites, or what things you would like to see. The same goes for recovery, as far as healing goes, it just seems kind of boring. I think being a healer is usually boring most things because it's just the opposite of the damage involved, but you only get one element, but still. Same question - favorite mods that make/add restoration or what do you add? Page 2 of 48 comments is all, older scrolls lore people, whether changing the weather will actually physically change a person's skin ebony, oak, stone ECT. Or is it as it looks in the game, just a magic shield around the mage? 13 commentsPage 2 of 13 comments I always play sneaky assassin. I want to hear my opinion on these skill trees. With the weather to pick up and so on. I'm going to honorhall's orphanage and use the Telekinesis spell to throw a potato that sat behind Grelod's head, killing him instantly. I laughed so hard last night when it happened. I've seen and heard both, so many ways people have killed him (it's like art at this point), but potatoes in the head are new to me... but in all seriousness, I played like The Destruction of Mage, Illusion Mage, Konjuration Mage, but never full modification of mage before. I'm honestly amazed at how useful it is when you get adept at weather. I've been combining it with Illusion, and using Magelight to distract enemies in the dark is much more fun than it sounds. I didn't even know the light would stay with the enemies when it hit them. Has anyone else made a complete change? Page 2 of 25 comments Hello, guys! I have always used the changing weather to make my skill tree legendary several times. I've got 25 skill points. But since I my char reached lv75 it no longer works. The AC skill is stuck on 47. I've always used ebonyflesh because I find it's the fastest way to lv up for editing (telekinesis is too slow). But now none of them work. I have cast a silencer for 10min and nothing; I've hidden my character during battles and cast ebonyflesh over and over again (that's how I used to do) and nothing happens. What could have happened? I played a lot after this failure, so loading the previous save is not an option. Do you have any idea what could have happened? Edited: I've removed the attem, my bad! Page 2 of 9 comments seriously, I have made some characters ie magic, sneaking, 2-handed, etc. and none is ever needed / used to change [what ever hell that is]... is]...

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