

ESSENTIALS

Learn how to create your character, choose your class and craft your profession! Every stat explained and every perk detailed.

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1.1 Song of the Dragonborn



(Chorus)
Dovahkiin, Dovahkiin, naal ok zin los vahriin,
Wah dein vokul mahfaeraak ahst vaal!
Ahrk fin norok paal graan fod nust hon zindro zaan,
Dovahkiin, fah hin kogaan mu draal!
(Chorus)
Dragonborn, Dragonborn, by his honor is sworn,
To keep evil forever at bay!
And the fiercest foes rout when they hear triumph's shout,
Dragonborn, for your blessing we pray!
Huzrah nu, kul do od, wah aan bok lingrah vod,
Ahrk fin tey, boziik fun, do fin gein!
Wo lost fron wah ney dov, ahrk fin reyliik do jul,
Voth aan suleyk wah ronit faal krein!
Hearken now, sons of snow, to an age, long ago,
And the tale, boldly told, of the one!
Who was kin to both wyrm, and the races of man,
With a power to rival the sun!
Ahrk fin zul, rok drey kod, nau tol morokei frod,
Rul lot Taazokaan motaad voth kein!
Sahrot Thu'um, med aan tuz, vey zeim hokoron pah,
Ol fin Dovahkiin komeyt ok rein!
And the voice, he did wield, on that glorious field,
When great Tamriel shuddered with war!
Mighty Thu'um, like a blade, cut through enemies all,
As the Dragonborn issued his roar!
(Chorus)
Dovahkiin, Dovahkiin, naal ok zin los vahriin,
Wah dein vokul mahfaeraak ahst vaal!
Ahrk fin norok paal graan fod nust hon zindro zaan,
Dovahkiin, fah hin kogaan mu draal!
(Chorus)
Dragonborn, Dragonborn, by his honor is sworn,
To keep evil forever at bay!
And the fiercest foes rout when they hear triumph's shout,
Dragonborn, for your blessing we pray!
Ahrk fin Kel lost prodah, do ved viing ko fin krah,
Tol fod zeymah win kein meyz fundein!
Alduin, feyn do jun, kruziik vokun staadnau,
Voth aan bahlok wah diivon fin lein!

And the Scrolls have foretold, of black wings in the cold,
That when brothers wage war come unfurled!
Alduin, Bane of Kings, ancient shadow unbound,
With a hunger to swallow the world!
Nuz aan sul, fent alok, fod fin vul dovah nok,
Fen kos nahlot mahfaeraak ahrk ruz!
Paaz Keizaal fen kos stin nol bein Alduin jot,
Dovahkiin kos fin saviik do muz!
But a day, shall arise, when the dark dragon's lies,
Will be silenced forever and then!
Fair Skyrim will be free from foul Alduin's maw,
Dragonborn be the savior of men!
(Chorus)
Dovahkiin, Dovahkiin, naal ok zin los vahriin,
Wah dein vokul mahfaeraak ahst vaal!
Ahrk fin norok paal graan fodnust vok zin dro zaan,
Dovahkiin, fah hin kogaan mu draal!
(Chorus)
Dragonborn, Dragonborn, by his honor is sworn,
To keep evil forever at bay!
And the fiercest foes rout when they hear triumph's shout,
Dragonborn, for your blessing we pray!

2.1 Character Creation Introduction

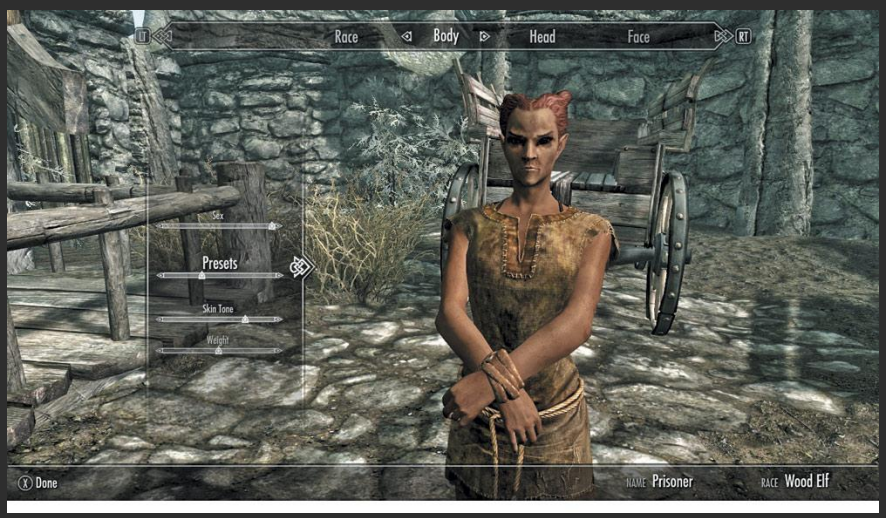


The Character Creation section of the Training Chapter has been designed to give you tactical advice in the same order as you make decisions while adventuring across the wilds of Skyrim. To begin with, we reveal the benefits of choosing a particular Race. Then all 18 of the Skills -- and the Perks associated with each of them -- are thoroughly explored, so you know what each Skill does, how you increase it, and what Perks to select based on your playing style. Finally, we present a host of Character Archetypes; exceptional explorers tailored to a specific role; renowned heroes that use the very best combinations of Skills and equipment to suit a particular play-style.

Tip

Please read through the Instruction Manual that you received with your game, and familiarize yourself with the tenets of this adventure. This training pre-supposes you have already read and digested this information

2.2 The Races of Skyrim



As you begin your adventure across Skyrim, the historic Elder Scrolls mantra -- “you are what you play” -- still rings true:
Although statistically, an Orc Wizard or a High Elven Thief may not be the optimal character choices based on starting Skill bonuses and racial powers, this doesn’t matter in the long run:
Choose the race that most appeals to you, and don’t worry about statistics and abilities.
You can overcome low starting Skill values just by using the Skills you wish to become more proficient in; such minor deficiencies are easily overcome. No Races have any intrinsic shortfalls that will prevent you from becoming the type of hero you want to be.
However, there are certain advantages to picking a particular race.
For those adventurers that wish to maximize every single advantage, it is useful to know which Favored Skills each race begins with bonuses to, and understanding the unique Racial Powers they possess that can aid you when choosing a particular style of play.
In short, this section reveals which Races are best suited to a particular style of adventuring, whether favoring melee weapons, magic, stealth, or some combination of these styles.

Racial Skill Advantages

The following table shows the starting Skill statistics for each Race. The higher the number (over the base level of 15), the better. Values of 20 indicate this is a Favored Skill of the race. Values of 25 indicate this is a Primary Skill of the race.

Note

For example, if you were to choose a Khajiit character, you'd receive a +5 bonus to your One-Handed, Archery, Lockpicking, Pickpocket, and Alchemy; and a +10 to your Sneak Skill.

Note

Notes on Gender: There are no differences between the males and females of a particular race; they share exactly the same set of starting skill values, spells, powers, and abilities. In short, you are free to create the character that most appeals to you without penalty.

Race	Smithing	Heavy Armor	Block	Two-Handed	One-Handed	Archery	Light Armor	Sneak	Lockpicking	Pickpocket	Speech	Alchemy	Illusion	Conjuration	Destruction	Restoration	Alteration	Enchanting
Argonian	15	15	15	15	15	15	20	20	25	20	15	15	15	15	15	20	20	15
Breton	15	15	15	15	15	15	15	15	15	15	20	20	20	25	15	20	20	15
Dark Elf	15	15	15	15	15	15	20	20	15	15	15	20	20	15	25	15	20	15
High Elf	15	15	15	15	15	15	15	15	15	15	15	15	25	20	20	20	20	20
Imperial	15	20	20	15	20	15	15	15	15	15	15	15	15	15	20	25	15	20
Khajiit	15	15	15	15	20	20	15	25	20	20	15	20	15	15	15	15	15	15
Nord	20	15	20	25	20	15	20	15	15	15	20	15	15	15	15	15	15	15
Orc	20	25	20	20	20	15	15	15	15	15	15	15	15	15	15	15	15	20
Redguard	20	15	20	15	25	20	15	15	15	15	15	15	15	15	20	15	20	15
Wood Elf	15	15	15	15	15	25	20	20	20	20	15	20	15	15	15	15	15	15

2.3 Racial Advantages

Starting Spells, Racial Powers, and Abilities

In addition to a slight boost to the base value of certain Skills, each Race has its own set of starting Spells; Racial Powers that offer a unique bonus such as the ability to regenerate or absorb Magicka; and innate Racial Abilities, such a resistance to Frost damage. A tactical overview of each Race follows.

Note

Racial Commentary: The Race you choose will have an effect on the greetings and passing comments the citizens of Skyrim make when you speak to them, or pass by them.

Races and Gameplay: Very rarely, your race may also a small effect on gameplay. For example:

When infiltrating the Thalmor Embassy dressed in the robes of that High Elf faction, High Elves (and, to a lesser extent, other Elves) will find it easier to sneak around undetected than members of the other races.

Orcs are welcome in Skyrim's Orc Strongholds, while members of other races must first prove themselves worthy.

The tone and color of some dialogue choices may change depending on your race and the situation.

If your Race has a noticeable effect on an interaction, that will be noted when relevant. But this isn't something to be concerned about: nothing is closed to you because of your race; indeed, you may be surprised by a positive benefit when you least expect it!

Argonians

A MALE ARGONIAN



A FEMALE ARGONIAN



Favored Skills: +10 Lockpicking, +5 Pickpocket, Sneak, Light Armor, Alteration, Restoration

Starting Spells: Flames, Healing

Racial Power: Histskin: You regenerate health 10x faster for 60 seconds
Racial Abilities: 50% Disease Resistance, Underwater Breathing
Ideal Play Style: Thief (Defensive)
Little is known, and less is understood, about the reptilian denizens of Black Marsh. Years of defending their borders have made the Argonians experts in guerilla warfare, and their natural abilities make them equally at home in water and on land.
They are well suited for the treacherous swamps of their homeland, and have developed natural immunity to the diseases that have doomed many would-be explorers into the region.
Histskin is a fantastic ability for any character, capable of quickly bringing you back from the brink of death. Even better, as a Power, it allows you to keep attacking while it does its work—no concentration required.
Resist Disease reduces the chance that you'll contract a disease from an animal or trap; it doesn't affect the severity of any diseases you might already have.
Diseases are rarely a significant threat in Skyrim, although they can be debilitating if you let them pile up. Visit a shrine periodically, and you shouldn't have any trouble.
Underwater Breathing means you'll never have to worry about drowning damage. Diving is rarely required, but this ability may allow you to claim the occasional sunken treasure or explore shipwrecks more easily.

Breton

A Male Breton



A Female Breton



Favored Skills: +10 Conjuration, +5 Illusion, Restoration, Speech, Alchemy, Alteration
Starting Spells Flames, Healing, Conjure Familiar

Racial Power: Dragonskin: You absorb 50% of the Magicka from incoming spells for 60 seconds
Racial Abilities: 25% Magic Resistance
Ideal Play Style: Mage (Defensive)

Tip

Bretons feel an inborn, instinctive bond with the mercurial forces of magic and the supernatural.
Many great sorcerers have come from the home province of High Rock, and in addition to their quick and perceptive grasp of spellcraft, enchantment, and alchemy, even the humblest of Bretons can boast a resistance to spells.
Bretons are fantastic at taking on other mages; both Dragonskin and Magic Resistance support this theme, and are strong abilities even in the late game.
Magic Resistance significantly increases your survivability against enemy casters, while Dragonskin is great at keeping your Magicka up, helping you maintain the Ward spells that are your first line of defense.

Dark Elf

A Male Dark Elf



A Female Dark Elf



Favored Skills: +10 Destruction, +5 Alteration, Illusion, Sneak, Light Armor, Alchemy
Starting Spells Flames, Sparks, Healing
Racial Power: Ancestor's Wrath: Creates a Flame Cloak that does 10 damage to nearby foes for 60 seconds.
Racial Abilities: 50% Fire Resistance
Ideal Play Style: Nightblade (Mage/Thief)
In the Empire, "Dark Elves" is the common usage, but in their Morrowind homeland, they call themselves the "Dunmer". The dark-skinned, red-eyed Dunmer combine powerful intellect with strong and agile physiques, producing superior warriors and sorcerers.
On the battlefield, Dark Elves are noted for their skilled and balanced integration of swordsmen, marksmen, and war wizards.

Tip

Ancestor's Wrath is a weaker version of the Adept-level Destruction spell Flame Cloak. While good at early levels—where you're likely to be in melee a lot—it's less valuable once you can cast the spell on your own.
It's also less useful if you plan to play a ranged character, such as an archer or pure mage.

Fire Resistance is helpful against Flame Atronachs, fire-wielding casters, and fire-breathing dragons. No one enemy type uses fire spells, so it's hard to predict when exactly this ability will come into play—it's not really something you can use strategically.

High Elf

A Male High Elf



A Female High Elf



Favored Skills: +10 Illusion, +5 Alteration, Conjuration, Destruction, Restoration, Enchanting
Starting Spells Flames, Fury, Healing
Racial Power: Highborn: For 60 seconds, you regenerate 25% of your maximum Magicka each second
Racial Abilities: Highborn Magicka (+50 Magicka)
Ideal Play Style: Mage (Offensive)
The High Elves, or Altmer, are the proud, tall, golden-skinned peoples of Summerset Isle. The common tongue of the Empire, Tamrielic, is based on their speech and writing, and most of the Empire's arts, crafts, and sciences are derived from High Elven traditions.
High Elves are the driving force behind the rising Aldmeri Dominion, and their agents, the Thalmor, are bitterly resented by the Nords of Skyrim.

Tip

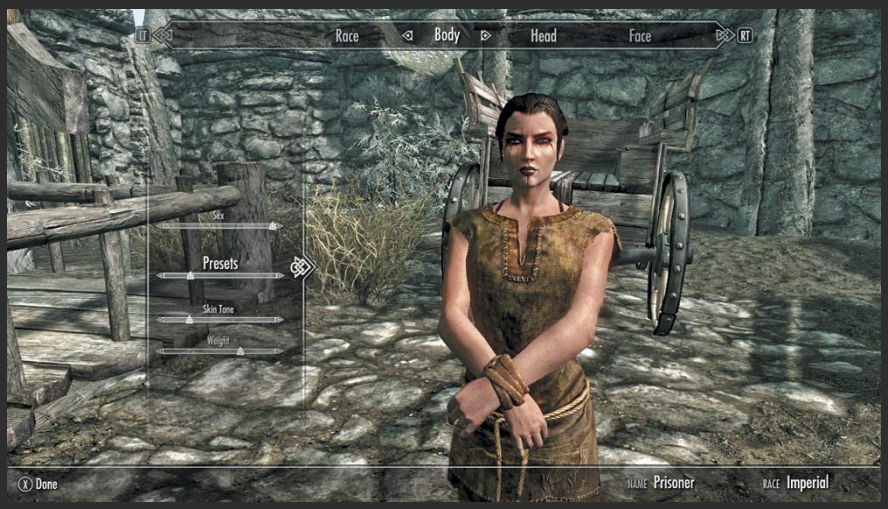
Highborn will rapidly refill your Magicka, allowing you to continue casting when you need it most. Extremely strong at any level, this Power is a mage's lifeline.
Highborn Magicka is like getting five free levels. It's a powerful head start for any mage—you may never need to fall back on your melee skills.

Imperial

A Male Imperial



A Female Imperial



Favored Skills: +10 Restoration, +5 Destruction, Enchanting, One-Handed, Block, Heavy Armor
Starting Spells Flames, Healing
Racial Power: Voice of the Emperor: Calms nearby people for 60 seconds
Racial Abilities: Imperial Luck (Adds a small amount of gold to most containers)
Ideal Play Style: Battlemage (Mage/Warrior)
Natives of the civilized, cosmopolitan province of Cyrodiil, Imperials are well-educated and well-spoken.
Though physically less imposing than the other races, Imperials have proven to be shrewd diplomats and traders, and these traits, along with their remarkable skill and training as light infantry, have allowed them to rule an empire spanning the continent for centuries.

Tip

Voice of the Emperor is a weaker version of the Expert-level Illusion spell Pacify, with the effect centered on your position. This can be powerful if you're surrounded by a mob of enemies, but it's less useful against smaller groups or ranged foes.
Imperial Luck adds a few extra coins to most of the chests you find. While this bonus is small (10 or less), it adds up over time. But there are plenty of other ways to make money in Skyrim.

Khajiit

A Male Khajiit



A Female Khajiit



Favored Skills: +10 Sneak, +5 Lockpicking, Pickpocket, Alchemy, One-Handed, Archery
Starting Spells Flames, Healing
Racial Power: Night Eye: Improved night vision for 60 seconds
Racial Abilities: Claws (4x Unarmed Damage)
Ideal Play Style: Thief (Offensive)
Khajiit hail from the province of Elsweyr, and can vary in appearance from nearly Elven to the cathay-raht “jaguar men” to the great Senche-Tiger. The most common breed, the suthay-raht, is intelligent, quick, and agile.
Many Khajiit disdain weapons in favor of their natural claws. They make excellent thieves due to their natural agility and deft hands.

Tip

Night Eye gives you night vision, allowing you to see clearly in dark environments without the need for a light source that might expose your presence.
Occasionally useful—but there’s usually enough light in dungeons that you can get by without it. Unlike most powers, Night Eye can be used multiple times a day without restriction.
Claws give you an overwhelming advantage in unarmed combat and brawls. Coupled with the Heavy Armor perk Fists of Steel or appropriate gear, this ability can help unarmed combat remain viable for longer than you might expect.
But remember that unarmed combat isn’t a skill, doesn’t give you skill uses, and won’t help you level up. Most of the time, it only comes into play in the occasional brawl. But if you’re a dedicated role-player who really wants to box your way through Skyrim, well, this is the ability for you.

Nord

A Male Nord



A Female Nord



Favored Skills: +10 Two-Handed, +5 One-Handed, Block, Smithing, Speech, Light Armor
Starting Spells Flames, Healing
Racial Power: Battle Cry: All nearby foes flee for 30 seconds
Racial Abilities: 50% Frost Resistance
Ideal Play Style: Warrior (Offensive)
The natives of Skyrim are a tall and fair-haired people, aggressive and fearless in war, industrious and enterprising in trade and exploration. Strong, willful, and hardy, Nords are famous for their resistance to cold, even magical frost.
Violence is an accepted and time-honored part of Nordic culture; Nords face battle with an ecstatic ferocity that shocks and appalls their enemies.

Tip

Battle Cry is a weaker version of the Master-level Illusion spell Hysteria. Good against a swarm of weak foes, it buys you a few seconds to recover, reposition, or run before the fight resumes. Useful in the right situation, though it rarely helps you win a fight outright.
Frost Resistance is good against Frost Atronachs, frost-wielding wizards, and frost dragons. But it’s at its best in Skyrim’s many tombs and crypts, where the undead Draugr wield frost spells almost exclusively.

Orc

A Male Orc



A Female Orc



Favored Skills: +10 Heavy Armor, +5 Smithing, One-Handed, Two-Handed, Block, Enchanting
Starting Spells Flames, Healing
Racial Power: Berserk: For 60 seconds, you take half damage, and inflict double damage in melee combat.
Racial Abilities: None
Ideal Play Style: Warrior (Defensive)
These sophisticated barbarians of the Wrothgarian and Dragontail Mountains are noted for their unshakeable courage in war and their unflinching endurance of hardships.
In the past, Orcs have been widely feared and hated by the other nations and races of Tamriel, but they have slowly won acceptance in the Empire. Orcish armorers are prized for their craftsmanship, and Orc warriors in heavy armor are among the finest front-line troops in the Empire.

Tip

Berserk is the Orcs' only racial ability, but it's worth it—for a minute's time, you become an unstoppable force of destruction. Great in any combat situation, from fending off a swarm of smaller enemies to taking on a powerful dragon, it's strong at any level.

Redguard

A Male Redguard



A Female Redguard



Favored Skills: +10 One-Handed, +5 Archery, Block, Smithing, Destruction, Alteration
Starting Spells Flames, Healing
Racial Power: Adrenaline Rush: You regenerate Stamina 10x faster for 60 seconds
Racial Abilities: 50% Poison Resistance
Ideal Play Style: Spellsword (Warrior/Mage), Dual-Wielding
The most naturally talented warriors in Tamriel, the dark-skinned, wiry-haired Redguards of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts, skirmishers, or free-ranging heroes and adventurers than as rank-and-file soldiers.
Redguards are uniquely versatile combatants, capable of switching between bow, sword, spell, or shield at will and adapting their tactics to the battle at hand.

Tip

Adrenaline Rush is the Stamina version of Histskin or Highborn. Although less broadly useful than Health or Magicka regen, it will allow you to keep up your power attacks in a protracted battle—or sprint away if the need arises.
Poison Resistance is helpful against the few enemies that use poison—Forsworn, Falmer, Chaurus, and Spiders—and the rare poison gas trap. Not as broadly useful as most other abilities.

Wood Elf

A Male Wood Elf



A Female Wood Elf



Favored Skills: +10 Archery, +5 Sneak, Lockpicking, Pickpocket, Light Armor, Alchemy
Starting Spells Flames, Healing
Racial Power: Command Animal: Target animal becomes your ally for 60 seconds.
Racial Abilities: 50% Disease and Poison Resistance
Ideal Play Style: Thief (Archer)
The clanfolk of the Western Valenwood forests. In the Empire, they are called “Wood Elves,” but call themselves the Bosmer, or the ‘Tree-Sap’ people. Wood Elves are nimble and quick in body and wit.
Their curious natures and natural agility make them good scouts, agents, and thieves, and there are no finer archers in all of Tamriel.

Tip

Command Animal is a powerful, single-target version of the Animal Allegiance Shout. Its main restriction is that, well, it only works on animals. Good outdoors, or in animal dens and caves, but not in most dungeons.
Poison and Disease Resistance is a combined version of the Argonian’s Disease Resistance and Redguard’s Poison Resistance abilities. Like them, it can be useful in some situations, but it just isn’t a factor most of the time.

3.1 Skills and Perks Overview



This section is arguably the most important in terms of character development. It details every Skill and Perk in the game, and offers advice on what Perks to take based on your play style. Remember: You are what you play. You can develop any Skill you want, at any time; don't ever feel 'locked in' to a specific path just because you've focused on it in the past.

Skills Overview

SKILL EFFECTS

There are 18 Skills in Skyrim, divided into three major sets: Combat, Magic, and Stealth. As each Skill increases, its primary effect improves; you also gain access to Perks in that Skill that can grant you powerful new abilities or bonuses.

What does each Skill do? Their primary effects are listed below:

COMBAT SKILLS: THE PATH OF MIGHT

Skill Name	Primary Effect(s)
Smithing	Improves the value and properties of items you improve.
Heavy Armor	Reduces the damage you take while wearing heavy armor.
Block	Reduces the damage you take and the amount you stagger when blocking attacks.
Two-Handed	Increases the damage you inflict with two-handed weapons.
One-Handed	Increases the damage you inflict with one-handed weapons.
Archery	Increases the damage you inflict with bows.

STEALTH SKILLS: THE PATH OF SHADOW

Light Armor	Reduces the damage you take while wearing light armor.
Sneak	Improves your ability to avoid detection while sneaking.
Lockpicking	Increases your ability to pick a lock successfully. Specifically, this skill increases the arc at which the pick succeeds, and reduces the chance that a pick will break.
Pickpocket	Increases the chance that you can successfully pickpocket an item.
Speech	Improves the prices you receive when buying or selling items, and improves your success at (Persuade), (Bribe), and (Intimidate) dialogue challenges.
Alchemy	Improves the potency of potions and poisons you craft.

MAGIC SKILLS: THE PATH OF SORCERY

Skill Name	Primary Effect(s)
Illusion	Reduces the cost of Illusion spells.
Conjuration	Reduces the cost of Conjuration spells.
Destruction	Reduces the cost of Destruction spells.
Restoration	Reduces the cost of Restoration spells.
Alteration	Reduces the cost of Alteration spells.
Enchanting	Improves the potency of items you enchant.

3.2 Improving Skills

Improving Skills: Skill Use

In The Elder Scrolls, you are what you play. In Skyrim, your skill growth and level progression are determined by Skill Uses, a system that tracks the actions you perform and increases your skills accordingly.

You don't have to understand how this works—just play the way you want to play, and you'll get better at it. But if you're the kind of adventurer who wants to know everything you can to maximize your potential, read on.

What are Skill Uses?

Each of the 18 Skills is "watching" for particular events to occur in the game. When one of those events occurs, the Skill gains points based on the magnitude of the event. What magnitude actually means varies by event, and is explained in more detail below.

When the number of points in a Skill passes a threshold, the skill increases. These thresholds are ever-increasing, so raising a Skill from 40 to 41 takes more uses, and/or higher-magnitude uses, than raising that same Skill from 20 to 21.

Each time a Skill increases, it also contributes points towards your character's next Level. The number of points depends on the level of the Skill that increased, so raising a skill from a skill from 40 to 41 will take you further towards your next level than raising a Skill from 20 to 21.

It's important to remember two key rules:

Your Skills only improve if you use them effectively. For example:

- Just swinging your sword around doesn't improve your One-Handed Skill. However, hitting someone with it does.
- Just summoning an Atronach over and over again doesn't improve your Conjuration Skill. But using the Atronach in combat does.
- Just talking to everyone you meet doesn't improve your Speech Skill. You have to actually buy and sell items and pass dialogue challenges.

Your skills generally improve faster if you use them in more challenging situations. For example:

- Your Archery skill improves faster if you use more powerful bows that do more damage.
- Your Illusion skill improves faster if you cast more difficult spells.
- Your Lockpicking skill improves faster if you unlock harder chests.

Improving Skills: Training

During your journey, you will occasionally meet someone who has dedicated their lives to mastering a particular Skill. These are extremely talented individuals, and speaking to them allows you to request Training from them in the Skill they specialize in.

Most will be happy to oblige you... for a price.

Each Trainer has a degree of competence, known by the titles of Journeyman, Expert, and Master:

- Journeyman Trainers can improve your Skill to a maximum of 50.
- Expert Trainers can improve your Skill to a maximum of 75.
- Master Trainers can improve your Skill to a maximum of 90.
- Even the most proficient Trainers in Skyrim cannot train you past 90. You'll have to earn your way to 100!

The cost to train in a skill is based on your current skill level -- the skill of the trainer has no effect. However, the Expert and Master Trainers are often are members of a faction, and will only train you if you're a member in good standing.

Joining a faction is usually easy, so if you want access to a particular trainer (or set of trainers), it's worth doing early even if you don't plan to pursue that faction's quests right away.

When working with a trainer, you will receive one skill increase each time you train. This can be repeated a maximum of five times with any combination of trainers before you have to level up.

You can then return to any Trainer and pay for up to five more Skill points. If you gain a level while training, go level up, then speak to the Trainer again if you want to train some more.

An Example: Maximizing your Training



Runil is happy to teach you his knowledge of the arts of Conjuration. For a price.

You wish to improve your Conjuration Skill (which is 20), so you visit Runil -- the Journeyman Trainer -- at the graveyard in Falkreath. He offers to train you for 250 gold. Train with him, and you exchange the gold for one Skill Point.

You can train with him four more times this level, at a slightly higher cost each time. When you're done, your Skill is now 25, and you've spent a total of 1350 gold. You must now Level up before you can pay to train again.

You could have received the same training from Phinis Gestor (College of Winterhold) or Falion (in Morthal), or any combination of the three of them, but you could never have trained your skill above 25.

If you're focused on (let's not use the term "obsessed") with increasing your favorite Skills, be sure visit their Trainers often, ideally just after you level up. For best results, train and then use the skill to help increase it as quickly as possible.

Remember that you can visit a variety of Trainers to increase multiple Skills!

Some Trainers can also be Followers, and a few of them are even candidates for marriage!

3.3 The Trainers of Skyrim

Combat Skills: The Path of Might

Smithing

Journeyman Trainer: Ghorza of Markarth.



Expert Trainer: Balimund of Riften.



Master Trainer: Eorlund Gray-Mane of Whiterun.



Heavy Armor

Journeyman Trainer: Hermir Strongheart of Windhelm.



Expert Trainer: Gharol of Dushnikh Yal, in The Reach.



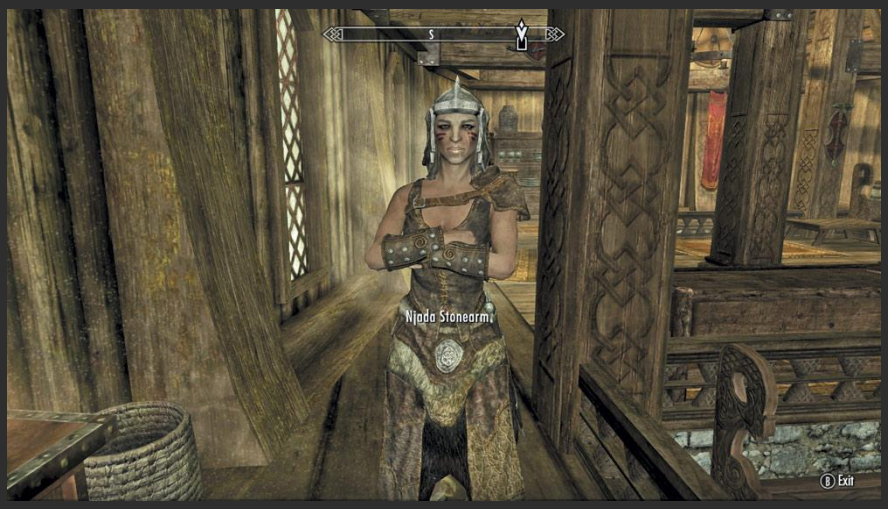
Master Trainer: Farkas of The Companions, in Whiterun.



Block

There is no Journeyman Trainer for this Skill.

Expert Trainer: Njade Stonearm of The Companions, in Whiterun.



Master Trainer: Larak of Mor Khazgur, in The Reach.



Two-Handed

There is no Journeyman Trainer for this Skill.

Expert Trainer: Torbjorn Shatter-Shield of Windhelm.



Master Trainer: Vilkas, of The Companions, in Whiterun.



One-Handed

Journeyman Trainer: Amren of Whiterun.



Expert Trainer: Athis of The Companions in Whiterun.



Master Trainer: Burguk, of Dushnikh Yal in The Reach.



Archery

Journeyman Trainer: Faendal, of Riverwood.



Expert Trainer: Aela the Huntress, of The Companions in Whiterun.



Master Trainer: Niruin, of The Thieves Guild, in Riften.



Stealth Skills: The Path of Shadow

Light Armor

Journeyman Trainer: Scouts-Many-Marshes of Windhelm.



Expert Trainer: Grelka of Riften.



Master Trainer: Nazir, of The Dark Brotherhood.



Sneak

Journeyman Trainer: Khayla, of the Khajiit Caravans.



Expert Trainer: Garvey, of Markarth.



Master Trainer: Delven Mallory, of The Thieves Guild, in Riften.



Lockpicking

There is no Journeyman Trainer for this Skill.

Expert Trainer: Majhad of the Khajiit Caravans.



Master Trainer: Vex, of The Thieves Guild, in Riften.



Pickpocket

Journeyman Trainer: Ahkari, of the Khajiit Caravans.



Expert Trainer: Silda the Unseen, of Windhelm.



Master Trainer: Vipir, of The Thieves Guild, of Riften.



Speech

Journeyman Trainer #1: Dro'marash of the Khajiit Caravans.



Journeyman Trainer #2: Revyn Sadri of Windhelm.



Speech Cont.

Expert Trainer: Ogmund the Skald, of Markarth.



Master Trainer: Geraud Gemaine, of The Bards College in Solitude.



Alchemy

Journeyman Trainer: Lami of Morthal.



Expert Trainer: Arcadia, of Whiterun.



Master Trainer: Babette, of The Dark Brotherhood.



Magic Skills: The Path of Sorcery

Illusion

There is no Journeyman Trainer for this Skill.

Expert Trainer: Atub, of Largashbur in The Rift.



Master Trainer: Drevis Neloren, of the College of Winterhold.



Conjuration

Journeyman Trainer: Runil of Falkreath.



Expert Trainer: Phinis Gestor, of the College of Winterhold.



Master Trainer: Falion of Morthal.



Destruction

Journeyman Trainer: Wuunferth the Unliving, of Windhelm.



Expert Trainer: Sybille Stentor of Solitude.



Master Trainer: Faralda, of the College of Winterhold.



Restoration

Expert Trainer: Keeper Carcette, in the Hall of the Vigilant.



Expert Trainer: Colette Marence, of the College of Winterhold.



Master Trainer: Danica Pure-Spring, of Whiterun.



Alteration

Journeyman Trainer: Melaran, of Solitude.



Expert Trainer: Dravynea, of Kynesgrove, in Eastmarch.



Master Trainer: Tolfdir, of the College of Winterhold.



Enchanting

There is no Journeyman Trainer for this Skill.

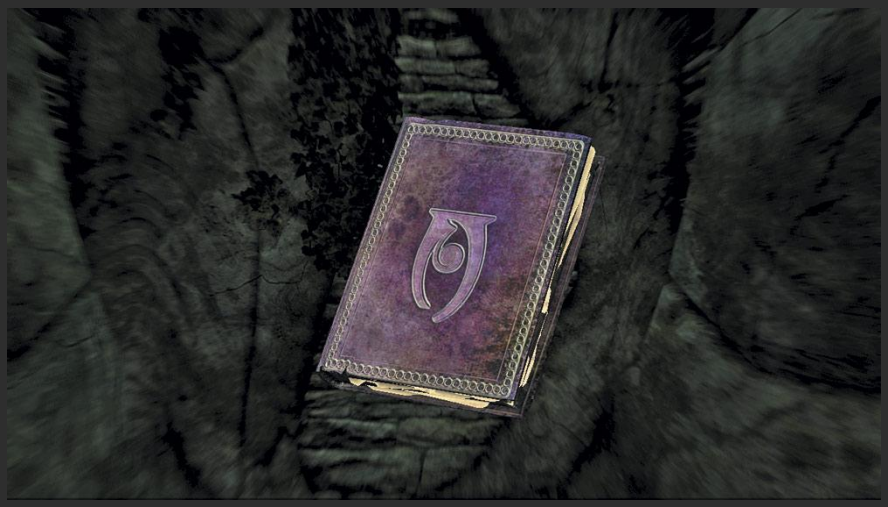
Expert Trainer: Sergius Turrianus, of the College of Winterhold.

Master Trainer: Hamal, or Markarth.



Skill Trainers are also referenced when they relate to Quests or specific Atlas locations later in this guide.

3.4 Impoving with Skill Books



The Doors of Oblivion (Conjuration), one of five copies known to exist.

Scattered throughout Skyrim are a number of rare Skill Books, each associated with a particular Skill. The first time you read each book, the associated Skill increases by one. There are five different named books for each Skill (90 different book titles), so a diligent collector can potentially increase each Skill by five points.

It's worth noting that there are multiple copies of each book in the world (usually 3-5). However, you only gain a Skill point the first time you read a book -- rereading that book, or any of its copies, has no further effect.

For example: Those interested in the Sneak Skill should look for the following books: Three Thieves (four copies), 2920, Last Seed, v8 (four copies), Sacred Witness (four copies), Legend of Krately House (three copies), and The Red Kitchen Reader (five copies). This means there is a total of 20 Sneak Skill Books, and five points you can add to your Sneak from reading the first copy you encounter of each tome.

3.5 Augmentations



Improving Skills: Augmentations

An Amulet of Dibella, which adds +15 to your Speech.

There are a variety of other ways to temporarily boost your Skills (or their primary effects):

Equip enchanted items that increases that Skill.

Drink a potion that boosts the Skill.

Acquire a Shrine Blessing or other temporary bonus to the Skill.

For example: Say you have a Speech of 40, but want to get better prices for a collection of loot you're about to sell. You could look for ways to permanently increase your skill, like completing dialogue challenges, training, or reading skill books. You can also equip an Amulet of Dibella (+15 Speech), pray at a Shrine of Dibella (+10% Better Prices), give a beggar a gold piece to receive The Gift of Charity (+10 Speech), and quaff a Potion of Glibness (+20 Speech). Then head over to your merchant of choice and wring out every last gold coin you can.

3.6 General Advice on Improving Skills



General Advice on Improving Skills

When improving your Skills, heed the following advice:

In general, it's better to increase your Skills and level up naturally, rather than trying to find ways to exploit the game. In fact, it may make your adventure harder, since you'll lack the gear and tactics needed to survive higher-level combat.

There is no fixed "maximum level" (i.e., Level 50) for you to attain. However, if you were to raise all of your Skills to 100, this would -- eventually -- take you to around Level 80. As you're only able to choose one perk each time you level up, and there are well over 200 Skill-based perks, don't fixate on obtaining every single one, as that's impossible.

Instead, focus on improving the Skills you're most interested in, and ignore perks you won't take advantage of, even if they're in a Skill you use constantly.

Statistically, it's better to save Skill Books for higher levels, when the amount of effort or the cost of training needed to increase a skill rises dramatically. However, this tends to be difficult to do in practice, since you automatically read a book when picking it up, and won't know in advance that it's a skill book.

Unless you're intent on raising every Skill to 100, it's best not to worry about this.

If you're most of the way to your next level and just need one or two more skill increases, here are some options:

Training: If you have the gold, Training is always a good option. If you're short on gold, try Training in a Skill you haven't used as much, as it will be less expensive (although it also won't count as much toward your next level).

Do you have any Skill Books you haven't read?

Are there any Ingredients you haven't sampled? Especially at low Skill levels, your Alchemy skill rises quickly just by eating common ingredients and learning their first effect.

Do you have a lot of ingredients? You may be able to make some potions. Give Alchemy a try!

Do you have any ingots or smithing supplies? You might be able to forge or improve something. Try your hand at Smithing.

4.1 Skill Constellations Introduction



This vast section of knowledge explores the entirety of the Skill Constellations. These are color-coded for Combat Skills: The Path of Might (red), Stealth Skills: The Path of Shadow (green), and Magic Skills: The Path of Sorcery (blue).

There are three general categories of perks that deserve special mention:

Skill Improvement Perks: Many constellations offer a perk that simply makes you better at that Skill's primary effect (examples include Agile Defender for Light Armor, Juggernaut for Heavy Armor, Stealth for Sneak, as well as others).
Choosing these perks is akin to receiving a huge number of Skill increases for that Skill all at once. These perks may not be as "flashy" or instantly gratifying as some of the other perks, but they are always a strong, effective choice.
Magic Rank Perks: The five schools of magic each have a series of "rank" perks (Novice, Apprentice, Adept, Expert, and Master) that dramatically decrease the cost of spells from that School.
These perks are absolutely critical to your ability to use magic effectively, and should be a top priority for any serious Mage.
Tiered Perks: Some perks can be selected multiple times for increased effect. These bonuses do not stack. For example, Heavy Armor's Juggernaut 1 Perk increases your armor rating by 20%, while Juggernaut 2 increases your armor rating by 40%.
After taking Juggernaut 2, you will have a bonus of 40%, not 60%.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

4.2 Combat Skills: The Path of Might

TOTAL PERKS FOR ALL COMBAT SKILLS: 91

Smithing



CONSTELLATION: PATH OF MIGHT

AVAILABLE PERKS: 10

Smithing is the art of creating and improving weapons and armor. Smithing workstations include the Blacksmith Forge, Grindstone (for Weapons), and Workbench (for Armor). Any improvements made at any of these stations count towards your Smithing skill, with the amount of increase based on the value of the item you craft or improve. To increase this skill as quickly as possible, forge your own items and then improve them. You can make Hide and Iron items without taking any perks. You can improve any item without taking any perks. However, you need perks to create any advanced items, such as Dwarven or Ebony weapons and armor.

Mining, Smelting, and Tanning provide raw materials for Smithing, although they do not count towards this skill. Smithing synergizes well with Enchanting, since it guarantees you a ready supply of items to enchant.

The main choice presented by your Smithing Perks is obvious: are you interested in making and improving Light Armor, like Elven, Scale, Glass, and Dragonscale, or Heavy Armor, like Steel, Dwarven, Orcish, Ebony, Daedric, and Dragonplate? Focus on the side of the constellation that appeals most to you.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1. Steel Smithing

Can create Steel armor and weapons at forges, and improve them twice as much.

Requires: Smithing 20

2. Arcane Blacksmith ★

You can improve magical weapons and armor.

Requires: Smithing 60

One of the most useful Smithing Perks, especially if you plan to focus on Enchanting as well. If your Enchanting skill is low, you can improve a piece of gear with a powerful enchantment but a weak armor rating to keep it viable for longer, or to make an already great item even better. If you're a master artisan, you can make your own gear from scratch, enchant it, temper it, and then either use it or sell it for a considerable profit.

3. Elven Smithing

Can create Elven armor and weapons at forges, and improve them twice as much.

Requires: Smithing 40, Steel Smithing

4. Advanced Armors

Can create Scaled and Steel Plate armor at forges, and improve them twice as much.

Requires: Smithing 50, Elven Smithing

5. Glass Smithing

Can create Glass armor and weapons at forges, and improve them twice as much.

Requires: Smithing 70, Advanced Armors

6. Dwarven Smithing ★

Can create Dwarven armor and weapons at forges, and improve them twice as much.
Requires: Smithing 30, Steel Smithing
Once you begin exploring Dwarven Ruins, you'll discover tons of scrap metal that can be smelted down into ingots. This is a great source of free, convenient crafting materials for your Smithing practice. Taking this perk allows you to make better (and thus more valuable) Dwarven items from these ingots, which improves your Smithing skill even more quickly, and allows you to turn a nice profit, too.

7. Orcish Smithing

Can create Orcish armor and weapons at forges, and improve them twice as much.
Requires: Smithing 50, Dwarven Smithing

8. Ebony Smithing

Can create Ebony armor and weapons at forges, and improve them twice as much.
Requires: Smithing 80, Orcish Smithing

9. Daedric Smithing

Can create Daedric armor and weapons at forges, and improve them twice as much.
Requires: Smithing 90, Ebony Smithing
Daedric weapons and armor are not available in shops, so the only way to get them is to find or make them.

10. Dragon Armor

Can create Dragon armor at forges, and improve them twice as much.
Requires: Smithing 100, Glass Smithing OR Daedric Smithing
Dragonplate and Dragonscale armors are not available in shops, so the only way to get them is to find or make them.

Heavy Armor



CONSTELLATION: PATH OF MIGHT

AVAILABLE PERKS: 12

Heavy Armor allows you to make more effective use of Iron, Steel, Dwarven, Orcish, Ebony, Dragonplate, and Daedric armors. Heavy Armor offers excellent protection, though its weight will slow you down and reduce the amount of gear you can carry. High-end sets of Heavy Armor are especially rare, so you may wish to consider Smithing so you can craft your own when the time comes.
Your Heavy Armor skill increases when you take damage while wearing heavy armor, based on the damage of the incoming blow. If you're wearing more than one kind of armor, the incoming damage is divided up among the pieces before being used to calculate skill uses. So, the more Heavy Armor you're wearing, the more damage will be assigned to it, and the faster this Skill will increase.
The Heavy Armor constellation has two main themes: the left arc focuses on unusual perks, or those useful in specific situations, while the right arc emphasizes statistically-powerful perks for heavy armor purists.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1-5. Juggernaut (5 ranks) ★

Rank 1: Increases the armor rating of your Heavy Armor by 20%.

Requires: None

Rank 2: Increases the armor rating of your Heavy Armor by 40%.

Requires: Heavy Armor 20, Juggernaut 1

Rank 3: Increases the armor rating of your Heavy Armor by 60%.

Requires: Heavy Armor 40, Juggernaut 2

Rank 4: Increases the armor rating of your Heavy Armor by 80%.

Requires: Heavy Armor 60, Juggernaut 3

Rank 5: Increases the armor rating of your Heavy Armor by 100%.

Requires: Heavy Armor 80, Juggernaut 4

6. Fists of Steel

Unarmed attacks with heavy armor gauntlets do their armor base rating in extra damage.

Requires: Heavy Armor 30, Juggernaut 1

Although unarmed combat doesn't increase any of your Skills, it can still be a viable option, especially for Khajiits (whose Claws racial ability also improves unarmed attacks). This perk also makes Brawls dramatically easier.

7. Well Fitted ★

25% Armor bonus if wearing all Heavy Armor : head, chest, hands, feet.

Requires: Heavy Armor 30, Juggernaut 1

This bonus stacks with Juggernaut and Matching Set; a must-have for anyone serious about using Heavy Armor.

8. Cushioned

Half damage from falling if wearing all Heavy Armor: head, chest, hands, feet.

Requires: Heavy Armor 50, Fists of Steel

Worth considering if you enjoy climbing mountains and scampering up rocks, and don't want to worry about fall damage.

9. Tower of Strength

50% less stagger when wearing only Heavy Armor.

Requires: Heavy Armor 50, Well-Fitted

10. Conditioning

Heavy Armor weighs nothing and doesn't slow you down when worn.

Requires: Heavy Armor 70, Cushioned

Conditioning reduces the weight of heavy armor you're wearing (it doesn't affect the weight of armor in your inventory), and eliminates the speed penalty for wearing heavy armor. If that appeals to you, but you aren't excited about having to take Fists of Steel and Cushioned to reach this perk, try out the Steed Stone ability (from one of the Standing Stones) instead: it has almost the same effect, and won't cost you any perks.

11. Matching Set

Additional 25% Armor bonus if wearing a matched set of Heavy Armor.

Requires: Heavy Armor 70, Tower of Strength

This bonus stacks with Juggernaut and Well Fitted. It's challenging to acquire a complete set of the high-end Heavy Armors (unless you're specializing in Smithing), so make sure you have a matching set before taking this perk.

12. Reflect Blows

10% chance to reflect melee damage back to the enemy while wearing all Heavy Armor: head, chest, hands, feet.

Requires: Heavy Armor 100, Matching Set

Block



CONSTELLATION: PATH OF MIGHT

AVAILABLE PERKS: 13

Block is the art of deflecting an enemy's blows with your shield or weapon. Your Block skill reduces the damage you take and the amount you stagger when you block an attack.

Your skill increases when you successfully block damage (based on the damage of the blow before it was blocked), or when you successfully bash an enemy with a weapon or shield.

Note that parries with One- or Two-handed weapons are also improved by your Block Skill and many Block Perks-- you don't have to be using a shield to benefit from this skill. But remember that if you have a second weapon or spell equipped in your left hand, you can't block at all.

In the Block constellation, the left arc offers shield-specific damage reduction perks, while the right arc focuses on bash and power bash perks that work with both shield and weapon blocks.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1-5. Shield Wall (5 ranks)

Rank 1: Blocking is 20% more effective.
Requires: None
Rank 2: Blocking is 25% more effective.
Requires: Block 20, Shield Wall 1
Rank 3: Blocking is 30% more effective.
Requires: Block 40, Shield Wall 2
Rank 4: Blocking is 35% more effective.
Requires: Block 60, Shield Wall 3
Rank 5: Blocking is 40% more effective.
Requires: Block 80, Shield Wall 4

6. Deflect Arrows

When blocking with a shield, arrows that hit the shield do no damage.
Requires: Block 30, Shield Wall 1
This perk greatly reduces the damage you take while rushing archers, but it's much less effective once you've engaged the enemy, since your shield may not be in the right place at the right time.

7. Power Bash

Able to do a power bash.
Requires: Block 30, Shield Wall 1
This perk unlocks a new Power Bash move that sends enemies flying. This is a great addition to your arsenal, especially if you're employing a weapon-and-shield combat style.

8. Quick Reflexes

Time slows down if you are blocking during an enemy's power attack

Requires: Block 30, Shield Wall 1

Quick Reflexes gives you a chance to react and dodge or (better yet) respond with a bash to counter the attack.

9. Deadly Bash

Bashing does five times more damage.

Requires: Block 50, Power Bash

While this sounds powerful, bashes don't do much damage to start with. The damage bonus certainly doesn't hurt, but it's still much faster to kill enemies with your weapon than with your shield.

10. Elemental Protection ★

Blocking with a shield reduces incoming fire, frost, and shock damage by 50%.

Requires: Block 50, Deflect Arrows

This perk is especially powerful when fighting mages. Combine with the Breton's Magic Resistance or the Alteration Magic Resistance Perks for almost impenetrable defense, allowing you to shrug off enemy spells with ease!

11. Block Runner

Able to move faster with a shield raised.

Requires: Block 70, Elemental Protection

Block Runner helps you close the distance with a ranged mage or archer, and allows you to cover more ground when making a Shield Charge.

12. Disarming Bash ★

Chance to disarm when power bashing.

Requires: Block 70, Deadly Bash

Disarming Bash gives you a chance to knock away an enemy's equipped weapon if he is in the middle of executing a power attack. While many enemies have backup weapons (often daggers), they're significantly less powerful, so you can usually crush a disarmed foe with ease.

This is a great perk, at least until you learn the Disarm Shout, which does this more reliably. Consult the Shouts section to find out how to acquire this; you may wish to ignore this perk if the Shout becomes more useful to you.

13. Shield Charge

Sprinting with a shield raised knocks down most targets.

Requires: Block 100, Block Runner OR Disarming Bash

Shield Charge is great at forcing your way out of a mob of enemies if you get surrounded, or buying a few moments to recover in the middle of a difficult battle.

Two-Handed



CONSTELLATION: PATH OF MIGHT

AVAILABLE PERKS: 19

The Two-Handed Skill governs the use of large weapons such as greatswords, battle axes, and warhammers. Those trained in this skill deliver more lethal and powerful blows. To improve this skill, damage enemies with a two-handed weapon. The skill improves based on the amount of damage you do (minus any enchantments), not the number of swings you take, so you get the same increase regardless of how many hits it takes to fell your foe.

A number of perks in the Two-Handed constellation improve a specific type of two-handed weapon. If you generally use the best weapon you can find (no matter what type it is), it's wiser to invest your perks elsewhere: better to have a bonus you can rely on than one you only see occasionally.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1-5. Barbarian (5 ranks) ★

Rank 1: Two-Handed weapons do 20% more damage.
Requires: None
Rank 2: Two-Handed weapons do 40% more damage.
Requires: Two-Handed 20, Barbarian 1
Rank 3: Two-Handed weapons do 60% more damage.
Requires: Two-Handed 40, Barbarian 2
Rank 4: Two-Handed weapons do 80% more damage.
Requires: Two-Handed 60, Barbarian 3
Rank 5: Two-Handed weapons do twice as much damage.
Requires: Two-Handed 80, Barbarian 4
This perk provides a massive +20% bonus to your two-handed weapon damage with each rank. This is a huge boost; make this perk your top priority whenever your skill level permits.

6. Champion's Stance ★

Power attacks with two-handed weapons cost 25% less stamina.
Requires: Two-Handed 20, Barbarian 1
In effect, this perk allows you to power attack more often. Two-handed weapons excel at devastating power attacks, so this is a solid choice.

7-9. Deep Wounds (3 ranks)

Rank 1: Attacks with greatswords have a 10% chance of doing critical damage.
Requires: Two-Handed 30, Barbarian 1
Rank 2: Attacks with greatswords have a 15% chance of doing even more critical damage.
Requires: Two-Handed 60, Deep Wounds 1
Rank 3: Attacks with greatswords have a 20% chance of doing even more critical damage.
Requires: Two-Handed 90, Deep Wounds 2

When a weapon scores a critical hit, it deals 50% more damage, more for ranks 2 and 3. Statistically, this perk works out to a 5% boost in your average damage over time at Rank 1, and a 15% boost by Rank 3. That's not nothing, but Barbarian is still better.

10-12. Limbsplitter (3 ranks)

Rank 1: Attacks with battle axes cause extra bleeding damage.
Requires: Two-Handed 30
Rank 2: Attacks with battle axes cause more bleeding damage.
Requires: Two-Handed 60, Limbsplitter 1
Rank 3: Attacks with battle axes cause even more bleeding damage.
Requires: Two-Handed 90, Limbsplitter 2
The exact amount of bleeding damage depends on the axe, but in general, this perk causes each hit to do 1-3 points of damage each second for 3-6 seconds, with the higher ranks pushing higher into that range, making this roughly equivalent to a short-lived lingering poison.

13-15. Skullcrusher (3 ranks)

Rank 1: Attacks with warhammers ignore 25% of armor.
Requires: Two-Handed 30
Rank 2: Attacks with warhammers ignore 50% of armor.
Requires: Two-Handed 60, Skullcrusher 1
Rank 3: Attacks with warhammers ignore 75% of armor.
Requires: Two-Handed 90, Skullcrusher 2
This perk has no effect against unarmored enemies, but it can make it significantly easier to take down a heavily armored foe, such as many bosses.

16. Devastating Blow

Standing power attacks do 25% bonus damage with a chance to decapitate your enemies.
Requires: Two-Handed 50, Champion's Stance
This is a strong, reliable damage bonus. The decapitation adds a grotesquely satisfying visual touch, but only applies if your attack already killed the enemy (this perk doesn't give you a chance of an instant kill).

17. Great Critical Charge

Can do a two-handed power attack while sprinting that does double critical damage.
Requires: Two-Handed 50, Champion's Stance
Less powerful than it might appear, the "double critical damage" bonus only applies if you land a critical hit in the first place, and (more importantly) you have to remember to use it for it to be effective. Take this if you find yourself making "berserker rushes" on your own anyway.

18. Sweep

Sideways power attacks with two-handed weapons hit all targets in front of you.
Requires: Two-Handed 70, Devastating Blow OR Great Critical Charge
Great at clearing out swaths of enemies in a single blow.

19. Warmaster

Backwards power attacks have a 25% chance to paralyze the target.
Requires: Two-Handed 100, Sweep

One-Handed



CONSTELLATION: PATH OF MIGHT

AVAILABLE PERKS: 21

The One-Handed Skill governs the use of weapons like the sword, war axe, mace, and dagger. Those trained in this skill deliver more deadly blows. To improve this skill, you must damage enemies with a one-handed weapon. The skill improves based on the amount of damage you do (minus any enchantments), not the number of swings you take, so while it might take ten hits to kill a bandit with a dagger, you would get the same skill increase for killing him in three with a mace.

A number of perks in the One-Handed constellation improve a specific type of one-handed weapon. If you generally use the best weapon you can find (no matter what type it is), it's wiser to invest your perks elsewhere: better to have a bonus you can rely on than one you only see occasionally.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1-5. Armsman (5 ranks) ★

Rank 1: One-Handed weapons do 20% more damage.

Requires: None

Rank 2: One-Handed weapons do 40% more damage.

Requires: One-Handed 20, Armsman 1

Rank 3: One-Handed weapons do 60% more damage.

Requires: One-Handed 40, Armsman 2

Rank 4: One-Handed weapons do 80% more damage.

Requires: One-Handed 60, Armsman 3

Rank 5: One-Handed weapons do twice as much damage.

Requires: One-Handed 80, Armsman 4

This perk provides a massive +20% bonus to your one-handed weapon damage with each rank. This is a huge boost; make this perk your top priority whenever your skill level permits.

6. Fighting Stance ★

Power attacks with one-handed weapons cost 25% less stamina.

Requires: One-Handed 20, Armsman 1

By conserving your stamina, this perk allows you to power attack or bash more often. A solid choice, especially if you dual-wield one-handed weapons, as this bonus works well with the Dual Flurry and Dual Savagery Perks.

7-9. Bladesman (3 ranks)

Rank 1: Attacks with swords have a 10% chance of doing critical damage.

Requires: One-Handed 30, Armsman 1

Rank 2: Attacks with swords have a 15% chance of doing more critical damage.

Requires: One-Handed 60, Bladesman 1

Rank 3: Attacks with swords have a 20% chance of doing even more critical damage.

Requires: One-Handed 90, Bladesman 2

When a weapon scores a critical hit, it deals 50% more damage, more for ranks 2 and 3. Statistically, this perk works out to a 5% boost in your average damage over time at Rank 1, and a 15% boost by Rank 3. That's not nothing, but Armsman is still better.

10-12. Bone Breaker (3 ranks)

Rank 1: Attacks with maces ignore 25% of armor.
Requires: One-Handed 30, Armsman 1
Rank 2: Attacks with maces ignore 50% of armor.
Requires: One-Handed 60, Bone Breaker 1
Rank 3: Attacks with maces ignore 75% of armor.
Requires: One-Handed 90, Bone Breaker 2
This perk has no effect against unarmored enemies, but it can make it significantly easier to take down a heavily armored foe, such as many bosses.

13-15. Hack and Slash (3 ranks)

Rank 1: Attacks with war axes cause extra bleeding damage
Requires: One-Handed 30, Armsman 1
Rank 2: Attacks with war axes cause more bleeding damage
Requires: One-Handed 60, Hack and Slash 1
Rank 3: Attacks with war axes cause even more bleeding damage
Requires: One-Handed 90, Hack and Slash 2
The exact amount of bleeding damage depends on the axe, but in general, this perk causes each hit to do 1-3 points of damage each second for 3-6 seconds, with the higher ranks pushing higher into that range, making this roughly equivalent to a short-lived lingering poison.

16-17. Dual Flurry (2 ranks)

Rank 1: Dual wielding attacks are 20% faster.
Requires: One-Handed 30, Armsman 1
Rank 2: Dual wielding attacks are 35% faster.
Requires: One-Handed 50, Dual Flurry 1

18. Critical Charge

Can do a one-handed power attack while sprinting that does double critical damage.
Requires: One-Handed 50, Fighting Stance
This perk still requires that you land a critical hit in the first place in order to receive the damage bonus. Worth taking if you find yourself making berserker rushes on your own, if you've taken the Bladesman Perks, or if you're dual-wielding (since you've got a better chance of getting a critical hit with at least one weapon).

19. Savage Strike

Standing power attacks do 25% bonus damage with a chance to decapitate your enemies.
Requires: One-Handed 50, Fighting Stance
This is a strong, reliable damage bonus, though the decapitation only applies if you've already killed the enemy. But standing over the headless corpse of your kill is a satisfying way to temper your bloodlust!

20. Dual Savagery ★

Duel wielding power attacks do 50% more damage.
Requires: One-Handed 70, Dual Flurry 1
A great pick if you're focused on dual wielding, this is stronger than Savage Strike or Critical Charge, and stacks with both of them, making your power attacks incredibly deadly.

21. Paralyzing Strike

Your backwards power attack has a 25% chance to paralyze the target.
Requires: One-Handed 100, Savage Strike OR Critical Charge
Paralyzing Strike is a powerful ability… if you remember to use it. When it works, you can inflict massive damage (and often kill your foes outright) before they can get back on their feet. But… how often do you use backward power attacks?

Archery



CONSTELLATION: PATH OF MIGHT

AVAILABLE PERKS: 16

Archery represents the skill and training needed to wield a bow effectively in combat. The greater your skill, the more deadly your shots. Your Archery skill improves when you damage enemies with a bow and arrows, with the amount of increase based on the damage that you do (minus any enchantments). Of course, only shots that hit their mark will count.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1-5. Overdraw (5 ranks) ★

Rank 1: Bows do 20% more damage.
Requires: None
Rank 2: Bows do 40% more damage.
Requires: Archery 20, Overdraw 1
Rank 3: Bows do 60% more damage.
Requires: Archery 40, Overdraw 2
Rank 4: Bows do 80% more damage.
Requires: Archery 60, Overdraw 3
Rank 5: Bows do twice as much damage.
Requires: Archery 80, Overdraw 4
This perk provides a massive +20% bonus to your bow damage with each rank. This is a huge boost; make this perk your top priority whenever your skill level permits.

6-8. Critical Shot (3 ranks)

Rank 1: 10% chance of a critical hit that does extra damage.
Requires: Archery 30, Overdraw 1
Rank 2: 15% chance of a critical hit that does 25% more critical damage.
Requires: Archery 60, Critical Shot 1
Rank 3: 20% chance of a critical hit that does 50% more critical damage.
Requires: Archery 90, Critical Shot 2
When a weapon scores a critical hit, it deals 50% more damage. Statistically, this perk works out to a 5% boost in your average damage over time at Rank 1, and a 15% boost by Rank 3. That's not nothing, but Overdraw is still better.

9. Eagle Eye ★

Pressing Block while aiming will zoom in your view.
Requires: Archery 30, Overdraw 1
This perk allows you to snipe enemies more accurately from a greater distance. This is a great choice for stealth archers: Since you may only get one shot, make it count!

10-11. Steady Hand (2 ranks)

Rank 1: Zooming in with a bow slows time by 25%

Requires: Archery 40, Eagle Eye

Rank 2: Zooming in with a bow slows time by 50%

Requires: Archery 60, Steady Hand 1

This perk is useful for minimizing the chance that your target will move while you line up a stealth shot, or for making sure an important shot hits its mark. It's especially effective against dragons in the air; you'll still have to lead your shot a little (that is, aim at where you think the creature will be when the arrow arrives, not where it is when you fire), but this improves your odds of hitting them significantly.

12. Hunter's Discipline

Recover twice as many arrows from dead bodies.

Requires: Archery 50, Critical Shot 1

A fine choice if you find yourself running out of arrows frequently, or use a lot of high-end arrows. If you mainly use basic Iron or Steel Arrows, take something else; they're so cheap and so common that recovering more of them just isn't worth the perk.

13. Power Shot ★

Arrows stagger all but the largest opponents 50% of the time.

Requires: Archery 50, Eagle Eye

Power Shot is surprisingly powerful: In the time it takes an enemy to stagger and recover, you may be able to fire off another shot or two. The stagger will also interrupt an enemy's charge or block, briefly giving you a clear opening. Or when all else fails, take that second or two to put some space between you and your opponent.

14. Ranger

Able to move faster with a drawn bow.

Requires: Archery 60, Hunter's Dicipline

15. Quick Shot

Can draw a bow 30% faster.

Requires: Archery 70, Power Shot

16. Bullseye

15% chance of paralyzing the target for 10 seconds.

Requires: Archery 100, Quick Shot OR Ranger

Bullseye gives you a chance to paralyze opponents with each shot. This is fantastic at medium and short ranges, where it can take an enemy out of a fight and allows you to finish them off quickly. It's somewhat less effective at long range, since enemies fall over when paralyzed, making it more difficult (or impossible) to hit them again from that distance.

4.3 Stealth Skills: The Path of Shadow

TOTAL PERKS FOR ALL STEALTH SKILLS: 74

Light Armor

Journeyman Trainer: Ghorza of Markarth.



CONSTELLATION: PATH OF SHADOW

AVAILABLE PERKS: 10

Light Armor allows you to make more effective use of Hide, Leather, Elven, Glass, and Dragonscale armor.

Light Armor offers a good balance between weight, protection, and mobility, and is recommended for stealthy characters or those with other forms of protection (such as a good shield or the occasional ward) to supplement their defenses.

Your Light Armor skill increases when you take damage while wearing light armor, based on the damage of the incoming blow.

If you're wearing more than one kind of armor, the incoming damage is divided up among the pieces before being used to calculate skill uses, so wearing more light armor will allow this skill to develop faster.

Note

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1-5. Agile Defender (5 ranks) ★

Rank 1: Increase armor rating for Light armor by 20%.

Requires: None

Rank 2: Increases the armor rating of your Light Armor by 40%.

Requires: Light Armor 20, Agile Defender 1

Rank 3: Increases the armor rating of your Light Armor by 60%.

Requires: Light Armor 40, Agile Defender 2

Rank 4: Increases the armor rating of your Light Armor by 80%.

Requires: Light Armor 60, Agile Defender 3

Rank 5: Increases the armor rating of your Light Armor by 100%.

Requires: Light Armor 80, Agile Defender 4

6. Custom Fit ★

25% armor bonus if wearing all Light Armor: head, chest, hands, feet.

Requires: Light Armor 30, Agile Defender 1

This bonus stacks with Agile Defender and Matching Set; a must-have for anyone serious about using Light Armor.

7. Unhindered

Light Armor weighs nothing and doesn't slow you down when worn.

Requires: Light Armor 50, Custom Fit

This perk reduces the weight of the light armor you're wearing (it doesn't affect the weight of armor in your inventory), and eliminates its movement penalty.

If you're not sure whether this perk is for you, try out the Steed Stone ability (from one of the Standing Stones) first: it has almost the same effect, and won't cost you a perk.

8. Wind Walker

Stamina regenerates 50% faster in all Light Armor: head, chest, hands, feet.
Requires: Light Armor 60, Unhindered

9. Matching Set

Additional 25% Armor bonus if wearing a matched set of Light Armor
Requires: Light Armor 70, Custom Fit
This bonus stacks with Agile Defender and Custom Fit. Make sure you have a matching set before taking this perk, though.

10. Deft Movement

10% chance of avoiding all damage from a melee attack while wearing all Light Armor: head, chest, hands, feet.
Requires: Light Armor 100, Wind Walker OR Matching Set
This perk gives you a 10% chance of avoiding all damage from a hit when wearing a full set of light armor. It's a noticeable but unreliable bonus: if you're lucky, it might spare you from a lethal blow… or it may not.

Sneak

Journeyman Trainer: Ghorza of Markarth.



CONSTELLATION: PATH OF SHADOW

AVAILABLE PERKS: 13

Sneak is the art of moving unseen and unheard. This skill improves when you sneak past someone, or perform a successful sneak attack. You don't get credit for sneaking in an empty hallway, or for just standing around-- you must be sneaking (crouched) near someone who can detect you.
Avoiding detection is also critical: the moment you are spotted, your sneak attempt has failed, and you can no longer perform a sneak attack (until you hide again).

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1-5. Stealth (5 ranks) ★

Rank 1: You are 20% harder to detect when sneaking.
Requires: None
Rank 2: You are 25% harder to detect when sneaking.
Requires: Sneak 20, Stealth 1
Rank 3: You are 30% harder to detect when sneaking.
Requires: Sneak 40, Stealth 2
Rank 4: You are 35% harder to detect when sneaking.
Requires: Sneak 60, Stealth 3
Rank 5: You are 40% harder to detect when sneaking.
Requires: Sneak 80, Stealth 4
This perk makes it dramatically easier to sneak past enemies unnoticed. The first rank in this skill (+20%) is absolutely critical to being able to sneak effectively. Subsequent ranks have diminishing returns, but are still a good choice if you're focused on stealth and find yourself being detected too quickly.

Even if Stealth isn't your focus, it's worth taking the basic Stealth Perk just in case you someday need to sneak out of a dangerous situation.

6. Backstab

Sneak attacks with one-handed weapons now do six times damage.

Requires: Sneak 30, Stealth 1

Backstab doubles your sneak attack damage (to 6x normal). If you're skilled enough to reliably sneak up behind enemies, this can make one-hit kills a real possibility, especially on weaker foes.

7. Muffled Movement

Noise from armor is reduced by 50%.

Requires: Sneak 30, Stealth 1

This perk is good at low levels, but is much less useful later on, when it's eclipsed by Silence, Muffle-enchanted equipment, or the Muffle spell (Illusion Skill), all of which silence your movement entirely.

8. Deadly Aim ★

Sneak attacks with bows now do three times damage.

Requires: Sneak 40, Backstab

Deadly Aim increases the sneak attack damage done by bows (from 2x to 3x). The extra damage is noticeable, though not as dramatic as Backstab's bonus.

9. Light Foot

You won't trigger pressure plates.

Requires: Sneak 40, Muffled Movement

This perk presents an interesting dilemma. It has advantages: you'll no longer have to worry about almost half the traps you encounter. But enemies and your Followers can still set them off, which generally gives you less warning than you might otherwise have had.

Also, you can no longer deliberately use traps to kill enemies, which limits your options and takes some of the fun out of them. So think carefully before taking this perk, or just be cautious and avoid pressure plates in the first place.

10. Assassin's Blade

Sneak attacks with daggers now do a total of fifteen times normal damage.

Requires: Sneak 50, Deadly Aim

This perk affects only daggers, but it does make them significantly more effective at sneak attacks. With this perk, daggers do about twice the sneak attack damage of a full-sized weapon like a sword or mace.

That's a solid improvement, and a good reason to choose daggers, at least for your first blow.

11. Silent Roll

Sprinting while sneaking executes a silent forward roll.

Requires: Sneak 50, Light Foot

Silent Roll allows you to quickly dodge behind cover while sneaking, although the drain on your Stamina prevents you from using it to roll long distances.

12. Silence

Walking and running does not affect detection.

Requires: Sneak 70, Silent Roll

This perk gives you a permanent Muffle effect. However, since you can receive the same effect from a spell or piece of enchanted armor, consider whether it's really worth spending one of your perk selections on.

13. Shadow Warrior

Crouching stops combat for a moment and forces distant opponents to search for a target.

Requires: Sneak 100, Silence

Shadow Warrior can give you a chance to recover or make a hasty getaway if your stealth attempt goes terribly wrong. It's most effective if you can put some distance between yourself and your foes; if you use it right in front of an enemy, they'll spot you again almost immediately.

Lockpicking



CONSTELLATION: PATH OF SHADOW

AVAILABLE PERKS: 11

Lockpicking allows you to open locked doors and containers faster, more easily, and with fewer broken lockpicks. This skill increases when you pick the lock on a door, container, or trap trigger hinge, based on the difficulty of the lock.

It also increases (slightly) if you break a pick, so if you try picking a difficult lock and fail, it isn't a total loss.

The Novice, Apprentice, Adept, Expert, and Master Locks Perks decrease the difficulty of picking locks of the corresponding level.

This helps save on lockpicks (and frustration), but depending on your Lockpicking skill and your own personal skill at Lockpicking, you may not find them necessary.

Note that the fabled Skeleton Key gives you the high-end Unbreakable Perk while you possess it, though you must surrender the Skeleton Key as a part of the Thieves' Guild questline.

While you have it, take the opportunity to unlock any Expert or Master locks you wish and quickly level your Lockpicking skill.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1. Novice Locks

Novice locks are much easier to pick.

Requires: None

2. Apprentice Locks

Apprentice locks are much easier to pick.

Requires: Lockpicking 25, Novice Locks

3. Quick Hands

Able to pick locks without being noticed.

Requires: Lockpicking 40, Apprentice Locks

Quick Hands allows you to pick locks without a Crime being detected. This is sometimes useful for breaking into homes and containers without attracting too much attention… although trespass and theft will still be noticed.

4. Wax Key

Automatically gives you a copy of a picked lock's key if it has one.

Requires: Lockpicking 50, Quick Hands

In essence, this perk allows you to automatically reopen most doors you've picked in the past. This may be useful if you find a couple of wealthy houses you can rob repeatedly (after their treasures have been replaced), or if you find yourself back in a Dungeon you've been to before.

5. Adept Locks

Adept locks are much easier to pick.

Requires: Lockpicking 50, Apprentice Locks

6. Golden Touch ★

Find more gold in chests.

Requires: Lockpicking 60, Adept Locks
Golden Touch adds a fair amount of gold to most chests (up to +100 gold pieces per chest). This stacks with the Imperial Luck racial ability, though it's significantly better.

7. Treasure Hunter ★

50% greater chance of finding special treasure.
Requires: Lockpicking 70, Golden Touch
This perk significantly increases your chance of finding special loot in some chests, especially large chests. What kind of loot? It could be literally anything, from an Iron Sword on up to a Dragonplate Cuirass.
This is always a gamble, but it occasionally gives you something that's far better than anything you can get through any normal means. Are you feeling lucky?

8. Expert Locks

Expert locks are much easier to pick.
Requires: Lockpicking 75, Adept Locks

9. Locksmith

Pick starts close to the lock opening position.
Requires: Lockpicking 80, Expert Locks

10. Unbreakable

Lockpicks never break.
Requires: Lockpicking 100, Locksmith
With this perk -- and enough patience -- you can eventually pick the lock on any chest with a single pick. Take this, and you won't need the Master Locks Perk.

11. Master Locks

Master Locks are much easier to pick.
Requires: Lockpicking 100, Expert Locks

Pickpocket



CONSTELLATION: PATH OF SHADOW

AVAILABLE PERKS: 12

Pickpocket is the stealthy art of lifting gold and other valuables from an unsuspecting target. This skill increases whenever you successfully steal an item, based on the value of the item.
Fail to pickpocket something, and you don't receive credit for the attempt. Of course, that's probably the least of your worries at that point…!
The highest-level Pickpocket Perks, Misdirection and Perfect Touch, allow you to steal equipped weapons and armor off of a creature. An excellent trick for a stealthy assassin, there are few more satisfying ways to take down a difficult foe than to strip them down to their underwear before stabbing them in the back...

Note

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1-5. Light Fingers (5 ranks)

Rank 1: Pickpocketing bonus of 20%. Item weight and value reduce pickpocketing odds.
Requires: None
Rank 2: Pickpocketing bonus of 40%. Item weight and value reduce pickpocketing odds.
Requires: Pickpocket 20, Light Fingers 1
Rank 3: Pickpocketing bonus of 60%. Item weight and value reduce pickpocketing odds.
Requires: Pickpocket 40, Light Fingers 2
Rank 4: Pickpocketing bonus of 80%. Item weight and value reduce pickpocketing odds.
Requires: Pickpocket 60, Light Fingers 3
Rank 5: Pickpocketing bonus of 100%. Item weight and value reduce pickpocketing odds.
Requires: Pickpocket 80, Light Fingers 4

6. Night Thief

+25% chance to pickpocket if the target is asleep.
Requires: Pickpocket 20
Night Thief makes pickpocketing a sleeping character much easier. Find out where your target sleeps, hide nearby, wait for nightfall, and then rob them at your leisure. Stacks with Light Fingers.

7. Cutpurse

Pickpocketing gold is 50% easier.
Requires: Pickpocket 40, Night Thief

8. Poisoned

Silently harm enemies by placing poisons in their pockets.
Requires: Pickpocket 40, Night Thief
This is a good way of sapping an enemy's strength, and can kill many civilians outright. This is a great tactic for some Dark Brotherhood assassinations.

9. Extra Pockets ★

Carrying capacity is increased by 100 points.
Requires: Pickpocket 50, Night Thief
Increases your Max Carry weight by 100. This great for any character, especially if you've been neglecting your stamina when leveling up.

10. Keymaster

Pickpocketing keys always works.
Requires: Pickpocket 60, Cutpurse
Gold and items are great, but keys can be even better once you have access to a good Fence-- go rob a well-to-do character's house while they're out, and the haul will often be worth far more than what they were carrying.
If you need someone to fence your stolen goods, join the Thieves' Guild, or take the Speech skill's Fence perk.

11. Misdirection

Can pickpocket equipped weapons.
Requires: Pickpocket 70, Cutpurse

12. Perfect Touch

Can pickpocket equipped items.
Requires: Pickpocket 100, Misdirection

Speech



CONSTELLATION: PATH OF SHADOW

AVAILABLE PERKS: 13

Speech allows you to haggle, bribe, persuade, and intimidate others to do as you ask. The higher your Speech skill, the better the prices you get when buying or selling items, and the greater your odds of success at dialogue challenges.

Your Speech skill doesn't require any special effort to raise: it increases naturally when you sell items to a merchant (based on the value of the item), or when you succeed at a Persuade or Intimidate challenge (based on its difficulty).

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1-5. Haggling (5 ranks) ★

Rank 1: Buying and selling prices are 10% better.

Requires: None

Rank 2: Buying and selling prices are 15% better.

Requires: Speech 20, Haggling 1

Rank 3: Buying and selling prices are 20% better.

Requires: Speech 40, Haggling 2

Rank 4: Buying and selling prices are 25% better.

Requires: Speech 60, Haggling 3

Rank 5: Buying and selling prices are 30% better.

Requires: Speech 80, Haggling 4

Haggling significantly improves the prices you get in shops, though with diminishing returns after the first rank. Even if you don't plan to focus on Speech, it's worth picking up the first rank of this perk.

6. Allure

10% better prices with the opposite sex.

Requires: Speech 30, Haggling 1

Allure allows you to get slightly better prices from some merchants. While this can add up over time, make sure to take advantage of it by finding merchants of the correct gender. Stacks with Haggling.

7. Bribery

Can bribe guards to ignore crimes.

Requires: Speech 30, Haggling 1

This perk allows you to bribe guards to overlook non-violent crimes. The crime doesn't go away, they just don't arrest you right now. If you're already a member of the Thieves' Guild, you can do this for free, so there's no need to spend a Perk on it.

This is also unimportant if you're a law-abiding citizen of Skyrim.

8. Merchant ★

Can sell any type of item to any kind of merchant.

Requires: Speech 50, Allure

The Merchant Perk makes the process of selling off your loot significantly faster, since you no longer need to visit multiple vendors to sell everything.

9. Persuasion

Persuasion attempts are 30% easier.

Requires: Speech 50, Bribery

This perk increases your effective Speech score for the purpose of Persuade challenges. This is rarely necessary, although it can help if you find yourself struggling with them.

10. Intimidation

Intimidation is twice as successful.

Requires: Speech 70, Persuasion

Like Persuasion, this Perk increases your effective Speech score for the purpose of Intimidate challenges. Also like Persuasion, it's rarely necessary, and there's no real reason to take both this and Persuasion, unless you have a strong roleplaying preference.

11. Investor

Can invest 500 gold with a shopkeeper to increase his available gold permanently.

Requires: Speech 70, Merchant

Permanently increases the amount of gold that merchants have to trade with you. Coupled with the Merchant Perk, this makes it even easier to sell your loot to one just convenient merchant, reducing your downtime between quests.

12. Fence

Can barter stolen goods with any merchant you have invested in.

Requires: Speech 90, Investor

If you're already a member of the Thieves' Guild, you may not need another Fence, although this will make it more convenient to sell stolen items as it increases the number of Fences you have access to.

13. Master Trader

Every merchant in the world gains 1,000 gold for bartering.

Requires: Speech 100, Fence

Alchemy



CONSTELLATION: PATH OF SHADOW

AVAILABLE PERKS: 15

Alchemy allows you to create potent potions and deadly poisons. Their effects are determined by the ingredients you use, but their potency is based on your Alchemy skill.

Your skill increases when you discover a new ingredient effect or successfully craft a potion (based on the value of the potion). It also increases slightly if you attempt to craft a potion but fail-- while you may lose the ingredients, the experiment is isn't a complete loss.

The Crafting section, has extensive details about the Alchemy system, including a full list of ingredients and their effects.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1-5. Alchemist (5 ranks) ★

Rank 1: Potions and poisons you make are 20% stronger.

Requires: None

Rank 2: Potions and poisons you make are 40% stronger.

Requires: Alchemy 20, Alchemist 1

Rank 3: Potions and poisons you make are 60% stronger.

Requires: Alchemy 40, Alchemist 2

Rank 4: Potions and poisons you make are 80% stronger.

Requires: Alchemy 60, Alchemist 3

Rank 5: Potions and poisons you make are twice as strong.

Requires: Alchemy 80, Alchemist 4

6. Physician

Potions you mix that restore Health, Magicka, or Stamina are 25% more powerful.

Requires: Alchemy 20, Alchemist 1

Physician stacks with the Alchemist perks to make significantly more powerful restorative potions.

7. Benefactor

Potions you mix with beneficial effects have an additional 25% greater magnitude.

Requires: Alchemy 30, Physician 1

Benefactor stacks with both the Alchemist and Physician perks, but improves a broader range of potions than Physician.

8. Poisoner

Poisons you mix are 25% more effective.

Requires: Alchemy 30, Physician 1

9-11. Experimenter (3 ranks)

Rank 1: Eating an ingredient reveals first two effects.

Requires: Alchemy 50, Benefactor

Rank 2: Eating an ingredient reveals first three effects.

Requires: Alchemy 70, Experimenter 1

Rank 3: Eating an ingredient reveals all its effects.
Requires: Alchemy 90, Experimenter 2
The Experimenter Perks allow you to learn more effects just by eating ingredients.
If mixing and matching ingredients isn't something you're interested in, this can help you learn effects faster… but remember that there's a complete table of Ingredient effects in the Inventory section, and you don't need to learn an Ingredient's effects (in the game) in order to use it in a potion or poison.

12. Concentrated Poison

Poisons applied to weapons last for twice as many hits.
Requires: Alchemy 60, Poisoner
Since poisons normally only last for one hit, Concentrated Poison effectively doubles the strength of all your Poisons. It's definitely worth taking if you use poisons frequently.

13. Green Thumb ★

Two ingredients are gathered from plants.
Requires: Alchemy 70, Concentrated Poison
This perk effectively doubles the plant ingredients you have at your disposal. More ingredients means more opportunities to craft potions and poisons, which helps your Alchemy skill increase even faster. Unless you buy all your ingredients from shops, this is worth taking this as soon as possible.

14. Snakeblood

+50% Poison Resistance
Requires: Alchemy 80, Experimenter 1 OR Concentrated Poison
Increases your resistance to poison, which is helpful when fighting Falmer, Chaurus, or Frostbite Spiders. This stacks with any racial abilities you may have.

15. Purity

All negative effects are removed from created potions, and all positive effects are removed from created poisons.
Requires: Alchemy 100, Snakeblood
Purity "cleans up" your Alchemy results, if they need it. You may be better off just finding a better combination of ingredients to achieve the effect you want, though.
Magic Skills: The Path of Sorcery

4.4 Magic Skills: The Path of Sorcery

TOTAL PERKS FOR ALL MAGIC SKILLS: 86

Illusion



CONSTELLATION: PATH OF MAGIC

AVAILABLE PERKS: 13

Illusion Magic manipulates the minds of those around you, sending them into a frenzy or compelling them to flee in terror. Illusion also offers a number of useful spells for a stealthy character, such as Invisibility and Muffle. Your Illusion skill increases when you cast a useful Illusion spell on a valid target. For example, you don't get credit for casting Fear on a character that's immune to the spell, or Invisibility when no one is around to see you.

Many Illusion Perks are designed to help you overcome the major limitation of Illusion magic: the level restrictions on who your spells can affect. See the Spell List for the individual level restrictions on each spell, and the Bestiary for a guide to identifying enemies by level.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1. Novice Illusion ★

Cast Novice level Illusion spells for half magicka.

Requires: None

2. Animage

Illusion spells now work on higher level animals.

Requires: Illusion 20, Novice Illusion

Illusion spells now affect animals up to 8 levels higher than the spell's usual limit. Stacks with all other perks.

3. Illusion Dual Casting ★

Dual casting an Illusion spell overcharges the effects into an even more powerful version.

Requires: Illusion 20, Novice Illusion

Dualcasting more than doubles the duration of your Illusion spells, and allows them to affect targets twice as high as the spell's level cap would normally permit. This dramatically increases the effectiveness of all Illusion spells, especially until you begin taking other Perks in this school to raise those level restrictions. It also works well for the stealth-focused spells (Invisibility, Muffle), which could give you away if they wear off too early.

4. Apprentice Illusion ★

Cast Apprentice level Illusion spells for half magicka.

Requires: Illusion 25, Novice Illusion

5. Hypnotic Gaze

Calm spells now work on higher level opponents. Cumulative with Kindred Mage and Animage.

Requires: Illusion 30, Novice Illusion

Calm spells now affect enemies up to 8 levels higher than the spell's usual limit. Stacks with all other perks.

6. Kindred Mage

All Illusion spells work on higher level people.

Requires: Illusion 40, Animage

Illusion spells now affect people up to 10 levels higher than the spell's usual limit. Stacks with all other perks.

7. Adept Illusion ★

Cast Adept level Illusion spells for half magicka.

Requires: Illusion 50, Apprentice Illusion

8. Aspect of Terror

Fear spells work on higher level opponents. Cumulative with Kindred Mage and Animage.

Requires: Illusion 50, Hypnotic Gaze

Fear spells now affect enemies up to 10 levels higher than the spell's usual limit. Stacks with all other perks.

9. Quiet Casting

All spells you cast from any school of magic are silent to others.

Requires: Illusion 50, Kindred Mage

A great choice for any stealth-focused character dabbling in magic, or any mage interested in stealth. With this Perk, you can cast spells like Fear or Frenzy while remaining hidden, or recast Invisibility if it wears off unexpectedly.

10. Rage

Frenzy spells work on higher level opponents. Cumulative with Kindred Mage and Animage.

Requires: Illusion 70, Aspect of Terror

Frenzy spells now affect enemies up to 12 levels higher than the spell's usual limit. Stacks with all other perks.

11. Expert Illusion ★

Cast Expert level Illusion spells for half magicka.

Requires: Illusion 75, Adept Illusion

12. Master of the Mind ★

Illusion spells work on undead, daedra and automations.

Requires: Illusion 90, Rage OR Quiet Casting

13. Master Illusion

Cast Master level Illusion spells for half magicka.

Requires: Illusion 100, Expert Illusion

Conjuration



CONSTELLATION: PATH OF MAGIC

AVAILABLE PERKS: 16

Conjuration Spells allow you to raise the dead, summon creatures from Oblivion, draw powerful Bound Weapons from thin air, and trap the souls of your defeated foes. Your Conjuration skill increases when you cast a Conjuration spell and use it effectively, such as sending your summoned creature into battle, doing damage with a bound weapon, or successfully trapping a soul.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1. Novice Conjuration ★

Cast Novice level Conjuration spells for half magicka.

Requires: None

2. Mystic Binding

Bound weapons do more damage.

Requires: Conjuration 20, Novice Conjuration

Improves the damage of bound weapons by 50%. If you use them, that's a noticeable improvement.

3. Conjuration Dual Casting

Dual casting a Conjuration spell overcharges the spell, allowing it to last longer.

Requires: Conjuration 20, Novice Conjuration

Dualcasting increases the duration of your Conjuration spells, not their strength. This is useful if you raise undead frequently-- you'll get more use from your zombies before they turn to ash-- but it's less effective if you primarily conjure creatures, since you can always conjure them again if the battle is taking a long time to conclude.

4. Apprentice Conjuration ★

Cast Apprentice level Conjuration spells for half magicka.

Requires: Conjuration 25, Novice Conjuration

5-6. Summoner (2 ranks)

Rank 1: Can summon atronachs or raise undead twice as far away.

Requires: Conjuration 30, Novice Conjuration

Rank 2: Can summon atronachs or raise undead three times as far away.

Requires: Conjuration 70, Summoner 1

This perk allows you to summon Atronachs or raise undead at a distance. This tends to be less useful in the tight confines of many dungeons, but works very well outdoors, where you can "throw" an Atronach well out ahead of you and let it wreak havoc on your enemies before you even get close (or remain in cover and let your minion fight for you).

7. Soul Stealer

Bound weapons cast Soul Trap on targets.

Requires: Conjuration 30, Mystic Binding

Casts Soul Trap on targets hit with your bound weapons. If you're interested in Enchanting and keep a ready supply of empty soul gems on hand, this is a great combination. But make sure you have a gem appropriate to the creature you're killing; don't trap that Skeever soul in your Grand Soul Gem. Check the Enchanting section for more information on Soul Gems.

8. Atromancy

Double duration for conjured Atronachs.

Requires: Conjuration 40, Summoner 1

Again, the duration of your conjured creatures is rarely an issue, since you can just resummon them if necessary.

9. Necromancy

Greater duration for reanimated undead.

Requires: Conjuration 40, Novice Conjuration

Since undead disintegrate when your spell wears off, Necromancy significantly increases the effectiveness of these spells. For best results, take Conjuration Dual Casting and dualcast your spell for an even longer duration!

10. Adept Conjuration ★

Cast Adept level Conjuration spells for half magicka.

Requires: Conjuration 50, Apprentice Conjuration

11. Oblivion Binding

Bound weapons will banish summoned creatures and turn raised ones.

Requires: Conjuration 50, Soul Stealer

Oblivion Binding works like a powerful Turn Undead or Expel Daedra spell. It's a good alternative to the single-target versions of those spells, since it works repeatedly and without any Magicka cost.

12. Dark Souls

Reanimated undead have 100 points more health.
Requires: Conjuration 70, Necromancy
Increases the health of your undead, allowing you to squeeze more “life” out of them before they collapse.

13. Expert Conjuration ★

Cast Expert level Conjuration spells for half magicka.
Requires: Conjuration 75, Adept Conjuration

14. Elemental Potency ★

Conjured Atronachs are 50% more powerful.
Requires: Conjuration 80, Atromancy
Elemental Potency makes all Atronachs, including the top-tier Elemental Thralls, dramatically more powerful without increasing their casting cost.

15. Master Conjuration ★

Cast Master level Conjuration spells for half magicka.
Requires: Conjuration 100, Expert Conjuration

16. Twin Souls ★

You can have two atronachs or reanimated zombies.
Requires: Conjuration 100, Dark Souls OR Elemental Potency
Twin Souls allows you to have two summoned or reanimated creatures (or one of each) active at once. Add a Follower to your adventuring party, and few enemies will even be able to get close to you!

Destruction



CONSTELLATION: PATH OF MAGIC

AVAILABLE PERKS: 17

Destruction Magic harnesses the elemental forces of fire, frost, and shock to obliterate your foes. This skill improves when you damage enemies with Destruction spells, based on the amount of damage you do. You get the same increase for killing a Frost Troll with one Fire Storm as for killing it with ten Lightning Bolts, and no increase at all if it the spell misses its target.
In addition to its listed damage, each element has its own innate effect: Flame spells set your enemies on fire (doing damage over time), Frost spells slow your foes and sap their stamina, and Shock spells drain their magicka.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1. Novice Destruction ★

Cast Novice level Destruction spells for half magicka.
Requires: None

2. Destruction Dual Casting ★

Dual casting a Destruction spell overcharges the effects into an even more powerful version.

Requires: Destruction 20, Novice Destruction

Dualcasting more than doubles the damage of your Destruction spells. This is a great choice, especially at early levels, where inflicting that extra damage with Flames or Frostbite often means the difference between life and death.

3. Apprentice Destruction ★

Cast Apprentice level Destruction spells for half magicka.

Requires: Destruction 25, Novice Destruction

4-5. Augmented Flames (2 ranks)

Rank 1: Fire spells do 25% more damage.

Requires: Destruction 30, Novice Destruction

Rank 2: Fire spells do 50% more damage.

Requires: Destruction 60, Augmented Flames 1

6-7. Augmented Frost (2 ranks)

Rank 1: Frost spells do 25% more damage.

Requires: Destruction 30, Novice Destruction

Rank 2: Frost spells do 50% more damage.

Requires: Destruction 60, Augmented Frost 1

8-9. Augmented Shock (2 ranks)

Rank 1: Shock spells do 25% more damage.

Requires: Destruction 30, Novice Destruction

Rank 2: Shock spells do 50% more damage.

Requires: Destruction 60, Augmented Shock 1

10. Impact

Most destruction spells will stagger an opponent when dual cast.

Requires: Destruction 40, Destruction Dual Casting

Impact adds a stagger effect to most dualcast spells. Flames, Frostbite, and Sparks are not included in this set, so you can't stagger enemies at will, but this can still be a powerful effect, allowing you to slow an enemy who's trying to close with you, or giving you a chance to run if you find yourself overwhelmed.

11. Rune Master

Can place runes five times farther away.

Requires: Destruction 40, Apprentice Destruction

Rune Spells allow you to create traps that enemies can trigger. The Rune Master Perk allows you to place them dramatically farther away, making it much easier to throw them into an enemy's path or place them near an existing trap (to create a "killing zone") without being detected.

12. Adept Destruction ★

Cast Adept level Destruction spells for half magicka.

Requires: Destruction 50, Apprentice Destruction

13. Intense Flames

Fire damage causes targets to flee if their health is below 20%.

Requires: Destruction 50, Augmented Flames 1

Sure, by the time this perk takes effect, your enemy was almost dead anyway-- but watching a flaming foe run screaming off the edge of a cliff is just priceless.

14. Deep Freeze

Frost damage paralyzes targets if their health is below 20%.

Requires: Destruction 60, Augmented Frost 1

Deep Freeze paralyzes enemies near death, allowing you to kill them with impunity or turn your attention to more pressing threats. It often prevents a foe from completing their last attack (or two), which may be a lifesaver if your health is also low.

15. Disintegrate

Shock damage disintegrates targets if their health is below 15%.

Requires: Destruction 70, Augmented Shock 1

Disintegrate effectively increases your damage output, instantly killing an enemy whenever your shock spells reduce their health below 15%. For pure efficiency, this is the best of the three low-health perks.

16. Expert Destruction ★

Cast Expert level Destruction spells for half magicka.
Requires: Destruction 75, Adept Destruction

17. Master Destruction ★

Cast Master level Destruction spells for half magicka.
Requires: Destruction 100, Expert Destruction

Restoration



CONSTELLATION: PATH OF MAGIC

AVAILABLE PERKS: 13

Restoration spells shape life energy, allowing you to heal yourself and your companions, drive back the undead, and create protective wards. Your Restoration skill increases when you use these spells effectively: to heal damage, turn undead, or shield yourself in combat.
It does not increase if you heal someone who is already at full health, or cast a Turn Undead spell when no undead are around.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1. Novice Restoration ★

Cast Novice level Restoration spells for half magicka.
Requires: None

2. Regeneration ★

Healing spells cure 50% more.
Requires: Restoration 20, Novice Restoration
Regeneration makes all healing spells more effective. It has a low skill requirement, and is definitely worth taking early, when the concentration spell Healing may be your only restorative spell. Those few extra points of health a second can make all the difference during a particularly dangerous battle.

3. Restoration Dual Casting

Dual casting a Restoration spell overcharges the effects into an even more powerful version.
Requires: Restoration 20, Novice Restoration
Dualcasting doubles the effectiveness of some Restoration spells (Healing, Wards) and the duration of others (Turn Undead). But except in the most dire of circumstances, you're far more likely to want a weapon in your other hand than a second Restoration spell.

4. Apprentice Restoration ★

Cast Apprentice level Restoration spells for half magicka.
Requires: Restoration 25, Novice Restoration

5-6. Recovery (2 ranks) ★

Rank 1: Magicka regenerates 25% faster.

Requires: Restoration 30, Novice Restoration

Rank 2: Magicka regenerates 50% faster.

Requires: Restoration 60, Recovery 1

A fantastic perk for any mage-- after all, who can resist having more Magicka? It's also a fine choice for non-mages who still want to use magic occasionally, as it helps make up for the Magicka regeneration they miss out on by not wearing mage robes.

7. Respite ★

Healing spells also restore Stamina.

Requires: Restoration 40, Novice Restoration

Respite is ideal for warriors, but less effective for a pure mage, since you may not use Stamina except when sprinting away.

8. Adept Restoration ★

Cast Adept level Restoration spells for half magicka.

Requires: Restoration 50, Apprentice Restoration

9. Ward Absorb

Wards recharge your magicka when hit with spells.

Requires: Restoration 60, Novice Restoration

This perk allows your Wards to absorb 25% of the Magicka from incoming spells. This is handy if you use Wards extensively, as the additional Magicka helps to offset their cost and allows you to maintain them for longer.

10. Necromage

All spells are more effective against undead.

Requires: Restoration 70, Regeneration

Necromage improves all of your spells, not just Turn Undead spells. Spells with a duration last 50% longer; spells with a magnitude are 25% stronger. So your Destruction spells now do 25% more damage to undead.

11. Expert Restoration ★

Cast Expert level Restoration spells for half magicka.

Requires: Restoration 75, Adept Restoration

12. Avoid Death

Once a day, heals 250 points automatically if you fall below 10% health.

Requires: Restoration 90

Effectively an "extra life", Avoid Death is a free, passive power that automatically activates to restore your health when you need it most. The Restoration skill requirement is steep, but if you can meet it, it's well worth your time.

13. Master Restoration ★

Cast Master level Restoration spells for half magicka.

Requires: Restoration 100, Expert Restoration

Alteration



CONSTELLATION: PATH OF MAGIC

AVAILABLE PERKS: 14

Alteration spells manipulate the physical world and its natural properties. This school includes some of the best defensive spells available (the 'Flesh' spells), as well as a wide range of utility spells like Waterbreathing, Telekenesis, and Paralysis.

Your Alteration skill increases when you cast a useful Alteration spell on a valid target. For example, you don't get credit for casting Oakflesh but never entering combat, casting Waterbreathing but never entering the water, or Detect Life if no one is around.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1. Novice Alteration ★

Cast Novice level Alteration spells for half magicka.

Requires: None

2. Alteration Dual Casting

Dual casting an Alteration spell overcharges the effects into an even more powerful version.

Requires: Alteration 20, Novice Alteration

Dualcasting doubles the duration of most Alteration spells. Especially at early levels, this primarily affects the "Flesh" line of spells, so make sure you're using them frequently enough and really need that extra time before taking this Perk.

3. Apprentice Alteration ★

Cast Apprentice level Alteration spells for half magicka.

Requires: Alteration 25, Novice Alteration

4-6. Mage Armor (3 ranks) ★

Rank 1: Protection spells like Stoneflesh are twice as strong if not wearing armor.

Requires: Alteration 30, Apprentice Alteration

Rank 2: Protection spells like Stoneflesh are 2.5 times as strong if not wearing armor.

Requires: Alteration 50, Apprentice Alteration

Rank 3: Protection spells like Stoneflesh are three times as strong if not wearing armor.

Requires: Alteration 70, Apprentice Alteration

The Mage Armor perks significantly increases the effectiveness of "Flesh" line of spells if you're not wearing any armor. If you're willing to commit to these spells as your primary means of defense, these perks are incredibly useful. But be sure you're willing to accept the "no armor" restriction before you invest in them.

7-9. Magic Resistance (3 ranks) ★

Rank 1: Blocks 10% of a spell's effects.

Requires: Alteration 30, Apprentice Alteration

Rank 2: Blocks 20% of a spell's effects.

Requires: Alteration 50, Apprentice Alteration

Rank 3: Blocks 30% of a spell's effects.

Requires: Alteration 70, Apprentice Alteration

These perks are a great way of boosting your defense against magic, either instead of, or in addition to, the Restoration line of Ward spells. This is a solid choice for any caster, and is especially good for Bretons, as it stacks with their racial magic resistance.

10. Adept Alteration ★

Cast Adept level Alteration spells for half magicka.

Requires: Alteration 50, Apprentice Alteration

11. Stability

Alteration spells have greater duration.

Requires: Alteration 70, Adept Alteration

Stability increases the duration of all Alteration spells by 50%. At this point in the Alteration tree, you may have begun to experiment with spells like Paralysis, where the longer duration can definitely make a difference. If you plan to use it extensively, or need even longer-lasting “Flesh” spells, it’s worth taking Stability (and possibly Alteration Dual Casting as well) to get the most from each cast.

12. Expert Alteration ★

Cast Expert level Alteration spells for half magicka.

Requires: Alteration 75, Adept Alteration

13. Atronach

Absorb 30% of the magicka of any spells that hit you.

Requires: Alteration 100, Expert Alteration

This perk is worthwhile if you still find yourself running low on Magicka at high levels.

14. Master Alteration ★

Cast Master level Alteration spells for half magicka.

Requires: Alteration 100, Expert Alteration

Enchanting



CONSTELLATION: PATH OF MAGIC

AVAILABLE PERKS: 13

Enchanting allows you to enchant your own magic arms and armor. Your Enchanting Skill increases whenever you enchant or disenchant an item (based on the value of the enchantment), and when you recharge an enchanted item.

While initially more difficult to level than Smithing or Alchemy, Enchanting is especially powerful in allowing you to maximize your potential with the right combination of enchantments.

If you plan to explore Enchanting later in your adventure, it’s worth disenchanting the magic items you find early on to build up your Enchanting skill and learn a wide variety of effects.

You may also want to develop your Smithing skill to ensure you have a ready supply of weapons and armor to work with. See the Crafting section for more details.

Note

★ = This highlights some of the best some of the best or most interesting perks in a particular Skill Constellation.

1-5. Enchanter (5 ranks) ★

Rank 1: New enchantments are 20% stronger.
Requires: None
Rank 2: New enchantments are 40% stronger.
Requires: Enchanting 20, Enchanter 1
Rank 3: New enchantments are 60% stronger.
Requires: Enchanting 40, Enchanter 2
Rank 4: New enchantments are 80% stronger.
Requires: Enchanting 60, Enchanter 3
Rank 5: New enchantments are 100% stronger.
Requires: Enchanting 80, Enchanter 4
The Enchanter perks increase the strength of your Enchantments across the board, making weapons use fewer charges per hit, and armor enchantments more powerful. At +20% per rank, it's almost as effective as the other Enchanting Perks, and much more broadly useful. Take ranks in this whenever your skill level permits.

6. Soul Squeezer

Soul gems provide 250 extra energy for recharging items.
Requires: Enchanting 20, Enchanter 1

7. Fire Enchanter

Fire enchantments on weapons and armor are 25% stronger.
Requires: Enchanting 30, Enchanter 1
The Fire, Frost, and Storm Enchanter perks enhance enchantments of their element. While these effects appear on both weapons and armor, they're most important on weapons, and as you only need one weapon at a time, you may want to take the Fire Enchanter perk early and save the other two for later.

8. Frost Enchanter

Frost enchantments on weapons and armor are 25% stronger.
Requires: Enchanting 40, Fire Enchanter

9. Soul Siphon

Death blows to creatures, but not people, trap 5% of the victim's soul, recharging the weapon.
Requires: Enchanting 40, Soul Squeezer

10. Insightful Enchanter

Skill enchantments on armor are 25% stronger.
Requires: Enchanting 50, Enchanter 1

11. Storm Enchanter

Shock enchantments on weapons and armor are 25% stronger.
Requires: Enchanting 50, Frost Enchanter

12. Corpus Enchanter

Health, magicka, and stamina enchantments on armor are 25% stronger.
Requires: Enchanting 70, Insightful Enchanter

13. Extra Effect ★

Can put two enchantments on the same item.
Requires: Enchanting 100, Storm Enchanter OR Corpus Enchanter
Extra Effect allows you to apply two enchantments to any item. Double-enchant everything you have, and you'll notice a tremendous leap in your power level!

5.1 Overview & Legend



Overview

The following sample characters are a rogues' gallery of battle-hardened adventurers, with races, skills, perks, and equipment chosen to maximize their effectiveness.

They have titles like "Battlemage," "Berserker," or "Assassin," but these labels only describe their specialties; they don't appear in game.

This is because you can literally create any type of character you wish, focus on any combination of Skills and Perks, carry and wield any weapon or spell -- and choose any type of reaction to enemies and citizens of this world.

But if this infinite flexibility leaves you feeling a little overwhelmed, the following Archetypes are a good place to start.

While these Archetypes have been tuned to perform well at their specific style of play, you should feel free to adapt them to suit your particular skills or interests.

They are here to aid you in understanding how the choices you make can affect your character, and guide you in developing an effective style of play.

Remember to cross-reference the following information with the section on Skills, Perks, Items, and Followers for more information.

Character Archetype Legend

Title: The style of play the character primarily exhibits.

Race: The character's race; picked to accentuate the style of play.

Gender: This has no effect on the character, aside from occasional citizen reactions.

Statistic Focus: How to distribute the Health, Magicka, and Stamina bonuses you receive when leveling up.

Primary Skills: Two key skills that govern the character's style of play; these should be raised as quickly as possible.

Secondary Skills: Two other skills important to the character that should be developed heavily.

Stone Ability: Which of the Stones of Power you should visit to receive an ability from.

Essential Perks: The Perks most critical to the character's development; you should always purchase these as they become available. Once Essential Perks are purchased, consider buying other Perks from your Primary Skills, and then your Secondary Skills.

Weapons: The type of combat this character is best suited to (such as melee, spells, bow and arrows).

Armor: The type of outfits and/or armor you should seek out (or Craft).

Follower: A Follower or Hireling that compliments this style of play.

Archetype Advice: Useful tips and plans for progression as you explore Skyrim.

5.2 The Warrior



Race: Nord
Gender: Male
Statistic Focus: Health 60% / Stamina 40%
Primary Skills: One-Handed, Block
Secondary Skills: Light Armor, Archery
Stone Ability: Warrior Stone
Essential Perks:
Armsman
Fighting Stance
Power Bash
Disarming Bash
Elemental Protection
Agile Defender
Weapons: One-Handed Weapon and Shield; Bow and Arrows for backup.
Armor: Light Armor; with your Shield for defense, Heavy Armor will just weigh you down.
Follower: You can command the attention of your foes in melee combat, so take a ranged Follower to maximize your damage potential.
Marcurio and Jenassa are both good choices.
Archetype Advice:
As a Nord, you start with bonuses to your most critical Skills, and Racial abilities that help you thrive in the thick of combat.
Before each combat, quickly take stock of the area and decide where you want the fight to take place; give yourself enough room to maneuver, but don't let your enemies surround you.
Your shield is useless against attacks from behind.
Stand your ground and let the enemy come to you. Use your bow to fire off a few shots from range before switching back to a weapon and shield for melee combat (switch using Favorites).
Hold the attention of your foes. If enemies begin to target your Follower, take them down quickly so your Follower can return to their own attacks.
Don't hesitate to fall back if you feel like you're getting overwhelmed, or if enemies begin to flank you.
A doorway or narrow hall won't leave you much room to maneuver, but it will ensure you only have to address one enemy at a time.
If you do find yourself surrounded, invoke your Battle Cry Power to scatter your foes and give yourself a few seconds to recover and reposition.
Master the rhythm of combat, and learn how to use your attack, power attack, and shield bash for greatest effect.
One-Handed Perks like Armsman and Fighting Stance improve your damage output, but don't forget to take Block Perks as well: Power Bash, Disarming Bash, and Elemental Protection are all critical to taking full advantage of your shield's potential.
If you can block attacks effectively, you won't take much damage, making Light Armor an efficient choice that allows you to remain mobile in combat.
If you find yourself struggling, you can always switch to Heavy Armor instead.
While you may not take many Perks in Archery, it's always a good idea to keep a bow on hand for pulling enemies or taking out a lone sniper.
The Warrior Stone is a solid choice, helping three of your four major skills increase more quickly.

5.3 The Mage



Race: High Elf
Gender: Female
Statistic Focus: Magicka 80% / Health 20%
Primary Skills: Destruction, Conjuration
Secondary Skills: Illusion, Restoration
Stone Ability: Mage Stone
Essential Perks:
Spellcasting Rank Perks
Destruction Dual Casting
Augmented Flames, Frost, or Shock
Summoner
Elemental Potency
Illusion Dual Casting
Weapons: Spells
Armor: Mage Robes. Always take the highest Magicka Regeneration rate robe you can find. Then look for more gear that increases your regeneration, adds to your total Magicka, or decreases the cost of your spells.
Follower: Keep a heavily-armored warrior at your side to hold foes at bay. Vorstag and Lydia are both good choices, especially early on.
Archetype Advice:
As a High Elf Wizard, you'll have the highest starting Magicka of any race, and can maintain that advantage by focusing on Magicka bonuses as you level.
When even that's not enough, call on your Highborn Racial power to sustain your casting in even the longest battles. Highborn is your lifeline; make sure it's your active Power (and a Favorite) unless you need to use something else, and switch back to it when you're done.
Prepare for each battle by summoning a creature, then start the fight with your best Destruction spell from range.
In combat, expect to spend most of your time casting Destruction and Restoration spells.
Learn what each type of Destruction spell is best at and how to use them effectively.
Take advantage of the spells' secondary effects; spray a room with flames to set your foes on fire, or hit a foe with ice from a distance to slow them down, allowing you to keep casting as they struggle to advance.
When not dualcasting, keep a ward in hand to deflect blows and shield yourself from enemy spells.
This is a powerful but fragile character; while you have plenty of Magicka to cast devastating spells, your health is low and your defenses are weak, putting you in serious risk if attacked directly.
Let your Follower and summoned creatures distract enemies and soak up damage while you focus on taking out each foe in turn. If your summoned creature is destroyed, resummon it immediately.
Keep a close eye on your Health and cast Healing or Fast Healing when needed, or drink a potion (remember you can tag Potions as Favorites).
If an enemy closes to melee range, check their health and quickly decide whether to keep your Ward up and maintain your attack, or escalate by Dualcasting Destruction (for a quick takedown), Fear (to send them running), or Calm (so you can escape).
When in doubt, remember that your robes are lighter than your enemies' armor. Sprint to make a clean getaway, or tactically retreat to put some distance between yourself and your foes so you have time to finish one more spell.

Because of your low health and ever-increasing need for Magicka, you'll use potions at a faster rate than most other characters. For this reason, consider taking up Alchemy to supplement what you find in dungeons and save your gold.

As with all mages, buy Spell Tomes! This should always be your top shopping priority. Join the College of Winterhold early for convenient access to all the best spell vendors.

The Mage Stone is a solid choice for this character, allowing you to quickly increase your Skills and master a wide range of spells across all diciplines.

5.4 The Archer



Race: Wood Elf
Gender: Male
Statistic Focus: Health 80% / Stamina 20%
Primary Skills: Archery, Sneak
Secondary Skills: Light Armor, Block
Stone Ability: Thief Stone
Essential Perks:
Overdraw
Eagle Eye
Power Shot
Quick Shot
Stealth
Deadly Aim
Weapons: Bow and Arrows; the best you can afford. Ideally, find a bow with a fire, frost, or shock enchantment for even more damage. Keep a One-Handed weapon for backup.
Armor: Light Armor, for protection without sacrificing speed and stealth.
Follower: For an aggressive choice, take Jenassa or Faendal. For a sturdier companion, try a warrior like Vorstag or Argis.
Archetype Advice:
As a Wood Elf, you excel at stealth archery, with bonuses in all your critical skills.
If you spot an enemy, drop into a stealth crouch immediately, then creep closer and start the battle with a sneak attack for maximum damage.
Use your bow exclusively to raise your Archery skill as quickly as possible. When rushed by an enemy, bash them with your bow, then back up and keep firing.
Every single Archery Perk is worthwhile for the stealth archer; the real choice is not what perks to take, but when to take them.
Always take Overdraw whenever your skill allows it. A 20% damage bonus per shot is just too good to pass up.
Want more help lining up your shots? Take Eagle Eye and Steady Hand.
Need to increase your damage output? Grab Deadly Aim and Power Shot.
Don't neglect your Sneak skill, either. Practice sneaking up on even low-level enemies, or your skill may not be high enough to help you when it really matters.
Take Light Armor to gain some protection without sacrificing your ability to Sneak effectively. It also won't hamper your mobility as much, allowing you to dodge or back away as you continue to fire at an especially persistent foe.
Block is a good choice for another skill. While you can't take advantage of its Shield-specific perks, Power Bash and Disarming Bash work just as well with a bow, and give you an opening to make one last shot at point-blank range.
Stat bonuses are less important for your character than most, since many of your foes will never make it to melee range. A high Health never hurts, but take a little Stamina as well to ensure you can bash when you really need to.
When assaulting an outdoor Camp or Redoubt, find a nearby predator and use Command Animal on them. If your first shot isn't quite enough to take out the sentries, your new pet wolf or bear will probably do the job; or at least keep them at bay.
The Thief Stone is a good match for the Sniper, helping your Sneak and Light Armor skills keep pace with your Archery and ensuring they remain effective.

5.5 The Berserker



Race: Orc
Gender: Male
Statistic Focus: Health 50% / Stamina 50%
Primary Skills: Two-Handed, Heavy Armor
Secondary Skills: Smithing, Block
Stone Ability: Lord Stone
Essential Perks:
Barbarian
Champion's Stance
Juggernaut
Well-Fitted
Tower of Strength
Power Bash
Weapons: Two-Handed Weapon, the strongest you can find.
Armor: Heavy Armor, for added defense.
Follower: Find a melee Follower who can wade into combat at your side: Stenvar is an aggressive choice, while Belrand offers more versatility. When fighting in the wilderness, take along an animal companion as well; both Vigilance and Meeko will help distract your foes.
Archetype Advice:
As an Orc, you have solid skill bonuses and use of the deadly Berserk Power.
Charge into combat and hit hard. Your attacks may be slow, but they connect with devastating force, staggering foes and dealing massive damage.
Power Attacks are critical to using Two-Handed Weapons effectively, so boost your Stamina and take Perks that improve them, especially Champion's Stance.
Your greatest risk is wading into the thick of combat and becoming surrounded. Keep a Follower and/or animal companion with you to divide your enemies' focus and keep their numbers manageable.
If you do find yourself surrounded, invoke your Berserk power to increase your damage resistance and gain the damage bonus you need to carve a path through your foes.
This is not a traditional berserker: Instead of hides and war paint, outfit your warrior in a full suit of heavy armor to offset the lack of a protective shield or spell. With the right Heavy Armor Perks, you can shrug off even the most powerful blows.
The Lord Stone improves your defenses even further, allowing you to endure whatever your adversaries can throw at you.
Remember that parrying an attack with your weapon counts as a block. While the shield-based perks in the Block constellation won't be of use to you, you can still take advantage of perks like Power Bash or Disarming Bash.
Since your combat style relies exclusively on your weapons and armor, Smithing makes a great supporting skill, allowing you to forge and improve your own gear.

5.6 The Spellsword



Race: Dark Elf
Gender: Female
Statistic Focus: Health 40% / Magicka 30% / Stamina 30%
Primary Skills: One-Handed, Destruction
Secondary Skills: Light Armor, Illusion
Stone Ability: Lover Stone
Essential Perks:
Armsman
Fighting Stance
Destruction Rank Perks
Augmented Flames, Frost, or Shock
Impact
Agile Defender
Weapons: One-Handed Weapon and Spell
Armor: Light Armor for speed and mobility. For best results, look for enchanted armor that increases your maximum Magicka or Magicka regeneration rate.
Follower: If you want a friend to absorb damage, find a warrior like Lydia or Vorstag. For a more ranged support, take Jenassa or Marcurio.
Archetype Advice:
As a Dark Elf, you may have to work a little harder to increase your One-Handed Skill (which doesn't start with a bonus), but your other Skills are an excellent fit.
A Spellsword is all about flexibility, switching between weapons and spells as the situation demands, aggressively creating and exploiting enemy weaknesses.
Use Destruction spells to soften up foes from a distance before they can close to melee range. Hit weaker enemies with fire spells to quickly cut down their health, use frost on stronger foes to slow their approach, and target mages with shock spells.
In melee combat, your best defense is a good offense.
Early on, spray Flames or Sparks with one hand while you hack away with your weapon; you'll be surprised at how quickly your enemies fall.
As time goes on, staggering foes becomes increasingly important. Take Fighting Stance (which allows you to Power Attack more frequently) and Impact (to allow your spells to stagger enemies as well).
Use your Ancestor's Wrath Racial Power to inflict even more damage in close combat. At later levels, Destruction's line of Cloak spells is more powerful, but Ancestor's Wrath may still be useful if you need to conserve Magicka.
Although most of your attention will be on offense, learn a Ward spell for better protection when fighting Mages, or a "Flesh" spell (Oakflesh, Ironflesh, etc.) for an armor boost against hard-hitting warriors. Both will supplement your defenses without slowing you down.
Try to balance your One-Handed and Destruction skills. If either falls too far behind, you may not be able to rely on it when you need it most.
Don't neglect Light Armor Perks, either. Without a shield or the ability to block, you're reliant on your armor and spells for protection.
Illusion spells like Fear and Frenzy are helpful at disrupting large groups of foes, allowing you to concentrate on each enemy in turn without becoming overwhelmed.

Since your skills are so wide-ranging, the Lovers Stone is a good choice to help all of them advance quickly. If you notice any of them starting to fall behind, switch to a more specific stone (Warrior, Mage, or Thief) to balance them out again.

5.7 The Necromancer



Race: Breton
Gender: Male
Statistic Focus: Magicka 70% / Health 30%
Primary Skills: Conjuration, Illusion
Secondary Skills: Alteration, Restoration
Stone Ability: Ritual Stone
Essential Perks:
Spellcasting Rank Perks
Conjuration Dual Casting
Necromancy
Dark Souls
Mystic Binding
Mage Armor
Weapons: Spells, Bound Weapons
Armor: Mage Robes. Always take the highest Magicka Regeneration rate robe you can find. Then look for more gear that increases your regeneration, adds to your total Magicka, or decreases the cost of your spells.
Follower: Bring a tough, high-damage Follower to create corpses you can resurrect. Stenvar or Ahtar are good choices.
Archetype Advice:
As a Breton, you have strong skill bonuses and a fantastic resistance to magic.
Prepare for each fight by casting your best Flesh spell (Oakflesh, Ironflesh, etc.). Early on, this is expensive -- you may want to wait a few seconds to let your Magicka recover -- but it becomes less of an issue as your Magicka improves.
Necromancy has one major drawback: you need fresh corpses to resurrect. When you approach a combat, quickly size up your options and decide how to proceed:
If there are any dead bodies lying around, exploit them! Raise the corpse, and your new zombie will charge in ahead of you.
Against a group of foes, try an Illusion spell like Frenzy. One enemy may well kill another, giving you fresh zombie material.
Or conjure a bound weapon and attack. Work with your follower to quickly take down the first enemy, resurrect them, and then take on the remaining foes with your new ally.
With only your Flesh spells to protect you, you're susceptible to damage in melee combat. If an enemy rushes you, use Illusion spells like Fear or Calm to stop their attack and escape, or conjure a Bound Weapon to quickly cut them down.
When confronting mages, call on your Dragonskin Power to absorb their spells as Magicka and use it to power your own spells. For even more resilience, cast a Ward-- combined with your innate magic resistance, this can make you almost invulnerable.
If a battle is taking a long time to conclude, rush out into the center of the battlefield and invoke the Ritual Stone's Power to raise all the surrounding dead at once, creating a zombie army to quickly overrun your opposition!
When combat has ended, your work has not-- resurrect one final zombie before moving on. You never know what lurks around the next corner.
As with all mages, buy Spell Tomes! This should always be your top shopping priority. Join the College of Winterhold early for convenient access to all the finest spell vendors.

5.8 The Assassin



Race: Khajiit
Gender: Female
Statistic Focus: Health 60% / Magicka 20% / Stamina 20%
Primary Skills: Sneak, One-Handed
Secondary Skills: Alchemy, Pickpocket
Stone Ability: Shadow Stone
Essential Perks:
Stealth
Backstab
Assassin's Blade
Armsman
Dual Flurry
Dual Savagery
Weapons: Dual One-Handed Weapons (move to daggers once you take Assassin's Blade). Keep a bow on hand for situations where no good stealth route is available, and for misdirecting foes.
Armor: Light Armor, for protection without sacrificing speed and stealth.
Follower: None. Or take a warrior such as Iona or Vorstag, but have them wait at a distance in case you need the backup. Stealth is tricky enough without having to worry about a Follower.
Archetype Advice:
As a Khajiit, you start with the Sneak and One-Handed skills needed to be an effective assassin, and bonuses to your Archery, Alchemy, and Lockpicking skills for support.
For you, every encounter is a puzzle waiting to be solved. If you spot an enemy, drop into stealthy crouch immediately, then look for a way to sneak up behind them for a lethal back-stab.
When assaulting an exterior camp or ruin, you may have better luck at night, when the cover of darkness provides better concealment. Weather matters, too: a stormy night offers better concealment than a clear one.
In dungeons, look for alternate paths and ways to get the drop on your foes.
In Crypts and Catacombs, your high Sneak skill may allow you to slip past the Draugr without disturbing their rest. But don't hesitate to lash out with a preemptive attack; few things are more satisfying than ambushing a foe before they can ambush you.
Sneak is your most critical skill. At early levels, it may be difficult to sneak up on an enemy without being spotted, but keep practicing! You'll be amazed at how well you can avoid detection once your skill is high enough.
As an Assassin, you need a fast, powerful offense to cut down your foes before they can retaliate. Take Perks in One-Handed and Sneak to increase your damage output as much as possible.
Alchemy is a great supporting skill; poisons make every strike count, while potions can restore your health and shore up your otherwise-fragile defenses. Don't forget to add both Potions and Poisons to your Favorites.
Pickpocket is also worth exploring. With your high Sneak skill, you should have little trouble concealing yourself from townsfolk (which improves your odds of success). At low levels, you can pilfer items for a little extra gold or the occasional enchanted treasure. But the real reward comes at higher levels, where you can steal the weapons and armor off your foes before stabbing them in the back.
Use your racial Night Eye Power whenever you want better visibility. This is ideal for a stealthy character; it is free, unrestricted, and absolutely silent.

The Shadow Stone's Power gives you free use of Invisibility once per day. Even if you learn the Invisibility spell, this can still be useful, giving you a chance to disengage with foes and make your escape, or set up another sneak attack.

5.9 The Battlemage



Race: Imperial
Gender: Male
Statistic Focus: Magicka 60% / Health 40%
Primary Skills: Destruction, Restoration
Secondary Skills: Illusion, Heavy Armor
Stone Ability: Apprentice Stone
Essential Perks:
Spellcasting Rank Perks
Illusion Dual Casting
Destruction Dual Casting
Augmented Flames, Frost, or Shock
Recovery
Juggernaut
Weapons: Spells, supplemented by staffs or a one-handed weapon as needed.
Armor: Heavy Armor, ideally enchanted to increase your Magicka or Magicka Regen.
Follower: As a spellcaster that can stand up to melee combat, almost any Follower can complement your skills. Belrand or Stenvar are both good choices for a more aggressive melee companion.
Archetype Advice:
As an Imperial, you have the right mixture of magic and martial skills needed to succeed as a Battlemage.
Long a respected profession in Tamriel, the Battlemage combines the mage's power and versatility with a warrior's durability. Though magic is your primary focus, you can endure the rigors of melee combat if needed.
As a Battlemage, you can choose your own approach to any combat situation:
Use Destruction spells to blast foes from a distance, or pull them in, where you can switch to a Dualcast spell to finish them off.
Use Restoration spells to sustain yourself or strengthen your allies.
Use wards to protect yourself from Mages, while countering their elemental magic with your own.
Use Illusion spells to weaken and disrupt groups of foes at range.
Dabble in Conjuration to summon allies or raise the dead, or try Alteration for an even stronger defense in melee.
Without the benefit of enchanted robes, your Magicka will regenerate far more slowly than a pure Mage's, severely restricting your spellcasting. You have options here, too:
Take more Magicka bonuses when leveling up to increase your maximum Magicka.
Invest in (or make) armor and items that fortify your Magicka or Magicka regeneration.
Take Restoration's line of Recovery perks, which increase your regeneration rate.
Draw on the Apprentice Stone's power to increase your Magicka regeneration rate, and offset the lower magic resistance with other items or wards.
Keep staffs, scrolls, or a melee weapon as back-up, just in case.
Destruction is your primary means of damaging your foes. Take new ranks in Destruction as they become available, as well as any other Perks you can use increase your damage output.
Restoration provides you with magical wards to supplement your armor, and healing spells to sustain yourself and your allies.
Illusion spells allow you to disrupt larger groups of foes, and to fortify your companions in battle.

Heavy Armor is what sets a Battlemage apart from any other wizard. While the Juggernaut perks are important, you will probably need to put spellcasting rank Perks ahead of the other Heavy Armor perks.

If you find yourself surrounded, don't forget to use your Voice of the Emperor ability to pacify nearby foes, giving you time to make a tactical retreat.

You might also consider a different race: A Breton Battlemage can take the Apprentice Stone with less of a penalty due to their innate magic resistance, while a High Elf Battlemage will have a higher starting Magicka and the benefit of their racial Highborn ability.

5.10 The Weaponmaster



Race: Redguard
Gender: Female
Statistic Focus: Health 60% / Stamina 40%
Primary Skills: One-Handed, Heavy Armor
Secondary Skills: Archery, Enchanting
Stone Ability: Steed Stone
Essential Perks:
Armsman
Fighting Stance
Dual Flurry
Dual Savagery
Juggernaut
Well Fitted
Weapons: Two One-Handed Weapons (Dual-Wielding), Bow and Arrows for backup.
Armor: Heavy Armor for maximum defense.
Follower: You can hold your own in melee combat, so bring a ranged follower like Marcurio or Illia for ranged support.
Archetype Advice:
As a Redguard, your One-Handed skill bonus is magnified by a dual-wielding combat style, making you a whirlwind of destruction in close combat.
Choose how to address each battle.
In some cases, you may be better off rushing your foes to engage them as quickly as possible, before they can ready their defenses.
At other times, you may want to find a defensible position (such as a doorway or higher ground) and let your enemies come to you.
Use a bow to draw your foes to you, then switch back to your weapons as your foes close in.
Attack relentlessly. One-Handed Perks like Dual Flurry allows you to strike more quickly, while Dual Savagery improves the strength of your Dual Power Attack.
Since you can't block while wielding two weapons, take Heavy Armor for the extra defense; you'll appreciate the additional resilience in combat.
Enchanting is especially effective for a dual-wielding warrior, since you can apply a different enchantment to each weapon; or double up for a stronger effect. You may also want to consider Smithing to forge and improve your own weapons and armor.
Early on, the Steed Stone is a great choice for offsetting the weight and movement penalties of Heavy Armor. If you decide to take Heavy Armor's Conditioning Perk, switch to the Lord or Lady Stones for more active combat bonuses.
Don't forget about your Adrenaline Rush Power, which can rapidly refill your Stamina during an extended battle, allowing you to sustain a flurry of power attacks.

5.11 The Rogue



Race: Argonian
Gender: Female
Statistic Focus: Health 40% / Magicka 40% / Stamina 20%
Primary Skills: Sneak, Illusion
Secondary Skills: Archery, One-Handed
Stone Ability: Serpent Stone
Essential Perks:
Stealth
Illusion Rank Perks
Illusion Dual Casting
Quiet Casting
Overdraw
Armsman
Weapons: Spells, Bow and Arrows, One-Handed Weapon for backup.
Armor: Light Armor, ideally with enchantments to improve your Magicka or Magicka Regen.
Follower: Seek out a stealthy archer like Jenassa or Faendal.
Archetype Advice:
As an Argonian, your natural abilities skills provide a solid foundation for a stealthy character, though your magic skills will take a little more time to build up.
The Rogue is a hybrid mage-thief. Less narrowly focused than most of the other archetypes, it offers a great deal of versatility, and is a fun choice if you enjoy toying with your enemies instead of assaulting them directly.
When you spot a foe, drop into a stealthy crouch and creep closer to assess the situation. You have a range of options at your disposal:
Cast Invisibility and Muffle and sneak past your foes undetected.
Cast Frenzy or Fear to disrupt and disorient them.
Fire a well-placed arrow to catch a foe's attention and lure them into a trap.
Snipe a foe from range, starting combat with a devastating sneak attack.
Creep closer and backstab for maximum damage.
Once combat begins, don't hesitate to attack with bow or blade. If you want to take on a foe directly, draw a second weapon to deal even more damage.
If you feel yourself getting overwhelmed, pull out an ace:
Cast Fear to send your enemies running, then pelt them with arrows as they flee.
Cast Calm to stop combat for a moment, giving yourself time to quaff a potion or make a tactical retreat.
Call on the Serpent Stone's Power to paralyze a foe and take them out of the fight completely. This gives you time to heal, deal with other enemies, or slaughter the now-helpless foe at your leisure.
Your Histskin Power is an amazing racial ability, capable of pulling you back from the brink of death. Give it a few seconds to do its work, then wade back into the thick of combat.
With such a wide array of tactics at your disposal, you can find a solution to any challenge. Focus on the core improvement perks for each skill (Stealth, Illusion Ranks, Armsman, and Overdraw) to make sure each tactic remains viable, then branch out depending on what seems most useful to you.

If you have any perks left over, explore Lockpicking or Pickpocket to take advantage of your racial skill bonuses and complete your stealthy arsenal.

6.1 Character Advancement



This section explores the vast array of actions and activities you can perform in Skyrim. Advice is given on how to improve your character as you level up, crucial tactical details on all facets of combat and exploration (includeing Shouts) are provided, and Crafting systems are explained in detail.

Character Advancement

LEVELING ADVICE

Tactically Level Up during a particularly frightening combat, as shown.

As your skills increase, you gradually make progress towards gaining a level. There are several aspects of this process worth taking a closer look at:

Improve what you use: The Skills you use will improve naturally as you use them.

There is no need to go out of your way to improve a skill you never plan to use; this doesn't level your character any faster, and won't make your character any stronger or more effective.

Use what you improve: When selecting perks, be sure you're ready to take full advantage of them.

For example, don't purchase Adept-level Magic Perks until you have Adept-level spells to cast.

Don't take Enchanting Perks unless you're planning on Enchanting something in the immediate future.

Patience and Perks: If you aren't sure which perk to choose when you Level up, or find yourself a few Skill points away from a perk you really want, it is usually better to save the choice for later.

This gives you more flexibility and allows you to change your mind. Remember, once you select a perk, you can't take it back!

Tactical Leveling: Leveling up fully restores your Health, Magicka, and Stamina.

This can literally save your life if you find yourself bereft of potions during a difficult battle.

For example, if you gain a level while exploring a dungeon, you may want to wait and level up during the final (or most difficult) fight.

Conversely, there's no point in hoarding Levels; once you begin leveling up, you must claim all of the levels you've earned.

6.2 Combat Improvement



By now, you should have skills that aid you in dispatching enemies through melee, ranged, or magical attacks. This section offers advice on maximizing your combat potential no matter how you decide to fight your foes.

General Advice

Don't overlook your Shout or Powers; they can win the fight for you!

As you set off to explore the realm, you may be overwhelmed with the choices you can make. But remember this following sage advice, and you'll thrive in the wilds of Skyrim!

Conserve your Resources: Your three statistics -- Health, Magicka, and Stamina -- are all resources you need to conserve.

If you sprint into battle (using Stamina), recast your spells right before heading into battle (Magicka), or push on after a difficult battle without pausing to recover your Health, you're at a disadvantage.

Stop and wait for a moment (optionally swigging down a potion) to ensure all three stats have recovered fully before you continue.

Remember your Shouts and Powers: While most of your attention will be on the weapons, spells, or shield in your hands, remember that you have a third option at your disposal.

Shouts and Powers are among your most devestating abilities: they don't cost anything to use, and they can dramatically turn the tide of battle in your favor. Make sure to Favorite them, and always know which one you have equipped.

Then call on them whenever you need a some additional offensive firepower.

Consumable Consumption: Do you find yourself struggling against a particularly troublesome set of foes?

Then stop, rummage around in your inventory, and see if you have an item that might help.

This could be a healing or fortifying potion, a poison for your weapon, or a Scroll with a powerful magic effect. Don't hoard scrolls; use them!

Active Effects: It's easy to forget about the Brain Rot you contracted a few hours ago, or not to notice when a blessing or buff has worn off.

Check the Active Effects list in the Magic menu every so often to ensure you know what is ailing or enhancing you.

The Favorites Menu: Discussed later in this chapter, the Favorites Menu not only allows you to quickly switch between weapons and spells, but opening it also pauses time without blocking your view, giving you time to consider your next move.

Save Early. Save Often! Although the game saves your progress automatically, it's always prudent to make a save before trying something dangerous, like running down a hallway lined with swinging blades or investigating that ominous-looking tomb.

Tuning in the Difficulty: The System > Settings > Gameplay menu allows you to change the game's difficulty at any time -- even during combat -- which you should try if you're really struggling, or you're having too easy a time. Adjust this to suit your preferences.

Melee Combat

To maximize your potential in melee combat, choose a weapon you like, learn its rhythm, improve the associated perks, and try to find (or forge) the most potent version of it that you can.

If you have problems effectively bringing down foes, be sure you know how to respond to and counter their attacks.

Choose your weapon: Early in your adventure, try out a variety of weapons and combat styles and see what works best for you.

Do you prefer one or two-handed weapons?

If you enjoy wielding a one-handed weapon, do you want a shield, spell, or another weapon in your free hand? Then figure out whether daggers (fast, lowest damage), swords, axes, or maces (slow, highest damage) are your favorite.

By learning what you're most comfortable wielding, you can choose the perks that compliment that style.

The Rhythm of Combat: Once you've settled on a weapon or combat style, practice your tactics.

Remember that you and your opponent have a regular Attack, a Power Attack (holding the attack button down for a slower but more damaging strike), Block (raising your shield or weapon to deflect an enemy blow), and Bash (hitting your foe with a shield or the flat of a weapon).

Try to get a feel for how long it takes you to perform these actions with your chosen weapon, and how long it takes for your enemies to do the same.

As your sense of timing improves, you can better decide whether to attack or defend during a fight, and choose your tactics more strategically.

Observe and Counter: Combat involves more than just attacking.

You can take down enemies faster and more effectively by observing their actions and choosing the appropriate counter.



Block if your enemy uses a regular attack.



Bash if your enemy uses a Power Attack to quickly interrupt and stagger them.



Power Attack if your enemy is blocking to break their block and stagger them.



Attack swiftly if your enemy is staggered to cut them down.
Wearing a Cloak: The Destruction line of Cloak Spells (Flame, Frost, and Lightning) are ideal if you plan to engage in close combat -- even if you're primarily a warrior with little interest in magic -- as they allow you to damage enemies with both your weapons and the cloak's magical effects, without requiring much attention (or Magicka expenditure).
Cloak Spells also don't damage your Followers, so there's no need to worry in close quarters.

Ranged Combat



A Dragon Attack: If you only focus on melee combat, your options against Dragons are limited.
Whether you're an accomplished archer or learning how to fire an arrow for the first time, it's always worth keeping ranged combat in mind.
The Backup Bow: It always pays to keep a bow and some arrows on hand, even if you don't plan on specializing in it.
You never know when you might encounter a dragon or need to soften up a particularly difficult foe from range.
Arrow Gathering: Be sure to grab arrows at every opportunity. Since they have no weight, there's no reason not to take and keep every arrow you can find.
There's nothing more frustrating than running out of arrows in the middle of a dungeon, especially if you're focused on Archery.
Remember to Bash: Don't forget that you can Bash with your Bow.
This usually gives you enough time to fire off one more shot, or to sprint away while your enemy recovers so you can line up and fire again.
Perks of Power: Archery Perks have a significant effect on your ranged combat repertoire, giving you the ability to zoom in, slow time, and stagger enemies after a successful hit.
Just relying on Archery can be a very satisfying way to play; and also makes hunting certain skittish animals, such as Elk and Deer, a lot easier.
Ranged Combat Only: Rarely, you may encounter a foe that can't be reached by melee weapons.
On these occasions, a bow and arrow is imperative, unless you have a ranged spell.

Combat Tactics

Get the Gear: Be sure you're searching for the correct gear.
If you plan to focus on Archery, Dual-Wielding, or another aggressive combat style, then offense is your best defense: Look for enchanted weapons and armor that increase your damage-dealing potential.

It is often worth wearing a “weaker” piece of armor if it carries an enchantment that helps your damage output.
Prepare Poisons: Poisons are a great way of quickly increasing your damage potential.
Keeping some poisons on hand (via Favorites) is an excellent way to deal with mages using Wards, or heavily-armored warriors: Even if your weapon doesn’t strike for maximum damage, the poison will.
Speed and Sidestepping: Use speed to your advantage. When wearing Light Armor or Robes, you’re more agile than most of your opponents.
This allows you to sidestep their Power Attacks (and then counter), or to sprint away if you need some space to recover and regroup.
Staggering Attempts: A staggered enemy is much easier to cut down with a flurry of attacks.
Power Attack and Bashes stagger most foes, but look for other effects that can achieve this too, such as the Unrelenting Force Shout.

Magic-based Combat



The dead rise again: There’s something satisfying about raising recently-slain enemies to attack their own!
The five schools of magic offer a wide range of offensive and defensive spells to help crush your foes, shield yourself, or augment other combat styles.
The blended approach: In Skyrim, you don’t have to be a “pure” mage to enjoy spellcasting.
Any warrior can benefit from a conjured ally, healing spell, or elemental cloak, and thieves can especially appreciate the benefits of Invisibility.
Even if you don’t plan to focus on magic, look for spells that can enhance your combat style.
Spell-casting Rank Perks: Each school of magic has a series of “Rank” Perks (Novice, Apprentice, Adept, Expert, and Master) that dramatically decrease the cost of Spells from that school.
These Perks are critical to your ability to use Spells from that school effectively, and should be a top priority for any serious mage.

Offensive Spells

Know your Area of Effect: Many spells damage anything in a wide area.
While you can’t be hurt by your own spells, your Followers can be, so use them with care to avoid any unintended consequences.
On the other hand, if your only Follower is a summoned Atronach, use spells that match their element at will, since they’re immune to them.
Set your own Traps: Rune Traps allow you to turn the environment to your advantage.
Set one in a narrow space enemies will have to run through, or drop one in a hall you can retreat past if a combat goes poorly.
In a pinch, you can also cast them directly at an enemy, although your other spells are much more cost-effective.
Raising the Walls: Though initially somewhat weak, Wall spells become dramatically more powerful at higher levels.
Cast them at the feet of a waking Draugr to kill them before they can finish standing up, or back down a hall as you cast a wall out in front of you; as any enemies that advance will blindly race through your death zone.
Conjuring up companions: Be sure to summon a creature or raise a zombie before heading into any major battle.
When summoning a creature, pick the one that’s best for your situation; do you need the ranged offense of a Flame Atronach, or the melee toughness of a Frost Atronach?
When raising a zombie from those you’ve recently slain, pick someone you haven’t looted already; even zombies are more powerful when well-armed and armored.

Defensive Spells

Know your defenses: Both the Restoration line of Ward spells and the Alteration line of Flesh spells offer defensive options for spellcasters.
Wards require concentration (tying up a hand) and have a per-second cost, but are more effective against Spells.

Flesh spells have a higher initial cost, but don't require concentration.
Use Wards when fighting mages, Flesh spells against melee foes, or both in large or mixed combats where you need the extra protection.
Be ready with Healing: There are a variety of healing spells to choose from; some heal a large amount of Health at once, others heal over time at a reduced cost.
Most heal only you, but some can heal your Followers as well. Learn a variety of these spells (and flag each of them as Favorites) to be prepared for any situation.
Learn spells for specific situations: Delving into a Draugr Crypt? Then pick up a Turn Undead or Detect Dead spell. Exploring a shipwreck?
Then grab Waterbreathing to make your diving stress-free.
Whatever your need, you can probably find a spell to make your exploration easier or more entertaining.

Stealth-based Combat



A stab in the dark (and the back): Stealthy adventurers seek to slay any foe with a swift attack their enemies never see coming.
For those who lurk in the shadows, hoping to sneak past their enemies (or a watchful guard) undetected, or waiting for an opportunity to leap out and assassinate their hapless foes, you'd do well to heed the following advice:
Gain the right perspective: It's dramatically easier to Sneak using third-person view, since you can see patrolling enemies more easily than in first-person.
Stay Hidden: Line of sight is by far the biggest factor in determining whether an enemy can see you.
Stay hidden behind walls or cover to remain out of sight.
And it goes without saying that using Stealth Mode (crouching) is imperative.
Seek magical aid: Invisibility and Muffle conceal you from your enemies' sight and hearing, making it much easier to sneak by unnoticed.
Learn these spells, collect Invisibility potions, and look for Muffle-enchanted gear to improve your chances of a successful stealth experience.
Then give the same augmentations to your Followers.
Otherwise, lurk alone.
Draw out your foes: Enemies leave their posts to investigate sounds, such as an arrow impact.
Place your shot carefully, and you can draw them out into the open, giving you a chance to perform a Sneak attack, fire a second arrow (this one into the enemy himself), or slip by undetected.
Lure foes into traps! For an even more devious twist, shoot an arrow near a trap, and the enemy that goes to investigate may blunder into it and set it off.
Combine this with a well-placed Rune Trap spell to create your own kill zones!

Note

Finishing Moves: Spectacular and usually gruesome, every melee weapon you carry has a finishing flourish you can inflict on an enemy at the end of a fight.
Although there's no guarantee of executing one, your best bet for seeing one is to perform a Power Attack on the last enemy in a battle.
Most importantly, there is no tactical advantage to performing one either (they don't inflict more damage, for example).
But they are viscerally more satisfying!

Choosing Favorites

The Favorites System means less time spent rummaging through your inventory and more time spent in battle.
It allows you to rapidly swap between your preferred weapons, spells, and outfits more easily, and to quickly ready a power, potion, or scroll when the need arises.
Because it takes the hassle out of managing your inventory, it also helps you fight more effectively: you won't hesitate to change your gear when you can do so in a matter of seconds.

Tip

The Favorites menu also allows you to hotkey the items you use most frequently.
Console players can press Left or Right to to tag an item; PC players can press a number (1-8). Then press that button in game to use or switch to that item instantly!
Here is some additional advice on selecting the most effective Favorites:
Melee combat: Make sure to keep your weapon (or weapons) of choice in your Favorites menu.
If you use a one-handed weapon, tag a shield as well.
If you have enchanted weapons that you only use occasionally (such as weapons with Soul Trap or Paralyze enchantments), those are good choices as well.
Ranged combat: Always keep a bow in your Favorites list-- even mages may need to fall back on it when battling dragons.
If you're primarily focused on Archery, you may want to Favorite specific types of arrows as well-- your weakest for dispatching standard enemies, and your best for dragons or a particularly dangerous boss.
Spellcasting: Make sure to tag your favorite offensive and defensive spells, including your best Healing spell.
Warriors should tag a Cloak spell to make sure they remember to cast it; Thieves should tag Invisibility and Muffle, and Mages should tag all the key elements of their arsenal.
Shouts and Powers: Don't forget to add Shouts and Powers to your Favorites list!
Your Racial Power and Standing Stone Power are both essential. Also make sure to tag the Shouts you use most frequently.
Armor and Outfits: Depending on your play style, you may find it helpful to Favorite armor or sets of clothing as well.
Thieves in particular may find it useful to Favorite a set of armor or clothing to use when sneaking-- and another to switch back to if you're discovered!
Items: Tag a set of healing potions as a Favorite so you can quickly swig them in combat without frantically fiddling with the Inventory during a fraught battle.
Warriors may want to do the same with stamina potions, and Mages with magicka potions.
Activities: Don't forget to Favorite items depending on your current activity.
If you're exploring a dungeon, you may want to Favorite a torch or staff for light. When hunting for a hidden treasure, Favorite the treasure map for quick reference.

6.3 Shouts and Powers

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The Nords have long practiced a unique, spiritual form of magic known as “The Way of the Voice”. Nords consider themselves to be the children of the sky, and the breath and the voice of a Nord is his vital essence.

Through the use of the Voice, this power can be articulated into a thu’um, or shout. Shouts can be used to sharpen blades, strike enemies at a distance, or command time itself to stand still.

Masters of the Voice are known as Tongues, and their power is legendary.

The most powerful Tongues cannot speak without causing destruction, and must remain gagged at all times, communicating through sign language and the scribing of runes.

Note

The Words of Power used in Shouts are actual words from the ancient language of the Dragons-- for example, the Kyne’s Peace Shout invokes the Words for ‘Kyne’ ‘Peace’ ‘Trust’.

You will learn these Words in context from ancient inscriptions found on Word Walls throughout Skyrim. To learn more about the meaning behind these words, and to read translated versions of the inscriptions, see The Language of Dragons.

The Rule of Thu’um

A Shout is the utterance of one or more Words of Power in order to achieve a specific magical effect. Each Shout has a unique effect, such as summoning or commanding a creature, striking foes with a blast of force to stun or disarm them, or calling down a powerful lightning storm. These should be seen as powerful special abilities and used frequently; as the Dragonborn, you have an incredible gift that few heroes have ever possessed!

There are some important general points to remember regarding Shouts:

Each Shout consists of three Words of Power.

You will learn the vast majority of these Words by absorbing them, one at a time, from Word Walls found throughout Skyrim. A few Shouts are also taught to you during the Main Quest, mostly by the Greybeards of High Hrothgar. You always collect Words of Power in the order of the three-word final phrase, so it doesn’t matter which Word Wall you visit first.

After you learn a Word, you must unlock it, which requires a Dragon Soul. You can only obtain Dragon Souls by slaying dragons. Since the return of the dragons only begins in earnest after Main Quest: Dragon Rising, you must complete that quest in order to begin unlocking Words and using Shouts.

You need one Dragon Soul for each Word you want to unlock. You can begin using a Shout after learning and unlocking only its first Word, but each additional Word allows you to invoke a more powerful version of the Shout.

Do you know all three Words for five Shouts? Then you’ll need to slay and absorb the souls of fifteen dragons to fully unlock them all. That’s a tall order, so consider carefully which Shouts you really need, and spend your Dragon Souls wisely. For example, the Aura Whisper Shout (which tracks the movement of a foe) is great for an assassin, but is less useful for a berserker who simply charges into the fray.

Shouts can be added to your Favorites, making switching between them (and employing them for different situations) quick and easy.

Each Shout has up to three levels, corresponding to the Words of Power you’ve unlocked:

Level 1: Tap the button. One word. Exhale. This is the weakest Shout, but takes the shortest amount of time to recharge.

Level 2: Briefly hold, then release the button. Two words. Inhale, then exhale. This is the mid-level shout.

Level 3: Hold the button. Three words. Inhale, inhale, then exhale. This is the highest level shout, and the most powerful, but takes the longest to recharge.

The longer you hold the Shout button, the more powerful the shout. When you bellow a Shout, you drain your Thu’um (Shouting power), which slowly rebuilds across your compass. When the compass changes from a pulsing blue back to its regular grey, you can Shout again.

Tip

If you don’t have (or haven’t unlocked) all three Words, holding the button uses the strongest shout you’ve unlocked.

A Shout Example: Frost Breath



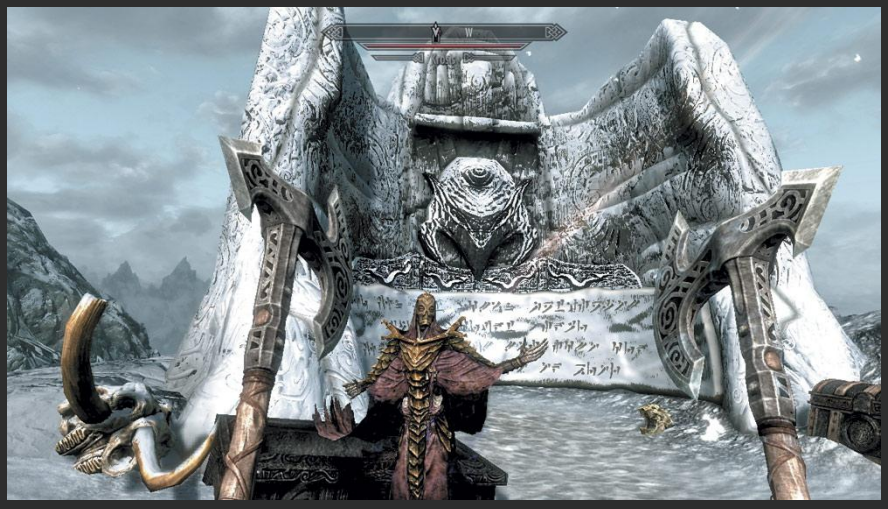
You begin by learning “Fo” (Frost), the first Word of this Shout, from a Word Wall. After scouring the lands for the second syllable “Krah” (Cold), and third syllable “Diin” (Freeze), you spend three Dragon Souls to unlock all three Words. You can now use the weak, average, or strong version of this Shout.

Weak Shout: Bellow “Fo!” by tapping the Shout button.

Medium Shout: Bellow “Fo, Krah!” by briefly holding the Shout button, then releasing it.

Strong Shout: Bellow “Fo, Krah, Diin!” by holding the Shout button.

Words to Live By



Some Word Walls are set in Skyrim’s exterior, such as this Wall at Shearpoint.



But most Word Walls are hidden in long-forgotten Dungeons, such as the Wall in Labyrinthian.

This section lists all of the available Shouts. Each Shout’s name is followed by its three Words, the locations where you can learn them, any Quests related to those locations, and some notes and tips on using each Shout. A complete table of Shouts with detailed statistics appears at the end of this section.

Animal Allegiance



Words of Power: Raan (Animal) -- Mir (Allegiance) -- Tah (Pack)

Word Wall Locations:

Angarvunde (The Rift): Dungeon Quest: Medresi Dran and the Wandering Dead

Ancient's Ascent (Falkreath Hold): This is a Dragon Lair.

Ysgramor's Tomb (Winterhold Hold): The Companions Quest: Glory of the Dead.

Description: A Shout for help from the beasts of the wild, who come to fight in your defense.

Notes: This Shout 'charms' all nearby animals, who fight for you for a short time. You can attack them without breaking this effect, so it's easy to kill them before the Shout wears off. Note that this Shout does not affect summoned creatures (like Familiars), or creatures already under the control of someone else (like animals controlled by Spriggans).

Aura Whisper



Words of Power: Laas (Life) -- Yah (Seek) -- Nir (Hunt)

Word Wall Locations:

Northwind Summit (The Rift): This is a Dragon Lair.

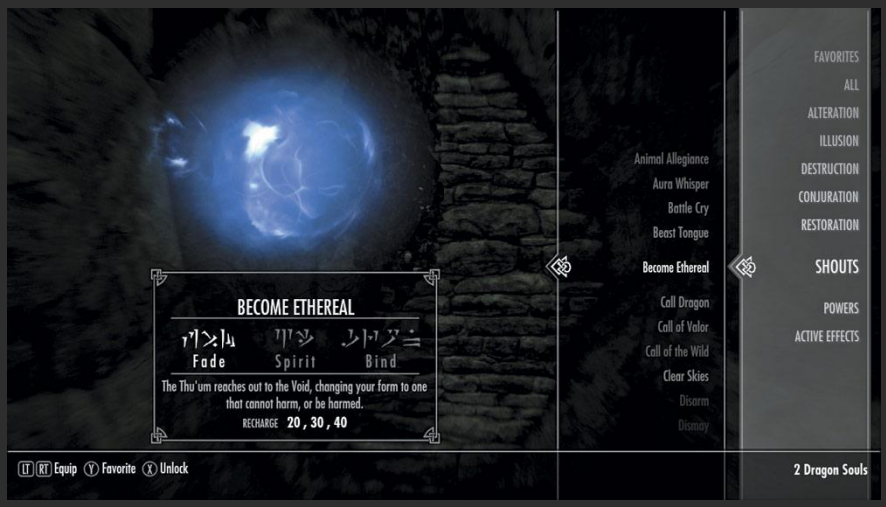
Valthume (The Reach): Dungeon Quest: Evil in Waiting. This is a dragon priest's lair.

Volunruud (The Pale): Dark Brotherhood Quest: The Silence Has Been Broken; Dungeon Quest: Silenced Tongues

Description: Your Voice is not a Shout, but a whisper, revealing the life forces of any and all.

Notes: For a short time, this Shout allows you to see an aura around all living or undead creatures, even through walls. The Shout is silent, so it won't create a sound that would cause enemies to detect you. Great for thieves, archers, and assassins!

Become Ethereal



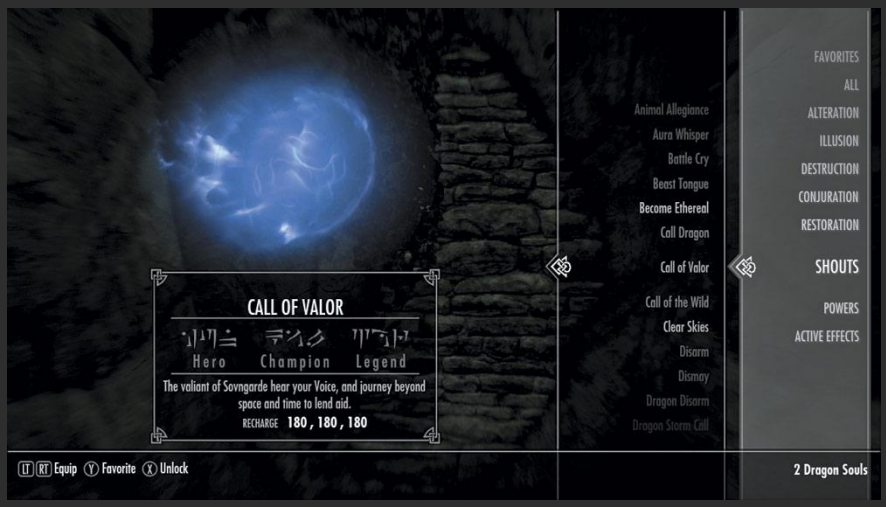
Words of Power: Feim (Fade) -- Zii (Spirit) -- Gron (Bind)
Word Wall Locations:
Ironbind Barrow (Winterhold Hold)
Lost Valley Redoubt (The Reach)
Ustengrav (Hjaalmarch): Main Quest: The Horn of Jurgen Windcaller
Description: The Thu'um reaches out to the Void, changing your form to one that cannot harm, or be harmed.
Notes: While Ethereal, you are invulnerable, can't attack or cast spells, and recover magicka and stamina. This Shout gives you a few seconds to safely retreat or reposition yourself during a difficult battle. You can also use it to bypass most traps without fear of taking damage.

Call Dragon



Words of Power: Od (Snow) -- Ah (Hunter) -- Viing (Wing)
Word Wall Locations:
None. You learn this Shout during Main Quest: The Fallen.
Description: Odahviing! Hear my Voice and come forth. I summon you in my time of need.
Notes: This Shout summons the dragon Odahviing to battle during Main Quest: The Fallen. After you complete the Main Quest, you can summon Odahviing to aid you (in most exterior areas). Note that this Shout has no effect unless all three words are used.

Call of Valor



Words of Power: Hun (Hero) -- Kaal (Champion) -- Zoor (Legend)

Word Wall Locations:

None. You learn this Shout at the end of the Main Quest.

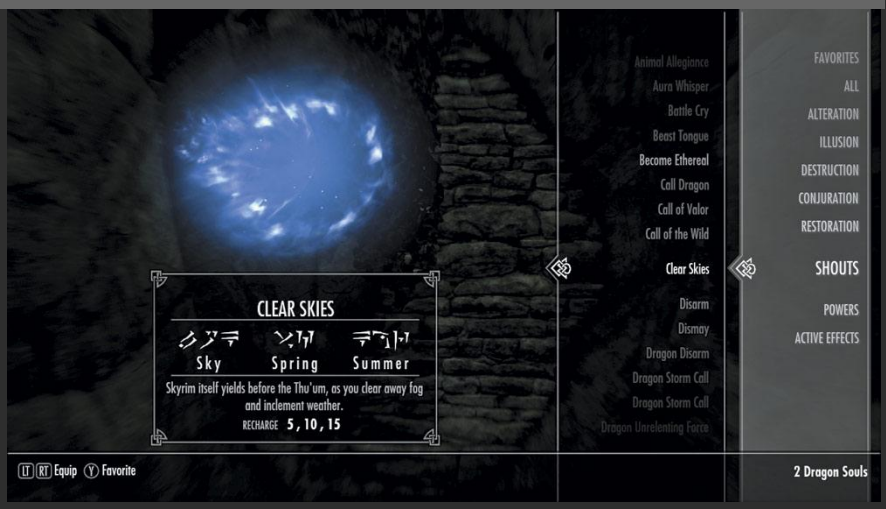
Description: The valiant of Sovngarde hear your Voice, and journey beyond space and time to lend their aid.

Notes: Each level of this Shout summons a different hero from Sovngarde, each with unique equipment and abilities. Choose the one that best meets your needs for the current battle. “Hun” summons Gormlaith Golden-Hilt, who wields a bow, sword, shield, and a few Shouts.

“Hun, Kaal” summons Felldir the Old, who wields a greatsword and has a number of damaging Shouts.

”Hun, Kaal, Zoor” summons Hakon One-Eye, who wields a battleaxe and uses melee Shouts.

Clear Skies



Words of Power: Lok (Sky) -- Vah (Spring) -- Koor (Summer)

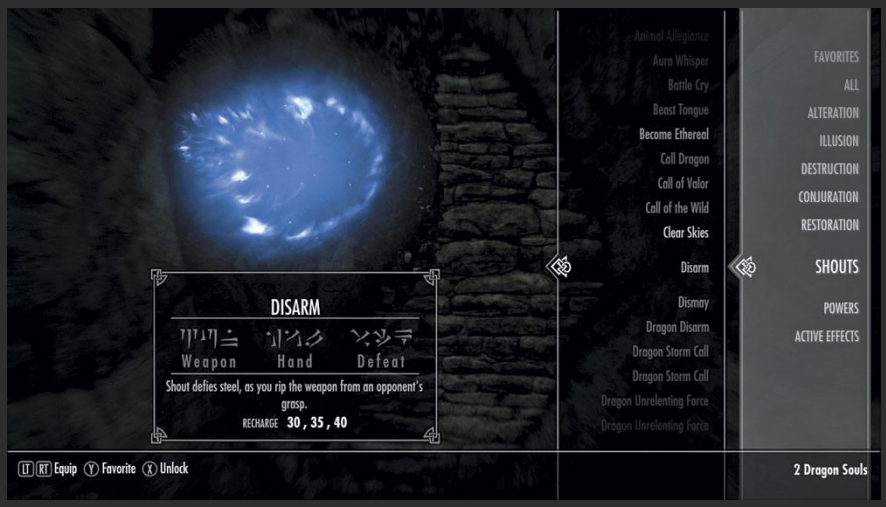
Word Wall Locations:

None. You learn this shout from the Greybeards during Main Quest: The Throat of the World.

Description: Skyrim itself yields before the Thu’um, as you clear away fog and inclement weather.

Notes: This not only clears the weather and disperses fog, it also dispels poison gas traps.

Disarm



Words of Power: Zun (Weapon) -- Haal (Hand) -- Viik (Defeat)

Word Wall Locations:

Eldersblood Peak (Hjaalmarch): This is a Dragon Lair.

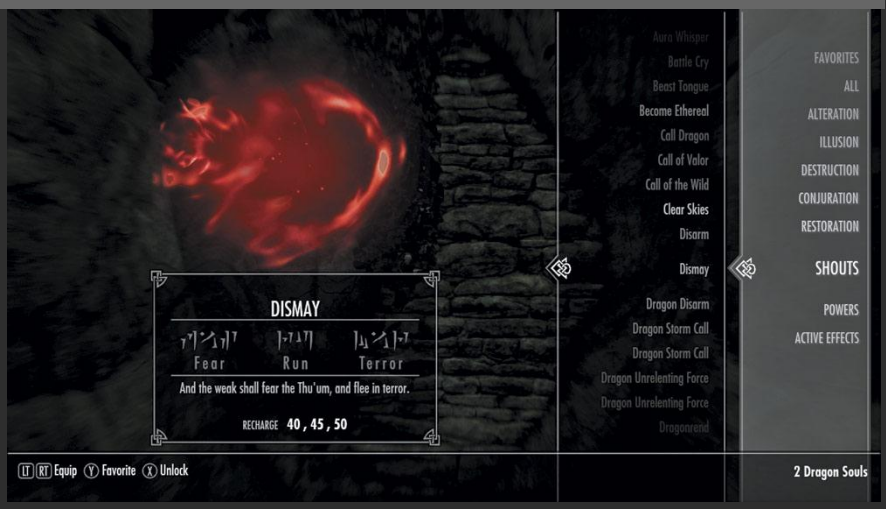
Silverdrift Lair (The Pale)

Snow Veil Sanctum (Winterhold Hold): Thieves Guild Quest: Speaking With Silence

Description: Shout defies steel, as you rip the weapon from an opponent's grasp.

Notes: This Shout only affects enemies up to a specific level, with higher levels of the Shout allowing you to disarm higher-level foes. Refer to the chart at the end of this section for details. Note that some enemies cannot be disarmed.

Dismaying Shout



Words of Power: Faas (Fear) -- Ru (Run) -- Maar (Terror)

Word Wall Locations:

Dead Crone Rock (The Reach): Daedric Quest: Pieces of the Past

Labyrinthian (Hjaalmarch): In Shalidor's Maze

Lost Tongue Overlook (The Rift): This is a Dragon Lair.

Description: And the weak shall fear the Thu'um, and flee in terror.

Notes: This Shout only affects enemies up to a specific level, with higher levels of the Shout allowing you to affect higher-level foes. See to the chart at the end of this section for details.

Dragonrend



Words of Power: Joor (Mortal) -- Zah (Finite) -- Frul (Temporary)

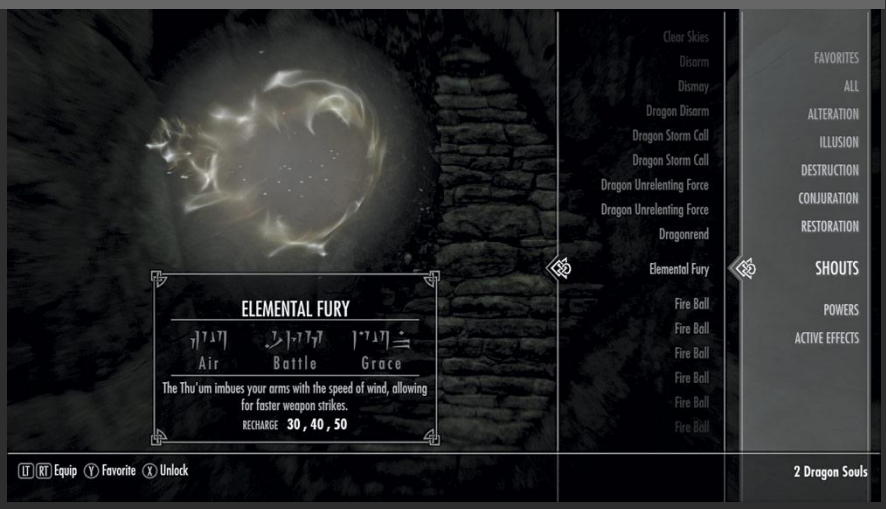
Word Wall Locations:

None. You learn this shout during Main Quest: Alduin's Bane.

Description: Your Voice lashes out at a dragon's very soul, forcing the beast to land.

Notes: This Shout is extremely useful for fighting Alduin or other dragons if you prefer to face them in melee combat.

Elemental Fury



Words of Power: Su (Air) -- Grah (Battle) -- Dun (Grace)

Word Wall Locations:

Dragontooth Crater (The Reach): This is a Dragon Lair.

Kilkreath Ruins (Haafingar): Daedric Quest: The Break of Dawn

Shriekwind Bastion (Falkreath Hold)

Description: The Thu'um imbues your arms with the speed of wind, allowing for faster weapon strikes.

Notes: This Shout only lasts a short time, but increases your damage output by 30-70%. Time it well, and you can do some serious damage.

Fire Breath



Words of Power: Yol (Fire) -- Toor (Inferno) -- Shul (Sun)
Word Wall Locations:
Dustman's Cairn (Whiterun Hold): The Companions Quest: Proving Honor
Sunderstone Gorge (Falkreath Hold)
Throat of the World (Whiterun Hold): Main Quest: The Throat of the World.
Description: Inhale air, exhale flame, and behold the Thu'um as inferno.
Notes: Fire Breath does high damage in a quick burst and sets enemies on fire. Great against foes already susceptible to fire damage (such as Vampires or Frost Atronachs).

Frost Breath



Words of Power: Fo (Frost) -- Krah (Cold) -- Diin (Freeze)
Word Wall Locations:
Bonestrewn Crest (Eastmarch): This is a Dragon Lair.
Folgunthur (Hjaalmarch): Side Quest: Forbidden Legend
Skyborn Altar (Hjaalmarch): This is a Dragon Lair.
Description: Your breath is winter, you Thu'um a blizzard.
Notes: Frost Breath does about the same damage over time as Fire Breath, but slows your enemies instead of setting them on fire. If your foes are more succeptible to Frost than Flame (such as Fire Atronachs), or you can take advantage of the slowing effect, this is a good choice.

Ice Form



Words of Power: Iiz (Ice) -- Slen (Flesh) -- Nus (Statue)
Word Wall Locations:
Frostmere Crypt (The Pale): Dungeon Quest: The Pale Lady
Mount Anthor (Winterhold Hold): This is a Dragon Lair.
Saarthal (Winterhold Hold): College of Winterhold Quest: Under Saarthal; Side Quest: Forbidden Legend
Description: Your Thu'um freezes an opponent solid.
Notes: This Shout takes the form of a wave of frost that freezes your enemies solid. Foes struck by this Shout are encased in ice and effectively paralyzed, and take frost damage over time. If an enemy encased in ice is struck by an attack, the ice shatters, allowing them to recover. Use this Shout to take one or more foes out of the fight temporarily, or to buy yourself a few free attacks before they can recover.

Kyne's Peace



Words of Power: Kaan (Kyne) -- Drem (Peace) -- Ov (Trust)
Word Wall Locations:
Ragnvald (The Reach): This is a Dragon Priest's lair.
Rannveig's Fast (Whiterun Hold)
Shroud Hearth Barrow (The Rift): Dungeon Quest: Wilhelm's Scream
Description: The Voice soothes wild beasts, who lose their desire to fight of flee.
Notes: This Shout only affects Wild Animals, with the radius and duriation of the Shout increasing at higher levels. This allows you to navigate animal dens without fighting, or to pacify a pack of animals before picking them off one by one.

Marked for Death



Words of Power: Krii (Kill) -- Lun (Leech) -- Aus (Suffer)

Word Wall Locations:

Autumnwatch Tower (The Rift): This is a Dragon Lair.

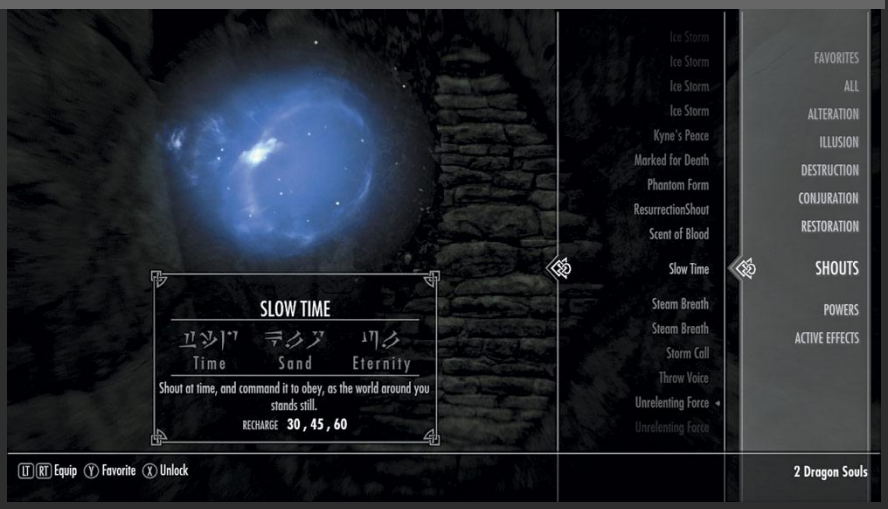
Dark Brotherhood Sanctuary (Falkreath Hold)

Forsaken Cave (The Pale): Side Quest: The White Phial

Description: Speak, and let your Voice herald doom, as an opponent's armor and lifeforce are weakened.

Notes: This Shout saps your foes' armor and causes damage over time, allowing you to kill them more quickly. Good to use on bosses.

Slow Time



Words of Power: Tiid (Time) -- Klo (Sand) -- Ul (Eternity)

Word Wall Locations:

Hag's End (The Reach): Dark Brotherhood Radiant Quest: The Feeble Fortune

Korvanjund (The Pale): Civil War Quest: The Jagged Crown

Labyrinthian (Hjaalmarch): College of Winterhold Quest: The Staff of Magnus; this is a Dragon Priest's lair.

Description: Shout at time, and command it to obey, as the world around you stands still.

Notes: This Shout buys you extra time, which you can use for any purpose: to rush in and assault a helpless enemy, to line up a perfect sniper shot, or to easily outrun any foe. Incredibly useful!

Storm Call



Words of Power: Strun (Storm) -- Bah (Wrath) -- Qo (Lightning)

Word Wall Locations:

Forelhost (The Rift): This is a Dragon Priest's lair.

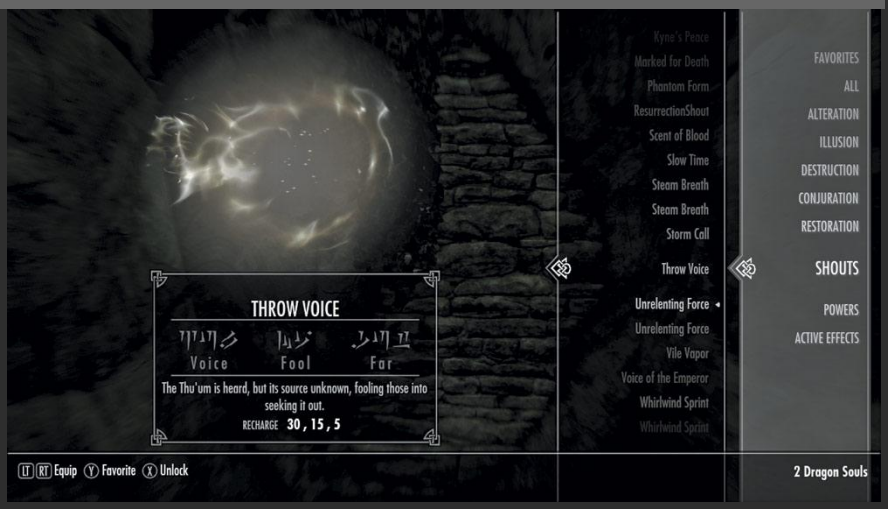
High Gate Ruins (The Pale): This is a Dragon Priest's lair.

Skuldafn (Other Realm): Main Quest: The World-Eater's Eyrie. This is a Dragon Priest's lair.

Description: A Shout to the skies, a cry to the clouds, that awakens the destructive force of Skyrim's lightning.

Notes: Summons a thunderstorm with powerful lightning that lashes out at anything and anyone. Only works outdoors. It's fantastic against dragons, but be careful-- the lightning can and will kill civilians and your followers.

Throw Voice



Words of Power: Zul (Voice) -- Mey (Fool) -- Gut (Far)

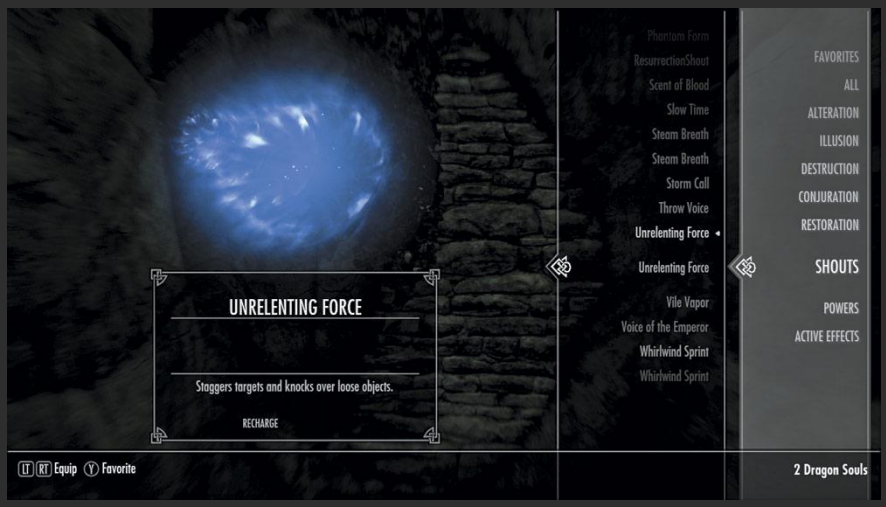
Word Wall Locations:

Shearpoint (The Pale): This is a Dragon Lair and a Dragon Priest lair.

Description: The Thu'um is heard, but its source unknown, fooling those into seeking it out.

Notes: This Shout produces no sound at your location, instead throwing your voice to the target. Enemies will detect the sound and investigate, allowing you to lure them away from their posts or into traps or other hazards. This is immensely useful when sneaking. Throw Voice is unique in that its Word Wall teaches you all three Words of the Shout.

Unrelenting Force



Words of Power: Fus (Force) -- Ro (Balance) -- Dah (Push)

Word Wall Locations:

Bleak Falls Barrow (Falkreath Hold): Main Quest: Bleak Falls Barrow; Side Quest: The Golden Claw

High Hrothgar (Whiterun Hold): Main Quest: The Way of the Voice. You learn both the second and third Words from the Greybeards.

Description: Your Voice is raw power, pushing aside anything -- or anyone -- who stands in your path.

Notes: This Shout staggers enemies or sends them flying, and does some light damage. Aim carefully to push your foes into traps, or follow up with a swift melee or ranged attack to take advantage of the stagger.

Whirlwind Sprint



Words of Power: Wuld (Whirlwind) -- Nah (Fury) -- Kest (Tempest)

Word Wall Locations:

Dead Men’s Respite (Hjaalmarch): The Bards’ College Quest: Tending the Flames

High Hrothgar (Whiterun Hold): Main Quest: The Way of the Voice. Learned from the Greybeards.

Volskygge (Haafingar): This is a Dragon Priest’s lair.

Description: The Thu’um rushes forward, carrying you in its wake with the speed of a tempest.

Notes: This surge forwards is useful reaching otherwise-inaccessible ledges or platforms.



The Shouting Table

The following table provides a summary of all the Shouts and their effects:

Shout Name	Word	Rebuild Time	Description	Quest / Special Restrictions
Animal Allegiance	Raan	50	Command Animal, Small Radius, Max Lv20, 30s	
	Mir	60	Command Animal, Medium Radius, Max Lv20, 45s	
	Tah	70	Command Animal, Large Radius, Max Lv20, 60s	
Aura Whisper	Laas	30	Detect Life & Undead, 10s	
	Yah	40	Detect Life & Undead, 20s	
	Nir	50	Detect Life & Undead, 30s	
Become Ethereal	Feim	20	Ethereal, 8s	
	Zii	30	Ethereal, 13s	
	Gron	40	Ethereal, 18s	
Call Dragon	Od	5	--No effect--	Learned during Main Quest: The Fallen
	Ah	5	--No effect--	Learned during Main Quest: The Fallen
	Viing	300	Summons Odahviing	Learned during Main Quest: The Fallen
Call of Valor	Hun	180	Summons Gormlaith, 1m	Learned during Main Quest: Epilogue
	Kaal	180	Summons Felldir, 1m	Learned during Main Quest: Epilogue
	Zoor	180	Summons Hakon, 1m	Learned during Main Quest: Epilogue
Clear Skies	Lok	5	Clear Skies, 25s	Learned during Main Quest: The Throat of the World
	Vah	10	Clear Skies, 40s	Learned during Main Quest: The Throat of the World
	Koor	15	Clear Skies, 60s	Learned during Main Quest: The Throat of the World
Disarm	Zun	30	Disarm, Max Lv12	
	Haal	35	Disarm, Max Lv20	
	Viik	40	Disarm, Max Lv30	
Dismay	Faas	40	Fear, Max Lv7	
	Ru	45	Fear, Max Lv15	
	Maar	50	Fear, Max Lv24	
Dragonrend	Joor	10	Force Dragons to land; 15s	Learned during Main Quest: Alduin’s Bane
	Zah	12	Force Dragons to land; 18s	Learned during Main Quest: Alduin’s Bane
	Frul	15	Force Dragons to land; 22s	Learned during Main Quest: Alduin’s Bane
Elemental Fury	Su	30	Increase Attack Speed (1.3x), 15s	
	Grah	40	Increase Attack Speed (1.5x), 15s	
	Dun	50	Increase Attack Speed (1.7x), 15s	
Fire Breath	Yol	30	Fire Breath; 50 Fire Damage	
	Toor	50	Fire Breath; 70 Fire Damage	
	Shul	100	Fire Breath; 90 Fire Damage	

Shout Name	Word	Rebuild Time	Description	Quest / Special Restrictions
Frost Breath	Fo	30	Frost Breath, Frost Damage 10/s for 5s, Slow	
	Krah	50	Frost Breath, Frost Damage 14/s for 5s, Slow	
	Diin	100	Frost Breath, Frost Damage 18/s for 5s, Slow	
Ice Form	Iiz	60	Ice Form Paralyze, Frost Damage 2/s, 15s	
	Slen	90	Ice Form Paralyze, Frost Damage 2/s, 30s	
	Nus	120	Ice Form Paralyze, Frost Damage 2/s, 60s	
Kyne's Peace	Kaan	40	Calm Animal, Small Area, Max Lv20, 60s	
	Drem	50	Calm Animal, Medium Area, Max Lv20, 120s	
	Ov	60	Calm Animal, Large Radius, Max Lv20, 180s	
Marked for Death	Krii	20	-25 Armor, Damage Health 1/s, 60s	
	Lun	30	-50 Armor, Damage Health 2/s, 60s	
	Aus	40	-75 Armor, Damage Health 3/s, 60s	
Slow Time	Tiid	30	Slow Time (70%), 8s	
	Klo	45	Slow Time (80%), 12s	
	Ul	60	Slow Time (90%), 16s	
Storm Call	Strun	300	Call Storm, 60s	
	Bah	480	Call Storm, 120s	
	Qo	600	Call Storm, 180s	
Throw Voice	Zul	30	Throw Voice	
	Mey	15	Throw Voice	
	Gut	5	Throw Voice	
Unrelenting Force	Fus	15	Unrelenting Force (Weak), 2 Damage	Learned in Bleak Falls Barrow.
	Ro	20	Unrelenting Force (Med), 5 Damage	Learned during Main Quest: The Way of the Voice
	Dah	45	Unrelenting Force (Strong), 10 Damage	Learned during Main Quest: The Way of the Voice
Whirlwind Sprint	Wuld	20	Whirlwind Sprint (Short)	
	Nah	25	Whirlwind Sprint (Med)	
	Kest	35	Whirlwind Sprint (Long)	

6.4 Other Powers and Abilities



Powers

As Dragonborn, Shouts are your most numerous type of Power, but there are a number of other powers and abilities that you can acquire during your time in Skyrim. These include:
Racial Powers, as described in this Chapter.

Standing Stone Powers, as described in this Chapter.
Vampire Powers, as described in this Chapter.
Werewolf Powers, as described in this Chapter.
Nightingale Powers, as described at the end of the Thieves Guild Questline, as described in the Thieves Guild section.
A Dark Brotherhood Power, your reward for Dark Brotherhood Quest: Bound Until Death, as described in the Dark Brotherhood section.

Abilities

Most special abilities are offered as rewards for quests, or for performing specific actions. They typically appear in your Active Effects list. Note that some are presented explicitly (with dialogue and/or on-screen text), while others may not be. A few are not visible to you at all, so learn when you can obtain them, and how long they last.

PERMANENT ABILITIES (PERKS)

Name	Description	Associated Quest
Agent of Dibella	+10% melee damage to the opposite sex.	Temple Quest: The Heart of Dibella
Agent of Mara	+15% Resist Magic	Temple Quest: The Book of Love
Ancient Knowledge	+25% Armor if wearing all Dwarven armor. Your Smithing skill increases 15% faster.	Side Quest: Unfathomable Depths
Archmage's Authority	Better prices from members of the College (50% Enthir, 10% Others)	College of Winterhold Quest: The Eye of Magnus
Assassin's Aegis	+25% Armor if wearing all Dark Brotherhood Armor	Dark Brotherhood Quest: Sanctuary
Dragon Infusion	You take 25% less Melee Damage from Dragons	Blades Quest: Dragon Research
Eternal Spirit	While Ethereal, you recover health 25% faster.	Greybeards Quest: Meditations on the Words of Power
Force Without Effort	You stagger 25% less, and foes stagger 25% more.	Greybeards Quest: Meditations on the Words of Power
Gift of the Gab	Your Speech skill increases 15% faster.	Bards College Quest: Tending the Flames
Nightingale's Aegis	+25% Armor if wearing all Nightingale Armor	Thieves Guild Quest: Trinity Restored
Prowler's Profit	Chance of finding additional gems in chests.	Thieves Guild Quest: No Stone Unturned
Sailor's Repose	Healing Spells restore 10% more health.	Dungeon Quest: What Lies Beneath
Sinderion's Serendipity	When you make a potion, you have a 25% chance of creating a second, duplicate potion.	Side Quest: A Return to Your Roots
The Fire Within	Your Fire Breath Shout deals 25% more damage.	Greybeards Quest: Meditations on the Words of Power

TEMPORARY ABILITIES (BLUFFS)

Name	Description	Associated Activity
Voice of the Sky	Animals will neither attack nor flee from you; lasts 1 day	Complete the Pilgrimage of The Seven Thousand Steps (Secondary Location [6.X])
The Gift of Charity	+10 Speech; lasts 1 hour	Give a coin to any beggar.
Dragonslayer's Blessing	+10% Critical Hit Chance vs. Dragons; lasts 5 days	Blades Quest: Dragonslayer's Blessing
Rested	All skills improve 5% faster; lasts 8 hours.	Sleep in any bed.
Well Rested	All skills improve 10% faster; lasts 8 hours.	Sleep in a bed you own or rent.
Lover's Comfort	All skills improve 15% faster; lasts 8 hours.	Sleep in the same location as your spouse.

6.5 Diseases

Catching a Disease: Dirty Vermin!



Clawed by a Hagraven? Then you may have Brain Rot!
Adventuring is dangerous, especially when battling diseased foes.
Every time one of these enemies strike you, there is a chance that you may contract the disease they carry.
If you have a resistance to disease (thanks to your race or equipment), this chance is lessened, but under most circumstances, the chance of catching something is around 5-10% per wound you suffer.
The following table lists the possible diseases, their effects, and how you can contract them.

Name	Effect	Contracted From
Ataxia	Lockpicking & Pickpocket 25% harder	Traps, Skeevers
Bone Break Fever	-25 Stamina	Traps, Bears
Brain Rot	-25 Magicka	Traps, Hagravens
Dragonslayer's Blessing	+10% Critical Hit Chance vs. Dragons	Blades Quest: Dragonslayer's Blessing Lasts for five days.
Rattles	Stamina recovers 50% slower	Traps, Chaurus
Rockjoint	25% less effective with melee weapons	Traps, Wolves, Foxes
Sanguinare Vampiris	-25 Health, progresses to Vampirism	Vampires
Witbane	Magicka recovers 50% slower	Traps, Sabrecats

Note

Most Traps have a small chance of infecting you with a random disease.

Curing a Disease: By Potion

Drinking a Cure Disease Potion is the fastest and easiest way to rid you of your pox. You can buy these potions in many shops, find them in the wild, or make them yoruself.

Curing Disease: The Shrines of Skyrim



The Temple of the Eight Divines in Solitude. Only Talos – outlawed by the Thalmor -- is not worshipped here.
Most people in Skyrim follow the religion of the Divines. Shrines to the Divines can be found throughout the land, in cities, settlements, and in the wilderness.
Their locations are detailed throughout the Atlas. Praying at a Shrine cures any diseases you may have, and confers a unique blessing that lasts eight hours.
Only one blessing can be active at a time; praying at a different Shrine will remove any prior blessings.
The worship of Talos is a major factor in the Civil War that currently rages across Skyrim. His worship has been outlawed in areas controlled by the Empire, though Shrines to Talos may will still appear in Stormcloak strongholds.
If the Stormcloaks are victorious, Shrines to Talos will return to the cities of Skyrim.



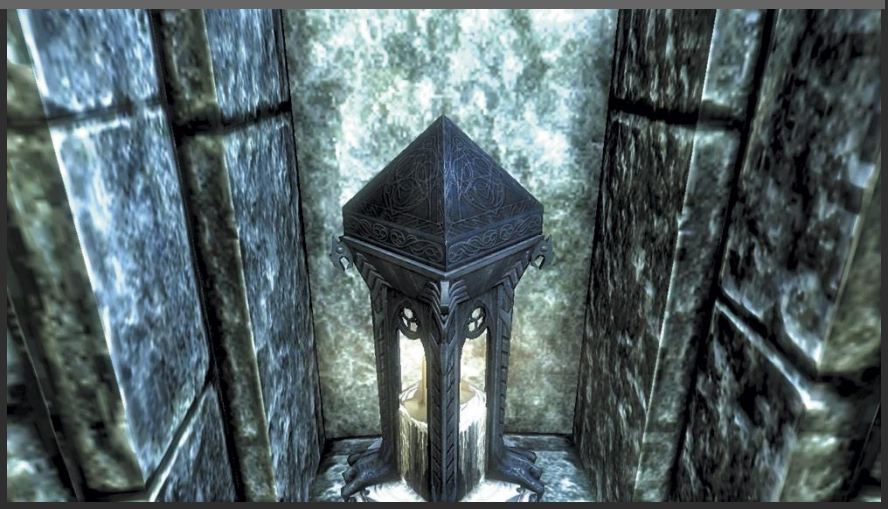
Akatosh: Cure all diseases, +10% Magicka Regeneration Rate



Arkay: Cure all diseases, +25 Health



Dibella: Cure all diseases, +10 Speechcraft



Julianos: Cure all diseases, +25 Magicka



Kynareth: Cure all diseases, +25 Stamina



Mara: Cure all diseases, +10% Healing Effects



Stendarr: Cure all diseases, +10% Blocking Effectiveness



Talos: Cure all diseases, +20% Shout Recovery



Zenithar: Cure all diseases, 10% Better Prices (Bartering)

Note

There are other Shrines (such as the Shrine of Azura and the Shrine of Boethiah), but these aren't related to the Nine Divines; only to Daedric Quests.

Curing Disease: Other Means

The Vigilants of Stendarr are a relatively new religious order. Zealous followers of the god of justice and mercy, they seek to wipe out abominations like Vampires and Werewolves, and to purge the land of Daedra Worship.

If you encounter them in one of their strongholds (like the Hall of the Vigilant [3.09] or Stendarr's Beacon [9.46]), or elsewhere in the wilderness, you can ask them to cure your diseases.

The process of transforming into a Vampire or Werewolf will also cure any diseases you might have… though those diseases are probably the least of your concerns….

6.6 Lycanthropy

Contracting Lycanthropy



A ferocious Werewolf, a powerful and sinewy predator.

Werewolves are lycanthropes: Men and women who can transform into powerful wolf-like creatures. Some see this as a blessing, a way of drawing on the strength and ferocity of their inner beast.

Some see it as a curse, a twisting of their wills and nature. And for some, it is simply a way of life.

Lycanthropy can only be contracted as part of the blood ritual that occurs during The Companions Quest: The Silver Hand.

Your first transformation is particularly violent, causing you to prowl the streets of Whiterun as the inhabitants of the city flee for their lives.

Soon you black out, and from this point on, you are able more fully in control of your animal nature.

Beast Form

When you become a werewolf, you acquire a new Power known as Beast Form.

This allows you to transform into a werewolf once per day. Once transformed, you remain as a werewolf for 2.5 minutes of real time.

You can extend this time by approaching a corpse and activating it to feed on it.

This restores 50 points of Health, and gives you another 30 seconds of time as a werewolf.

Advantages of Beast Form include:

Your maximum health increases by 100 points, but does not regenerate.

Your maximum stamina also increases by 100.

You have a faster sprint speed (faster even than horses can run!).

Wolves will treat you as an ally, and won't attack you.

Any Crimes you commit as a werewolf don't count against your "normal" self, with one caveat (below).

But there are some disadvantages as well:

You can't loot any corpses you slay.

You can't pick up or use any items you find. Since this includes keys, you may find your progress blocked in some dungeons.

You can't equip or use any of your normal weapons, spells, items, equipment, Shouts, or Powers. You can't even open the Inventory Menu.

Your large, hulking form may have trouble fitting through some narrow passages.

You can't speak with anyone, even your own Companions breatheren.

Citizens of Skyrim are rightly terrified of you; some of them flee, while the battle-hardened, brave, or foolish stand their ground and attack you.

If anyone sees you transform to or from a beast, the transformation is considered a major Crime. Consult the Crime and Punishment section.

Tip

If you want to return to human form at any time, simply wait (or use the Wait system), and you'll transform back automatically.

Powers

As a werewolf, you gain an impressive array of combat-related bonuses:

Increased Melee Damage: When in Beast Form, you attack with your claws. For every swipe that connects, you inflict 20 points of damage on a foe. This increases at higher Levels:

Base:	20
Level 11-15:	+5
Level 16-20:	+15
Level 21-25:	+25
Level 26-30:	+30
Level 31-35:	+35
Level 36-40:	+40
Level 41-45:	+50
Level 45 and over:	+60

Immunity to Disease: You are completely immune to all diseases in both normal and Beast Form. Among other things, this protects you from Sanguinare Vampiris (the Vampire Disease), allowing you to fight Vampires without having to worry about contracting the condition yourself.
As an additional bonus, when you first become a werewolf, any diseases you had at the time will be cured. This includes both Sanguinare Vampiris and full-blown Vampirism.
You can't be both a werewolf and a vampire at the same time.
Increased Dexterity: In Beast Form, you can sprint on all-fours at an impressively fast pace, and jump a lot further than normal.
Restless Blood: As a Werewolf, you can never receive a bonus for being Rested.
Werewolf Powers: While in Beast Form, you can call upon a special set of Werewolf-exclusive Powers, called Howls. You can use these as often as you like while your transformation lasts.
Your default howl strikes fear (literally) into the hearts of men.
However, by completing The Companions Radiant Quest: Totems of Hircine, you can acquire Totems that allow you to exchange this Howl for a different Power.
You can change Howls as often as you like, though only one can be active at a time.
Initial Howl: Fear grips nearby foes up to Lv25; lasts 30 seconds.
Totem Howl: Detect Life in a large radius around your location; lasts 60 seconds.
Totem Howl: Summon two wolves to fight at your side.
Ring of Hircine: During Daedric Quest: Ill Met By Moonlight, you are given the cursed Ring of Hircine.
While the curse has no effect on most humans, if worn by a Lycanthrope, it can cause you to randomly shift into your Beast Form!
It is wise to complete this Quest or risk revealing your beast form at an inopportune moment! The curse is lifted at the end of the Quest.
The Ring of Hircine (whether cursed or not) allows you to assume Beast Form one additional time per day.

Living as a Werewolf

You are fortunate that your Shield-Brothers and Sisters in the Companions are there to help you come to terms with your new beast form, and that this strain of Lycanthropy is not affected by the waxing and waning of the moons.
Therefore, it is quite possible to take full advantage of the powers of the wolf for the remainder of your adventure. Call upon your Beast Form when the speed and strength of the wolf are to your benefit, or when facing a multitude of weaker foes.

Curing Lycanthropy

At the end of the Companions Questline, a Radiant Quest: Purity becomes available for those adventurers who wish to rid themselves of the beast within.
As a part of that quest, you must cut off the head of a Glenmoril Witch, bringing it into the depths of the Tomb of Ysgramor, draw the spirit of the wolf from your body, and defeat it. Once the ritual is complete, your cure is permanent, and you cannot contract lycanthropy again.

Werewolf Powers

The following chart lists all of the available Werewolf Powers.

Name	Description	Once per day?	Notes and Restrictions
Beast Form	Transform into werewolf form	Yes	Part of Compaions Quest: The Silver Hand

Name	Description	Once per day?	Notes and Restrictions
Ring of Hircine	Transform into werewolf form	Yes	The Ring of Hircine only works if you are already a werewolf, granting you one additional transformation per day. Reward for Daedric Quest: Ill Met by Moonlight
Howl of Rage	Fear nearby foes up to Lv25, 30s	No	Beast Form only; default Howl.
Scent of Blood	Detect Life in a large area, 60s	No	Beast Form only; replaces Howl of Rage; available after Companions Radiant Quest: Totems of Hircine
Howl of the Pack	Summon two wolves to fight at your side	No	Beast Form only; replaces Howl of Rage; available after Companions Radiant Quest: Totems of Hircine

6.7 Vampirism

Contracting Vampirism



A hated Vampire, attacking with Drain Life.

Facing those that feed on the blood of the living presents a number of perils. In addition to their terrifying visage, zombified Thralls, and skill at both melee and magical combat, Vampires have a unique Drain Life ability.

Not only can this rapidly sap your health while restoring theirs, each time it strikes you, have a ten percent chance of contracting the disease Sanguinare Vampiris, a disease that will eventually cause you to join their ranks.

After any battle with Vampires, check your Active Effects list. If you see Sanguinare Vampiris, quickly drink a Cure Disease potion or make haste to a Shrine for healing.

As the diseases runs its course, you'll receive a message at twilight that reads "you feel a strange thirst as the sun sets," and a second notification the following dawn; "You feel weaker as the sun rises."

After three days of this, the disease takes over completely, and you transform into a Vampire!

Stages of Vampirism



Becoming a vampire changes your appearance.



As a Vampire, you must feed on human blood! Vampirism has four distinct stages, based on how long it has been since you last fed. The more time has elapsed, the more severe the advantages and disadvantages of this condition become.
In order to survive as a Vampire, it is worth knowing exactly what these benefits and drawbacks are:

Advantages

Immune to Disease: You are completely immune to disease. Any diseases you had upon becoming a vampire are instantly cured.
Immune to Poison: You are completely immune to all forms of poison.
Champion of the Night: Illusion spells that you cast are 25% more powerful.
Nightstalker's Footsteps: You are 25% harder to detect while Sneaking.
Resist Frost: The stage of your Vampirism adds to your Frost Resistance:
Stage 1 Vampirism: Resist Frost 25%.
Stage 2 Vampirism: Resist Frost 50%.
Stage 3 Vampirism: Resist Frost 75%.
Stage 4 Vampirism: Resist Frost 100%.

Disadvantages

Hatred: Stages 1, 2, 3 Vampirism: Citizens of Skyrim and guards will not recognize you as a Vampire, but may (25% of the time) remark that you're looking distinctly "pale" or "hungry."
Hatred: Stage 4 Vampirism: All citizens and guards within a settlement will recognize exactly what you are, and attack you on sight.
Weakness to Sunlight: When outdoors between the hours of 5am and 7pm, your Health, Magicka, and Stamina will not regenerate. Their maximum values are also reduced:
Stage 1 Vampirism: Health, Magicka, and Stamina are reduced by 15 points.
Stage 2 Vampirism: Health, Magicka, and Stamina are reduced by 30 points.
Stage 3 Vampirism: Health, Magicka, and Stamina are reduced by 45 points.
Stage 4 Vampirism: Health, Magicka, and Stamina are reduced by 60 points.
Weakness to Fire: The stage of your Vampirism also gives you a Weakness to Fire:
Stage 1 Vampirism: Weakness to Fire 25%.
Stage 2 Vampirism: Weakness to Fire 50%.
Stage 3 Vampirism: Weakness to Fire 75%.
Stage 4 Vampirism: Weakness to Fire 100%.

Powers

As your Vampirism progresses, you gain an increasingly powerful set of additional abilities:

STAGE 1 VAMPIRISM:

Vampire's Sight: For one minute, you can see better in dark environments. This Power can be used as often as you like and has no cost.
Vampiric Drain: A special Destruction spell, Vampiric Drain absorbs 2 Health per second from your target.
Vampire's Servant: Once per day, you can reanimate a dead creature to fight for you for 60 seconds. Only works on creatures of level 6 or less.

STAGE 2 VAMPIRISM:

All powers from Stage 1, plus:
Vampire's Seduction: Creatures and people up to level 8 won't fight or flee for 30s.

Vampiric Drain: Increases to 3 Health drained per second.
Vampire's Servant: Now affects creatures of level 13 or less.

STAGE 3 VAMPIRISM:

All powers from Stages 1 and 2, plus:
Vampiric Drain: Increases to 4 Health drained per second.
Vampire's Servant: Now affects creatures of level 21 or less.

STAGE 4 VAMPIRISM:

All powers from Stages 1, 2, and 3, plus:
Embrace of Shadows: Once per day, you can invoke this power to gain Vampire's Sight and Invisibility for 3 minutes.
Vampiric Drain: Increases to 5 Health drained per second.
Vampire's Servant: Now affects creatures of level 30 or less.

Maintaining Vampirism: Feeding

As a Vampire, the only way you can continue to function in normal society is to feed.
Feasting on the blood of the living can be tricky: you must find a sleeping human (citizens and guards tend to be the easiest, though a sleeping soldier, bandit, or warlock will work as well), then activate them to feed on their blood.
Doing so reverts your disease back to Stage 1.

Life as a Vampire

Aside from the panic and hostility you spread as a Stage 4 Vampire, the main problems you encounter are your weaknesses to sunlight and fire.
Minimize these risks here by exploring subterranean catacombs and dungeons during the daytime, and prowl the countryside at night.
You may also want to draw on the power of the Lady Stone (see Standing Stones), which helps to offset the the lack of normal Health or Stamina regeneration during daylight.
If you plan to let your disease progress, trading will become difficult. Learn to craft your own potions and equipment, and try to become as self-sufficient as possible.
When you must interact with others, slip into a remote settlement to feed, then continue on to the nearest city to trade before your disease advances once more.
As a Vampire, you receive a number of bonuses that improve your stealth abilities, making Vampirism a blessing for Thieves, Archers, and Assassins.
You will also find it significantly easier to explore Falmer Hives (since you're immune to the poisons that they, their Chaurus, and their Spiders use), Nordic Ruins (since the Draugr use Frost Magic almost exclusively), and Vampire Lairs (since you no longer need fear contracting the disease).
You also have a dramatic advantage when fighting frost-breathing dragons, though a corresponding weakness to fire-breathing dragons. Keep some potions of Fire Resistance on hand, just in case!

Curing Vampirism

There are but two ways to cure yourself of this affliction.
As mentioned previously, you can contract Lycanthropy.
The blood ritual that transforms you into a werewolf will cure any diseases you have, even full-blown Vampirism. Of course, you now have other, more hairy problems to contend with....
Or, you can visit a mage named Falion in Morthal, the Hold Capital of Hjaalmarch, and complete Side Quest: Rising at Dawn.

Note

Vampirism can be caught more than once.

6.8 Crime and Punishment



While exploring the Nine Holds of Skyrim, there are bound to be points in your adventure where you commit a Crime and have a Bounty placed on your head.

Whether this is a petty theft from a citizen of Markarth or an all-out assault on the city guard of Riften, it is prudent to learn the laws that govern Crime and Punishment... and how you can bend them to your advantage!

Criminal Activities and Holds

Perhaps the most important lesson to learn is that each of the Nine Holds keeps their own record of crimes and bounties.

You may be wanted in Haafingar Hold, but your bounty doesn't transfer to neighboring Hjaalmarch, where you may still be considered a model citizen.

Your actions are only considered criminal if they affect a non-hostile character or their property. Defending yourself is never a crime.

So feel free to fight back if:

You were attacked first, and the attack was unprovoked.

You have agreed to a duel or brawl during a conversation.

You're attacking an enemy, regardless of who attacked first.

Usual Crimes

The following evidence indicates the usual categories of crimes that you're likely to commit, and what Bounty this places on your head:

Crime	Bounty
Trespassing; entering an area that is off-limits. Depending on the level of security, you will often be warned and given a chance to leave peacefully before the crime is triggered.	5 gold
Pickpocketing a guard or civilian and being spotted. Just looking at their inventory is not a crime; you have to actually take something.	25 gold
Theft; swiping an item marked "Steal".	Half the item's value
Theft; stealing a Horse. You acquire this bounty each time you mount the stolen horse.	50 (each time)
Assault; attacking a guard or civilian with your fists, weapon, or spells.	40
Murder; killing a guard or civilian.	1,000
Escaping from Jail after being imprisoned.	100

Unusual Crimes

The following list includes the more... unspeakable ways you can incur a Bounty:

Crime	Bounty
(Vampirism): Feeding on the blood of a guard or civilian and being spotted.	40
(Vampirism): Once you reach Stage 4 and become a full-fledged Vampire, all guards and civilians will be hostile to you. Fighting back against them is considered a Crime, and Bounty accumulates as normal.	
(Lycanthropy): Transforming to or from Beast Form in sight of a guard or civilian.	1,000
(Lycanthropy): While in Werewolf form, all guards and civilians will be hostile. However, fighting back against them is not considered a Crime (since they don't recognize you), and Bounty will not accumulate.	
(Cannibalism): Eating a corpse while wearing the Ring of Namira is considered assault.	40

Caution

The Bounty from any Crime committed by a Follower is automatically assigned to you, so getting someone else to do your dirty work isn't going to help your reputation!

Witnesses and Retaliation

Crimes are only a problem if you're seen committing them. The Bounties you receive are noticed by witnesses, and depending upon the situation, you may wish to "silence" anyone who saw your less-than lawful activities.

For example, if you assault a citizen of Riften (+40 Bounty), and then kill them before they can report the assault (+1,000 Bounty), as long as nobody is around to witness the murder, your Bounty will be cleared.

Naturally, attempts to increase and then remove your Bounty can fail spectacularly; if you're spotted attempting to kill a guard by three other guards, expect them to respond with lethal force!

If you allow too much time to pass, the witnesses will report the crime, and killing them will no longer reduce your Bounty. So act quickly if you plan to take out the witnesses.

With this in mind, retaliating for a crime is worth doing only when as few people as possible are watching you (and ideally, none). It is easier to try this within buildings where you can easily see onlookers.

If your Crime is non-violent (i.e. Stealing), try entering without being noticed or at night, when people are likely to be sleeping.

Guard Actions and Reactions

Reactions: When a guard sees you commit a crime, or hears a call for help from a witness, they attempt the following:

For Minor Crimes, such as Pickpocketing, Theft, or Trespassing, they attempt to arrest you.

For Major Crimes, such as Assault or Murder, they attack you. If you yield (sheathe your weapon), they will attempt to arrest you.

For Severe Crimes, such as Escaping from Jail, Vampirism, or Lycanthropy, they simply attack.

Your Actions: If a guard attempts to arrest you, and you successfully avoid the initial arrest (by sprinting to an exit gate or hiding in a building for example), you can attempt the following:

With a low Bounty (less than 3000 gold), you can wait a day or so for the situation to calm down, then return to the scene of the crime and turn yourself in. You're then arrested.

With a high bounty (more than 3000 gold), you should avoid civilization altogether.

Wander in the wilderness for a few days, and a bounty collector will eventually approach you and offer to pay off your debt to society. Don't wait for him, just keep moving.

Preventing Prison Time

The way you interact with Guards greatly affects the price you have to pay for your crimes. Once in dialogue, your options are as follows. You can:

1. Pay a fine equal to your Bounty, if you have the gold. Any stolen items are confiscated, and you are moved to the jail exit.
2. Agree to go to Jail, where you can serve your time, or attempt to escape. See below for more details on your options once in jail.
3. Resist arrest, if you wish to battle your way out of the location. This is also what happens if you try to back out of dialogue with any guard.
4. Bribe the guard. This option is only available if you aren't currently trespassing, and one of the following conditions holds:

You have committed only minor Crimes, and have the Speech Skill's Bribery Perk.

You are a member of the Thieves Guild

You haven't bribed or persuaded another guard in the past 24 hours.

If you pay the bribe, it stops the current pursuit, and you're able to keep any stolen items.

However, your Bounty is still in effect, and if you speak to the same (or any other) guard again, you'll turn yourself in, and the guard will attempt to arrest you.

5. Persuade the Guard. If you have a Speech Skill of 75 or higher, you're not currently trespassing, you've only committed minor crimes, and you haven't bribed or persuaded another guard in the past 24 hours, you can convince the guard to overlook your crimes. The option only appears once all of these conditions have been met.

Persuasion works just like a Bribe: It stops the current pursuit, and you're able to keep any stolen items.

However, your Bounty is still in effect, and if you speak to the same (or any other) guard again, you'll turn yourself in, and the guard will attempt to arrest you.

However, you don't have to pay for a persuasion, making it a cheaper option if you can meet the skill requirement.

6. Pay off the Guard, if you're a member of the Thieves Guild and you've completed the City Influence Quest for the Hold that you've committed the crime in.

There are four City Influence Quests, for Solitude (Haafingar), Markarth (The Reach), Whiterun (Whiterun Hold), and Windhelm (Eastmarch).

The Thieves Guild is based in Riften (The Rift), so you only need to be inducted into the guild (during Thieves Guild Quest: Loud and Clear), in order to pay off the guards there.

The other four Holds do not have City Influence Quests, so this option is not available in Morthal (Hjaalmarch), Dawnstar (The Pale), Winterhold (Winterhold Hold), or Falkreath (Falkreath Hold).

The price to pay off the guard is always half your current Bounty. This removes the entire bounty and allows you to keep any stolen items in your posession, so it's always the best option if you can afford it.

7. Invoke Thane's Privilege. This is only available if you're the Thane of a particular Hold.

You can be a Thane of any or all of the Holds provided you've completed the appropriate Thane Task.

If your Bounty is less than 2,000, you can remind the guards of your social standing to convince them to overlook your deeds. This only works once per Hold, so save it for some pretty devious activities!

8. Civil War: As the Civil War rages on, Holds will fall to either the Imperial or Stormcloak factions.

If your faction takes control of a Hold, any Bounty you may have accrued in that Hold is wiped out due to the change in government. Time this correctly, you can get up to all kinds of mayhem, flee a Hold just before your side takes control of its capital, and then return after your misdemeanors are forgotten! Information on the Civil War begins in the Civil War Overview section.

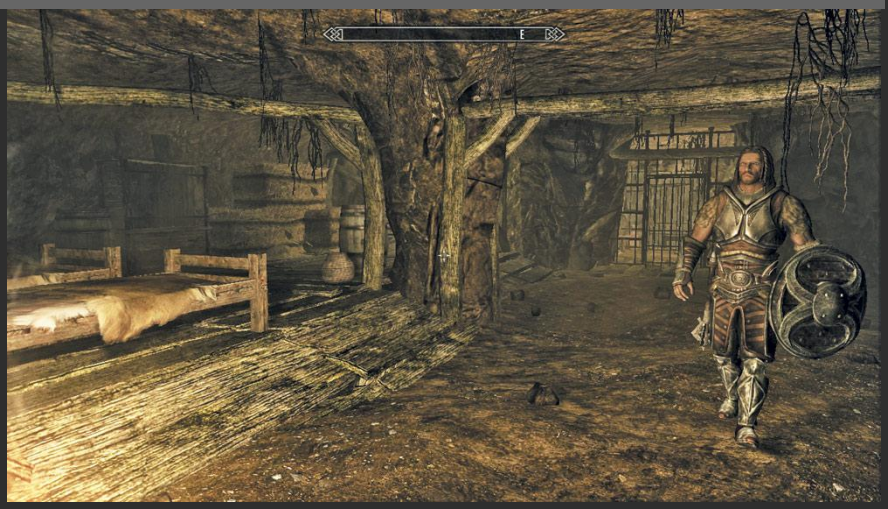
Caution

If any of these cunning plans fail and you don't yield to the guard, expect reinforcements, and an increasingly desperate fight that you're increasingly likely to die from. Flee, or yield, or fight on.

Serving Prison Time



A loose wall results in a lucky escape from certain prisons.



But for those caught in Markarth, no one escapes Cidhna Mine....

If you choose (willingly or otherwise) to be taken to jail, your entire inventory and stolen items are confiscated, and moved to the jail's Belongings Chest and Evidence Chest, respectively.

You are then placed in a cell with a single Lockpick in your inventory. At this point, you can:

1. Serve out your sentence:

Interact with the bed in your cell, and serve your time.

In Markarth's Cidhna Mine, you must interact with the pickaxe instead to serve your time.

Serving your sentence wipes out any progress towards your next Skill increase in a number of randomly-chosen Skills.

The number of Skills that are penalized is determined by your Bounty.

For example, a petty crime like stealing a single potion might reset only one skill, while a murder or two will likely reset all of them!

Note that you only lose progress towards your next skill increase-- your skills don't actually decline, and you don't lose any progress towards the next level from skills that have already increased.

So this sentence is relatively light, especially at low levels.

After serving your sentence, you are moved to the jail's entrance, and your inventory is returned.

Any items you've stolen remain inside the jail's Evidence Chest. Naturally, you can re-enter the jail and steal them back, if you want (and you're competent enough).

2. Or, you can try to escape. Your prospects vary depending on where you're imprisoned:

Solitude (Haafingar), Whiterun (Whiterun Hold), and Riften (The Rift) have large jails with several guards.

While you can always pick the lock on your cell door and sneak out if you're up to the challenge, the cells in each of these cities also have secret escape routes that you can use to sneak out undetected, as long as you're careful.

This only works once for each jail (the next time you're imprisoned in that Hold, the guards have sealed the escape route).

Don't forget to grab your items from the jail's Belongings Chest on your way out, which you can usually reach via a convenient hole in the wall from the escape passage.

Morthal (Hjaalmarch), Dawnstar (The Pale), and Falkreath (Falkreath Hold) have rudimentary jails. Pick the lock and fend off a single jailer to make your escape. But do this quickly before reinforcements arrive, and don't forget to reclaim your items on your way out!

Winterhold (Winterhold Hold) has a jail known as The Chill, which is well away from the settlement, among the icebergs of the Sea of Ghosts.
As befits the city home to the College of Winterhold, The Chill features Frost Atronach “jailors”.
Force your way past them, then swim across the freezing waters and ice floes to reach dry land and complete your escape.
Your inventory is not confiscated in this jail, so don’t worry about looking for a Belongings Chest.
Windhelm’s jail is rather basic, but it has two attentive jailors, and the Belongings and Evidence Chests are upstairs in one corner of the City Guard Barracks.
Try to escape here, and expect to have a real fight on your hands.
Markarth’s jail is Cidhna Mine. No one escapes Cidhna Mine....

Crime and the Guilds

All of the above rules apply to every Hold in Skyrim, with the exception of locations owned and operated by the major Guilds.
The Companions of Whiterun, the Mages of the College of Winterhold, the Thieves Guild of Riften, and the Dark Brotherhood have all developed very particular ways of dealing with crime among their own members.
For example, the Dark Brotherhood only cares about assaults you inflict upon other members, and imposes a fixed fine for such actions. Consult their appropriate Quests later in this book for all the information.

Caution

During the course of your adventure, you may find that your Guild actually encourages (if not downright orders) you to commit crimes. Therefore, it’s worth remembering the tactics above before trying such anti-social activities.

7.1 Alchemy

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When not delving into crumbling ruins in search of treasure, there are a number of other Skills any would-be Adventurer should explore.

This section reveals just how rewarding the Skills of Alchemy, Enchanting, Smithing, and the lesser crafting activities can be.

Alchemy

For advice on which Alchemy Perks to take, and general information on improving your Alchemy Skill, consult the Skills and Perks section

Alchemic Experimentation: An Overview



With an Alchemy Lab, combinations of ingredients become great elixirs or potent poisons.

Alchemy is the craft of combining ingredients to create beneficial potions or debilitating poisons.

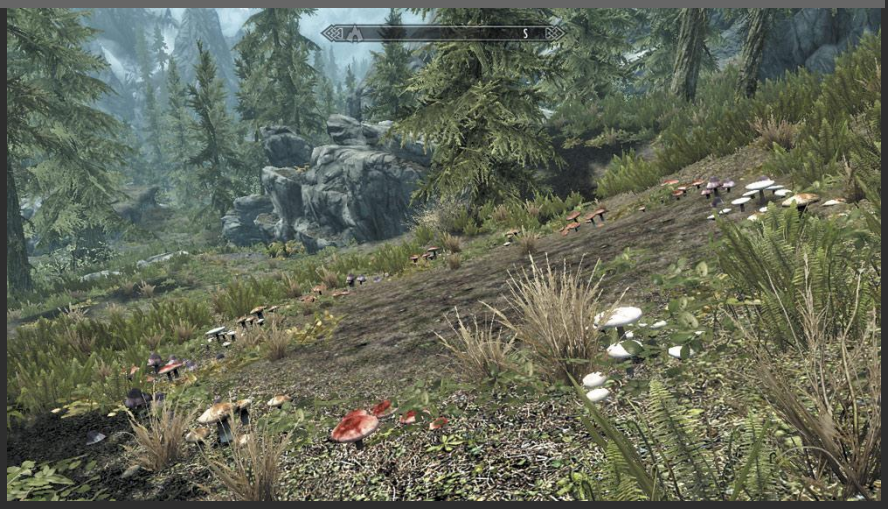
The key to mastering this art is experimentation: When you Smith or Enchant an item, you already know what the end result of what the crafting process is going to be; the recipes or combinations of materials are clearly laid out in advance.

Not so with Alchemy; you often have no idea what you're making, and discovering a powerful new potion or effect is a thrill unto itself.

In short: The process of Alchemy involves foraging for ingredients, learning their effects, and then experimenting by combining them with other ingredients to make potions and poisons.

Foraging for Ingredients

THE FORAGING PROCESS



Living off the land is more than just farming crops: Scour Skyrim for ingredients.

The realm of Skyrim is filled with dozens of unique ingredients. Ingredients can be categorized into three major groups:

Ingredients that are grown (such as flowers, mushrooms, and crops)

Ingredients that are alive (such as dragonflies or butterflies)

Ingredients taken from an enemy's corpse (such as Falmer Ears, Hagraven Feathers, or Troll Fat). All of these are stored in the Ingredients menu in your Inventory.

Tip

If you plan to focus on your Alchemy Skill, scour the world collecting everything you see: Pick flowers, catch insects, hunt, and go fishing (that is, grab fish while swimming, rather than casting a line).
Steal any ingredients you see lying around in buildings, if you can get away with it-- potions made with stolen ingredients are not treated as stolen.
The more (and wider variety) of Ingredients you have, the quicker your skills will advance.
If Foraging isn't something you want to do, you can always purchase your ingredients from Merchants.
The best selections can be found in Alchemist shops, located in all the major cities. However, this makes Alchemy a much more expensive prospect.

Learning Ingredient Effects

Once you've collected one or more Ingredients, you can study it in your Inventory. Notice that under its weight and value, there are four effects -- the ingredient's alchemic properties -- which are all initially "unknown".
Your ongoing task is to learn what all four of these effects are. Until you do, your initial attempts at crafting Potions can be a little hit-or-miss.

INGREDIENT DIGESTION

The easiest way to learn the properties of an ingredient is to eat it!
This always reveals the first effect, and depending on your Alchemy Perks, it may reveal more.
The advantage of eating ingredients is that you always receive the first property; it always works.
The downside is that for rare items, you'll have to consume the item for no directly beneficial effect.

EXPERIMENTAL POTIONS

Or, you can learn an Ingredient's properties by attempting to craft a potion with the ingredient.
Constant use of a particular ingredient will gradually allow you to learn its effects and discover good combinations with other ingredients.

CRIB-SHEETS

Or, you can consult this guide, which helpfully lists the four alchemic properties for every Ingredient in Skyrim.



An Example: Giant's Toe
After wiping out a camp of Giants, you salvage three Giant Toes from their corpses.
You eat one, and learn that its first effect is 'Damage Stamina'. Easy!
A little later, you return to an Alchemy Lab and try combining it with Bone Meal, another ingredient that has the "Damage Stamina" effect.
It works, creating a Damage Stamina Poison, but since you already knew both ingredients had that effect, you don't learn anything new.
You then decide to be a little more adventurous, and try combining it with Wheat, an ingredient you know nothing about.
Success! Both the Giant Toe and Wheat have two effects in common-- "Fortify Health" (the second effect on both ingredients) and "Damage Stamina Regen" (the third effect on Wheat, and the fourth on Giant Toe).
You learn the four new effects, and acquire an interesting potion that fortifies your health at the cost of reducing your stamina regen.

Crafting Potions

In order to craft potions, you must use an Alchemy Lab. If you plan to focus on Alchemy, you'll want to find an Alchemy Lab that you can access quickly, and return to it frequently.
Near the start of your adventure, one good location is the Alchemy Lab inside the Sleeping Giant Inn in Riverwood.
Later on, you may want to purchase a house for convenient access to your own Alchemy Lab, and plenty of storage space for ingredients.

SELECTING INGREDIENTS

Step up to the Alchemy Lab, pick two distinct ingredients (you cannot combine two identical ingredients), and mix them together. You can optionally add a third ingredient if you wish (and want to further experiment).
Experimental Potions: If you don't know any effects that the ingredients share, the Alchemy Lab will caution you that the result is a "Potion of Unknown Effect", but you can still try it.
When you combine Ingredients, the Alchemy Lab checks the complete list of the two (or three) ingredients' effects. If none of those effects match, the crafting fails. If there is one or more match, it succeeds.

FAILURE

If there were no matches, you receive nothing and use up the ingredients, but still receive a small Alchemy Skill improvement.
The Alchemy Lab remembers that the combination failed and grays it out, indicating you don't need to try it again.

SUCCESS

If there was a match, the resulting potion or poison has all of the effects that matched, in a much more potent form than simply eating one of the ingredients would have given you.
Most of the time, you receive an item with only one effect, but you may end up with two, three, or even four matches.
Potion, or Poison? The resulting mixture is classified as a Potion if its primary effect is beneficial, or a Poison if its primary effect is harmful.
You can have Potions with lesser negative effects and Poisons with lesser positive effects, although these aren't usually worth making more than once during experimentation.
The Purity Perk allows you to remove these side effects from your mixtures, creating wholly positive potions and negative poisons.

EFFECT REFERENCE

The Alchemy Lab menu handles all the bookkeeping for you-- it knows which ingredients you have, which effects you've learned, and which combinations you've tried before without success.
Based on this information, it even recommends ingredients that you know you can combine to produce a specific result, like 'Restore Health'.
While these recommendations are great for quickly creating just the potion you need, don't forget to experiment to continue learning new effects.



An Example: Potion of Fortify Health

After collecting a Blue Mountain Flower (Restore Health, Fortify Conjuration, Fortify Health, Damage Magicka Regen), and a Glowing Mushroom (Damage Stamina, Fortify Health, Fortify Carry Weight, Damage Stamina Regen), you can combine them to create a Fortify Health Potion.

Advanced Alchemy

ALCHEMY SKILL AND POTION CREATION

Your Alchemy Skill improves the effectiveness of the potions and poisons you craft:

If an effect has only a magnitude (i.e., Restore 50 Health), your Skill increases it.

If an effect has only a duration (i.e., Invisibility for 30 seconds), your Skill extends it.

If an effect has both a magnitude and a duration, only one of the two values will increase, never both. For Potions and Poisons that affect regeneration rate, the duration increases; for everything else, the magnitude increases.

In addition to your raw skill, the perks in the Alchemy Tree dramatically increase the effectiveness of potions you craft. Because of the number of factors that can affect the potency of these potions, exact statistics are not listed in this guide. Consult the exact values in the Alchemy Lab to see what you can create given your current skill and perks.

Your Alchemy skill increases when:

You learn a new effect for an ingredient.

You successfully craft a potion.

You attempt to craft a potion, but fail (a very small increase).

THREE-INGREDIENT POTIONS

Potions with three ingredients are more likely succeed (with 12 effects between them, there's a greater chance of at least one match). However, they are also more likely to produce results with multiple effects... which may or may not be a good thing.

You might end up with an excellent potion that has three or even four positive effects-- or one that has a bizarre mix of positive and negative properties.

These can still helpful when trying to learn ingredient effects as quickly as possible, but you may not be able to get much use out of the resulting potion.



An Example: Potion of Fortify Health, Fortify One-Handed, and Damage Stamina

After collecting a Giant's Toe (Damage Stamina, Fortify Health, Fortify Carry Weight, Damage Stamina Regen), some Hanging Moss (Damage Magicka, Fortify Health, Damage Magicka Regen, Fortify One-handed), and a Rock Warbler Egg (Restore Health, Fortify One-handed, Damage Stamina, Weakness to Magic) you combine these together to create a Potion.

The resulting potion has all three effects that matched: it will Forify Health, Fortify One-Handed, and Damage Stamina.

Alchemic Recipes and Combinations

NOVICE RECIPES

If you're just starting out on your adventure, here are a few good recipes to try:

Potion Effect	Ingredient #1	Ingredient #2†
Restore Health	Blue Mountain Flower	Butterfly Wing
Fortify Health	Giant's Toe	Hanging Moss
Regenerate Health	Juniper Berries	Nordic Barnacle

MAGICKA POTIONS

Potion Effect	Ingredient #1	Ingredient #2†
Restore Magicka	Creep Cluster	Red Mountain Flower
Fortify Magicka	Red Mountain Flower	Tundra Cotton
Regenerate Magicka	Garlic	Salt Pile

STAMINA POTIONS

Potion Effect	Ingredient #1	Ingredient #2†
Restore Stamina	Pine Thrush Egg	Purple Mountain Flower
Fortify Stamina	Garlic	Lavender
Regenerate Stamina	Bee	Mora Tapinella

RESISTANCE POTIONS

Potion Effect	Ingredient #1	Ingredient #2†
Resist Fire	Fly Amanita	Snowberries
Resist Frost	Snowberries	Thistle Branch
Resist Shock	Glowdust	Snowberries

UTILITY POTIONS

Potion Effect	Ingredient #1	Ingredient #2†
Invisibility	Chaurus Eggs	Nirnroot
Waterbreathing	Chicken’s Egg	Nordic Barnacle

POISONS

Potion Effect	Ingredient #1	Ingredient #2†
Damage Health (Weak)	Falmer Ear	Imp Stool
Damage Health (Strong)	Falmer Ear	River Betty
Damage Magicka	Butterfly Wing	Hanging Moss
Paralysis	Canis Root	Imp Stool

ADVANCED RECIPES

At higher levels, once you have a wider range of ingredients at your disposal, you can begin to construct potions with more and more complex effects. Here are just a few examples:

TWO EFFECT POTIONS

Potion Effect	Ingredient #1	Ingredient #2	Ingredient #3†
Restore Health and Fortify Health	Blue Mountain Flower	Wheat	None
Invisibility and Regen Health	Luna Moth Wing	Vampire Dust	None
Paralysis and Damage Health	Canis Root	Imp Stool	River Betty

THREE-EFFECT POTIONS

Potion Effect	Ingredient #1	Ingredient #2	Ingredient #3†
Fortify Heavy Armor, Fortify Block, Resist Frost	Briar Heart	Slaughterfish Scales	Thistle Branch
Fortify One-handed, Fortify Sneak, Fortify Light Armor	Beehive Husk	Hawk Feathers	Rock Warbler Egg
Fortify Magicka, Fortify Destruction, Restore Magicka	Briar Heart	Ectoplasm	Glowdust
Regen Magicka, Fortify Magicka, Restore Magicka	Briar Heart	Jazbay Grapes	Moon Sugar

FOUR-EFFECT POTIONS

Potion Effect	Ingredient #1	Ingredient #2	Ingredient #3†
Regen Magicka, Resist Frost, Resist Fire, Restore Magicka	Fire Salts	Moon Sugar	Snowberries
Invisibility, Regen Health, Fortify Light Armor, Cure Disease	Hawk Feathers	Luna Moth Wing	Vampire Dust

(† The order in which you mix the ingredients doesn't matter).

Please see the Inventory Chapter for tables listing all of the available ingredients and their properties (weight, value, effects).

In addition, three sample locations are given where each ingredient can be found (usually in abundance).

There is also an Alchemy Effects List, which reveals every effect of an ingredient, and which ingredients have these effects.

7.2 Enchanting

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With an Arcane Enchanter, items are both ruined and reborn as new and more powerful objects.

Note

For advice on which Enchanting Perks to take, and general information on improving your Enchanting Skill, consult the Skills and Perks section.

Arcane Enchanting: An Overview

Enchanting requires you to make short-term sacrifices for long-term rewards.

The important (and sometimes difficult) choices you make throughout this process determine what items you can create, and how powerful they will be.

In short: Enchanting is the art of imbuing an item with magical enchantments powered by soul energy. However, this is done at the expense of other enchanted items.

To enchant an item, you need:

An Enchantment. Before you can imbue an item with an enchantment, you must first learn that enchantment by disenchanting an item with the same base effect.

A filled Soul Gem. While you can find filled Soul Gems in the world, you can also create them by using an empty Soul Gem and the Soul Trap spell (Conjuration) or a weapon enchanted with the Soul Trap enchantment.

An unenchanted item. These are easy to find, though you may wish to Smith your own in order to have a ready supply of items to enchant.

The Arcane Enchanter: To enchant an item, you will also need to use an Arcane Enchanter.

If you plan to focus on Enchanting, locate an Arcane Enchanter you can return to quickly and easily, and make a point of visiting it often.

Two locations close to your starting point of Helgen are Anise's Cabin across the river from Riverwood, and Farengar's study in Whiterun's palace of Dragonsreach. Later on, you may want to purchase a house with an Arcane Enchanter.

Disenchanting Items

The only way to learn new enchantments is to disenchant an existing enchanted item. The disenchanting process destroys the original item, and teaches you the item's base enchantment-- that is, its fundamental ability (e.g., 'Fortify Health'), not its specific value ('Fortify Health 50').

Once you learn an enchantment, you can apply it to as many other items as you wish.

Early on, disenchanting may be a difficult, even painful decision-- enchanted items are both useful and extremely valuable, while the enchantment you learn does nothing in and of itself.

You should definitely make use of enchanted items you find, rather than rushing to disenchant them all.

But when you outgrow an item, or find something you aren't interested in, consider disenchanting it instead of selling it-- you're making an investment in your future.

It is important to remember that you learn only the base (or general) enchantment, and not the specific enchantment that appears on the item.

Because of this, disenchanting a more valuable item doesn't give you a better enchantment, as these examples show:

AN ITEM EXAMPLE: BOOTS WITH FORTIFY SNEAK



Dragonscale Boots of Peerless Sneaking (Value 2,614).



Hide Boots of Minor Sneaking (Value 797).

Both of these items, when disenchanted (and destroyed) teach you the Fortify Sneak base enchantment.

A WEAPON EXAMPLE: WEAPONS WITH ABSORB HEALTH



Daedric Warhammer of the Vampire (Value 5,236).



Dwarven Dagger of Absorption (Value 324).

Both of these weapons, when disenchanted, grant you the Absorb Health base enchantment.

The conclusion? That -- to start with, at least -- it is better to destroy a low value item rather than a high value one, especially if you want to use or sell the higher-value item.

However, there is one advantage to disenchanting more expensive items: disenchanting helps increase your Enchanting Skill, and your skill will increase faster when you disenchant a high-value item than when you disenchant a lower-value one.

If you plan to focus on Enchanting, disenchant enchanted items early and often, as soon as they're no longer of use to you, to quickly build your repertoire of effects.

If you're coming to Enchanting at a later level (20+), you may want to disenchant higher-valued items to help your skill advance more quickly.

You can only learn each base enchantment once, so don't expect to disenchant your way to 100.

Note

Don't worry about disenchanting Quest or Unique Items; they don't even show up in the Enchanting menu!

Soul Gems

ACQUIRING SOUL GEMS



A collection of Soul Gems, just ready to be gathered up and filled.

You can acquire Soul Gems in a number of ways:

Purchasing Filled Soul Gems: You can buy filled soul gems from merchants directly. However, this is an extremely expensive proposition, as a filled gem is three to four times more expensive than a comparable empty one.

Purchasing Empty Soul Gems: If you need to buy a Soul Gem, you're better off purchasing an empty one and filling it yourself. Although this takes a little more work, the savings can help you break even (or even turn a profit) on the item you enchant.

Finding Soul Gems: An even better option is to find (or steal) the Soul Gems you need:

Any Dwarven City, Warlock Den, Vampire Lair, or Nordic Ruin will usually have Soul Gems lying around. Enemies in these areas (especially Dwarven Automatons) often carry Soul Gems as well.

There are a number of areas in the College of Winterhold where you can simply take Soul Gems for free.

Or you can steal them from other mages, such as the Court Wizards or the mages of the College.

FILLING SOUL GEMS



A successful Soul Trap captures a wild animal's essence for your arcane antics.

In order to trap a creature's soul in an empty Soul Gem, you will need either:

The Soul Trap Spell: Cast this spell on a creature and kill it before the spell wears off to snare its soul. If you plan to focus on Enchanting, make sure to purchase this spell from Farengar, the Court Wizard of Whiterun, as soon as possible.

A Soul Trap Enchantment: If casting Soul Trap becomes a nuisance, look for a weapon with the Soul Trap enchantment imbued in it. Then all you need to do is slay the creature using the weapon to capture its soul. You can obviously enchant a weapon for this purpose, as well as finding one.

Tip

When filling a Soul Gem, there are some key points to remember:

Most Soul Gems only hold the souls of creatures, and not humans (or humanoid races).

They only hold souls up to a specific level. To Soul Trap a stronger creature, you need a larger Soul Gem.

After slaying a Soul Trapped creature, their soul is automatically absorbed by the smallest possible empty Soul Gem in your inventory (so you don't need to pick or equip one).

Warning! If you don't have a Soul Gem of the correct size, the soul is captured by the next largest Soul Gem. Although this works, you lose some of that Soul Gem's potential value.

Warning! If you don't have any empty Soul Gems, or Soul Gems large enough to hold the creature's soul, the soul is lost.

Conclusion: Heed these warnings and carry multiple Soul Gems of each size, and check frequently to make sure you know what you're carrying, or you risk wasting a valuable or rare Soul Gem!

Black Soul Gems are rare, but also available. These can hold any human soul, regardless of level.

Undead (Draugr, Skeletons), Daedra, and Dwarven Automatons (Dwarven Spheres, Centurions) don't have souls, and can't be Soul Trapped.

Conjured Atronachs, raised zombies, and Dwarven Automatons (Dwarven Spheres, Centurions) don't have souls and can't be Soul Trapped.

Caution

Petty Soul Gems are almost worthless for Enchanting—you'll rarely receive bonuses of more than a point or two. Save them for recharging your weapons, and plan to use at least a Lesser Soul Gem.

Note

Need to know exactly what Soul Gem to use on a particular creature? Then cross-reference the level of creature the Soul Gem can hold (in the Soul Gems chart of The Inventory section), with the level of the creature in this guide's Bestiary.

Then you'll know which type of Soul Gem is correct for your purposes.

Unenchanted Items



This selection of weaponry looks good enough to try your enchanting on.

Unenchanted weapons and armor can obtained in one of three ways:

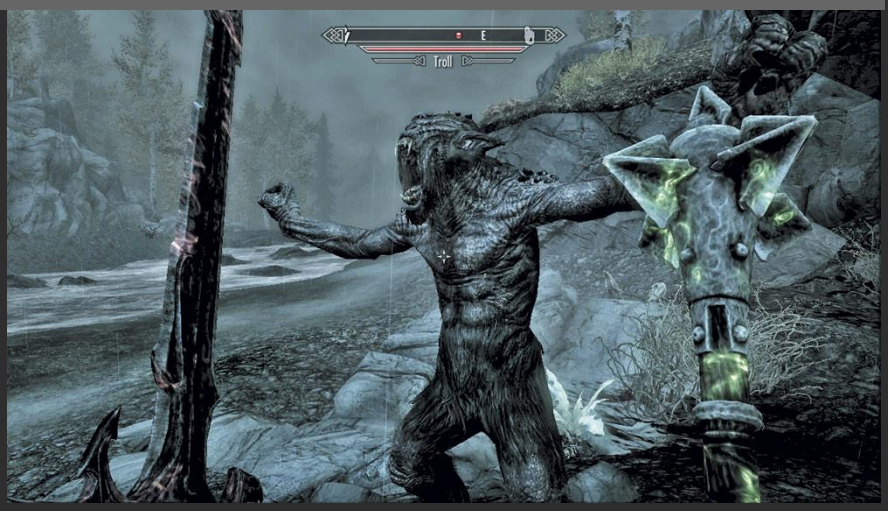
By Purchasing Them: This is obviously the fastest and most straightforward option, as most Merchants have a wide variety of unenchanted items for sale. However, if you hope to turn a profit with your Enchanting, you'll need a high Speech Skill (in order to barter the prices down), or the merchant's cut (both when you buy the original item, and then sell the enchanted version of it back to them) will leave you with a loss, not a profit.

By Finding Them: This is a much better plan. Simply grab them while on your travels.

By Smithing Them: True artisans should consider smithing their own weapons and armor (on a Forge), enchanting them, improving them (on a Grindstone or Workbench), and then selling them for incredible profits. If you're not motivated by money, Smithing also allows you to create and enchant exactly the item you want.

Enchanting

ENCHANTING A WEAPON



The tell-tale glow of an enchanted weapon, made stronger by a professional imbuer!

Now that your preparations are complete, journey to any Arcane Enchanter with the items you wish to enchant in your inventory.

Select the weapon and the Soul Gem first, and then pick the enchantment.

This is important, because the type of Soul Gem you use has a huge impact on the next decision you must make: how strong to make the enchantment. Remember, Enchanting is all about choices!

ENCHANTED WEAPONS AND CHARGES

All Enchanted Weapons have charges. These represent the amount of soul energy that remains within the weapon.

When all of an item's charges are expended, the weapon's enchantment ceases to function (and it essentially becomes a "normal" or unenchanted weapon) until you recharge it.

Think of this as a formula: Charge Capacity ÷ Enchantment Cost = Charges.

Charge Capacity: The item's capacity is determined by the strength of the soul used during the enchanting process. For example, a Grand Soul Gem containing a Grand Soul has a greater capacity than a Petty Soul Gem containing a Petty Soul.

Note that capacity is determined by the soul, not the gem-- a Grand Soul Gem containing a Petty Soul is no better than a Petty Soul Gem with that soul.
Enchantment Cost: The item's Enchantment Cost depends on three factors:
Inherent Strength. Some enchantments are simply more powerful (and thus more expensive) than others.
Selected Strength. When you select a weapon enchantment, you can use the slider to choose how powerful to make the enchantment. The stronger you make it, the higher the cost, and the fewer total uses you can get from the item.
Your Enchanting Skill. The higher your skill, the lower the cost, and the more total uses you can get from the item.
The soul and your Enchanting Skill also determine the maximum strength of the enchantment you can apply to the item.
The right balance: This choice is entirely up to you-- experiment and see what works best for your play style. If you keep a large supply of Soul Gems on hand, recharging a weapon frequently may not be much of an issue.
If you don't, or keep forgetting to recharge your weapon, a weaker but longer-lasting enchantment may work out better.

RECHARGING WEAPONS

To recharge an enchanted weapon, you need a partially or completely-depleted weapon and a filled Soul Gem. Select the weapon in your inventory, pick Recharge, and then select the Soul Gem you want to use.

Tip

Recharging an enchanted weapon gives you a small boost to your Enchanting skill, and is a great way to use up those Petty Soul Gems.

Note

A weapon's maximum charge is fixed when it is created. You can't use the recharging process to give it more charges than it originally had; any excess charges (from a Soul Gem with more charges than the one you used during the initial Enchantment, for example) are lost.



A Weapon Example: Enchanted Ebony Greatsword: "The Slumbering Void"

After constructing an Ebony Greatsword on the Forge (Damage 22, Weight 22, Value 1,440), you take it to an Arcane Enchanter. You pick a Grand Soul Gem and the Absorb Health Enchantment. With an Enchanting skill of 55 and several perks in Enchanting, you have a range of strengths to choose from, from [Absorb Health 1, 800 Charges] to [Absorb Health 13, 47 Charges].
You select the strongest version of the effect, rename the item, and craft it. You now posess "The Slumbering Void" (Damage 22, Weight 22, Value 2,304, Absorb 13 points of health.).

Note

Remember, your version of "The Slumbering Void" may have different statistics, as it changes depending on your skills.

ENCHANTING ARMOR



Crafting a set of armor and enchanting it gives you the very best in outfits.

To enchant a piece of armor, visit an Arcane Enchanter with the items in your inventory. Always choose the armor piece first, then the enchantment, and then the soul gem.

Enchantment Restrictions: Not all Armor Enchantments can be applied to all pieces of armor. Sometimes, these restrictions are logical: Muffle (quiet movement) can only be placed on boots.

Waterbreathing can be placed on Helmets, but never boots. But other restrictions are more complex and less obvious.

Fortunately, the armor enchantment chart in The Inventory chapter has all the details.

Enchanted Armor Strength: Once you've selected a piece of armor and an enchantment you want to apply to it, you still need to choose a Soul Gem.

Unlike Enchanted Weapons, Enchanted Armor does not have charges: the armor grants you a constant bonus as long as you wear it. Instead, the soul's capacity, in combination with your Enchanting Skill, determines the strength of the enchantment you can create.

Tip

In effect, your skill allows you to squeeze more power from a given Soul Gem.

Remember, all numeric bonuses from Enchantments "stack", meaning you can increase any stat you wish by (for example) enchanting a helmet and armor with the same Enchantment.

This only applies to Enchantments with numeric values; you can't (for example) have a Waterbreathing Enchantment on two pieces of equipment and expect any additional benefit.



An Armor Example: Enchanted Daedric Armor: "Azura's Wall"

After constructing a suit of Daedric Armor on the Forge (Armor 49, Weight 50, Value 3200), you take it across to an Arcane Enchanter and pick the Fortify Healing Rate Enchantment.

You then need to select a Soul Gem. With an Enchanting skill of 55 and several perks in Enchanting, a Common Soul Gem will give you [+5% Healing Rate], a Greater Soul Gem [+11%], and a Grand Soul Gem [+17%].

You select the Grand Soul Gem, rename the item, and craft it. You now posess "Azura's Wall" (Armor 49, Weight 50, Value 3842, Health regenerates 17% faster.)

General Advice

Tip

If you want to make money with Enchanting, find or make most of the components yourself. Otherwise, the merchant's mark-up on the item and Soul Gem will wipe out the additional value you create by adding the enchantment.

Your character level and the item you are enchanting have no effect on the strength of the enchantment. You can infuse the same enchantment into an Iron Helm as into a Daedric Helm.

All Armor Enchantments stack, so a Cuirass and Gauntlets that both increase your Heavy Armor skill by +10% will together give you a bonus of +20%.

Stacking is especially powerful with Elemental Resistance Enchantments (to Fire, Frost, or Shock): keep a few items on hand and equip them as appropriate if a dragon attacks.

Note that there is a limit to this-- at most, you can have an 85% Resistance to Magic, Fire, Frost, or Shock damage. Beyond that point, any further bonuses are wasted.

If you wield two weapons, don't forget to enchant them with complimentary enchantments! Two Fire, Frost, or Shock damage enchantments are great for causing maximum damage, or combine Absorb Health and Absorb Stamina enchantments to sustain you in a long battle.

You can't make your own enchanted Staffs, Scrolls, or Spell Tomes.

Disenchant junk. If you don't need the gold, it pays to disenchant any cheap enchanted items you find so you can take advantage of their effects later on.

If an enchanted item has outlived its usefulness and been drained of charges, instead of recharging it, you may want to disenchant it, learn its effect, and apply that effect to another item instead.

Get Soul Trap. The Soul Trap spell is critical to Enchanting, and worth picking up as soon as possible if you plan to focus on this skill. Provided you have the Soul Gems, Soul Trap everything you can so you have filled gems to power and recharge your items.

Combine both Smithing and Enchanting to get the maximum benefit from both skills, crafting and enchanting incredibly powerful weapons and armor to enhance your style of play.

Note

The Inventory Chapter has tables listing the Base Enchantments for weapons and armor you disenchant, Enchantment Modifiers (the Enchantments that appear on items you find in the world), all the different kinds of Soul Gems, and the levels of the creature they can hold.

7.3 Smithing

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Note

For advice on which Smithing Perks to take, and general information on improving your Smithing Skill, consult the Skills and Perks section...

Forging Ahead: An Overview



A noble Nord profession, a trade of gruff artisans occurring across the realm.

Smithing is the art of creating and improving weapons and armor, accomplished through a series of progressive improvements. Smithing is straightforward, fast, and reliable.

Unlike Alchemy and Enchanting, there are no complicated choices or arcane experiments to perform: You know precisely what is needed to construct or improve an item, and what the end result of your sweat and toil will be.

In short: Smithing involves Forging and progressively Improving Items.

There are a number of secondary crafting activities that you may want explore if you plan to focus on Smithing, as they produce many of the raw materials required for this craft.

These activities are not required (you can buy everything you need from other smiths), and do not improve your Smithing skill, but they are the cheapest way to obtain raw materials (outside of stealing them).

Forging

THE FORGING PROCESS



The Blacksmith's Forge: Mold raw materials into fabled weapons and armor.

The first step in Smithing is to locate a Blacksmith's Forge or Anvil, where the process of making new weapons and armor first begins. When you interact with a Forge, a complete list of the items you can create, and the components you need to make them, is shown. This list expands dramatically as you take perks in your Smithing Skill. If you have the necessary materials, simply choose the item you wish to craft, and it is hammered out on the Forge. Simple!

Your Smithing Skill improves each time you craft an item using the Forge (although it may not increase by a full point).

However, remember that your Skill has no direct effect on the items you create: an Iron Sword is an Iron Sword, whether it was made by a novice Blacksmith in Riften or Eorlund Gray-Mane on the Skyforge itself!
As your adventure begins, your Smithing Skill is low, meaning you can only work with a few kinds of basic materials, such as Iron, Hide, and Leather.
However, as your Smithing Skill increases, and you begin to choose perks in the Smithing constellation, you gradually unlock the ability to Forge more and more varieties of materials into weapons and armor.
At the highest levels, this includes the fabled Daedric, Dragonplate, and Dragonscale gear!



A Novice Example: Iron Warhammer
Approach the Blacksmith's Forge with 4 Iron Ingots and 3 Leather Strips in your inventory.
Activate the Forge, select the Iron Warhammer from the Iron category, and craft it. Your materials are consumed by the forging process, and you receive a shiny new Iron Warhammer.



A Master Example: Daedric Warhammer
Once your Smithing Skill reaches 90, and you've taken the Daedric Smithing Perk, approach the Blacksmith's Forge with 5 Ebony Ingots, 3 Leather Strips, and a Daedra Heart in your inventory.
Activate the Forge, select the Daedric Warhammer from the Daedric category, and craft it. Your materials are consumed, and you receive this wicked-looking warhammer.

FORGING MATERIALS

Forging usually requires components like metal ingots, leather, and leather strips. However, the highest-quality items may also require more or expensive materials, such as quicksilver, dragon scales, or daeda hearts.
Knowing what is needed to forge your next level of gear is imperative so you can keep an eye out for it on your travels.
Purchasing Materials: The easiest way to acquire materials is simply to purchase them. In towns (such as Riverwood), you'll almost always find a Blacksmith working the Forge.
These craftsmen and women typically have ingots, ore, leather, and leather strips for sale. As your level increases, Smiths begin to carry higher-level materials too. However, you will always have to search for the rarest of components.

The Purist Smithy: The purist won't settle for purchasing materials when they're free for the taking in the wild! Instead, they seek out mines (or ore veins dotted throughout the wilderness), to mine your own ore with a trusty Pickaxe, and use the Smelter to smelt your own ingots.
Hunt wild animals, gather their pelts and use Tanning Racks to turn their hides into the leather and leather strips you require. You're free to live off the land; not fill some blacksmith's sweaty pockets!
In short: Purchasing materials is far faster and easier. Finding your own materials takes time, but allows you to turn a better profit.

THE ECONOMICS OF FORGING

Unless you're aggressively focusing your Smithing Skill, you can often find or purchase gear of a particular type before you're able to forge it yourself.
Forging is still great for completing a set of armor (for example, hammering out a Dwarven Helmet to go with your Dwarven Armor), so you can quality for the Matching Set (Heavy Armor Perk) or Custom Fit (Light Armor Perk) bonuses.
The very best weapons and armor (Ebony, Daedric, Dragonscale, and Dragonplate) can never be bought in shops, so you must either find them in dungeons or forge them yourself.
Smithing really pays off here-- while it's still challenging to forge a complete set of Daedric or Dragonplate gear, it's far easier than scrounging through dungeon after dungeon in the hope of finding just the right piece to complete a set.
Smithing is also excellent for creating non-enchanted items you're planning to enchant later using your Enchanting Skill.
While you can make money by forging your own items and then selling them, you need to be careful in how you go about it.
Purchasing materials from a merchant, taking them to a Forge to create an item, and then returning to sell the item back to the merchant may help you improve your Smithing Skill, but financially, it's always a losing proposition.
If you want to use Smithing to make money, it's always better to gather materials from the wild, although that can become a time-consuming process.
If you decide to focus on Smithing, you'll occasionally find you require certain materials before they're commonly available from merchants.
Once again, this is when foraging in the wilderness, or swinging a pickaxe at an ore vein is your best option. Check the Mining section for locations where rare ores can be found.

Note

All Blacksmith Forges allow you to forge of the same weapons and armor; there's no difference between them.
With one exception. After completing The Companions Quest: Glory of the Dead, you can craft a unique set of Nord Hero weapons at Eorlund Gray-Mane's Skyforge in Whiterun.

Improving Items



The Grindstone: Sharpen a blade to improve its damage and value.



The Workbench: Temper armor into defensive and wearable works of art.

Contrary to what you might believe, the heart of Smithing lies not in crafting items, but in improving them.

As with Forging, these improvements are simple, and result in equally straightforward bonuses to your attack (weapons) and defense (armor) that can significantly improve your combat effectiveness.

As you might expect, arms and armor improved in this way also commands a premium when sold to merchants.

Tip

A Master Blacksmith can improve plain Steel Armor to make it almost as strong as Dragonplate. And if he's improving Dragonplate? The results are even more spectacular!

The Grindstone: You improve weapons by sharpening them at a Grindstone.

The Workbench: You improve armor by tempering it at a Workbench.

When interacting with either of these crafting stations, you are given a complete list of the items you have (whether they were found, bought, stolen, or made by you) that can be improved, along with the materials you need to improve each of them.

Improving a weapon or piece of armor always requires one piece of that item's primary material; so sharpening an Iron Sword requires one Iron Ingot, while tempering a Dragonscale Cuirass requires one Dragon Scale. The clue is in the name!

In exchange for using this material, you receive a bonus to your weapon's damage,or armor's defense rating based on your Smithing Skill and Perks.

As your Smithing Skill improves, you're able to return to a Grindstone or Workbench and improve the same item again (at the cost of one material each time), to increase that bonus still further, if you wish.

RULES TO REMEMBER

Bonuses are Not Cumulative: Having sharpened an Iron Sword with a Smithing Skill of 25 (using an Iron Ingot), you return to the Grindstone with a Smithing Skill of 50 (and expend another Iron Ingot) to receive a better bonus.

However, if you'd waited and brought the sword to the Grindstone for the first time at Skill 50, the bonus would be the same.

Bonuses stack with Enchantments: However, if you're a skilled craftsman in the arts of Smithing and Enchanting, you can Forge an item, then both Improve and Enchant it for maximum damage.

Note that you need the Arcane Blacksmith Perk in order to improve enchanted weapons and armor, so if you don't have it, make sure to sharpen or temper the item before you enchant it! Otherwise, the order doesn't matter.

Nomenclature: When you improve an item, it receives a modifier that indicates the amount of improvement you've made to the weapon. This modifier is based on your Smithing Skill and Perks.

After you've improved an item, you can only improve it again once your Smithing Skill and Perks will allow you to raise it to the next modifier rank. For example:

If you have a Smithing Skill of 39 and the Steel Smithing Perk, and improve a Steel Sword at a Grindstone, the sword will receive the 'Superior' modifier and a [+3] damage bonus.

Return with a Smithing Skill of 40, and your skill has reached the next threshold, allowing you to improve the sword again. This gives it the 'Exquisite' modifier and a better bonus, [+5].

If you come back with a Smithing Skill of 55, your skill has not yet reached the next threshold, so you can't improve that sword again.

If you have a different Steel Sword you want to improve, it will also receive the 'Exquisite' modifier and a [+5] bonus.

Caution

There are no perks that improve iron weapons; only weapons of other metal types.



A Novice Example: Improving the Iron Warhammer
The Iron Warhammer (Superior)
Approach a Grindstone with an Iron Warhammer and an Iron Ingot in your inventory. Interact with the Grindstone, select the Iron Warhammer, and hit Craft. With a Smithing Skill of 42, the Iron Warhammer (Superior) receives +3 Damage and its value increases by +20 (25%).



A Master Example: Improving a Daedric Warhammer
The Daedric Warhammer (Legendary)
Bring a Daedric Warhammer and an Ebony Ingot to the grindstone and improve it. With a Smithing Skill of 100 and the Daedric Smithing Perk, the Daedric Warhammer (Legendary) receives +11 Damage and its value doubles, increasing by 4000. Given that the ingot costs a mere 150 gold, that's a 3,850 gold profit!

THE ECONOMICS OF IMPROVEMENTS

Improving the items you find (as well as those you forge) is simple, quick, and relatively inexpensive, making this an excellent way to both increase your Smithing Skill and earn some extra gold. Simply collect weapons and armor throughout your travels, then improve them before selling them for a profit.
At lower levels, this yields dividends, as you're constantly using your Skill, and may even make your money back (especially if you mine, smelt, or tan your own materials). At higher levels, with good Smithing (and Speech Skills for bartering), you can easily rake in hundreds or even thousands of additional gold for each haul of loot.



General Advice

Improve and Sharpen everything. As discussed above, this is one of the fastest and easiest ways to make money, especially later in the game, with high Smithing and Speech skills.

Stop Overpaying for Materials. Smithing can be an expensive hobby if you have to buy all your components from local merchants. If you're tired of paying a premium on leather or ingots, and you have some time to spare, make them yourself!

Delve into Dwarven Ruins. One of the easiest ways to level your Smithing Skill is to clear out a Dwarven Ruin, then go back and make a second trip to haul out all of the scrap metal you can carry. Smelt it down into Dwarven Metal Ingots, and you'll have more materials than you know what do to with.

Save those Daedra Hearts. Daedra Hearts are among the rarest ingredients, but they're essential for forging Daedric Weapons and Armor. If you find any early in your adventure, save them until you're ready for them. Otherwise, you'll have to make them yourself with an equally rare ingredient (in College of Winterhold Radiant Quest: The Atronach Forge) or track down the one merchant who sells them (Enthir, also at the College of Winterhold) and pay an outrageous premium.

Smithing Recipes

Note

The following table lists the recipes for forging each weapon and piece of armor. Since the Tempering recipes are straightforward (always one item of the primary material), they aren't necessary to show.

SMITHING IMPROVEMENT MODIFIERS

Name	Skill (with perks)
Fine	0-19
Superior	20-39
Exquisite	40-59
Flawless	60-79
Epic	80-99
Legendary	100

Recipes

HIDE

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 4 Leather	Hide Armor	20	5	50
2 Leather Strips, 2 Leather	Hide Boots	5	1	10
2 Leather Strips, 1 Leather	Hide Bracers	5	1	10
1 Leather Strips, 2 Leather	Hide Helmet	10	2	25
2 Leather Strips, 4 Leather	Hide Shield	15	4	25

IRON

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 5 Iron Ingot, Corundum Ingot	Banded Iron Armor	28	35	200
1 Leather Strips, 4 Iron Ingot, Corundum Ingot	Banded Iron Shield	22	12	100
3 Leather Strips, 5 Iron Ingot	Iron Armor	25	30	125
2 Leather Strips, 4 Iron Ingot	Iron Battleaxe	16	20	55
2 Leather Strips, 3 Iron Ingot	Iron Boots	10	6	25
1 Leather Strips, 1 Iron Ingot	Iron Dagger	4	2	10
2 Leather Strips, 2 Iron Ingot	Iron Gauntlets	10	5	25
2 Leather Strips, 4 Iron Ingot	Iron Greatsword	15	16	50
2 Leather Strips, 3 Iron Ingot	Iron Helmet	15	5	60
2 Leather Strips, 3 Iron Ingot	Iron Mace	9	13	35
1 Leather Strips, 4 Iron Ingot	Iron Shield	20	12	60
1 Leather Strips, 2 Iron Ingot	Iron Sword	7	9	25
2 Leather Strips, 2 Iron Ingot	Iron War Axe	8	11	30
3 Leather Strips, 4 Iron Ingot	Iron Warhammer	18	24	60

STUDDED

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 4 Leather, 1 Iron Ingot	Studded Armor	23	6	75

IMPERIAL

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 2 Leather, 4 Steel Ingot	Imperial Armor	25	35	100
2 Leather Strips, 1 Leather, 2 Steel Ingot	Imperial Boots	10	8	20
2 Leather Strips, 1 Leather, 2 Steel Ingot	Imperial Bracers	10	4	15
1 Leather Strips, 1 Leather, 2 Steel Ingot	Imperial Helmet	15	5	50
2 Leather Strips, 4 Steel Ingot	Imperial Shield	20	12	50

STEEL

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 2 Leather, 3 Steel Ingot, 2 Corundum Ingot	Scaled Armor	32	6	350
2 Leather Strips, 1 Leather, 2 Steel Ingot, 1 Corundum Ingot	Scaled Boots	9	2	70
2 Leather Strips, 1 Leather, 1 Steel Ingot, 1 Corundum Ingot	Scaled Bracers	9	2	70
1 Leather Strips, 1 Leather, 2 Steel Ingot, 1 Corundum Ingot	Scaled Helmet	14	2	175
3 Leather Strips, 4 Steel Ingot, 1 Iron Ingot	Steel Armor	31	35	275
2 Leather Strips, 4 Steel Ingot, 1 Iron Ingot	Steel Battleaxe	18	21	100

Ingredients	Name	Dmg/Amr	Weight	Value
2 Leather Strips, 3 Steel Ingot, 1 Iron Ingot	Steel Cuffed Boots	12	8	55
1 Leather Strips, 1 Steel Ingot, 1 Iron Ingot	Steel Dagger	5	2.5	18
3 Leather Strips, 4 Steel Ingot, 2 Iron Ingot	Steel Greatsword	17	17	90
2 Leather Strips, 2 Steel Ingot, 1 Iron Ingot	Steel Helmet	17	5	125
2 Leather Strips, 2 Steel Ingot, 1 Iron Ingot	Steel Horned Helmet	17	5	125
2 Leather Strips, 2 Steel Ingot, 1 Iron Ingot	Steel Imperial Gauntlets	12	4	55
1 Leather Strips, 3 Steel Ingot, 1 Iron Ingot	Steel Mace	10	14	65
2 Leather Strips, 2 Steel Ingot, 1 Iron Ingot	Steel Nordic Gauntlets	12	4	55
3 Leather Strips, 3 Steel Ingot, 1 Iron Ingot, 1 Corundum Ingot	Steel Plate Armor	40	38	625
2 Leather Strips, 2 Steel Ingot, 1 Iron Ingot, 1 Corundum Ingot	Steel Plate Boots	14	9	125
2 Leather Strips, 2 Steel Ingot, 1 Iron Ingot, 1 Corundum Ingot	Steel Plate Gauntlets	14	6	125
2 Leather Strips, 2 Steel Ingot, 1 Iron Ingot, 1 Corundum Ingot	Steel Plate Helmet	19	6	300
1 Leather Strips, 3 Steel Ingot, 1 Iron Ingot	Steel Shield	24	12	150
2 Leather Strips, 3 Steel Ingot, 1 Iron Ingot	Steel Shin Boots	12	8	55
1 Leather Strips, 2 Steel Ingot, 1 Iron Ingot	Steel Sword	8	10	45
2 Leather Strips, 2 Steel Ingot, 1 Iron Ingot	Steel War Axe	9	12	55
3 Leather Strips, 4 Steel Ingot, 1 Iron Ingot	Steel Warhammer	20	25	110

LEATHER

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 4 Leather	Leather Armor	26	6	125
2 Leather Strips, 2 Leather	Leather Boots	7	2	25
2 Leather Strips, 1 Leather	Leather Bracers	7	2	25
1 Leather Strips, 2 Leather	Leather Helmet	12	2	60

DWARVEN

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 3 Dwarven Metal Ingot, 1 Iron Ingot, 1 Steel Ingot	Dwarven Armor	34	45	400
2 Leather Strips, 2 Dwarven Metal Ingot, 1 Iron Ingot, 2 Steel Ingot	Dwarven Battleaxe	20	23	300
2 Leather Strips, 2 Dwarven Metal Ingot, 1 Iron Ingot, 1 Steel Ingot	Dwarven Boots	13	10	85
2 Dwarven Metal Ingot, 1 Iron Ingot	Dwarven Bow	12	10	270
1 Leather Strips, 1 Dwarven Metal Ingot, 1 Iron Ingot, 1 Steel Ingot	Dwarven Dagger	7	3.5	55
2 Leather Strips, 1 Dwarven Metal Ingot, 1 Iron Ingot, 1 Steel Ingot	Dwarven Gauntlets	13	8	85
3 Leather Strips, 2 Dwarven Metal Ingot, 2 Iron Ingot, 2 Steel Ingot	Dwarven Greatsword	19	19	270
2 Leather Strips, 2 Dwarven Metal Ingot, 1 Iron Ingot, 1 Steel Ingot	Dwarven Helmet	18	12	200
1 Leather Strips, 2 Dwarven Metal Ingot, 1 Iron Ingot, 1 Steel Ingot	Dwarven Mace	12	16	190
1 Leather Strips, 2 Dwarven Metal Ingot, 1 Iron Ingot, 1 Steel Ingot	Dwarven Shield	26	12	225
1 Leather Strips, 1 Dwarven Metal Ingot, 1 Iron Ingot, 1 Steel Ingot	Dwarven Sword	10	12	135
2 Leather Strips, 1 Dwarven Metal Ingot, 1 Iron Ingot, 1 Steel Ingot	Dwarven War Axe	11	14	165
3 Leather Strips, 2 Dwarven Metal Ingot, 1 Iron Ingot, 2 Steel Ingot	Dwarven Warhammer	22	27	325

ELVEN

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 1 Leather, 4 Refined Moonstone, 1 Iron Ingot	Elven Armor	29	4	225
2 Leather Strips, 2 Refined Moonstone, 2 Iron Ingot, 1 Quicksilver Ingot	Elven Battleaxe	21	24	520
2 Leather Strips, 1 Leather, 2 Refined Moonstone, 1 Iron Ingot	Elven Boots	8	1	45
2 Refined Moonstone, 1 Quicksilver Ingot	Elven Bow	13	12	470
1 Leather Strips, 1 Refined Moonstone, 1 Iron Ingot, 1 Quicksilver Ingot	Elven Dagger	8	4	95

Ingredients	Name	Dmg/Amr	Weight	Value
2 Leather Strips, 1 Leather, 1 Refined Moonstone, 1 Iron Ingot	Elven Gauntlets	8	1	45
3 Leather Strips, 4 Refined Moonstone, 1 Iron Ingot, 1 Quicksilver Ingot	Elven Gilded Armor	35	4	550
3 Leather Strips, 2 Refined Moonstone, 2 Iron Ingot, 1 Quicksilver Ingot	Elven Greatsword	20	20	470
1 Leather Strips, 1 Leather, 2 Refined Moonstone, 1 Iron Ingot	Elven Helmet	13	1	110
1 Leather Strips, 2 Refined Moonstone, 1 Iron Ingot, 1 Quicksilver Ingot	Elven Mace	13	17	330
2 Leather Strips, 4 Refined Moonstone, 1 Iron Ingot	Elven Shield	21	4	115
1 Leather Strips, 1 Refined Moonstone, 1 Iron Ingot, 1 Quicksilver Ingot	Elven Sword	11	13	235
2 Leather Strips, 1 Refined Moonstone, 1 Iron Ingot, 1 Quicksilver Ingot	Elven War Axe	12	15	280
3 Leather Strips, 2 Refined Moonstone, 2 Iron Ingot, 1 Quicksilver Ingot	Elven Warhammer	23	28	565

ORCISH

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 4 Orichalcum Ingot, 1 Iron Ingot	Orcish Armor	40	35	1000
2 Leather Strips, 4 Orichalcum Ingot, 1 Iron Ingot	Orcish Battleaxe	19	25	165
2 Leather Strips, 3 Orichalcum Ingot, 1 Iron Ingot	Orcish Boots	15	7	200
2 Orichalcum Ingot, 1 Iron Ingot	Orcish Bow	10	9	150
1 Leather Strips, 1 Orichalcum Ingot, 1 Iron Ingot	Orcish Dagger	6	3	30
2 Leather Strips, 2 Orichalcum Ingot, 1 Iron Ingot	Orcish Gauntlets	15	7	200
3 Leather Strips, 4 Orichalcum Ingot, 2 Iron Ingot	Orcish Greatsword	18	18	75
2 Leather Strips, 2 Orichalcum Ingot, 1 Iron Ingot	Orcish Helmet	20	8	500
1 Leather Strips, 3 Orichalcum Ingot, 1 Iron Ingot	Orcish Mace	11	15	105
1 Leather Strips, 3 Orichalcum Ingot, 1 Iron Ingot	Orcish Shield	30	14	500
1 Leather Strips, 2 Orichalcum Ingot, 1 Iron Ingot	Orcish Sword	9	11	75
2 Leather Strips, 2 Orichalcum Ingot, 1 Iron Ingot	Orcish War Axe	10	13	90
3 Leather Strips, 4 Orichalcum Ingot, 1 Iron Ingot	Orcish Warhammer	21	26	180

EBONY

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 5 Ebony Ingot	Ebony Armor	43	38	1500
2 Leather Strips, 5 Ebony Ingot	Ebony Battleaxe	23	26	1585
2 Leather Strips, 3 Ebony Ingot	Ebony Boots	16	7	275
3 Ebony Ingot	Ebony Bow	17	16	1440
1 Leather Strips, 1 Ebony Ingot	Ebony Dagger	10	5	290
2 Leather Strips, 2 Ebony Ingot	Ebony Gauntlets	16	7	275
3 Leather Strips, 5 Ebony Ingot	Ebony Greatsword	22	22	1440
2 Leather Strips, 3 Ebony Ingot	Ebony Helmet	21	10	750
1 Leather Strips, 3 Ebony Ingot	Ebony Mace	16	19	1000
1 Leather Strips, 4 Ebony Ingot	Ebony Shield	32	14	750
1 Leather Strips, 2 Ebony Ingot	Ebony Sword	13	15	720
2 Leather Strips, 2 Ebony Ingot	Ebony War Axe	15	17	865
3 Leather Strips, 5 Ebony Ingot	Ebony Warhammer	25	30	1725

GLASS

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 1 Leather, 4 Refined Malachite, 2 Refined Moonstone	Glass Armor	38	7	900
2 Leather Strips, 2 Refined Malachite, 2 Refined Moonstone	Glass Arrow	18	0	6
2 Leather Strips, 1 Leather, 2 Refined Malachite, 1 Refined Moonstone	Glass Battleaxe	22	25	900
2 Refined Malachite, 1 Refined Moonstone	Glass Boots	11	2	190

Ingredients	Name	Dmg/Amr	Weight	Value
1 Leather Strips, 1 Refined Malachite, 1 Refined Moonstone	Glass Bow	15	14	820
2 Leather Strips, 1 Leather, 1 Refined Malachite, 1 Refined Moonstone	Glass Dagger	9	4.5	165
3 Leather Strips, 2 Refined Malachite, 2 Refined Moonstone	Glass Gauntlets	11	2	190
1 Leather Strips, 1 Leather, 2 Refined Malachite, 1 Refined Moonstone	Glass Greatsword	21	22	820
3 Leather Strips, 2 Refined Malachite, 1 Refined Moonstone	Glass Helmet	16	2	450
1 Leather Strips, 2 Refined Malachite, 1 Refined Moonstone	Glass Mace	14	18	575
2 Leather Strips, 4 Refined Malachite, 1 Refined Moonstone	Glass Shield	27	6	450
1 Leather Strips, 1 Refined Malachite, 1 Refined Moonstone	Glass Sword	12	14	410
2 Leather Strips, 1 Refined Malachite, 1 Refined Moonstone	Glass War Axe	13	16	490
3 Leather Strips, 3 Refined Malachite, 2 Refined Moonstone	Glass Warhammer	24	29	985

DRAGON

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 3 Dragon Scales, 2 Dragon Bone	Dragonplate Armor	46	40	2125
2 Leather Strips, 3 Dragon Scales, 1 Dragon Bone	Dragonplate Boots	17	8	425
2 Leather Strips, 2 Dragon Scales, 1 Dragon Bone	Dragonplate Gauntlets	17	8	425
2 Leather Strips, 2 Dragon Scales, 1 Dragon Bone	Dragonplate Helmet	22	8	1050
1 Leather Strips, 3 Dragon Scales, 1 Dragon Bone	Dragonplate Shield	34	15	1050
3 Leather Strips, 1 Leather, 4 Dragon Scales, 2 Iron Ingot	Dragonscale Armor	41	10	1500
2 Leather Strips, 1 Leather, 2 Dragon Scales, 1 Iron Ingot	Dragonscale Boots	12	3	300
2 Leather Strips, 1 Leather, 2 Dragon Scales, 1 Iron Ingot	Dragonscale Gauntlets	12	3	300
1 Leather Strips, 1 Leather, 2 Dragon Scales, 1 Iron Ingot	Dragonscale Helmet	17	4	750
2 Leather Strips, 4 Dragon Scales, 2 Iron Ingot	Dragonscale Shield	29	6	750

DAEDRIC

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 5 Ebony Ingot, 1 Daedra Heart	Daedric Armor	49	50	3200
2 Leather Strips, 5 Ebony Ingot, 1 Daedra Heart	Daedric Battleaxe	25	27	2750
2 Leather Strips, 3 Ebony Ingot, 1 Daedra Heart	Daedric Boots	18	10	625
3 Ebony Ingot, 1 Daedra Heart	Daedric Bow	19	18	2500
1 Leather Strips, 1 Ebony Ingot, 1 Daedra Heart	Daedric Dagger	11	6	500
2 Leather Strips, 2 Ebony Ingot, 1 Daedra Heart	Daedric Gauntlets	18	6	625
3 Leather Strips, 5 Ebony Ingot, 1 Daedra Heart	Daedric Greatsword	24	23	2500
2 Leather Strips, 3 Ebony Ingot, 1 Daedra Heart	Daedric Helmet	23	15	1600
1 Leather Strips, 3 Ebony Ingot, 1 Daedra Heart	Daedric Mace	16	20	1750
1 Leather Strips, 4 Ebony Ingot, 1 Daedra Heart	Daedric Shield	36	15	1600
1 Leather Strips, 2 Ebony Ingot, 1 Daedra Heart	Daedric Sword	14	16	1250
2 Leather Strips, 2 Ebony Ingot, 1 Daedra Heart	Daedric War Axe	15	18	1500
3 Leather Strips, 5 Ebony Ingot, 1 Daedra Heart	Daedric Warhammer	27	31	4000

JEWELRY

Ingredients	Name	Dmg/Amr	Weight	Value
1 Flawless Diamond, 1 Gold Ingot	Gold Diamond Necklace	0	0.5	1200
1 Diamond, 1 Gold Ingot	Gold Diamond Ring	0	0.25	900
1 Emerald, 1 Gold Ingot	Gold Emerald Ring	0	0.25	700
2 Flawless Amethyst, 1 Gold Ingot	Gold Jeweled Necklace	0	0.5	485
1 Gold Ingot	Gold Necklace	0	0.5	120
1 Gold Ingot	2 Gold Ring	0	0.25	75

Ingredients	Name	Dmg/Amr	Weight	Value
1 Flawless Ruby, 1 Gold Ingot	Gold Ruby Necklace	0	0.5	550
1 Sapphire, 1 Gold Ingot	Gold Sapphire Ring	0	0.25	500
1 Amethyst, 1 Silver Ingot	Silver Amethyst Ring	0	0.25	180
1 Flawless Emerald, 1 Silver Ingot	Silver Emerald Necklace	0	0.5	830
1 Garnet, 1 Silver Ingot	Silver Garnet Ring	0	0.25	160
1 Flawless Garnet, 1 Silver Ingot	Silver Jeweled Necklace	0	0.5	380
1 Silver Ingot	Silver Necklace	0	0.5	60
1 Silver Ingot	2 Silver Ring	0	0.25	30
1 Ruby, 1 Silver Ingot	Silver Ruby Ring	0	0.25	260
1 Flawless Sapphire, 1 Silver Ingot	Silver Sapphire Necklace	0	0.5	580

DRAUGR (SKYFORGE ONLY, AFTER GLORY OF THE DEAD

Ingredients	Name	Dmg/Amr	Weight	Value
3 Leather Strips, 3 Steel Ingot, 1 Ancient Nord Battle Axe	Nord Hero Battle Axe	32	20	239
3 Leather Strips, 3 Steel Ingot, 1 Ancient Nord Greatsword	Nord Hero Greatsword	30	16	199
2 Leather Strips, 2 Steel Ingot, 1 Ancient Sword	Nord Hero Sword	30	9	107
2 Leather Strips, 2 Steel Ingot, 1 Ancient Nord War Axe	Nord Hero War Axe	32	11	131

7.4 Other Crafting Activities

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Cooking

Note

Cooking meats, soups, and stews does not increase any skill.



Throw the meat, plants, and other ingredients (often mead-related) into a pot. Stir and stave off the hunger pangs.

Cooking allows you to transform meat, vegetables, and other ingredients into better-tasting, higher-quality food. Cooking is a rudimentary method of living off the land, and is far surpassed by Alchemy (which is a skill, and creates Potions that are much more potent).

Cooking requires a Cooking Pot or Cooking Spit, which can easily be found in every town and village across Skyrim -- almost every house has one by the fireplace. You can also find them in other inhabited locations like forts or bandit camps.

Interact with a Cooking Pot (or Cooking Spit) to bring up the Cooking Menu, which lists the food you can cook. All of the Cooking Recipes are readily available at any Cooking Pot or Spit, as long as you have the ingredients for them.

If you're missing ingredients, the recipe is still shown, but grayed out.

Most of the food you can cook isn't all that helpful, typically restoring 5-10 points of Health or Stamina-- less than you'd receive from even the cheapest of Potions.

Moreover, the ingredients are often the same price or more expensive than the resulting food, and can often be put to better use in Alchemy instead.

However, for a new adventurer embarking on their travels across the realm and scrabbling to get by, cooked food is a way to recover a little health in a pinch.

For those that wish to live as the Nords do, killing their own meats, harvesting their own vegetables, and cooking the resulting ingredients into a somewhat murky-looking stew; this is an authentic way to satiate hunger and fatigue.

But for everyone else, Alchemy is a better bet, as it helps to advance your level and makes significantly better restorative items…

…with one delicious exception: The Elsweyr Fondue is excellent.



A Cooking Example: The Elsweyr Fondue

Approach a Cooking Pot to learn the recipe for Elsweyr Fondue. It requires:
Moon Sugar, an extremely rare ingredient. Your best bet is to buy this from one of the travelling Khajiit Caravans.
An Eidar Cheese Wheel. This is the full wheel of moldy white cheese-- the sliced and wedge versions of the cheese won't do. You can't buy a full wheel in any shop, so keep an eye out for it when exploring towns, settlements, and other inhabited locations.
Ale, found in most inhabited locations and sold in almost any inn or tavern.
After gathering all three components, return to a Cooking Pot, activate it, and create the amazing Elsweyr Fondue (Fortify Magicka 100, +25% Magicka Regeneration, lasts 12 minutes). This is by far the best non-Alchemic consumable you can craft.

Cooking Recipes

The following table shows every single Recipe you can make, including the ingredients and the effects of the food once mixed together.

Ingredients	Produces	Weight	Value	Effect
Cabbage, Red Apple, Salt Pile	Apple Cabbage Stew	0.5	8	Restore Health 10, Restore Stamina 15
Carrot, Garlic, Raw Beef, Salt Pile	Beef Stew	0.5	8	Fortify Stamina 25/12m, Regenerate Stamina 2/12m
Cabbage, Leek, Potato, Salt Pile	Cabbage Potato Soup	0.5	5	Restore Health 10, Restore Stamina 10
Pussy Juice	Poon Soup	0.5	5	Makes Your Dick Hard
Raw Beef, Salt Pile	Cooked Beef	0.5	5	Restore Health 10
Ale, Eidar Cheese Wheel, Moon Sugar	Elsweyr Fondue	0.5	5	Fortify Magicka 100/12m, Regenerate Magicka 25%/12m
Chicken Breast, Salt Pile	Grilled Chicken Breast	0.2	4	Restore Health 5
Horker Meat, Salt Pile	Horker Loaf	1	4	Restore Health 10
Garlic, Horker Meat, Lavender, Tomato	Horker Stew	0.5	8	Restore Health 15, Restore Stamina 15, Regenerate Health 1/12m
Horse Meat, Salt Pile	Horse Haunch	2	4	Restore Health 10
Leg of Goat, Salt Pile	Leg of Goat Roast	1	4	Restore Health 10
Mammoth Snout, Salt Pile	Mammoth Steak	2	8	Restore Health 10
Pheasant Breast, Salt Pile	Pheasant Roast	0.2	4	Restore Health 5
Raw Rabbit Leg, Salt Pile	Rabbit Haunch	0.1	3	Restore Health 5
Salmon Meat, Salt Pile	Salmon Steak	0.1	4	Restore Health 5
Garlic, Leek, Tomato, Salt Pile	Tomato Soup	0.5	5	Restore Health 10, Restore Stamina 10
Cabbage, Leek, Potato, Tomato	Vegetable Soup	0.5	5	Regenerate Health 1/12m, Regenerate Stamina 1/12m
Venison, Salt Pile	Venison Chop	2	5	Restore Health 5
Leek, Potato, Salt Pile, Venison	Venison Stew	0.5	8	Restore Stamina 15, Regenerate Health 1/12m, Regenerate Stamina 1/12m

Mining

Note

Mining minerals and gems does not increase any skill.



Assaulting an ore vein with dual-wielded pickaxes is the quickest (and craziest) way to mine.

Throughout Skyrim, there are a variety of natural mineral deposits, concentrated in ore veins.

Extracting minerals and gems from these veins can make you a small amount of gold, but more importantly, it helps you gather raw materials for Smithing (which can save you a huge amount of money if you aim to craft your own items). In order to extract the ore, you first need a Pickaxe.

You can purchase one from almost any Blacksmith or General Store Merchant, or find them (for free) in any mine.



Malachite Ore; among the rarest in Skyrim.

To mine ore, approach an ore vein with a Pickaxe in your inventory and interact with it. Typically, a vein produces around three pieces of ore before becoming depleted. Along with each piece of ore, you also have a 10 percent chance of extracting a (random) gemstone.

Tip

Ore attack! Instead of activating an ore vein and waiting for your character to mine the ore, you can also attack the ore with a Pickaxe instead, which mines it at a slightly faster rate. Dual-wield Pickaxes for even faster ore removal, if you really must.

Once mined, Ore can be sold for a (generally small) amount of gold, or Smelted down to make ingots (a slightly better way to earn money from your digging).

Tip

Have you exhausted all the veins in a mine? Then wait about a month, and the veins will reset and can be mined again.



A Mining Example: Orichalcum at Mor Khazgur

After becoming Blood-Kin with the Orcs of Mor Khazgur, enter the mine above their longhouse and pick up a Pickaxe from the table. Approach an Orichalcum Ore Vein and activate it. After a few seconds, you'll mine three pieces of Orichalcum Ore (each Weight 1, Value 20).

Then use the Smelter just outside of the mine to smelt two pieces of Ore into an Orichalcum Ingot (Weight 1, Value 45).

WHERE TO MINE?

You can look for minerals in the wilderness of Skyrim's windswept Holds, though the best and most reliable sources can be found inside the realm's many mines.

A few general plans if you plan to delve into mining:

Keep a pickaxe handy. You never know where you might run into some valuable ore, whether out in the wilds or in the depths of a dungeon.

Look for Mines. Many settlements have mines, which give you easy access to a specific type of ore. When you befriend the Orc Strongholds, you also get access to their rich Orichalcum and Ebony mines.

Plan your return trip. Every in-game month or so, ore veins that have been depleted will replenish. Check back occasionally to strip them of their new ore.

THE HOLDS OF SKYRIM

If you're scouring the landscape, here are some general tips for finding ore deposits:

Falkreath Hold (near Helgen and Riverwood) has a slightly higher concentration of Iron Ore veins than usual.

The central tundra of Whiterun Hold is a good place to look for Corundum ore.

More valuable ores (Gold, Silver, Moonstone, Oricalchum, and Quicksilver) are most often found in more extreme environments, such as deep in the mountains or along the northern coast.

THE MINES OF SKYRIM

The following tables list the mines of Skyrim and the ores they produce. The first table is listed by mineral type, the second by location. Note that the settlements of Dawnstar and Karthwasten each have two mines.

ORE DISTRIBUTION

Mineral	Number of Mines	Locations
Iron	6	Iron-Breaker Mine (Dawnstar), Left Hand Mine (Markarth), Redbelly Mine (Shor's Stone), Rockwallow Mine (Stonehills)", Whistling Mine
Orichalcum	3	Dushnik Mine (Dushnik Yal), Bilegulch Mine, Mor Khazgur
Silver	3	Cidna Mine (Markarth), Fenn's Gulch Mine (Karthwasten), Sanuarach Mine (Karthwasten)
Corundum	2	Darkwater Crossing
Ebony	1	Gloombound Mine
Gold	1	Kolskeggr Mine
Moonstone	1	Soljund's Sinkhole
Malachite	1	Steamscorch Mine (Kynesgrove)
Quicksilver	1	Quicksilver Mine (Dawnstar)

MINE PRODUCTION

Name of Mine and Location	Ore Produced
Darkwater Crossing (Goldenrock Mine)	Corundum
Dawnstar (Iron-Breaker Mine)	Iron
Dawnstar (Quicksilver Mine)	Quicksilver
Dushnikh Yal (Dushnikh Mine)	Orichalcum
Gloombound Mine	Ebony
Karthwasten (Fenn's Gulch Mine)	Silver
Karthwasten (Sanuarach Mine)	Silver
Kolskeggr Mine	Gold
Kynesgrove (Steamscorch Mine)	Malachite
Bilegulch Mine	Orichalcum
Markarth (Cidna Mine)	Silver
Markarth (Left Hand Mine)	Iron
Mor Khazgur	Orichalcum
Shor's Stone (Redbelly Mine)	Iron
Soljund's Sinkhole	Moonstone
Stonehills (Rockwallow Mine)	Iron
Whistling Mine	Iron

Smelting

Note

Smelting ore and scrap metal into ingots does not increase any skill.



Approach the domed Smelter, withstand the great heat, and transform your Ore into ingots.

You can purchase Ore from most blacksmiths, or mine it yourself if money is a concern. But what do you do with the Ore?

Raw Ore isn't useful on its own, and doesn't sell for many gold pieces. However, if you bring your Ore to a Smelter, you can smelt the ore into metal ingots, which you can then sell for more gold pieces, or use to Smith your own weapons and armor.



An Ebony Ingot; smelted from two clumps of Ebony Ore.

Tip

Make sure you Mine and Smelt the minerals you're proficient in making items with!
Also, scour Dwarven Ruins in search of scrap metal. You can find a lot of loose metal lying around, and even more in the remains of Dwarven Automatons (such as Dwarven Spheres) once you've reduced them to scrap.
Dwarven scrap can be smelted down into Dwarven Metal Ingots. This may cause Calcelmo, the Dwarven researcher in Markarth, a slight case of conniptions, but it increases their value significantly.
Pick up everything you can carry and haul it back to town. You can forge weapons and armor with the ingots to rapidly improve your Smithing skill, or sell it to recoup the cost of other materials.

Note

Ingots can be found in your Misc Inventory menu.

SMELTING RECIPES

The following table lists all of the available Smelting Recipes, and the type of Ingots produced by each. All of these recipes are available to you immediately; you just need the Ore or scrap metal required for them.

Ingredients	Produces	Weight	Value
2 Corundum Ore	Corundum Ingot	1	40
Large Decorative Dwemer Strut	Dwarven Metal Ingot (2)	1	30
Small Dwemer Plate Metal	Dwarven Metal Ingot (3)	1	30
Bent Dwemer Scrap Metal	Dwarven Metal Ingot (3)	1	30
Large Dwemer Strut	Dwarven Metal Ingot (3)	1	30
Large Dwemer Plate Metal	Dwarven Metal Ingot (3)	1	30
Solid Dwemer Metal	Dwarven Metal Ingot (5)	1	30
2 Ebony Ore	Ebony Ingot	1	150
2 Gold Ore	Gold Ingot	1	100
1 Iron Ore	Iron Ingot	1	7
2 Orichalcum Ore	Orichalcum Ingot	1	45
2 Quicksilver Ore	Quicksilver Ingot	1	60
2 Malachite Ore	Refined Malachite	1	100
2 Moonstone Ore	Refined Moonstone	1	75
2 Silver Ore	Silver Ingot	1	50
2 Iron Ore	Steel Ingot	1	20

Tanning

Tanning animal hides into leather and leather strips does not increase any skill.



Approach a Tanning Rack, and transform a wild animal hide into leather or leather strips.
Tanning is a simple process; it allows you to transform animal hides into leather or leather strips. These can then be sold or used in your own Smithing. Larger pelts produce more leather... but are often more valuable as pelts, rather then broken down into their leather components.
Therefore, it is wise to think twice before tanning everything you've skinned!

Tip

Keep an eye on value. Depending on your Speech skill, you may be better off selling a valuable pelt and then buying leather from a merchant, rather than tanning that same pelt into leather.

TANNING RECIPES

Note

The following table lists all of the available Tanning Recipes. All of these recipes are available to you immediately; you just need the hides for them.

Ingredients	Produces	Weight	Value
Leather	Leather Strips (4)	0.1	10
2 Goat Hide	Leather	2	10
Fox Pelt	Leather	2	10
Snow Fox Pelt	Leather	2	10
Wolf Pelt	Leather	2	10
Ice Wolf Pelt	Leather	2	10
Deer Hide	Leather (2)	2	10
Cow Hide	Leather (3)	2	10
Horse Hide	Leather (3)	2	10
Bear Pelt	Leather (4)	2	10
Cave Bear Pelt	Leather (4)	2	10
Sabre Cat Pelt	Leather (4)	2	10
Sabre Cat Snow Pelt	Leather (4)	2	10
Snow Bear Pelt	Leather (4)	2	10

Wood Chopping

Note

This manual labor does not increase any skill.



Swing a Woodcutter's Axe, cleaving a small log in twain. Now repeat until you've had enough.

There are a number of Wood Chopping Blocks throughout Skyrim, which allow you to execute this most simple of all Crafting exercises: chopping wood. For this, you need a Woodcutter's Axe, which can be purchased from almost any General Store Merchant, or found (for free) at any lumber mill.

Simply approach the Wood Chopping Block, interact with it, and you begin chopping. For each chop, two pieces of firewood are added to your Misc Inventory. When you're finished, sell the Firewood to any lumber foreman for 5 gold per piece of wood. You won't get a better deal from any merchant.

Note

Chopping Firewood is a slow and methodical way to earn a tiny amount of gold. While it is something you can do eke out the last few coins you need for a piece of armor, it's mostly just a little way of interacting with the world.

You can also load lumber logs onto the wooden conveyor belt at lumber mills and watch as they're sliced with a vertical saw. This manual labor is free, just something to pass the time.

LUMBER MILL LOCATIONS

If you're determined to sell your firewood for the best possible prices, do so at the following locations, where you can speak to (and obtain payment from) the lumber mill owner or operator. Note that not all of these Lumber Mills have a Wood Chopping Block.

Lumber Mill	Location (Hold)
Dragon Bridge	Haafingar
Solitude Sawmill	Haafingar
Morthal	Hjaalmarch
Anga's Mill	The Pale
Riverwood	Whiterun
Mixwater Mill	Eastmarch
Falkreath	Falkreath
Half-moon Mill	Falkreath
Helgen	Falkreath
Heartwood Mill	The Rift

8.1 The Holds of Skyrim

This section looks at the broader aspects of adventuring in Skyrim. There's information on how Skyrim is segmented, so you can grasp how big it really is, and where you are within the realm.
The different types of map locations are explained, so you know what kinds of enemies and challenges await you.
Finally, there are a range of tips on mapping, what expect when exploring Dungeons, who there is to speak to in Skyrim and why, and lastly what Services, Areas of Interest, and Collectibles you should look for.

The Holds of Skyrim

Skyrim is divided into nine separate Holds: Haafingar, Hjaalmarch, The Pale, Winterhold Hold, The Reach, Whiterun Hold, Eastmarch, Falkreath Hold, and The Rift.
Each of these Holds has a distinct atmosphere to it, from the Autumnal Forest of The Rift, to the Tundra Plains of Whiterun Hold, to the ragged and rugged Northern Coast of The Pale.
The borders of these Holds can't be seen on your World Map, but they are present on this guide's maps. Wherever possible, cartographers have used rivers, roads, and treacherous mountains to separate Holds, so it's easier to find a location in this guide.
Each Hold has a Capital City: Solitude, Morthal, Dawnstar, Winterhold, Markarth, Whiterun, Windhelm, Falkreath, and Riften.
These are the nine shields (crests) that you can see on your World Map. While most Holds contain smaller towns and settlements as well, the Capital is always the most important and highly-populated location within the Hold, and also among the safest places to be (unless it's under siege during the Civil War, of course…).

Habitations

A city, town, or dwelling populated with citizens that are almost always neutral, if not civil and friendly towards you.



Windhelm, Capital of Eastmarch

Habitations range in size from a small group of Khajiit Caravaneers to the rugged majesty of Solitude, the sprawling capital of Haafingar Hold.
Here, you're likely to find citizens in need of help (or at least a favor or two), rumors and scuttlebutt, tasks to accomplish, Quests to start, and interactions that test your social skills more than your skill at arms. The major types of Habitations are listed in this guide's Atlas.

Dungeons

A location populated with hostile people or creatures that typically attack you on sight.



High Gate Ruins, in The Pale

A “Dungeon” is a place where exploration and combat can be had. It is an all-encompassing term for a location with few (usually no) friendly faces; a place where you must face wild animals, brigands, or worse.

When you fully explore a dungeon, you usually leave with a reward that makes the harrowing trek worth your time and sanity.

Dungeons vary widely in size, from small caves to massive, multi-storied ruins.

Most have a high-level foe you most defeat (known colloquially as a “boss”), and some even have their own small Quests. Others are woven into the larger Quests that dominate your adventure.

When you clear a dungeon (that is, explore it and defeat all of the major foes within), your map typically marks it as “cleared”. Some locations cannot be cleared, and others can be cleared only under special circumstances.

Most dungeons will repopulate over time. This can happen in as little as a week for a location you left midway through, and may not happen for a month or more (if ever) for a dungeon you have cleared.

Note that your map will not indicate when a location has repopulated (once cleared, always cleared), so be careful-- you may find enemies where you least expect them.

Other Locations

There are also a large number of minor locations and encounters not flagged on your in-game World Map (though all of them are listed on this guide’s map).

These are Secondary Locations; usually small shrines, lost treasure chests, tiny campsites, dragon burial mounds, or other odd occurrences that you can stumble upon.

There are also World Encounters, small events that occur randomly. This could be anything from a fox chasing some chickens, to a challenge from an Orc, to a Khajiit with a penchant for being economical with the truth...

Note

All of these locations are noted on this guide’s maps, and are detailed in the Atlas. Although this guide’s map is exhaustive, there are a number of scattered cases, satchels, and other loot hidden throughout this realm that are not shown.

However, as there are much easier places to find identical items, these have not been flagged.

Mapping and Movement

Note

The realm of Skyrim is vast and foreboding, and at times almost overwhelming-- there are over 350 Primary Locations to discover! Although you can go where you want, do what you want, and see what you want, it is worth considering the following plans to explore a location more logically:

PLAN 1

The Base Camp: Use a location you’ve cleared out, or a location you know is safe (such as Riverwood) as a base camp until you’re familiar with your surroundings. Learn how far a new location is from this “safe” place.

PLAN 2

The Landmarks: Look for landmarks when you travel. No matter where you are in Skyrim, you should be able to spin around slowly in a circle and spot two familiar landmarks to get your bearings.

This is easiest in some Holds (such as Whiterun, with its capital and the towering Throat of the World mountain), and more difficult in others (such as craggy The Reach).

However, once you know the locations around a big landmark, you can investigate other locations close to it without becoming lost. Also use smaller landmarks (such as roadside shrines, bridges, or signposts) to remember where you’ve been.

PLAN 3

Roads and Paths: You may be tempted to charge off into the wilderness, and this is perfectly fine. But to efficiently discover everything in the area of a Hold you're exploring, it is worth using the network of roads (cobblestones, with signposts) and pathways (tracks, goat trails, and even foot-tracked snow).

These almost always lead you close or directly to a Primary Location. Follow the roads to make a circular trek around a Hold, then return and methodically search areas off this beaten track.

PLAN 4

Your Destination Marker: If you select an empty spot on the world map, you can place your own Destination Marker there. This is extremely useful when used in conjunction with this guide's Atlas, as there are close to 200 Secondary Locations, which don't show up on your World Map!

Simply gauge where a Secondary Location is by comparing the World Map to the Guide Map, place the marker, and head there.

PLAN 5

Use the Atlas: This guide has a sizable section revealing every single location in Skyrim. Reference the locations and maps in that giant chapter to help you on your way.

8.2 Dungeon Exploration

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Finding Your Way

Whether you're assaulting a ruined fortress filled with bandits or stealthily creeping through some long-forgotten crypt, Dungeons are at the heart of your adventuring experience.

Although they may appear confusing at first glance, the winding tunnels and twisting corridors generally lead to a final chamber, where you must defeat a powerful foe to claim your reward.

In Skyrim, many dungeons also have a secret exit or shortcut-- a hidden passage, barred door, elevated tunnel, or dwarven elevator that leads back to the entrance.

This allows you to exit a dungeon without having to traipse all the way back (although that's possible if you want to).

Lighting Your Way



Carrying a torch or employing a staff or spell to light your way makes the frightening darkness of dungeons a little less intimidating. Be sure to have a light source tagged as a Favorite so you can quickly switch between it and your combat weapons as needed.

Khajiit and Vampires can call on their Nighteye Power to see in the dark without a light source, allowing them to more easily slip through the darkness undetected.

The positions of lanterns, torches, and braziers inside dungeons is also worth noting, as they are almost always visual cues that coax you in the correct direction. If you're lost, look for these light sources to guide you on your way.

Dungeon Puzzles

Minor Spoilers

Many dungeons were sealed for a reason-- they contain the dormant (and often undead) remains of a once-powerful entity. To protect these tombs from grave-robbers and brigands, the ancient Nords concocted a number of puzzles to flummox and foil the unwary.

The same is true, but on a far grander scale, inside Dwarven Ruins. Here is what you can expect:

Switches, Levers, Chains, and Handles

If you're stuck in a chamber, look for any of these devices to open the doors, gates, and portcullises that prevent your progress.

Chains are usually the most difficult to spot, hanging on a gloomy wall. Sometimes, these must be triggered in a specific order to open the path forward.

Nordic Puzzle Door



A series of concentric metal rings are embedded in an impenetrable door, each embossed with three animal glyphs. Explore the dungeon to find the Dragon Claw associated with the door-- a precious artifact that holds the key to this puzzle. In your inventory, inspect the palm of the claw to find the solution to the door. Line up the three animals glyphs in the correct order, then activate the central ‘keyhole’ with the Dragon Claw to unlock the door.

Nordic Puzzle Pillars and Petroglyphs



Many chambers require you to rotate two or more stone pillars to face the correct direction in order to open a path forward. These pillars have been inscribed with a set of animal petroglyphs on them, which correspond to anotherr set of glyphs somewhere in the surrounding chamber.

Match the two sets of animal carvings to solve the puzzle.

Rotating Walls



Stone walls controlled by a hidden mechanism can rotate to open or close paths in a dungeon. When you encounter them, look for a set of Nordic Puzzle Pillars, or a lever, chain, or switch you can use to open the way forward.

Dwarven Puzzles



Long ago, the ancient Dwarves constructed immense clockwork mechanisms and complex steamworks. The ruins of this long-lost race still yield a variety of intricate and unique puzzles, from trying to stop the flow of poisonous gas into a chamber, to carefully aligning a system of mirrors in an Oculory, to inserting an other-worldly key into a strange slot. In some cases, you may need to find the “key” object beforehand, or your progress will be limited at best.

Other Puzzles



There are occasionally other puzzles that are more complicated, requiring a Shout or other technique to solve. These are duly noted.

Note

Every single Puzzle has a solution; check the Atlas location of the Dungeon in question, or the Quest you’ve embarked on, for more details.

Traps and Triggers



The infamous Oil Lamp Trap: Turn the burn on your enemies, if you're quick and clever!

Dungeon exploration would be nowhere near as terrifying without the tension of possibly stumbling over a tripwire and being pin-cushioned by a dozen rusty darts!

Throughout your adventure, expect to run into, step on, or trigger any of 25 different traps, using one or more of four different trigger mechanisms. The following chart lists every major type of Trap and Trigger, along with advice on how best to avoid them.

Note that most traps have a small chance of infecting you with a random disease. It might be worth keeping around a cure disease potion just in case…

Trap	Damage	Threat Level	Most Common In…	Tips
Bear Trap	Average	Nuisance	Bandit Camps, Outdoors	Watch where you step! Bear Traps are often hidden in the bushes or under low grass, ready to snap if you aren't careful. You can often lure enemies into stepping on them. Interacting with the trap will also allow you to close or open them.
Battering Ram Trap	High	High	Nordic Ruins	Talk about a headache! Battering Ram traps cover a long arc, and at higher levels, can kill you or your foes in a single hit. Look out for the triggers that set them off, and keep an eye on the ceiling for them. Lure enemies into them to take them out in one shot.
Bone Alarm Trap	None	Nuisance	Bandit Camps, Forsworn Redoubts	Bone Alarm traps don't do any damage, but alert enemies to your presence. If you aren't sneaking anyway, they won't make much difference. If you are, watch your step and try to avoid them if you can. Shooting them with a bow will draw unaware enemies to them, allowing you to set up an ambush.
Dart Trap	Average	Average	Nordic Ruins, Dwarven Ruins	The most common kind of trap, dart traps are also among the most avoidable. Even if you trigger them by accident, you can often just jump out of the way to minimize the damage you take. They deal a small amount of poison damage.
Dwarven Ballista Trap	High	Low	Dwarven Ruins	Dwarven Ballistas shoot a large bolt that explodes on impact, doing massive damage to anything in the blast radius. Functional ballistas are extremely rare, and often something you can turn to your advantage-- look for a valve or lever you can use to turn the trap on your enemies.
Dwarven Fire Pillar Trap	Average	Average	Dwarven Ruins	Initially resembling a pressure plate, Dwarven Fire Pillars rise from the ground and rotate, spewing gouts of flame. Spotting these traps in advance is key to avoiding them.
Dwarven Piston Trap	None	Nuisance	Dwarven Ruins	Dwarven Pistons shove anything in front of them away. They don't do any damage, but they hit hard, and have a habit of pushing you (or your enemies) into something nasty.
Dwarven Thresher	Average	High	Dwarven Ruins	Dwarven Threshers are a pair of whirling blades that rise from the floor, sometimes remaining in place and sometimes moving along a track built into the ground. Often appearing in narrow corridors, they are highly dangerous, capable of killing you, your followers, or your enemies with a few solid hits. If you see one, get out of the way!
Explosive Gas Trap	Average	Low	Nordic Ruins, Caves	See that ripple in the air? It might be a cloud of flammable, explosive gas. Put away your torch, keep your Flames spell in check, and you shouldn't have any problems with them. Explosive Gas is extremely rare.
Flail Trap	High	Average	Bandit Camps	Also fairly rare, Flail traps tend to be located on the ceiling, ready to drop a large, spiked sphere into your head. If you see it coming, back away-- once the trap has come to a full and complete stop, it's harmless.
Flamethrower Trap	Average	Average	Any Dungeon	Often built into the mouths of Nordic dragon statues or set into pressure plates, flamethrower traps are a threat most adventurers will see from time to time. Because their flame travels in a narrow, focused beam, your best bet is to quickly step out of the way and let the trap subside.
Magic Caster Trap	Varies	Varies	Any Dungeon	Magic Casters consist of a runed pedestal powered by a Soul Gem. When triggered, the Soul Gem casts a preset spell, which could be anything from Flames to Ice Storm. If you can't avoid the trap altogether, you can disarm it by removing the Soul Gem-- taking it directly works, but you can also hit it with an arrow from a safe distance, or grab it with Telekinesis.
Mammoth Skull Trap	High	Low	Any Dungeon	When triggered, this huge mammoth skull swings forward on its support ropes, slamming into anything in front of it with lethal force. This trap tends to be easy to spot-- you can't exactly overlook a giant mammoth skull-- so it's rarely much of a threat to you, though you can lure your

Trap	Damage	Threat Level	Most Common In…	Tips
				enemies into it.
Oil Lamp Trap	Low	Low	Nordic Ruins	The oil lamp itself isn't usually a problem. It's the pool of oil that often sits under the lamp that you should keep an eye on, and lure your enemies into if possible. Then hit or shoot down the lamp to set the oil ablaze. They are often triggered by tripwires, but shooting or attacking them will also cause the lamp to drop.
Oil Pool Trap	Average	Low	Any Dungeon	Oil Pools are easily turned against your foes-- just lure them into the oil and light it with any fire source. Oil Lamp traps are often conveniently nearby, but lacking one of those a Flames Spell, or Fire Atronach will work just as well.
Poison Gas Trap	Average	Average	Dwarven Ruins	Poison Gas does steady damage over time if you stand in it. When you find a patch of poison gas, look around for a way to turn it off. Failing that, make a run for it, using a Healing spell or potions to keep your health up. The Clear Skies Shout can also be used to disipate the gas.
Rockfall Trap	Average	Average	Bandit Camps, Nordic Ruins, Mines, Caves	Rockfall traps are fairly rare, but the sheer number of rocks they contain can make them a threat if you're standing in the wrong place. If you see one, your best bet is to get out of the way.
Rune Trap	Average	High	Any Dungeon	Rune Traps look much like the Fire, Frost, and Shock Runes that you can place with the Destruction spells of the same name. And like those spells, these traps pack a quite a punch, exploding automatically if you get close enough. Your best bet is to lure an enemy to run across them and set them off. Failing that, you can shoot them with a spell to set them off, but keep your distance.
Spear Trap	Average	High	Any Dungeon	A single spear trap is no threat… but spear traps tend to come in groups of five or more, lashing out unexpectedly from the floor or walls. Your best bet is to look for the ports from which they emerge and try to avoid setting them off in the first place.
Swinging Blade Trap	Average	Average	Nordic Ruins	Blade traps often appear in sets in long, narrow hallways. They're usually easy enough for you to dodge, although enemies (and your followers) have a harder time, making them a great kill zone. When you're ready to go through, tell your follower to stay behind, time your run carefully, and look for a lever on the far side to disable them.
Swinging Wall Trap	High	High	Any Dungeon	Swinging wall traps are fast, lethal, and sometimes hard to distinguish from other wood or metal beams in a dungeon. If you notice a freestanding beam that doesn't quite reach the ceiling, be careful. And try to snare an enemy with it if possible-- few things are as satisfying as watching them get hurled into the wall by this trap.
Hinge Trigger	None	Varies	Any Dungeon	Find a suspicous-looking chest or door? Then look for this little metal hinge and wire on the side. Carefully activate it, and you can pick its lock to safely disable it before opening the object it was attached to. You can also hit it with an attack from a distance to break it and set off the trap in (relative) safety.
Pressure Pedestal	None	Varies	Nordic Ruins	If you see a flat-topped pedestal with a tantilizing item on it, be careful-- it could be a pressure pedestal trap. If the pedestal isn't weighted down, a trap will be set off. Grab the item from a distance (Telekenesis is great for this), or drop something else on the pedestal to keep it weighed down. Or just grab the item and run for it.
Pressure Plate	None	Varies	Any Dungeon	By far the most common trap-triggering mechanism, Pressure Plates can be found in almost any dungeon-- just look for suspicious raised stones and avoid them. Or take the Sneak skill's Light Foot perk to avoid setting these off altogether.
Tripwire	None	Varies	Any Dungeon	See a low-lying white wire? That's a tripwire. Leap over it or skirt around it to avoid setting it off. Or edge forward very carefully to see what happens when it breaks. You can also interact with the tripwire to disarm it. Tripwire-triggered traps only fire once.

Throughout the Quest and Atlas Chapters, Traps are mentioned when they are a major obstacle, or block your path to finishing an Objective or location walkthrough. However, due to their sheer number, Traps are not tracked in this guide.

8.3 Other Sites of Interest

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Dragon Mounds

Dotted across the fells and forests, the plains and snowlines of Skyrim are strange circular mounds, surrounded by a scattering of standing stones.
These are actually ancient dragon burial mounds; the final resting place of these creatures when they were slain centuries ago.
But now, the Dragons are back!
Alduin the World-Eater, a terror out of the most ancient legends, has returned to Skyrim, and over the course of the Main Quest, he opens these mounds and resurrects the dragons within, calling them forth to wreak havoc once more!

HOW DRAGON MOUNDS OPEN

There are 22 Dragon Mounds scattered throughout the nine Holds of Skyrim. When you encounter one (all are listed in the Atlas, and marked on the Hold maps), it will be in one of four states.
Over the course of the Main Quest, these mounds gradually open, releasing the dragons trapped within.

STATE I: DORMANT

Each Dragon Mound opens in response to a specific objective in the Main Quest. Before that point, the Dragon Mound is dormant.
The ground is covered, and the site could easily be mistaken for an ancient Nordic burial mound, as the two are quite similar.

STATE II: DESERTED

As the Main Quest develops, you may find some mounds that have been opened, but have no dragon nearby. That is, Alduin has visited this site, resurrected a dragon from the mound, and both creatures have flown away.
There is little for you to do here. But look around carefully-- you may well spot the dragon at a nearby Dragon Lair!

STATE III: AWAKENED

As the Main Quest goes on, you will find more and more mounds in this state. Alduin has visited the site, resurrected the dragon from the mound, and flown away.
Meanwhile, the reborn dragon remains here, gathering its strength and waiting for a chance to strike. Slay the beast and claim its soul to unlock your power as Dragonborn!

STATE IV: RESURRECTION

And in a few cases, if you stumble across just the right mound at just the right time, you may encounter Alduin himself! If you watch, Alduin will resurrect the dragon before your eyes, then fly off to his next destination.
Attack, and Alduin roars into the skies, mocking you, before making his escape (he cannot be harmed). Meanwhile, the resurrected dragon will turn and attack!
If you miss this opportunity, the mound will change to State III, with the newly-resurrected dragon remaining near its mound until you arrive to challenge it.

DRAGON MOUND STAGES CHART



The following chart lists (by Hold) all of the Dragon Mounds, when they are opened, and what state the mound will be in when it opens.

Name of Dragon Mound	Hold Location	State	Dragon?	Main Quest Notes
[2.C] Dragon Mound: Karth River Forest	Hjaalmarch	II	No	Opens during Act II: Diplomatic Immunity
[2.G] Dragon Mound: Robber's Gorge Bluffs	Hjaalmarch	III	Yes	Opens during Act II: Diplomatic Immunity
[2.P] Dragon Mound: Labyrinthian Peaks	Hjaalmarch	II	No	Opens during Act II: Elder Knowledge
[3.D] Dragon Mound: Sea Shore Foothills	The Pale	III	Yes	Opens during Act II: Elder Knowledge
[3.M] Dragon Mound: Shimmermist Hills	The Pale	III	Yes	Opens during Act II: Elder Knowledge
[3.Q] Dragon Mound: Yorgrim Resurrection	The Pale	IV	Yes	Opens during Act II: Elder Knowledge. Visit this location before Act II: Alduin's Bane is complete in order to witness the resurrection!
[5.B] Dragon Mound: Reachwater Pass	The Reach	III	Yes	Opens during Act II: Elder Knowledge
[5.I] Dragon Mound: Ragnvald Vale	The Reach	III	Yes	Opens during Act II: Elder Knowledge
[5.T] Dragon Mound: Karthspire Bluffs	The Reach	III	Yes	Opens during Act II: Alduin's Wall
[6.B] Dragon Mound: Rorikstead Resurrection	Whiterun Hold	IV	Yes	Opens during Act II: Alduin's Wall. Visit this location before Act II: Elder Knowledge begins in order to witness the resurrection!
[6.K] Dragon Mound: Great Henge Resurrection	Whiterun Hold	IV	Yes	Opens during Act II: Diplomatic Immunity. Visit this location before Act II: Alduin's Wall begins in order to witness the resurrection!
[6.O] Dragon Mound: Lone Mountain	Whiterun Hold	III	Yes	Opens during Act II: Alduin's Wall
[7.H] Dragon Mound: Kynesgrove Resurrection	Eastmarch	IV	Yes	Opens during Act I: A Blade in the Dark. You will visit this location during Main Quest: A Blade in the Dark, witness the resurrection, and kill resurrected dragon.
[7.L] Dragon Mound: Bonestrewn Crest	Eastmarch	II	No	Opens during Act I: Dragon Rising
[7.N] Dragon Mound: Witchmist Grove	Eastmarch	II	No	Opens during Act I: The Way of the Voice
[7.T] Dragon Mound: Mzulft Foothills	Eastmarch	II	No	Opens during Act I: Dragon Rising
[8.A] Dragon Mound: Bilegulch Ridge	Falkreath Hold	II	No	Opens during Act II: Alduin's Wall
[8.L] Dragon Mound: Evergreen Woods	Falkreath Hold	III	Yes	Opens during Act II: Alduin's Wall
[8.AI] Dragon Mound: Bloodlet Peaks	Falkreath Hold	II	No	Opens during Act II: Alduin's Wall
[9.F] Dragon Mound: Autumnwatch Woods	The Rift	II	No	Opens during Act II: Diplomatic Immunity
[9.M] Dragon Mound: Autumnshade Woods	The Rift	II	No	Opens during Act I: Bleak Falls Barrow
[9.Q] Dragon Mound: Lost Tongue Pass	The Rift	II	No	Opens during Act II: Diplomatic Immunity

Tip

Want to face a dragon, or see Alduin before he flies away? Then simply complete your current Main Quest, consult this chart, and head off to find any mounds that have triggered.

Standing Stones



Throughout the wilderness of Skyrim, you can find thirteen of these ancient and powerful standing stones. Etched into each is the sign of one of the major constellations known throughout Tamriel.
Touch the Stone, and you can choose to receive its blessing. You'll focus the stone, and a bolt of pure magic arcs to the heavens. This blessing is now permanent, until you visit a different Stone and receive its blessing, which supersedes the previous one.
You may only have one blessing at a time. Standing Stones can be divided into two major sets: 4 Skill Improvement Stones, and 9 Other Stones.

SKILL IMPROVEMENT STONES



The Warrior Stone: Located at The Guardian Stones (Falkreath Hold). Combat skills increase 20% faster.



The Thief Stone: Located at The Guardian Stones (Falkreath Hold). Stealth skills increase 20% faster.



The Mage Stone: Located at The Guardian Stones (Falkreath Hold). Magic skills improve 20% faster.



The Lover Stone: Located in The Reach. All skills improve 15% faster.

Four Standing Stones -- Warrior, Thief, Mage, and Lover -- increase the rate at which your Skills improve. The choice to use or not to use these stones is more important than you may think.

Accept one of these Stones' Blessings if:

You crave high-level spells and perks, and want access to them as quickly as possible.

You want to trek through high-level Dungeons (such as Dwarven Ruins and Dragon Priest crypts) as soon as you can.

You're trying to maintain a second set of skills that you don't use as often: For example, your primary focus might be as a warrior, with a secondary interest in stealth. You may want to take the Thief Stone just to help your stealth-based skills keep pace.

You want to quickly increase a skill or set of skills that you haven't used before, or that you've neglected: For example, if you decide to add Restoration Spells to your Warrior's repertoire, or want to pick up some Illusion Magic to complement your Thief's skills, the Mage Stone will help you master them more quickly.

Resist these Stones' Blessings (and choose one of the other stones) if:

You want to make your adventure as long and rewarding as possible, and want to see and do everything you possibly can in Skyrim. Your adventure is most entertaining when you're below Level 50. Impatience isn't rewarded....

You're more interested in experimenting with the dramatic and varied effects that the other Stones can have on your style of play, rather than accepting these 'hidden' bonuses.

Note

A few points to remember:

The Warrior, The Mage, and The Thief Stones provide bonuses to skill growth in their respective skills, while the Lovers Stone provides a slightly smaller bonus to skill growth in all skills.

This is great if you like to try a little of everything, or have a character that draws heavily on skills across multiple disciplines.

Don't expect to crush your foes just because your skills increase more quickly. In fact, these Stones may make your adventure slightly more difficult, since you'll have less time per level to find and upgrade your equipment and master advanced combat tactics.

Don't feel 'locked in' to any particular Stone blessing. If you want to try out one of the others, you can always change back later-- just fast-travel back to your Stone of choice and touch it again. It's that simple.

Other Stones



The Apprentice Stone: Located in Hjaalmarch Hold. Recover Magicka twice as fast; twice as vulnerable to magic.

This Stone offers a slightly risky option for Mages who find themselves running out of Magicka too frequently, or for Battlemages who don't want to sacrifice the protection of their armor for the Magicka Regeneration bonuses of mage robes.

The weakness to Magicka is a real liability -- especially in Warlock or Vampire dungons, where almost all of your foes cast spells -- but it can be offset by having a summoned creature or Follower to help soak up the damage.

For Bretons, this weakness is also offset by your racial Magic Resistance, making it much more palatable.



The Atronach Stone: Located in Eastmarch Hold. 50 extra points of magicka, 50% absorb spells, -50% magicka regen.

This gives you the benefits of two of the best racial abilities -- the High Elves' Highborn Magicka and the Breton's Dragonskin (as a constant effect) -- with the huge drawback of halved magicka regen.

You can easily offset or overcome this drawback by equipping mage robes or other items that increase your magicka regeneration rate.



The Lady Stone: Located in Falkreath Hold. Regenerate Health and Stamina 25% faster.

This is a solid, effective choice for offensive Warriors. The bonus isn't spectacular, but it will give you more staying power in combat. It's also an excellent choice for Vampires, as it can offset your Health and Stamina regeneration penalties while in sunlight.



The Lord Stone: Located in The Pale. 50 points of damage resistance, 25% magic resistance.

This grants you two excellent resistance bonuses in one! The damage resistance bonus is the equivalent to 50 points of armor, which is like giving your robed mage a Daedric Cuirass (and makes an already well-armored warrior even more resilient)!

The magic resistance bonus is also solid, cutting spell damage by a quarter. Overall, this is a good choice for any character who wants to shore up their defenses.



The Ritual Stone: Located in Whiterun Hold. Raises all dead around you to fight for you.

Arguably the most entertaining, as well as one of the most useful blessings, the Ritual Stone grants you a Power that raises all the dead around you -- from the mightiest Draugr Deathlord to the lowliest Chicken -- and causes them to fight for you.

Useful in a wide range of situations, this Power really shines in the large-scale battles at the end of many dungeons, where you can find yourself quickly raising 5-10 corpses to take on their former allies!



The Serpent Stone: Located in Winterhold Hold. Paralyze the target for 5 seconds, and do 25 points of damage.

Paralyze is a useful ability to have on hand, allowing you to quickly score multiple hits on a foe before they can recover, take one enemy out of the fight so you can deal with others, or simply buy yourself a few seconds to retreat and regroup.

It's especially useful when fighting individual, high-level foes. However, you can achieve the same effect with a spell or poison, so this Power may be less useful at higher levels once you have other options at your disposal.



The Shadow Stone: Located in The Rift. Invisibility for 60 seconds.

This Power is exceptionally useful for a stealthy character-- it can be invoked instantly, silently, with no Illusion Skill or casting time required.

You can achieve the same effect with a spell -- and you definitely want that spell -- but even after obtaining it, the Shadow Stone's Power can still be useful to keep around as a back-up.



The Steed Stone: Located in Haafingar Hold. Carry weight +100, no movement penalty from armor.

Although this blessing doesn't bring you the instant gratification or protection of those that help you in combat, it is worth considering the Steed Stone's ability if you rely on Heavy Armor: you'll appreciate the extra mobility and Carry Weight it affords you.

It’s also worth trying this ability before taking the Conditioned (Heavy Armor) or Unhindered (Light Armor) Perks-- you may even want to take it instead of those perks, and select another perk instead.

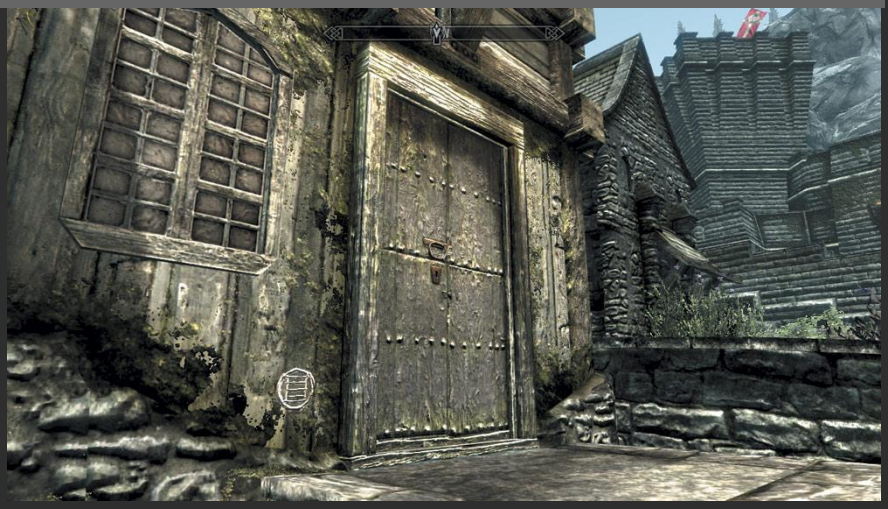


The Tower Stone: Located in Winterhold Hold. Unlock any Expert level lock (or lower) once per day.

If you constantly find yourself out of Lockpicks, or simply don’t enjoy Lockpicking, the Tower Stone’s Power will help you open one locked door or treasure chest per day. For everyone else, there are more useful abilities to choose from.

Standing Stones are all Primary Locations, and their locations are shown throughout the Atlas of this guide.

8.4 Shadowmarks



A strange rune on a building in Solitude. It has a meaning to those in the know.

Eagle-eyed adventurers may notice that some locations across Skyrim are marked with strange glyphs.

Unbeknownst to most, these runes are actually symbols used by the Thieves' Guild to indicate locations that members feel are particularly wealthy targets, safe, dangerous, or have inhabitants that may be helpful or problematic.

These symbols are known as Shadowmarks. In order to learn more about Shadowmarks, search the Thieves Guild for a book written by Delvin Mallory called Shadowmarks, which lists all of the markings that the Thieves Guild uses.

8.5 Books

Voracious readers will be pleased to learn that a wealth of knowledge can be found in dozens of different books. These fall into one of five general categories:

Skill Books



The Doors of Oblivion (Conjuration), one of only five copies of this rare book.

When read, these books increase one of your skills by a single point. There are five different Skill Books books associated with each skill (meaning 90 different book titles), but multiple copies of each book (usually 3-5 each), bringing the total number of Skill Books to well over 400.

However, you only receive a skill increase the first time you read any particular title-- rereading that book, or any of its copies, has no further effect. This means you can only use Skill Books to increase each skill by a maximum of five points.

For example: Those interested in the Sneak Skill should look for the following books: Three Thieves (four copies), 2920, Last Seed, v8 (four copies), Sacred Witness (four copies), Legend of Krately House (three copies), and The Red Kitchen Reader (five copies). This means there is a total of 20 Sneak Skill Books, and five points you can add to your Sneak from reading the first copy you encounter of each tome.

Spell Tomes



Spell Tome: Ice Storm (Destruction), which can be found in the world or purchased from select vendors.

Spell Tomes are books of magic with the sigil of their school embossed on the front cover. When you read them, the book is consumed, and you instantly learn the spell it contained.

If you later find another copy of the same Spell Tome, sell it, as it isn't of any use to you anymore. Spell Tomes can be purchased from a few select vendors, the Court Wizards in each of the Major Hold Capitals, and the mages of the College of Winterhold. You can also find Spell Tomes randomly in dungeons.

Functional Books



Lost Legends of Skyrim hints at an ancient mystery.

Functional Books describe actual locations, legends, or mysteries to be discovered in the wilds of Skyrim. When read, they add locations to your World Map, and might trigger a Quest or Objective related to the contents of the book.

There are four of these types of books, each with several copies. Once you've read one copy, you never need to read another copy of the same book, as the information is identical.

Common Books



The Lusty Argonian Maid, v2, one of only three copies of this scandalous work.

There are wide variety of other books in Skyrim. They provide stories, histories, advice on battle, fiction, and many other types of reading material to add a little flavor to your adventure.

Many of these books provide interesting asides to locations you visit. However, none of these books grant you any kind of bonus; they are simply there to be read. Across Skyrim, there are 215 different books to read (or collect, if you like).

Some are quite common, while others are rare and valuable.

Notes and Journals



A Note from Falk Firebeard of Solitude, delivered by courier during Side Quest: The Wolf Queen Awakened.

In addition to books, there are a wide variety of notes and journals used throughout your adventure to convey shorter or more personal messages, from the important to the trivial.

Some are given or found during Quests, while others can be picked up in houses and dungeons. Quest notes are listed in the appropriate Quests, while most other notes simply aren't important enough to be tracked in this guide.

But they're all worth a read, if you have the time.

Note

Sample locations of every Functional and Common book are shown in the Inventory section.

The two easiest locations to find every type of the Skill Book are also presented in the Appendices, as well as across the Atlas.

8.6 Improving Your Standing in Skyrim

Quests

Quests are a series of related objectives that make up a single mission or story.
These range from the simple to the epic, and a large amount of this guide is spent detailing every single one of them!
In game, the Quest Journal tracks all of your current and former quests, while the General Stats page keeps a count of how many quests you've completed.
Remember that there are dozens of Miscellaneous Objectives, Favor Quests, and World Encounters and Interactions to discover as well.
Every single Quest is documented later in this guide.

Tip

The Quest Target Marker is exceptionally useful, and you should always keep the target for your current quest(s) turned on.
Remember to set your Quest or Objective 'Active' first, then highlight the quest and press 'Show on Map' to display the World Map centered on the location you need to reach.
The Marker will also appear on your compass to guide you.

Favors and Friendship



When visiting a city, town, or settlement, take a moment to speak with everyone you meet.
In addition to learning more about the area, they often have a Favor or other task they could use your help with. Complete it, and they react to you much more favorably.
Keep this up among folks in the same settlement, and you'll soon hear the guards mention your pleasant reputation.
Consult the Miscellaneous Objectives and Favor Quest sections, for a list of the huge number of favors you can perform.
Making friends has a number of useful benefits:
Your friends will often be willing to help you in return.
They will occasionally give you gifts.
They may allow you to take items from their house, shop, or market stall without paying for them (you'll notice that many items are no longer marked 'steal'-- help yourself!).
They're willing to put you up for the night-- when in their home, you are no longer trespassing, and you can sleep in any bed they own.
An unscrupulous 'friend' could take advantage of this hospitality to rob them blind…
Some may even be willing to join you on your adventure if you ask! Consult the Followers list later in this section for details.

Note

Completing Favors for the inhabitants of a Hold also wins you the attention of the Jarl. Complete the Jarl's Quest or Favors, and you will be granted the title of Thane.
Thanes are granted the services of a Housecarl (see Followers), and receive more lenient treatment for crimes they commit (see Crime). You can become the Thane of any or all of the Nine Holds.

Houses

BUYING A HOUSE

When the time comes to establish yourself as more than just a wandering dragon-slayer, you can put down roots in any (or all) of Skyrim's Major Capitals by purchasing a House.

You can't just saunter into town with a hefty bag of gold and demand a dwelling, though: you must first win the trust of the Jarl. Speak to them and complete the Quests or Favors they assign until you earn their friendship and permission to buy a house in the city.

For more details on what you need to do, see the appropriate Thane Task in the Favors section.

Caution

Remember, the Civil War affects who controls each of the five major cities.

If your faction takes control of a city, you can be sure the newly-installed Jarl will reward your efforts, and may give you permission to purchase a house immediately!

With the Jarl's approval, you can now approach the Steward (who is usually nearby) and ask about purchasing a home.

The price is displayed (and is non-negotiable). Pay the Steward, and you receive the key to the dwelling.

DECORATING YOUR PROPERTY

Once you've purchased a house, you can leave it in its current (usually sparse and cobwebbed) state, or speak to the Steward again to begin decorating it.

Each house comes with a Home Decorating Guide that describes the options available to you, so you can make an informed decision about which furnishings to purchase.

In addition to purely cosmetic items like chairs or cupboards, decorations also include useful items like crafting stations, weapon racks, mannequins, and bookshelves.

Simply return to the Steward, buy the decorations you want, and when you return to your house, they have been installed.

BENEFITS OF HOME OWNERSHIP

Owning a house gives you a variety of useful benefits:

It gives you a convenient base of operations in the city, with a number of easily accessible crafting stations and a bed you own (for the Well Rested or Lover's Comfort bonuses).

You can store any weapons, armor, crafting materials, or other items you have in your house, safe in the knowledge that they will always be there when you return.

You can prominently display the weapons, artifacts, and items that you've collected on a variety of weapon racks, weapon plaques, mannequins, and bookshelves.

If you've been named Thane of the Hold, you can find your Housecarl in your house, ready to join you at a moment's notice.

If you're married (see Side Quest: The Bonds of Matrimony), you can also ask your spouse to move in with you, instead of meeting them in the inn or bedding down in their (often rudimentary) place!

Available Properties

PROUDSPIRE MANOR, SOLITUDE (HAAFINGAR HOLD)

Price: 25,000 gold

Jarl: Jarl Elisif the Fair

Steward: Falk Firebeard

Available Decorations:

Bedroom (2000)

Living Room (2000)

Alchemy Laboratory (2500)

Enchanting Laboratory (2500)

Patio Decorations (500)

Kitchen (1500)

Total Cost: 36,000 gold

VLINDREL HALL, MARKARTH (THE REACH)

Price: 8,000 gold

Jarl: Jarl Igmund or Jarl Thongvor Silverfish

Steward: Raerek or Reburrus Quintilius

Available Decorations:

Bedroom (800)

Living Room (900)

Alchemy Laboratory (1000)

Enchanting Laboratory (1000)

Entrance Hall (500)

Total Cost: 12,200 gold

BREEZEHOME, WHITERUN (WHITERUN HOLD)

Price: 5,000 gold
Jarl: Jarl Balgruuf the Greater or Jarl Vignar the Revered
Steward: Proventus Avenicci or Brill
Available Decorations:
Alchemy Laboratory (500)
Bedroom (300)
Loft (200)
Dining Room (250)
Total Cost: 6,250 gold

HJERIM, WINDHELM (EASTMARCH)

Price: 12,000 gold
Jarl: Jarl Ulfric Stormcloak or Jarl Brunwulf Free-Winter
Steward: Jorleif or Captain Lonely-Gale
Available Decorations:
Kitchen (1000)
Bedroom (1000)
Living Room (1500)
Alchemy Laboratory (1500)
Enchanting Laboratory (1500)
Armory (2000)
Clean up that murderer's mess (500)
Total Cost: 21,000 gold

Note

To purchase Hjerim, you must complete the first part of Side Quest: Blood on the Ice.

HONEYSIDE, RIFTEN (THE RIFT)

Price: 8,000 gold
Jarl: Jarl Laila Lawgiver or Jarl Maven Black-Briar
Steward: Anuriel or Hemming Black-Briar
Available Decorations:
Bedroom (600)
Kitchen (500)
Alchemy Laboratory (1000)
Enchanting Laboratory (1000)
Garden (800)
Porch (400)
Total Cost: 12,200 gold pieces

Note

The precise location of every house you can buy is indicated in the Atlas. Pictures and the exact method of purchasing each House is detailed in the Thane's Tasks, part of the Favors section of the Quests chapter.

8.7 Followers

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(Minor Spoilers)

Throughout the realm, there are those that stand ready to join you in your adventure, and are prepared to lay down their lives in your service. These selfless companions are broadly known as Followers.

Followers may join you for any number of reasons, whether because you've hired their services, helped them in the past, or are simply taking on a charge that they have an interest in.

Some join you only for the duration of a specific quest, while others will follow you indefinitely. This section explores these and other details about your Followers.

Note

Typically, you can only have only one human Follower and one animal (dog) Follower at a time, although additional Followers may join you temporarily for a quest that they have an interest in.

General Traits



Your Follower normally acts as a shadow, bodyguard, item repository, and friend.

When a Follower has agreed to join you on your adventure, there are a number of advantages they bring, and help you can expect from them.

Equipment: Your Followers will always equip the best weapons, armor, and items they have available, and try to use staffs and other items effectively.

They take their own skills and proficiencies into account when making these decisions, so all else being equal, expect Jenassa (an archer) to prefer a bow to a two-handed sword, and light armor to heavy plate.

Skills: All Followers have a specific set of favored skills (listed below), which improve as their level increases.

Unlike your character, Followers do not become better at the skills they use-- no matter how you try to force Marcurio (a mage) to be a greatsword-wielding warrior, he'll always be better with magic. Make sure to select a follower whose skill set meets your needs.

Levels: Most Followers automatically level up when you do, so there's no need to worry about a Follower 'falling behind' if you go off and adventure on your own, or want to work with someone else for a while.

Tactics: Followers will try to follow your lead whenever possible:

When you Sneak, they will Sneak as well, and stop when you do. Don't expect them to take cover on their own, though-- if you want them to hide in a particular location, order them to move to it.

When you draw or sheathe your weapons, so will they.

When attacked, they will use their best weapons, spells, and tactics to defend both themselves and you.

Catching Up: If you travel on horseback (or with the great loping strides of a werewolf), you may find that your Followers have a tendency to fall behind.

Don't worry about losing them-- there are several ways you can help them catch up.

Just Wait (using the Wait System), and they'll use the time to catch up.

Load in to any new space, and they'll be right behind you.

Fast-travel anywhere, and they'll arrive next to you.

Heading Home: If you dismiss a follower, they will return home and take up their original routine. Most followers will rejoin you if you ask, though you may need to pay for the services of Hirelings again if too much time has passed.

Death and Dying: When a Follower's health is exhausted, they will collapse. Heal them, or finish the combat and wait for their health to regenerate, and they will recover, none the worse for wear.

Caution

Be careful, though-- if you inflict lethal damage on a Follower, either directly (say, by hitting them with an errant attack) or indirectly (from the blast of a fireball), they will die. Permanently.

At Your Command

You can also issue a orders to your Followers. To issue an order, either speak to them or enter Command Mode (target them, then press and hold the Activate button until the cursor changes). The available orders are:

Wait/Follow: If you want to explore an area on your own or try a stealthy approach, use the Wait command to tell your Follower to stop shadowing you.

Once you're done, return to your Follower and tell them to accompany you again.

Note there are some situations and locations where Followers can't accompany you (such as to jail, if you're arrested).

If you leave a Follower at a location and don't return, they eventually return home.

Do Something: You can order your Follower to do something specific, which can be helpful in all kinds of situations. Move your target crosshairs onto something you want your Follower to use, take, steal, or attack, then press Activate to give the order.

Trade Items: This allows you to exchange items between your inventory and your follower's. Some notes:

All Followers start with some basic equipment. You can't take these items from them.

You can, however, give your Followers better gear, such as items that you've improved, enchanted, or think your Follower might be more adept at using.

If they judge the item is better than what they currently have, they'll equip it immediately.

You can have your Follower carry their share of the treasure, effectively turning them into a "pack mule".

This roughly doubles the amount of loot you can carry, which is handy if you're trying to gather as much as you can from a dungeon before returning to town and selling it off.

Note that your Followers do have a maximum carry weight (not shown), so there is a limit to what they can carry as well.

Part Ways: If this relationship just isn't working out, you can tell your follower that you no longer need their services. They'll head home, and you can then acquire a different follower or set off on your own.

OTHER NOTES AND TIPS

Tip

When choosing a Follower, make sure to pick one that complements your style of play. If you're adept at sneaking and silent ranged takedowns with a bow, find someone with similar prowess.

If you're a robed mage, seek the company of a powerful warrior to hold your foes at bay. Experiment around with the available Followers until you find one you enjoy adventuring with. Then add a dog!

It's almost always a good idea to bring a Follower along; they can distract foes, soak up damage on your behalf, and help you to take down enemies more quickly. However, there are two cases to be wary of:

If you plan to take a stealthy approach to your next mission, Followers can be more of a hindrance than a help.

Even with a well-outfitted stealthy follower, they can't use cover and concealment as effectively as you can. When stealth is essential, you may want to go it alone.

If you're a Mage with a lot of area-of-effect spells, the collateral damage can be lethal to your Followers.

Control your casting carefully, or leave your Follower at home and take up Conjuration instead-- Atronachs are immune to spells of their element, and Zombies are, well, dead anyway.

Note

Many Followers are also Trainers. Bring them with you, and you will be able to train whenever you like, so long as you have the funds.

You can also be romantically tied to many Followers. Consult Side Quest: The Bonds of Matrimony for more details.

Types of Followers

The following lists identify all of the characters who can become your Followers.

For each Follower, this this section identifies their primary combat style (e.g., Warrior) and their favored skills. Any prerequisites for obtaining them are also noted.

In general, Followers can be classified into five major categories:

Hirelings. Mercenaries who will accompany you if you hire them.

Housecarls. If you are named Thane of a Major Hold, the Jarl will appoint a Housecarl as your bodyguard.

Guildmates. If you join one of the major guilds, you may be able to ask your fellow guild members to follow you.

Quest or Dungeon Followers. These characters will follow you once you complete their quest or dungeon.

Favor Followers. Friends you have completed Favors for may join you if you ask.

Animal Companions. Loyal dogs who will fight at your side in combat.

Tip

To find the exact location of every Follower, simply look up the settlement mentioned in their description in the Atlas later in the guide.

Hirelings

Hirelings are mercenaries for hire, each with their own unique combat style. To purchase their services, you must pay a flat fee of 500 gold pieces. Dismiss them, they may charge you that fee again.



Belrand, in Solitude (Haafingar).
Spellsword: One-Handed, Light Armor, Destruction, Restoration



Vorstag, in Markarth (The Reach).
Warrior: One-Handed, Heavy Armor, Archery, Block



Jenassa, in Whiterun (Whiterun Hold).

Archer: Archery, Light Armor, One-Handed, Block, Sneak



Stenvar, in Windhelm (Eastmarch).

Knight: Two-Handed, Heavy Armor, Archery, Block



Marcurio, in Riften (The Rift).

Mage: Destruction, Restoration, Alteration, Conjuration, Sneak



Erik the Slayer, in Rorikstead (Whiterun Hold).

Barbarian: Two-Handed, Light Armor, Archery, Block

Notes: You must complete Miscellaneous Objective: Erik the Slayer before you can hire Erik.

Housecarls

Housecarls are bodyguards sworn to your service as Thane.



Jordis the Sword-Maiden, Housecarl of Solitude (Haafingar)
Housecarl: One-Handed, Heavy Armor, Archery, Block



Argis the Bulwark, Housecarl of Markarth (The Reach)
Housecarl: One-Handed, Heavy Armor, Archery, Block



Lydia, Housecarl of Whiterun (Whiterun Hold)
Housecarl: One-Handed, Heavy Armor, Archery, Block



Calder, Housecarl of Windhelm (Windhelm Hold)

Housecarl: One-Handed, Heavy Armor, Archery, Block



Iona, Housecarl of Riften (The Rift)

Housecarl: One-Handed, Heavy Armor, Archery, Block

The Companions

This ancient and renowned order of warriors is headquartered in Whiterun.

Companions have an extremely close bond, referring to each other as Shield-Siblings.

Once you complete their questline, they become available as Followers. Visit Jorrvaskr in Whiterun to find them.



Aela the Huntress

Archer: Archery, Light Armor, Sneak, Speech, One-Handed

Notes: Expert Trainer: Archery



Athis

Warrior: One-Handed, Block, Archery, Light Armor

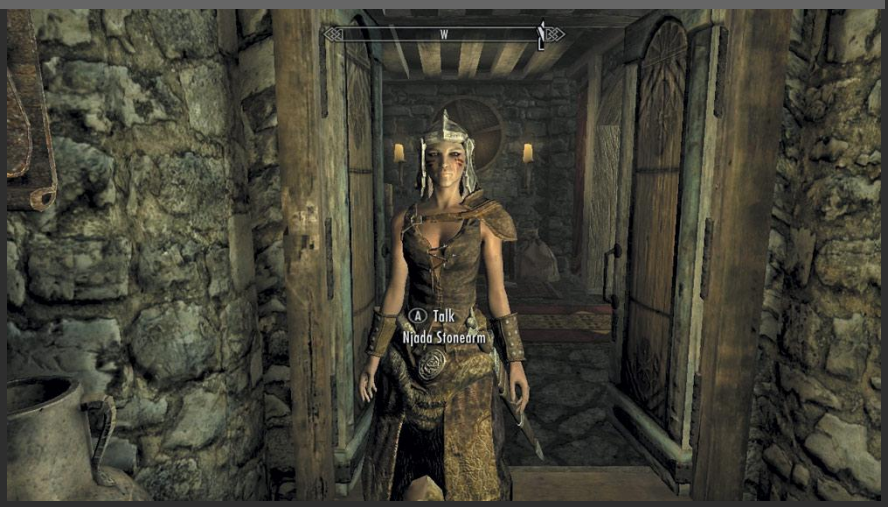
Notes: Expert Trainer: One-Handed



Farkas

Warrior: One-Handed, Heavy Armor, Smithing, Speech

Notes: Master Trainer: Heavy Armor



Njada Stonearm

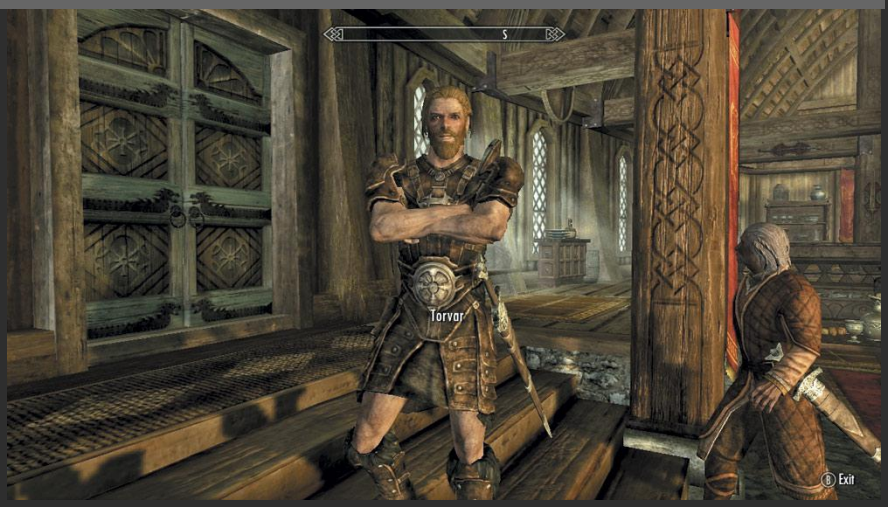
Warrior: One-Handed, Block, Speech

Notes: Expert Trainer: Block



Ria

Warrior: One-Handed, Heavy Armor, Archery, Block



Torvar

Warrior: One-Handed, Heavy Armor, Archery, Block



Vilkas

Knight: Two-Handed, Heavy Armor, Archery, Block

Notes: Master Trainer: Two-Handed

The College of Winterhold

Your fellow students at the College of Winterhold will join you once you are a member of the College and complete their specific College of Winterhold Radiant Quest.



Onmund

Sorcerer: Destruction, Illusion, One-Handed, Heavy Armor



J’Zargo

Sorcerer: Destruction, Illusion, One-Handed, Heavy Armor



Brelyna Maryon

Mage: Alteration, Illusion, Conjuration, Sneak

Dark Brotherhood Assassins

After completing the Dark Brotherhood Questline, a number of new initiates, and a strange jester are available to aid and abet you in your adventures. You’ll find them at the Dawnstar Sanctary in The Pale Hold.



Dark Brotherhood Initiate (Male and Female)
Assassin: Sneak, One-Handed, Archery, Light Armor



Cicero, the Fool of Hearts, Jester and Keeper of the Night Mother.
Assassin: Sneak, One-Handed, Archery, Light Armor

Quest-Related Followers

The following citizens of Skyrim are willing to join you after you've finished the Quest they are involved in (providing they survive the Quest as well). Consult each Quest for more information.



Adelaisa Vendicci. Side Quest: Rise in the East.
Townsperson: Alchemy, Enchanting, Smithing, Speech



Aranea. Daedric Quest: The Black Star.

Mage: Destruction, Restoration, Conjuration, Alteration



Eola. Daedric Quest: The Taste of Death.

Nightblade: Destruction, One-Handed, Alteration, Sneak



Erandur. Daedric Quest: Waking Nightmare.

Healer: Restoration, Conjuration, Speech, Alchemy



Lob. Daedric Quest: The Cursed Tribe

Archer: Archery, Light Armor, One-Handed, Block, Sneak



Ogol. Daedric Quest: The Cursed Tribe

Warrior: One-Handed, Heavy Armor, Archery, Sneak



Ugor. Daedric Quest: The Cursed Tribe

Archer: Archery, Light Armor, One-Handed, Block, Sneak

Dungeon-Related Followers

The following denizens of the Dungeons of Skyrim are available to help your cause once you clear the Dungeon you find them in. Providing they survive.



Illia. Darklight Tower (The Rift)
Mage: Destruction, Restoration, Conjuration, Alteration



Golldir. Hillgrund's Tomb (Whiterun Hold)
Warrior: One-Handed, Heavy Armor, Archery, Block

Favor Followers

The following inhabitants of Skyrim agree to join you once you've befriended them by completing a Task or Favor that they set for you. Consult Favors for more information.



Ahtar the Jailor, in Solitude's Castle Dour (Haafingar).
Knight: Two-Handed, Heavy Armor, Archery, Block



Benor, the guard lieutenant of Morthal (Hjaalmarch).
Knight: Two-Handed, Heavy Armor, Archery, Block



Cosnach, the drunkard in Markarth (The Reach).
Warrior: One-Handed, Heavy Armor, Archery, Block



Borgakh, the daughter of Bagrak, in Mor Khazgur (The Reach).
Warrior: One-Handed, Heavy Armor, Archery, Sneak



Ghorbash, the brother of the Orc Chief of Dushnikh Yal (The Reach).
Archer: Archery, Light Armor, One-Handed, Block, Sneak



Uthgerd the Unbroken, the brawling warrior of Whiterun (Whiterun Hold).
Warrior: One-Handed, Heavy Armor, Archery, Block



Sven, the minstrel and lumberjack of Riverwood (Whiterun Hold).
Townsperson: Alchemy, Enchanting, Smithing, Archery



Faendal, the hunter and lumberjack of Riverwood (Whiterun Hold)
Archer: Archery, Light Armor, One-Handed, Sneak
Notes: Journeyman Trainer: Archery



Roggi Knot-Beard, the Nord miner of Kynesgrove (Eastmarch).
Townsperson: Alchemy, Enchanting, Smithing, One-Handed



Derkeethus, the kidnapped fisherman, held in Darkwater Pass (Eastmarch).
Archer: Archery, Light Armor, One-Handed, Block, Sneak



Annekke Crag-Jumper, the adventuress of Darkwater Crossing (Eastmarch).
Archer: Archery, Light Armor, One-Handed, Block, Sneak



Mjoll the Lioness, adventuress, in Riften (The Rift).
Knight: Two-Handed, Heavy Armor, Archery, Block



Kharjo, the bodyguard for Ahkari's Caravan (Khajiit Caravans).
Warrior: One-Handed, Heavy Armor, Archery, Block

Animal Companions

Two-legged Followers aren't the only ones you can bring with you on adventures. Four-legged friends are also an option. The following Dogs (who can follow, stay, and attack, but can't carry items) are possible companions.



Vigilance, a War Dog you can purchase from Banning at Markarth Stables for 500 gold (The Reach).



Meeko, a Dog you find in the wilderness close to Meeko's Shack, in Hjaalmarch.



Stray Dog; a dog you can meet in a random World Encounter (Corpses in the Aftermath of a Dragon Attack or Dog Fending Off A Pair of Wolves).

Horses



The ultimate steed of Skyrim: Shadowmere.
Horses can be purchased and used by adventurers to speed travel between far-flung destinations. There are a number of different ways in which you can acquire a horse:

BUYING A HORSE

You can purchase a Horse at the stables adjacent to each of the five Major Hold Capitals-- the four Minor Hold Capitals (Morthal, Dawnstar, Winterhold, and Falkreath) do not have stables.
Each stable sells a particular type of horse. The price of each horse, regardless of its type, is 1,000 gold pieces.
This price is fixed, and isn't affected by your Speech Skill, Speech Perks, or other effects (such as a Potion of Haggling).
Horses are all identical in terms of speed, health, and performance; the only difference is their coloration.

AVAILABLE HORSES

Horse Type	Hold Name	Location of Purchase	Price
Black	Whiterun Hold	Whiterun Stables	1000
Brown	Eastmarch	Windhelm Stables	1000
Grey	The Reach	Riften Stables	1000
Paint	The Reach	Markarth Stables	1000
Palomino	Haafingar	Katla's Farm (Solitude)	1000
Frost	The Rift	Special	N/A
Shadowmere	Falkreath	Special	N/A

OWNING A HORSE

Horses that you've paid for are considered to be owned by you. Horses you own are always saddled, and have your name added to their title (for example, "Prisoner's Horse").
This helps you differentiate between your horse and any others that may be around-- just look for the name and saddle.
You can own all five types of horses, providing you have the gold to pay for each of them.
If you own more than one horse, the horse you've most recently ridden travels with you if you decide to fast-travel to a location.
All of your other horses return to the stables where they were purchased, and wait for you there (you can return and use them whenever you wish).

BORROWING OR STEALING A HORSE

You can steal horses from a number of different locations.
The best places to look are the stables where you can purchase a steed, any Military Camp or Military Fort, and from Wor Encounters.
To steal a horse, simply walk up to it and mount it. Stealing a Horse adds 50 to your bounty for that Hold. Dismounting from a stolen steed, and then mounting it again counts as a separate theft, adding 50 more gold to your bounty.
Horse rustling can get expensive fast.

Occasionally, you can “borrow” an unowned horse (one not marked ‘Steal’) from a Location, World Encounter, or Military Fort.
Unowned horses behave in the same manner as stolen horses, except that riding them isn’t a crime, and your bounty won’t increase.

USING A HORSE

It is important to learn what you and your steed are capable of:
Horses can move at a canter (run) and gallop (sprint) speed equal to your very best run and sprint speeds while on foot.
However, horses aren’t weighed down by your armor, and they likely have more stamina than you do, making them a faster way to travel overall.
Plus, you get to conserve your stamina, so you won’t be worn out if you find yourself ambushed by brigands on the road.
Horses can charge through or leap over low or small obstacles (essentially anything you could jump across when on foot).
Larger obstacles can’t be jumped, so avoid them or move around them.
Horses are by nature unaggressive, and although able to attack, they generally flee from combat once you dismount.
Your Followers can’t ride horses. If you ride off on horseback, your Follower will run after you, but is likely to fall behind.
When you approach your destination, you may want to stop and use the Wait command, which will give them a chance to catch up.

CONTROLLING A HORSE

When riding a horse, it’s important to note the following controls:
While riding a horse, the camera is locked into a third-person view, and the View-switch button centers the camera behind you instead.
The Activate button allows you to dismount. You must dismount in order to activate objects or speak to others.
The Jump button causes your horse to rear dramatically. You can’t jump while on horseback.
The Sprint button allows you to gallop.
While mounted, you can’t fight (attack with weapons, cast spells, Shout, or use any Powers).
Should you be attacked, quickly decide whether to fight or flee.
If you decide to fight, dismount, slay your foes, mount up again, and continue on your way. Or take advantage of the horse’s speed and stamina to barrel through your foes and gallop away-you can outrun most human adversaries if given enough time and space.

FAST-TRAVELING AND HORSES

If you own one or more horses, the horse you most recently rode will fast-travel with you.
This is handy if you’ve lost your horse after a fight, or emerged from a dungeon in a different location-- simply fast-travel somewhere nearby, and your horse will be standing next to you.
If you’re riding a stolen or borrowed horse, your horse will only fast-travel with you if you’re riding it when you trigger the fast-travel. Otherwise, you’ll leave it behind.
Horses won’t accompany you into cities, dungeons, or other interiors. If you fast-travel to a city, your horse will be left at the stables just outside.

THE DEATH OF A HORSE

While riding a horse, most of the damage from falls and enemy attacks will absorbed by your horse.
When a horse is reduced to 10% of its health or less, it drops you and tries to flee. If your horse takes lethal damage, it will die.
If you own a horse and it expires, a new horse of the same type will become available for purchase at the same stables as previously indicated.
The same cannot be said for Frost or Shadowmere; when they expire it is usually permanent.
Unique Horses: Frost and Shadowmere
There are two unique horses you may wish to seek out.
Frost: As part of Side Quest: Promises to Keep you’re tasked with stealing Frost from the Black-Briar Lodge in The Rift.
At the end of this Quest, you have the option to betray the man who sent you on that mission, Louis Letrush, and keep Frost for yourself.
If you do, you gain legal ownership of Frost. Aside from the fact this didn’t cost you any gold, Frost is a normal horse in every other respect.
Shadowmere: At the start of Dark Brotherhood Quest: The Cure for Madness, Astrid -- the leader of the Dark Brotherhood -- summons Shadowmere, a powerful steed.
From this point forward, you have ownership of Shadowmere. Aside from the fact this didn’t cost you any gold, Shadowmere has other advantages too:
He has twice the stamina and almost three times the health of a normal horse.
When injured, his health regenerates rapidly, making him extremely difficult for foes to kill.
He is much more aggressive than a normal horse, fighting with you instead of fleeing from danger.
With glowing eyes, a unique saddle, and a jet black mane, Shadowmere is the ultimate steed of Skyrim!

Carriages



Travel between Hold Capitals in some style and comfort.

If you can't afford a horse of your own, Carriages are another good way to speed your travel around Skyrim.

Outside each of the five Major Hold Capitals (generally near the stables), you can find a horse-cart hitched up and ready to go.

Speak to the driver to learn that he offers a carriage service, and will gladly ferry you to any of Skyrim's capitals for a nominal fee.

20 Gold for a ride to the Major Hold Capitals: Solitude, Markarth, Whiterun, Windhelm, or Riften.

50 Gold for a ride to the Minor Hold Capitals: Morthal, Dawnstar, Winterhold, or Falkreath Pay the fee, then head around back and activate the Carriage to climb aboard.

The driver will mention a piece of lore as you set off. A moment later, you'll find yourself at your destination.

Tip

Is this a good deal? It depends on your personal playstyle.

If you'd rather walk or ride from one location to another, you may find the journey as rewarding as the destination, with dozens of locations to explore and challenges to face along the way.

If you simply want to reach your goal as quickly as possible, a Carriage Ride will take you to the nearest city in record time.

Spend 300 gold, and you can quickly unlock all of the capital cities, allowing you to fast-travel to them whenever you wish.

8.8 Services, Collectibles and Items of Interest

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(Minor Spoilers)

In this final section of the Training Chapter, we briefly highlight the services, merchants, collectibles, and objects of interest that you can discover on your adventure.
Those marked with a "*" are tracked in the Atlas.
Those marked with a "†" have a table in the Appendix that shows every location or instance of them in the game, or in the case of Skill Books, the two easiest locations to find in the game.
Those marked with a "‡" have a chart or table elsewhere in this guide that shows all of their locations or instances.
If there's something that you're looking for that isn't listed here or in a specific location in this guide's Inventory, Bestiary, Atlas, or Appendices, it probably occurs randomly in the world, and is thus impossible to track.

Achievements/Trophies

If you want to obtain all the different Achievements (PC and Xbox 360) or Trophies (Playstation 3) that Skyrim has to offer, consult the Appendices at the end of this guide. It lists all of them, and provides advice on how to obtain each. You are wise to consult this chart now, so you know how to unlock each of these rewards ahead of time.

Services and Traders

Apothecary *†



Number Available: 12
A shop where Alchemy Ingredients and Potions are sold. Apothecaries can be found in most towns and cities, and typically display a sign such as the one shown here.

INNKEEPER/BARTENDER *†



Number Available: 15/5

The proprietors of Inns and Taverns sell food and drink, and rent rooms where weary travellers can sleep for the night. They are also a great source of local rumors, which often lead to Quests and Objectives.

BLACKSMITH/FLETCHER *†



Number Available: 33/3

In medium or large settlements, you can often find a Smithy, which typically includes a number of Smithing and crafting stations, often manned by a smith who sells weapons and armor. Most display a sign like the one shown here.

CARAVAN * ‡



Number Available: 3

Three Khajiit Caravans travel the roads of Skyrim, selling their wares and trading with anyone they meet. The routes they take are listed in the Atlas.

FOLLOWER/HIRELING *‡



Number Available: 47

A person who may be willing to join you on your adventure, lending sword or spell to your cause. Hirelings charge a fee for their services. Consult the information earlier in the Training.

STABLES/CARRIAGE DRIVERS *



Number Available: 5/5

A location, always close to a Hold Capital, where Horses can be purchased (or stolen). You can usually find a Carriage nearby as well; pay the carriage driver a nominal fee for a ride to any of Skyrim's other major cities. These are Primary Locations in the Atlas.

TRADER (VENDOR) *†



Number Available: 53

These merchants sell a variety of general goods, pawned items, and the like. Fences for stolen items are also included in this category, although not all vendors are fences (and none will serve as fences right away).

Fence: 10
Food Vendor: 9
General Goods Vendor: 19
“Special” Vendor: 3
Spell Vendor: 12

TRAINER *‡



Number Available: 50
A skilled individual (who may also be a Follower or Trader) who can help you improve a particular skill. Consult the information earlier in the Training.

Crafting Stations

Note

Due to the large number of crafting stations, only one or two examples of each type of crafting station are listed for each Hold. However, individual locations within the Atlas that have stations are noted.

ALCHEMY LAB *



A table-sized laboratory where you can mix Ingredients into potions and poisons by using your Alchemy Skill.

ARCANE ENCHANTER *



A table-sized piece of furniture where you can enchant or disenchant magical items using your Enchanting Skill.

ANVIL OR BLACKSMITH FORGE *



The tools of a Blacksmith, a Forge or Anvil allow you to forge metal, leather, and more esoteric materials into weapons, armor, and jewelry by using your Smithing Skill.

COOKING POT AND SPIT



A spit, stew-pot, or other implement where meats and ingredients can be cooked. There are a huge number of these; one in almost every house.

GRINDSTONE *



A foot-driven stone wheel that allows you to sharpen and improve weapons by using your Smithing Skill.

SMELTER *



A furnace that allows you to Smelt Ore (and some Dwarven materials) into Ingots for Smithing or selling.

TANNING RACK *



A wooden rack that allows you to dry pelts and tan them into leather (or leather strips) for Smithing or selling.

WOOD CHOPPING BLOCK



An old tree stump where you can split logs into firewood. They can be found in almost any lumber camp or settlement.

WORKBENCH *



A sturdy bench that allows you to temper and improve armor by using your Smithing Skill.

Collectibles

CAPTURED CRITTER * ‡



Number Available: 5

An insect caught in a glass jar. Find these as part of Side Quest: Captured Critters*.

CRIMSON NIRNROOT *‡



Number Available: 30+
Related Character: Avrusa Sarethi (Sarenthi Farm in The Rift)
A special red variant of the odd, chiming plant, found only in the underground realm of Blackreach. Collect these as part of Side Quest: A Return to your Roots.

DRAGON PRIEST MASK * ‡



Number Available: 10
An ancient ceremonial mask, infused with great power and borne by a formidable Dragon Priest. Find these as part of Side Quest: Masks of the Dragon Priests.

BOOKS ‡



A wide range of Spell Tomes, Functional Books, and Common Books can be found throughout the world. Consult The Inventory for more information, as well as earlier in this chapter.

SKILL BOOK *† ‡



Each of these books increases a specific Skill by a single point when first read. There are five distinct books for each Skill, for a total of 90 titles and 90 Skill Increases that you can earn (though there are multiple copies of each book). Two copies (the easiest to find) of each book are listed in the Appendices, although each Atlas location with a skill book is also flagged.

TREASURE MAP * ‡



Number Available: 12
These pieces of parchment have a visual map drawn on them, revealing the location of a hidden treasure. Consult Side Quest: The Great Skyrim Treasure Hunt for details.

UNIQUE WEAPON *†‡



Number Available: 80

These items are separated into Unique Weapons found in Dungeons, those found or given to you as part of a Quest, and Daedric Artifacts. Details about all of these weapons can be found in The Inventory section.

UNIQUE ARMOR OR ITEM *†‡



Number Available: 112
These items are separated into Unique Armor and Outfits found in Dungeons, those found or given to you as part of a Quest, and Daedric Artifacts. Details about all of these items can be found in the Inventory chapter.

UNUSUAL GEM *‡



Number Available: 24 (plus Crown)
Related Character: Vex (Thieves Guild in Riften)
Occasionally, you may stumble across one of these Unusual Gems, which are actually stones from the legendary Crown of Barenziah. Consult Thieves Guild Radiant Quest: No Stone Unturned.

Items of Interest

STANDING STONES *‡



Number Available: 13
These standing stones can be activated to receive a powerful blessing. Standing Stones are Primary Locations in the Atlas, and are described earlier in this guide.

CIVIL WAR MAPS *



These maps show the current state of the Civil War that rages across Skyrim. Activate the flags on the map to add each location to your World Map. These are flagged in the Atlas only, as each is identical.

SHRINES *†



Number Available: 69
Activate a Shrine to one of the Nine Divines to receive a blessing. The locations of these shrines are listed in the Atlas as well as the Appendices.

WORD WALLS *‡



Number Available: 42

These ancient stone walls are (usually) inscribed with one of three Words of Power from a specific Shout. Approach them and absorb their Word, then unlock it with a Dragon Soul to increase the power of your Thu'um.

DRAGON MOUNDS *‡



Number Available: 22

These ancient burial mounds mark the spot where the dragons of old were slain. Now, the dragons are being resurrected, and the Mounds are opening, one by one. Dragon Mounds are Secondary Locations in the Atlas,and are described earlier in this Training section.

9.1 Spells



Behold the charts and tables of Skyrim! The following pages deluge you with information on the thousands of spells, weapons, armor sets, and items that you can acquire during your adventure.

If you're interested in the properties of an item you haven't found yet, want to compare it to another item, or simply want to see everything that is possible to find, you'll find the information here.

There are a few general rules you should be aware of before digging in:

As described in the skills section of Training, many skills, perks, and enchantments affect the damage you do with weapons, the protection you receive from armor, and the cost of your spells.

To account for this, the game automatically calculates those effects and applies them to the spells and items you see in game.

The values listed below are the base values for the item in question: you will rarely, if ever, see these exact numbers because of the impact of your skills. But this list is still an effective way of comparing two items to gauge the relative differences between them.

Some items, especially unique weapons and armor, are marked as being Leveled. This means that the actual item you receive in game will be dependent on your level, and may have better statistics and stronger versions of the enchantments listed here.

Some enchantments and effects are said to Stack with others. This means that the benefits of those effects are cumulative; they combine to give you a stronger result.

Table I: Spells

Spells are an essential tool for many characters, from Arch-mages who have mastered the intricacies of all five Schools of Magic to those that merely dabble in sorcery to suit their needs, such as a Thief who relies on Invisibility, or a Warrior who invokes a healing spell to cure his wounds. This section lists all of the spells available to you. You will find or buy most of these in the form of Spell Tomes, although you may be taught a few of them directly.

SPELL LIST NOTES

Only spells that can be used by your character are included on this list. It does not include Powers, such as a Vampire's Embrace of Shadows or a Werewolf's Beast Form, or enemy spells or spell-like effects that you can't acquire.

All Destruction Spells have secondary effects based on their element, regardless of whether those effects are listed in the spell description.

All Fire spells can light enemies on fire, causing your foes to take additional damage for several seconds. This makes fire spells especially effective against foes with high health.

All Frost spells do Stamina damage equal to their Health damage, and slow targets by 50% for several seconds (the exact duration varies by spell). This makes them especially effective against berserkers and other foes who rely on power attacks, shield bashes, and other tactics that depend on stamina.

All Shock spells do Magicka damage equal to half their Health damage (except where otherwise noted). This makes them ideal for crippling enemy mages.

SPELL LIST KEY

Spell Name: The name of the spell as it appears in your Magic Menu.

Level: The level of the spell (Novice - Master). Unique or quest-based spells in each School of Magic are included in a 'Special' category at the bottom of the list.

Standard Cost: The cost of the spell after taking the relevant spell level perk, with the minimum skill required to do so. So Novice Spells are displayed at Skill 15, Apprentice at 25, etc. This is the most useful number, as it provides the most realistic basis for cost comparison among spells.
Base Cost: The cost of the spell at skill level 15, with no perks.
Skill 100 Cost: The cost of the spell at skill level 100, after taking all of the spell level perks. This is provided for comparison so you can see how the costs diminish as you become more proficient.
Description: The description of the spell as it appears in your Magic Menu.
Notes and Restrictions: Lists any quests or other significant limiting factors that govern when you can acquire the spell. Also provides clarifications on how the spell works, and tips on using it effectively.

ALTERATION

Spell Name	Level	Standard Cost	Base Cost	Skill 100 Cost	Description	
Candlelight	Novice	9	18	6	Creates a hovering light that lasts for 60s.	
Oakflesh	Novice	45	91	30	Improves the caster's armor rating by 40 points for 60s.	
Magelight	Apprentice	35	74	25	Ball of light that lasts 60s and sticks where it strikes.	
Stoneflesh	Apprentice	81	171	57	Improves the caster's armor rating by 60 points for 60s.	
Detect Life	Adept	37/s	88/s	29/s	Nearby living creatures, but not undead, machines, or daedra, can be seen through walls.	Excellen
Ironflesh	Adept	98	235	79	Improves the caster's armor rating by 80 points for 60s.	
Telekenesis	Adept	63/s	149/s	50/s	Can pull an object to you from a distance. Add it to your inventory or throw it.	
Waterbreathing	Adept	82	196	66	Can breathe water for 60s.	Watch for the glow around your
Detect Dead	Expert	49/s	130/s	43/s	Nearby dead can be seen through walls.	
Ebonyflesh	Expert	113	300	101	Improves the caster's armor rating by 100 points for 60s.	
Paralyze	Expert	149	396	133	Targets that fail to resist are paralyzed for 10s.	
Dragonhide	Master	248	738	248	Caster ignores 80% of all physical damage for 30s.	
Mass Paralysis	Master	278	826	278	All targets in the area that fail to resist are paralyzed for 15s.	
Equilibrium	Special - Novice	0	0	0	Converts 25 points of health into magicka per second. Caster can be killed by this effect.	Can only be found in Labyrinthian C
Transmute	Special - Adept	37	88	29	Transmute one piece of unrefined Iron Ore to Silver, or Silver Ore to Gold, if the caster is carrying any.	This spell is sometimes sold by Enthi

CONJURATION

Spell Name	Level	Standard Cost	Base Cost	Skill 100 Cost	Description	Notes and Restrictions
Bound Sword	Novice	41	82	27	Creates a magic sword for 120s. Sheathe it to dispel.	Dualcasting this spell does not give you dual bound swords. If that's what you want, cast the spell seperately in each hand.
Conjure Familiar	Novice	47	94	31	Summons a Familiar for 60s wherever the caster is pointing.	
Raise Zombie	Novice	45	90	30	Reanimate a weak dead body to fight for you for 60s.	Works on creatures up to Lv6.
Bound Battleaxe	Apprentice	70	149	50	Creates a magic battle axe for 120s. Sheathe it to dispel.	
Conjure Flame	Apprentice	62	132	44	Summons a Flame Atronach for 60s wherever the caster	Flame Atronachs do good ranged damage, but are fairly weak in melee.

Spell Name	Level	Standard Cost	Base Cost	Skill 100 Cost	Description	Notes and Restrictions
Atronach					is pointing.	
Reanimate Corpse	Apprentice	60	127	42	Reanimate a more powerful dead body to fight for you for 60s.	Works on creatures up to Lv13.
Soul Trap	Apprentice	44	94	31	If a target dies within 60s, fills a soul gem.	This spell always places the soul into the smallest soul gem that can hold it. But keep an eye on your soul gem inventory-- you don't want to waste a Grand Soul Gem on a Skeever's soul. Remember that human souls can only be captured in Black Soul Gems.
Banish Daedra	Adept	72	173	58	Weaker summoned daedra are sent back to Oblivion.	Only works on conjured daedra (not on 'permanent' ones, like those in some Warlock dungeons). Works on Daedra up to Lv15 (Familiars and Flame Atronachs). In addition to its stated effect, this spell will also stagger any Daedra it hits, making it useful in buying you some space against even higher-level foes.
Bound Bow	Adept	76	183	61	Creates a magic bow for 120s. Sheathe it to dispel.	In addition to the bow, this spell also creates bound arrows that last for the life of the bow.
Conjure Frost Atronach	Adept	79	189	63	Summons a Frost Atronach for 60s wherever the caster is pointing.	Frost Atronachs do good melee damage and have high health, but lack a ranged attack.
Revenant	Adept	68	162	54	Reanimate a powerful dead body to fight for you for 60s.	Works on creatures up to Lv21.
Command Daedra	Expert	80	214	72	Powerful summoned and raised creatures are put under your control.	Only works on conjured daedra (not on 'permanent' ones, like those in many Warlock dungeons). Works on Daedra up to Lv20 (Frost Atronachs and lower).
Conjure Dremora Lord	Expert	118	316	106	Summons a Dremora Lord for 60s.	Dremora Lords are powerful melee combatants with a number of fire spells at their disposal.
Conjure Storm Atronach	Expert	107	284	95	Summons a Storm Atronach for 60s wherever the caster is pointing.	Storm Atronachs are powerful ranged combatants.
Dread Zombie	Expert	100	266	89	Reanimate a very powerful dead body to fight for you for 60s.	Works on creatures up to Lv30.
Expel Daedra	Expert	71	190	64	Powerful summoned daedra creatures are sent back to Oblivion.	Only works on conjured daedra (not on 'permanent' ones, like those in many Warlock dungeons). Works on Daedra up to Lv20 (Frost Atronachs and lower). Staggers any Daedra it hits.
Dead Thrall	Master	296	881	296	Reanimate a dead body permanently to fight for you. Only works on people.	Works on creatures up to Lv40.
Flame Thrall	Master	267	793	267	Summons a Flame Atronach permanently.	Reward for College of Winterhold Radiant Quest: Conjuration Ritual Spell. Thralls are stronger versions of the standard atronachs. After casting this spell, consider resting or waiting to recover your magicka.
Frost Thrall	Master	326	969	326	Summons a Frost Atronach permanently.	Sold by Phinis, after completing College of Winterhold Radiant Quest: Conjuration Ritual Spell.
Storm Thrall	Master	356	1057	356	Summons a Storm Atronach permanently.	Sold by Phinis, after completing College of Winterhold Radiant Quest: Conjuration Ritual Spell.
Flaming Familiar	Special - Apprentice	24	50	17	Summons a Flaming Familiar which will charge into battle and explode.	Reward for Dungeon Quest: A Scroll for Anska. The Flaming Familiar will behave like a standard Familiar for a few seconds, then explode for 40 points of damage.
Summon Arniel's Shade	Special - Apprentice	0	0	0	Summons the Shade of Arniel Gane for 60s wherever the caster is pointing.	Reward for College of Winterhold Radiant Quest: Arniel's Endeavor. Arniel's Shade is physically weak, but a powerful spellcaster.
Summon Unbound Dremora	Special - Novice	88	176	59	Summons an unbound Dremora.	Quest spell for College of Winterhold Radiant Quest: Conjuration Ritual Spell. Summons an Unbound Dremora in a specific location for the quest. Otherwise, no effect

DESTRUCTION

Spell Name	Level	Standard Cost	Base Cost	Skill 100 Cost	Description	Notes and Restrictions
Flames	Novice	6/s	13/s	4/s	A gout of fire that does 8 points per second. Targets on fire take extra damage.	Targets on fire take more damage because they're burning; the spell doesn't do bonus damage if they're burning.
Frostbite	Novice	7/s	14/s	4/s	A blast of cold that does 8 points of damage per second to Health and Stamina.	
Sparks	Novice	8/s	16/s	5/s	Lightning that does 8 points of shock damage to Health and Magicka per second.	
Fire Rune	Apprentice	98	207	69	Cast on a nearby surface, it explodes for 50 points of fire damage when enemies come near.	Runes last indefinately, but you can only place one at a time. For best results, place them in a corridor the enemy will have to use, then pull them towards you. In a pinch, you can also cast a rune directly under an enemy to trigger the explosion immediately, although that's less efficient than your other spells.
Firebolt	Apprentice	17	36	12	A blast of fire that does 25 points of damage. Targets on fire take extra damage.	
Frost Rune	Apprentice	122	258	87	Cast on a nearby surface, it explodes for 50 points of frost damage when enemies come near.	
Ice Spike	Apprentice	25	42	14	A spike of ice that does 25 points of frost damage to Health and Stamina.	
Lightning Bolt	Apprentice	21	45	15	A bolt of lightning that does 25 points of shock damage to Health and half that to Magicka.	
Lightning Rune	Apprentice	134	284	95	Cast on a nearby surface, it explodes for 50 points of shock damage when enemies come near.	
Chain Lightning	Adept	57	137	46	Lightning bolt that does 40 points of shock damage to Health and half to Magicka, then leaps to a new target.	
Fireball	Adept	40	117	39	A fiery explosion for 40 points of damage in a 15 foot radius. Targets on fire take extra damage.	
Flame Cloak	Adept	107	254	85	For 60s, opponents in melee range take 8 points of fire damage per second. Targets on fire take extra damage.	Cloak spells are great if you expect to be in melee frequently, or prefer short-range spells (Flames, Wall of Flames, etc.), as they significantly increase your damage output.
Frost Cloak	Adept	117	278	93	For 60s, opponents in melee range take 8 points of frost damage and Stamina damage per second.	
Ice Storm	Adept	53	127	42	A freezing whirlwind that does 40 points of frost damage per second to Health and Stamina.	
Lightning Cloak	Adept	137	326	110	For 60s, nearby opponents take 8 points of shock damage and half magicka damage.	
Icy Spear	Expert	106	282	95	A spear of ice that does 60 points of frost damage to Health and Stamina.	
Incinerate	Expert	98	262	88	A blast of fire that does 60 points of damage. Targets on fire take extra damage.	
Thunderbolt	Expert	113	302	101	A Thunderbolt that does 60 points of shock damage to Health and half that to Magicka.	
Wall of Flames	Expert	39/s	104/s	35/s	Sprayed on the ground, it creates a wall of fire that does 50 points of fire damage per second.	
Wall of Frost	Expert	45/s	121/s	40/s	Sprayed on the ground, it creates a wall of frost that does 50 points of frost damage per second.	
Wall of Storms	Expert	48/s	128/s	43/s	Sprayed on the ground, it creates a wall of lightning that does 50 points of shock damage per	

Spell Name	Level	Standard Cost	Base Cost	Skill 100 Cost	Description	Notes and Restrictions
					second.	
Blizzard	Master	328	975	328	Targets take 20 points of frost damage for 10s, plus Stamina damage.	Sold by Faralda, after completing College of Winterhold Radiant Quest: Destruction Ritual Spell. Damages everything in a large radius around the caster for 10s.
Fire Storm	Master	423	1257	423	A 100 point firey explosion centered on the caster. Does more damage to closer targets.	Reward for College of Winterhold Radiant Quest: Destruction Ritual Spell. Does extra damage to things closer to the caster.
Lightning Storm	Master	41/s	122/s	41/s	Target takes 75 points of shock damage per second to Health, and half that to Magicka.	Sold by Faralda, after completing College of Winterhold Radiant Quest: Destruction Ritual Spell. Not an area-of-effect spell, Lightning Storm is a single concentrated bolt that does massive damage and disintegrates targets.
Arniel's Convection	Special - Novice	1	1	1	Burns the target 1 points per second. Targets on fire take extra damage.	Quest spell for College of Winterhold Radiant Quest: Arniel's Endeavor. Heats Dwarven Convectors for the quest. Otherwise, not especially useful.
Vampiric Drain	Special - Novice	Varies	Varies	Varies	Absorb health from the target.	A spell unique to Vampires, Vampiric Drain both damages your foes and restores your own health.

ILLUSION

Spell Name	Level	Standard Cost	Base Cost	Skill 100 Cost	Description	Notes and Restrictions
Courage	Novice	17	35	11	Target won't flee for 60s and gets some extra health and stamina.	Best used to strengthen a follower. In a pinch, you can also use it as a cheap way to stop weak enemies from fleeing.
Clairvoyance	Novice	11/s	22/s	7/s	Shows the path to the current goal.	Clairvoyance isn't a spell you'll need very often, but it can be a real help if you get lost in a dungeon.
Fury	Novice	29	59	20	Creatures and people up to Lv6 will attack anything nearby for 30s.	Targets a single foe. Best cast at range, since they'll attack anyone nearby indiscriminately, including you.
Calm	Apprentice	61	129	43	Creatures and people up to Lv9 won't fight for 30s.	Targets a single foe.
Fear	Apprentice	64	135	45	Creatures and people up to Lv9 flee from combat for 30s.	Targets a single foe.
Muffle	Apprentice	60	127	42	You move more quietly for 180s.	Silences your movement. Important for stealthy characters, or anyone who wants to try sneaking around while wearing armor.
Frenzy	Adept	77	184	62	Creatures and people up to Lv14 will attack anyone nearby for 60s.	Targets a single foe.
Rally	Adept	42	100	33	Targets won't flee for 60s and get extra health and stamina.	Targets a single foe.
Invisibility	Expert	111	295	99	Caster is invisible for 30s. Activating an object or attacking will break the spell.	Another important spell for stealthy characters. Combined with Muffle, you should be able to sneak by most foes without too much difficulty.
Pacify	Expert	96	256	86	Creatures and people up to Lv20 won't fight for 60s.	Affects all foes in a small area.
Rout	Expert	104	278	93	Creatures and people up to level 20 flee from combat for 30s.	Affects all foes in a small area.
Call to Arms	Master	194	577	194	Targets have improved combat skills, health, and stamina for 10m.	Sold by Drevis, after completing College of Winterhold Radiant Quest: Illusion Ritual Spell. Affects all allies in a large area.
Harmony	Master	312	927	312	Creatures and people up to Lv25 nearby won't fight for 60s.	Sold by Drevis, after completing College of Winterhold Radiant Quest: Illusion Ritual Spell. Affects all foes in a large area.
Hysteria	Master	257	763	257	Creatures and people up to Lv25 flee from combat for 60s.	Sold by Drevis, after completing College of Winterhold Radiant Quest: Illusion Ritual Spell. Affects all foes in a large area.
Mayhem	Master	294	873	294	Creatures and people up to Lv25 will attack anyone nearby for 60s.	Reward for College of Winterhold Radiant Quest: Illusion Ritual Spell. Affects all foes in a large area.
Vision of the Tenth Eye	Special - Novice	0	0	0	See what others cannot.	Quest spell for College of Winterhold Radiant Quest: Illusion Ritual Spell. Reveals the location of the four Master Illusion Texts needed for the quest; otherwise useless.
Vision of the Tenth Eye	Special - Novice	0	0	0	See what others cannot.	Reveals the location of the four Master Illusion Texts in Illusion Ritual Spell. Otherwise useless. Mage's Guild Radiant Quest: Illusion Ritual Spell.

RESTORATION

Spell Name	Level	Standard Cost	Base Cost	Skill 100 Cost	Description	Notes and Restrictions
Healing	Novice	5/s	11/s	3/s	Heals the caster 10 points per second.	If someone is attacking you, Healing rarely heals enough to keep you from dying. Back away and let a follower or summoned creature step in to buy you some time.
Lesser Ward	Novice	15/s	30/s	10/s	Increases armor rating by 40 points and negates up to 40 points of spell damage or effects.	A Ward's armor bonus stacks with the Alteration line of 'flesh' spells for an even stronger defense. Wards are far more effective against spells, although they tie up a hand and cost more to maintain.
Fast Healing	Apprentice	30	65	21	Heals the caster 50 points.	Direct healing spells are less efficient than heal-over-time spells, but they're faster, and may be fast enough to pull you back from the brink of death in a close battle.
Healing Hands	Apprentice	10/s	22/s	7/s	Heals the target 10 points per second, but not undead, atronachs, or machines.	
Steadfast Ward	Apprentice	24/s	51/s	17/s	Increases armor rating by 60 points and negates up to 60 points of spell damage or effects.	
Turn Lesser Undead	Apprentice	35	74	24	Undead up to Lv6 flee for 30s.	Targets a single foe.
Close Wounds	Adept	46	111	37	Heals the caster 100 points.	
Greater Ward	Adept	32/s	76/s	25/s	Increases armor rating by 80 points and negates up to 80 points of spell damage or effects.	
Heal Other	Adept	29	71	24	Heals the target 75 points, but not undead, atronachs, or machines.	
Repel Lesser Undead	Adept	42	101	34	All affected undead up to level 8 flee for 30s.	Affects all undead in the arc of fire.
Turn Undead	Adept	62	148	50	Undead up to Lv13 flee for 30s.	Targets a single foe.
Circle of Protection	Expert	56	151	50	Undead up to Lv30 entering the circle will flee.	Creates a warding circle around the location where the spell is cast.
Grand Healing	Expert	84	224	75	Heals everyone close to the caster 200 points.	Does not heal Daedra, Automatons, or Undead. But it can heal other enemies, so use this carefully.
Repel Undead	Expert	117	311	105	All affected undead up to Lv16 flee for 30s.	Affects all undead in the arc of fire.
Turn Greater Undead	Expert	88	235	79	Undead up to Lv21 flee for 30s.	Targets a single foe.
Bane of the Undead	Master	293	871	293	Sets undead up to Lv30 on fire and makes them flee for 30s.	Reward for College of Winterhold Radiant Quest: Restoration Ritual Spell. Affects all nearby undead in a large area.
Guardian Circle	Master	212	632	212	Undead up to Lv35 entering the circle will flee. Caster heals 20 health per second inside it.	Sold by Colette, after completing College of Winterhold Radiant Quest: Restoration Ritual Spell. Creates a warding circle around the location where the spell is cast.

9.2 General Weapon Data



Table II: General Data

WEAPON BASE PROPERTIES

This section lists the relative speed and stagger chance for each type of weapon, allowing you to choose the one best suited to your needs.

STANDARD WEAPON + HEAVY & LIGHT ARMOR PROGRESSION

This section lists the standard weapon and armor materials in order of increasing value and damage/armor rating.

For each material, the table identifies the level at which it normally begins to appear.

You can obtain items earlier than the indicated level in a variety of ways, such as aggressively increasing your Smithing skill, discovering an exceptional item in a treasure chest, or clearing a dungeon well above your current level.

Non-enchanted items show up at lower levels than their enchanted versions. Typically, enchanted items show up ~1-5 levels after the stated 'Commonly Available' level.

For each material, the level of the enchantments typically found on it are also listed. This is always a range, corresponding to the 'Enchantment Level' column in the Derived Enchantments Table. So, for example:

Orcish Swords can be found with Ench Level 2-4 enchantments. So you might find an Orcish Sword of Flames (Fire Damage Ench Level 4), but never an Orcish Sword of the Inferno (Fire Damage Ench Level 6).

Dragonscale Boots can be found with level 4-6 enchantments. So you might find a Dragonscale Boots of the Ox (Carry Weight Ench Level 5), but never a Dragonscale Boots of Lifting (Carry Weight Ench Level 1).

This range does not restrict the kinds of items you can enchant. So while you're never given an Orcish Sword of the Inferno, you could enchant an Orcish Sword with a comparable fire enchantment if you really wanted to.

WEAPON BASE PROPERTIES

Weapon Type	Relative Speed	Stagger Chance
	1 (slowest) - 7 (fastest)	1 (lowest) - 6 (highest)
Dagger	7	None
Sword	6	1
War Axe	5	2
Mace	4	3
Greatsword	3	4
Battleaxe	2	5
Warhammer	1	6

STANDARD HEAVY ARMOR PROGRESSION

Material	Commonly Available	Enchantment Levels
Iron	Lv 1	1-Mar
Steel	Lv 6	1-Mar
Dwarven	Lv 12	2-Apr
Steel Plate	Lv 18	2-Apr
Orcish	Lv 25	3-May
Ebony	Lv 32	3-May
Dragonplate	Lv 40	4-Jun
Daedric	Lv 48	4-Jun

STANDARD WEAPON PROGRESSION

Material	Commonly Available	Enchantment Levels
Iron	Lv 1	1-Mar
Steel	Lv 2	1-Mar
Orcish	Lv 6	2-Apr
Dwarven	Lv 12	2-Apr
Elven	Lv 19	3-May
Glass	Lv 27	3-May
Ebony	Lv 36	4-Jun
Daedric	Lv 46	4-Jun

STANDARD LIGHT ARMOR PROGRESSION

Material	Commonly Available	Enchantment Levels
Hide	Lv 1	1-Mar
Leather	Lv 6	1-Mar
Elven	Lv 12	2-Apr
Scaled	Lv 27	2-Apr
Glass	Lv 36	3-May

9.3 Weapon Properties



This section lists all of the weapons in the game and their properties.
The critical damage of all weapons is always equal to half their base damage, rounded down.
Weapons marked “Uses [Material] enchant list” have the same enchantment levels as an item of the indicated material type.
Enchanted weapons will have a higher value than shown here.
The additional value added by the enchantment depends on the type and strength of the enchantment.
Weapons marked “Leveled” have several different leveled variants; you will always receive the one most appropriate to your level.
Higher-level versions may have better statistics and stronger enchantments than the example listed here.
All weapons with the exception of Unique Weapons (of any type) can be found in a variety of locations throughout the world.
Unique Weapons are tracked in the Atlas section and Appendices of this guide. Note that unique items typically can’t be disenchanted unless their enchantment is one of the base enchantments.

STANDARD ONE-HANDED WEAPONS

Name	Damage	Weight	Value
Iron Dagger	4	2	10
Iron Mace	9	13	35
Iron Sword	7	9	25
Iron War Axe	8	11	30
Steel Dagger	5	2.5	18
Steel Mace	10	14	65
Steel Sword	8	10	45
Steel War Axe	9	12	55
Orcish Dagger	6	3	30
Orcish Mace	11	15	105
Orcish Sword	9	11	75
Orcish War Axe	10	13	90
Dwarven Dagger	7	3.5	55
Dwarven Mace	12	16	190
Dwarven Sword	10	12	135
Dwarven War Axe	11	14	165
Elven Dagger	8	4	95

Name	Damage	Weight	Value
Elven Mace	13	17	330
Elven Sword	11	13	235
Elven War Axe	12	15	280
Glass Dagger	9	4.5	165
Glass Mace	14	18	575
Glass Sword	12	14	410
Glass War Axe	13	16	490
Ebony Dagger	10	5	290
Ebony Mace	16	19	1000
Ebony Sword	13	15	720
Ebony War Axe	15	17	865
Daedric Dagger	11	6	500
Daedric Mace	16	20	1750
Daedric Sword	14	16	1250
Daedric War Axe	15	18	1500

STANDARD TWO-HANDED WEAPONS

Name	Damage	Weight	Value
Iron Battleaxe	16	20	55
Iron Greatsword	15	16	50
Iron Warhammer	18	24	60
Steel Battleaxe	18	21	100
Steel Greatsword	17	17	90
Steel Warhammer	20	25	110
Orcish Battleaxe	19	25	165
Orcish Greatsword	18	18	75
Orcish Warhammer	21	26	180
Dwarven Battleaxe	20	23	300
Dwarven Greatsword	19	19	270
Dwarven Warhammer	22	27	325
Elven Battleaxe	21	24	520
Elven Greatsword	20	20	470
Elven Warhammer	23	28	565
Glass Battleaxe	22	25	900
Glass Greatsword	21	22	820
Glass Warhammer	24	29	985

Name	Damage	Weight	Value
Ebony Battleaxe	23	26	1585
Ebony Greatsword	22	22	1440
Ebony Warhammer	25	30	1725
Daedric Battleaxe	25	27	2750
Daedric Greatsword	24	23	2500
Daedric Warhammer	27	31	4000

STANDARD BOWS

Name	Damage	Weight	Value
Long Bow*	6	5	30
Hunting Bow*	7	7	50
Orcish Bow	10	9	150
Dwarven Bow	12	10	270
Elven Bow	13	12	470
Glass Bow	15	14	820
Ebony Bow	17	16	1440
Daedric Bow	19	18	2500

(* Note: Uses iron enchant list.)

ARROWS

Name	Damage	Weight	Value
Steel Arrow	10	0	2
Orcish Arrow	12	0	3
Dwarven Arrow	14	0	4
Elven Arrow	16	0	5
Glass Arrow	18	0	6
Ebony Arrow	20	0	7
Daedric Arrow	24	0	8

SKYFORGE WEAPONS

Name	Damage	Weight	Value
Skyforge Steel Dagger*	8	2.5	25
Skyforge Steel Greatsword*	19	17	140
Skyforge Steel Sword*	10	10	70
Skyforge Steel War Axe*	14	12	80

Name	Damage	Weight	Value
Nord Hero Battle Axe**	18	22	28
Nord Hero Bow**	8	12	45
Nord Hero Greatsword**	17	18	35
Nord Hero Sword**	8	12	13
Nord Hero War Axe**	9	14	15
Nord Hero Arrow**	24	0	5

(Note: *=Sold only at Skyforge, **= Can forge at Skyforge after "The Glory of the Dead".)

ENEMY / FACTION SPECIFIC WEAPONS

Name	Damage	Weight	Value
Ancient Nord Battle Axe*	18	22	28
Ancient Nord Greatsword*	17	18	35
Ancient Nord Sword*	8	12	13
Ancient Nord War Axe*	9	14	15
Ancient Nord Bow*	8	12	45
Honed Ancient Nord Battle Axe*	21	25	50
Honed Ancient Nord Greatsword*	20	21	63
Honed Ancient Nord Sword*	11	15	23
Honed Ancient Nord War Axe*	12	16	27
Supple Ancient Nord Bow*	14	18	235
Ancient Nord Arrow	10	0	1
Dragon Priest Dagger	6	5	9
Falmer Bow	12	15	135
Falmer Sword	10	18	67
Falmer War Axe	11	21	82
Falmer Supple Bow	15	20	410
Falmer Arrow	7	0	1
Honed Falmer Sword	12	18	205
Honed Falmer War Axe	13	21	245
Forsworn Axe	14	14	81
Forsworn Bow	8	9	95
Forsworn Sword	8	12	5
Forsworn Arrow	7	0	1
Silver Greatsword	17	12	160
Silver Sword	8	7	100
Imperial Bow*	9	8	90

Name	Damage	Weight	Value
Imperial Sword*	8	10	23

(Note: *= Uses iron enchant list)

OTHER WEAPONS AMD TOOLS

Name	Damage	Weight	Value
Blades Sword*	11	10	300
Pickaxe*	5	10	5
Scimitar**	11	10	5
Woodcutter's Axe**	5	10	5

(Note: *=Required to mine ore, **= Required to chop wood)

STAFFS

Name	Damage	Weight	Value	Enchantment	Notes
Forsworn Staff	0	8	183	Flames	
Grand Staff of Charming	0	8	1393	Calm	
Grand Staff of Repulsion	0	8	1289	Repel Undead	
Grand Staff of Turning	0	8	1520	Turn Greater Undead	
Minor Staff of Turning	0	8	556	Turn Lesser Undead	
Staff of Banishing	0	8	926	Banish Daedra	
Staff of Chain Lightning	0	8	1494	Chain Lightning	
Staff of Calm	0	8	1153	Calm	
Staff of Courage	0	8	79	Courage	
Staff of Daedric Command	0	8	2307	Command Daedra	
Staff of Dread Zombies	0	8	1248	Dread Zombie	
Staff of Expulsion	0	8	2092	Expel Daedra	
Staff of Fear	0	8	2443	Fear	
Staff of Fireballs	0	8	1309	Fireball	
Staff of Firebolts	0	8	456	Firebolt	
Staff of Flames	0	8	183	Flames	
Staff of Frenzy	0	8	1149	Frenzy	
Staff of Frostbite	0	8	198	Frostbite	
Staff of Fury	0	8	803	Fury	
Staff of Ice Spikes	0	8	511	Ice Spike	
Staff of Ice Storms	0	8	1401	Ice Storm	
Staff of Inspiration	0	8	317	Rally	
Staff of Lightning Bolts	0	8	538	Lightning Bolt	
Staff of Magelight	0	8	239	Magelight	
Staff of Mending	0	8	613	Heal Other	
Staff of Paralysis	0	8	3965	Paralyze	
Staff of Reanimation	0	8	949	Reanimate Corpse	
Staff of Repulsion	0	8	675	Repel Lesser Undead	
Staff of Revenants	0	8	824	Revenant	
Staff of Soul Trapping	0	8	986	Soul Trap	
Staff of Sparks	0	8	218	Sparks	

Name	Damage	Weight	Value	Enchantment	Notes
Staff of the Familiar	0	8	926	Conjure Familiar	
Staff of the Flame Atronach	0	8	727	Conjure Flame Atronach	
Staff of the Flame Wall	0	8	1310	Wall of Flames	
Staff of the Frost Atronach	0	8	1106	Conjure Frost Atronach	
Staff of the Frost Wall	0	8	1468	Wall of Frost	
Staff of the Healing Hand	0	8	198	Healing Hands	
Staff of the Storm Atronach	0	8	1656	Conjure Storm Atronach	
Staff of the Storm Wall	0	8	1531	Wall of Storms	
Staff of Turning	0	8	1036	Turn Undead	
Staff of Vanquishment	0	8	1807	Rout	
Staff of Zombies	0	8	449	Raise Zombie	

UNIQUE WEAPONS - DUNGEONS

Name	Damage	Weight	Value	Enchantment	Notes
Aegisbane	18	24	135	Frost Damage 5	
Angi's Bow	7	7	50		
Bloodthorn	5	2.5	183	Soul Trap	
Bolar's Oathblade	11	10	1014	Damage Stamina 25, Fear	
Borvir's Dagger	8	4	18		
Bow of the Hunt	10	7	434	+20 Damage to Animals	
Ceremonial Axe	9	14	5		
Ceremonial Sword	8	12	5		
Dragon Priest Staff	0	8	1570	Wall of Flames	
Dragon Priest Staff	0	8	1431	Wall of Storms	
Drainblood Battleaxe	21	5	266	Absorb Health 15	
Drainheart Sword	11	3	73	Absorb Stamina 15	
Drainspell Bow	14	6	458	Absorb Magicka 15	
Eduj	11	9	300	Frost Damage 10	
Eye of Melka	0	8	1234	Fireball	
Froki's Bow	6	5	307	Damage Stamina 10	
Gadnor's Staff of Charming	0	8	803	Fury	
Gauldur Blackblade	8	12	234	Absorb Health	Leveled
Gauldur Blackbow	14	18	750	Absorb Magicka	Leveled
Ghostblade	8	1	300	+3 Damage (Ignores Armor)	
Halldir's Staff	0	8	1874	Calm & Soul Trap	
Hevnoraak's Staff	0	8	1791	Wall of Storms	
Lunar Iron Mace	9	13	99	Bonus Fire Damage at Night	Leveled
Lunar Iron Sword	7	9	89	Bonus Fire Damage at Night	Leveled
Lunar Iron War Axe	8	11	94	Bonus Fire Damage at Night	Leveled
Lunar Steel Mace	10	14	129	Bonus Fire Damage at Night	Leveled
Lunar Steel Sword	8	10	69	Bonus Fire Damage at Night	Leveled
Lunar Steel War Axe	9	12	119	Bonus Fire Damage at Night	Leveled
Notched Pickaxe	5	10	303	Fortify Smithing 5, Shock Damage 5	Can be used to mine ore.
Okin	12	11	320	Frost Damage 10	

Name	Damage	Weight	Value	Enchantment	Notes
Poacher's Axe	5	10	31	+3 Damage to Animals	
Red Eagle's Bane	11	15	345	Burn Undead, Turn Undead	
Red Eagle's Fury	8	12	97	Fire Damage 5	
Rundi's Dagger	5	2.5	18		
Spider Control Rod	1	8	153	Place Spider Beacon	
Staff of Hag's Wrath	0	8	1310	Wall of Flames	
Staff of Jyrik Gauldurson	0	8	594	Lightning Bolt	
Steel Battleaxe of Fiery Souls	18	21	320	Soul Trap, Fire Damage 10	
The Longhammer	21	18	90	Faster swings	
The Pale Blade	8	12	169	Frost Damage, Fear	Leveled
The Woodsman's Friend	17	20	28		
Trollsbane	20	25	121	Fire Damage 15 to Trolls	
Windshear	11	10	40	Knockdown on Bash 60%	

UNIQUE WEAPONS - QUEST REWARDS

Name	Damage	Weight	Value	Enchantment	Notes
Blade of Woe	12	7	880	Absorb Health 10	
Chillrend	10	11	552	Frost Damage, Paralyze	Leveled
Dragonbane	10	10	789	Shock Damage, Bonus Damage to Dragons	Leveled
Firiniel's End	13	12	785	Frost Damage 20	
Keening	8	4	13	Absorb Health, Magicka, Stamina 10	
Nightingale Blade	10	11	426	Absorb Health, Absorb Stamina	Leveled
Nightingale Bow	12	9	493	Frost Damage, Shock Damage	Leveled
Shiv	5	2	5		
Staff of Magnus	0	8	1468	Absorb Magicka, then Health	
The Rueful Axe	22	10	1183	Damage Stamina 20	
Valdr's Lucky Dagger	5	2.5	15	25% Critical Hit Chance	
Wuuthrad	25	25	2000	1.2x Damage to Elves	

UNIQUE WEAPONS - QUEST ITEMS

Name	Damage	Weight	Value	Enchantment	Notes
Alessandra's Dagger	5	1	10		
Amren's Family Sword	7	9	25		
Balgruuf's Greatsword	17	17	200		
Blade of Sacrifice	10	4	144		
Broken Staff	17	10	5		

Name	Damage	Weight	Value	Enchantment	Notes
Dravin's Bow	8	7	50		
Ghorbash's Ancestral Axe	8	11	30		
Grimsever	12	14	727	Frost Damage 15	
Headsman's Axe	17	11	15		
Hjalti's Sword	8	12	13		
Kahvozein's Fang	6	5	9		
Nettlebane	6	10	5		
Queen Freydis's Sword	8	10	45		
Rusty Mace	7	13	5		
Shagrol's Warhammer	21	26	200		
Staff of Arcane Authority	0	8	2443	Fear	
Staff of Tandil	0	8	2530	Mass Calm	
Steel Sword	8	10	23		

9.4 Armor and Clothing



Table IV: Armor

This section lists all of the armor, robes, and other clothing available to you, and their properties.
Armor and Clothing marked “Uses [Material] enchant list” has the same enchantment levels as an item of the indicated material type.
Circlets, Rings, and Necklaces may appear with armor enchantments of any level.
Enchanted armor will have a higher value than shown here. The additional value added by the enchantment depends on the type and strength of the enchantment.
Armor and Clothing marked “Leveled” has several different leveled variants; you will always receive the one most appropriate to your level.
Higher-level versions may have better statistics and stronger enchantments than the example listed here.
All shields are listed as being ‘Heavy Armor’. However, they don’t count as Heavy Armor for the purposes of skills or perks. For example:
Your Heavy Armor skill doesn’t make you any better with a shield.
If you have perks that only work if you’re wearing a full set of light armor or no armor, holding a shield doesn’t count against you.
Clothing often comes in a variety of appearances that aren’t distinguished by name (there are at least a half-dozen ‘boots’, for example). So a representative item from each set has been listed here.
Be aware that an item’s appearance and properties may vary slightly between instances of these items.
All Armor and Clothing, with the exception of Unique Armor (of any type) can be found in a variety of locations throughout the world.
Unique Armor and Outfits are tracked in the Atlas Chapter and Appendices of this guide.

STANDARD HEAVY ARMOR SETS

Name	Armor	Weight	Value	Type
Iron Armor	25	30	125	Heavy
Iron Boots	10	6	25	Heavy
Iron Gauntlets	10	5	25	Heavy
Iron Helmet	15	5	60	Heavy
Iron Shield	20	12	60	Heavy
Steel Armor	31	35	275	Heavy
Steel Cuffed Boots	12	8	55	Heavy
Steel Shin Boots	12	8	55	Heavy
Steel Nordic Gauntlets	12	4	55	Heavy
Steel Imperial Gauntlets	12	4	55	Heavy
Steel Helmet	17	5	125	Heavy

Name	Armor	Weight	Value	Type
Steel Horned Helmet	17	5	125	Heavy
Steel Shield	24	12	150	Heavy
Dwarven Armor	34	45	400	Heavy
Dwarven Boots	13	10	85	Heavy
Dwarven Gauntlets	13	8	85	Heavy
Dwarven Helmet	18	12	200	Heavy
Dwarven Shield	26	12	225	Heavy
Steel Plate Armor	40	38	625	Heavy
Steel Plate Boots	14	9	125	Heavy
Steel Plate Gauntlets	14	6	125	Heavy
Steel Plate Helmet	19	6	300	Heavy
Steel Plate Shield	28	14	325	Heavy
Orcish Armor	40	35	1000	Heavy
Orcish Boots	15	7	200	Heavy
Orcish Gauntlets	15	7	200	Heavy
Orcish Helmet	20	8	500	Heavy
Orcish Shield	30	14	500	Heavy
Ebony Armor	43	38	1500	Heavy
Ebony Boots	16	7	275	Heavy
Ebony Gauntlets	16	7	275	Heavy
Ebony Helmet	21	10	750	Heavy
Ebony Shield	32	14	750	Heavy
Dragonplate Armor	46	40	2125	Heavy
Dragonplate Boots	17	8	425	Heavy
Dragonplate Gauntlets	17	8	425	Heavy
Dragonplate Helmet	22	8	1050	Heavy
Dragonplate Shield	34	15	1050	Heavy
Daedric Armor	49	50	3200	Heavy
Daedric Boots	18	10	625	Heavy
Daedric Gauntlets	18	6	625	Heavy
Daedric Helmet	23	15	1600	Heavy
Daedric Shield	36	15	1600	Heavy

STANDARD LIGHT ARMOR SETS

Name	Armor	Weight	Value	Type
Hide Armor	20	5	50	Light
Hide Boots	5	1	10	Light

Name	Armor	Weight	Value	Type
Hide Bracers	5	1	10	Light
Hide Helmet	10	2	25	Light
Hide Shield	15	4	25	Light
Leather Armor	26	6	125	Light
Leather Boots	7	2	25	Light
Leather Bracers	7	2	25	Light
Leather Helmet	12	2	60	Light
Elven Armor	29	4	225	Light
Elven Boots	8	1	45	Light
Elven Gauntlets	8	1	45	Light
Elven Helmet	13	1	110	Light
Elven Shield	21	4	115	Light
Scaled Armor	32	6	350	Light
Scaled Horn Armor	32	6	350	Light
Scaled Boots	9	2	70	Light
Scaled Bracers	9	2	70	Light
Scaled Helmet	14	2	175	Light
Glass Armor	38	7	900	Light
Glass Boots	11	2	190	Light
Glass Gauntlets	11	2	190	Light
Glass Helmet	16	2	450	Light
Glass Shield	27	6	450	Light
Dragonscale Armor	41	10	1500	Light
Dragonscale Boots	12	3	300	Light
Dragonscale Gauntlets	12	3	300	Light
Dragonscale Helmet	17	4	750	Light
Dragonscale Shield	29	6	750	Light

STANDARD ARMOR PIECES

These pieces are not part of a complete set,but use enchantments from the standard list.

Name	Armor	Weight	Value	Type
Banded Iron Armor	28	35	200	Heavy
Banded Iron Shield	22	12	100	Heavy
Studded Armor	23	6	75	Light

These pieces are not part of a complete set,but use enchantments from the standard list.

Name	Armor	Weight	Value	Type
Elven Gilded Armor	35	4	550	Light

SOLDIER AND GUARD ARMOR

Name	Armor	Weight	Value	Type
Imperial Light Armor*	23	6	75	Light
Imperial Light Boots*	6	2	15	Light
Imperial Light Bracers*	6	1	15	Light
Imperial Light Helmet*	11	2	35	Light
Imperial Light Shield*	19	4	40	Light
Studded Imperial Armor*	23	6	125	Light
Imperial Armor**	25	35	100	Heavy
Imperial Boots**	10	8	20	Heavy
Imperial Bracers**	10	4	15	Heavy
Imperial Helmet**	15	5	50	Heavy
Imperial Helmet	18	5	30	Heavy
Imperial Officer's Helmet	17	4	30	Heavy
Imperial Shield	20	12	50	Heavy
Stormcloak Cuirass	21	8	25	Light
Stormcloak Helmet	10	2	12	Light
Fur Boots	5	2	5	Light
Fur Gauntlets	5	2	5	Light
Stormcloak Officer Armor	27	8	35	Light
Stormcloak Officer Boots	7	2	7	Light
Stormcloak Officer Bracers	7	2	7	Light
Stormcloak Officer Helmet	12	2	15	Light
Eastmarch Guard Helmet	12	2	12	Light
Falkreath Guard's Armor	23	6	75	Light
Falkreath Guard's Helmet	11	2	35	Light
Falkreath Guard's Shield	17	3	40	Heavy
Hjaalmarch Guard's Armor	23	6	75	Light
Hjaalmarch Guard's Helmet	11	2	35	Light

Name	Armor	Weight	Value	Type
Hjaalmarch Guard's Shield	17	3	40	Heavy
Markarth Guard's Armor	23	6	75	Light
Markarth Guard's Helmet	11	2	35	Light
Markarth Guard's Shield	17	3	40	Heavy
Pale Guard's Armor	23	6	75	Light
Pale Guard's Helmet	11	2	35	Light
Pale Guard's Shield	17	3	40	Heavy
Riften Guard's Armor	23	6	75	Light
Riften Guard's Helmet	11	2	35	Light
Riften Guard's Shield	17	3	40	Heavy
Solitude Guard's Armor	23	6	75	Light
Solitude Guard's Helmet	11	2	35	Light
Solitude Guard's Shield	17	3	40	Heavy
Whiterun Guard's Armor	23	6	75	Light
Whiterun Guard's Helmet	11	2	35	Light
Whiterun Guard's Shield	17	3	40	Heavy
Windhelm Guard's Shield	17	3	40	Heavy
Winterhold Guard's Armor	23	6	75	Light
Winterhold Guard's Helmet	11	2	35	Light
Winterhold Guard's Shield	17	3	40	Heavy

(Note: *= Uses Leather enchant list **= Uses Steel enchant list)

ENEMY / FACTION SPECIFIC ARMOR

Name	Armor	Weight	Value	Type
Ancient Nord Armor	25	28	125	Heavy
Ancient Nord Boots	10	5	25	Heavy
Ancient Nord Gauntlets	10	4	25	Heavy
Ancient Nord Helmet	15	4	60	Heavy
Blades Armor	44	45	400	Heavy
Blades Boots	13	10	85	Heavy
Blades Gauntlets	13	8	85	Heavy
Blades Helmet	18	12	200	Heavy
Blades Shield	26	12	225	Heavy
Falmer Armor	31	20	275	Heavy
Falmer Boots	12	4	55	Heavy
Falmer Gauntlets	12	4	55	Heavy
Falmer Helmet	10	5	25	Heavy

Name	Armor	Weight	Value	Type
Falmer Shield	28	15	10	Heavy
Forsworn Armor	26	6	100	Light
Forsworn Boots	7	2	20	Light
Forsworn Gauntlets	7	2	20	Light
Forsworn Headdress	12	2	50	Light
Fur Armor	23	6	50	Light
Fur Bracers	6	1	10	Light
Fur Helmet	11	1	23	Light
Fur Shoes	6	2	4	Light
Penitus Oculatus Armor	23	6	75	Light
Penitus Oculatus Boots	6	1	15	Light
Penitus Oculatus Bracers	6	1	15	Light
Penitus Oculatus Helmet	11	1	35	Light
Thalmor Boots	5	1	10	
Thalmor Gloves	5	1	10	
Thalmor Hood	5	1	10	
Thalmor Robes*	0	4	410	
Hooded Thalmor Robes*	20	5	410	
Elven Light Armor	26	4	125	Light
Elven Light Boots	7	1	25	Light
Elven Light Gauntlets	7	1	25	Light
Elven Light Helmet	12	1	60	Light
Wolf Armor	31	20	55	Heavy
Wolf Boots	12	4	11	Heavy
Wolf Gauntlets	12	4	11	Heavy
Wolf Helmet	17	4	125	Heavy
Vaermina Robes	8	5	10	

(Note: *= Destructive spells cost 12% less to cast)

STANDARD ROBES AND HOOD

Name	Armor	Weight	Value	Notes
Black Robes	0	1	5	
Blue Robes	0	1	5	
College Robes	0	1	10	
Hooded Black Robes	0	1	5	
Hooded Blue Robes	0	1	5	

Name	Armor	Weight	Value	Notes
Mantled College Robes	0	1	5	
Black Mage Robes	0	1	153	+ 50% Magicka Regen
Hooded Black Mage Robes	0	1	55	+ 50% Magicka Regen
Necromancer Robes	0	1	55	+ 50% Magicka Regen
Hooded Necromancer Robes	0	1	55	+ 50% Magicka Regen
Robes	0	1	5	Uses Warlock Robes enchant list
Novice Robes	0	1	153	+50% Magicka regen, additionally uses College robes enchant list
Apprentice Robes	0	1	539	+75% Magicka regen, additionally uses College robes enchant list
Adept Robes	0	1	977	+100% Magicka regen, additionally uses College robes enchant list
Expert Robes	0	1	1517	+125% Magicka regen, additionally uses College robes enchant list
Master Robes	0	1	2298	+150% Magicka regen, additionally uses College robes enchant list
Novice Hood	0	1	305	+30 Magicka
Apprentice Hood	0	1	415	+40 Magicka
Adept Hood	0	1	528	+50 Magicka

JEWELRY - CIRCLETS

Name	Armor	Weight	Value
Copper and Onyx Circlet	0	2	50
Copper and Moonstone Circlet	0	2	100
Copper and Ruby Circlet	0	2	150
Copper and Sapphire Circlet	0	2	200
Silver and Moonstone Circlet	0	2	250
Jade and Sapphire Circlet	0	2	300
Jade and Emerald Circlet	0	2	350
Silver and Sapphire Circlet	0	2	400
Gold and Ruby Circlet	0	2	450
Gold and Emerald Circlet	0	2	500

JEWELRY - RINGS

Name	Armor	Weight	Value
Silver Ring	0	0.25	30
Gold Ring	0	0.25	75
Silver Garnet Ring	0	0.25	160
Silver Amethyst Ring	0	0.25	180
Silver Ruby Ring	0	0.25	260
Gold Sapphire Ring	0	0.25	500
Gold Emerald Ring	0	0.25	700

Name	Armor	Weight	Value
Gold Diamond Ring	0	0.25	900

JEWELRY - KNECKLACES & AMULETS

Name	Armor	Weight	Value
Silver Necklace	0	0.5	60
Gold Necklace	0	0.5	120
Silver Jeweled Necklace	0	0.5	380
Gold Jeweled Necklace	0	0.5	485
Gold Ruby Necklace	0	0.5	550
Silver Sapphire Necklace	0	0.5	580
Silver Emerald Necklace	0	0.5	830
Gold Diamond Necklace	0	0.5	1200
Ancient Nord Amulet	0	1	100

JEWELRY - DIVINE AMULETS

Name	Armor	Weight	Value	Type	Enchantment
Amulet of Akatosh	0	1	89		+25% Magicka Regen
Amulet of Arkay	0	1	114		+10 Health
Amulet of Dibella	0	1	118		+15 Speechcraft
Amulet of Julianos	0	1	108		+10 Magicka
Amulet of Kynareth	0	1	96		+10 Stamina
Amulet of Mara	0	1	316		Restoration spells cost 10% less to cast.
Amulet of Stendarr	0	1	196		Shields block 10% more damage.
Amulet of Talos	0	1	25		Time between Shouts reduced by 20%.
Amulet of Zenithar	0	1	511		Prices are 10% better.

UNIQUE ARMOR - DUNGEON REWARDS

Name	Armor	Weight	Value	Type	Enchantment
Ancient Helmet of the Unburned	15	4	841	Heavy	Resist Fire 40%
Diadem of the Savant	7	4	1201	Light	All spells cost 5% less to cast.
Fjola's Wedding Band	0	0.3	150		
Gloves of the Pugilist	5	2	194	Light	+10 Unarmed damage
Helm of Yngol	21	8	565	Heavy	Resist Frost 30%
Ironhand Gauntlets	12	4	444	Heavy	Improve Two-Handed 15%

Name	Armor	Weight	Value	Type	Enchantment
Kyne's Token	0	1	325		Improve Archery 5%, Damage from Animals -10%
Movarth's Boots	5	1	792	Light	Improve Sneaking 15
Predator's Grace	5	1	117	Light	Muffle, Stamina Regenerates Faster
Targe of the Blooded	20	8	300	Heavy	Bashes do 3 Bleeding Damage / 5s.

UNIQUE ARMOR - DRAGON PRIEST MASKS

Name	Armor	Weight	Value	Type	Enchantment
Hevnoraak	23	9	891	Heavy	+40 Heavy Armor
Konahrik	24	7	3200	Heavy	Heal wearer and damage enemies when health is low. Chance to summon a Dragon Priest.
Krosis	21	5	1615	Light	Improve Lockpicking 20%, Archery 20%, Alchemy 20%
Morokei	5	4	637	Light	+100% Magicka Regen
Nahkriin	23	9	2173	Heavy	+50 Magicka; Improve Destruction 20%, Restoration 20%
Otar	23	9	1521	Heavy	Resist Fire 30%, Resist Frost 30%, Resist Shock 30%
Rahgot	23	9	962	Heavy	+70 Stamina
Vokun	23	9	2182	Heavy	Improve Conjuration 20%, Illusion 20%, Alteration 20%
Volsung	23	9	4611	Light	+20 Carry Weight, Improve Prices 20%, Waterbreathing
Wooden Mask	2	2	40	Light	Timeshift the Labyrinthian Sanctuary

UNIQUE ARMOR - QUEST REWARDS

Name	Armor	Weight	Value	Type	Enchantment	Notes
Amulet of Articulation	2	1	1067	Light	Improve Speech, Persuade checks always succeed	Note: Leveled
Ancient Shrouded Armor	33	5	617	Light	Resist Poison 100%	
Ancient Shrouded Boots	12	0.5	355	Light	Muffle	
Ancient Shrouded Cowl	15	1	1199	Light	Improve Archery 35%	
Ancient Shrouded Gloves	12	1	175	Light	Double One-Handed sneak attack damage	
Archmage's Robes	0	1	2409		All spells cost 15% less to cast	
Armor of the Old Gods	24	3	611	Light	Destruction spells cost 15% less to cast	
Asgeir's Wedding Band	0	0.3	100			
Boots	0	1	603		Resist Shock 40%	
Boots of the Old Gods	7	1.5	1104	Light	Improve Sneak 20%	
Cicero's Boots	0	0.5	355		Muffle	
Cicero's Clothes	0	1	1946		Improve One-Handed 20%, Improve Prices 20%	
Cicero's Gloves	0	0.5	175		Double One-Handed sneak attack damage	
Cicero's Hat	0	0.5	2168		Improve Sneak 35%	
Gauldur Amulet Fragment (Folgunthur)	0	0.5	816		+30 Health	
Gauldur Amulet Fragment (Geirmund's Hall)	0	0.5	753		+30 Stamina	

Name	Armor	Weight	Value	Type	Enchantment	Notes
Gauldur Amulet Fragment (Saarthal)	0	0.5	795		+30 Magicka	
Gauntlets of the Old Gods	8	0.5	592	Light	Improve Archery 20%	
Guild Master's Armor	38	10	1779	Light	+50 Carry Weight	
Guild Master's Boots	11	2	649	Light	Improve Pickpocket 35%	
Guild Master's Gloves	11	2	599	Light	Improve Lockpick 35%	
Guild Master's Hood	16	3	1252	Light	Improve Speech 20%	
Helm of Winterhold	17	5	125	Heavy		
Helmet of the Old Gods	12	1	345	Light	+30 Magicka	
Jester's Boots	0	1	305		Muffle	
Jester's Clothes	0	1	1163		Improve One-Handed 12%, Improve Prices 12%	
Jester's Gloves	0	0.5	125		Double One-Handed sneak attack damage	
Jester's Hat	0	0.5	1806		Improve Sneak 30%	
Jeweled Amulet	0	0.5	1000			
Linwe's Armor	31	8	368	Light	+15 Stamina	
Linwe's Boots	11	2	837	Light	Improve Sneak 15%	
Linwe's Gloves	11	2	483	Light	Improve One-Handed 15%	
Linwe's Hood	16	2	563	Light	Improve Archery 15%	
Mage's Circlet	0	2	509		Improve Magicka	Levelled
Muiri's Ring	0	0.3	434		Improve Alchemy 15%	Bonus reward for Dark Brotherhood quest: Sentenced to Death
Necromancer Amulet	0	0.5	2635		+50 Magicka, Improve Conjuration 25%, -75% Health and Stamina Regen	
Nightingale Armor	34	12	1249	Light	+ Stamina, Resist Frost	
Nightingale Boots	10	2	295	Light	Muffle	
Nightingale Gloves	10	2	819	Light	Improve Lockpick, Improve One-Handed	
Nightingale Hood	15	2	804	Light	Imrove Illusion	Levelled
Nightweaver's Band	0	0.3	1131		Improve Sneak 10%, Destruction 10%	
Savos Aren's Amulet	0	1	818		+50 Magicka	
Shield of Solitude	26	12	555	Heavy	Resist Magic, Improve Block	Levelled
Shield of Ysgramor	30	12	1715	Heavy	+20 Health, Resist Magic 20%	
Shrouded Armor	29	7	373	Light	Resist Poison 50%	
Shrouded Boots	8	2	305	Light	Muffle	
Shrouded Cowl	13	2	677	Light	Improve Archery 20%	
Shrouded Cowl Maskless	13	2	677	Light	Improve Archery 20%	
Shrouded Gloves	8	2	125	Light	Backstab does double damage	
Shrouded Hand Wraps	0	0.5	50	Light	Double One-Handed sneak attack damage	
Shrouded Hood	0	0.5	1485	Light	Improve Sneak 25%	
Shrouded Robes	0	0.5	711	Light	Improve Destruction 15%	
Shrouded Shoes	0	0.5	150		Muffle	
Silver-Blood Family Ring	0	0.3	772		Improve Smithing 20%	
The Bond of Matrimony	0	0.3	496		Improve Restoration 10%	
The Gauldur Amulet	0	0	1864		+30 Health, +30 Magicka, +30 Stamina	
Thieves Guild Armor	29	7	665	Light	+20 Carry Weight	
Thieves Guild Armor (Improved)	30	6	1299	Light	+35 Carry Weight	
Thieves Guild Boots	9	1.5	241	Light	Improve Pickpocket 15%	
Thieves Guild Boots (Improved)	10	1	479	Light	Improve Pickpocket 25%	
Thieves Guild Gloves	9	1	222	Light	Improve Lockpick 15%	
Thieves Guild Gloves (Improved)	10	1	445	Light	Improve Lockpick 25%	
Thieves Guild Hood	13	1.5	551	Light	Improve Prices 10%	
Thieves Guild Hood (Improved)	15	1	967	Light	Improve Prices 15%	
Tumblerbane Gloves	7	2	325	Light	Improve Lockpick 20%	

Name	Armor	Weight	Value	Type	Enchantment	Notes
Vittoria's Wedding Band	0	0.3	100			
Worn Shrouded Armor	20	6	80	Light		
Worn Shrouded Boots	3	2	45	Light		
Worn Shrouded Cowl	8	2	50	Light		
Worn Shrouded Gloves	4	2	50	Light	Backstab does double damage	

UNIQUE ARMOR - QUEST ITEMS

Name	Armor	Weight	Value	Type	Enchantment	Notes
Andurs' Amulet of Arkay	0	1	294		+10 Health	
Calcelmo's Ring	0	0.3	20			
Charmed Necklace	0	0.5	790		+25 Carry Weight	
Cursed Ring of Hircine	0	0.3	50		Random werewolf transformations. No effect except on Werewolves	
Enchanted Ring	0	0.3	207		+20 Health	
Execution Hood	0	0.5	5			
Fjotli's Silver Locket	0	0.5	30			
Focusing Gloves	0	0	0			
Hrolfdir's Shield	24	12	60	Heavy		
Ilas-Tei's Ring	0	0.3	40			
Jagged Crown	23	9	5000	Heavy		
Leather Hood	0	1	10			
Madesi's Silver Ring	0	0.3	10			
Moon Amulet	0	0.5	250			
Noster's Helmet	11	2	35	Light		
Ogmund's Amulet of Talos	0	1	25		Time between Shouts reduced by 20%	
Party Boots	0	0	25			
Party Clothes	0	1	25			
Raerek's Inscribed Amulet of Talos	0	1	205		Time between Shouts reduced by 20%	
Reyda's Necklace	0	0.5	30			
Ring of Pure Mixtures	0	0.3	337		Improve Alchemy 12%	
Roggi's Ancestral Shield	20	12	60	Heavy		
Saarthal Amulet	0	0.8	184		Spells cost 3% less to cast.	
Shahvee's Amulet of Zenithar	0	1	691		Improve Prices 10%	
Strange Amulet	0	0	1000			
The Forgemaster's Fingers	10	5	394	Heavy	Improve Smithing 15%	
Viola's Gold Ring	0	0.3	75			
Yisra's Necklace	0	0.5	50			

CLOTHES - STANDARD OUTFITS

(Common clothes worn by people throughout Skyrim. Most outfits have several visual styles, but similar or identical names.)

Name	Armor	Weight	Value	Type
Arm Bandages	0	0.5	1	
Belted Tunic	0	1	2	
Blacksmith's Apron	0	1	8	
Boots	0	1	3	
Brown Robes	0	1	5	
Child's Clothes	0	1	4	
Clothes	0	1	5	
College Boots	8	0	0	Light
Cowl	0	1	1	
Cuffed Boots	0	1	25	
Embellished Robes	2	3	100	
Embroidered Garment	0	1	100	
Fine Armguards	7	0.5	25	Light
Fine Boots	0	0	20	
Fine Clothes	0	1	50	
Fine Hat	0	0.5	25	
Fine Raiment	0	1	100	
Footwraps	0	1	1	
Fur-lined Boots	0	1	25	
Fur-Trimmed Cloak	0	1	100	
Gilded Wristguards	7	0.5	21	Light
Gloves	0	0.5	1	
Green Robes	0	1	5	
Grey Robes	0	1	5	
Hammerfell Garb	0	1	5	
Hat	0	0.5	1	
Head bandages	5	0	0	
Hooded Brown Robes	0	1	5	
Hooded Green Robes	0	1	5	
Hooded Grey Robes	0	1	5	
Hooded Monk Robes	0	1	5	
Hooded Necromancer Robes	0	1	5	
Hooded Red Robes	0	1	5	
Mage Hood	0	1	1	
Mantled College Robes	0	1	5	
Miner's Clothes	0	1	2	
Monk Robes	0	1	5	
Necromancer Robes	0	1	5	
Noble Clothes	2	3	100	
Pleated Shoes	0	1	25	
Radiant Raiment Fine Clothes	0	1	55	
Ragged Boots	0	1	1	
Ragged Cap	0	0.5	1	
Ragged Robes	1	1	1	
Ragged Trousers	0	1	1	
Red Robes	0	1	5	
Redguard Boots	0	1	3	
Refined Tunic	2	3	100	
Roughspun Tunic	0	1	1	
Shoes	1	0	2	

Name	Armor	Weight	Value	Type
Chef's Tunic	0	1	8	
Chef's Hat	0	0.5	1	
Mourner's Hat	0	0.5	1	
Mourner's Clothes	0	1	2	
Alik'r Hood	0	0.5	2	

QUEST / UNIQUE OUTFITS

(Unique outfits worn by important characters or during special events.)

Name	Armor	Weight	Value	Type
Emperor's Robes	0	1	100	
Mythic Dawn Boots	0	1	15	
Mythic Dawn Gloves	0	1	25	
Mythic Dawn Robes	0	2	25	
Mythic Dawn Robes	0	2	25	
Ulfric's Clothes	0	1	100	
Ulfric's Boots	0	1	25	
Ulfric's Bracers	5	0.5	25	Light
Wedding Dress	0	1	50	
Wedding Sandals	0	1	20	
Wedding Wreath	0	0.5	10	
General Tullius' Armor	31	18	65	Heavy

9.5 Daedric Artifacts



A list all of the Daedric Artifacts and their abilities. Daedric Artifacts can only be obtained by completing the relevant Daedric Quest. See the Daedric Quests chapter or the Atlas for more details.

DAEDRIC ARTIFACTS - WEAPONS

Name	Item Type	Damage	Weight	Value	Enchantment	Notes
Dawnbreaker	Sword	12	10	740	+10 Fire Damage; Casts Bane of the Undead on killing an undead	
Ebony Blade	Sword	13	10	2000	Absorb Health 10-30.	
Mace of Molag Bal	Mace	16	18	1257	25 Magicka Damage, 25 Stamina Damage, Soul Trap	Begins at 10, increases to 30 as you kill 10 friends.
Mehrunes' Razor	Dagger	11	3	860	1% Instant Kill	
Sanguine Rose	Staff	0	10	2087	Summons a Dremora for 60s.	
Skull of Corruption	Staff	0	10	1680	20 Damage, or 50 if powered with dreams from sleeping people	A Dremora Lord.
Volendrung	Warhammer	25	26	1843	Absorb Stamina 50	
Wabbajack	Staff	0	10	1565	Change target creature into another random creature	

DAEDRIC ARTIFACTS - ARMOR

Name	Item Type	Damage	Weight	Value	Enchantment	Notes
Ebony Mail	Armor	45	28	5000	Muffle while sneaking, Poison Cloak when in combat	
Ring of Hircine	Ring	0	0.3	400	+1 Werewolf Transform / Day	Must already be a werewolf to use this.
Ring of Namira	Ring	0	0.3	870	+50 Stamina. Feeding from NPC corpses raises Health by 50 and Health Regen by 50% for 4 hours	
Savior's Hide	Armor	26	6	2679	Resist Magic 15%, Resist Poison 50%	
Spellbreaker	Shield	38	12	277	Automatic Strength-50 spell ward while blocking	
Daedric Artifacts - Other Items						
Azura's Star	Soul Gem		0	1000	Reusable Grand Soul Gem	

Name	Item Type	Damage	Weight	Value	Enchantment	Notes
Oghma Infinium	Book		1	2500	Once only, +5 Skill Increases to your choice of Combat, Magic, or Stealth skills.	Black Soul Gems store human souls.
Skeleton Key	Lockpick		0.5	0	Unbreakable Lockpick	
The Black Star	Soul Gem		0	1000	Reusable Black Soul Gem	

9.6 Skill Books



A list of all the books in the game, including Skill Books, Functional Books, and Common Books. Sample locations of every Common and Functional book are listed here and in the next two sections; sample locations for Skill Books are listed in the Appendices, as well as across the Atlas.

Name	Weight	Value	Associated Skill
The Armorer's Challenge	1	70	Smithing
Last Scabbard of Akrash	1	70	Smithing
Light Armor Forging	1	70	Smithing
Cherim's Heart	1	70	Smithing
Heavy Armor Forging	1	70	Smithing
Death Blow of Abernanit	1	50	Block
The Mirror	1	50	Block
A Dance in Fire, v2	1	50	Block
Warrior	1	50	Block
Battle of Red Mountain	1	50	Block
Hallgerd's Tale	1	70	Heavy Armor
2920, MidYear, v6	1	70	Heavy Armor
Chimarvamidium	1	70	Heavy Armor
Orsinium and the Orcs	1	70	Heavy Armor
The Knights of the Nine	1	70	Heavy Armor
The Rear Guard	1	50	Light Armor
Ice and Chitin	1	50	Light Armor
Jornibret's Last Dance	1	50	Light Armor
The Refugees	1	50	Light Armor
Rislav The Righteous	1	50	Light Armor
The Importance of Where	1	50	One-Handed
2920, Morning Star, v1	1	50	One-Handed
Fire and Darkness	1	50	One-Handed
Night Falls on Sentinel	1	50	One-Handed
Mace Etiquette	1	50	One-Handed
Words and Philosophy	1	50	Two-Handed
The Legendary Sancre Tor	1	50	Two-Handed
King	1	50	Two-Handed
Song Of Hrormir	1	50	Two-Handed
Battle of Sancre Tor	1	50	Two-Handed
Enchanter's Primer	1	50	Enchanting

Name	Weight	Value	Associated Skill
A Tragedy in Black	1	50	Enchanting
Twin Secrets	1	50	Enchanting
Catalogue of Weapon Enchantments	1	50	Enchanting
Catalogue of Armor Enchentments	1	50	Enchanting
Daughter of the Niben	1	60	Alteration
Breathing Water	1	60	Alteration
Sithis	1	60	Alteration
Reality & Other Falsehoods	1	60	Alteration
The Lunar Lorkhan	1	60	Alteration
The Doors of Oblivion	1	50	Conjuration
Liminal Bridges	1	50	Conjuration
2920, Hearth Fire, v9	1	50	Conjuration
2920, Frostfall, v10	1	50	Conjuration
The Warrior's Charge	1	50	Conjuration
Horrors of Castle Xyr	1	55	Destruction
Response to Bero's Speech	1	55	Destruction
A Hypothetical Treachery	1	55	Destruction
The Art of War Magic	1	55	Destruction
Mystery of Talara, v3	1	55	Destruction
Incident at Necrom	1	60	Illusion
2920, Sun's Dawn, v2	1	60	Illusion
The Black Arts On Trial	1	60	Illusion
Before the Ages of Man	1	60	Illusion
Mystery of Talara, Part 4	1	60	Illusion
Withershins	1	55	Restoration
Racial Phylogeny	1	55	Restoration
The Exodus	1	55	Restoration
2920, Rain's Hand, v4	1	55	Restoration
Mystery of Talara, v 2	1	55	Restoration
A Game at Dinner	1	55	Alchemy
Mannimarco, King of Worms	1	55	Alchemy
Song of the Alchemists	1	55	Alchemy
De Rerum Dirennis	1	55	Alchemy
Herbalist's Guide to Skyrim	1	55	Alchemy
The Locked Room	1	75	Lockpicking
The Wolf Queen, v1	1	75	Lockpicking
Proper Lock Design	1	75	Lockpicking
Advances in Lockpicking	1	75	Lockpicking
Surfeit of Thieves	1	75	Lockpicking
The Gold Ribbon of Merit	1	65	Archery
The Marksmanship Lesson	1	65	Archery
Vernaccus and Bourlor	1	65	Archery
Father Of The Niben	1	65	Archery
The Black Arrow, v2	1	65	Archery
Purloined Shadows	1	60	Pickpocket
Thief	1	60	Pickpocket
Aevar Stone-Singer	1	60	Pickpocket
Beggar	1	60	Pickpocket
Wulfmare's Guide to Better Thieving	1	60	Pickpocket
Three Thieves	1	75	Sneak

Name	Weight	Value	Associated Skill
2920, Last Seed, v8	1	75	Sneak
Sacred Witness	1	75	Sneak
Legend of Krately House	1	75	Sneak
The Red Kitchen Reader	1	75	Sneak
A Dance in Fire, v6	1	60	Speech
A Dance in Fire, v7	1	60	Speech
2920, Second Seed, v5	1	60	Speech
The Buying Game	1	60	Speech
Biography of the Wolf Queen	1	60	Speech

9.7 Common & Functional Books



FUNCTIONAL BOOKS

Weight	Sample ValueLocation			Approx Number across Skyrim	Notes
An Explorer's Guide to Skyrim	1	8	[1.00] Solitude (The Bards' College)	16	Adds Map Markers to several Stones of Fate
The Legend of Red Eagle	1	5	[1.00] Solitude (The Bards' College)	38	Starts Dungeon Quest: The legend of Red Eagle
Lost Legends	1	11	[1.00] Solitude (The Bards' College)	24	Starts Side Quest: Forbidden Legend
Boethiah's Proving	1	25	[4.20] Sepitmus Signus's Outpost	4	Starts Daedric Quest: Boethiah's Calling. Only appears after you reach level 32

COMMON BOOKS

Weight	Sample ValueLocation			Approx Number across Skyrim
16 Accords of Madness, v. VI	1	25	[3.06] Nightcaller Temple	1
2920, Evening Star, v12	1	11	[1.00] Solitude (Angleine's Aromatics)	3
2920, First Seed, v3	1	11	[7.00] Windhelm (Palace of the Kings)	3
2920, Sun's Dusk, v11	1	11	[1.00] Solitude (Angleine's Aromatics)	3
2920, Sun's Height, v7	1	3	[9.16] Treva's Watch	2
A Children's Anuad	1	6	[1.00] Solitude (The Bards' College)	21
A Dance in Fire, v1	1	3	[1.00] Solitude (The Bards' College)	16
A Dance in Fire, v3	1	3	[1.00] Solitude (The Bards' College)	5
A Dance in Fire, v4	1	4	[1.00] Solitude (The Bards' College)	14
A Dance in Fire, v5	1	30	[9.00] Riften (Mistveil Keep)	1
A Dream of Sovngarde	1	8	[1.00] Solitude (The Bards' College)	15
A Gentleman's Guide to Whiterun	1	3	[1.00] Solitude (The Bards' College)	21

Weight	Sample Value	Location	Approx Number across Skyrim	
A Kiss, Sweet Mother	1	6	[1.00] Solitude (The Bards' College)	20
A Minor Maze	1	8	[1.00] Solitude (The Bards' College)	14
Aedra and Daedra	1	5	[1.00] Solitude (The Bards' College)	29
Ahzirr Traajijazeri	1	4	[7.00] Windhelm (Palace of the Kings)	2
Alduin is Real	1	8	[1.00] Solitude (The Bards' College)	17
Amongst the Draugr	1	14	[1.00] Solitude (The Winking Skeever)	1
Ancestors and the Dunmer	1	8	[1.00] Solitude (Angleine's Aromatics)	24
Antecedants of Dwemer Law	1	5	[1.00] Solitude (The Bards' College)	40
Arcana Restored	1	25	[4.00] College of Winterhold (Arcanaeum)	2
Argonian Account, Book 1	1	2	[1.00] Solitude (The Bards' College)	17
Argonian Account, Book 2	1	12	[1.00] Solitude (Temple of the Divines)	3
Argonian Account, Book 3	1	3	[1.00] Solitude (The Bards' College)	21
Argonian Account, Book 4	1	12	[4.07] Driftshade Refuge	2
Azura and the Box	1	10	[4.00] College of Winterhold (Hall of Attainment)	6
Beggar Prince	1	5	[1.00] Solitude (The Bards' College)	45
Biography of Barenziah, v1	1	3	[1.00] Solitude (The Bards' College)	44
Biography of Barenziah, v2	1	3	[1.00] Solitude (The Bards' College)	40
Biography of Barenziah, v3	1	3	[1.00] Solitude (The Bards' College)	49
Brief History of the Empire, v1	1	2	[1.00] Solitude (The Bards' College)	56
Brief History of the Empire, v2	1	2	[1.00] Solitude (The Bards' College)	57
Brief History of the Empire, v3	1	2	[1.00] Solitude (The Bards' College)	48
Brief History of the Empire, v4	1	2	[1.00] Solitude (The Bards' College)	46
Brothers of Darkness	1	30	[1.28] Katariah (Dark Brotherhood Quest: Hail Sithis!)	1
Cats of Skyrim	1	7	[4.00] College of Winterhold (Arcanaeum)	15
Chance's Folly	1	6	[4.00] College of Winterhold (Arcanaeum)	34
Charwich-Koniinge Letters, v1	1	13	[1.00] Solitude (The Bards' College)	3
Charwich-Koniinge Letters, v3	1	13	[1.00] Solitude (Vittoria Vici's House)	1
Charwich-Koniinge, v2	1	13	[4.07] Driftshade Refuge	1
Chaurus Pie: A Recipe	1	11	[5.00] Markarth (Endon's House)	1
Children of the Sky	1	25	[9.00] Riften (Ratway Warrens: Esbern's Hideout)	2
Chimarvamidium	1	20	[4.20] Septimus Signus's Outpost	4
Chronicles of Nchuleft	1	30	[5.00] Markarth (Dwemer Museum)	1
Cleansing of the Fane	1	20	[Random Dungeon] (College of Winterhold Radiant Quest: Valuable Book Procurement)	1
Darkest Darkness	1	5	[1.00] Solitude (The Bards' College)	47
Death of a Wanderer	1	12	[1.00] Solitude (Castle Dour, Thalmor Headquarters)	1
Dragon Language: Myth no More	1	14	[5.31] Sky Haven Temple	1
Dunmer of Skyrim	1	7	[1.00] Solitude (The Bards' College)	16
Dwarves, v1	1	10	[5.00] Markarth (Dwemer Museum Bookshelf)	6
Dwarves, v2	1	10	[5.00] Markarth (Dwemer Museum Bookshelf)	5
Dwarves, v3	1	10	[5.00] Markarth (Arnleif and Sons)	2
Dwemer History and Culture	1	13	[1.00] Solitude (Castle Dour)	9
Dwemer Inquiries Vol I	1	6	[5.00] Markarth (Dwemer Museum Bookshelf)	19
Dwemer Inquiries Vol II	1	6	[1.00] Solitude (The Bards' College)	16
Dwemer Inquiries Vol III	1	6	[5.00] Markarth (Dwemer Museum Bookshelf)	21
Effects of the Elder Scrolls	1	25	[4.00] College of Winterhold (Arcanaeum)	3
Fall from Glory	1	8	[4.00] College of Winterhold (Arcanaeum)	20
Fall of the Snow Prince	1	11	[1.00] Solitude (Radiant Raiment)	2
Feyfolken I	1	12	[1.00] Solitude (The Bards' College)	2
Feyfolken II	1	12	[1.00] Solitude (The Bards' College)	3
Feyfolken III	1	12	[4.00] Winterhold (Jarl's Longhouse)	2

	Weight	Sample Value	Location	Approx Number across Skyrim
Final Lesson	1	14	[5.34] Old Hroldan Inn	1
Five Songs of King Wulfharth	1	30	[7.00] Windhelm (Palace of the Kings)	1
Flight from the Thalmor	1	13	[5.31] Sky Haven Temple	2
Forge, Hammer and Anvil	1	14	[4.07] Driftshade Refuge	1
Fragment: On Artaeum	1	20	[6.29] Fellglow Keep (College of Winterhold Quest: Hitting the Books)	1
Frontier, Conquest	1	5	[1.00] Solitude (The Bards' College)	29
Galerion The Mystic	1	6	[1.00] Solitude (The Bards' College)	34
Ghosts in the Storm	1	13	[8.00] Falkreath (Jarl's Longhouse)	2
Glories and Laments	1	25	[1.28] Katariah (Dark Brotherhood Quest: Hail Sithis!)	1
Gods and Worship	1	5	[1.00] Solitude (The Bards' College)	31
Great Harbingers	1	13	[6.00] Whiterun (Jorrvaskr)	1
Hanging Gardens	1	30	[9.36] Largashbur	2
Harvesting Frostbite Spider Venom	1	7	[1.00] Solitude (The Bards' College)	14
Herbane's Bestiary: Automatons	1	14	[4.00] College of Winterhold (Arcanaeum)	2
Herbane's Bestiary: Hagravens	1	6	[1.00] Solitude (The Bards' College)	18
Herbane's Bestiary: Ice Wraiths	1	7	[1.00] Solitude (The Bards' College)	16
Horker Attacks	1	4	[1.00] Solitude (The Bards' College)	19
Immortal Blood	1	4	[1.00] Solitude (The Bards' College)	18
Imperial Report on Saarthal	1	13	[4.00] College of Winterhold (Arcanaeum)	3
Invocation of Azura	1	20	[1.00] Solitude (The Bards' College)	1
Killing - Before You're Killed	1	3	[1.00] Solitude (The Bards' College)	20
Kolb & the Dragon	1	2	[1.00] Solitude (The Bards' College)	18
Last King of the Ayleids	1	25	[6.29] Fellglow Keep (College of Winterhold Quest: Hitting the Books)	1
Life of Uriel Septim VII	1	5	[1.00] Solitude (The Bards' College)	47
Lycanthropic Legends of Skyrim	1	20	[6.00] Whiterun (Jorrvaskr)	1
Magic from the Sky	1	12	[9.02] Shroud Hearth Barrow	3
Mixed Unit Tactics	1	5	[1.00] Solitude (The Bards' College)	48
Mysterious Akavir	1	5	[4.00] College of Winterhold (Arcanaeum)	30
Mystery of Talara, v 1	1	3	[1.00] Solitude (The Bards' College)	17
Mystery of Talara, v5	1	11	[1.00] Solitude (The Bards' College)	2
Myths of Sheogorath	1	2	[1.00] Solitude (The Bards' College)	31
Nerevar Moon and Star	1	30	[5.00] Markarth (Dwemer Museum)	1
N'Gasta! Kvata! Kvakis!	1	20	[1.00] Solitude (The Bards' College)	1
Nightingales: Fact or Fiction?	1	3	[4.00] College of Winterhold (Arcanaeum)	10
Nords Arise!	1	4	[1.00] Solitude (The Bards' College)	19
Nords of Skyrim	1	6	[1.00] Solitude (The Bards' College)	16
Ode To The Tundrastriders	1	8	[1.00] Solitude (The Bards' College)	13
Of Crossed Daggers	1	5	[1.00] Solitude (The Bards' College)	17
Of Fjori and Holgeir	1	6	[1.00] Solitude (The Bards' College)	16
Olaf and the Dragon	1	2	[1.00] Solitude (The Bards' College)	19
On Oblivion	1	10	[1.00] Solitude (The Bards' College)	4
On Stepping Lightly	1	12	[1.00] Solitude (The Bards' College)	1
On the Great Collapse	1	12	[5.00] Markarth (Dwemer Museum Bookshelf)	6
Palla, volume 1	1	3	[1.00] Solitude (Castle Dour Dungeons)	6
Palla, volume 2	1	10	[9.00] Riften (Elgrim's Elixirs)	1
Pension of the Ancestor Moth	1	8	[1.00] Solitude (The Bards' College)	15
Physicalities of Werewolves	1	14	[8.11] Half-Moon Mill	2
Pirate King of the Abecean	1	6	[1.00] Solitude (The Bards' College)	19
Remanada	1	20	[5.31] Sky Haven Temple	3
Report: Disaster at Ionith	1	3	[1.00] Solitude (The Bards' College)	25

Weight	Sample Value	Location	Approx Number across Skyrim	
Rising Threat, Vol. I	1	6	[1.00] Solitude (The Bards' College)	13
Rising Threat, Vol. II	1	6	[1.00] Solitude (The Bards' College)	14
Rising Threat, Vol. III	1	6	[1.00] Solitude (The Bards' College)	16
Rising Threat, Vol. IV	1	6	[1.00] Solitude (The Bards' College)	14
Ruins of Kemel-Ze	1	7	[6.00] Whiterun (Jorrvaskr)	22
Scourge of the Gray Quarter	1	8	[1.00] Solitude (The Bards' College)	16
Shadowmarks	1	30	[9.00] Riften (The Ratway Cistern)	4
Shezarr and the Divines	1	11	[1.00] Solitude (The Winking Skeever)	3
Short History of Morrowind	1	15	[1.00] Solitude (The Blue Palace)	4
Song of the Askelde Men	1	5	[1.00] Solitude (The Bards' College)	16
Songs of Skyrim	1	10	[7.05] Kynesgrove (Braidwood Inn)	1
Songs of Skyrim: Revised	1	14	[6.21] Pelagia Farm	1
Songs of the Return, Vol 19	1	6	[1.00] Solitude (The Bards' College)	18
Songs of the Return, Vol 2	1	6	[1.00] Solitude (The Bards' College)	21
Songs of the Return, vol 24	1	30	[6.00] Whiterun (Jorrvaskr)	1
Songs of the Return, Vol 56	1	6	[1.00] Solitude (The Bards' College)	20
Songs of the Return, Vol 7	1	6	[1.00] Solitude (The Bards' College)	17
Souls, Black and White	1	20	[4.00] College of Winterhold (Hall of Attainment)	1
Sovngarde: A Reexamination	1	12	[9.00] Riften (Riften Jail)	2
Spirit of Nirn	1	6	[1.00] Solitude (The Bards' College)	33
Spirit of the Daedra	1	25	[6.02] Rorikshead (Rorik's Manor)	1
The "Madmen" of the Reach	1	7	[1.00] Solitude (The Bards' College)	18
The Adabal-a	1	25	[1.28] Katariah (Dark Brotherhood Quest: Hail Sithis!)	2
The Alduin/Akatosh Dichotomy	1	8	[1.00] Solitude (The Bards' College)	12
The Amulet of Kings	1	6	[1.00] Solitude (The Bards' College)	22
The Apprentice's Assistant	1	12	[8.00] Falkreath (Corpslight Farm)	2
The Arcturian Heresy	1	6	[1.00] Solitude (The Bards' College)	22
The Bear of Markarth	1	8	[1.00] Solitude (The Bards' College)	17
The Black Arrow, v1	1	2	[1.00] Solitude (The Bards' College)	9
The Book of Daedra	1	5	[1.00] Solitude (The Bards' College)	42
The Book of the Dragonborn	1	12	[4.00] College of Winterhold (Arcanaeum)	4
The Cabin in the Woods	1	8	[1.00] Solitude (The Bards' College)	13
The Cake and The Diamond	1	5	[1.00] Solitude (The Bards' College)	47
The City of Stone	1	4	[1.00] Solitude (The Bards' College)	24
The Code of Malacath	1	2	[1.00] Solitude (The Bards' College)	23
The Dowry	1	11	[9.00] Riften (Mistveil Keep)	1
The Dragon Break	1	14	[9.00] Riften (Ratway Warrens: Esbern's Hideout)	2
The Dragon War	1	12	[9.00] Riften (Ratway Warrens: Esbern's Hideout)	3
The Falmer: A Study	1	11	[4.00] College of Winterhold (Arcanaeum)	3
The Firmament	1	5	[1.00] Solitude (The Bards' College)	54
The Firsthold Revolt	1	7	[1.00] Solitude (The Bards' College)	32
The Great War	1	6	[1.00] Solitude (The Bards' College)	15
The Holds of Skyrim	1	3	[1.00] Solitude (The Bards' College)	19
The Hope of the Redoran	1	5	[1.00] Solitude (The Bards' College)	31
The Legendary Scourge	1	30	[Random Dungeon] (College of Winterhold Radiant Quest: Valuable Book Procurement)	1
The Lusty Argonian Maid, v1	1	14	[9.00] Riften (Haelga's Bunkhouse)	4
The Lusty Argonian Maid, v2	1	14	[9.00] Riften (Haelga's Bunkhouse)	3
The Madness of Pelagius	1	12	[6.00] Whiterun (Dragonsreach Jarl's Quarters)	1
The Monomyth	1	8	[1.00] Solitude (The Bards' College)	13
The Night Mother's Truth	1	25	[8.00] Falkreath (Jarl's Longhouse)	2

Weight	Sample Value	Location	Approx Number across Skyrim	
The Oblivion Crisis	1	6	[1.00] Solitude (The Bards' College)	17
The Old Ways	1	30	[4.19] Fort Kastav	1
The Pig Children	1	20	[1.00] Solitude (The Bards' College)	1
The Ransom of Zarek	1	2	[1.00] Solitude (The Bards' College)	14
The Real Barenziah, v1	1	5	[1.00] Solitude (The Bards' College)	21
The Real Barenziah, v2	1	5	[1.00] Solitude (The Bards' College)	41
The Real Barenziah, v3	1	5	[1.00] Solitude (The Bards' College)	37
The Real Barenziah, v4	1	5	[1.00] Solitude (The Bards' College)	37
The Real Barenziah, v5	1	5	[6.00] Whiterun (Jorrvaskr)	25
The Red Book of Riddles	1	30	[3.25] Nightgate Inn (Carried by Fultheim)	1
The Rise and Fall of the Blades	1	11	[4.00] College of Winterhold (Arcanaeum)	5
The Seed	1	10	[1.00] Solitude (The Bards' College)	3
The Song of Pelinal, v1	1	5	[9.00] Riften (Temple of Mara)	15
The Song of Pelinal, v2	1	5	[1.00] Solitude (The Bards' College)	18
The Song of Pelinal, v3	1	5	[1.00] Solitude (The Bards' College)	15
The Song of Pelinal, v4	1	5	[1.00] Solitude (The Bards' College)	14
The Song of Pelinal, v5	1	5	[1.00] Solitude (The Bards' College)	18
The Song of Pelinal, v6	1	5	[1.00] Solitude (The Bards' College)	12
The Song of Pelinal, v7	1	5	[1.00] Solitude (The Bards' College)	11
The Song of Pelinal, v8	1	5	[1.00] Solitude (The Bards' College)	12
The Tale of Dro'Zira	1	11	[8.00] Falkreath (Dengeir's House)	2
The Talos Mistake	1	7	[1.00] Solitude (The Blue Palace)	18
The Third Door	1	11	[5.00] Markarth (Vlindrell Hall)	1
The Third Era Timeline	1	8	[1.00] Solitude (The Bards' College)	16
The True Nature of Orcs	1	20	[5.38] Dushnikh Yal	4
The Waters of Oblivion	1	30	[Random Dungeon] (College of Winterhold Radiant Quest: Valuable Book Procurement)	1
The Wild Elves	1	25	[1.00] Solitude (The Bards' College)	1
The Windhelm Letters	1	7	[1.00] Solitude (The Bards' College)	15
The Wispmother	1	8	[4.00] College of Winterhold (Arcanaeum)	15
The Wolf Queen, v2	1	4	[1.00] Solitude (The Bards' College)	22
The Wolf Queen, v3	1	4	[1.00] Solitude (The Bards' College)	27
The Wolf Queen, v4	1	4	[1.00] Solitude (The Bards' College)	17
The Wolf Queen, v5	1	4	[1.00] Solitude (The Bards' College)	21
The Wolf Queen, v6	1	30	[6.00] Whiterun (Dragonsreach)	2
The Wolf Queen, v7	1	4	[1.00] Solitude (The Bards' College)	19
The Wolf Queen, v8	1	12	[1.00] Solitude (Proudspire Manor)	2
The Woodcutter's Wife	1	8	[1.00] Solitude (The Bards' College)	14
There Be Dragons	1	11	[6.27] Riverwood (Sleeping Giant Inn)	1
Thief of Virtue	1	5	[1.00] Solitude (The Bards' College)	42
Treatise on Ayleidic Cities	1	25	[3.00] Dawnstar (The White Hall)	1
Trials of St. Alessia	1	5	[1.00] Solitude (The Bards' College)	13
Troll Slaying	1	8	[1.00] Solitude (The Bards' College)	15
Uncommon Taste	1	3	[1.00] Solitude (The Bards' College)	28
Varieties of Daedra	1	11	[3.06] Nightcaller Temple (Daedric Quest: Waking Nightmare)	2
Vernaccus and Bourlor	1	6	[1.00] Solitude (The Bards' College)	19
Wabbajack	1	7	[1.00] Solitude (The Bards' College)	15
Walking the World, Vol XI	1	8	[1.00] Solitude (The Bards' College)	15
War of the First Council	1	25	[5.00] Markarth (Dwemer Museum)	1
Watcher of Stones	1	8	[1.00] Solitude (The Bards' College)	16
Words of Clan Mother Ahnissi	1	14	[4.00] Winterhold (The Frozen Hearth)	1

Weight	Sample Value	Location	Approx Number across Skyrim	
Wraith's Wedding Dowry	1	10	[1.25] Brinewater Grotto	2
Yellow Book of Riddles	1	3	[1.00] Solitude (The Bards' College)	31
Yngol and the Sea-Ghosts	1	5	[1.00] Solitude (The Bards' College)	37

9.8 Spell Tomes



A list of spell tomes. Cross-reference this list with the Spell Table to identify any restrictions.

Name	Weight	Value	Teaches Spell
Spell Tome: Bane of the Undead	1	1200	Bane of the Undead
Spell Tome: Banish Daedra	1	346	Banish Daedra
Spell Tome: Blizzard	1	1350	Blizzard
Spell Tome: Bound Battleaxe	1	99	Bound Battleaxe
Spell Tome: Bound Bow	1	335	Bound Bow
Spell Tome: Bound Sword	1	49	Bound Sword
Spell Tome: Call To Arms	1	1150	Call to Arms
Spell Tome: Calm	1	91	Calm
Spell Tome: Candlelight	1	44	Candlelight
Spell Tome: Chain Lightning	1	390	Chain Lightning
Spell Tome: Circle Of Protection	1	650	Circle of Protection
Spell Tome: Clairvoyance	1	50	Clairvoyance
Spell Tome: Close Wounds	1	360	Close Wounds
Spell Tome: Command Daedra	1	660	Command Daedra
Spell Tome: Conjure Dremora Lord	1	730	Conjure Dremora Lord
Spell Tome: Conjure Familiar	1	49	Conjure Familiar
Spell Tome: Conjure Flame Atronach	1	99	Conjure Flame Atronach
Spell Tome: Conjure Frost Atronach	1	347	Conjure Frost Atronach
Spell Tome: Conjure Storm Atronach	1	690	Conjure Storm Atronach
Spell Tome: Courage	1	46	Courage
Spell Tome: Dead Thrall	1	1270	Dead Thrall
Spell Tome: Detect Life	1	332	Detect Life
Spell Tome: Detect Undead	1	600	Detect Dead
Spell Tome: Dragonhide	1	1389	Dragonhide
Spell Tome: Dread Zombie	1	630	Dread Zombie
Spell Tome: Ebonyflesh	1	650	Ebonyflesh
Spell Tome: Expel Daedra	1	620	Expel Daedra
Spell Tome: Fast Healing	1	94	Fast Healing
Spell Tome: Fear	1	80	Fear
Spell Tome: Fire Rune	1	90	Fire Rune
Spell Tome: Fire Storm	1	1290	Fire Storm

Name	Weight	Value	Teaches Spell
Spell Tome: Fireball	1	345	Fireball
Spell Tome: Firebolt	1	96	Firebolt
Spell Tome: Flame Cloak	1	325	Flame Cloak
Spell Tome: Flame Thrall	1	1260	Flame Thrall
Spell Tome: Flames	1	50	Flames
Spell Tome: Frenzy	1	330	Frenzy
Spell Tome: Frost Cloak	1	340	Frost Cloak
Spell Tome: Frost Rune	1	92	Frost Rune
Spell Tome: Frost Thrall	1	1300	Frost Thrall
Spell Tome: Frostbite	1	47	Frostbite
Spell Tome: Fury	1	43	Fury
Spell Tome: Grand Healing	1	680	Grand Healing
Spell Tome: Greater Ward	1	341	Greater Ward
Spell Tome: Guardian Circle	1	1220	Guardian Circle
Spell Tome: Harmony	1	1220	Harmony
Spell Tome: Heal Other	1	300	Heal Other
Spell Tome: Healing	1	50	Healing
Spell Tome: Healing Hands	1	89	Healing Hands
Spell Tome: Hysteria	1	1240	Hysteria
Spell Tome: Ice Spike	1	96	Ice Spike
Spell Tome: Ice Storm	1	360	Ice Storm
Spell Tome: Icy Spear	1	725	Icy Spear
Spell Tome: Incinerate	1	710	Incinerate
Spell Tome: Invisibility	1	625	Invisibility
Spell Tome: Ironflesh	1	341	Ironflesh
Spell Tome: Lesser Ward	1	45	Lesser Ward
Spell Tome: Lightning Bolt	1	95	Lightning Bolt
Spell Tome: Lightning Cloak	1	355	Lightning Cloak
Spell Tome: Lightning Rune	1	93	Lightning Rune
Spell Tome: Lightning Storm	1	1400	Lightning Storm
Spell Tome: Magelight	1	87	Magelight
Spell Tome: Mass Paralysis	1	1280	Mass Paralysis
Spell Tome: Mayhem	1	1250	Mayhem
Spell Tome: Muffle	1	88	Muffle
Spell Tome: Oakflesh	1	44	Oakflesh
Spell Tome: Pacify	1	610	Pacify
Spell Tome: Paralyze	1	685	Paralyze
Spell Tome: Raise Zombie	1	49	Raise Zombie
Spell Tome: Rally	1	300	Rally
Spell Tome: Reanimate Corpse	1	99	Reanimate Corpse
Spell Tome: Repel Lesser Undead	1	333	Repel Lesser Undead
Spell Tome: Repel Undead	1	655	Repel Undead
Spell Tome: Revenant	1	340	Revenant
Spell Tome: Rout	1	653	Rout
Spell Tome: Soul Trap	1	100	Soul Trap
Spell Tome: Sparks	1	46	Sparks
Spell Tome: Steadfast Ward	1	92	Steadfast Ward
Spell Tome: Stoneflesh	1	95	Stoneflesh
Spell Tome: Storm Thrall	1	1350	Storm Thrall
Spell Tome: Telekinesis	1	326	Telekinesis
Spell Tome: Thunderbolt	1	750	Thunderbolt

Name	Weight	Value	Teaches Spell
Spell Tome: Transmute Mineral Ore	1	900	Transmute
Spell Tome: Turn Greater Undead	1	664	Turn Greater Undead
Spell Tome: Turn Lesser Undead	1	89	Turn Lesser Undead
Spell Tome: Turn Undead	1	323	Turn Undead
Spell Tome: Wall of Flames	1	680	Wall of Flames
Spell Tome: Wall of Frost	1	700	Wall of Frost
Spell Tome: Wall of Storms	1	725	Wall of Storms
Spell Tome: Waterbreathing	1	340	Waterbreathing

9.9 Standard Potions



A list of all the standard potions and poisons in the realm, including usable potions acquired as part of a quest (like Vaermina's Torpor).
Non-usable potions (for example, potions you are asked to deliver to someone) are listed on a table in the Other Items section.

Potion Name	Weight	Value	Effect
Ice Wraith Essence	0.5	96	+20% Frost Resistance, 60s
Potion of Cure Disease	0.5	79	Cures all active diseases.
Cure Poison	0.5	31	Cures all active poisons.
Potion of Strength	0.5	170	+20 Carry Weight, 5m
Draught of Strength	0.5	266	+30 Carry Weight, 5m
Solution of Strength	0.5	365	+40 Carry Weight, 5m
Philter of Strength	0.5	467	+50 Carry Weight, 5m
Elixir of Strength	0.5	571	+60 Carry Weight, 5m
Potion of Regeneration	0.5	311	+50% Health Regen, 5m
Draught of Regeneration	0.5	380	+60% Health Regen, 5m
Solution of Regeneration	0.5	451	+70% Health Regen, 5m
Philter of Regeneration	0.5	522	+80% Health Regen, 5m
Elixir of Regeneration	0.5	668	+100% Health Regen, 5m
Potion of Health	0.5	67	+20 Max Health, 60s
Draught of Health	0.5	145	+40 Max Health, 60s
Solution of Health	0.5	226	+60 Max Health, 60s
Philter of Health	0.5	311	+80 Max Health, 60s
Elixir of Health	0.5	398	+100 Max Health, 60s
Potion of Extra Magicka	0.5	58	+20 Max Magicka, 60s
Draught of Extra Magicka	0.5	124	+40 Max Magicka, 60s
Solution of Extra Magicka	0.5	194	+60 Max Magicka, 60s
Philter of Extra Magicka	0.5	266	+80 Max Magicka, 60s
Elixir of Extra Magicka	0.5	341	+100 Max Magicka, 60s
Potion of Lasting Potency	0.5	311	+50% Magicka Regen, 5m
Draught of Lasting Potency	0.5	380	+60% Magicka Regen, 5m
Solution of Lasting Potency	0.5	451	+70% Magicka Regen, 5m
Philter of Lasting Potency	0.5	522	+80% Magicka Regen, 5m
Elixir of Lasting Potency	0.5	668	+100% Magicka Regen, 5m
Potion of Alteration	0.5	49	+25% Alteration, 60s
Draught of Alteration	0.5	106	+50% Alteration, 60s
Philter of Alteration	0.5	165	+75% Alteration, 60s
Elixir of Alteration	0.5	227	+100% Alteration, 60s

Potion Name	Weight	Value	Effect
Potion of Haggling	0.5	84	+10% Better Prices, 30s
Draught of Haggling	0.5	131	+15% Better Prices, 30s
Philter of Haggling	0.5	180	+25% Better Prices, 30s
Elixir of Haggling	0.5	230	+30% Better Prices, 30s
Potion of the Defender	0.5	45	+10% Block, 60s
Draught of the Defender	0.5	70	+15% Block, 60s
Philter of the Defender	0.5	96	+20% Block, 60s
Elixir of the Defender	0.5	123	+25% Block, 60s
Conjurer's Potion	0.5	61	+25% Conjuration, 60s
Conjurer's Draught	0.5	132	+50% Conjuration, 60s
Conjurer's Philter	0.5	207	+75% Conjuration, 60s
Conjurer's Elixir	0.5	284	+100% Conjuration, 60s
Potion of Destruction	0.5	96	+20% Destruction, 60s
Draught of Destruction	0.5	151	+30% Destruction, 60s
Philter of Destruction	0.5	207	+40% Destruction, 60s
Elixir of Destruction	0.5	265	+50% Destruction, 60s
Enchanter's Potion	0.5	54	+10% Enchanting, 60s
Enchanter's Draught	0.5	84	+15% Enchanting, 60s
Enchanter's Philter	0.5	116	+20% Enchanting, 60s
Enchanter's Elixir	0.5	148	+25% Enchanting, 60s
Potion of the Knight	0.5	45	+10 Heavy Armor, 60s
Draught of the Knight	0.5	70	+15 Heavy Armor, 60s
Philter of the Knight	0.5	96	+20 Heavy Armor, 60s
Elixir of the Knight	0.5	123	+25 Heavy Armor, 60s
Potion of Illusion	0.5	99	+25% Illusion, 60s
Draught of Illusion	0.5	212	+50% Illusion, 60s
Philter of Illusion	0.5	331	+75% Illusion, 60s
Elixir of Illusion	0.5	455	+100% Illusion, 60s
Skirmisher's Potion	0.5	45	+10 Light Armor, 60s
Skirmisher's Draught	0.5	70	+15 Light Armor, 60s
Skirmisher's Philter	0.5	96	+20 Light Armor, 60s
Skirmisher's Elixir	0.5	123	+25 Light Armor, 60s
Potion of Lockpicking	0.5	45	+20% Lockpicking, 30s
Draught of Lockpicking	0.5	70	+30% Lockpicking, 30s
Philter of Lockpicking	0.5	96	+40% Lockpicking, 30s
Elixir of Lockpicking	0.5	123	+50% Lockpicking, 30s
Potion of True Shot	0.5	96	+20% Bow Damage, 60s
Draught of True Shot	0.5	151	+30% Bow Damage, 60s
Philter of True Shot	0.5	207	+40% Bow Damage, 60s
Elixir of True Shot	0.5	265	+50% Bow Damage, 60s
Potion of the Warrior	0.5	96	+20% One-Handed Damage, 60s
Draught of the Warrior	0.5	151	+30% One-Handed Damage, 60s
Philter of the Warrior	0.5	207	+40% One-Handed Damage, 60s
Elixir of the Warrior	0.5	265	+50% One-Handed Damage, 60s
Potion of Glibness	0.5	96	+20 Speech, 60s
Draught of Glibness	0.5	151	+30 Speech, 60s
Philter of Glibness	0.5	207	+40 Speech, 60s
Elixir of Glibness	0.5	265	+50 Speech, 60s
Potion of Pickpocketing	0.5	96	+20% Pickpocket, 60s
Draught of Pickpocketing	0.5	151	+30% Pickpocket, 60s
Philter of Pickpocketing	0.5	207	+40% Pickpocket, 60s

Potion Name	Weight	Value	Effect
Elixir of Pickpocketing	0.5	265	+50% Pickpocket, 60s
Potion of the Healer	0.5	96	+20% Restoration, 60s
Draught of the Healer	0.5	151	+30% Restoration, 60s
Philter of the Healer	0.5	207	+40% Restoration, 60s
Elixir of the Healer	0.5	265	+50% Restoration, 60s
Blacksmith's Potion	0.5	67	+20% Smithing, 30s
Blacksmith's Draught	0.5	105	+30% Smithing, 30s
Blacksmith's Philter	0.5	145	+40% Smithing, 30s
Blacksmith's Elixir	0.5	185	+50% Smithing, 30s
Potion of Light Feet	0.5	45	+10% Sneak, 60s
Draught of Light Feet	0.5	70	+15% Sneak, 60s
Philter of Light Feet	0.5	96	+20% Sneak, 60s
Elixir of Light Feet	0.5	123	+25% Sneak, 60s
Potion of the Berserker	0.5	96	+20% Two-Handed Damage, 60s
Draught of the Berserker	0.5	151	+30% Two-Handed Damage, 60s
Philter of the Berserker	0.5	207	+40% Two-Handed Damage, 60s
Elixir of the Berserker	0.5	265	+50% Two-Handed Damage, 60s
Potion of Enhanced Stamina	0.5	341	+20 Max Stamina, 5m
Draught of Enhanced Stamina	0.5	731	+40 Max Stamina, 5m
Solution of Enhanced Stamina	0.5	1142	+60 Max Stamina, 5m
Philter of Enhanced Stamina	0.5	1568	+80 Max Stamina, 5m
Elixir of Enhanced Stamina	0.5	341	+100 Max Stamina, 5m
Potion of Vigor	0.5	311	+50% Stamina Regen, 5m
Draught of Vigor	0.5	380	+60% Stamina Regen, 5m
Solution of Vigor	0.5	451	+70% Stamina Regen, 5m
Philter of Vigor	0.5	522	+80% Stamina Regen, 5m
Elixir of Vigor	0.5	668	+100% Stamina Regen, 5m
Potion of Brief Invisibility	0.5	214	Invisibility 20s
Potion of Extended Invisibility	0.5	334	Invisibility 30s
Potion of Enduring Invisibility	0.5	459	Invisibility 40s
Potion of Prolonged Invisibility	0.5	587	Invisibility 50s
Elixir of Fire Resistance	0.5	265	+50% Fire Resistance
Potion of Fire Resistance	0.5	96	+20% Fire Resistance
Draught of Fire Resistance	0.5	151	+30% Fire Resistance
Philter of Fire Resistance	0.5	207	+40% Fire Resistance
Elixir of Resistance Cold	0.5	265	+50% Frost Resistance
Potion of Resistance Cold	0.5	96	+20% Frost Resistance
Draught of Resistance Cold	0.5	151	+30% Frost Resistance
Philter of Resistance Cold	0.5	207	+40% Frost Resistance
Elixir of Magic Resistance	0.5	247	+25% Magic Resistance
Potion of Magic Resistance	0.5	90	+10% Magic Resistance
Draught of Magic Resistance	0.5	141	+15% Magic Resistance
Philter of Magic Resistance	0.5	193	+20% Magic Resistance
Elixir of Shock Resistance	0.5	265	+50% Shock Resistance
Potion of Shock Resistance	0.5	96	+20% Shock Resistance
Draught of Shock Resistance	0.5	151	+30% Shock Resistance
Philter of Shock Resistance	0.5	207	+40% Shock Resistance
Potion of Minor Healing	0.5	17	Restore Health 25
Potion of Healing	0.5	36	Restore Health 50
Potion of Plentiful Healing	0.5	57	Restore Health 75

Potion Name	Weight	Value	Effect
Potion of Vigorous Healing	0.5	79	Restore Health 100
Potion of Extreme Healing	0.5	123	Restore Health 150
Potion of Ultimate Healing	0.5	251	Restore Health Full
Potion of Minor Magicka	0.5	20	Restore Magicka 25
Potion of Magicka	0.5	44	Restore Magicka 50
Potion of Plentiful Magicka	0.5	69	Restore Magicka 75
Potion of Vigorous Magicka	0.5	95	Restore Magicka 100
Potion of Extreme Magicka	0.5	148	Restore Magicka 150
Potion of Ultimate Magicka	0.5	150	Restore Magicka Full
Potion of Minor Stamina	0.5	20	Restore Stamina 25
Potion of Stamina	0.5	44	Restore Stamina 50
Potion of Plentiful Stamina	0.5	69	Restore Stamina 75
Potion of Vigorous Stamina	0.5	95	Restore Stamina 100
Potion of Extreme Stamina	0.5	148	Restore Stamina 150
Potion of Ultimate Stamina	0.5	150	Restore Stamina Full

9.10 Poisons



Potion Name	Weight	Value	Effect
Weak Poison	0.5	58	Damage Health 15
Poison	0.5	103	Damage Health 25
Potent Poison	0.5	149	Damage Health 35
Virulent Poison	0.5	221	Damage Health 50
Deadly Poison	0.5	296	Damage Health 65
Weak Lingering Poison	0.5	12	Damage Health 1/s, 10s
Lingering Poison	0.5	18	Damage Health 1/s, 15s
Potent Lingering Poison	0.5	40	Damage Health 2/s, 15s
Malign Lingering Poison	0.5	55	Damage Health 2/s, 20s
Deadly Lingering Poison	0.5	86	Damage Health 3/s, 20s
Weak Magicka Poison	0.5	92	Damage Magicka 30
Magicka Poison	0.5	162	Damage Magicka 50
Potent Magicka Poison	0.5	235	Damage Magicka 70
Malign Magicka Poison	0.5	348	Damage Magicka 100
Deadly Magicka Poison	0.5	465	Damage Magicka 130
Lingering Magicka Poison	0.5	10	Damage Magicka 1/s, 10s
Enduring Magicka Poison	0.5	15	Damage Magicka 1/s, 15s
Lasting Magicka Poison	0.5	33	Damage Magicka 2/s, 15s
Persisting Magicka Poison	0.5	45	Damage Magicka 2/s, 20s
Unceasing Magicka Poison	0.5	71	Damage Magicka 3/s, 20s
Weak Recovery Poison	0.5	79	-100% Magicka Regen, 10s
Magicka Recovery Poison	0.5	169	-100% Magicka Regen, 20s
Potent Recovery Poison	0.5	265	-100% Magicka Regen, 30s
Malign Recovery Poison	0.5	414	-100% Magicka Regen, 45s
Deadly Recovery Poison	0.5	568	-100% Magicka Regen, 60s
Weak Stamina Poison	0.5	75	Damaga Stamina 30
Stamina Poison	0.5	133	Damage Stamina 50
Potent Stamina Poison	0.5	192	Damage Stamina 70
Virulent Stamina Poison	0.5	285	Damage Stamina 100
Deadly Stamina Poison	0.5	380	Damage Stamina 130
Lingering Stamina Poison	0.5	6	Damage Stamina 1/s, 30s
Enduring Stamina Poison	0.5	12	Damage Stamina 2/s, 30s
Lasting Stamina Poison	0.5	20	Damage Stamina 3/s, 30s
Persisting Stamina Poison	0.5	27	Damage Stamina 4/s, 30s

Potion Name	Weight	Value	Effect
Unceasing Stamina Poison	0.5	35	Damage Stamina 5/s, 30s
Weak Vigor Poison	0.5	74	-100% Stamina Regen, 15s
Vigor Poison	0.5	159	-100% Stamina Regen, 30s
Potent Vigor Poison	0.5	248	-100% Stamina Regen, 45s
Malign Vigor Poison	0.5	341	-100% Stamina Regen, 60s
Weak Fear Poison	0.5	98	Fear (up to Lv5), 30s
Fear Poison	0.5	164	Fear (up to Lv8), 30s
Potent Fear Poison	0.5	281	Fear (up to Lv13), 30s
Virulent Fear Poison	0.5	402	Fear (up to Lv18), 30s
Deadly Fear Poison	0.5	526	Fear (up to Lv23), 30s
Weak Frenzy Poison	0.5	88	Frenzy (up to Lv5), 10s
Frenzy Poison	0.5	147	Frenzy (up to Lv8), 10s
Potent Frenzy Poison	0.5	252	Frenzy (up to Lv13), 10s
Virulent Frenzy Poison	0.5	360	Frenzy (up to Lv18), 10s
Deadly Frenzy Poison	0.5	472	Frenzy (up to Lv23), 10s
Weak Paralysis Poison	0.5	132	Paralysis, 3s
Paralysis Poison	0.5	233	Paralysis, 5s
Potent Paralysis Poison	0.5	337	Paralysis, 7s
Virulent Paralysis Poison	0.5	500	Paralysis, 10s
Deadly Paralysis Poison	0.5	781	Paralysis, 15s
Weak Aversion to Fire	0.5	116	-40% Fire Resistance, 30s
Aversion to Fire	0.5	164	-55% Fire Resistance, 30s
Potent Aversion to Fire	0.5	215	-70% Fire Resistance, 30s
Malign Aversion to Fire	0.5	266	-85% Fire Resistance, 30s
Deadly Aversion to Fire	0.5	318	-100% Fire Resistance, 30s
Weak Aversion to Frost	0.5	96	-40% Frost Resistance, 30s
Aversion to Frost	0.5	137	-55% Frost Resistance, 30s
Potent Aversion to Frost	0.5	179	-70% Frost Resistance, 30s
Malign Aversion to Frost	0.5	221	-85% Frost Resistance, 30s
Deadly Aversion to Frost	0.5	265	-100% Frost Resistance, 30s
Weak Aversion to Magic	0.5	193	-40% Magic Resistance, 30s
Aversion to Magic	0.5	274	-55% Magic Resistance, 30s
Potent Aversion to Magic	0.5	358	-70% Magic Resistance, 30s
Malign Aversion to Magic	0.5	443	-85% Magic Resistance, 30s
Deadly Aversion to Magic	0.5	530	-100% Magic Resistance, 30s
Weak Aversion to Shock	0.5	135	-40% Shock Resistance, 30s
Aversion to Shock	0.5	192	-55% Shock Resistance, 30s
Potent Aversion to Shock	0.5	250	-70% Shock Resistance, 30s
Malign Aversion to Shock	0.5	310	-85% Shock Resistance, 30s
Deadly Aversion to Shock	0.5	371	-100% Shock Resistance, 30s
Frostbite Venom	0.5	21	Damage Health 5/s, Damage Magicka 5/s, 4s

9.11 Thieves' Guild Compound Potions



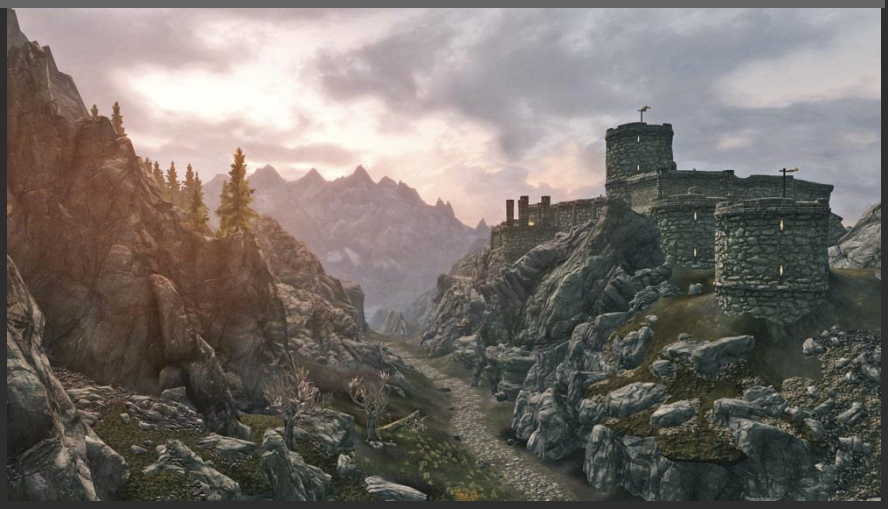
Potion Name	Weight	Value	Effect
Potion of Conflict	0.5	115	+10 Light Armor, +15% One-Handed Damage, 60s
Draught of Conflict	0.5	166	+15 Light Armor, +20% One-Handed Damage, 60s
Philter of Conflict	0.5	219	+20 Light Armor, +25% One-Handed Damage, 60s
Elixir of Conflict	0.5	330	+30 Light Armor, +35% One-Handed Damage, 60s
Grand Elixir of Conflict	0.5	443	+40 Light Armor, +45% One-Handed Damage, 60s
Prime Elixir of Conflict	0.5	559	+50 Light Armor, +55% One-Handed Damage, 60s
Potion of Escape	0.5	351	Invisibility 30s, Restore Health 25
Draught of Escape	0.5	495	Invisibility 40s, Restore Health 50
Philter of Escape	0.5	580	Invisibility 45s, Restore Health 75
Elixir of Escape	0.5	666	Invisibility 50s, Restore Health 100
Grand Elixir of Escape	0.5	753	Invisibility 55s, Restore Health 125
Prime Elixir of Escape	0.5	840	Invisibility 60s, Restore Health 150
Potion of Keenshot	0.5	74	+15% Bow Damage, +5% Stamina Regen, 60s
Draught of Keenshot	0.5	102	+20% Bow Damage, +7% Stamina Regen, 60s
Philter of Keenshot	0.5	131	+25% Bow Damage, +9% Stamina Regen, 60s
Elixir of Keenshot	0.5	161	+30% Bow Damage, +11% Stamina Regen, 60s
Grand Elixir of Keenshot	0.5	191	+35% Bow Damage, +13% Stamina Regen, 60s
Prime Elixir of Keenshot	0.5	221	+40% Bow Damage, +15% Stamina Regen, 60s
Potion of Larceny	0.5	140	+15% Lockpicking, +15% Pickpocket
Draught of Larceny	0.5	192	+20% Lockpicking, +20% Pickpocket
Philter of Larceny	0.5	246	+25% Lockpicking, +25% Pickpocket
Elixir of Larceny	0.5	302	+30% Lockpicking, +30% Pickpocket
Grand Elixir of Larceny	0.5	358	+35% Lockpicking, +35% Pickpocket
Prime Elixir of Larceny	0.5	414	+40% Lockpicking, +40% Pickpocket
Potion of Plunder	0.5	511	+20 Carry Weight, +20 Max Stamina, 5m
Draught of Plunder	0.5	799	+30 Carry Weight, +30 Max Stamina, 5m
Philter of Plunder	0.5	1096	+40 Carry Weight, +40 Max Stamina, 5m
Elixir of Plunder	0.5	1402	+50 Carry Weight, +50 Max Stamina, 5m
Grand Elixir of Plunder	0.5	1713	+60 Carry Weight, +60 Max Stamina, 5m
Prime Elixir of Plunder	0.5	2029	+70 Carry Weight, +70 Max Stamina, 5m

9.12 Quest Potions



Potion Name	Weight	Value	Effect
Lotus Extract	0.5	86	Damage Health 6/s, 10s
Ice Wraith Bane	0.5	221	Damage Health 50
Nightshade Extact	0.5	12	Damage Health 1, 10s
Sleeping Tree Sap	0.5	100	+100 Max Health, Slow 25%, 45s
Esbern's Potion	0.5	250	Dragons do 25% less damage.
Vaermina's Torpor	0.5	0	Enter the dreams of those around you.
The White Phial (Full)	0.5	341	Varies by effect.
Philter of the Phantom	0.5	50	Look like a ghost for 30s.
Falmer Blood Elixir	0.5	1	Restore Health 1
Velvet LeChance	0.5	5	Restore Stamina 25
White-Gold Tower	0.5	5	Restore Stamina 25
Cliff Racer	0.5	5	Restore Stamina 25

9.13 Other Items



Scrolls

Name	Weight	Value	Effect
Scroll of Bane of the Undead	0.5	500	Bane of the Undead
Scroll of Blizzard	0.5	500	Blizzard
Scroll of Call to Arms	0.5	500	Call to Arms
Scroll of Dead Thrall	0.5	500	Dead Thrall
Scroll of Dragonhide	0.5	250	Dragonhide
Scroll of Fire Storm	0.5	500	Fire Storm
Scroll of Flame Thrall	0.5	500	Flame Thrall
Scroll of Frost Thrall	0.5	500	Frost Thrall
Scroll of Guardian Circle	0.5	250	Guardian Circle
Scroll of Harmony	0.5	500	Harmony
Scroll of Hysteria	0.5	500	Hysteria
Scroll of Mass Paralysis	0.5	500	Mass Paralysis
Scroll of Mayhem	0.5	500	Mayhem
Scroll of Storm Thrall	0.5	500	Storm Thrall
Shalidor's Insights: Alteration*	0.5	50	For 2m, Alteration spells cost 50% less and last 100% longer.
Shalidor's Insights: Conjuration*	0.5	50	For 2m, Conjuration spells cost 50% less and last 100% longer.
Shalidor's Insights: Destruction*	0.5	50	For 2m, Destruction spells cost 50% less and last 100% longer.
Shalidor's Insights: Illusion*	0.5	50	For 2m, Illusion spells cost 50% less and last 100% longer.
Shalidor's Insights: Magicka*	0.5	50	For 2m, +100 Magicka and +100% Magicka Regeneration.
Shalidor's Insights: Restoration*	0.5	50	For 2m, Restoration spells cost 50% less and last 100% longer.
J'zargo's Flame Cloak Scroll**	0.5	100	Flame Cloak, explodes near undead.

Note: *= Reward for College of Winterhold quest Shalidor’s Insight.

Note: **= Quest item for College of Winterhold quest J’zargo’s Experiment.

Ingots

Name	Weight	Value

Name	Weight	Value
Iron Ingot	1	7
Steel Ingot	1	20
Dwarven Metal Ingot	1	30
Corundum Ingot	1	40
Orichalcum Ingot	1	45
Silver Ingot	1	50
Quicksilver Ingot	1	60
Refined Moonstone	1	75
Gold Ingot	1	100
Refined Malachite	1	100
Ebony Ingot	1	150

Gems

Name	Weight	Value
Garnet	0.1	100
Amethyst	0.1	120
Flawless Garnet	0.1	150
Flawless Amethyst	0.1	180
Ruby	0.1	200
Flawless Ruby	0.1	350
Sapphire	0.1	400
Flawless Sapphire	0.1	500
Emerald	0.1	600
Flawless Emerald	0.1	750
Diamond	0.1	800
Flawless Diamond	0.1	1000

Leather & Hides

Name	Weight	Value
Leather	2	10
Leather Strips	0.1	3
Goat Hide	1	5
Fox Pelt	0.5	5
Snow Fox Pelt	0.5	7
Wolf Pelt	1	10

Ice Wolf Pelt	1	15
Deer Hide	2	10
Cow Hide	2	10
Horse Hide	2	15
Bear Pelt	3	50
Cave Bear Pelt	3	60
Sabre Cat Pelt	2	25
Sabre Cat Snow Pelt	2	40
Snow Bear Pelt	3	75

Food

Name	Weight	Value	Effect
Alto Wine	0.5	12	Restore Stamina 15
Apple Cabbage Stew	0.5	8	Restore Health 10, Restore Stamina 15
Apple Pie	0.5	5	Restore Health 10
Baked Potatoes	0.1	2	Restore Health 5
Beef Stew	0.5	8	+25 Max Stamina/12m, Regenerate Stamina 2/s for 12m
Black-Briar Mead	0.2	25	Restore Stamina 20
Black-Briar Reserve	0.5	100	Restore Stamina 30
Boiled Creme Treat	0.5	4	Restore Health 10
Bread	0.2	2	Restore Health 2
Bread	0.2	2	Restore Health 2
Cabbage	0.25	2	Restore Health 1
Cabbage Potato Soup	0.5	5	Restore Health 10, Restore Stamina 10
Cabbage Soup	0.5	5	Restore Health 10, Restore Stamina 10
Carrot	0.1	1	Restore Health 1
Charred Skeever Meat	0.2	4	Restore Health 2
Chicken Breast	0.2	3	Restore Health 2
Clam Meat	0.1	1	Restore Health 1
Cooked Beef	0.5	5	Restore Health 10
Dog Meat	0.2	3	Restore Health 2
Eidar Cheese Wedge	0.25	5	Restore Health 1
Eidar Cheese Wheel	2	13	Restore Health 15
Elsweyr Fondue	0.5	5	+100 Max Magicka/12m, +25% Magicka Regen/12m
Goat Cheese Wedge	0.25	4	Restore Health 1
Goat Cheese Wheel	2	10	Restore Health 15
Gourd	0.2	1	Restore Health 1
Green Apple	0.1	3	Restore Health 2
Grilled Chicken Breast	0.2	4	Restore Health 5
Grilled Leeks	0.1	2	Restore Health 6
Homecooked Meal	5	1	+25% Health, Magicka, and Stamina Regen/10m
Honey	0.1	2	Restore Health 2
Honey Nut Treat	0.1	2	Restore Health 5
Honningbrew Mead	0.5	20	Restore Stamina 20
Horker Loaf	1	4	Restore Health 10
Horker Meat	1	3	Restore Health 1

Name	Weight	Value	Effect
Horker Stew	0.5	8	Restore Health 15, Restore Stamina 15, Regenerate Health 1/s /12m
Horse Haunch	2	4	Restore Health 10
Horse Meat	2	3	Restore Health 2
Leek	0.1	1	Restore Health 1
Leg of Goat	1	3	Restore Health 2
Leg of Goat Roast	1	4	Restore Health 10
Long Taffy Treat	0.1	3	Restore Health 10
Mammoth Cheese Bowl	0.5	3	Restore Health 10
Mammoth Snout	3	6	Restore Health 5
Mammoth Steak	2	8	Restore Health 10
Nord Mead	0.5	5	Restore Stamina 15
Pheasant Breast	0.2	3	Restore Health 2
Pheasant Roast	0.2	4	Restore Health 5
Potato	0.1	1	Restore Health 1
Rabbit Haunch	0.1	3	Restore Health 5
Raw Beef	0.2	4	Restore Health 2
Raw Rabbit Leg	0.1	2	Restore Health 2
Red Apple	0.1	3	Restore Health 2
Salmon Meat	0.1	3	Restore Health 2
Salmon Steak	0.1	4	Restore Health 5
Seared Slaughterfish	0.1	5	Restore Health 5
Sliced Eidar Cheese	2	10	Restore Health 15
Sliced Goat Cheese	2	8	Restore Health 15
Spiced Wine	0.5	7	Restore Stamina 25
Sweet Roll	0.1	2	Restore Health 5
Tomato	0.1	4	Restore Health 1
Tomato Soup	0.5	5	Restore Health 10, Restore Stamina 10
Vegetable Soup	0.5	5	Regenerate Health 1/12m, Regenerate Stamina 1/12m
Venison	2	4	Restore Health 2
Venison Chop	2	5	Restore Health 5
Venison Stew	0.5	8	Restore Stamina 15, Regenerate Health 1/12m, Regenerate Stamina 1/12m
Wine	0.5	7	Restore Stamina 15

Dragon Claws

Zone #	Closest Location	Name	Glyph Sequence	Value
[10.05]	Skuldafn	Diamond Claw	Fox, Moth, Dragon	1000
[2.04]	Dead Men's Respite	Ruby Dragon Claw	Wolf, Hawk, Wolf	400
[2.08]	Folgunthur	Ivory Dragon Claw	Hawk, Hawk, Dragon	200
[3.22]	Korvanjund	Ebony Claw	Fox, Moth, Dragon	800
[4.30]	Yngol Barrow	Coral Dragon Claw	Snake, Wolf, Moth	150
[5.39]	Reachwater Rock	Emerald Dragon Claw	Bear, Whale, Snake	600
[5.42]	Valthume	Iron Claw	Dragon, Hawk, Wolf	75
[8.18]	Bleak Falls Barrow	Golden Claw	Bear, Moth, Owl	100

Zone #	Closest Location	Name	Glyph Sequence	Value
[9.01]	Ivarstead	Sapphire Dragon Claw	Moth, Owl, Wolf	500
[9.45]	Forelhost	Glass Claw	Fox, Owl, Snake	700

Captured Critters

Zone #	Closest Location	Name	Glyph Sequence	Value
[3.19]	Duskglow Crevice	Moth in a Jar	1	1
[4.06]	Frostflow Lighthouse	Torchbug in a Jar	1	1
[5.38]	Dushnikh Yal	Dragonfly in a Jar	1	1
[9.09]	Alchemist's Shack	Butterfly in a Jar	1	1
[9.29]	Goldenglow Estate	Bee in a Jar	1	1

CLUTTER

Many items have variants with different weights and values than those listed below.

Name	Weight	Value
Basket	0.5	1
Bellows	1	1
Bent Dwemer Scrap Metal	2	15
Bloody Rags	1	1
Bowl	0.5	5
Broken Iron Mace Handle	5	5
Broken Iron Mace Head	8	5
Broken Iron Sword Blade	6	5
Broken Iron Sword Handle	3	5
Broken Iron War Axe Handle	5	5
Broken Iron War Axe Head	6	5
Broken Steel Battle Axe Handle	9	10
Broken Steel Battle Axe Head	12	10
Broken Steel Greatsword Blade	10	10
Broken Steel Greatsword Handle	7	10
Broken Steel Sword Blade	6	10
Broken Steel Sword Handle	4	10
Broken Steel Warhammer Handle	10	10
Broken Steel Warhammer Head	15	10
Broom	1	1

Name	Weight	Value
Bucket	0.5	1
Burned Book	2	0
Candlestick	1	25
Candlestick	1	25
Cast Iron Pot	6	8
Charcoal	0.5	2
Chaurus Chitin	4	50
Clothes Iron	3	7
Cup	0.5	5
Dragon Bone	15	500
Dragon Scales	10	250
Drum	4	10
Dwemer Cup	0.5	6
Dwemer Dish	0.5	8
Dwemer Gear	2	15
Dwemer Gyro	2	15
Dwemer Lever	2	15
Dwemer Pan	0.5	8
Dwemer Pan	3	10
Dwemer Plate	1	8
Dwemer Scrap Metal	2	15
Embalming Tool	0.5	3
Empty Wine Bottle	0.5	1
Firewood	5	5
Flagon	0.5	1
Flower Basket	1	5
Flute	2	25
Goblet	0.5	5
Hammer	3	1
Horker Tusk	1	15
Imperial War Horn	5	70
Inkwell	0.3	1
Jug	2	10
Kettle	2	4
Knife	0.5	6
Lantern	2	1
Large Decorative Dwemer Strut	15	10
Large Dwemer Plate Metal	2	15
Large Dwemer Strut	20	15
Linen Wrap	3	2
Lockpick	0	2
Lute	4	25
Mammoth Tusk	5	150
Nord War Horn	5	70
Pitchfork	4	1

Name	Weight	Value
Pitchfork	4	1
Plate	0.5	1
Platter	0.5	5
Pot	3	5
Quill	0.5	1
Roll of Paper	1	4
Ruined Book	2	5
Ruined Book	2	5
Saw	2	3
Shovel	4	3
Skull	2	5
Small Dwemer Lever	2	15
Small Dwemer Plate Metal	2	15
Solid Dwemer Metal	25	25
Soul Gem Fragment	0.1	5
Spigot	2	1
Spoon	0.5	6
Tankard	0.5	1
Tongs	1	1
Troll Skull	3.5	5
Wooden Bowl	0.5	1
Wooden Ladle	0.5	1
Wooden Plate	0.5	1
Fork	0.5	3

QUEST ITEMS

Name	Weight	Value
Argonian Ale	0.5	5
Glenmoril Witch Head	4	0
Fragments of Wuuthrad	0	0
Silver Hand Stratagem	0	0
Werewolf Totem	0.5	1
Imperial Documents	0	0
StormCloak Documents	0	0
Broken Azura's Star	0.5	0
Malyn's Black Soul Gem	0.5	0
Attunement Sphere	0	0
Blank Lexicon	0	0

Name	Weight	Value
Runed Lexicon	0	0
Elder Scroll	0	20
Essence Extractor	1	0
Sinding's Skin	4	0
Shards of Mehrunes' Razor	6	0
Hilt of Mehrunes' Razor	2	0
Pommel Stone of Mehrunes' Razor	2	0
Scabbard of Mehrunes' Razor	3	0
Strange crystal	1	10
Meridia's Beacon	0.5	0
Wedding Ring	0.5	0
Pelagius' Hip Bone	1	250
The Dancer's Flute	2	3
Aretino Family Heirloom	0.5	100
Jeweled Pendant	0.5	200
Jeweled Amulet	0.5	100
Sealed Letter	0.5	100
Olava's Token	0.5	100
Jarrin Root	0.5	100
Heart of Winter	0.5	100
Torture Tools	2	15
Empty Skooma Bottle	0.5	0
Habd's Remains	1	0
Balwen's Ornamental Ring	3	0
Katarina's Ornamental Ring	3	0
Pithi's Ornamental Ring	3	0
Treoy's Ornamental Ring	3	0
Saerek's Skull Key	0.3	100
Torsten's Skull Key	0.3	100
Iron Claw	0.5	75
Opaque Vessel	0	0
Strange Gem	0.5	0
Ancient Traveler's Skull	5	0
Dwemer Bowl	2	20
Centurion Dynamo Core	4	131
Dwemer Cog	10	5

Name	Weight	Value
Ysgramor's Soup Spoon	0.5	3
Spiced Beef	0.5	4
Stros M'Kai Rum	0.5	12
Sapphire Dragon Claw	0.5	500
Klimmek's Supplies	0	0
Mark of Dibella	0.5	0
Wylandriah's Spoon	0	0
Quicksilver Ore	1	25
Black-Briar Mead Keg	20	0
Sylgja's Satchel	0	0
Verner's Satchel	0	0
Burial Urn	1	0
Firebrand Wine	0.5	137
Kordir's Skooma	0.5	20
Dragon's Breath Mead	0.5	5
Quill of Gemination	0.1	150
Sealed Scroll	0.5	0
Stallion's Potion	0.5	341
Focusing Crystal	1	10
Torc of Labyrinthian	1	10
Tolfdir's Alembic	2	0
Petty Soul Gem	0.5	0
Warped Soul Gem	0.5	0
Dragon Heartscales	10	250
Mead with Juniper Berry	0.5	5
Dragonstone	25	0
Horn of Jurgen Windcaller	4	0
Map of Dragon Burials	0	0
Colovian Brandy	0.5	100
Lexicon	0	0
Potema's Skull	0	0
Briar Heart	1	0
Mammoth Tusk Powder	0.5	0
Nurelion's Mixture	5	15
Unmelting Snow	1	0
The White Phial (Empty)	0.5	0

Name	Weight	Value
Cracked White Phial	0.5	0
Golden Claw	0.5	100
Michaela's Flagon	0.5	1
Jessica's Wine	0.5	12
Sigil Stone	0	0
Skooma	0.5	20
Torygg's War Horn	5	0
Package for Grelka	2	0
Package for Verner	2	0
Dibella Statue	2	100
Statue of Dibella	3	100
Eldergleam Sap	1	0
Eldergleam Sapling	1	0
Honey Jar	1	0
Pest Poison	0.5	0
Firebrand Wine Case	6	0
Calcelmo's Stone Rubbing	0.5	0
Mercer's Plans	0.5	0
Skeleton Key	0.5	0
Coinpurse	0	0
Crown of Barenziah	0	0
Barenziahs Crown	0	0
Unusual Gem	0.5	200
Satchel of Moon Sugar	0	0
Queen Bee Statue	0	0
Honningbrew Decanter	0	0
East Empire Shipping Map	0	0
Model Ship	0	0
Dwemer Puzzle Cube	0	0
Bust of the Gray Fox	0	0
Right Eye of the Falmer	5	2500
Left Eye of the Falmer	5	2500
Jeweled Candlestick	0	0
Ornate Drinking Horn	0	0
Jeweled Flagon	0	0
Jeweled Goblet	0	0

Name	Weight	Value
Golden Urn	0	0
Jeweled Pitcher	0	0
Golden Ship Model	0	0
Silver Candlestick	1	75
Curious Silver Mold	1	250
Balmora Blue	0.5	67
Cyrodilic Brandy	0.5	150
Double-Distilled Skooma	0.5	44
Gildergreen Sapling	8	0
Fragment of Wuuthrad	2	0
Pantea's Flute	2	25
Rjorn's Drum	4	10
Finn's Lute	4	25

Ore

Name	Weight	Value
Iron Ore	1	2
Corundum Ore	1	20
Orichalcum Ore	1	20
Quicksilver Ore	1	25
Silver Ore	1	25
Malachite Ore	1	30
Moonstone Ore	1	30
Gold Ore	1	50
Ebony Ore	1	60

10.1 Crafting Ingredients



This table lists all the available ingredients and their properties (weight, value, effects). In addition, three sample locations are shown where the ingredients can be found (usually in abundance, although this varies as some ingredients are only encountered as a single item rather than in clusters).

Ingredient Name	Weight	Value	Effect 1	Effect 2	Effect 3	Effect 4	Location A (Amount if applicable)	Location B (Amount if Applicable)	Location C (Amount if Applicable)	Notes
Abecean Longfin	0.5	15	Weakness to Frost	Fortify Sneak	Weakness to Poison	Fortify Restoration	[9.00] Riften (Plankside)	[7.00] Windhelm (Docks)	[--]	Catch these fish randomly in lakes, rivers, and the ocean.
Bear Claws	0.1	2	Restore Stamina	Fortify Health	Fortify One-handed	Damage Magicka Regen	[9.33] Fallowstone Cave	[8.05] Moss Mother Cavern	Pine Forest Exterior (hunt the animal)	Found on bear corpses. Check the Atlas for locations that have bears or predators.
Bee	0.1	3	Restore Stamina	Ravage Stamina	Regenerate Stamina	Weakness to Shock	[9.10] Honeystrand Cave	[9.29] Goldenglow Estate	[--]	Commonly found near beehives, which are plentiful here.
Beehive Husk	1	5	Resist Poison	Fortify Light Armor	Fortify Sneak	Fortify Destruction	[9.10] Honeystrand Cave	[9.29] Goldenglow Estate	[--]	Commonly found near beehives, which are plentiful here.
Bleeding Crown	0.3	10	Weakness to Fire	Fortify Block	Weakness to Poison	Resist Magic	[1.10] Pinemoon Cave (45)	[2.02] Chillwind Depths (34)	[9.04] Geirmund's Hall (34)	Plentiful in these caves.
Blisterwort	0.2	12	Damage Stamina	Frenzy	Restore Health	Fortify Smithing	[2.02] Chillwind Depths (59)	[8.21] Halldir's Cairn (9)	[9.34] Lost Prospect Mine (9)	Plentiful in these caves.
Blue Butterfly Wing	0.1	2	Damage Stamina	Fortify Conjuration	Damage Magicka Regen	Fortify Enchanting	[7.00] Windhelm (Wuunferth's Quarters)	[8.10] Evergreen Grove	Pine Forest Exterior	Catch butterflies from midair to pluck their wings.
Blue Dartwing	0.1	1	Resist Shock	Fortify Pickpocket	Restore Health	Fear	[6.01] Lund's Hut (3)	[7.21] Steamcrag Camp	Any wilderness.	These blue dragonflies are common in the wilderness, especially around shallow ponds.
Blue Mountain Flower	0.1	2	Restore Health	Fortify Conjuration	Fortify Health	Damage Magicka Regen	[1.00] Solitude (7)	[9.00] Riften (7)	Any wilderness.	Plentiful around these Capitals.
Bone Meal	0.5	5	Damage Stamina	Resist Fire	Fortify Conjuration	Ravage Stamina	[8.18] Bleak Falls Barrow	[5.42] Valthume (4)	Any Draugr Dungeon	Found on Skeletons and Draugr. Check the Atlas for references to this creature.
Briar Heart	0.5	20	Restore Magicka	Fortify Block	Paralysis	Fortify Magicka	[5.44] Lost Valley Redoubt	[5.26] Red Eagle Redoubt	[5.18] Broken Tower Redoubt	Found on Forsworn Briar-Hearts, the leaders of most Forsworn Redoubts. Check the Atlas for locations.
Butterfly Wing	0.1	3	Restore Health	Fortify Barter	Lingering Damage Stamina	Damage Magicka	[3.06] Nightcaller Temple (4)	[1.20] Shadowgreen Cavern	Pine Forest Exterior	Catch butterflies from midair to pluck their wings.

Ingredient Name	Weight	Value	Effect 1	Effect 2	Effect 3	Effect 4	Location A (Amount if applicable)	Location B (Amount if Applicable)	Location C (Amount if Applicable)	Notes
Canis Root	0.1	5	Damage Stamina	Fortify One-handed	Fortify Marksman	Paralysis	[2.08] Swamp ground southeast of Folgunthur (9)	[2.K] Summoning Stones (close by) (5)	[2.00] Morthal (5)	Usually grows in frozen coast or marshland.
Charred Skeever Hide	0.5	1	Restore Stamina	Cure Disease	Resist Poison	Restore Health	[3.10] Fort Dunstad (2)	[6.08] Sleeping Tree Camp (2)	[3.07] Red Road Pass (2)	Usually roasting on bonfires. This cannot be cooked.
Chaurus Eggs	0.2	10	Weakness to Poison	Fortify Stamina	Damage Magicka	Invisibility	[4.06] Frostflow Lighthouse (Abyss) (200+)	[2.02] Chillwind Depths (150+)	[9.23] Tolvald's Cave (100+)	Found on this enemy, as well as across these Caves.
Chicken's Egg	0.5	2	Resist Magic	Damage Magicka Regen	Waterbreathing	Lingering Damage Stamina	[5.20] Salvius Farm (3)	[7.15] Mixwater Mill (3)	[8.11] Half-Moon Mill (2)	Usually found in Chicken Nests.
Creep Cluster	0.2	1	Restore Magicka	Damage Stamina Regen	Fortify Carry Weight	Weakness to Magic	[7.20] Bonestrewn Crest (7)	[7.05] Kynesgrove (close by) (6)	[7.17] Cronvangr Cave (6)	Mainly found in Eastmarch Hold.
Crimson Nirnroot	0.2	10	Damage Health	Damage Stamina	Invisibility	Resist Magic	[10.02] Blackreach (44)	[--]	[--]	Only found in Blackreach. See Blackreach map for more information.
Cyrodilic Spadetail	0.25	15	Damage Stamina	Fortify Restoration	Fear	Ravage Health	[9.00] Riften (Plankside)	[7.00] Windhelm (Docks)	[--]	Catch these fish randomly in lakes, rivers, and the ocean.
Daedra Heart	0.5	250	Restore Health	Damage Stamina Regen	Damage Magicka	Fear	[3.06] Nightcaller Temple (2)	Daedric Quests: The Black Star or Pieces of the Past	College of Winterhold Radiant Quest: The Atronach Forge	Found on Dremora. Cannot be obtained from summoned Dremora. Check the Atlas for references to this creature.
Deathbell	0.1	4	Damage Health	Ravage Stamina	Slow	Weakness to Poison	[2.23] Labyrinthian (Shalidor's Maze) (5)	[2.08] Folgunthur (5+)	[1.00] Solitude (inside Bards' College) (5)	Usually grows in frozen coast or marshland.
Dragon's Tongue	0.1	5	Resist Fire	Fortify Barter	Fortify Illusion	Fortify Two-handed	[7.20] Bonestrewn Crest (15+)	[7.05] Kynesgrove (7)	[7.30] Eldergleam Sanctuary (5+)	A plant that looks like a dragon's tongue, not actually the tongue of a dragon! Usually found in Eastmarch.
Dwarven Oil	0.25	15	Weakness to Magic	Fortify Illusion	Regenerate Magicka	Restore Magicka	[2.18] Mzinchaleft (8)	[3.31] Irkngthand (2)	[4.13] Alftand (1)	Found on many Dwarven Automatons. Otherwise, very rare.
Ectoplasm	0.1	25	Restore Magicka	Fortify Destruction	Fortify Magicka	Damage Health	[6.09] Rannveig's Fast	[4.00] College of Winterhold (5)	[4.02] Yngvild	Found on Ghosts. Check the Atlas for references to this creature.
Elves Ear	0.1	10	Restore Magicka	Fortify Marksman	Weakness to Frost	Resist Fire	[1.00] Riften (Bee and Barb) (7)	[6.00] Whiterun (Dragonsreach) (9)	[9.35] Black-Briar Lodge (7)	Dried Elves Ear can be found in most dwellings.
Eye of Sabre Cat	0.1	2	Restore Stamina	Ravage Health	Damage Magicka	Restore Health	[5.29] Karthspire Camp (2)	Pine Forest Exterior (hunt the animal)	Snowy mountains (hunt the animal)	Found on Sabre Cats, regardless of pelt type. Check the Atlas for references to this creature.
Falmer Ear	0.2	10	Damage Health	Frenzy	Resist Poison	Fortify Lockpicking	[4.13] Alftand (7)	[4.00] College of Winterhold (3+)	Any Dwarven Dungeon.	Found on Falmer. Check the Atlas for references to this creature.
Fire Salts	0.25	50	Weakness to Frost	Resist Fire	Restore Magicka	Regenerate Magicka	[8.02] Sunderstone Gorge (3)	[3.06] Nightcaller Temple (3)	[4.20] Septimus Signus' Outpost	Found on Flame Atronachs, but cannot be obtained from summoned Atronachs. Check the Atlas for references to this creature.
Fly Amanita	0.1	2	Resist Fire	Fortify Two-handed	Frenzy	Regenerate Stamina	[1.10] Pinemoon Cave (60+)	[9.04] Geirmund's Hall (40+)	[2.02] Chillwind Depths (30+)	Plentiful in these caves.
Frost Mirriam	0.1	1	Resist Frost	Fortify Sneak	Ravage Magicka	Damage Stamina Regen	[9.35] Black-Briar Lodge (5)	[9.00] Riften (Temple of Mara) (4)	[5.00] Markarth (Vindrell Hall) (3)	Many buildings in Riften contain Dried Frost Mirriam.
Frost Salts	0.25	100	Weakness to Fire	Resist Frost	Restore Magicka	Fortify Conjuration	[9.00] Riften (Mistveil Keep	[4.00] College of Winterhold (4+)	[5.09] Harmugstahl	Found on Frost Atronachs, but cannot

Ingredient Name	Weight	Value	Effect 1	Effect 2	Effect 3	Effect 4	Location A (Amount if applicable)	Location B (Amount if Applicable)	Location C (Amount if Applicable)	Notes
							and Honeyside) (5)			be obtained from summoned Atronachs. Check the Atlas for references to this creature.
Garlic	0.25	1	Resist Poison	Fortify Stamina	Regenerate Magicka	Regenerate Health	[1.24] East Empire Warehouse (9)	[1.00] Solitude (Vittoria Vici's House_ (8)	[3.10] Fort Dunstad (7)	Usually found in many dwellings.
Giant Lichen	0.25	5	Weakness to Shock	Ravage Health	Weakness to Poison	Restore Magicka	[2.10] Fort Snowhawk (marsh exterior) (14)	[2.21] Kjenstag Ruins (west of location) (9)	[2.16] Ustengrav (8)	Mostly found outside.
Giant's Toe	1	20	Damage Stamina	Fortify Health	Fortify Carry Weight	Damage Stamina Regen	[2.07] Talking Stone Camp	[6.08] Sleeping Tree Camp	[8.17] Secunda's Kiss	Found on Giants. Check the Atlas for references to this creature.
Glow Dust	0.5	20	Damage Magicka	Damage Magicka Regen	Fortify Destruction	Resist Shock	[3.11] Shrine of Mehrunes Dagon (3)	[7.00] Windhelm (Palace of the Kings) (3)	[3.08] Frostmere Crypt	Found on Wispmothers. Check the Atlas for references.
Glowing Mushroom	0.2	5	Resist Shock	Fortify Destruction	Fortify Smithing	Fortify Health	[9.23] Tolvald's Cave (250+)	[4.06] Frostflow Lighthouse (90+)	[1.06] Lost Echo Cave (57)	Plentiful in these caves.
Grass Pod	0.1	1	Resist Poison	Ravage Magicka	Fortify Alteration	Restore Magicka	[10.04] Japhet's Folly	[3.00] Dawnstar (coastal plain to the northwest)	Northern coastline	Plentiful along the marshy northern coastline.
Hagraven Claw	0.25	20	Resist Magic	Lingering Damage Magicka	Fortify Enchanting	Fortify Barter	[5.03] Hag's End	[5.36] Dead Crone Rock	[8.03] Glenmoril Coven	Found on Hagravens. Check the Atlas for references to this creature.
Hagraven Feathers	0.1	20	Damage Magicka	Fortify Conjuration	Frenzy	Weakness to Shock	[5.03] Hag's End	[5.36] Dead Crone Rock	[8.03] Glenmoril Coven	Found on Hagravens. Check the Atlas for references to this creature.
Hanging Moss	0.25	1	Damage Magicka	Fortify Health	Damage Magicka Regen	Fortify One-handed	[1.00] Solitude (Hall of the Dead) (60+)	[6.12] Dustman's Cairn (45+)	[8.02] Sunderstone Gorge (22+)	Usually found clinging to stone buildings, and the rocky outcrops across The Reach.
Hawk Beak	0.25	15	Restore Stamina	Resist Frost	Fortify Carry Weight	Resist Shock	[1.00] Solitude (Exterior, Docks)	[8.12] Bloated Man's Grotto	Any Silver Hand Location	Shoot hawks from the sky to claim this ingredient from them, or from Silver Hand Members during The Companions Quests.
Hawk Feathers	0.1	15	Cure Disease	Fortify Light Armor	Fortify One-handed	Fortify Sneak	[1.00] Solitude (Exterior, Docks)	[8.12] Bloated Man's Grotto	Any Silver Hand Location	Shoot hawks from the sky to claim this ingredient from them, or from Silver Hand Members during The Companions Quests.
Histcarp	0.25	6	Restore Stamina	Fortify Magicka	Damage Stamina Regen	Waterbreathing	[9.00] Riften (Plankside)	[7.00] Windhelm (Docks)	[--]	Catch these fish randomly in lakes, rivers, and the ocean.
Honeycomb	1	5	Restore Stamina	Fortify Block	Fortify Light Armor	Ravage Stamina	[9.10] Honeystrand Cave	[9.29] Goldenglow Estate	[--]	Commony found near beehives, which are plentiful here.
Human Flesh	0.25	1	Damage Health	Paralysis	Restore Magicka	Fortify Sneak	[4.13] Aftand (3)	[9.23] Tolvald's Cave (3)	[5.41] Reachcliff Cave (2)	Very rare.
Human Heart	1	0	Damage Health	Damage Magicka	Damage Magicka Regen	Frenzy	[5.44] Lost Valley Redoubt (1)	[8.02] Sunderstone Gorge (1)	[8.13] North Brittle Shin Pass (1)	Very rare, usually found in Dungeons.
Ice Wraith Teeth	0.25	30	Weakness to Frost	Fortify Heavy Armor	Invisibility	Weakness to Fire	[4.00] College of Winterhold (5)	[6.00] Whiterun (Jorrvasker) (5)	[3.00] Dawnstar (The White Hall) (4)	Found on Ice Wraiths. Check the Atlas for references to this creature.
Imp Stool	0.3	0	Damage Health	Lingering Damage Health	Paralysis	Restore Health	[2.02] Chillwind Depths (50+)	[8.21] Halldir's Cairn (20+)	[6.26] White River Watch (19)	Plentiful in these caves.
Jarrin Root	0.5	10	Damage Health	Damage Magicka	Damage Stamina	Damage Magicka Regen	Dark Brotherhood Quest: To Kill an Empire	[--]	[--]	Unique Ingredient: The only Jarrin Root in Skyrim is given to you by Astrid during Dark Brotherhood Quest: To Kill an Empire. You can

Ingredient Name	Weight	Value	Effect 1	Effect 2	Effect 3	Effect 4	Location A (Amount if applicable)	Location B (Amount if Applicable)	Location C (Amount if Applicable)	Notes
										use it for the quest, but don't have to. Eating it will kill you instantly. It makes by far the strongest poisons of any ingredient.
Jazbay Grapes	0.2	1	Weakness to Magic	Fortify Magicka	Regenerate Magicka	Ravage Health	[7.Q] Mistwatch Folly (8)	[8.33] South Skybound Watch (Interior) (8)	[7.32] The Atronach Stone (5)	Mainly found in Eastmarch Hold.
Juniper Berries	0.1	1	Weakness to Fire	Fortify Marksman	Regenerate Health	Damage Stamina Regen	[5.00] Markarth (exterior and Cidhna Mines) (15+)	[5.Z] Shrine of Dibella: Bridge at Old Hroldan (8)	[5.X] Reachwind Burial Mound (8)	Mainly found in The Reach.
Large Antlers	0.1	2	Restore Stamina	Fortify Stamina	Slow	Damage Stamina Regen	Pine Forest Exterior (hunt the animal)	The Rift (hunt the animal)	Tundra Plains (hunt the animal)	Found on Elk. Check the Atlas for references to this creature.
Lavender	0.1	1	Resist Magic	Fortify Stamina	Ravage Magicka	Fortify Conjuration	[6.00] Whiterun (Temple of Kynareth, Wind District, and Dragonsreach) (40+)	[5.12] Cliffside Retreat (east of location) (8)	[5.28] Rebel's Cairn (5)	Grows across the Tundra plains of Whiterun Hold.
Luna Moth Wing	0.1	5	Damage Magicka	Fortify Light Armor	Regenerate Health	Invisibility	[3.06] Nightcaller Temple (5)	[1.20] Shadowgreen Cavern	[6.08] Sleeping Tree Camp	Catch butterflies from midair to pluck their wings. Pale-winged Luna Moths can be found most easily at night.
Moon Sugar	0.25	50	Weakness to Fire	Resist Frost	Restore Magicka	Regenerate Magicka	[9.00] Riften (Warehouse) (6)	[7.37] Cragslane Cavern (2)	[8.02] Sunderstone Gorge (1)	Sold by Khajiit Caravans. Otherwise, very rare.
Mora Tapinella	0.25	4	Restore Magicka	Lingering Damage Health	Regenerate Stamina	Fortify Illusion	[3.08] Frostmere Crypt (4+)	"[2.H] Swamp Pond Massacre (ground to the north) (3)"	[2.03] Robber's Gorge (Exterior) (3)	This species of mushroom grows on dead tree stumps, mainly outside across pine forests.
Mudcrab Chitin	0.25	2	Restore Stamina	Cure Disease	Resist Poison	Resist Fire	[6.27] Riverwood (river banks)	[6.H] King of the Mudcrabs	The banks of most rivers and lakes.	Found on Mudcrabs. Check the Atlas for references to this creature.
Namira's Rot	0.25	0	Damage Magicka	Fortify Lockpicking	Fear	Regenerate Health	[2.02] Chillwind Depths (60)	[8.21] Halldir's Cairn (18+)	[5.11] Liar's Retreat (10)	Reasonably plentiful in these caves.
Nightshade	0.1	8	Damage Health	Damage Magicka Regen	Lingering Damage Stamina	Fortify Destruction	[2.23] Labyrinthian (10+)	[8.00] Falkreath (10+)	[1.00] Solitude (Arch) (7)	Reasonably plentiful in these areas. Grows outside (mainly in pine forests) and inside some dungeons.
Nirnroot	0.2	10	Damage Health	Damage Stamina	Invisibility	Resist Magic	[9.06] Sarethi Farm (8)	[8.K] Alchemist's Camp: Evergreen Woods (3)	[3.00] Dawnstar (coast) (3)	Aside from Sarethi's Farm, these are found along river banks.
Nordic Barnacle	0.2	5	Damage Magicka	Waterbreathing	Regenerate Health	Fortify Pickpocket	[1.07] Orphan's Tear (19)	[4.01] Hela's Folly (19)	[2.05] Crabber's Shanty (coast nearby)	Usually found on shipwrecks, or along the coast.
Orange Dartwing	0.1	1	Restore Stamina	Ravage Magicka	Fortify Pickpocket	Lingering Damage Health	[1.00] Solitude (Hall of the Dead) (6)	[3.27] Forsaken Cave (5)	Any wilderness.	These orange dragonflies are common in the wilderness, especially around shallow ponds.
Pearl	0.1	2	Restore Stamina	Fortify Block	Restore Magicka	Resist Shock	[9.04] Geirmund's Hall (3)	[4.13] Alftand (1)	[--]	Easier to purchase from Apothecary traders. Otherwise very rare.
Pine Thrush Egg	0.5	2	Restore Stamina	Fortify Lockpicking	Weakness to Poison	Resist Shock	[9.25] Shor's Stone (Sylgja's House) (6)	[6.02] Rorikstead (Lemkil's House) (5)	[9.18] Avanchnzel (exterior)	Look for birds' nests with these mottled brown eggs, mainly in forested areas.
Powdered Mammoth Tusk	0.1	2	Restore Stamina	Fortify Sneak	Weakness to Fire	Fear	[2.07] Talking Stone Camp	[6.08] Sleeping Tree Camp	[8.17] Secunda's Kiss	Found on a Mammoth. Check the Atlas for references to this creature.
Purple	0.1	2	Restore	Fortify Sneak	Lingering	Resist Frost	[1.17] Dragon	[5.13] Dragon	Any	Plentiful around these

Ingredient Name	Weight	Value	Effect 1	Effect 2	Effect 3	Effect 4	Location A (Amount if applicable)	Location B (Amount if Applicable)	Location C (Amount if Applicable)	Notes
Mountain Flower			Stamina		Damage Magicka		Bridge (11)	Bridge Overlook (7)	wilderness.	areas.
Red Mountain Flower	0.1	2	Restore Magicka	Ravage Magicka	Fortify Magicka	Damage Health	[6.00] Whiterun (10)	[1.20] Shadowgreen Cavern (10)	Any wilderness.	Plentiful around the Capital of Whiterun and within the spacious Shadowgreen Cavern.
River Betty	0.25	15	Damage Health	Fortify Alteration	Slow	Fortify Carry Weight	[9.00] Riften (Plankside)	[7.00] Windhelm (Docks)	[--]	Catch these fish randomly in lakes, rivers, and the ocean.
Rock Warbler Egg	0.5	2	Restore Health	Fortify One-handed	Damage Stamina	Weakness to Magic	[5.00] Markarth (Warrens) (3)	[5.42] Valthume (rocks east of entrance)	[5.20] Salvius Farm (nearby ridges)	Look for birds' nests with these large, green eggs, mainly in the Reach.
Sabre Cat Tooth	0.1	2	Restore Stamina	Fortify Heavy Armor	Fortify Smithing	Weakness to Poison	[6.10] Drelas' Cottage (2)	Pine Forest Exterior (hunt the animal)	Snowy mountains (hunt the animal)	Found on a Sabre Cat. Check the Atlas for references to this creature.
Salt Pile	0.2	2	Weakness to Magic	Fortify Restoration	Slow	Regenerate Magicka	[4.00] College of Winterhold (Midden) (7)	[6.29] Fellglow Keep (5)	[3.10] Fort Dunstad (5)	Most merchants carry this.
Scaly Pholiota	0.25	4	Weakness to Magic	Fortify Illusion	Regenerate Stamina	Fortify Carry Weight	[9.B] Wood Cutter's Camp: Lake Geir (3)	[9.L] Altar in the Woods: Autumnshade (3)	[9.37] Darklight Tower (north, closer to the lake) (3)	Usually found on or near fallen trees or stumps.
Silverside Perch	0.25	15	Restore Stamina	Damage Stamina Regen	Ravage Health	Resist Frost	[9.00] Riften (Plankside)	[7.00] Windhelm (Docks)	[--]	Catch these fish randomly in lakes, rivers, and the ocean.
Skeever Tail	0.2	3	Damage Stamina Regen	Ravage Health	Damage Health	Fortify Light Armor	[3.10] Fort Dunstad (8)	[3.06] Nightcaller Temple (4)	[5.11] Liar's Retreat (4)	Found on Skeevers. Check the Atlas for references to this creature.
Slaughterfish Egg	0.2	3	Resist Poison	Fortify Pickpocket	Lingering Damage Health	Fortify Stamina	[3.A] Horker Standing Stones (15)	[3.02] Wreck Of The Brinehammer (ocean) (10)	[9.45] Forelhost (7+)	Usually found close to water, or Slaughterfish.
Slaughterfish Scales	0.1	3	Resist Frost	Lingering Damage Health	Fortify Heavy Armor	Fortify Block	[8.03] Glenmoril Coven (6)	[9.23] Tolvald's Cave (4)	Any lake in Skyrim where Slaughterfish dwell.	Found on Slaughterfish. Check the Atlas for references to this creature.
Small Antlers	0.1	2	Weakness to Poison	Fortify Restoration	Lingering Damage Stamina	Damage Health	Pine Forest Exterior (hunt the animal)	The Rift (hunt the animal)	Tundra Plains (hunt the animal)	Found on Deer. Check the Atlas for references to this creature.
Small Pearl	0.1	2	Restore Stamina	Fortify One-handed	Fortify Restoration	Resist Frost	[9.04] Geirmund's Hall (3)	[4.13] Alftand (1)	[--]	Easier to purchase from Apothecary traders. Otherwise very rare.
Snowberries	0.1	4	Resist Fire	Fortify Enchanting	Resist Frost	Resist Shock	[4.07] Driftshade Refuge (25)	[7.10] Traitor's Post (12)	[4.00] College of Winterhold (11)	Find these outside, where snow is on the ground.
Spider Egg	0.2	5	Damage Stamina	Damage Magicka Regen	Fortify Lockpicking	Fortify Marksman	[4.15] Ironbind Barrow (11)	[5.09] Harmugstah (8)	[6.00] Whiterun (Jorrvaskr) (7)	Found on some Frostbite Spiders, or close by their lairs. Check the Atlas for references to this creature.
Spriggan Sap	0.2	15	Damage Magicka Regen	Fortify Enchanting	Fortify Smithing	Fortify Alteration	[8.05] Moss Mother Cavern	[1.20] Shadowgreen Cavern	[4.00] College of Winterhold (2)	Found on Spriggans. Check the Atlas for references to this creature.
Swamp Fungal Pod	0.25	5	Resist Shock	Lingering Damage Magicka	Paralysis	Restore Health	[2.19] Movarth's Lair (Exterior) (10)	[2.00] Morthal (swamp to the northwest and west) (15+)	[--]	Mainly found in the wet ground of Hjaalmarch Hold.
Taproot	0.5	15	Weakness to Magic	Fortify Illusion	Regenerate Magicka	Restore Magicka	[8.05] Moss Mother Cavern	[1.20] Shadowgreen Cavern	[1.11] Clearpine Pond	Found on Spriggans. Check the Atlas for references to this creature.
Thistle Branch	0.1	1	Resist Frost	Ravage Stamina	Resist Poison	Fortify Heavy Armor	[1.00] Solitude (Arch and Blue Palace)	[1.17] Dragon Bridge (7)	[6.27] Riverwood (7)	Mainly found in scrubland and around settlements.
Torchbug Thorax	0.1	1	Restore Stamina	Lingering Damage	Weakness to Magic	Fortify Stamina	[4.00] College of Winterhold (10+)	[3.27] Forsaken Cave (5+)	[3.00] Dawnstar (The	Look for these glowing insects at dusk or night,

Ingredient Name	Weight	Value	Effect 1	Effect 2	Effect 3	Effect 4	Location A (Amount if applicable)	Location B (Amount if Applicable)	Location C (Amount if Applicable)	Notes
				Magicka					White Hall) (3)	across the wilderness (but not at altitude).
Troll Fat	1	15	Resist Poison	Fortify Two-handed	Frenzy	Damage Health	[1.24] East Empire Warehouse (15+)	[6.30] Graywinter Watch	Animal Dens across the wilderness.	Found on Trolls. Check the Atlas for references to this creature.
Tundra Cotton	0.1	1	Resist Magic	Fortify Magicka	Fortify Block	Fortify Barter	[1.00] Solitude (Buildings in The Avenues District)	[6.14] Redoran's Retreat (13)	[8.12] Bloated Man's Grotto (10)	Found growing outside, at low altitudes.
Vampire Dust	0.2	25	Invisibility	Restore Magicka	Regenerate Health	Cure Disease	[8.25] North Shriekwind Bastion	[6.07] Broken Fang Cave	Any Court Wizard's Quarters, or your house's Alchemy Lab.	Found on Vampires. Check the Atlas for references to this creature.
Void Salts	0.2	125	Weakness to Shock	Resist Magic	Damage Health	Fortify Magicka	[1.00] Solitude (Proudspire Manor Alchemy Lab) (4)	[9.00] Riften (Honeyside Alchemy Lab) (3)	[4.00] College of Winterhold (Archmage's Quarters)	Found on Storm Atronachs, but cannot be obtained from summoned Atronachs. Check the Atlas for references to this creature.
Wheat	0.1	5	Restore Health	Fortify Health	Damage Stamina Regen	Lingering Damage Magicka	[1.23] Katla's Farm	[6.02] Rorikshead	[6.24] Battle-Born Farm	Check the larger towns (such as Rorikshead), or consult Favor (Activity): Harvesting Crops†.
White Cap	0.3	0	Weakness to Frost	Fortify Heavy Armor	Restore Magicka	Ravage Magicka	[2.02] Chillwind Depths (40+)	[8.21] Halldir's Cairn (20+)	[6.26] White River Watch (15+)	Plentiful in these locations.
Wisp Wrappings	0.1	2	Restore Stamina	Fortify Destruction	Fortify Carry Weight	Resist Magic	[3.08] Frostmere Crypt	[2.23] Labyrinthian	[5.J] Dwarven Ruins: Lair of the Wispmother	Found on Wispmothers. Check the Atlas for references.

10.2 Alchemy Effects List



This list that reveals every Alchemic Effect, and which ingredients have those effects.

Effect Name	Ingredients with this Effect
Cure Disease	Charred Skeever Hide, Hawk Feathers, Mudcrab Chitin, Vampire Dust
Damage Health	Crimson Nirnroot, Deathbell, Ectoplasm, Falmer Ear, Human Flesh, Human Heart, Imp Stool, Jarrin Root, Mora Tapinella, Nightshade, Nirnroot, Orange Dartwing, Red Mountain Flower, River Betty, Skeever Tail, Slaughterfish Egg, Slaughterfish Scales, Small Antlers, Troll Fat, Void Salts
Damage Magicka	Bear Claws, Blue Butterfly Wing, Blue Mountain Flower, Butterfly Wing, Chaurus Eggs, Chicken's Egg, Daedra Heart, Eye of Sabre Cat, Glow Dust, Hagraven Claw, Hagraven Feathers, Hanging Moss, Human Heart, Jarrin Root, Luna Moth Wing, Namira's Rot, Nightshade, Nordic Barnacle, Purple Mountain Flower, Spider Egg, Spriggan Sap, Swamp Fungal Pod, Torchbug Thorax, Wheat
Damage Magicka Regen	Bear Claws, Blue Butterfly Wing, Blue Mountain Flower, Chicken's Egg, Glow Dust, Hanging Moss, Human Heart, Jarrin Root, Nightshade, Spider Egg, Spriggan Sap
Damage Stamina	Blisterwort, Blue Butterfly Wing, Bone Meal, Butterfly Wing, Canis Root, Chicken's Egg, Creep Cluster, Crimson Nirnroot, Cyrodilic Spadetail, Daedra Heart, Frost Mirriam, Giant's Toe, Histcarp, Jarrin Root, Juniper Berries, Large Antlers, Nightshade, Nirnroot, Rock Warbler Egg, Silverside Perch Skeever Tail, Small Antlers, Spider Egg, Wheat
Damage Stamina Regen	Creep Cluster, Daedra Heart, Frost Mirriam, Giant's Toe, Histcarp, Juniper Berries, Large Antlers, Silverside Perch, Skeever Tail, Wheat
Fear	Blue Dartwing, Cyrodilic Spadetail, Daedra Heart, Namira's Rot, Powdered Mammoth Tusk
Fortify Alteration	Grass Pod, River Betty, Spriggan Sap
Fortify Barter	Butterfly Wing, Dragon's Tongue, Hagraven Claw, Tundra Cotton
Fortify Block	Bleeding Crown, Briar Heart, Honeycomb, Pearl, Slaughterfish Scales, Tundra Cotton
Fortify Carry Weight	Creep Cluster, Giant's Toe, Hawk Beak, River Betty, Scaly Pholiota, Wisp Wrappings
Fortify Conjuration	Blue Butterfly Wing, Blue Mountain Flower, Bone Meal, Frost Salts, Hagraven Feathers, Lavender
Fortify Destruction	Beehive Husk, Ectoplasm, Glow Dust, Glowing Mushroom, Nightshade, Wisp Wrappings
Fortify Enchanting	Blue Butterfly Wing, Hagraven Claw, Snowberries, Spriggan Sap
Fortify Health	Bear Claws, Blue Mountain Flower, Giant's Toe, Glowing Mushroom, Hanging Moss, Wheat
Fortify Heavy Armor	Ice Wraith Teeth, Sabre Cat Tooth, Slaughterfish Scales, Thistle Branch, White Cap
Fortify Illusion	Dragon's Tongue, Dwarven Oil, Mora Tapinella, Scaly Pholiota, Taproot
Fortify Light Armor	Beehive Husk, Hawk Feathers, Honeycomb, Luna Moth Wing, Skeever Tail
Fortify Lockpicking	Falmer Ear, Namira's Rot, Pine Thrush Egg, Spider Egg
Fortify Magicka	Briar Heart, Ectoplasm, Histcarp, Jazbay Grapes, Red Mountain Flower, Tundra Cotton, Void Salts
Fortify Marksman	Canis Root, Elves Ear, Juniper Berries, Spider Egg
Fortify One-handed	Bear Claws, Canis Root, Hanging Moss, Hawk Feathers, Rock Warbler Egg, Small Pearl
Fortify Pickpocket	Blue Dartwing, Nordic BarnacleOrange Dartwing, Slaughterfish Egg
Fortify Restoration	Abecean Longfin, Cyrodilic Spadetail, Salt Pile, Small Antlers, Small Pearl
Fortify Smithing	Blisterwort, Glowing Mushroom, Sabre Cat Tooth, Spriggan Sap
Fortify Sneak	Abecean Longfin, Beehive Husk, Frost Mirriam, Hawk Feathers, Human Flesh, Powdered Mammoth Tusk, Purple Mountain Flower
Fortify Stamina	Chaurus Eggs, Garlic, Large Antlers, Lavender, Slaughterfish Egg, Torchbug Thorax
Fortify Two-	Dragon's Tongue, Fly Amanita, Troll Fat

Effect Name	Ingredients with this Effect
handed	
Frenzy	Blisterwort, Falmer Ear, Fly Amanita, Hagraven Feathers, Human Heart, Troll Fat
Invisibility	Chaurus Eggs, Crimson Nirnroot, Ice Wraith Teeth, Luna Moth Wing, Nirnroot, Vampire Dust
Lingering Damage Health	Imp Stool, Mora Tapinella, Orange Dartwing, Slaughterfish Egg, Slaughterfish Scales
Lingering Damage Magicka	Hagraven Claw, Purple Mountain Flower, Swamp Fungal Pod, Torchbug Thorax, Wheat
Lingering Damage Stamina	Butterfly Wing, Chicken's Egg, Nightshade, Small Antlers
Paralysis	Briar Heart, Canis Root, Human Flesh, Imp Stool, Swamp Fungal Pod
Ravage Health	Cyrodilic Spadetail, Eye of Sabre Cat, Giant Lichen, Jazbay Grapes, Silverside Perch, Skeever Tail
Ravage Magicka	Frost Mirriam, Grass Pod, Lavender, Orange Dartwing, Red Mountain Flower, White Cap
Ravage Stamina	Bee, Bone Meal, Deathbell, Honeycomb, Thistle Branch
Regenerate Health	Garlic, Juniper Berries, Luna Moth Wing, Namira's Rot, Nordic Barnacle, Vampire Dust
Regenerate Magicka	Dwarven Oil, Fire Salts, Garlic, Jazbay Grapes, Moon Sugar, Salt Pile, Taproot
Regenerate Stamina	Bee, Fly Amanita, Mora Tapinella, Scaly Pholiota
Resist Fire	Bone Meal, Dragon's Tongue, Elves Ear, Fire Salts, Fly Amanita, Mudcrab Chitin, Snowberries
Resist Frost	Frost Mirriam, Frost Salts, Hawk Beak, Moon Sugar, Purple Mountain Flower, Silverside Perch, Slaughterfish Scales, Small Pearl, Snowberries, Thistle Branch
Resist Magic	Bleeding Crown, Chicken's Egg, Crimson Nirnroot, Hagraven Claw, Lavender, Nirnroot, Tundra Cotton, Void Salts, Wisp Wrappings
Resist Poison	Beehive Husk, Charred Skeever Hide, Falmer Ear, Garlic, Grass Pod, Mudcrab Chitin, Slaughterfish Egg, Thistle Branch, Troll Fat
Resist Shock	Blue Dartwing, Glow Dust, Glowing Mushroom, Hawk Beak, Pearl, Pine Thrush Egg, Snowberries, Swamp Fungal Pod
Restore Health	Blisterwort, Blue Dartwing, Blue Mountain Flower, Butterfly Wing, Charred Skeever Hide, Daedra Heart, Eye of Sabre Cat, Imp Stool, Rock Warbler Egg, Swamp Fungal Pod, Wheat
Restore Magicka	Briar Heart, Creep Cluster, Dwarven Oil, Ectoplasm, Elves Ear, Fire Salts, Frost Salts, Giant Lichen, Grass Pod, Human Flesh, Moon Sugar, Mora Tapinella, Pearl, Red Mountain Flower, Taproot, Vampire Dust, White Cap
Restore Stamina	Bear Claws, Bee, Charred Skeever Hide, Eye of Sabre Cat, Hawk Beak, Histcarp, Honeycomb, Large Antlers, Mudcrab Chitin, Orange Dartwing, Pearl, Pine Thrush Egg, Powdered Mammoth Tusk, Purple Mountain Flower, Sabre Cat Tooth, Silverside Perch, Small Pearl, Torchbug Thorax, Wisp Wrappings
Slow	Deathbell, Large Antlers, River Betty, Salt Pile
Waterbreathing	Chicken's Egg, Histcarp, Nordic Barnacle
Weakness to Fire	Bleeding Crown, Frost Salts, Ice Wraith Teeth, Juniper Berries, Moon Sugar, Powdered Mammoth Tusk
Weakness to Frost	Abecean Longfin, Elves Ear, Fire Salts, Ice Wraith Teeth, White Cap
Weakness to Magic	Creep Cluster, Dwarven Oil, Jazbay Grapes, Rock Warbler Egg, Salt Pile, Scaly Pholiota, Taproot, Torchbug Thorax
Weakness to Poison	Abecean Longfin, Bleeding Crown, Chaurus Eggs, Deathbell, Giant Lichen, Pine Thrush Egg, Sabre Cat Tooth, Small Antlers
Weakness to Shock	Bee, Giant Lichen, Hagraven Feathers, Void Salts

10.3 Soul Gems



A list of soul gems and their properties. Note that the Filled Soul Gems listed here are the ‘standard’ filled soul gems you can find in the world. If you Soul Trap a weaker creature into a larger gem, the resulting value will be reduced.

Name	Weight	Value	Capacity	Notes
Petty Soul Gem	0.1	10	250	Can hold creature souls below Lv4.
Lesser Soul Gem	0.2	25	500	Can hold creature souls below Lv16.
Common Soul Gem	0.3	50	1000	Can hold creature souls below Lv28.
Greater Soul Gem	0.4	100	2000	Can hold creature souls below Lv38.
Grand Soul Gem	0.5	200	3000	Can hold any creature soul.
Black Soul Gem	1	500	3000	Can hold any human soul.
Petty Soul Gem (Filled)	0.1	40	250	Holds a petty soul.
Lesser Soul Gem (Filled)	0.2	80	500	Holds a lesser soul.
Common Soul Gem (Filled)	0.3	150	1000	Holds a common soul.
Greater Soul Gem (Filled)	0.4	350	2000	Holds a greater soul.
Grand Soul Gem (Filled)	0.5	500	3000	Holds a grand soul.
Black Soul Gem (Filled)	1	1200	3000	Holds a human soul.

10.4 Base Enchantments



The two tables below list all of the base weapon and armor enchantments.
When Disenchanting an item, you always learn its Base Enchantment.
So disenchanting a Daedric Mace of the Inferno teaches you ‘Fire Damage’.
But disenchanting an Iron Sword of Embers also teaches you ‘Fire Damage’. Despite the cheaper item, you learn the same effect.
When Enchanting an item:
You can apply any weapon enchantment to any weapon.
You can apply armor enchantments only to a subset of armor pieces, as shown below.
Examples:
You can enchant any weapon with Fire Damage, from a dagger to a warhammer.
You can apply Waterbreathing to any Helm, Ring, or Necklace.
You can put Muffle on any pair of Boots, but only on Boots.

WEAPON BASE ENCHANTMENTS

Base Enchantment	Effect
Absorb Health	Absorb # Health.
Absorb Magicka	Absorb # Magicka.
Absorb Stamina	Absorb # Stamina.
Banish	Banishes summoned daedra below level #.
Fear	Creatures below level # flee for 30s.
Fire Damage	+# fire damage.
Frost Damage	+# frost damage.
Magicka Damage	+# magicka damage.
Paralyze	Paralyzes creatures below level #.
Shock Damage	+# shock damage.
Soul Trap	Soul traps creatures that die within # seconds.
Stamina Damage	+# magicka damage.
Turn Undead	Undead below level # flee for 30s.

STANDARD ARMOR ENCHANTMENTS

Modifier	Base Enchantment	Head	Chest	Hands	Feet	Shield	Ring	Necklace
Fortify Alchemy	Potions and poisons you craft are #% stronger.	X		X			X	X
Fortify Alteration	Alteration spells cost #% less to cast.	X	X				X	X
Fortify Archery	Increases bow damage by #%.	X		X			X	X
Fortify Block	When blocking, you block #% more damage.			X		X	X	X
Fortify Carry Weight	+# Carry Weight			X	X		X	X
Fortify Conjuration	Conjuration spells cost #% less to cast.	X	X				X	X
Fortify Destruction	Destruction spells cost #% less to cast.	X	X				X	X
Fortify Healing Rate	Increases your health regeneration rate by #%.		X				X	X
Fortify Health	+# Health		X			X	X	X
Fortify Heavy Armor	Increases your Heavy Armor skill by #.		X	X			X	X
Fortify Illusion	Illusion spells cost #% less to cast.	X	X				X	X
Fortify Light Armor	Increases your Light Armor skill by #.		X	X			X	X
Fortify Lockpicking	Locks are #% easier to pick.	X		X			X	X
Fortify Magicka	+# Magicka	X		X			X	X
Fortify Magicka Rate	Increases your magicka regeneration rate by #%.	X	X				X	
Fortify One-Handed	Increases one-handed weapon damage by #%.			X	X		X	X
Fortify Pickpocket	Pickpocketing items is #% easier.			X	X		X	X
Fortify Restoration	Restoration spells cost #% less to cast.	X	X				X	X
Fortify Smithing	Weapons and armor improvements are #% stronger.		X	X			X	X
Fortify Sneak	Sneaking is #% easier.			X	X		X	X
Fortify Speech	Prices you get are #% better.							X
Fortify Stamina	+# Stamina		X		X		X	X
Fortify Stamina Rate	Increases your stamina regeneration rate by #%.		X		X			X
Fortify Two-Handed	Increases two-handed weapon damage by #%.			X	X		X	X
Muffle	You move silently when sneaking.				X			
Resist Disease	+#% Disease Resistance		X			X	X	X
Resist Fire	+#% Fire Resistance				X	X	X	X
Resist Frost	+#% Frost Resistance				X	X	X	X
Resist Magic	+#% Magic Resistance (all forms of magic)					X	X	X
Resist Poison	+#% Poison Resistance		X			X	X	X
Resist Shock	+#% Shock Resistance				X	X	X	X
Waterbreathing	You do not drown when swimming.	X					X	X

10.5 Derived Enchantments



This table lists all of the Enchantments that can appear on items you find in the world.

Derived Enchantments Key

Modifier: The item suffix (or, occasionally, prefix) that identifies the enchantment.
Base Enchantment: The enchantment that you learn if you disenchant the item. Cross-reference this with the Base Enchantments Table for a complete description of the enchantment.
Ench Level: The level of this particular enchantment. Cross-reference this with the General Data Table to identify which material types this enchantment can appear on.
Magnitude: The “strength” of this particular enchantment, which might be expressed as a percentage, duration, level, or raw modifier. Plug this into the “#” in the base enchantment’s description.
Not every possible combination of weapon, material, and enchantment permitted under this system exists in Skyrim… but the vast majority do.
For Example: You find an Elven Mace of Enervating. Looking it up on this table, you find that its Base Enchantment is “Magicka Damage”, and its magnitude is “50”. Cross-referencing this with the Base Enchantments Table tells you that it does “+50 Magicka Damage”.
Note that the College of Winterhold Robes work a little differently:
There are five basic robes: Novice, Apprentice, Adept, Expert, Master. Each of these robes has a specific Fortify Magicka Rate enchantment on it, as listed on the Armor page.
In addition to that enchantment, these robes may also have an additional enchantment related to one of the five schools of magic. The modifier is just the name of the school, since the magnitude is determined by the type of robe. So, for example, you can find:
Novice Robes of Conjuration [+50% Magicka Regen; 12% Conjuration]
Apprentice Robes of Conjuration [+75% Magicka Regen; 15% Conjuration]
Apprentice Robes of Destruction [+75% Magicka Regen; 15% Destruction]

STANDARD WEAPON ENCHANTMENT MODIFIERS

Modifier	Base Enchantment	Ench Level	Magnitude
of Absorption	Absorb Health	2	5
of Consuming	Absorb Health	3	10
of Devouring	Absorb Health	4	15
of Leeching	Absorb Health	5	20
of the Vampire	Absorb Health	6	25
of Siphoning	Absorb Magicka	2	10
of Harrowing	Absorb Magicka	3	15

Modifier	Base Enchantment	Ench Level	Magnitude
of Winnowing	Absorb Magicka	4	20
of Evoking	Absorb Magicka	5	25
of the Sorcerer	Absorb Magicka	6	30
of Gleaning	Absorb Stamina	2	10
of Reaping	Absorb Stamina	3	15
of Harvesting	Absorb Stamina	4	20
of Garnering	Absorb Stamina	5	25
of Subsuming	Absorb Stamina	6	30
of Banishing	Banish	4	Lv12
of Expelling	Banish	5	Lv20
of Annihilating	Banish	6	Lv36
of Dismay	Fear	1	Lv5
of Cowardice	Fear	2	Lv7
of Fear	Fear	3	Lv10
of Despair	Fear	4	Lv13
of Dread	Fear	5	Lv16
of Terror	Fear	6	Lv20
of Embers	Fire Damage	1	5
of Burning	Fire Damage	2	10
of Scorching	Fire Damage	3	15
of Fire / Flames	Fire Damage	4	20
of the Blaze	Fire Damage	5	25
of the Inferno	Fire Damage	6	30
of Cold / Chills	Frost Damage	1	5
of Frost	Frost Damage	2	10
of Ice	Frost Damage	3	15
of Freezing	Frost Damage	4	20
of Blizzards	Frost Damage	5	25
of Winter	Frost Damage	6	30
of Sapping	Magicka Damage	1	10
of Draining	Magicka Damage	2	20
of Diminishing	Magicka Damage	3	30
of Depleting	Magicka Damage	4	40
of Enervating	Magicka Damage	5	50
of Nullifying	Magicka Damage	6	60

Modifier	Base Enchantment	Ench Level	Magnitude
of Stunning	Paralyze	4	2s
of Immobilizing	Paralyze	5	4s
of Petrifying	Paralyze	6	6s
of Sparks	Shock Damage	1	5
of Arcing	Shock Damage	2	10
of Shocks	Shock Damage	3	15
of Thunderbolts	Shock Damage	4	20
of Lightning	Shock Damage	5	25
of Storms	Shock Damage	6	30
of Souls	Soul Trap	1	3s
of Soul Snares	Soul Trap	2	5s
of Binding	Soul Trap	3	7s
of Animus	Soul Trap	4	10s
of Malediction	Soul Trap	5	15s
of Damnation	Soul Trap	6	20s
of Fatigue	Stamina Damage	1	5
of Weariness	Stamina Damage	2	10
of Torpor	Stamina Damage	3	15
of Debilitation	Stamina Damage	4	20
of Lethargy	Stamina Damage	5	25
of Exhaustion	Stamina Damage	6	30
Blessed	Turn Undead	1	Lv3
Sanctified	Turn Undead	2	Lv7
Reverent	Turn Undead	3	Lv13
Hallowed	Turn Undead	4	Lv21
Virtuous	Turn Undead	5	Lv30
Holy	Turn Undead	6	Lv40

STANDARD ARMOR ENCHANTMENTS

Modifier	Base Enchantment	Ench Level	Magnitude
of Minor Alchemy	Fortify Alchemy	1	12%
of Alchemy	Fortify Alchemy	2	15%
of Major Alchemy	Fortify Alchemy	3	17%
of Eminent Alchemy	Fortify Alchemy	4	20%
of Extreme Alchemy	Fortify Alchemy	5	22%

Modifier	Base Enchantment	Ench Level	Magnitude
of Peerless Alchemy	Fortify Alchemy	6	25%
of Minor Alteration	Fortify Alteration	1	12%
of Alteration	Fortify Alteration	2	15%
of Major Alteration	Fortify Alteration	3	17%
of Eminent Alteration	Fortify Alteration	4	20%
of Extreme Alteration	Fortify Alteration	5	22%
of Peerless Alteration	Fortify Alteration	6	25%
of Minor Blocking	Fortify Block	1	15%
of Blocking	Fortify Block	2	20%
of Major Blocking	Fortify Block	3	25%
of Eminent Blocking	Fortify Block	4	30%
of Extreme Blocking	Fortify Block	5	35%
of Peerless Blocking	Fortify Block	6	40%
of Lifting	Fortify Carry Weight	1	+25
of Hauling	Fortify Carry Weight	2	+30
of Strength	Fortify Carry Weight	3	+35
of Brawn	Fortify Carry Weight	4	+40
of the Ox	Fortify Carry Weight	5	+45
of the Mammoth	Fortify Carry Weight	6	+50
of Minor Conjuring / Conjuration	Fortify Conjuration	1	12%
of Conjuring / Conjuration	Fortify Conjuration	2	15%
of Major Conjuring / Conjuration	Fortify Conjuration	3	17%
of Eminent Conjuring / Conjuration	Fortify Conjuration	4	20%
of Extreme Conjuring / Conjuration	Fortify Conjuration	5	22%
of Peerless Conjuring / Conjuration	Fortify Conjuration	6	25%
of Minor Destruction	Fortify Destruction	1	12%
of Destruction	Fortify Destruction	2	15%
of Major Destruction	Fortify Destruction	3	17%
of Eminent Destruction	Fortify Destruction	4	20%
of Extreme Destruction	Fortify Destruction	5	22%
of Peerless Destruction	Fortify Destruction	6	25%
of Remedy	Fortify Healing Rate	3	20%
of Mending	Fortify Healing Rate	4	30%
of Regeneration	Fortify Healing Rate	5	40%
of Revival	Fortify Healing Rate	6	50%
of Minor Health	Fortify Health	1	+20
of Health	Fortify Health	2	+30
of Major Health	Fortify Health	3	+40
of Eminent Health	Fortify Health	4	+50
of Extreme Health	Fortify Health	5	+60
of Peerless Health	Fortify Health	6	+70
of the Minor Knight	Fortify Heavy Armor	1	12
of the Knight	Fortify Heavy Armor	2	15
of the Major Knight	Fortify Heavy Armor	3	17
of the Eminent Knight	Fortify Heavy Armor	4	20
of the Extreme Knight	Fortify Heavy Armor	5	22
of the Peerless Knight	Fortify Heavy Armor	6	25
of Minor Illusion	Fortify Illusion	1	12%
of Illusion	Fortify Illusion	2	15%
of Major Illusion	Fortify Illusion	3	17%

Modifier	Base Enchantment	Ench Level	Magnitude
of Eminent Illusion	Fortify Illusion	4	20%
of Extreme Illusion	Fortify Illusion	5	22%
of Peerless Illusion	Fortify Illusion	6	25%
of the Minor Squire	Fortify Light Armor	1	12
of the Squire	Fortify Light Armor	2	15
of the Major Squire	Fortify Light Armor	3	17
of the Eminent Squire	Fortify Light Armor	4	20
of the Extreme Squire	Fortify Light Armor	5	22
of the Peerless Squire	Fortify Light Armor	6	25
of Minor Lockpicking	Fortify Lockpicking	1	15%
of Lockpicking	Fortify Lockpicking	2	20%
of Major Lockpicking	Fortify Lockpicking	3	25%
of Eminent Lockpicking	Fortify Lockpicking	4	30%
of Extreme Lockpicking	Fortify Lockpicking	5	35%
of Peerless Lockpicking	Fortify Lockpicking	6	40%
of Magicka	Fortify Magicka	1	+20
of Magicka	Fortify Magicka	2	+30
of Major Magicka	Fortify Magicka	3	+40
of Eminent Magicka	Fortify Magicka	4	+50
of Extreme Magicka	Fortify Magicka	5	+60
of Peerless Magicka	Fortify Magicka	6	+70
of Recharging	Fortify Magicka Rate	3	40%
of Replenishing	Fortify Magicka Rate	4	60%
of Resurgence	Fortify Magicka Rate	5	80%
of Recovery	Fortify Magicka Rate	6	100%
of Minor Archery	Fortify Archery	1	15%
of Archery	Fortify Archery	2	20%
of Major Archery	Fortify Archery	3	25%
of Eminent Archery	Fortify Archery	4	30%
of Extreme Archery	Fortify Archery	5	35%
of Peerless Archery	Fortify Archery	6	40%
of Minor Wielding	Fortify One-Handed	1	15%
of Wielding	Fortify One-Handed	2	20%
of Major Wielding	Fortify One-Handed	3	25%
of Eminent Wielding	Fortify One-Handed	4	30%
of Extreme Wielding	Fortify One-Handed	5	35%
of Peerless Wielding	Fortify One-Handed	6	40%
of Minor Deft Hands	Fortify Pickpocket	1	15%
of Deft Hands	Fortify Pickpocket	2	20%
of Major Deft Hands	Fortify Pickpocket	3	25%
of Eminent Deft Hands	Fortify Pickpocket	4	30%
of Extreme Deft Hands	Fortify Pickpocket	5	35%
of Peerless Deft Hands	Fortify Pickpocket	6	40%
of Minor Restoration	Fortify Restoration	1	12%
of Restoration	Fortify Restoration	2	15%
of Major Restoration	Fortify Restoration	3	17%
of Eminent Restoration	Fortify Restoration	4	20%
of Extreme Restoration	Fortify Restoration	5	22%
of Peerless Restoration	Fortify Restoration	6	25%
of Minor Smithing	Fortify Smithing	1	12%

Modifier	Base Enchantment	Ench Level	Magnitude
of Smithing	Fortify Smithing	2	15%
of Major Smithing	Fortify Smithing	3	17%
of Eminent Smithing	Fortify Smithing	4	20%
of Extreme Smithing	Fortify Smithing	5	22%
of Peerless Smithing	Fortify Smithing	6	25%
of Minor Sneaking	Fortify Sneak	1	15%
of Sneaking	Fortify Sneak	2	20%
of Major Sneaking	Fortify Sneak	3	25%
of Eminent Sneaking	Fortify Sneak	4	30%
of ExtremeSneaking	Fortify Sneak	5	35%
of Peerless Sneaking	Fortify Sneak	6	40%
of Minor Haggling	Fortify Speech	1	12%
of Haggling	Fortify Speech	2	15%
of Major Haggling	Fortify Speech	3	17%
of Eminent Haggling	Fortify Speech	4	20%
of Extreme Haggling	Fortify Speech	5	22%
of Peerless Haggling	Fortify Speech	6	25%
of Minor Stamina	Fortify Stamina	1	+20
of Stamina	Fortify Stamina	2	+30
of Major Stamina	Fortify Stamina	3	+40
of Eminent Stamina	Fortify Stamina	4	+50
of Extreme Stamina	Fortify Stamina	5	+60
of Peerless Stamina	Fortify Stamina	6	+70
of Recuperation	Fortify Stamina Rate	3	20%
of Rejuvenation	Fortify Stamina Rate	4	30%
of Invigoration	Fortify Stamina Rate	5	40%
of Renewal	Fortify Stamina Rate	6	50%
of Minor Sure Grip	Fortify Two-Handed	1	15%
of Sure Grip	Fortify Two-Handed	2	20%
of Major Sure Grip	Fortify Two-Handed	3	25%
of Eminent Sure Grip	Fortify Two-Handed	4	30%
of Extreme Striking	Fortify Two-Handed	5	35%
of Peerless Sure Grip	Fortify Two-Handed	6	40%
of Muffling	Muffle	3 & 4	---
of Disease Resistance	Resist Disease	[Neck Only]	50%
of Disease Immunity	Resist Disease	[Neck Only]	100%
of Resist Fire	Resist Fire	1	15%
of Waning Fire	Resist Fire	2	30%
of Dwindling Fire / Flames	Resist Fire	3	40%
of Fire / Flame Suppression	Resist Fire	4	50%
of Fire Abatement	Resist Fire	5	60%
of the Firewalker	Resist Fire	6	70%
of Resist Frost	Resist Frost	1	15%
of Waning Frost	Resist Frost	2	30%
of Dwindling Frost	Resist Frost	3	40%
of Frost Suppression	Resist Frost	4	50%
of Frost Abatement	Resist Frost	5	60%
of Warmth	Resist Frost	6	70%
of Resist Magic	Resist Magic	1	10%
of Waning Magic	Resist Magic	2	12%

Modifier	Base Enchantment	Ench Level	Magnitude
of Dwindling Magic	Resist Magic	3	15%
of Magic Suppression	Resist Magic	4	17%
of Magic Abatement	Resist Magic	5	20%
of Nullification	Resist Magic	6	22%
of Poison Resistance	Resist Poison	[Neck Only]	50%
of Poison Immunity	Resist Poison	[Neck Only]	100%
of Resist Shock	Resist Shock	1	15%
of Waning Shock	Resist Shock	2	30%
of Dwindling Shock	Resist Shock	3	40%
of Shock Suppression	Resist Shock	4	50%
of Shock Abatement	Resist Shock	5	60%
of Grounding	Resist Shock	6	70%
of Waterbreathing	Waterbreathing	3 & 4	---

WARLOCK ROBE ENCHANTMENTS

All Warlock Robes have an additional [Fortify Magicka Rate 50%] enchantment that can't be learned by disenchanting the robe. The only robes you can learn that enchantment from are the [Fortify Magicka Rate] ones below, which have their stated rate instead of this default.

Modifier	Base Enchantment	Magnitude
of Minor Alteration	Fortify Alteration	12%
of Alteration	Fortify Alteration	15%
of Major Alteration	Fortify Alteration	17%
of Eminent Alteration	Fortify Alteration	20%
of Extreme Alteration	Fortify Alteration	22%
of Peerless Alteration	Fortify Alteration	25%
of Minor Conjuration	Fortify Conjuration	12%
of Conjuration	Fortify Conjuration	15%
of Major Conjuration	Fortify Conjuration	17%
of Eminent Conjuration	Fortify Conjuration	20%
of Extreme Conjuration	Fortify Conjuration	22%
of Peerless Conjuration	Fortify Conjuration	25%
of Minor Destruction	Fortify Destruction	12%
of Destruction	Fortify Destruction	15%
of Major Destruction	Fortify Destruction	17%
of Eminent Destruction	Fortify Destruction	20%
of Extreme Destruction	Fortify Destruction	22%
of Peerless Destruction	Fortify Destruction	25%
of Minor Illusion	Fortify Illusion	12%

Modifier	Base Enchantment	Magnitude
of Illusion	Fortify Illusion	15%
of Major Illusion	Fortify Illusion	17%
of Eminent Illusion	Fortify Illusion	20%
of Extreme Illusion	Fortify Illusion	22%
of Peerless Illusion	Fortify Illusion	25%
of Minor Restoration	Fortify Restoration	12%
of Restoration	Fortify Restoration	15%
of Major Restoration	Fortify Restoration	17%
of Eminent Restoration	Fortify Restoration	20%
of Extreme Restoration	Fortify Restoration	22%
of Peerless Restoration	Fortify Restoration	25%
of Quickening	Fortify Magicka Rate	75%
of Recharging	Fortify Magicka Rate	100%
of Replenishing	Fortify Magicka Rate	125%
of Resurgence	Fortify Magicka Rate	150%

COLLEGE OF WINTERHOLD ROBE ENCHANTMENTS

Modifier	Base Enchantment	Magnitude
[Novice Robes] of Alteration	Fortify Alteration	12%
[Apprentice Robes] of Alteration	Fortify Alteration	15%
[Adept Robes] of Alteration	Fortify Alteration	17%
[Expert Robes] of Alteration	Fortify Alteration	20%
[Master Robes] of Alteration	Fortify Alteration	22%
[Novice Robes] of Conjuration	Fortify Conjuration	12%
[Apprentice Robes] of Conjuration	Fortify Conjuration	15%
[Adept Robes] of Conjuration	Fortify Conjuration	17%
[Expert Robes] of Conjuration	Fortify Conjuration	20%
[Master Robes] of Conjuration	Fortify Conjuration	22%
[Novice Robes] of Destruction	Fortify Destruction	12%
[Apprentice Robes] of Destruction	Fortify Destruction	15%
[Adept Robes] of Destruction	Fortify Destruction	17%
[Expert Robes] of Destruction	Fortify Destruction	20%
[Master Robes] of Destruction	Fortify Destruction	22%
[Novice Robes] of Illusion	Fortify Illusion	12%
[Apprentice Robes] of Illusion	Fortify Illusion	15%
[Adept Robes] of Illusion	Fortify Illusion	17%
[Expert Robes] of Illusion	Fortify Illusion	20%
[Master Robes] of Illusion	Fortify Illusion	22%
[Novice Robes] of Restoration	Fortify Restoration	12%
[Apprentice Robes] of Restoration	Fortify Restoration	15%

Modifier	Base Enchantment	Magnitude
[Adept Robes] of Restoration	Fortify Restoration	17%
[Expert Robes] of Restoration	Fortify Restoration	20%
[Master Robes] of Restoration	Fortify Restoration	22%

Note

For Smithing Recipes consult the Training section on Smithing.

11.1 Bestiary Advice



(Minor Spoilers)

The wild and untamed lands of Skyrim are teeming with adversaries, from the wretched to the powerful, and the monstrous to the meek.

This chapter presents them alphabetized by type, so you can identify the foes you're about to engage in battle.

This allows you to identify weaknesses that you can exploit, bolster your defenses against the spells and abilities your enemies will use, and know what kind of loot to expect.

Heed the following notes before exploring the Bestiary in detail.

Bestiary Advice

ENEMIES

Enemies that are members of one the ten races that you can choose from have all the benefits of their race (which you can read about at the start of the Training Chapter) in addition to any statistics indicated in the Bestiary below.

For example: a High Elf Warlock has a higher Magicka than indicated due to their Highborn Magicka racial ability. A Breton Warlock will be more resistant to spells because of their Magic Resistance ability.

A Nord Warlock will shrug off frost spells (Frost Resistance), while a Dark Elf Warlock will be more resistant to fire (Fire Resistance).

As your level increases, the difficulty of the enemies you encounter will typically increase in stages. This is most visible when you read the name of your adversaries, which usually indicates their level.

For example, a 'Novice Necromancer' (Level 1) is noticeably weaker than an 'Apprentice Necromancer' (Level 6) or a 'Master Necromancer' (Level 36).

A few characters (such as your followers) work differently: their level will gradually increase as your level does, though possibly at a slower rate.

Ordinary Citizens of Skyrim and unique enemies for particular Quests are not listed in this section.

The vast majority of unique enemies borrow their statistics from a related creature that is on the chart, perhaps with a slight change to their weapons, armor, or spells.

For example, all of the Civil War Military Camps have a commander with a unique name. However, these are simply named versions of the "Imperial Legate" or "Stormcloak Commander" characters in the Bestiary.

ITEMS AND SPELLS

Italics indicate that an item carried by an enemy is leveled. The higher your level, the higher the quality of the item the creature may have (though lower-quality items will still continue to appear).

(Parenthesis) indicate that an item may or may not be present; there is a random chance per creature.

A / Slash indicates that one of the items will be present, while the others will not.

[Brackets] indicate that the version of the item carried by the creature cannot be looted from their body. For example, most Draugr armor can't be taken from Draugr corpses.

Many creatures are also listed as having some kind of general Loot Items (for example, Draugr Loot).

These are typically random collections of small items (food, ingredients, etc.) that the entity may be carrying; they may have none, one, or several of these items on them when killed.

For each creature type, a brief summary of the kinds of items they're likely to be carrying is provided.

The Bestiary Chart Legend	
Column	**Notes**
Name	Name of the creature as it appears on-screen when you encounter it.
Subtype	Not visible in game, this field provides a title or description to help to help identify the creature if the name isn't sufficient on its own.
Lv	Level of the creature. This roughly suggests the level at which you should be able to reasonably defeat it. Depending on your particular mix of Skills and Perks, your actual experience may vary.*
Health	The creature's base Health.
Magicka	The creature's base Magicka.
Stamina	The creature's base Stamina.
Weapons	The weapon(s) the creature possesses.
Armor	The armor the creature wears.
Items	Any loose items the creature carries.
Spells	The creature's list of spells or spell-like special abilities.
Notes	Any special properties, such as elemental weaknesses or resistances that may affect how you choose to fight the creature.

Note

* If a Level number is starred (for example, "30*"), this creature is one that levels with you: As your level and statistics increase, so will its level and statistics.

The values in the table represent the creature's stats for the indicated level, which is often the creature's lowest possible level.

Note

A Note on Ghosts

All ghosts use the statistics, spells, and abilities of their original forms (often Bandits or Draugr). They disintegrate into Ectoplasm when killed.

11.2 Afflicted



The Afflicted of Peryite have a damaging Vile Vapor ability in addition to their normal attacks.

(Minor Spoilers)

- AFFLICTED – ARCHERS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Afflicted	Archer	1	30	25	70	Bow, Arrows	Clothes, Gloves, Hat, Boots	(Lockpick), (Gold)	Vile Vapor
Afflicted	Archer	5	74	25	86	Bow, Arrows, Iron Dagger	Clothes, Gloves, Hat, Boots	(Lockpick), (Gold)	Vile Vapor
Afflicted	Archer	9	118	25	102	Bow, Arrows, Steel Dagger	Clothes, Gloves, Hat, Boots	(Lockpick), (Gold)	Vile Vapor
Afflicted	Archer	14	173	25	122	Bow, Arrows, Steel Dagger	Clothes, Gloves, Hat, Boots	(Lockpick), (Gold)	Vile Vapor
Afflicted	Archer	19	228	25	142	Bow, Arrows, Steel Dagger	Clothes, Gloves, Hat, Boots	(Lockpick), (Gold)	Vile Vapor
Afflicted	Archer	24	283	25	162	Bow, Arrows, Steel Dagger	Clothes, Gloves, Hat, Boots	(Lockpick), (Gold)	Vile Vapor

-AFFLICTED – GUARDIANS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Afflicted	Guardian	1	30	25	70	1H Weapon	(Heavy Cuirass / Light Cuirass / Clothes), Heavy Gauntlets, Heavy Boots, Heavy Helmet, Heavy Shield	(Lockpick), (Gold)	Vile Vapor
Afflicted	Guardian	5	94	25	86	1H Weapon	(Heavy Cuirass / Light Cuirass / Clothes), Heavy Gauntlets, Heavy Boots, Heavy Helmet, Heavy Shield	(Lockpick), (Gold)	Vile Vapor
Afflicted	Guardian	9	118	25	102	1H Weapon	(Heavy Cuirass / Light Cuirass / Clothes), Heavy Gauntlets, Heavy Boots, Heavy Helmet, Heavy Shield	(Lockpick), (Gold)	Vile Vapor
Afflicted	Guardian	14	173	25	122	1H Weapon	(Heavy Cuirass / Light Cuirass / Clothes), Heavy Gauntlets, Heavy Boots, Heavy Helmet, Heavy Shield	(Lockpick), (Gold)	Vile Vapor
Afflicted	Guardian	19	228	25	142	1H Weapon	(Heavy Cuirass / Light Cuirass / Clothes), Heavy Gauntlets, Heavy Boots, Heavy Helmet, Heavy Shield	(Lockpick), (Gold)	Vile Vapor
Afflicted	Guardian	24	283	25	162	1H Weapon	(Heavy Cuirass / Light Cuirass / Clothes), Heavy Gauntlets, Heavy Boots, Heavy Helmet, Heavy Shield	(Lockpick), (Gold)	Vile Vapor

-AFFLICTED – MAGES

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Afflicted	Mage	1	30	100	70	Iron Dagger	Mage Robes, Boots	(Lockpick), (Gold)	(Frostbite / Flames / Sparks), Healing, Oakflesh, Lesser Ward, Vile Vapor
Afflicted	Mage	5	66	124	70	Iron Dagger	Mage Robes, Boots	(Lockpick), (Gold)	(Frostbite / Flames / Sparks), Healing, Oakflesh, Lesser Ward, Vile Vapor
Afflicted	Mage	9	102	123	70	Steel Dagger	Mage Robes, Boots	(Lockpick), (Gold)	(Ice Spike / Firebolt / Lightning Bolt), Fast Healing, Stoneflesh, Steadfast Ward, Vile Vapor
Afflicted	Mage	14	147	153	70	Dwarven Dagger, Iron Dagger	Mage Robes, Boots	(Lockpick), (Gold)	(Ice Spike / Firebolt / Lightning Bolt), Fast Healing, Stoneflesh, Steadfast Ward, Vile Vapor
Afflicted	Mage	19	192	183	70	Dwarven Dagger, Iron Dagger	Mage Robes, Boots	(Lockpick), (Gold)	(Ice Spike / Firebolt / Lightning Bolt), Fast Healing, Stoneflesh, Steadfast Ward, Vile Vapor

-AFFLICTED – WARRIORS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Afflicted	Warrior	1	30	25	70	1H Weapon	(Light Cuirass / Heavy Cuirass / Clothes), Light Boots, Light Gauntlets, (Light Helmet), (Light Shield)	(Lockpick), (Gold)	Vile Vapor
Afflicted	Warrior	5	94	25	86	1H Weapon	(Light Cuirass / Heavy Cuirass / Clothes), Light Boots, Light Gauntlets, (Light Helmet), (Light Shield)	(Lockpick), (Gold)	Vile Vapor
Afflicted	Warrior	9	118	25	102	1H Weapon	(Light Cuirass / Heavy Cuirass / Clothes), Light Boots, Light Gauntlets, (Light Helmet), (Light Shield)	(Lockpick), (Gold)	Vile Vapor
Afflicted	Warrior	14	173	25	122	1H Weapon	(Light Cuirass / Heavy Cuirass / Clothes), Light Boots, Light Gauntlets, (Light Helmet), (Light Shield)	(Lockpick), (Gold)	Vile Vapor
Afflicted	Warrior	19	228	25	142	1H Weapon, Orcish Dagger	(Light Cuirass / Heavy Cuirass / Clothes), Light Boots, Light Gauntlets, (Light Helmet), (Light Shield)	(Lockpick), (Gold)	Vile Vapor
Afflicted	Warrior	24	283	25	162	1H Weapon, Orcish Dagger	(Light Cuirass / Heavy Cuirass / Clothes), Light Boots, Light Gauntlets, (Light Helmet), (Light Shield)	(Lockpick), (Gold)	Vile Vapor

11.3 Alik’r

ALIK’R - ARCHERS
(Minor Spoilers)

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Alik'r Warrior	Archer	1	40	25	25	Bow, Arrows, Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Archer	6	85	25	45	Bow, Arrows, Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Archer	14	173	25	77	Bow, Arrows, Steel Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Archer	24	283	25	117	Bow, Arrows, Steel Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Archer	34	393	25	157	Bow, Arrows, Steel Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Archer	44	503	25	197	Bow, Arrows, Steel Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	

ALIK’R (BERSERKERS)



Alik'r (Berserker)

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Alik'r Warrior	Berserker	1	40	25	25	Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Berserker	6	85	25	45	Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Berserker	14	173	25	77	Steel Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Berserker	24	283	25	117	Steel Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Berserker	34	393	25	157	Orcish Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Berserker	44	503	25	197	Orcish Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	

ALIK’R – MAGES



Alik’r (Mage)

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Alik'r Warrior	Mage	1	40	25	25	Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	(Frostbite, Flames, Shock), Healing, Lesser Ward
Alik'r Warrior	Mage	6	75	55	25	Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	(Frostbite, Flames, Shock), Healing, Lesser Ward
Alik'r Warrior	Mage	14	147	103	25	Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	(Ice Spike / Firebolt / Lightning Bolt), Fast Healing, Steadfast Ward
Alik'r Warrior	Mage	24	237	163	25	Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	(Ice Spike / Firebolt / Lightning Bolt), Fast Healing, Steadfast Ward
Alik'r Warrior	Mage	34	327	223	25	Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	(Ice Spike / Firebolt / Lightning Bolt), Fast Healing, Steadfast Ward
Alik'r Warrior	Mage	44	417	283	25	Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	(Ice Spike / Firebolt / Lightning Bolt), Fast Healing, Steadfast Ward

ALIK’R (WARRIORS)



Alik'r (Warrior)

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Alik'r Warrior	Warrior	1	40	25	25	Scimitar, Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Warrior	6	85	25	45	Scimitar, Iron Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Warrior	14	173	25	77	Scimitar, Steel Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Warrior	24	283	25	117	Scimitar, Steel Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Warrior	34	393	25	157	Scimitar, Orcish Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	
Alik'r Warrior	Warrior	44	503	25	197	Scimitar, Orcish Dagger	Hammerfell Garb, Redguard Hood, Redguard Boots	Gold, (Lockpick)	

11.4 Animals

(Minor Spoilers)

This list includes wild and domesticated animals that appear in only one or two forms. Minor Treasure includes a tiny chance of: A few gold, a gem, or a ring.

DOMESTICATED ANIMALS



Domesticated Animal (Dog)

Name	Lv	Health	Magicka	Stamina	Weapons	Items	Notes
Chicken	1	5	0	25	2 Dmg	Chicken Breast	
Dog	2	21	0	24	8 Dmg	Dog Meat, (Minor Treasure)	
Cow	3	87	0	33	10 Dmg	Raw Beef, Cow Hide, (Minor Treasure)	
Goat	3	22	0	8	7 Dmg	Goat Hide, Leg of Goat, (Minor Treasure)	Resist Frost 50%

WILD PREDATORS



Wild Predator (Snow Bear)

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Notes
Skeever		1	15	0	15	5 Dmg		Skeever Tail, (Minor Treasure)	
Wolf		2	22	0	205	5 Dmg		Wolf Pelt, (Minor Treasure)	
Ice Wolf		6	137	0	255	20 Dmg		Ice Wolf Pelt, (Minor Treasure)	Resist Frost 50%
Sabre Cat		6	150	0	225	35 Dmg		Sabre Cat Pelt, (Sabre Cat Eyeball / Sabre Cat Tooth), (Minor Treasure)	
Sabre Cat, Snowy		11	275	0	300	45 Dmg		Sabre Cat Snow Pelt, (Sabre Cat Eyeball / Sabre Cat Tooth), (Minor Treasure)	Resist Frost 50%
Bear		12	260	0	225	35 Dmg		Bear Pelt, Bear Claws, (Minor Treasure)	
Bear, Cave		16	450	0	425	30 Dmg		Bear Pelt, Bear Claws, (Minor Treasure)	
Bear, Snow		20	550	0	400	45 Dmg		Bear Pelt, Bear Claws, (Minor Treasure)	Resist Frost 50%
Mudcrab		1	5	0	25	5 Dmg		Mudcrab Chitin, (Minor Treasure)	Waterbreathing
Mudcrab	Large	2	35	0	30	20 Dmg		Mudcrab Chitin, (Minor Treasure)	Waterbreathing
Mudcrab	Giant	3	55	0	35	25 Dmg		2 Mudcrab Chitin, (Minor Treasure)	Waterbreathing
Slaughterfish		1	35	0	25	5 Dmg		Slaughterfish Scales, (Minor Treasure)	Waterbreathing
Horker		3	175	0	185	15 Dmg		Horker Meat, Horker Tusk, (Minor Treasure)	
Ice Wraiths		9	193	50	227	40 Dmg + Frost 7/s for 3s		Ice Wraith Teeth, Ice Wraith Essence	Immune to Frost, Weak to Fire 25%, Waterwalking



Wild Prey (Mammoth)



Domesticated Animal (Chicken)



Wild Predator (Ice Wolf)



Wild Predator (Sabre Cat)

WILD PREY



Wild Prey (Elk)

Name	Subtype	Lv	Health	Magicka	Stamina	Armor	Spells
Deer		1	50	0	25	5 Dmg	Venison, Deer Hide, (Minor Treasure)
Elk	Male	1	50	0	25	5 Dmg	Venison, Deer Hide, (Minor Treasure)
Elk	Female	1	50	0	25	5 Dmg	Venison, Deer Hide, (Minor Treasure)

Name	Subtype	Lv	Health	Magicka	Stamina	Armor	Spells	
Goat	Wild	1	25	0	25	7 Dmg	Goat Hide, Leg of Goat, (Minor Treasure)	Resist Frost 50%
Hare		1	5	0	25	2 Dmg	Raw Rabbit Leg	
Fox		2	22	0	25	5 Dmg	Fox Pelt	
Snow Fox		2	22	0	25	5 Dmg	Snow Fox Pelt	Resist Frost 50%
Mammoth		38	931	0	424	65 Dmg	Mammoth Meat, Mammoth Tusk, (Minor Treasure)	Resist Frost 33%

11.5 Bandits

(Minor Spoilers)

Bandits are among the most common threats in Skyrim, and include members of every race.

BANDIT ARCHERS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Bandit	Archer	1	35	25	70	Bow, Arrows, Dagger	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold)		
Bandit Outlaw	Archer	5	109	25	86	Bow, Arrows, Dagger	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold)		
Bandit Thug	Archer	9	238	25	107	Bow, Arrows, Dagger	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold)		
Bandit Highwayman	Archer	14	318	25	122	Bow, Arrows, Dagger	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold)		
Bandit Plunderer	Archer	19	398	25	172	Bow, Arrows, Dagger	Light Cuirass, Light Boots, (Light Gauntlets)	Gold, (Lockpick)		
Bandit Marauder	Archer	25	489	25	246	Bow, Arrows, Dagger	Light Cuirass, Light Boots, (Light Gauntlets)	Gold, (Lockpick)		



Bandit (Berserker)

BANDIT BESERKER

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Bandit	Berserker	1	35	25	70	2H Weapon	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold), (Lockpick)
Bandit Outlaw	Berserker	5	109	25	86	2H Weapon	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold), (Lockpick)
Bandit Thug	Berserker	9	238	25	107	2H Weapon	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold), (Lockpick)
Bandit Highwayman	Berserker	14	318	25	122	2H Weapon	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold), (Lockpick)
Bandit Plunderer	Berserker	19	398	25	172	2H Weapon, Orcish Dagger	Light Cuirass, Light Boots, (Light Gauntlets)	Gold
Bandit Marauder	Berserker	25	489	25	246	2H Weapon, Orcish Dagger	Light Cuirass, Light Boots, (Light Gauntlets)	Gold

BANDIT GUARDIANS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Bandit	Guardian	1	35	25	70	1H Weapon	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, Shield	(Gold), (Lockpick)
Bandit Outlaw	Guardian	5	109	25	86	1H Weapon	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, Shield	(Gold), (Lockpick)
Bandit Thug	Guardian	9	238	25	107	1H Weapon	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, Shield	(Gold), (Lockpick)
Bandit Highwayman	Guardian	14	318	25	122	1H Weapon	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, Shield	(Gold), (Lockpick)
Bandit Plunderer	Guardian	19	398	25	172	1H Weapon, Orcish Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, Shield	Gold
Bandit Marauder	Guardian	25	489	25	246	1H Weapon, Orcish Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, Shield	Gold



Bandit (Warrior)

BANDIT WARRIORS 1H

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Bandit	1H Warrior	1	35	25	70	1H Weapon	Light Cuirass, Light Boots, (Light Gauntlets), (Shield)	(Gold)
Bandit Outlaw	1H Warrior	5	109	25	86	1H Weapon	Light Cuirass, Light Boots, (Light Gauntlets), (Shield)	(Gold)
Bandit Thug	1H Warrior	9	238	25	107	1H Weapon	Light Cuirass, Light Boots, (Light Gauntlets), (Shield)	(Gold)
Bandit Highwayman	1H Warrior	14	318	25	122	1H Weapon	Light Cuirass, Light Boots, (Light Gauntlets), (Shield)	(Gold)
Bandit Plunderer	1H Warrior	19	398	25	172	1H Weapon	Light Cuirass, Light Boots, (Light Gauntlets), (Shield)	Gold
Bandit Marauder	1H Warrior	25	489	25	246	1H Weapon	Light Cuirass, Light Boots, (Light Gauntlets), (Shield)	Gold



Bandit (Warrior)

BANDIT WARRIORS 2H

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Bandit	2H Warrior	1	35	25	70	2H Weapon	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold), (Lockpick)
Bandit Outlaw	2H Warrior	5	109	25	86	2H Weapon	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold), (Lockpick)
Bandit Thug	2H Warrior	9	238	25	107	2H Weapon	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold), (Lockpick)
Bandit Highwayman	2H Warrior	14	318	25	122	2H Weapon	Light Cuirass, Light Boots, (Light Gauntlets)	(Gold), (Lockpick)
Bandit Plunderer	2H Warrior	19	398	25	172	2H Weapon, Orcish Dagger	Light Cuirass, Light Boots, (Light Gauntlets)	Gold, (Lockpick)
Bandit Marauder	2H Warrior	25	489	25	246	2H Weapon, Orcish Dagger	Light Cuirass, Light Boots, (Light Gauntlets)	Gold, (Lockpick)

BANDIT WIZARDS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Bandit	Wizard	1	35	100	50	Iron Dagger	Fur Armor, Boots	(Gold)	Healing, (Frostbite / Flames / Sparks), Oakflesh, Lesser Ward
Bandit Outlaw	Wizard	5	101	124	70	Iron Dagger	Fur Armor, Boots	(Gold)	Healing, (Frostbite / Flames / Sparks), Oakflesh, Lesser Ward
Bandit Thug	Wizard	9	222	173	75	Steel Dagger	Fur Armor, Boots	(Gold)	Fast Healing, Stoneflesh, (Ice Spike, Firebolt, Lightning Bolt), Steadfast Ward
Bandit Highwayman	Wizard	14	292	153	70	Dagger	Fur Armor, Boots	(Gold)	Fast Healing, Stoneflesh, (Ice Spike, Firebolt, Lightning Bolt), Steadfast Ward
Bandit Plunderer	Wizard	19	362	183	70	Dagger	Fur Armor, Boots	Gold, (Lockpick)	Fast Healing, Stoneflesh, (Ice Storm / Fireball / Chain Lightning), (Ice Spike, Firebolt, Lightning Bolt), Steadfast Ward
Bandit Marauder	Wizard	25	441	294	150	Dagger	Fur Armor, Boots	Gold, (Lockpick)	Close Wounds, Fast Healing, Ironflesh, (Ice Storm / Fireball / Chain Lightning), (Ice Spike, Firebolt, Lightning Bolt), Steadfast Ward



Bandit (Bandit Chief)

BANDIT CHIEF 1H

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Bandit Chief	1H Warrior	6	155	25	95	1H Weapon, Steel Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, Shield	Gold		
Bandit Chief	1H Warrior	10	224	25	126	1H Weapon, Steel Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, Shield	Gold		
Bandit Chief	1H Warrior	16	315	25	160	1H Weapon, Orcish Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, Shield	Gold		
Bandit Chief	1H Warrior	21	395	25	195	1H Weapon, Elven Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, Shield	Gold		
Bandit Chief	1H Warrior	28	497	25	258	1H Weapon, Elven Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), (Heavy Helmet), Shield	Gold		



Bandit (Bandit Chief)

BANDIT CHIEF 2H

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Bandit Chief	1H Warrior	6	155	25	95	2H Weapon, Steel Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, (Shield)	Gold
Bandit Chief	1H Warrior	10	224	25	126	2H Weapon, Steel Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, (Shield)	Gold
Bandit Chief	1H Warrior	16	315	25	160	2H Weapon, Orcish Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, (Shield)	Gold
Bandit Chief	1H Warrior	21	395	25	195	2H Weapon, Elven Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, (Shield)	Gold
Bandit Chief	1H Warrior	28	497	25	258	2H Weapon, Elven Dagger	Heavy Cuirass, Heavy Boots, (Heavy Gauntlets), Heavy Helmet, (Shield)	Gold

11.7 Chaurus



The insectoid Chaurus often fight alongside their Falmer masters. Be sure to improve your resistance to poison with potions or enchantments when you face them. Minor Treasure includes a tiny chance of: A few gold, a gem, or a ring.

(Minor Spoilers)

Name	Lv	Health	Magicka	Stamina	Weapons	Items	Spells	Notes
Chaurus	12	253	0	137	20 Dmg + Poison 5/s for 5s	Chaurus Chitin, (Chaurus Eggs), (Minor Treasure)	Poison Spit Attack	Resist Poison 50%
Chaurus Reaper	20	371	0	214	55 Dmg + Poison 7/s for 7s	Chaurus Chitin, (Chaurus Eggs), (Minor Treasure)	Poison Spit Attack	Resist Poison 50%

11.8 Daedra

Daedra include all manner of creatures native to Oblivion, from the elemental Atronachs to the powerful Dremora.

(Minor Spoilers)

All of the Daedra in this list will be affected by Daedra-banishing spells and effects (Banish Daedra, Expel Daedra, etc.).

Don't bother using Illusion spells against Daedra, but do take advantage of the Atronachs' elemental weaknesses—obviously, fire spells are best against Frost Atronachs, and frost spells against Flame Atronachs.

Note that Atronachs summoned by the common conjuration spells are generally weaker than those bound in more permanent ways (such as the ones you often find in Warlock dungeons).

You can claim Daedra Hearts from the bodies of slain Dremora; these are one of the rarest ingredients in the game, and essential for smithing Daedric items.



Daedra (Dremora Lord)

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Familiar	Conjured	2	32	0	205	5 Dmg				
Flame Atronach	Conjured	5	111	174	50	5 Dmg + 10 Fire			Firebolt	Immune to Fire, Weak to Frost 33%, Flame Cloak, Waterwalking, Death Explosion (Flame)
Flame Atronach		5	111	174	50	5 Dmg + 10 Fire		Flame Salts	Firebolt	Immune to Fire, Weak to Frost 33%, Flame Cloak, Waterwalking, Death Explosion (Flame)
Frost Atronach	Conjured	16	300	25	125	20 Dmg + 25 Frost				Immune to Frost, Weak to Fire 33%, Frost Cloak, Waterbreathing, Death Explosion (Frost)
Frost Atronach		16	400	25	250	20 Dmg + 25 Frost		Frost Salts		Immune to Frost, Weak to Fire 33%, Frost Cloak, Waterbreathing, Death Explosion (Frost)
Storm Atronach	Conjured	30	241	197	147	30 Dmg + 20 Shock			Chain Lightning, Lightning Bolt	Immune to Shock, Shock Cloak, Waterwalking, Death Explosion (Shock)
Storm Atronach		30	441	197	247	30 Dmg + 20 Shock		Void Salts	Chain Lightning, Lightning Bolt	Immune to Shock, Shock Cloak, Waterwalking, Death Explosion (Shock)
Dremora		25*	289	25	121	Sword, Iron Dagger	[Dremora Armor]	Daedra Heart	Conjure Flame Atronach, Fire Storm, Wall of Flames	
Dremora Lord	Conjured	30	491	247	197	[Daedric Mace of the Inferno]	[Dremora Armor]		Firebolt, Flame Cloak, Incinerate, Steadfast Ward	
Dremora		25*	289	25	121	Sword, Iron Dagger	[Dremora Armor]	Daedra Heart	Conjure Flame Atronach, Fire Storm, Wall of Flames	
Dremora Churl		6	92	183	50	(1H/2H Weapon), Iron Dagger	[Dremora Robes]	Daedra Heart	Fast Healing, Flames, Oakflesh, Lesser Ward	
Dremora Caitiff		12	142	223	50	(1H/2H Weapon), Iron Dagger	[Dremora Robes]	Daedra Heart	Fast Healing, Firebolt, Stoneflesh, Lesser Ward	
Dremora Kynval		19	200	270	50	(1H/2H Weapon), Iron Dagger	[Dremora Robes]	Daedra Heart	Close Wounds, Fireball, Firebolt, Flame Cloak, Stoneflesh, Steadfast Ward	
Dremora Kynreeve		27	267	323	50	(1H/2H Weapon), Iron	[Dremora Robes]	Daedra Heart	Close Wounds, Fireball, Firebolt, Flame Cloak,	

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
						Dagger			Ironflesh, Steadfast Ward	
Dremora Markynaz		36	342	383	50	(1H/2H Weapon), Iron Dagger	[Dremora Robes]	Daedra Heart	Close Wounds, Fireball, Flame Cloak, Incinerate, Ironflesh, Steadfast Ward	
Dremora Valkynaz		46	425	450	50	(1H/2H Weapon), Iron Dagger	[Dremora Robes]	Daedra Heart	Close Wounds, Fireball, Flame Cloak, Incinerate, Ironflesh, Steadfast Ward	

11.9 Draugr

Draugr are among the most common foes in Skyrim's many crypts and catacombs. Fire is your best weapon against them.

(Minor Spoilers)

High-level Draugr, like Dragon Priests and Deathlords, are especially deadly foes—don't go toe-to-toe with Deathlords unless your damage rating is exceptionally high.

Draugr Loot includes a chance of jewelry, gems, soul gems, ingots, or potions. Note that you can't loot their armor (would you really want it?).

DRAUGR ARCHERS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Draugr	Archer	1	50	0	80	Ancient Nord Bow, Ancient Nord Arrows, Ancient Nord War Axe	[Draugr Armor]	Draugr Loot		Immune to Poison, Resist Frost 50%
Restless Draugr	Archer	6	175	0	205	Ancient Nord Bow, Ancient Nord Arrows, Ancient Nord War Axe	[Draugr Armor]	Draugr Loot		Immune to Poison, Resist Frost 50%
Draugr Wight	Archer	13	400	0	340	Ancient Nord Bow, Ancient Nord Arrows, Ancient Nord War Axe	[Draugr Armor]	Draugr Loot		Immune to Poison, Resist Frost 50%
Draugr Scourge	Archer	21	900	0	480	Ancient Nord Bow, Ancient Nord Arrows, Ancient Nord War Axe	[Draugr Armor]	Draugr Loot	Unrelenting Force Shout	Immune to Poison, Resist Frost 50%
Draugr Deathlord	Archer	30	1000	10	575	Ancient Nord Bow, Orcish Arrows, Ancient Nord War Axe	[Draugr Armor]	Draugr Loot	Frost Cloak, Disarm Shout, Unrelenting Force Shout	Immune to Poison, Resist Frost 50%
Draugr Deathlord	Archer	40	1300	10	625	Ebony Bow, Ebony Arrows, Ancient Nord War Axe	[Draugr Armor]	Draugr Loot	Frost Cloak, Disarm Shout, Unrelenting Force Shout	Immune to Poison, Resist Frost 50%



Draugr (Draugr Wight)

DRAUGR WARRIORS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Draugr	1H Warrior	1	50	0	80	1H Ancient Nord Weapon	[Draugr Armor], (Iron Shield)	Draugr Loot		Immune to Poison, Resist Frost 50%
Restless Draugr	1H Warrior	6	150	0	204	1H Ancient Nord Weapon	[Draugr Armor], (Iron Shield)	Draugr Loot		Immune to Poison, Resist Frost 50%
Draugr Wight	1H Warrior	13	320	0	340	1H Ancient Nord Weapon	[Draugr Armor], (Iron Shield)	Draugr Loot		Immune to Poison, Resist Frost 50%
Draugr Scourge	1H Warrior	21	700	0	480	1H Ancient Nord Weapon	[Draugr Armor], (Iron Shield)	Draugr Loot	Unrelenting Force Shout	Immune to Poison, Resist Frost 50%
Draugr Deathlord	1H Warrior	30	1000	10	575	1H Ebony Weapon	[Draugr Armor], (Iron Shield)	Draugr Loot	Frost Cloak, Disarm Shout, Unrelenting Force Shout	Immune to Poison, Resist Frost 50%

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Draugr Deathlord	1H Warrior	30	1000	10	575	1H Ebony Weapon	[Draugr Armor], (Ebony Shield)	Draugr Loot	Frost Cloak, Disarm Shout, Unrelenting Force Shout	Immune to Poison, Resist Frost 50%



Draugr (Draugr Deathlord)

DRAUGR WARRIORS 2H

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Draugr	2H Warrior	1	50	0	80	2H Ancient Nord Weapon	[Draugr Armor]	Draugr Loot		Immune to Poison, Resist Frost 50%
Restless Draugr	2H Warrior	6	150	0	204	2H Ancient Nord Weapon	[Draugr Armor]	Draugr Loot		Immune to Poison, Resist Frost 50%
Draugr Wight	2H Warrior	13	320	0	340	2H Ancient Nord Weapon	[Draugr Armor]	Draugr Loot		Immune to Poison, Resist Frost 50%
Draugr Scourge	2H Warrior	21	700	0	480	2H Ancient Nord Weapon	[Draugr Armor]	Draugr Loot	Unrelenting Force Shout	Immune to Poison, Resist Frost 50%
Draugr Deathlord	2H Warrior	30	1000	10	575	2H Ancient Nord Weapon	[Draugr Armor]	Draugr Loot	Frost Cloak, Disarm Shout, Unrelenting Force Shout	Immune to Poison, Resist Frost 50%
Draugr Deathlord	2H Warrior	30	1000	10	575	2H Ebony Weapon	[Draugr Armor]	Draugr Loot	Frost Cloak, Disarm Shout, Unrelenting Force Shout	Immune to Poison, Resist Frost 50%



Draugr (Dragon Priest)

DRAUGR WARLOCKS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Restless Draugr	2H Warrior	6	150	50	180	1H Ancient Nord Weapon	[Draugr Armor]	Draugr Loot	Frostbite	Immune to Poison, Resist Frost 50%
Draugr Wight	2H Warrior	13	490	100	280	1H Ancient Nord Weapon	[Draugr Armor]	Draugr Loot	Frostbite, Ice Spike	Immune to Poison, Resist Frost 50%
Draugr Scourge	2H Warrior	21	700	160	380	1H Ancient Nord Weapon	[Draugr Armor]	Draugr Loot	Conjure Frost Atronach, Frostbite, Ice Spike	Immune to Poison, Resist Frost 50%

DRAUGR OVERLORDS

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Draugr Overlord	7	210	0	260	1H/2H Enchanted Ancient Nord Weapon	[Draugr Armor], (Iron Shield)	Draugr Loot	Unrelenting Force Shout	Immune to Poison, Resist Frost 50%
Draugr Wight Overlord	15	490	0	450	1H/2H Enchanted Ancient Nord Weapon	[Draugr Armor], (Iron Shield)	Draugr Loot	Disarm Shout, Unrelenting Force Shout	Immune to Poison, Resist Frost 50%
Draugr Scourge Lord	24	880	0	595	1H/2H Enchanted Ancient Nord Weapon	[Draugr Armor], (Iron Shield)	Draugr Loot	Disarm Shout, Unrelenting Force Shout, Frost Breath Shout	Immune to Poison, Resist Frost 50%
Draugr Death Overlord	34	1290	10	645	1H/2H Enchanted Ancient Nord Weapon	[Draugr Armor], (Iron Shield)	Draugr Loot	Frost Cloak, Disarm Shout, Unrelenting Force Shout, Frost Breath Shout	Immune to Poison, Resist Frost 50%
Draugr Death Overlord	45	1400	10	700	1H/2H Ebony Weapon	[Draugr Armor], (Iron Shield)	Draugr Loot	Frost Cloak, Disarm Shout, Unrelenting Force Shout, Frost Breath Shout	Immune to Poison, Resist Frost 50%

DRAUGR PRIESTS

Name	Subtype	Lv	Health	Magicka	Stamina	Armor	Items	Spells	Notes
Dragon Priest	Fire	50	1490	545	0	[Dragon Priest Robes]	Bone Meal, Gold	Greater Ward, Conjure Flame Atronach, Fireball, Ebonyflesh, Command Daedra, Incinerate	Immune to Poison
Dragon	Frost	50	1490	545	0	[Dragon Priest	Bone Meal,	Ice Storm, Greater Ward, Conjure Frost Atronach, Command	Immune to

Name	Subtype	Lv	Health	Magicka	Stamina	Armor	Items	Spells	Notes
Priest						Robes]	Gold	Daedra, Ebonyflesh, Icy Spear	Poison
Dragon Priest	Shock	50	1490	545	0	[Dragon Priest Robes]	Bone Meal, Gold	Greater Ward, Conjure Storm Atronach, Chain Lightning, Thunderbolt, Command Daedra, Ebonyflesh	Immune to Poison

11.10 Dwarven Automatons



Dwarven Automatons (Centurion)

(Minor Spoilers)

Dwarven Automatons are the mechanical constructs left behind by the Dwarves who once inhabited Skyrim.

As constructs, Automatons are immune to poison, Illusion spells, and Frost spells, and Soul Trap.

Dwarven Loot includes a chance of: arrows, scrap metal, oil, ore, gems, or soul gems. Spheres give more (and more valuable) loot than Spiders, and Centurions more than Spheres.

DWARVEN SPIDERS

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Dwarven Spider Worker	12	125	3	120	11 Dmg		Dwarven Loot	Electrical Shock	Immune to Poison, Immune to Frost, Resist Magic 25%
Dwarven Spider	16	175	3	160	15 Dmg		Dwarven Loot	Electrical Shock	Explode on death (shock damage). Immune to Poison, Immune to Frost, Resist Magic 25%
Dwarven Spider Guardian	22	225	3	200	22 Dmg		Dwarven Loot	Electrical Shock	Explode on death (shock damage). Immune to Poison, Immune to Frost, Resist Magic 25%

DWARVEN SPHERES

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Dwarven Sphere		315	0	170	55 Dmg		Dwarven Loot		Immune to Poison, Immune to Frost, Resist Magic 25%
Dwarven Sphere Guardian	24	453	0	262	55 Dmg		Dwarven Loot		Immune to Poison, Immune to Frost, Resist Magic 25%
Dwarven Sphere Master	30	619	0	301	82 Dmg		Dwarven Loot		Immune to Poison, Immune to Frost, Resist Magic 25%

DWARVEN CENTURION

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Dwarven Centurion	24	653	15	292	75 Dmg		Dwarven Loot	Steam Breath	Immune to Poison, Immune to Frost, Resist Magic 25%
Dwarven Centurion Guardian	30	819	15	416	100 Dmg		Dwarven Loot	Steam Breath	Immune to Poison, Immune to Frost, Resist Magic 25%
Dwarven Centurion Master	36	1000	15	540	112 Dmg		Dwarven Loot	Steam Breath	Immune to Poison, Immune to Frost, Resist Magic 25%

11.11 Falmer

(Minor Spoilers)

Falmer inhabit the deep caves and dwarven ruins of Skyrim, often accompanied by pet Chaurus or Spiders. Most poison their weapons for added damage.

Since Falmer are blind, you can use light spells and torches without being detected.

They have excellent hearing, though, so keep your distance and move slowly if you plan a stealthy approach.

Falmer Loot includes a chance of: Falmer Ears, Poisons, or Gold.



Falmer (Shadowmaster)

FALMER ARCHER

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Falmer	Archer	9	180	177	163	Falmer Bow, Falmer Sword, Falmer Arrows, (Arrows)		Falmer Loot, Gold		5 Poison Damage / 3s on hit.
Falmer Skulker	Archer	15	290	247	198	Falmer Bow, Falmer Arrows, (Arrows)		Falmer Loot, Gold		6 Poison Damage / 3s on hit.
Falmer Gloomlurker	Archer	22	410	220	210	Falmer Bow, Falmer Arrows, (Arrows)	Falmer Helmet	Falmer Loot, Gold		7 Poison Damage / 3s on hit.
Falmer Nightprowler	Archer	30	550	197	300	Falmer Bow, Falmer Arrows, (Arrows)	Falmer Helmet	Falmer Loot, Gold		9 Poison Damage / 3s on hit.
Falmer Shadowmaster	Archer	38	700	273	362	Falmer Bow, Falmer Arrows, (Arrows)	Falmer Helmet	Falmer Loot, Gold		12 Poison Damage / 3s on hit

FALMER SHAMAN

Name	Subtype	Lv	Health	Magicka	Stamina	Items	Spells	Notes
Falmer	Shaman	5	133	120	157	Falmer Loot, Gold	Bound Sword, Fast Healing, Ice Spike, Oakflesh, Sparks, Lesser Ward	
Falmer Skulker	Shaman	8	183	185	187	Falmer Loot, Gold	Bound Sword, Frostbite, Lightning Bolt, Stoneflesh, Steadfast Ward	
Falmer Gloomlurker	Shaman	14	258	265	197	Falmer Loot, Gold	Bound Sword, Fast Healing, Frostbite, Ice Spike	Lightning Cloak, Steadfast Ward
Falmer Nightprowler	Shaman	19	350	340	230	Falmer Loot, Gold	Bound Sword, Fast Healing, Ice Spike, Sparks, Stoneflesh, Steadfast Ward	
Falmer	Shaman	25	400	420	240	Falmer Loot,	Bound Sword, Fast Healing, Frost Cloak, Ironflesh, Lightning	

Shadowmaster		Gold	Bolt, Steadfast Ward

FALMER SPELLSWORD

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Falmer	Spellsword	9	180	177	163	1H Falmer Weapon		Falmer Loot, Gold	Frostbite, Healing	5 Poison Damage / 3s on hit.
Falmer Skulker	Spellsword	15	290	247	198	1H Falmer Weapon		Falmer Loot, Gold	Healing, Ice Spike, Sparks	6 Poison Damage / 3s on hit.
Falmer Gloomlurker	Spellsword	22	410	220	210	1H Falmer Weapon	Falmer Helmet	Falmer Loot, Gold	Frostbite, Frost Cloak, Healing, Lightning Bolt	7 Poison Damage / 3s on hit.
Falmer Nightprowler	Spellsword	30	550	197	300	1H Falmer Weapon	Falmer Helmet	Falmer Loot, Gold	Chain Lightning, Healing, Ice Spike, Sparks	9 Poison Damage / 3s on hit.
Falmer Shadowmaster	Spellsword	38	700	273	362	1H Falmer Weapon	Falmer Helmet	Falmer Loot, Gold	Chain Lightning, Healing, Ice Spike, Wall of Frost	12 Poison Damage / 3s on hit.

FALMER WARRIORS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Falmer	Warrior	9	180	177	163	1H Falmer Weapon	Falmer Shield	Falmer Loot, Gold		5 Poison Damage / 3s on hit.
Falmer Skulker	Warrior	15	290	247	198	1H Falmer Weapon	Falmer Shield	Falmer Loot, (Retore Health Potion), Gold		6 Poison Damage / 3s on hit.
Falmer Gloomlurker	Warrior	22	410	220	210	1H Falmer Weapon	Falmer Helmet, Falmer Shield	Falmer Loot, (Retore Health Potion), Gold		7 Poison Damage / 3s on hit.
Falmer Nightprowler	Warrior	30	550	197	300	1H Falmer Weapon	Falmer Helmet, Falmer Shield	Falmer Loot, (Retore Health Potion), Gold		9 Poison Damage / 3s on hit.
Falmer Shadowmaster	Warrior	38	700	273	362	1H Falmer Weapon	Falmer Helmet, Falmer Shield	Falmer Loot, Restore Health Potion, Gold		12 Poison Damage / 3s on hit.

FALMER BOSS - SPELLSWORD

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Falmer Skulker	Spellsword	18	370	257	203	1H Falmer Weapon		Falmer Loot, Gold	Healing, Ice Spike, Sparks	6 Poison Damage / 3s on hit.
Falmer Gloomlurker	Spellsword	26	500	283	242	1H Falmer Weapon	Falmer Helmet	Falmer Loot, Gold	Frostbite, Frost Cloak, Healing, Lightning Bolt	7 Poison Damage / 3s on hit.
Falmer Nightprowler	Spellsword	35	640	313	307	1H Falmer Weapon	Falmer Helmet	Falmer Loot, Gold	Chain Lightning, Healing, Ice Spike, Sparks	9 Poison Damage / 3s on hit.
Falmer Shadowmaster	Spellsword	44	830	403	272	1H Falmer Weapon	Falmer Helmet	Falmer Loot, Gold	Chain Lightning, Healing, Ice Spike, Wall of Frost	12 Poison Damage / 3s on hit

FALMER BOSS - WARRIOR

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Falmer Skulker	Spellsword	18	370	182	228	1H Falmer Weapon	Falmer Shield	Falmer Loot, Gold	Healing	6 Poison Damage / 3s on hit.
Falmer Gloomlurker	Spellsword	26	500	233	242	1H Falmer Weapon	Falmer Helmet, Falmer Shield	Falmer Loot, Gold	Healing	7 Poison Damage / 3s on hit.
Falmer Nightprowler	Spellsword	35	640	213	357	1H Falmer Weapon	Falmer Helmet, Falmer Shield	Falmer Loot, Gold	Healing	9 Poison Damage / 3s on hit.
Falmer Shadowmaster	Spellsword	44	830	293	372	1H Falmer Weapon	Falmer Helmet, Falmer Shield	Falmer Loot, Gold	Healing	12 Poison Damage / 3s on hit.

11.12 Forsworn



Forsworn (Briarheart)

The tribal natives of the Reach, Forsworn revere Hagravens and fight to drive invaders from their lands. Forsworn Wizard Loot includes a chance of ingredients, potions, soul gems, or a forsworn weapon.

(Minor Spoilers)

FORSWORN ARCHER

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Forsworn	Archer	1	50	50	50	Forsworn Bow, Forsworn Arrows, Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)	Healing
Forsworn Forager	Archer	6	95	60	70	Forsworn Bow, Forsworn Arrows, Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)	Healing
Forsworn Looter	Archer	14	192	76	152	Forsworn Bow, Forsworn Arrows, Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)	Fast Healing
Forsworn Pillager	Archer	24	357	96	192	Forsworn Bow, Forsworn Arrows, Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)	Fast Healing
Forsworn Ravager	Archer	34	447	116	182	Forsworn Bow, Forsworn Arrows, Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)	Fast Healing
Forsworn Warlord	Archer	46	455	140	230	Forsworn Bow, Forsworn Arrows, Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)	Close Wounds



Forsworn (Berserker)

FORSWORN BESERKERS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Forsworn	Berserker	1	50	50	50	2x (Forsworn Axe / Forsworn Sword)	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)
Forsworn Forager	Berserker	6	95	70	85	2x (Forsworn Axe / Forsworn Sword)	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)
Forsworn Looter	Berserker	14	192	102	126	2x (Forsworn Axe / Forsworn Sword)	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)
Forsworn Pillager	Berserker	24	357	142	146	2x (Forsworn Axe / Forsworn Sword)	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)
Forsworn Ravager	Berserker	34	447	182	116	2x (Forsworn Axe / Forsworn Sword)	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)
Forsworn Warlord	Berserker	46	455	230	140	2x (Forsworn Axe / Forsworn Sword)	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	(Gold)

FORSWORN SHAMAN

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Forsworn	Shaman	1	50	100	50	Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	Forsworn Wizard Loot	Flames, Healing, Lesser Ward
Forsworn Forager	Shaman	6	95	130	50	Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	Forsworn Wizard Loot	Conjure Flame Atronach, Flames, Healing, Lesser Ward
Forsworn Looter	Shaman	14	192	178	50	Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	Forsworn Wizard Loot	Conjure Flame Atronach, Firebolt, Flames, Healing, Lesser Ward
Forsworn Pillager	Shaman	24	357	288	50	Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	Forsworn Wizard Loot	Conjure Frost Atronach, Fast Healing, Ice Spike, Ice Storm, Stoneflesh, Steadfast Ward
Forsworn Ravager	Shaman	34	447	248	50	Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	Forsworn Wizard Loot	Conjure Frost Atronach, Frost Cloak, Ice Spike, Ice Storm, Icy Spear, Stoneflesh, Steadfast Ward
Forsworn Warlord	Shaman	46	455	320	50	Dagger	Forsworn Cuirass, Forsworn Boots, (Forsworn Helmet), (Forsworn Gauntlets)	Forsworn Wizard Loot	Chain Lightning, Close Wounds, Conjure Storm Atronach, Expel Daedra, Ironflesh, Lightning Bolt, Lightning Cloak, Thunderbolt, Greater Ward



Forsworn (Shaman)

FORSWORN BOSS - BESERKER

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Forsworn Briarheart	Warrior	7	104	74	112	2x 1H Forsworn Weapon	[Briarheart Armor], Forsworn Boots, Forsworn Helmet	(Gold), Briarheart
Forsworn Briarheart	Warrior	16	235	110	130	2x 1H Forsworn Weapon	[Briarheart Armor], Forsworn Boots, Forsworn Helmet	(Gold), Briarheart
Forsworn Briarheart	Warrior	27	434	154	152	2x 1H Forsworn Weapon	[Briarheart Armor], Forsworn Boots, Forsworn Helmet	(Gold), Briarheart
Forsworn Briarheart	Warrior	38	533	198	174	2x 1H Forsworn Weapon	[Briarheart Armor], Forsworn Boots, Forsworn Helmet	(Gold), Briarheart
Forsworn Briarheart	Warrior	51	623	350	195	2x 1H Forsworn Weapon	[Briarheart Armor], Forsworn Boots, Forsworn Helmet	(Gold), Briarheart

FORSWORN BOSS - SHAMAN

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Forsworn Briarheart	Shaman	7	104	86	50	Dagger	[Briarheart Armor], Forsworn Boots, Forsworn Helmet	Forsworn Wizard Loot, Briarheart	Conjure Flame Atronach, Flames, Healing, Lesser Ward
Forsworn Briarheart	Shaman	16	235	110	50	Dagger	[Briarheart Armor], Forsworn Boots, Forsworn Helmet	Forsworn Wizard Loot, Briarheart	Conjure Flame Atronach, Firebolt, Flames, Healing, Lesser Ward
Forsworn Briarheart	Shaman	27	434	306	50	Dagger	[Briarheart Armor], Forsworn Boots, Forsworn Helmet	Forsworn Wizard Loot, Briarheart	Conjure Frost Atronach, Fast Healing, Ice Spike, Ice Storm, Stoneflesh, Steadfast Ward
Forsworn Briarheart	Shaman	38	533	272	50	Dagger	[Briarheart Armor], Forsworn Boots, Forsworn Helmet	Forsworn Wizard Loot, Briarheart	Conjure Frost Atronach, Frost Cloak, Ice Spike, Ice Storm, Icy Spear, Stoneflesh, Steadfast Ward
Forsworn Briarheart	Shaman	51	620	350	50	Dagger	[Briarheart Armor], Forsworn Boots, Forsworn Helmet	Forsworn Wizard Loot, Briarheart	Chain Lightning, Close Wounds, Conjure Storm Atronach, Expel Daedra, Ironflesh, Lightning Bolt, Lightning Cloak, Thunderbolt, Greater Ward

11.13 Frostbite Spiders

Frostbite Spiders are giant arachnids often found in Skyrim’s caves and ruins.

(Minor Spoilers)

They have a dangerous poison spit attack, though their bite is just as poisonous—try to keep your distance and focus on ranged attacks. Despite their name, they are not actually resistant to frost.

The white variety of spiders is somewhat tougher than the red variety for each size category. Minor Treasure includes a tiny chance of: A few gold, a gem, or a ring.



Frostbite Spider

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Items	Spells
Frostbite Spider	Small, Red	1	15	0	25	5 Dmg + Poison 3/s for 3s	Frostbite Venom, (Minor Treasure)	Poison Spit Attack
Frostbite Spider	Small, White	3	35	0	35	5 Dmg + Poison 3/s for 3s	Frostbite Venom, (Minor Treasure)	Poison Spit Attack
Frostbite Spider	Large, Red	6	150	0	200	15 Dmg + Poison 5/s for 3s	Frostbite Venom, (Minor Treasure)	Poison Spit Attack
Frostbite Spider	Large, White	8	220	0	235	15 Dmg + Poison 5/s for 3s	Frostbite Venom, (Minor Treasure)	Poison Spit Attack
Giant Frostbite Spider	Giant, Red	14	380	0	315	45 Dmg + Poison 10/s for 3s2x	Frostbite Venom, (Minor Treasure)	Poison Spit Attack
Giant Frostbite Spider	Giant, White	17	510	0	430	45 Dmg + Poison 10/s for 3s2x	Frostbite Venom, (Minor Treasure)	Poison Spit Attack

11.14 Giants



Giant

The nomadic Giants shepherd their mammoth herds across the Tundra of central Skyrim.

(Minor Spoilers)

They are generally peaceful if left alone. If you decide to fight them, don't let them get within melee range—they are deceptively fast, so don't get caught in the open.

Giant Loot typically includes several of: Giant Toes, Giant Weapons, Giant Armor, Gold, Gems, Soul Gems, and Animal Parts.

Giant

Name	Lv	Health	Magicka	Stamina	Weapons	Items	Spells	Notes
Giant	32	591	0	374	[Giant Club] 60 Dmg	Giant Toe, (Giant Loot)	Giant Stomp	Resist Magic 33%

11.15 Hagravens



Hagraven

Witches who surrender their humanity become Hagravens, creatures of corruption and decay revered by the Forsworn of the Reach.

(Minor Spoilers)

Before fighting them, do what you can to bolster your fire resistance. Warriors should close to melee range rather than try to take them on at a distance.

	Health	Magicka	Armor	Items	Notes
Hagraven	471	314	50	Hagraven Feathers	Close Wounds, Fast Healing, Fireball, Firebolt

11.16 Horses



Horse (Brown)

(Minor Spoilers)

Name	Subtype	Lv	Health	Magicka	Stamina	Items	Notes
Horse	Black	4	289	0	106	Horse Meat, Horse Hide, (Minor Treasure)	
Horse	Paint	4	289	0	106	Horse Meat, Horse Hide, (Minor Treasure)	
Horse	Brown	4	289	0	106	Horse Meat, Horse Hide, (Minor Treasure)	
Horse	Grey	4	289	0	106	Horse Meat, Horse Hide, (Minor Treasure)	
Horse	Palomino	4	289	0	106	Horse Meat, Horse Hide, (Minor Treasure)	
Frost	Palomino	4	289	0	106	Horse Meat, Horse Hide, (Minor Treasure)	
Shadowmere	Black	50	887	0	198	Horse Meat, Horse Hide, (Minor Treasure)	Regenerates Health, Aggressive

11.17 Hunters



Skyrim's vast forests are home to any number of hunters, who prefer the wilderness to life in the cities.

(Minor Spoilers)

Orcs in particular often take up this nomadic lifestyle. Most are glad to barter with a passing adventurer.

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Hunter	5*	79	25	41	Bow, Arrows, Dagger	Hide Cuirass, Gloves, (Hat), Clothes	(Meat), (Animal Parts), (Gold)
Orc Hunter	1	30	25	70	Bow, Arrows, Dagger	Light Cuirass, Light Boots, (Gauntlets)	(Lockpick), (Meat), (Animal Parts), (Gold

11.18 Penitus Oculatus

After the fall of the Blades, the Penitus Oculatus were created to serve as the Emperor's personal security force. They have an outpost in Dragon Bridge.

(Minor Spoilers)



Penitus Oculatus

PENITUS OCULATUS ARCHERS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Penitus Oculatus Agent	Battlemage	1	50	50	50	Imperial Bow, Arrows, Iron Dagger	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers	Gold
Penitus Oculatus Agent	Battlemage	4	85	60	60	Imperial Bow, Arrows, Iron Dagger	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers	Gold
Penitus Oculatus Agent	Battlemage	8	128	73	74	Imperial Bow, Arrows, Iron Dagger	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers	Gold
Penitus Oculatus Agent	Battlemage	13	180	90	90	Imperial Bow, Arrows, Iron Dagger	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers	Gold
Penitus Oculatus Agent	Battlemage	18	231	107	107	Imperial Bow, Arrows, Iron Dagger	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers	Gold
Penitus Oculatus Agent	Battlemage	23	283	123	124	Imperial Bow, Arrows, Iron Dagger	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers	Gold

PENITUS OCULATUS BATTLEMAGES

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Spells
Penitus Oculatus Agent	Battlemage	1	50	50	50	2x Imperial Sword	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Fast Healing, (Flames/Sparks), Lesser Ward
Penitus Oculatus Agent	Battlemage	4	85	60	60	2x Imperial Sword	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Fast Healing, (Firebolt/Lightning Bolt), Lesser Ward
Penitus Oculatus Agent	Battlemage	8	128	73	74	2x Imperial Sword	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Fast Healing, (Firebolt/Lightning Bolt), Lesser Ward
Penitus Oculatus Agent	Battlemage	13	180	90	90	2x Imperial Sword	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Fast Healing, (Firebolt/Lightning Bolt), Lesser Ward
Penitus Oculatus Agent	Battlemage	18	231	107	107	2x Imperial Sword	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Fast Healing, (Fireball/Chain Lightning), Lesser Ward
Penitus Oculatus Agent	Battlemage	23	283	123	124	2x Imperial Sword	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Fast Healing, (Fireball/Chain Lightning), Lesser Ward

PENITUS OCULATUS WARRIORS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Penitus Oculatus Agent	Battlemage	1	50	50	50	Imperial Sword, Imperial Shield	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Gold
Penitus Oculatus Agent	Battlemage	4	85	60	60	Imperial Sword, Imperial Shield	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Gold
Penitus Oculatus Agent	Battlemage	8	128	73	74	Imperial Sword, Imperial Shield	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Gold
Penitus Oculatus Agent	Battlemage	13	180	90	90	Imperial Sword, Imperial Shield	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Gold
Penitus Oculatus Agent	Battlemage	18	231	107	107	Imperial Sword, Imperial Shield	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Gold
Penitus Oculatus Agent	Battlemage	23	283	123	124	Imperial Sword, Imperial Shield	Penitus Oculatus Armor, Penitus Oculatus Boots, Penitus Oculatus Bracers, Penitus Oculatus Helmet	Gold

11.19 Sailor



Sailor

Solitude, Dawnstar, and Windhelm are all important Imperial ports, and many sailors from those cities crew the ships that ply the waters along the Sea of Ghosts.

(Minor Spoilers)

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Sailor		1	10	25	25	Dagger	Clothes (Gold)			

11.20 Skeletons

Though weaker than Draugr, Skeletons can still be dangerous in large numbers.

(Minor Spoilers)

They are frequently seen in the company of necromancers.

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Skeleton	1H Warrior	1	20	0	80	1H Ancient Nord Weapon, (Shield)		Draugr Loot, Bone Meal
Skeleton	2H Warrior	1	20	0	80	2H Ancient Nord Weapon		Bone Meal
Skeleton	Archer	1	20	0	80	Ancient Nord Bow, Ancient Nord Arrows		Draugr Loot, Bone Meal
Skeleton	Robed	1	20	0	80	Ancient Nord Sword	[Warlock Hood]	Draugr Loot, Bone Meal, (Spellbook), Soul Gem



11.21 Soldiers & Guards

Each of Skyrim's Nine Holds maintains its own standing force of guards, who owe their loyalty to the Jarl.

(Minor Spoilers)

As the Civil War rages between the Imperial Legion and the Stormcloaks, their soldiers will take posession of the military camps, forts, towns, and cities of Skyrim, replacing some of the local guards.

HOLD GUARDS

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
[Hold] Guard	20*	252	50	183	(Imperial/Stormcloak Weapon)	[Hold] Armor, [Hold] Shield, Boots, Helmet	(Torch), (Food), (Drink), (Amulet), (Gold)		Guards use the weapons of the faction their Hold is loyal to.



Soldiers & Guard (Hold Guard)

IMPERIAL LEGION

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Imperial Soldier	Guard	20*	252	50	183	Imperial Sword, Imperial Bow, Steel Arrows, Steel Dagger	Imperial Light Cuirass, Imperial Light Boots, Imperial Light Gauntlets, Imperial Light Helmet	(Torch), (Food), (Drink), (Amulet), (Gold)
Imperial Soldier	Fort / Siege	5*	74	50	71	Imperial Sword, Imperial Bow, Steel Arrows, Steel Dagger	Imperial Light Cuirass, Imperial Light Boots, Imperial Light Gauntlets, Imperial Light Helmet	(Torch), (Food), (Drink), (Amulet), (Gold)
Fort Commander		5*	74	50	71	Imperial Sword, Imperial Bow, Steel Arrows, Steel Dagger	Imperial Light Cuirass, Imperial Light Boots, Imperial Light Gauntlets, Imperial Light Helmet	(Torch), (Food), (Drink), (Amulet), (Gold)
Imperial Legate		5*	74	50	71	Imperial Sword, Imperial Bow, Steel Arrows, Steel Dagger	Imperial Heavy Cuirass, Imperial Heavy Boots, Imperial Heavy Gauntlets	
Imperial General		5*	74	50	71	Imperial Sword, Imperial Bow, Steel Arrows, Steel Dagger	Imperial Heavy Cuirass, Imperial Heavy Boots, Imperial Heavy Gauntlets, Imperial Light Shield	(Torch), (Food), (Drink), (Amulet), (Gold)

STORMCLOAKS

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items
Stormcloak Soldier	Guard	20*	252	50	183	(1H Weapon & Shield / 2H Weapon), Hunting Bow, Arrows	Stormcloak Cuirass, Fur Boots, Fur Gauntlets, Stormcloak Helmet	(Torch), (Food), (Drink), (Amulet), (Gold)
Stormcloak Soldier	Fort / Siege	5*	74	50	71	(1H Weapon & Shield / 2H Weapon), Hunting Bow, Arrows	Stormcloak Cuirass, Fur Boots, Fur Gauntlets, Stormcloak Helmet	(Torch), (Food), (Drink), (Amulet), (Gold)
Fort Commander		5*	74	50	71	(1H Weapon & Shield / 2H Weapon), Hunting Bow, Arrows	Stormcloak Cuirass, Fur Boots, Fur Gauntlets, Stormcloak Helmet	(Torch), (Food), (Drink), (Amulet), (Gold)
Stormcloak Commander		5*	74	50	71	(1H Weapon & Shield / 2H Weapon), Hunting Bow, Steel Arrows, Steel Dagger	Stormcloak Officer Cuirass, Stormcloak Officer Boots, Stormcloak Officer Gauntlets	
Stormcloak General		5*	74	50	71	(1H Weapon & Shield / 2H Weapon), Hunting Bow, Arrows	Stormcloak Officer Cuirass, Stormcloak Officer Boots, Stormcloak Officer Gauntlets, Stormcloak Officer Helmet, Steel Shield	(Torch), (Food), (Drink), (Amulet), (Gold)

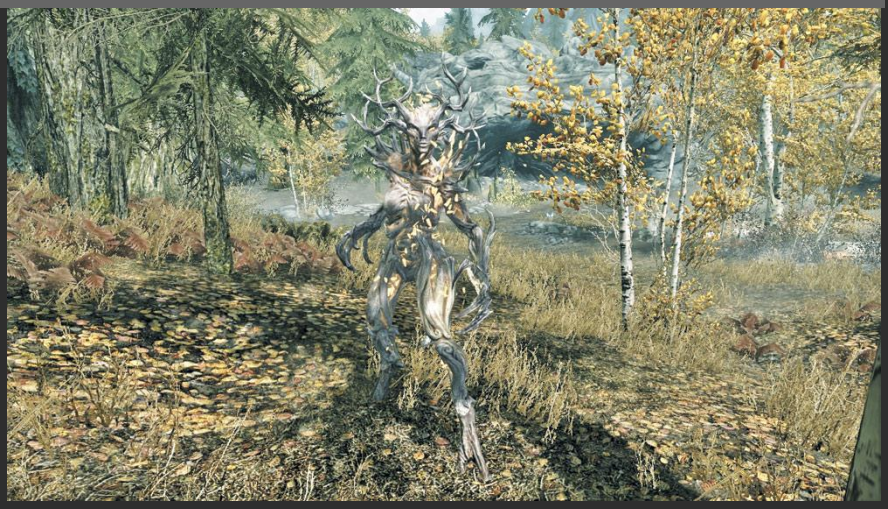
11.22 Spriggan

Spriggans are spirits of the forest, often dwelling in secluded groves and grottos.

(Minor Spoilers)

They are frequently accompanied by bears, wolves, and sabre cats that will fight to protect them.

They are just as tough in melee as with ranged attacks. Use fire against them whenever possible.



Spriggan

Name	Lv	Health	Magicka	Stamina	Items	Spells	Notes
Spriggan	8	195	150	85	Taproot	Leaf Blast, Call Creatures, Heal	Weak to Fire 33%
Spriggan Matron	18	445	250	135	Taproot	Leaf Blast, Call Creatures, Heal	Weak to Fire 33%

11.23 Thalmor

The Thalmor are the agents of the elven Aldmeri Dominion, charged with overseeing the implementation of the White-Gold Concordat, the peace treaty between the Dominion and the Empire.

(Minor Spoilers)

Most view them as spies, or worse. Thalmor Loot includes a chance of gems, food, or drink.
Thalmor Wizard Loot includes a chance of gems, soul gems, potions, or ingredients.

THALMOR ARCHER

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Thalmor Soldier	Archer	4	127	56	62	Bow, Arrows, Dagger	Cuirass, Boots, Helmet, Gauntlets	Thalmor Loot	Bound Sword, Fast Healing
Thalmor Soldier	Archer	12	249	72	94	Bow, Arrows, Dagger	Cuirass, Boots, Helmet, Gauntlets	Thalmor Loot	Bound Sword, Fast Healing
Thalmor Soldier	Archer	20	371	88	126	Bow, Arrows, Dagger	Cuirass, Boots, Helmet, Gauntlets	Thalmor Loot	Bound Sword, Fast Healing
Thalmor Soldier	Archer	28	493	104	158	Bow, Arrows, Dagger	Cuirass, Boots, Helmet, Gauntlets	Thalmor Loot	Bound Sword, Fast Healing
Thalmor Soldier	Archer	36	565	120	190	Bow, Arrows, Dagger	Cuirass, Boots, Helmet, Gauntlets	Thalmor Loot	Bound Sword, Fast Healing

THALMOR GUARDIAN

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor
Thalmor Soldier	Guardian	4	127	56	62	1H Weapon, Dagger	Cuirass, Boots, Helmet, Gauntlets, Shield
Thalmor Soldier	Guardian	12	249	72	94	1H Weapon, Dagger	Cuirass, Boots, Helmet, Gauntlets, Shield
Thalmor Soldier	Guardian	20	371	88	126	1H Weapon, Dagger	Cuirass, Boots, Helmet, Gauntlets, Shield
Thalmor Soldier	Guardian	28	493	104	158	1H Weapon, Dagger	Cuirass, Boots, Helmet, Gauntlets, Shield
Thalmor Soldier	Guardian	36	565	120	190	1H Weapon, Dagger	Cuirass, Boots, Helmet, Gauntlets, Shield



Thalmor (Guardian)

THALMOR SPELLSWORD

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Spells
Thalmor Soldier	Spellsword	4	127	56	62	1H Weapon, Dagger	Cuirass, Boots, Helmet, Gauntlets	Flames, Fast Healing
Thalmor Soldier	Spellsword	12	249	72	94	1H Weapon, Dagger	Cuirass, Boots, Helmet, Gauntlets	Flames, Fast Healing
Thalmor Soldier	Spellsword	20	371	88	126	1H Weapon, Dagger	Cuirass, Boots, Helmet, Gauntlets	Flames, Fast Healing
Thalmor Soldier	Spellsword	28	493	104	158	1H Weapon, Dagger	Cuirass, Boots, Helmet, Gauntlets	Flames, Fast Healing
Thalmor Soldier	Spellsword	36	565	120	190	1H Weapon, Dagger	Cuirass, Boots, Helmet, Gauntlets	Flames, Fast Healing



Thalmor (Spellsword)

THALMOR WARRIOR

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Spells
Thalmor Soldier	Warrior	4	127	56	62	1H Weapon	Cuirass, Boots, Helmet, Gauntlets, (Shield)	Bound Sword

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Spells
Thalmor Soldier	Warrior	12	249	72	94	1H Weapon	Cuirass, Boots, Helmet, Gauntlets, (Shield)	Bound Sword
Thalmor Soldier	Warrior	20	371	88	126	1H Weapon	Cuirass, Boots, Helmet, Gauntlets, (Shield)	Bound Sword
Thalmor Soldier	Warrior	28	493	104	158	1H Weapon	Cuirass, Boots, Helmet, Gauntlets, (Shield)	Bound Sword
Thalmor Soldier	Warrior	36	565	120	190	1H Weapon	Cuirass, Boots, Helmet, Gauntlets, (Shield)	Bound Sword



Thalmor (Wizard)

THALMOR WIZARD

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Thalmor Wizard	Boss	14	317	228	50	Dagger	Thalmor Robes, Thalmor Boots, Thalmor Gloves, Thalmor Hood	Thalmor Wizard Loot	Conjure Flame Atronach, Fast Healing, Firebolt, Lightning Bolt, Oakflesh, Lesser Ward
Thalmor Wizard	Boss	23	448	282	50	Dagger	Thalmor Robes, Thalmor Boots, Thalmor Gloves, Thalmor Hood	Thalmor Wizard Loot	Banish Daedra, Chain Lightning, Conjure Flame Atronach, Fast Healing, Fireball, Lightning Bolt, Oakflesh, Steadfast Ward
Thalmor Wizard	Boss	32	579	386	50	Dagger	Thalmor Robes, Thalmor Boots, Thalmor Gloves, Thalmor Hood	Thalmor Wizard Loot	Chain Lightning, Conjure Storm Atronach, Fast Healing, Incinerate, Stoneflesh, Thunderbolt, Turn Lesser Undead, Steadfast Ward
Thalmor Wizard	Boss	40	651	434	50	Dagger	Thalmor Robes, Thalmor Boots, Thalmor Gloves, Thalmor Hood	Thalmor Wizard Loot	Banish Daedra, Chain Lightning, Close Wounds, Conjure Storm Atronach, Expel Daedra, Fast Healing, Incinerate, Stoneflesh, Thunderbolt, Turn Undead, Steadfast Ward
Thalmor Wizard	Boss	50	791	544	50	Dagger	Thalmor Robes, Thalmor Boots, Thalmor Gloves, Thalmor Hood	Thalmor Wizard Loot	Banish Daedra, Chain Lightning, Close Wounds, Conjure Storm Atronach, Expel Daedra, Fast Healing, Incinerate, Ironflesh, Thunderbolt, Turn Undead, Steadfast Ward

11.24 Trolls

Trolls are among the most feared of Skyrim’s predators.

(Minor Spoilers)

They regenerate health, so attack aggressively—it’s worth taking some punishment to keep the attacks up.

Trolls are notably weak to fire. Minor Treasure includes a tiny chance of: A few gold, a gem, or a ring.



Name	Lv	Health	Magicka	Stamina	Weapons	Items	Notes
Troll	14	280	0	340	35 Dmg	Troll Fat, (Minor Treasure)	Regenerate Health, Weak to Fire 50%
Frost Troll	22	460	0	480	65 Dmg	Troll Fat, (Minor Treasure)	Regenerate Health, Weak to Fire 50%

11.25 Vampires



Vampirism begins as a disease, Sanguinare Vampiris, but quickly progresses to something much worse if left untreated.

(Minor Spoilers)

Vampires tend to congregate in clans, and their fearsome reputation is well deserved.

It's worth spending those scrolls and potions you've been hording to defeat higher-level vampires.

You can't let the fight drag on because their primary attack heals them while hurting you.

Vampire Loot includes a chance of: Lockpicks, Potions, Jewelry, Gems, Gold, Books, or Staffs.

VAMPIRES

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Vampire Fledgling	1	35	75	50	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Raise Zombie	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight
Vampire	6	120	120	90	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Raise Zombie	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight
Blooded Vampire	12	224	169	112	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Raise Zombie	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight, +5 Unarmed Damage
Vampire Mistwalker	20	331	226	148	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Reanimate Corpse, Ice Spike	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight, +7 Unarmed Damage
Vampire Nightstalker	28	413	283	179	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Ice Spike, Lightning Bolt, Reanimate Corpse	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight, +10 Unarmed Damage
Ancient Vampire	38	583	348	224	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Ice Spike, Lightning, Revenant	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight, +15 Unarmed Damage
Volkihar Vampire	48	823	413	294	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Chain Lightning, Ice Storm, Revenant	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight, +20 Unarmed Damage

MASTER VAMPIRES

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Master Vampire	14	252	177	126	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Raise Zombie	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight, +5 Unarmed Damage

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Master Vampire	23	378	238	169	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Reanimate Corpse, Ice Spike	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight, +7 Unarmed Damage
Master Vampire	31	500	310	210	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Ice Spike, Lightning Bolt, Reanimate Corpse	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight, +10 Unarmed Damage
Master Vampire	42	669	414	257	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Ice Spike, Lightning, Revenant	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight, +15 Unarmed Damage
Volkihar Master Vampire	53	968	458	354	(1H Sword / 1H Axe)	(Mage Robes / Armor), Boots	Vampire Loot, (Gold)	Vampire Drain Life, Invisibility, Chain Lightning, Ice Storm, Revenant	50% Resist Frost, 50% Weak to Fire, Damage from Sunlight, +20 Unarmed Damage

11.26 Vigilants of Stendarr

The Vigilants of Stendarr are priests in the service of Stendarr, the Divine of Mercy.

(Minor Spoilers)

They will gladly lend their aid to a hero who fits their ideals of virtue. But werewolves, vampires, and daedra worshippers have reason to fear their wrath.



Vigilant of Stendarr

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Vigilant of Stendarr	5	90	57	63	Mace, Torch	Steel Boots, Steel Gauntlets, Mage Robes, Mage Hood, Amulet of Stendarr	Potions, Books	Potions, Books	Healing, Oakflesh, Lesser Ward
Vigilant of Stendarr	9	130	63	77	Mace, Torch	Steel Boots, Steel Gauntlets, Mage Robes, Mage Hood, Amulet of Stendarr	Potions, Books	Potions, Books	Healing, Oakflesh, Lesser Ward
Vigilant of Stendarr	14	180	72	93	Mace, Torch	Steel Boots, Steel Gauntlets, Mage Robes, Mage Hood, Amulet of Stendarr	Potions, Books	Potions, Books	Healing, Oakflesh, Lesser Ward
Vigilant of Stendarr	19	230	80	110	Mace, Torch	Steel Boots, Steel Gauntlets, Mage Robes, Mage Hood, Amulet of Stendarr	Potions, Books	Potions, Books	Healing, Oakflesh, Lesser Ward
Vigilant of Stendarr	25	290	90	130	Mace, Torch	Steel Boots, Steel Gauntlets, Mage Robes, Mage Hood, Amulet of Stendarr	Potions, Books	Potions, Books	Healing, Oakflesh, Lesser Ward

11.27 Warlocks



Warlock (Arch Necromancer)

Warlocks is a catchall term for the mages, wizards, conjurers, and necromancers that you may face on your journey.

(Minor Spoilers)

Warlocks encountered as bosses have more magicka than their non-boss counterparts, and are more likely to carry a staff.

Warlock Loot includes a chance of: soul gems, potions, recipes, and alchemy ingredients.

FIRE MAGES

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Novice Fire Mage	1	50	100	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Flames, Lesser Ward
Apprentice Fire Mage	6	142	158	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Firebolt, Flames, Healing, Oakflesh, Lesser Ward
Fire Mage Adept	12	192	198	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Fast Healing, Firebolt, Flames, Stoneflesh, Steadfast Ward
Fire Mage	19	275	270	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Fast Healing, Fireball, Firebolt, Flame Cloak, Stoneflesh, Steadfast Ward
Fire Wizard	27	367	323	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Close Wounds, Fast Healing, Fireball, Firebolt, Flame Cloak, Ironflesh, Steadfast Ward
Pyromancer	36	467	383	25	Dagger, (Staff of Fireballs)	Mage Robes, Boots	(Warlock Loot)	Close Wounds, Fireball, Flame Cloak, Grand Healing, Incinerate, Ironflesh, Greater Ward
Arch Pyromancer	46	575	500	50	Dagger, (Staff of Fireballs)	Mage Robes, Boots	(Warlock Loot)	Close Wounds, Fireball, Flame Cloak, Grand Healing, Incinerate, Ironflesh, Greater Ward

STORM MAGES

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Novice Storm Mage	1	50	100	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Sparks, Lesser Ward
Apprentice Storm Mage	6	142	158	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Fast Healing, Lightning Bolt, Oakflesh, Sparks, Lesser Ward
Storm Mage Adept	12	192	198	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Fast Healing, Lightning Bolt, Sparks, Stoneflesh, Steadfast Ward
Storm Mage	19	275	270	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Chain Lightning, Fast Healing, Lightning Bolt, Lightning Cloak, Stoneflesh, Steadfast Ward
Storm Wizard	27	367	323	25	Dagger, (Staff)	Mage Robes,	(Warlock	Chain Lightning, Close Wounds, Fast Healing, Ironflesh,

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
						Boots	Loot)	Lightning Bolt, Lightning Cloak, Steadfast Ward
Electromancer	36	467	383	25	Dagger, (Staff of Chain Lightning)	Mage Robes, Boots	(Warlock Loot)	Chain Lightning, Close Wounds, Grand Healing, Ironflesh, Lightning Cloak, Thunderbolt, Greater Ward
Arch Electromancer	46	575	500	50	Dagger, (Staff of Chain Lightning)	Mage Robes, Boots	(Warlock Loot)	Chain Lightning, Close Wounds, Grand Healing, Ironflesh, Lightning Cloak, Thunderbolt, Greater Ward

CONJURERS

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Novice Conjurer	1	50	100	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Conjure Familiar, Flames, Oakflesh, Lesser Ward
Apprentice Conjurer	6	142	158	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Conjure Flame Atronach, Fast Healing, Flames, Oakflesh, Lesser Ward
Conjurer Adept	12	192	198	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Conjure Flame Atronach, Fast Healing, Firebolt, Flames, Stoneflesh, Steadfast Ward
Conjurer	19	275	270	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Banish Daedra, Close Wounds, Conjure Frost Atronach, Fast Healing, Frostbite, Ice Spike, Stoneflesh, Steadfast Ward
Ascendant Conjurer	27	367	323	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Close Wounds, Command Daedra, Conjure Storm Atronach, Expel Daedra, Fast Healing, Ice Spike, Ice Storm, Stoneflesh, Steadfast Ward
Master Conjurer	36	467	383	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Chain Lightning, Close Wounds, Command Daedra, Conjure Storm Atronach, Expel Daedra, Ironflesh, Thunderbolt, Greater Ward
Arch Conjurer	46	575	500	50	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Chain Lightning, Close Wounds, Command Daedra, Conjure Storm Atronach, Expel Daedra, Ironflesh, Thunderbolt, Greater Ward

NECROMANCERS

Name	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Novice Necromancer	1	50	100	25	Dagger	Necromancer Robes, Necromancer Boots	(Warlock Loot)	Frostbite, Raise Zombie, Lesser Ward
Apprentice Necromaner	6	142	158	25	Dagger, (Soul Gems)	Necromancer Robes, Necromancer Boots	(Warlock Loot)	Fast Healing, Frostbite, Ice Spike, Oakflesh, Raise Zombie, Lesser Ward
Necromancer Adept	12	192	198	25	Dagger, (Soul Gems)	Necromancer Robes, Necromancer Boots	(Warlock Loot)	Fast Healing, Frostbite, Ice Spike, Reanimate Corpse, Stoneflesh, Steadfast Ward
Necromage	19	275	270	25	Dagger, (Soul Gems)	Necromancer Robes, Necromancer Boots	(Warlock Loot)	Fast Healing, Ice Spike, Reanimate Corpse, Revenant, Stoneflesh, Turn Undead, Steadfast Ward
Ascendant Necromancer	27	367	323	25	Dagger, (Soul Gems)	Necromancer Robes, Necromancer Boots	(Warlock Loot)	Close Wounds, Dread Zombie, Fast Healing, Ice Spike, Ice Storm, Ironflesh, Revenant, Turn Undead, Steadfast Ward
Master Necromancer	36	467	383	25	Dagger, (Staff), (Soul Gems)	Necromancer Robes, Necromancer Boots	(Warlock Loot)	Close Wounds, Dread Zombie, Grand Healing, Ice Spike, Ice Storm, Ironflesh, Revenant, Turn Greater Undead, Greater Ward
Arch Necromancer	46	575	500	50	Dagger, (Staff), (Soul Gems)	Necromancer Robes, Necromancer Boots	(Warlock Loot)	Close Wounds, Dread Zombie, Grand Healing, Ice Spike, Ice Storm, Ironflesh, Revenant, Turn Greater Undead, Greater Ward

ICE MAGES

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells
Novice Ice Mage		1	50	100	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Frostbite, Lesser Ward
Apprentice Ice Mage		6	142	158	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Frostbite, Healing, Ice Spike, Oakflesh, Lesser Ward
Ice Mage Adept		12	192	198	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Fast Healing, Frostbite, Ice Spike, Stoneflesh, Steadfast Ward
Ice Mage		19	275	270	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Fast Healing, Frost Cloak, Ice Spike, Ice Storm, Stoneflesh, Steadfast Ward
Ice Wizard		27	367	323	25	Dagger, (Staff)	Mage Robes, Boots	(Warlock Loot)	Close Wounds, Fast Healing, Frost Cloak, Ice Spike, Ice Storm, Ironflesh, Steadfast Ward
Cryomancer		36	467	383	25	Dagger, (Staff of Ice Storm)	Mage Robes, Boots	(Warlock Loot)	Close Wounds, Frost Cloak, Grand Healing, Ice Storm, Icy Spear, Ironflesh, Greater Ward
Arch Cryomancer		46	575	500	50	Dagger, (Staff of Ice Storm)	Mage Robes, Boots	(Warlock Loot)	Close Wounds, Frost Cloak, Grand Healing, Ice Storm, Icy Spear, Ironflesh, Greater Ward

11.28 Wisps

Wispmothers are always found with a group of Wisps (typically 3).

(Minor Spoilers)

While the Wisps live, each grants the Wispmother a bonus to her Health, Magicka, or Stamina.

Make sure to kill the Wisps before attacking the Wispmother directly; she is much weaker without them.

When her health is low, the Wispmother will conjure two illusory Shades as a distraction.



Wisp (Wispmother)

Name	Lv	Health	Magicka	Stamina	Items	Spells	Notes
Wisp	1	50	50	50		Energy Sap	Waterwalking
Shade	5	36	224	50		Frostbite	Waterwalking
Wispmother	28	600	300	50	Glowdust, Wisp Wrappings	Ice Volley, Conjure Shades	Speed Burst, Regeneration, Waterwalking

11.29 Witches

(Minor Spoilers)

Witches are female sorcerers training to become Hagravens, and often serve under them.



Witch

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Witch	Fire	4	75	70	25	Dagger	Mage Robes, Boots		Firebolt, Flames, Oakflesh, Lesser Ward	
Witch	Frost	4	75	70	25	Dagger	Mage Robes, Boots		Frostbite, Ice Spike, Oakflesh, Lesser Ward	
Witch	Shock	4	75	70	25	Dagger	Mage Robes, Boots		Lightning Bolt, Sparks, Oakflesh, Lesser Ward	
Hag	Fire	8	109	96	25	Dagger	Mage Robes, Boots		Flames, Firebolt, Stoneflesh, Steadfast Ward	
Hag	Frost	8	109	96	25	Dagger	Mage Robes, Boots		Frostbite, Ice Spike, Stoneflesh, Steadfast Ward	
Hag	Shock	8	109	96	25	Dagger	Mage Robes, Boots		Lightning Bolt, Sparks, Stoneflesh, Steadfast Ward	

11.30 Dragons

Dragons

Minor Spoilers





Dragons are among the most formidable enemies, with vast reserves of health.

Stay on the move when fighting a dragon—patience and ranged attacks are best.

Dragon Loot includes a chance of: Dragon Bones, Dragon Scales, Gold, Gems, Weapons, or Armor; Dragons usually have several of these items.

If you intend to smith Dragon armor, make sure to save a couple dozen Dragon Scales, or a few Dragon Bones.

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Dragon	Brown, Fire	10	905	150	130	Bite, 37 Dmg		(Dragon Loot), Dragon Bone, Dragon Scales	Fire Breath Shout, Fireball Shout	Resist Fire 50%, Weak to Frost 25%
Dragon	Brown, Frost	10	905	150	130	Bite, 37 Dmg		(Dragon Loot), Dragon Bone, Dragon Scales	Frost Breath Shout, Ice Storm Shout	Resist Frost 50%, Weak to Fire 25%
Blood Dragon	Green, Fire	20	1421	150	164	Bite, 75 Dmg		(Dragon Loot), Dragon Bone, Dragon Scales	Fire Breath Shout, Fireball Shout, Unrelenting Force Shout	Resist Fire 50%, Weak to Frost 25%
Blood Dragon	Green, Frost	20	1421	150	164	Bite, 75 Dmg		(Dragon Loot), Dragon Bone, Dragon Scales	Frost Breath Shout, Ice Storm Shout	Resist Frost 50%, Weak to Fire 25%
Frost Dragon	White, Frost	30	1860	150	197	Bite, 150 Dmg		(Dragon Loot), Dragon Bone, Dragon Scales	Frost Breath Shout, Ice Storm Shout, Unrelenting Force Shout	Resist Frost 50%, Weak to Fire 25%
Elder Dragon	Bronze, Fire	40	2255	150	230	Bite, 225 Dmg		(Dragon Loot), Dragon Bone, Dragon Scales	Fire Breath Shout, Fireball Shout, Unrelenting Force Shout	Resist Fire 50%, Weak to Frost 25%
Elder	Bronze, Frost	40	2255	150	230	Bite, 225		(Dragon Loot), Dragon	Frost Breath Shout, Ice Storm Shout,	Resist Frost 50%,

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Dragon						Dmg		Bone, Dragon Scales	Unrelenting Force Shout	Weak to Fire 25%
Ancient Dragon	Red/Black, Fire	50	3071	150	264	Bite, 300 Dmg		(Dragon Loot), Dragon Bone, Dragon Scales	Fire Breath Shout, Fireball Shout, Unrelenting Force Shout	Resist Fire 50%, Weak to Frost 25%
Ancient Dragon	Red/Black, Frost	50	3071	150	264	Bite, 300 Dmg		(Dragon Loot), Dragon Bone, Dragon Scales	Frost Breath Shout, Ice Storm Shout, Unrelenting Force Shout	Resist Frost 50%, Weak to Fire 25%

Named Dragons

Name	Subtype	Lv	Health	Magicka	Stamina	Weapons	Armor	Items	Spells	Notes
Alduin	Alduin's Bane	20*	2471	50	114	Bite, 75 Dmg			Meteor Storm Shout, Unrelenting Force Shout, Fire Breath Shout, Frost Breath Shout, Fireball Shout, Ice Storm Shout	Resist Fire 50%, Weak to Frost 25%. This is Alduin as he appears during Main Quest: Alduin's Bane. Alduin is invulnerable unless weakened by the Dragonrend Shout.
Alduin	Dragonslayer	20*	2671	50	114	Bite, 75 Dmg			Meteor Storm Shout, Unrelenting Force Shout, Fire Breath Shout, Frost Breath Shout, Fireball Shout, Ice Storm Shout	Resist Fire 50%, Weak to Frost 25%. This is Alduin as he appears during Main Quest: Dragonslayer. Alduin is invulnerable unless weakened by the Dragonrend Shout.
Alduin	Dragonslayer	40*	2905	50	180	Bite, 75 Dmg				See above; this just illustrates his stats at a different level.
Alduin	Dragonslayer	60*	3138	50	247	Bite, 75 Dmg				See above; this just illustrates his stats at a different level.

12.1 Activity Favors

Favors are miscellaneous objectives or small activities that you can find throughout Skyrim.
Favors are controlled by the game's Radiant Story system, which uses a variety of factors to determine when to start a given quest.
This means that not all Favors will be available at all times; in particular, you can only be on one Favor of each type at a time.
For example, if you start one Rare Item Hunt, you must finish it before beginning another.
This section details all of the available Favors you can attempt during your exploration of Skyrim.
Note that each of these increases your Relationship with the citizen you're doing the Favor for, which is important for your standing within a particular city.
If the citizen isn't a resident of the city, then you perform the Favor simply to accrue a reward, to pass the time, or to be a pleasant person.
This chapter is segmented into three parts:
Part 1—Activity Favors: Deals with manual labor you can do to earn an honest pay. Which you can then share with beggars if you wish.
Part 2—Favors for Citizens: Lists every resident in Skyrim who has a job for you to do if you speak to them.
Part 3—Thane Tasks: Reveals how to become a Thane (or a land-owning, respected resident) of each particular Hold, and the house you can purchase.

Part 1: Activity Favors

Favor (Activity): Chopping Wood*



Note

* Quest names marked with this symbol do not appear in your Quest Menu list, although objectives may.
Visit one of the following locations and speak to the person specified (usually a lumbermill owner) in the table below.
They will gladly pay for any firewood you chop. Find a Woodcutter's Axe (there should be one near the woodpile at this location), find a pile of wood, and continue to chop, before heading to the person for a reward.
Woodcutter's Axe
Five gold pieces per piece of firewood chopped

Hold	Location	Firewood Purchaser
Haafingar	Dragon Bridge	Horgeir
Haafingar	Solitude Sawmill	Hjorunn
Hjaalmarch	Morthal	Hroggar
Hjaalmarch	Morthal	Jorgen
The Pale	Anga's Mill	Aeri

Hold	Location	Firewood Purchaser
Eastmarch	Mixwater Mill	Gilfre
Eastmarch	Kynesgrove	Ganna Uriel
Whiterun	Riverwood	Hod
Whiterun	Whiterun (The Bannered Mare)	Hulda
Falkreath	Half-Moon Mill	Hert
The Rift	Heartwood Mill	Grosta
The Rift	Ivarstead	Temba Wide-Arm

Favor (Activity): Mining Ore*



Head to one of the following locations, and converse with the character specified (usually a mine owner) in the table below. They are happy to pay for any ore you mine. Find a Pickaxe (there should be a few inside any of the mines you visit) and locate a vein within the mine. Strike it, gather the ore, and head to the person for a reward.

Pickaxe

25 gold pieces per Silver ore
25 gold pieces per Quicksilver ore
20 gold pieces per Orichalcum ore
30 gold pieces per Moonstone ore
30 gold pieces per Malachite ore
7 gold pieces per Iron ore
50 gold pieces per Gold ore
60 gold pieces per Ebony ore
20 gold pieces per Corundum ore

Hold	Location	Ore Purchaser	Ore Type
Hjaalmarch	Stonehills	Gestur Rockbreaker	Iron
The Pale	Dawnstar	Beitild	Iron
The Pale	Dawnstar	Leigelf	Quicksilver
Winterhold	Whistling Mine	Thorgar	Iron
The Reach	Dushnikh Yal	Gharol	Orichalcum
The Reach	Left Hand Mine	Skaggi Scar-Face	Iron

Hold	Location	Ore Purchaser	Ore Type
The Reach	Mor Khazgur	Shuftharz	Orichalcum
Eastmarch	Darkwater Crossing	Verner Rock-Chucker	Corundum
Eastmarch	Kynesgrove	Kjeld	Malachite
Eastmarch	Narzulbur	Dushnamub	Ebony
The Rift	Shor's Stone	Grogmar gro-Burzag	Iron

Favor (Activity): Harvesting Crops*



Trek over to any of the following farms and strike up a conversation with the character mentioned in the table below. They are grateful and pay for any crops you wish to harvest (from their property or anywhere else). Note the exact crops the character wishes to purchase; only pick those if you want to be paid for your labor, as there are usually more than these crop types in the locations.

Five gold pieces per Wheat
One gold piece per Potato
One gold piece per Leek
Two gold pieces per Cabbage
One gold pieces per Gourd
Ten gold pieces per Nirnroot

Hold	Location	Crop Purchaser	Crop Type
Haafingar	Katla's Farm	Katla	Wheat, Potato, Leek
The Reach	Salvius Farm	Vigdis Salvius	Potato
Falkreath	Falkreath	Mathies	Cabbage, Gourd, Potato
Whiterun	Rorikstead	Reldith	Wheat, Cabbage, Potato
Whiterun	Rorikstead	Lemkil	Cabbage, Potato, Wheat
The Rift	Ivarstead	Boti	Cabbage, Potato, Wheat
Whiterun	Battle-Born Farm	Alfhild Battle-Born	Wheat, Leek, Gourds
Eastmarch	Brandy-Mug Farm	Bolfrida Brandy-Mug	Wheat
Eastmarch	Hlaalu Farm	Belyn Hlaalu	Wheat
Eastmarch	Hollyfrost Farm	Tulvur	Wheat
Haafingar	Dragon Bridge	Azzada Lylvieve	Wheat, Cabbage, Potato
The Rift	Sarethi Farm	Avrusa Sarethi	Potato, Nirnroot, Gourds
The Rift	Snow-Shod Farm	Addvild	Wheat, Leek, Potato

Hold	Location	Crop Purchaser	Crop Type
Whiterun	Pelagia Farm	Severio Pelagia	Cabbage, Potato
The Rift	Merryfair Farm	Synda Llanith	Wheat, Cabbage, Gourd

Favor (Activity): A Drunk's Drink*

Mosey on over to your favorite inn or tavern, or the streets surrounding an inn, and you're likely to be accosted by a reasonably friendly drunk. If you purchase a drink for them, expect the rudiments of a dance (although it's more of a stagger) as your reward. The following drunks are particularly parched:

Hold	Location	Crop Purchaser	Crop Type
Haafingar	Katla's Farm	Katla	Wheat, Potato, Leek
The Reach	Salvius Farm	Vigdis Salvius	Potato
Falkreath	Falkreath	Mathies	Cabbage, Gourd, Potato
Whiterun	Rorikstead	Reldith	Wheat, Cabbage, Potato
Whiterun	Rorikstead	Lemkil	Cabbage, Potato, Wheat
The Rift	Ivarstead	Boti	Cabbage, Potato, Wheat
Whiterun	Battle-Born Farm	Alfhild Battle-Born	Wheat, Leek, Gourds
Eastmarch	Brandy-Mug Farm	Bolfrida Brandy-Mug	Wheat
Eastmarch	Hlaalu Farm	Belyn Hlaalu	Wheat
Eastmarch	Hollyfrost Farm	Tulvur	Wheat
Haafingar	Dragon Bridge	Azzada Lylvieve	Wheat, Cabbage, Potato
The Rift	Sarethi Farm	Avrusa Sarethi	Potato, Nirnroot, Gourds
The Rift	Snow-Shod Farm	Addvild	Wheat, Leek, Potato
Whiterun	Pelagia Farm	Severio Pelagia	Cabbage, Potato
The Rift	Merryfair Farm	Synda Llanith	Wheat, Cabbage, Gourd

‡During Main Quest: Diplomatic Immunity only

Favor (Activity): The Gift of Charity*



Walk the streets of any Hold City, and you may be approached by a tattered or downtrodden beggar. You can ignore them or give them a gold piece as charity. The beggars you can give to are listed below, and your thoughtfulness is duly rewarded.

The Gift of Charity: +10 to Speech for one hour

Hold	Location	Beggar
The Ragged Flagon	Riften	Gissur‡
The Rift	Riften	Snilf
Eastmarch	Windhelm	Angrenor Once-Honored
Eastmarch	Windhelm	Silda the Unseen
Whiterun	Whiterun	Brenuin
The Rift	Ivarstead	Narfi
The Reach	Markarth	Degaine
The Rift	Riften	Edda
Haafingar	Solitude	Svari
Haafingar	Solitude	Noster One-Eye
Haafingar	Solitude	Dervenin

‡ After Main Quest: Diplomatic Immunity, assuming Gissur is still alive.

12.2 Favors for Citizens

Favor: Special Delivery*



Visit the location specified, and converse with the Favor giver. They have an important item that needs to be delivered to someone in Skyrim.

The recipient rewards you with a small amount of gold pieces. The following citizens of Skyrim have Delivery Favors for you:

Gold pieces (leveled, per delivery)

Favor Giver	Location Favor Received (Hold/Location Name)	Item to Deliver	Recipient	Recipient Location (Hold/Location Name)
Adonato Leotelli	Eastmarch/Windhelm (Candlehearth Hall)	Adonato's Book	Giraud Gemane	Haafingar/Solitude (Bard's College)
Aeri	The Pale/Anga's Mill	Aeri's Note	Jarl Skald the Elder	The Pale/Dawnstar (The White Hall)
Banning	The Reach/Markarth Stables	Spiced Beef	Voada	The Reach/Markarth (Understone Keep)
Idgrod the Younger	Hjaalmarch/Morthal	Idgrod's Note	Danica Pure-Spring	Whiterun/Whiterun (Temple of Kynareth)
Sondas Drenim	Eastmarch/Darkwater Crossing	Sondas's Note	Quintus Navale	Eastmarch/Windhelm (The White Phial)
Thadgeir	Falkreath/Falkreath	Berit's Ashes	Runil	Falkreath/Falkreath (graveyard)

Favor: A Good Talking To*



Locate the Favor giver and speak with them. It appears that they're having problems with a particular individual pestering, intimidating, or otherwise hassling them.

Visit the instigator of this verbal assault, and attempt to sway them to the Favor giver's side.
This is always achieved with a Persuasion, Bribe, Intimidation, or Brawl (fists only). After success with any of these, return to the Favor giver to receive a specific reward:

Favor Giver	Location (Hold/Location Name)	Problem	instigator	Reward
Carlotta Valentia	Whiterun/Whiterun (Bannered Mare)	Unwanted advances from a bard	Mikael	Small amount of gold
Haran	Winterhold/Winterhold (The Frozen Hearth)	A significant tavern tab	Ranmir	Leveled weapon and armor
Iddra	Eastmarch/Kynsegrove	Worrying about debts	Roggi Knot-Beard	Leveled weapon and armor
Octieve San	Haafingar/Solitude	Gambling debts	Irnskar	+1 Two-Handed skill
Omluag	The Reach/Markarth	A bullying smelter overseer	Mulush	Small amount of gold
Scouts-Many-Marshes	Eastmarch/Windhelm Docks	A fare wage from a racist overseer	Torbjorn Shatter-Shield	Leveled potion

Favor: Sparring Partners*



If you think of yourself as an adventurer with lighting fists and a granite chin, you may wish to earn a swift 100 gold pieces by listening to the challenges of the following folk.
They each have a reason for fighting you, and the combat is brawling only (just use fists, or risk enraging the entire settlement).
Knock your opponent to their knees and win 100 gold pieces. Lose, and your adversary gains the gold.
100 gold pieces

Pugilist	Reason for Brawl	Location (Hold/Location Name)
Benor	He's the strongest warrior and wants to prove it	Hjaalmarch/Morthal
Burguk	A sparring partner is needed	The Reach/Dushnikh Yal
Cosnach	To add excitement to his drunken day	The Reach/Markarth
Larak	A sparring partner is needed	The Reach/Mor Khazgur
Mauhulakh	A sparring partner is needed	Eastmarch/Narzulbur
Rolff	You're an elf lover	Eastmarch/Windhelm
Uthgerd	She's the strongest warrior and wants to prove it	Whiterun/Whiterun

Favor: A Little Light Thievery*

Visit the person listed, who is in the same general vicinity as the location mentioned, and speak to them.
They want you to visit a location and steal an important item.
The item in question isn't on a person; it is in the location itself, allowing you to utilize Sneak or Magic to augment your stealth.
Violence is inadvisable.
Once you steal the item, you are to return and claim a specific reward.

Favor Giver	Item to Steal	Location of Theft (Hold/Location Name)	Reward Given
Dengeir of Stuhn	Suspicious Letter	Falkreath/Falkreath (Lod's House)	Small amount of gold
Malur Seloth	Nelacar's Staff	Winterhold/Winterhold (The Frozen Hearth)	+1 Speech skill
Stands-in-Shadows	Double-Distilled Skooma	Eastmarch/Windhelm (Gnisis Cornerclub)	+1 Sneak Skill

Favor: A Little Light Burglary*



Locate Revyn Sadri (the only fellow who wants this Favor completed) in the Gray Quarter of Windhelm. He's usually in Sadri's Used Wares. Sadri has found out that a ring he purchased was stolen from Imperial Noblewoman Viola Giordano, who lives in her house in the swanky Valunstrad District. Break into her house, place the ring into her dresser, and return to Revyn.
Medium gold reward

Favor: The Bandit Slayer*

Visit the Favor giver, who requires you to slay a troublesome bandit leader, located in a random bandit camp somewhere in Skyrim. Journey there, ignoring or slaying any other enemies that guard the place. Locate the bandit specified and kill him. Then return to the Favor giver for a reward.

Favor Giver	Favor Giver Location (Hold/Location Name)	Reason for Killing	Reward Given
Ahtar	Haafingar/Solitude (Castle Dour Jail)	He let the bandit leader escape from jail.	Large amount of gold. Follower: Ahtar.
Annekke	Eastmarch/Darkwater Crossing	She spotted them on her adventures.	+1 Light Armor skill
Brunwulf Free-Winter	Eastmarch/Windhelm	Help against bandit marauders	Small amount of gold, and +1 Heavy Armor skill

Favor: The Vampire Slayer*



Note

You must be Level 10 or higher to start this Favor.
Visit Sybille Stentor, the Court Wizard of Solitude, who stands with the Jarl in the Blue Palace.
Unpleasant though she is, she offers you work to clear out a nearby vampire's lair (which is randomly determined).
Journey there, ignoring or slaying any other enemies that guard the place. Locate the vampire specified and kill him or her.
Then return to Sybille for the reward.
Leveled Jewelry Reward
+1 Illusion skill

Favor: Rare Item Hunt*

Journey to the Favor giver's location, and speak to them.
They require you to find a specific and rare item located somewhere in Skyrim (the place is randomly determined but appears on your world map).
Should you find this coveted item and return it to them, you receive a reward appropriate for the time spent looking.

Favor Giver	Favor Giver Location (Hold/Location Name)	Rare Item	Reason for Item Retrieval	Reward Given
Captain Aldis	Haafingar/Solitude	The Mirror (Book)	To help him train his men in blocking	Medium amount of gold
Torbjorn Shatter-Shield	Eastmarch/Windhelm	Amulet of Arkay	To help his wife mourn the loss of their child	Medium amount of gold
Ysolda	Whiterun/Whiteun (Ysolda's House)	Mammoth Tusk	To impress some Khajiit caravaneers	+1 Speech skill
Jarl Siddgeir	Falkreath/Falkreath	Black-Briar Mead	As a tribute	Leveled Potion
Rustleif	The Pale/Dawnstar	Night Falls on Sentinel (Book)	To read to his soon-to-be-born half-Redguard child	+1 Smithing skill
Lami	Hjaalmarch/Morthal	Song of the Alchemists (Book)	The book she read as a girl, when studying alchemy	+1 Alchemy skill

Favor: Item Retrieval (Bandit Camp)*

Journey to where the Favor giver is and speak to them.
They need you to journey to a [random] bandit camp, find a specific item stolen from them, and return it safely. When this occurs, you receive a reward appropriate for the time spent looking.

Favor Giver	Favor Giver Location (Hold/Location Name)	Stolen Item	Reward Given
Amren	Whiterun/Whiterun	Amren's Father's Sword	+1 Block skill, +1 One-Handed skill
Shahvee	Eastmarch/Windhelm Docks	Amulet to Zenithar (the Divine of Fortune)	+1 Light Armor skill, +1 Lockpicking skill

Favor: Item Retrieval (Cave)*

Head over to where the Favor giver is and chat with them.
They require you to trek to a [random] cave, find a specific item they have mislaid or are looking for, and return it safely.
When this occurs, you receive a reward appropriate for the time spent looking.

Favor Giver	Favor Giver Location (Hold/Location Name)	Required Item	Reward Given
Oengul War-Anvil‡	Eastmarch/Windhelm (Palace of the Kings)	High Queen Freydis's Sword	+1 Smithing skill
Roggi	Eastmarch/Kynesgrove	Lenne's Ancestral Shield	+1 Block skill
Runil	Falkreath/Falkreath (House of Arkay)	Runil's Journal	Large amount of gold
Frida	The Pale/Dawnstar (The Mortar and Pestle)	Ring of Pure Mixtures	+1 Alchemy skill
Noster One-Eye	Haafingar/Solitude	Legion Helmet	+1 Sneak skill

Favor: Jobs for the Jarls*



The Jarl of a particular Hold has a task for you to complete.
This usually involves killing some troublesome foes who are annoying or terrifying the Hold's population or retrieving a lost item of great importance.
The enemy or item is located in a random place, usually within the Jarl's Hold.
Complete the task, return to the Jarl, and expect an impressive payment for your time.

Favor Giver	Prerequisites	Favor Giver Location (Hold/Location Name)	Task	Target Location	Reward Given
Jarl Igmund	None	The Reach/Markarth (Understone Keep)	Kill [a Forsworn leader] to prove yourself	A Forsworn camp	Large amount of gold
Jarl Skald the Elder	Level 22	The Pale/Dawnstar (The White Hall)	Deal with [a giant] in the Pale	A giant camp	Large amount of gold
Jarl Siddgeir	None	Falkreath/Falkreath (Jarl's Longhouse)	Kill [a bandit leader] he's had dealings with	A bandit camp	Large amount of gold
Jarl Igmund	Level 20	The Reach/Markarth (Understone Keep)	Kill [a Hagraven] and bring back his father's shield	A Hagraven nest	Leveled armor, available house to purchase in Markarth
Jarl Korir	None	Winterhold/Winterhold (Jarl's Longhouse)	Return with the Helm of Winterhold	A cave	Large amount of gold

12.3 Crafting Tutorials

Crafting Tutorial: Blacksmithing*



A Blacksmith of great prowess walks you through the smithing process. You must make a dagger and sharpen it. Then tan some leather, make a helm, and temper it.

Tutorial Giver	Hold	Tutorial Location	Task
Alvor	Whiterun	Riverwood Blacksmiths (Alvor and Sigrid's House)	Complete the smithing process
Adrianne Avenicci	Whiterun	Whiterun Blacksmiths (Warmaiden's)	Complete the smithing process

Crafting Tutorial: Alchemy*



An Alchemist (er, bartender) of exceptional ability instructs you on how to make a potion.

Tutorial Giver	Hold	Tutorial Location	Task
Orgnar	Whiterun	Riverwood (Sleeping Giant Inn)	Make a potion
Arcadia	Whiterun	Whiterun (Arcadia's Cauldron)	Make a potion

Tutorial Giver	Hold	Tutorial Location	Task
Zaria	Falkreath	Falkreath (Grave Concoctions)	Make a potion

Crafting Tutorial: Enchanting*



A wizard of some considerable talent explains how to use the Arcane Enchanter.

Tutorial Giver	Hold	Tutorial Location	Task
Farengar Secret-Fire	Whiterun	Dragonsreach, inside Whiterun	Use the Arcane Enchanter

For more information on crafting, consult the Training section. Remember, there are far more Blacksmiths, Alchemists, and Enchanters in Skyrim, but only the ones in the preceding tables go through the crafting process with you.

12.4 Thane Tasks

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Becoming a powerful and impressive member of Skyrim society culminates in the title “Thane.”
Follow our advice, and your good deeds pay off in the form of a piece of property you can purchase (and decorate) in each of the five major Holds.
You also get the services of your own Housecarl. There is one Housecarl per Hold.
They wait for you in the same building as the Jarl or at your house (after purchase). Take one of them as a Follower at a time. For the “minor” Holds, there are no houses or Housecarls.
You can be a Thane of multiple Holds, but there is no bonus if you’re a Thane of Skyrim (that is, of all nine Holds):

Note

“Good deeds” means helping the citizens of the Hold or Capital you’re in, including the Jarl. Helping members of the Thieves Guild, Dark Brotherhood, or other guild does not count.

Thane of Haafingar*



PART 1

Friend of the Jarl: Jarl Elisif the Fair is the leader of Solitude. You must have finished Side Quest: The Wolf Queen Awakened, which is related to her Hold.
You must also have completed the task she set for you. See Miscellaneous Objectives: Elisif’s Tribute for more information.

PART 2

Friend of the City: You must now win the respect of the inhabitants of Solitude.
Speak to Jarl Elisif, who asks you to assist the people of this Hold.
Return to her once you’ve finished five (or more) Favors, tasks, or objectives that benefit the people.
Consult the Miscellaneous Objectives and Favors sections of this guide, looking for “Solitude” as the location for tasks, Favors, and objectives.

PART 3

House in the City: Finally, you must purchase a piece of property in the city.
Speak to the Jarl, and you’re informed that a house is for sale. You’re referred to Steward Falk Firebeard. The following residence is available:
House Name: Proudspire Manor
Cost: 25,000 gold pieces
Key to Proudspire Manor
Visit the house and meet your Housecarl, Jordis the Sword-Maiden there. Return to the Jarl, who grants you the title of Thane and a reward. Guards in Haafingar now ignore one crime as long as your Bounty is less than 2,000.
Thane Title
Blade of Haafingar (leveled enchanted sword)
House: Proudspire Manor
Follower: Jordis the Sword-Maiden

Thane of Hjaalmarch*

PART 1

Friend of the Jarl: You must first befriend the Jarl of Morthal, achieved by completing either of the following:
Jarl Igrod Ravencrone is the leader of Morthal. In order to befriend her, you must finish Side Quest: Laid to Rest, which takes place in her Hold.
Jarl Sorli the Builder is the leader of Morthal once it has fallen into Stormcloak hands. To start this task with Sorli, you must have captured Hjaalmarch Hold, as part of the Civil War Quests.

PART 2

Friend of the City: You must now win the respect of the inhabitants of Morthal. Speak to the Jarl, who asks you to assist the people of this Hold.
Return to the Jarl once you've finished three (or more) Favors, tasks, or objectives that benefit the people. Consult the Miscellaneous Objectives and Favors sections of this guide, looking for "Morthal" as the location for tasks, Favors, and objectives.
Return to the Jarl, who grants you the title of Thane and a reward. Guards in Hjaalmarch now ignore one crime as long as your Bounty is less than 2,000.
Thane Title
Blade of Hjaalmarch (Leveled Enchanted Sword)

Note

There is no house to purchase in this Hold.

Thane of The Pale*

PART 1

Friend of the Jarl: You must first befriend the Jarl of Dawnstar, achieved by completing either of the following:
Jarl Skald the Elder is the leader of Dawnstar. You must have finished Daedric Quest: Waking Nightmare, which is related to his Hold. You must also have completed the task he set for you. See the "Favor: Jobs for the Jarls" section of this guide for more information.
Jarl Brina Merilis is the leader of Dawnstar once it has fallen into Imperial hands. To start this task with Brina, you must have captured the Pale Hold, as part of the Civil War Quests.

PART 2

Friend of the City: You must now win the respect of the inhabitants of Dawnstar. Speak to the Jarl, who asks you to assist the people of this Hold.
Return to the Jarl once you've finished three (or more) Favors, tasks, or objectives that benefit the people.
Consult the Miscellaneous Objectives and Favors sections of this guide, looking for "Dawnstar" as the location for tasks, Favors, and objectives.
Return to the Jarl, who grants you the title of Thane and a reward. Guards in the Pale now ignore one crime as long as your Bounty is less than 2,000.
Thane Title
Blade of the Pale (Leveled Enchanted Sword)

Note

There is no house to purchase in this Hold.

Thane of Winterhold*

PART 1

Friend of the Jarl: You must first befriend the Jarl of Winterhold, achieved by completing either of the following:
Jarl Korir is the leader of Winterhold. You must have completed the task he set for you. See the "Favor: Jobs for the Jarls" section of this guide for more information.
Jarl Kraldar is the leader of Winterhold once it has fallen into Imperial hands. To start this task with Kraldar, you must have captured Winterhold Hold, as part of the Civil War Quests.

PART 2

Friend of the City: You must now win the respect of the inhabitants of Winterhold.
Speak to the Jarl, who asks you to assist the people of this Hold. Return to the Jarl once you've finished three (or more) Favors, tasks, or objectives that benefit the people.

Consult the Miscellaneous Objectives and Favors sections of this guide, looking for “Winterhold” as the location for tasks, Favors, and objectives.
Return to the Jarl, who grants you the title of Thane and a reward. Guards in Winterhold now ignore one crime as long as your Bounty is less than 2,000.
Thane Title
Blade of Winterhold (Leveled Enchanted Sword)

Note

There is no house to purchase in this Hold.

Thane of the Reach*



PART 1
Friend of the Jarl: You must first befriend the Jarl of Markarth, achieved by completing either of the following:
Jarl Igmund is the leader of Markarth. You must have finished both the tasks he set for you. See the “Favor: Jobs for the Jarls” section of this guide for more information.
Jarl Thongvor Silver-Fish is the leader of Markarth once it has fallen into Stormcloak hands. To start this task with Thongvor, you must have captured the Reach Hold as part of the Civil War Quests.

PART 2
Friend of the City: You must now earn the respect of the inhabitants of Markarth. Speak to the Jarl, who asks you to assist the people of this Hold.
Return to the Jarl once you’ve finished five (or more) Favors, tasks, or objectives that benefit the people.
Consult the Miscellaneous Objectives and Favors of this guide, looking for “Markarth” as the location for tasks, Favors, and objectives.

PART 3
House in the City: Finally, you must purchase a piece of property in the city.
Speak to the Jarl, and you’re informed that a house is for sale. You’re referred to the Steward: Raerek (Jarl Igmund) or Reburrus Quintilius (Jarl Thongvor). The following residence is available:
House Name: Vlindrel Hall
Cost: 8,000 gold pieces
Key to Vlindrel Hall
Visit the house and meet your Housecarl, Argis the Bulwark. Return to the Jarl, who grants you the title of Thane and a reward.
Guards in the Reach now ignore one crime as long as your Bounty is less than 2,000.
Thane Title
Blade of the Reach (Leveled Enchanted Axe)
House: Vlindrel Hall
Follower: Argis the Bulwark

Thane of Whiterun*



PART 1

Dragon Rising: Jarl Balgruuf the Greater is the leader of Whiterun.

When you aid his soldiers in fending off the dragon attack in Main Quest: Dragon Rising, he proclaims you Thane as a reward for your heroism.

Your new Housecarl, Lydia, will wait for you in Dragonsreach until you find a home in the city. Guards in Whiterun will now ignore one crime as long as your Bounty is less than 2,000.

Thane Title

Blade of Whiterun (Leveled Enchanted Axe)

Follower: Lydia

PART 2

House in the City: Although not required to become Thane of Whiterun, you can still purchase a house in the city. Speak to the Jarl, and you're informed that a house is for sale.

You're referred to the Steward, Proventus Avenicci (Jarl Balgruuf) or Brill (Jarl Vignar). The following residence is available:

House Name: Breezehome

Cost: 5,000 gold pieces

Key to Breezehome

Visit the house, where Lydia can now be found when not fighting at your side.

House: Breezehome

Thane of Eastmarch*



PART 1

Friend of the Jarl: You must first befriend the Jarl of Windhelm, achieved by completing either of the following:

Jarl Ulfric Stormcloak is the leader of Windhelm. You must have conquered both Whiterun and Falkreath Holds for the Stormcloaks in order to become firm friends with him.

Jarl Brunwulf Free-Winter is the leader of Windhelm once it has fallen into Imperial hands. To start this task with Brunwulf, you must have captured Windhelm in the culmination of the Civil War Quests.

PART 2

Friend of the City: You must now win the respect of the inhabitants of Windhelm.

Speak to the Jarl, who asks you to assist the people of this Hold. Return to the Jarl once you've finished five (or more) Favors, tasks, or objectives that benefit the people.

Consult the Miscellaneous Objectives and Favors sections of this guide, looking for "Windhelm" as the location for tasks, Favors, and objectives.

PART 3

House in the City: Finally, you must purchase a piece of property in the city. Once Side Quest: Blood on the Ice sends you to Hjerim, speak to the Jarl, and you're informed that the house is for sale.

You're referred to the Steward, Jorleif (Jarl Ulfric), or Captain Lonely-Gale (Jarl Brunwulf). The following residence is available:

House Name: Hjerim

Cost: 12,000 gold pieces

Key to Hjerim

Visit the house and meet your Housecarl, Calder. Return to the Jarl, who grants you the title of Thane and a reward. Guards in Eastmarch now ignore one crime as long as your Bounty is less than 2,000.

Thane Title

Blade of Eastmarch (Leveled Enchanted Axe)

House: Hjerim

Follower: Calder

Thane of Falkreath*

PART 1

Friend of the Jarl: You must first befriend the Jarl of Falkreath, achieved by completing either of the following:

Jarl Siddgeir is the leader of Falkreath. You must have completed the two tasks he set for you. See the "Favor: Jobs for the Jarls" and "Favor: Rare Item Hunt" sections for details.

Jarl Dengeir of Stuhn is the leader of Falkreath once it has fallen into Stormcloak hands. To start this task with Dengeir, you must have captured Falkreath as part of the Civil War Quests.

PART 2

Friend of the City: You must now win the respect of the inhabitants of Falkreath. Speak to the Jarl, who asks you to assist the people of this Hold.

Return to the Jarl once you've finished three (or more) Favors, tasks, or objectives that benefit the people.

Consult the Miscellaneous Objectives and Favors of this guide looking for "Falkreath" as the location for tasks, Favors, and objectives:

Return to the Jarl, who grants you the title of Thane and a reward. Guards in Falkreath now ignore one crime as long as your Bounty is less than 2,000.

Thane Title

Blade of Falkreath (Leveled Enchanted Sword)

Note

There is no house to purchase in this Hold.

Thane of the Rift*



PART 1

Friend of the Jarl: You must first befriend the Jarl of Riften, achieved by completing either of the following:
Jarl Laila Law-Giver is the leader of Riften. You befriend her as part of the 'Deal with the Skooma Trade' objectives (Part 3).
Jarl Maven Black-Briar is the leader of Riften once it has fallen into Imperial hands. To start this task with Maven, you must have captured Riften as part of the Civil War Quests.

PART 2

Friend of the City: You must now win the respect of the inhabitants of Riften.
Speak to the Jarl, who asks you to assist the people of this Hold. Return to the Jarl once you've finished five (or more) Favors, tasks, or objectives that benefit the people.
Consult the Miscellaneous Objectives and Favors sections of this guide, looking for "Riften" as the location for tasks, Favors, and objectives.

PART 3

Deal with the Skooma Trade: Three of the Miscellaneous Objectives in Riften form a mini-questline in which you uncover the skooma trade in the city and deal with it. You must complete the objectives:
"Helping Hand"
"The Raid"
"Supply and Demand"
Note that the first two objectives do contribute toward the "Part 2—Friend of the City" portion of the Thane Quest (in case you haven't done enough yet).

PART 4

House in the City: Finally, you must purchase a piece of property in the city. Speak to the Jarl, and you're informed that a House is for sale.
You're referred to the Steward, Anuriel (Jarl Laila) or Hemming Black-Briar (Jarl Maven). The following residence is available:
House Name: Honeyside
Cost: 8,000 gold pieces
Key to Honeyside
Visit the house and meet your Housecarl, Iona. Return to the Jarl, who grants you the title of Thane and a reward. Guards in the Rift now ignore one crime as long as your Bounty is less than 2,000.
Thane Title
Blade of the Rift (Leveled Enchanted Sword)
House: Honeyside
Follower: Iona

13.1 World Interactions

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Unlike quests, Favors, and objectives, which typically involve a specific person or location, World Interactions and Encounters occur randomly and not all the time.

And they almost never occur in the same place. Look for these small occurrences during your adventure.

World Interactions are random and usually very small-scale events that occur in populated areas, such as settlements, towns, or cities.

They require you to perform an action, and the consequences are then detailed.

Remember that you may perform the action, and it's possible that no one will notice or be interested in your antics. This is the random nature of World Interactions.

World Encounters are random events that may occur as you explore the roads and wilds of Skyrim.

These events take a variety of forms, from simple combats to unique scenes that reflect the quests you've completed.

Tip

You have very little control over when World Interactions and Encounters appear; just investigate or interact with the ones that interest you once you see them.

The following tables show all the World Interactions and Encounters available across Skyrim.

World Interactions

These are split up based on the actions you perform to get a reaction. These are listed in the following tables, along with a description of the interaction and any prerequisites (such as completing quests) you need to have accomplished.

Part 1: Items of Interest

These Interactions may commence any time you add an item to your inventory.

World Interaction	Description	Prerequisites
1. An Interested Party	You pick something up. A nearby resident runs up and asks, "Did you find anything good?"	Inside a city, settlement, or town, but not inside a building.
2. Watching the Rummager	You take something from a barrel, sack, crate, or container where "refuse" is usually placed. A nearby resident asks, "What's he/she doing rummaging around in there?" A second resident (if there is one nearby) replies, "Perhaps he/she is looking for food?"	You are not inside a building.
3. Tailing the Thief	You steal an item. After a day or two, three thugs track you when you're in the wilderness, tell you they're here to punish you for stealing, and attack you. Search them for a note from the owner of the property you stole.	You must steal an item and not get caught.
4. Calcelmo's Courier	After buying a dwarven item, you may receive a letter via courier (when you next visit a town or city) asking if you'll bring the item to Calcelmo; he will pay dearly for it.	You must buy [any dwarven item] from a merchant.

Part 2: Assaults with Consequences

These Interactions begin when you assault someone. This means striking them and then stopping before killing them (brawls don't count).

World Interaction	Description	Prerequisites
1. It's All Relative	After you assault someone within view of others, the crime may be reported. Sometime in the future, you're stopped by a resident, a relative of the person you attacked. You can apologize (and the relative walks away) or remain unapologetic, resulting in an attack.	Attacking a resident of a town or city.
2. An Impressive Assault	After you assault someone within view of others, inside a settlement, town, or city, you receive a letter from a courier. A [randomly determined resident] with an enemy has seen your assault and wants you to rough someone up for them. Meet the impressed party, agree, and then find the [randomly determined foe], roughing them up (but not killing them).	Attacking a resident of a town or city.
3. A Memorable Assault	After you assault someone inside a settlement, town, or city, the next time you meet them, the victim remembers your assault and mentions this.	Attacking a resident of a town or city.

Part 3: Wizardry

These Interactions may begin once someone near to you witnesses you casting a magic spell.

World Interaction	Description	Prerequisites
1. The Invisible Boy	Once you've cast a spell, a young boy runs up and asks you to cast invisibility on him. You can agree or refuse, but you can't really do this. If you agree, the boy, thinking he's invisible, heads off, sneaking up on people and trying to scare them	Casting magic within the vicinity of the witness.
2. Lollygagging Looky-Loos	If you're inside a settlement, town, or city with a spell effect that creates a dangerous "sheen" or effect around your person, such as Flame Cloak, bystanders will murmur in alarm, and a crowd may start to form around you until you've dispelled the effect or it wears off.	Casting magic with a "dangerous" effect around you.
3. Quest, Please	Employ a Shout in a populated settlement, town, or city, and a nearby guard may run up and sternly warn you to stop, as it's making the locals nervous.	Utilizing a Shout.
4. Quest, Please	Employ a Shout in a populated settlement, town, or city, and you may receive a Courier's letter soon afterwards, from a mysterious "friend" who gives directions to a nearby [random dungeon] that contains a Word Wall inside.	Utilizing a Shout.

Part 4: About Town

These Interactions may begin when you enter a settlement, town, or city.

World Interaction	Description	Prerequisites
1. Courier Catch-Up	As you enter, you may be greeted by a courier with a letter or multiple letters. These may invite you to begin quests, locate areas of interest, or follow up on rumors you've heard, or they simply update your objectives. Consult the individual prerequisites of quests you may be interested in to find out more.	Entering a location.
2. No Nudity	Enter a location without wearing any clothes, and the locals may comment on your appearance and ask you to put on some more appropriate attire.	Entering a location without clothing equipped.
3. Careful, Now	Enter a location brandishing a weapon, and you may find locals asking you about it. Innkeepers and merchants may tell you to be careful brandishing such an implement. Sheath your weapon to stop this talk.	Entering a location with weapons unsheathed.
4. The Enraged Mage	Enter a location, and [a random wizard] steps forward to challenge you to a duel. Kill the wizard (without accruing any Bounty, as you were challenged). You don't have to use magic, although the wizard may protest at this. Not after you kill him, though!	Entering a location.

World Interaction	Description	Prerequisites
5. The Engaged Mage	Enter a location, and [a random student of magic] steps forward to ask you about learning ward spells. Oblige the student if you wish.	Entering a location.
6. Gift Giving	Enter a location, and a person you've befriended (e.g., by completing a Favor) hands you a gift. This won't be the Jarl, though.	Entering a settlement, town, or city after befriending one or more of the population there.
7. Games Without Frontiers	As you enter, you may see a group of children playing a game. Talk to them, and they may ask you to join them. The game will be either hide-and-seek or tag. Agree or decline. Play the game if you wish.	Entering a location, speaking to a child.
8. Dragon Attack!	Enter a different location once the dragons return to Skyrim, and the guards yell out a warning as the residents scatter. A dragon swoops down into the settlement and attacks! Flee or fight.	Entering a location after Main Quest: Dragon Rising is complete.
9. Other Talk	Merchants call out a greeting to you, as do friends welcoming you to your home if you own one. Those you haven't befriended may speak to you with suspicion.	Entering a location.



Part 5: Your Demeanor

These Interactions may begin once you visit a different settlement, town, or city in a particular visual state. These can occur as overheard murmuring, or as part of conversations you may have.

World Interaction	Description	Prerequisites
1. The Spellcaster	Residents comment on your flowing robes, sometimes with suspicion.	Wear College of Winterhold robes.
2. The Unclean One	Residents comment with disgust and sometimes sadness on your pox.	You have a disease.
3. Pretty Colors	Residents are dazzled by the colorful aura you have surrounding your person.	Have a "colorful" magical effect.
4. Pretty Dangerous	Residents are somewhat alarmed by the dangerous area you have around you.	Have a "dangerous" magical effect, such as fire.
5. Hands of Fire	Residents are a little taken aback by your flaming hands.	Have a Flame spell equipped and "unsheathed."
6. The Immodest Adventurer	Residents are quick to comment on your lack of proper modesty.	Have no clothing on.
7. On the Prowl	Residents aren't impressed by your strange crouching stance.	You're sneaking while spotted.

Part 6: Crafting

These Interactions may begin when you attempt to create an item at a crafting location.

World Interaction	Description	Prerequisites
1. Friend of the Forge	A blacksmith comments on the item you're making (how rare it is, the type, or your competence).	You use a blacksmith's workbench to make or improve an item.

World Interaction	Description	Prerequisites
2. Excellent Enchanting	A nearby Court Wizard comments on the item you're enchanting, or on your competence as an enchanter.	You use an Arcane Enchanter to enchant an item.
3. Adept Alchemist	An apothecary merchant comments on the item you're making (if it's a poison or potion) or on your competence.	You use an Alchemy Lab to make an item.

Part 7: Dealing with the Dead

These Interactions may begin when you or a nearby person sees or interacts with a corpse.

World Interaction	Description	Prerequisites
1. Suspicious Behavior	Residents step up to the corpse and look at it. A soldier usually tells folks to disperse and begins to interrogate you. Residents begin to wonder out loud if you're the murderer. You can protest your innocence (the guard leaves you alone) or offer an unpleasant response (which gets you arrested).	You're near a dead body (optionally with weapons unsheathed), but no one saw you kill this person.
2. Dead Dragon	Residents step up to the remains of a dragon, remarking as you absorb the Dragon Soul.	You kill a dragon close to residents.

Part 8: Killing

These Interactions may begin when a nearby person is killed.

World Interaction	Description	Prerequisites
1. A Friend's Inheritance	When you return to a settlement where a friend of yours was slain, a courier greets you and says your friend left you an inheritance. Collect the gold from the Jarl's Steward.	A friend of yours is killed (by you, without being caught, or by others).
2. A Friend of Your Enemy	When you return to a settlement after you slay someone with a known enemy, a courier greets you to say the enemy of the deceased has a gift for you. Visit them to receive the reward (usually gold).	You kill a resident who has a known enemy.
3. Not Going Out	A bereaved friend of a slain resident runs to their home or dwelling and locks themselves inside, refusing to come out.	The bereaved's friend was killed with them watching (by you or others).
4. Hired Muscle	A relative of the deceased hires thugs to attack you.	A resident is killed by you, you're seen, and the deceased has a relative.
5. Grave Digging	Residents of city's bodies may be disposed of, and any worldly goods you didn't loot from their corpse show up in their coffin in the hall of the dead.	Leave a civilian's corpse lying around a city and come back later.

Part 9: Items of Disinterest

These Interactions may begin if you discard an item (by dropping it, selling it, or giving it away).

World Interaction	Description	Prerequisites
1. Dropping a Weapon	A guard stops you and reprimands you for leaving dangerous weapons lying around. Walk away or apologize and the guard leaves you alone. Converse and the guard asks for a fine (or bribe). If you refuse to pay, you're attacked or arrested.	Drop a weapon near a guard.
2. I Think You Dropped This (I)	A resident stops you after picking up the discarded item, and hands it back to you (it now appears in your inventory)	Drop an item near a resident.

World Interaction	Description	Prerequisites
3. Mine! Mine! Mine!	Two residents move to the item and begin to fight over whose it is. An audience may gather, commenting on the spectacle. The argument may escalate to a brawl (which you aren't involved in).	Dropping an item near two or more residents.
4. No Littering, Please	A resident remarks with annoyance about your littering habits.	Dropping an item near a resident.
5. I Think You Dropped This (II)	A resident stops you after picking up the discarded armor and asks if you meant to discard the piece.	Drop a piece of armor near a resident.

Part 10: Taverns

These Interactions may begin if you enter a tavern or inn in a Skyrim settlement.

World Interaction	Description	Prerequisites
1. A Man Walks Into a Bar... (I)	The innkeeper welcomes you to the place.	You enter a tavern or inn.
2. A Man Walks Into a Bar... (II)	The innkeeper yells for one of the waitstaff to serve you a drink.	You enter a tavern or inn and sit down.

Part 11: Thievery

These interactions may begin if you enter a settlement and spot a thief.

World Interaction	Description	Prerequisites
1. Caught Red-Handed	A Thieves Guild member attempts to flee if you (or another resident) approach them while they try to pick a door lock.	You see a thief try to pick a lock

13.2 World Encounters

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Note

The following information notes whether the encounter takes place in one general location (“Scene”) or if it continues along a path or into the wilderness (“Moving”).

World Encounter	Description	Moving Encounter or a Scene?	Prerequisites
1. Bandit Battle	Two bandits and a bandit leader are about to kill another bandit.	Scene	None
2. Elk Hunters	Two hunters chase after an elk. Once the elk has been slain, they patrol the area.	Moving	None
3. Dragon versus Giant	A giant and a dragon engage in an epic fight.	Moving	Main Quest: Dragon Rising must be completed. Occurs only in the Pale or Whiterun Holds.
4. Dragon Attack!	A dragon attacks you.	Moving	Main Quest: Dragon Rising must be completed.
5. Orcs versus Forsworn	Five Forsworn are battling against three Orcs.	Moving	Occurs only in the Reach.
6. Animals versus Bandit	A bandit is battling against a wild animal.	Scene	None
7. Giant versus Bandits	Four bandits are battling against two giants and a mammoth.	Moving	Occurs only in the Pale and Whiterun Holds.
8. Dragon Flight	A dragon flies past you without attacking, unless you provoke it.	Moving	Main Quest: Dragon Rising must be completed.
9. Imperials and Captured Stormcloak	Three Imperial Soldiers lead a Stormcloak prisoner along the road.	Moving	Roads only
10. Alduin’s Emissary	A dragon flies to the nearest dragon lair and surveys the landscape.	Moving	Main Quest: Dragon Rising must be completed.
11. Sabre Cats Hunting Mammoths	Two Sabre Cats prowl and attack a single mammoth	Moving	Occurs only in the Pale or Whiterun Holds.
12. Wolves Hunting Elk	Two wolves prowl and attack two elk	Moving	None
13. Spriggans versus Trolls	Two Spriggans are battling against one troll.	Moving	You must be Level 12 or higher. Occurs only in the Pale, Winterhold, or Eastmarch Holds.
14. Skeevers versus Dogs	Four Skeever and three dogs fight each other.	Moving	None
15. Atronach Mis-summoned	A [random] Atronach is seen wandering the landscape.	Moving	None
16. Orcs Elk Hunters	Two Orc Hunters chase after an elk. Once the elk has been slain, they patrol the area.	Moving	None
17. Imperial Impersonators	Three bandits are wearing the armor of three dead soldiers close by.	Scene	None
18. Witch versus Atronach	One [random] Atronach is battling against a Witch	Moving.	You must be Level 5 or higher.
19. Warlock versus	A conjurer is battling against three bandits.	Moving	You must be Level 5 or higher.

World Encounter	Description	Moving Encounter or a Scene?	Prerequisites
Bandits			
20. Imperials versus Stormcloaks	Three Imperial Soldiers are battling against three Stormcloak Soldiers	Moving	None
21. The Scavenger	A scavenger loots from the corpses of dead soldiers in a battlefield	Scene	None
22. A Good Death	An old Orc is looking for an honorable death, to be slain by you.	Scene	None
23. Hey You There! Take This!	A fugitive approaches you, shoves an item at you, and runs. Moments later a hunter approaches and asks about the fugitive. You can lie, tell the truth, keep the item, or return it to the hunter.	Moving	None
24. Imperial Scout Patrol	Imperial Soldiers are marching to an Imperial camp.	Moving	None
25. Stormcloak Scout Patrol	Stormcloak Soldiers are marching to a Stormcloak camp.	Moving	None
26. Courier on the Run	A courier is spotted dashing between settlements.	Moving	Roads only
27. College Application Denied	A despondent young mage gives you his Staff of Resurrection and Black Soul Gem after speaking to you, dejected that he couldn't join the College of Winterhold.	Scene	You must be Level 15 or higher.
28. Thalmor and Captured Prisoner	Three Thalmor lead a prisoner along the road.	Moving	Roads only
29. Thalmor versus Stormcloaks	Three Thalmor are battling against three Stormcloak Soldiers	Moving	None
30. Thalmor versus You	Three Thalmor attack you. Search the corpses for a note giving an order to look for you.	Moving	None
31. M'aiq the Liar	You encounter a Khajiit named M'aiq the Liar and converse with him. You may have spoken with him elsewhere in Tamriel (see conversations in the separate section of this guide). He'll say a few different things each time you find him.	Moving	None
32. Bounty Hunters versus You	Three bounty hunters attack you. Search the corpses for a note giving an order to look for you.	Moving	None
33. Hidden Treasure Hunt	You find the corpse of a dead treasure hunter with a letter leading you to a nearby [random] dungeon, and a valuable item inside a large treasure chest to find.	Scene	Side Quest: Treasure Maps is unrelated to this.
34. Bard at Rest	Talsgar the Wanderer has stopped for a rest somewhere in the wilderness. You can request a song from him.	Scene	None
35. Bard Attacked by Bandits	Talsgar the Wanderer is being attacked by bandits somewhere in the wilderness. Help if you wish.	Scene	None
36. Bard Traveling	Talsgar the wanderer is walking along the road to the nearest settlement. If Talsgar dies, none of his specific encounters occur again.	Moving	Roads only
37. On the Way to a Wedding	A pair of guests are traveling with a bodyguard to Vittoria Vici's wedding in Solitude.	Moving	Dark Brotherhood Quest: Bound Until Death not completed yet. Roads only.
38. Lost After the Wedding	A pair of guests have become lost while returning home from the wedding in Solitude.	Moving	Dark Brotherhood Quest: Bound Until Death completed. Roads only.
39. The Revenge of Louis Letrush	A thug sent by Louis Letrush attacks you.	Moving	Side Quest: Promises to Keep completed, and you decided to steal Frost the horse for yourself.
40. The End of Louis Letrush	A thug and Louis Letrush are fighting in the wilderness.	Moving	Side Quest: Promises to Keep completed, and you decided to deliver Frost the horse but tell Maven about it.
41. Ramblings of a Mad Woman	A madwoman approaches you, mumbling nonsense. She mentions the Blue Palace. If you've completed the quest indicated, she also talks about something called a "Wabbajack."	Scene	Daedric Quest: The Mind of Madness complete (for different conversation topic)
42. The Drunken Dare	Somebody from your drunken night with Sanguine approaches and asks you for money you owe them. Pay, flee, or fight.	Scene	Daedric Quest: A Night to Remember completed
43. Spriggans versus Lumberjacks	Two Spriggan are battling against two hunters in the wilderness.	Moving	You must be Level 8 or higher.
44. Pain in the Neck	A hunter has been bitten by a vampire and asks for help. You can cure this disease, or ask where the [nearest] vampire den is.	Moving	None
45. Looking to Join the Imperials	A farmer is on his way to sign up with the Imperials in Solitude.	Moving	None
46. Looking to Join the Stormcloaks	A farmer is on his way to sign up with the Stormcloaks in Windhelm.	Moving	None
47. Vigilants versus Atronach	Three Vigilants of Stendarr are battling against an Atronach.	Scene	None
48. Vigilants versus	Two Vigilants of Stendarr are battling against a vampire.	Scene	Only occurs between 10:00 p.m. and 5:00 a.m.

World Encounter	Description	Moving Encounter or a Scene?	Prerequisites
Vampire			
49. Vigilant versus Skeletons	A Vigilant of Stendarr is battling against three skeletons.	Scene	None
50. Vigilants on Patrol	Two Vigilants of Stendarr are en route to the Hall of the Vigilant.	Moving	None
51. Dead Woman's Pendant	A woman's corpse on the ground has a note mentioning a stolen pendant. The item in question can be found on one of the two nearby bandits.	Scene	None
52. Finding the Gourmet	A traveler named Balbus is seeking the most famous chef in all of Skyrim. If you've completed the associated quest, you can pose as the Gourmet (with the correct identification papers taken from the quest) and receive a reward: a Daedra Heart, Troll Fat, a Spider Egg, and Balbus's prized fork!	Scene	Dark Brotherhood Quest: Recipe for Disaster completed (for reward only)
53. Forsworn versus Merchant	Three Forsworn are battling against a merchant and a horse. If you defeat the Forsworn and the peddler survives, you can barter goods with him.	Moving	Occurs only in the Reach
54. Forsworn versus Soldiers	Three Forsworn are battling against two Imperial Soldiers.	Moving.	Occurs only in The Reach.
55. Bandits versus Traveling Merchant	Two bandits are battling against a merchant and a horse. If you defeat the bandits and the merchant survives, you can barter goods with him.	Moving	None
56. Faldrus the Pilgrim	A Dark Elf named Faldrus is encountered on a pilgrimage to Azura's Shrine. Speak to Faldrus, and you receive an objective to travel to the shrine, as an introduction to Daedric Quest: The Black Star.	Moving	None
57. Sharing a Bite to Eat	A beggar is close to a corpse. If you've completed Daedric Quest: The Taste of Death, you recognize the beggar as a Namira cultist, who offers you a bite on this found feast.	Scene	Share the meal only after Daedric Quest: The Taste of Death is complete.
58. Necromancers versus You	Two necromancers attack and attempt to kill you. If you've completed Daedric Quest: The Black Star, one of them has a note ordering them to avenge the death of Malyn Varen.	Scene	Note found only after Daedric Quest: The Black Star is complete.
59. Kynareth's Pilgrim	Once the Gildergreen has been restored, pilgrims begin to travel to Whiterun to see it. You pass one on your travels.	Moving	Complete Temple Quest: The Blessings of Nature.
60. Peryite's Pilgrim	Before you start Daedric Quest: The Only Cure, you may encounter an Afflicted, a refugee with a pox fleeing from Bthardamz. You receive an objective to travel to Peryite's Shrine.	Scene	You must be Level 10 or higher. This does not happen once Daedric Quest: The Only Cure has started.
61. The Afflicted versus You	Afflicted refugees spot and attack you for what you did.	Scene	You must be Level 10 or higher. Daedric Quest: The Only Cure must be completed.
62. A Disturbed Spriggan	The corpse of a hunter is close to a live Spriggan, who attacks you.	Scene	You must be Level 8 or higher.
63. Dragon Attack Aftermath	You stumble upon a cart and three charred corpses after a dragon attack.	Scene	Main Quest: Dragon Rising must be completed.
64. Roaming Ice Wraiths	Ice Wraiths are winding through the air, back and forth. They attack as you near them.	Scene	You must be Level 10 or higher. Occurs only in Haafingar, the Pale, and Winterhold Holds.
65. Spriggan versus Hagraven	A Spriggan is battling against a Hagraven in the wilderness.	Scene	You must be Level 20 or higher.
66. A Hunter's Best Friend	You meet a Hunter and his dog wandering in the wilderness.	Scene	None
67. Ice Wraiths verses Bandits	Ice Wraiths are battling against bandits in the snow.	Moving	You must be Level 10 or higher. Occurs only in Haafingar, the Pale, and Winterhold Holds.
68. Dog versus Wolves	A dog is battling against two wolves. If you kill the wolves and the dog survives, it can become a Follower.	Moving	None
69. Dead Bandit. Live Horse	A bandit corpse is lying on the ground, and a horse is wandering nearby. You can utilize this horse as a steed if you wish.	Scene	None
70. Dueling Wizards	A Frost Mage and a Fire Mage are battling in the wilderness.	Scene	None
71. Mistwatch Escapee	A prisoner has escaped from Mistwatch; he informs you where this fortification is.	Scene	Mistwatch must not already have been discovered.
72. Thieves Guild Holdup	A member of the Thieves Guild holds you up for some gold. You can avoid this if you're already a member of this Guild.	Scene	Thieves Guild Quest: Taking Care of Business complete to avoid the holdup.
73. Alik'r Accusation	Two Alik'r Warriors are accosting a woman.	Scene	This can occur before or during Side Quest: In My Time of Need, but not after it is completed.
74. Dwemer Junk Peddlers	Two children offer to sell you some Dwemer artifacts. They also point you to a Dwemer Point of Interest (Secondary Location).	Scene	Occurs only in the Reach
75. Blood Horkers' Revenge	The Blood Horkers from Side Quest: Rise in the East attack you in revenge.	Scene	Side Quest: Rise in the East completed
76. Drinking Companions	Three drunks are reveling in the wilderness and offer you a drink. Offer them a bottle of Honningbrew mead; you receive a Gold Necklace.	Scene	None

World Encounter	Description	Moving Encounter or a Scene?	Prerequisites
77. Vampire's Trick	You see a vampire attacking an innocent. Approach, and the "victim" is actually the vampire's thrall; both attack.	Scene	Only occurs between 10:00 p.m. and 4:00 a.m. Occurs anytime prior to Side Quest: Laid to Rest. Afterward, occurs anywhere except Hjaalmarch Hold.
78. Vampires versus You	Two vampires attack you.	Scene	Only occurs between 10:00 p.m. and 4:00 a.m. Occurs anywhere prior to Side Quest: Laid to Rest. Afterward, occurs anywhere except Hjaalmarch Hold.
79. The Companions Hunt (I)	Vilkas and Ria (members of the Companions) are out hunting Sabre Cats.	Moving	Occurs only prior to beginning or after completing all of the Companion Quests. Does not occur in Whiterun Hold.
80. The Companions Hunt (II)	Skjor, Aela, and Njada (members of the Companions) are out hunting a mammoth.	Moving	Occurs only prior to beginning or after completing all of the Companion Quests. Does not occur in Whiterun Hold.
81. The Companions Hunt (III)	Falkas, Athis, and Torvar (members of the Companions) are out hunting bears.	Moving	Occurs only prior to beginning or after completing all of the Companion Quests. Does not occur in Whiterun Hold.
82. Wolf Hunt	A fellow from Cragslane Cavern in Eastmarch was attempting to retrieve pit wolves that have bolted from their pens. He is found dead, with the pit wolves nearby. The note reveals the location of Cragslane Cavern.	Scene	Cragslane Cavern can already have been discovered.
83. Bounty Killer	A Bounty Collector approaches you in the wilderness and offers you a chance to pay off your Bounty for a raised price "(the actual price depends on your bounty). Choose to pay, flee, or kill.	Scene	You must have a Bounty of 1,000+ in any Hold.
84. Burned Crops	You meet two farmers displaced after a recent dragon attack. You can give them gold if you wish.	Moving	You must be at least Level 4. Roads only.
85. The Nobles	Two noblemen are walking along the road escorted by two soldiers.	Moving	Roads only
86. The Thalmor	Three Thalmor are walking along the road, eventually reaching the Thalmor Embassy.	Moving	Roads only
87. The Stormcloaks	Three Stormcloaks are walking along the road, eventually reaching the nearest city.	Moving	Roads only. The Hold you see them in must be in Stormcloaks' control.
88. The Imperials	Three Imperials are walking along the road, eventually reaching the nearest city.	Moving	Roads only. The Hold you see them in must be in Imperial control.
89. The Adventurer	A mercenary adventurer is walking toward a nearby dungeon. You can speak to the adventurer and get them to reveal the location of the dungeon, which appears on your world map.	Moving	You must be at least Level 5. Roads only.
90. The Taunting Adventurer	An adventurer taunts you on the road, spoiling for a fight. You can oblige, or talk your way out of it.	Moving	Roads only
91. Not Your Courier	A courier is on the road, traveling to a nearby inn to deliver a message. You can steal the note (or kill the courier), which hints at [random] treasure inside a [random] nearby dungeon.	Moving	Roads only
92. Skooma Dealer	A Skooma dealer offers you some of his stock. You can purchase or use intimidation to get your fix.	Moving	Roads only
93. A Giant's Painted Cow	A giant is walking along the road with a painted cow close by. He heads to the nearest [random] giant's camp.	Moving	Roads only
94. A Farmer's Painted Cow	A farmer is leading a painted cow along the road to a [random] giant's camp. This is part of a ritual so the giants and farmers live harmoniously together.	Moving	Roads only
95. The Headless Horseman	Did you see a headless ghost riding a horse to Hamvir's Rest? You cannot stop or interact with this specter, as it appears to be on a different plane of existence than you. Perhaps the head of the horseman lies (attached to his helmet) within this graveyard?	Moving	Only occurs between 10:00 p.m. and 5:00 a.m.

Tall Tales: The Utterances of M'aiq the Liar



Meet M’aiq the Liar. He’s quite the talker:

“M’aiq’s father was also called M’aiq. As was M’aiq’s father’s father. At least, that’s what his father said.”

“M’aiq wishes you well.”

“M’aiq knows much, and tells some. M’aiq knows many things others do not.”

“M’aiq carries two weapons, to be safe. What if one breaks? That would be most unlucky.”

“M’aiq is always in search of calipers, yet finds none. Where could they have gone?”

“M’aiq hears many stories of war...yet few of them are true.”

“How does anyone know there was a city of Winterhold? M’aiq did not see it with his eyes. Did you?”

“Too much magic can be dangerous. M’aiq once had two spells and burned his sweetroll.”

“What does this mean, to combine magic? Magic plus magic is still magic.”

“It does not matter to M’aiq how strong or smart one is. It only matters what one can do.”

“Dragons were never gone. They were just invisible and very, very quiet.”

“Werebears? Where? Bears? Men that are bears?”

“Much snow in Skyrim. Enough snow. M’aiq does not want any more.”

“Snow falls. Why worry where it goes? M’aiq thinks the snowflakes are pretty.”

“Skyrim was once the land of many butterflies. Now, not so much.”

“M’aiq once walked to High Hrothgar. So many steps, he lost count.”

“Once M’aiq got in trouble in Riften, and fled to Windhelm. It is good that nobody there cared.”

“M’aiq can travel fast across the land. Some lazy types take carriages. It is all the same to M’aiq.”

“M’aiq does not understand what is so impressive about shouting. M’aiq can shout whenever he wants.”

“M’aiq saw a mudcrab the other day. Horrible creatures.”

“M’aiq loves the people of Skyrim. Many interesting things they say to each other.”

“Nords are so serious about beards. So many beards. M’aiq thinks they wish they had glorious manes like Khajiit.”

“M’aiq does not remember his childhood. Perhaps he never had one.”

“M’aiq is very practical. He has no need for mysticism.”

“Nords’ armor has lots of fur. This sometimes makes M’aiq nervous.”

“M’aiq was soul trapped once. Not very pleasant. You should think about that once in a while.”

“Some say Alduin is Akatosh. Some say M’aiq is a Liar. Don’t you believe either of those things.”

“Something strange happens to Khajiit when they arrive in Skyrim.”

“M’aiq has heard the people of Skyrim are better-looking than the ones in Cyrodiil. He has no opinion on the matter. All people are beautiful to him.”

“Why do soldiers bother with target practice? One learns best by hitting real people.”

“M’aiq knows why Falmer are blind. It has nothing to do with the Dwemer disappearing. Really.”

“M’aiq has heard it is dangerous to be your friend.”

“The people of Skyrim are more open-minded about certain things than people in other places.”

“Some like taking friends on adventures. M’aiq thinks being alone is better. Less arguing about splitting treasure.”

“Don’t try blocking if you have two weapons. You will only get confused. Much better to hit twice anyway.”

“M’aiq knows many things, no?”

“M’aiq is tired now. Go bother somebody else.”

“M’aiq is done talking.”

14.1 Appendix I: Achievements and Trophies

Minor Spoilers

Keeping track of your progress across the Province of Skyrim can be overwhelming at times. The following Appendices attempt to summarize the information you need to know and restore a feeling of calm, knowledgeable ease to your journey. Or, they reference other tables in this guide where information is readily available. At the end of these Appendices is a brief section with research and information on the language of the dragons, a glossary, and finally an index.

This chapter has highly secret information; read with care!

Aside from Appendix I, and unless otherwise specified, information contained within these Appendices is also listed within the Atlas.

Appendix I: Achievements and Trophies

This table lists all the Achievements (PC or Xbox 360) or Trophies (PlayStation 3) that you can accrue during the game.

Index	Achievement	Points	Trophy	Description	Notes
1	Unbound	10	Bronze	Complete "Unbound"	Complete Main Quest: Unbound
2	Bleak Falls Barrow	10	Bronze	Complete "Bleak Falls Barrow"	Complete Main Quest: Bleak Falls Barrow
3	The Way of the Voice	20	Bronze	Complete "The Way of the Voice"	Complete Main Quest: The Way of the Voice
4	Diplomatic Immunity	20	Bronze	Complete "Diplomatic Immunity"	Complete Main Quest: Diplomatic Immunity
5	Alduin's Wall	20	Bronze	Complete "Alduin's Wall"	Complete Main Quest: Alduin's Wall
6	Elder Knowledge	20	Bronze	Complete "Elder Knowledge"	Complete Main Quest: Elder Knowledge
7	The Fallen	20	Bronze	Complete "The Fallen"	Complete Main Quest: The Fallen
8	Dragonslayer	50	Gold	Complete "Dragonslayer"	Complete Main Quest: Dragonslayer
9	Take Up Arms	10	Bronze	Join the Companions	Complete your first Companions Radiant Quest
10	Blood Oath	10	Bronze	Become a member of the Circle	Become a Werewolf, at the start of The Companions Quest: The Silver Hand
11	Glory of the Dead	30	Silver	Complete "Glory of the Dead"	Complete The Companions Quest: Glory of the Dead
12	Gatekeeper	10	Bronze	Join the College of Winterhold	Complete College of Winterhold Quest: First Lessons
13	Revealing the Unseen	10	Bronze	Complete "Revealing the Unseen"	Complete College of Winterhold Quest: Revealing the Unseen
14	The Eye of Magnus	30	Silver	Complete "The Eye of Magnus"	Complete College of Winterhold Quest: The Eye of Magnus
15	Taking Care of Business	10	Bronze	Join the Thieves Guild	Complete Thieves Guild Quest: A Chance Arrangement
16	Darkness Returns	10	Bronze	Complete "Darkness Returns"	Complete Thieves Guild Quest: Darkness Returns
17	One with the Shadows	30	Silver	Returned the Thieves Guild to its former glory	Complete Thieves Guild Quest: Darkness Returns and all four City Influence Quests
18	With Friends Like These…	10	Bronze	Join the Dark Brotherhood	Complete Dark Brotherhood Quest: With Friends Like These…
19	Bound Until Death	10	Bronze	Complete "Bound Until Death"	Complete Dark Brotherhood Quest: Bound Until Death
20	Hail Sithis!	30	Silver	Complete "Hail Sithis!"	Complete Dark Brotherhood Quest: Hail Sithis!
21	Taking Sides	10	Bronze	Join the Stormcloaks or the Imperial Army	Complete Civil War Quest: Joining the Legion OR Joining the Stormcloaks
22	War Hero	10	Bronze	Capture Fort Sungard or Fort Greenwall	Complete Civil War Quest: The Battle for Fort Greenwall (Imperial) OR The Battle for Fort Sungard (Stormcloak)
23	Hero of Skyrim	30	Silver	Capture Solitude or Windhelm	Complete Civil War Quest: Battle for Windhelm (Imperial) OR Battle for Solitude (Stormcloak)
24	Sideways	20	Bronze	Complete 10 side quests	Complete 10 of the Side Quests listed below.
25	Hero of the People	30	Bronze	Complete 50 Misc Objectives	These include Quests flagged with a "*" in this guide, Miscellaneous Objectives, or Favors.
26	Hard Worker	10	Bronze	Chop wood, mine ore, and cook food	Complete these three activities using the approprate stations.
27	Thief	30	Silver	Pick 50 locks and 50 pockets	There are no restrictions on this, aside from the Crimes you're committing.
28	Snake Tongue	10	Bronze	Successfully persuade, bribe, and intimidate	Consult the Quests sections to find opportunities for this.
29	Blessed	10	Bronze	Select a Standing Stone blessing	Activate any of the 13 Standing Stones
30	Standing Stones	30	Silver	Find 13 Standing Stones	Activate all of the 13 Standing Stones
31	Citizen	10	Bronze	Buy a house	Purchase any of the five houses listed in the Training section.

Index	Achievement	Points	Trophy	Description	Notes
32	Wanted	10	Bronze	Escape from jail	Pick the lock, or find a secret escape route. See Crime and Punishment in the Training section for options.
33	Married	10	Bronze	Get married	Complete Temple Quest: The Bonds of Matrimony. Potential spouses are listed with that quest.
34	Artificer	10	Bronze	Make a smithed item, an enchanted item, and a potion	Consult the Training section on Crafting for more information.
35	Master Criminal	20	Bronze	Bounty of 1000 gold in all nine holds	Consult Crime and Punishment in the Training section for more information.
36	Golden Touch	30	Silver	Have 100,000 gold	Barter, trade, complete quests, and craft weapons, armor, and potions to sell.
37	Delver	40	Silver	Clear 50 dungeons	Consult the Atlas for all appropriate locations flagged as "Dungeons".
38	Skill Master	40	Silver	Get a skill to 100	Consult the Training section for more information on Skills and Perks
39	Explorer	40	Silver	Discover 100 Locations	Consult the Atlas for all 350+ Primary Locations.
40	Reader	20	Bronze	Read 50 Skill Books	Consult for sample Skill Book Locations.
41	Daedric Influence	10	Bronze	Acquire a Daedric Artifact	See the Daedric Quests and the notes below for more information.
42	Oblivion Walker	30	Silver	Collect 15 Daedric Artifacts	See the Daedric Quests, and the notes below for more information.
43	Dragon Soul	10	Bronze	Absorb a dragon soul	This will occur during Main Quest: Dragon Rising.
44	Dragon Hunter	20	Bronze	Absorb 20 dragon souls	After completing Main Quest: Dragon Rising, begin fighting Dragons, searching for Dragon Mounds, and exploring Dragon Lairs (see Atlas).
45	Words of Power	10	Bronze	Learn all three words of a shout	
46	Thu'um Master	40	Silver	Learn 20 shouts	
47	Apprentice	5	Bronze	Reach Level 5	Consult the Training section for tips on leveling.
48	Adept	10	Bronze	Reach Level 10	Consult the Training section for tips on leveling.
49	Expert	25	Bronze	Reach Level 25	Consult the Training section for tips on leveling.
50	Master	50	Silver	Reach Level 50	Consult the Training section for tips on leveling. Patience is also key!

Appendix I Notes and Clarifications

The Sideways Achievement/Trophy

The Sideways Achievement/Trophy requires you to “complete 10 Side Quests,” as tracked by the Side Quests Completed counter on your Journal’s Stats page. Because of the sheer number and variety of quests, it can be confusing to figure out which will count toward this goal.

In short: The Main Quest, Daedric Quests, and major Faction Quests do not count, nor do Miscellaneous Objectives. The table below lists all of the quests that do count toward this award (and the prefix that appears in this guide):

Strategy Guide Quest Prefix	Name of Quest
Other Factions: The Bards’ College Quest	Tending the Flames
Other Factions: Temple Quest	The Heart of Dibell
Other Factions: Temple Quest	The Blessings of Nature
Other Factions: Temple Quest	The Book of Love
Side Quest	Blood on the Ice
Side Quest	Forbidden Legend
Side Quest	The Forsworn Conspiracy
Side Quest	No One Escapes Cidhna Mine
Side Quest	The Golden Claw
Side Quest	In My Time of Need
Side Quest	Kyne’s Sacred Trials
Side Quest	Laid to Rest
Side Quest	Lights Out!

Strategy Guide Quest Prefix	Name of Quest
Side Quest	The Man Who Cried Wolf
Side Quest	The Wolf Queen Awakened
Side Quest	Missing in Action
Side Quest	Promises to Keep
Side Quest	A Return to Your Roots
Side Quest	Rise in the East
Side Quest	Rising at Dawn
Side Quest	Unfathomable Depths
Side Quest	The White Phial
Side Quest	Repairing the Phial
Dungeon Quest	Repentance
Dungeon Quest	Siege on the Dragon Cult
Dungeon Quest	The Pale Lady
Dungeon Quest	A Scroll for Anska
Dungeon Quest	Ancestral Worship
Dungeon Quest	The Lost Expedition
Dungeon Quest	Infiltration
Dungeon Quest	Evil in Waiting
Dungeon Quest	Silenced Tongues

HERO OF THE PEOPLE ACHIEVEMENT/TROPHY

This keeps track of how many Miscellaneous Objectives you've completed. So, the more of those you've grayed out, the better! Miscellaneous Objectives that are part of a chain (such as those for Dungeon Quest: The Legend of Red Eagle) each count individually toward this reward.

OBLIVION WALKER ACHIEVEMENT/TROPHY

This award is unlocked only after you've acquired 15 Daedric Artifacts (also listed at the start of the Daedric Quest chapter). It is important to note that this award triggers only after you receive the artifact in question; some Daedric Quests can be finished without claiming their artifact. If this occurs, it may become impossible to receive this reward! However, artifacts you've used, lost, sold, or dropped still count toward your total. The complete list of relevant artifacts is listed below:

There are 16 quests that reward you with a Daedric Artifact, so you can afford to miss one of them, but only one! Please note that the Rueful Axe, which Clavicus Vile offers as an alternative to his artifact, does not count toward this Achievement!

Daedric Lord	Daedric Quest Name	Daedric Artifact
Azura	The Black Star	Azura's Star or the Black Star
Boethiah	Boethiah's Calling	Ebony Mail
Clavicus Vile	A Daedra's Best Friend	Masque of Clavicus Vile*
Hermaeus Mora	Discerning the Transmundane	Oghma Infinium
Hircine	Ill Met By Moonlight	Savior's Hide or Ring of Hircine
Malacath	The Cursed Tribe	Volendrung
Mehrunes Dagon	Pieces of the Past	Mehrunes' Razor*
Mephala	The Whispering Door	Ebony Blade
Meridia	The Break of Dawn	Dawnbreaker
Molag Bal	The House of Horrors	Mace of Molag Bal
Namira	The Taste of Death	Ring of Namira*
Nocturnal‡	Thieves Guild Quests	Skeleton Key

Daedric Lord	Daedric Quest Name	Daedric Artifact
Peryite	The Only Cure	Spellbreaker
Sanguine	A Night to Remember	Sanguine Rose
Sheogorath	The Mind of Madness	Wabbajack
Vaermina	Waking Nightmares	Skull of Corruption*

* Indicates the artifact can be permanently missed, depending on your choices.

‡ You recover Nocturnal's Skeleton Key as part of the Thieves Guild Quests

14.2 Appendix II: Traders

Minor Spoilers

In Skyrim, most traders fall into one of 14 categories that determine the general types of goods they buy and sell. Merchants may also have particular specialties, such as a Food Vendor who sells only meat or only vegetables.

The tables below identify these categories, and list all of the major traders in Skyrim and where you can find them. Note that hunters and other merchants you may encounter randomly in the wilderness are not listed, nor are characters who may take over a shop if the original owner is killed.

Trade Categories

Standard Services	Buys & Sells
Apothecary	Potions, Poisons, Ingredients, Recipes, Animal Parts, Food & Drink, Raw Food
Tailor	Clothing, Jewelry
Spell Vendor	Spell Tomes, Books, Scrolls, Soul Gems, Staffs, Clothing, Jewelry, Daedric Artifacts
General Goods	Most Items (not Stolen Items)
Lumberjack	Firewood
Jeweler	Jewelry, Gems, Ingots, Ore, Tools
Innkeeper	Food & Drink, Raw Food, Rents Rooms
Hunter	Animal Hides, Animal Parts, Raw Food
Fletcher	Weapons, Armor, Arrows, Tools
Blacksmith	Weapons, Armor, Arrows, Ore, Ingots, Animal Hides, Leather, Tools
Carriage Driver	Carriage Rides
Stablemaster	Horses
Fence	Most Items (including Stolen Items). Fences are only available to members of the Thieves' Guild after meeting their requirements.
Food Vendor	Food & Drink, Raw Food
Bartender	Food & Drink, Raw Food

Traders

Number	Service	Zone #	Location	Name	Notes
[1/12]	Apothecary	[1.00]	Solitude (Angeline's Aromatics)	Angeline Morrard	—
[2/12]	Apothecary	[2.00]	Morthal (Thaumaturgist's Hut)	Lami	—
[3/12]	Apothecary	[3.00]	Dawnstar (The Mortar and Pestle)	Frida	—
[4/12]	Apothecary	[5.00]	Markarth (The Hag's Cure)	Bothela	—
[5/12]	Apothecary	[5.01]	Mor Khazgur	Sharamph	—
[6/12]	Apothecary	[5.38]	Dushnikh Yal	Murbul	—
[7/12]	Apothecary	[6.00]	Whiterun (Arcadia's Cauldron)	Arcadia	—
[8/12]	Apothecary	[7.00]	Windhelm (The White Phial)	Nurelion	—
[9/12]	Apothecary	[8.00]	Falkreath (Grave Concoctions)	Zaria	—
[10/12]	Apothecary	[8.22]	Dark Brotherhood Sanctuary	Babette	—
[11/12]	Apothecary	[9.00]	Riften (Elgrim's Elixirs)	Elgrim	—
[12/12]	Apothecary	[9.00]	Riften (The Ragged Flagon)	Herluin Lothaire	Thieves' Guild Only
[1/5]	Bartender	[6.27]	Riverwood	Orgnar	Sells Ingredients

Number	Service	Zone #	Location	Name	Notes
[2/5]	Bartender	[7.00]	Windhelm (New Gnisis Cornerclub)	Ambarys Rendar	—
[3/5]	Bartender	[9.00]	Riften (The Bee and Barb)	Talen-Jei	—
[4/5]	Bartender	[9.00]	Riften (The Ragged Flagon)	Vekel the Man	—
[5/5]	Bartender	[9.01]	Ivarstead	Lynly Star-Sung	—
[1/33]	Blacksmith	[1.00]	Solitude (Beirand)	Beirand	—
[2/33]	Blacksmith	[1.18]	Haafingar Stormcloak Camp	Stormcloak Quartermaster	—
[3/33]	Blacksmith	[2.17]	Hjaalmarch Stormcloak Camp	Stormcloak Quartermaster	—
[4/33]	Blacksmith	[2.20]	Hjaalmarch Imperial Camp	Imperial Quartermaster	—
[5/33]	Blacksmith	[3.00]	Dawnstar (Rustleif's House)	Rustleif	—
[6/33]	Blacksmith	[3.00]	Dawnstar (Rustleif's House)	Seren	—
[7/33]	Blacksmith	[3.03]	Pale Imperial Camp	Imperial Quartermaster	—
[8/33]	Blacksmith	[3.30]	Pale Stormcloak Camp	Stormcloak Quartermaster	—
[9/33]	Blacksmith	[4.04]	Winterhold Imperial Camp	Imperial Quartermaster	—
[10/33]	Blacksmith	[4.29]	Winterhold Stormcloak Camp	Stormcloak Quartermaster	—
[11/33]	Blacksmith	[5.00]	Markarth (Forge)	Ghorza	—
[12/33]	Blacksmith	[5.00]	Markarth (Understone Keep)	Moth gro-Bagol	—
[13/33]	Blacksmith	[5.10]	Reach Stormcloak Camp	Stormcloak Quartermaster	—
[14/33]	Blacksmith	[5.15]	Reach Imperial Camp	Imperial Quartermaster	—
[15/33]	Blacksmith	[5.38]	Dushnikh Yal	Gharol	—
[16/33]	Blacksmith	[6.00]	Whiterun (Warmaiden's)	Adrianne Avenicci	—
[17/33]	Blacksmith	[6.00]	Whiterun (Warmaiden's)	Ulfberth War-Bear	—
[18/33]	Blacksmith	[6.00]	Whiterun (Skyforge and The Underforge)	Eorlund Gray-Mane	—
[19/33]	Blacksmith	[6.04]	Whiterun Imperial Camp	Imperial Quartermaster	—
[20/33]	Blacksmith	[6.27]	Riverwood	Alvor	—
[21/33]	Blacksmith	[6.32]	Whiterun Stormcloak Camp	Stormcloak Quartermaster	—
[22/33]	Blacksmith	[7.00]	Windhelm (Blacksmith Quarters)	Oengul War-Anvil	—
[23/33]	Blacksmith	[7.23]	Gloombound Mine	Dushamub	—
[24/33]	Blacksmith	[7.34]	Eastmarch Imperial Camp	Imperial Quartermaster	—
[25/33]	Blacksmith	[8.00]	Falkreath (Lod's House)	Lod	—
[26/33]	Blacksmith	[8.04]	Falkreath Imperial Camp	Imperial Quartermaster	—
[27/33]	Blacksmith	[8.36]	Falkreath Stormcloak Camp	Stormcloak Quartermaster	—
[28/33]	Blacksmith	[9.00]	Riften (Balimund)	Balimund	—
[29/33]	Blacksmith	[9.00]	Riften (The Ragged Flagon)	Arnskar Ember-Master	Thieves' Guild Only
[30/33]	Blacksmith	[9.00]	Riften (The Ragged Flagon)	Vanryth Gatharian	Thieves' Guild Only
[31/33]	Blacksmith	[9.07]	Rift Stormcloak Camp	Stormcloak Quartermaster	—
[32/33]	Blacksmith	[9.11]	Rift Imperial Camp	Imperial Quartermaster	—
[33/33]	Blacksmith	[9.25]	Shor's Stone	Filnjar	—
[1/5]	Carriage Driver	[1.00]	Solitude (Lower Watchtower)	Thaer	—
[2/5]	Carriage Driver	[5.19]	Markarth Stables	Kibell	—
[3/5]	Carriage Driver	[6.20]	Whiterun Stables	Bjorlam	—
[4/5]	Carriage Driver	[7.06]	Windhelm Stables	Alfarinn	—
[5/5]	Carriage Driver	[9.32]	Riften Stables	Sigaar	—
[1/10]	Fence	[1.00]	Solitude (Winking Skeever)	Gulum-Ei	—
[2/10]	Fence	[4.00]	College of Winterhold	Enthir	Also sells Rare Items
[3/10]	Fence	[5.00]	Markarth (Endon's House)	Endon	—
[4/10]	Fence	[6.22]	Honningbrew Meadery	Mallus Maccius	—
[5/10]	Fence	[7.00]	Windhelm (Marketplace)	Niranye	—
[6/10]	Fence	[9.00]	Riften (The Ragged Flagon)	Tonilia	—
[7/10]	Fence	[10.00]	Caravans (Ri'saad)	Ri'saad	—
[8/10]	Fence	[10.00]	Caravans (Ri'saad)	Atahba	—

Number	Service	Zone #	Location	Name	Notes
[9/10]	Fence	[10.00]	Caravans (Ma'dran)	Ma'jahad	—
[10/10]	Fence	[10.00]	Caravans (Ahkari)	Zaynabi	—
[1/3]	Fletcher	[1.00]	Solitude (Fletcher)	Fihada	—
[2/3]	Fletcher	[6.00]	Whiterun (The Drunken Huntsman)	Elrindir	Also sells Food & Drink
[3/3]	Fletcher	[9.00]	Riften (The Ragged Flagon)	Syndus	Thieves' Guild Only
[1/9]	Food Vendor	[1.00]	Solitude (Market Stalls)	Addvar	—
[2/9]	Food Vendor	[1.00]	Solitude (Market Stalls)	Jala	—
[3/9]	Food Vendor	[1.00]	Solitude (Market Stalls)	Evette San	—
[4/9]	Food Vendor	[5.00]	Markarth (Marketplace)	Hogni Red-Arm	—
[5/9]	Food Vendor	[6.00]	Whiterun (Marketplace)	Carlotta Valentia	—
[6/9]	Food Vendor	[6.00]	Whiterun (Marketplace)	Anoriath	—
[7/9]	Food Vendor	[6.22]	Honningbrew Meadery	Sabjorn	—
[8/9]	Food Vendor	[7.00]	Windhelm (Marketplace)	Hillevi Cruel-Sea	—
[9/9]	Food Vendor	[9.00]	Riften (Black-Briar Meadery)	Ungrien	—
[1/19]	General Goods	[1.00]	Solitude (Radiant Raiment)	Endarie	—
[2/19]	General Goods	[1.00]	Solitude (Bits and Pieces)	Sayma	—
[3/19]	General Goods	[4.00]	Winterhold (Birna's Oddments)	Birna	—
[4/19]	General Goods	[4.00]	College of Winterhold	Enthir	Also sells Rare Items
[5/19]	General Goods	[5.00]	Markarth (Arnleif and Sons Trading Company)	Lisbet	—
[6/19]	General Goods	[6.00]	Whiterun (Marketplace)	Fralia Gray-Mane	—
[7/19]	General Goods	[6.00]	Whiterun (Belethor's General Goods)	Belethor	—
[8/19]	General Goods	[6.27]	Riverwood	Lucan Valerius	—
[9/19]	General Goods	[7.00]	Windhelm (Marketplace)	Aval Atheron	—
[10/19]	General Goods	[7.00]	Windhelm (Marketplace)	Niranye	—
[11/19]	General Goods	[7.00]	Windhelm (Sadri's Used Wares)	Revyn Sadri	—
[12/19]	General Goods	[8.00]	Falkreath (Gray Pine Goods)	Solaf	—
[13/19]	General Goods	[9.00]	Riften (Marketplace)	Marise Aravel	—
[14/19]	General Goods	[9.00]	Riften (Marketplace)	Brand-Shei	—
[15/19]	General Goods	[9.00]	Riften (Marketplace)	Grelka	—
[16/19]	General Goods	[9.00]	Riften (Pawned Prawn)	Bersi Honey-Hand	—
[17/19]	General Goods	[10.00]	Caravans (Ri'saad)	Ri'saad	—
[18/19]	General Goods	[10.00]	Caravans (Ahkari)	Ahkari	—
[19/19]	General Goods	[10.00]	Caravans (Ma'dran)	Ma'dran	—
[1/15]	Innkeeper	[1.00]	Solitude (The Winking Skeever)	Corpulus Vinius	—
[2/15]	Innkeeper	[1.17]	Dragon Bridge	Faida	—
[3/15]	Innkeeper	[2.00]	Morthal (Moorside Inn)	Jonna	—
[4/15]	Innkeeper	[3.00]	Dawnstar (Windpeak Inn)	Thoring	—
[5/15]	Innkeeper	[3.25]	Nightgate Inn	Hadring	—
[6/15]	Innkeeper	[5.00]	Markarth (Silver-Blood Inn)	Kleppr	—
[7/15]	Innkeeper	[5.34]	Old Hroldan	Eydis	—
[8/15]	Innkeeper	[6.00]	Whiterun (The Bannered Mare)	Hulda	—
[9/15]	Innkeeper	[6.02]	Rorikstead	Mralki	—
[10/15]	Innkeeper	[6.27]	Riverwood	Delphine	Only rents rooms
[11/15]	Innkeeper	[7.00]	Windhelm (Candlehearth Hall)	Elda Early-Dawn	—
[12/15]	Innkeeper	[7.05]	Kynesgrove	Iddra	—
[13/15]	Innkeeper	[8.00]	Falkreath (Dead Man's Drink)	Valga Vinicia	—
[14/15]	Innkeeper	[9.00]	Riften (The Bee and Barb)	Keerava	—
[15/15]	Innkeeper	[9.01]	Ivarstead	Wilhelm	—
[1/2]	Jeweler	[5.00]	Markarth (Marketplace)	Kerah	—
[2/2]	Jeweler	[9.00]	Riften (Marketplace)	Madesi	—

Number	Service	Zone #	Location	Name	Notes
[1/3]	Special	[4.00]	College of Winterhold	Enthir	Sells General Goods, Rare Items
[2/3]	Special	[4.00]	College of Winterhold	Urag gro-Shub	Sells Spell Tomes, Books
[3/3]	Special	[5.19]	Markarth Stables	Banning	Sells War Dogs (Follower: Vigilance)
[1/12]	Spell Vendor	[1.00]	Solitude (Blue Palace)	Sybille Stentor	—
[2/12]	Spell Vendor	[2.00]	Morthal (Falion's House)	Falion	—
[3/12]	Spell Vendor	[3.00]	Dawnstar (The White Hall)	Madena	—
[4/12]	Spell Vendor	[4.00]	College of Winterhold	Tolfdir	Sells Alteration Spells
[5/12]	Spell Vendor	[4.00]	College of Winterhold	Phinis Gestor	Sells Conjuration Spells
[6/12]	Spell Vendor	[4.00]	College of Winterhold	Faralda	Sells Destruction Spells
[7/12]	Spell Vendor	[4.00]	College of Winterhold	Drevis Neloren	Sells Illusion Spells
[8/12]	Spell Vendor	[4.00]	College of Winterhold	Colette Marence	Sells Restoration Spells
[9/12]	Spell Vendor	[5.00]	Markarth (Understone Keep)	Calcelmo	—
[10/12]	Spell Vendor	[6.00]	Whiterun (Dragonsreach)	Farengar Secret-Fire	—
[11/12]	Spell Vendor	[7.00]	Windhelm (Palace of the Kings)	Wuunferth the Unliving	—
[12/12]	Spell Vendor	[9.00]	Riften (Mistveil Keep)	Wylandriah	—
[1/5]	Stablemaster	[1.23]	Katla's Farm	Geimund	—
[2/5]	Stablemaster	[5.19]	Markarth Stables	Cedran	—
[3/5]	Stablemaster	[6.20]	Whiterun Stables	Skulvar Sable-Hilt	—
[4/5]	Stablemaster	[7.06]	Windhelm Stables	Ulundil	—
[5/5]	Stablemaster	[9.32]	Riften Stables	Hofgrir Horse-Crusher	—

14.3 Appendix III: Shrines

Minor Spoilers

All of the shrines to each of the Nine Divines are listed below. The Training section and Other Factions Quests have more information on shrines and their Blessings.

SHRINE OF AKATOSH

Number	Zone #	Location	Description
[1/6]	[1.00]	Solitude	Temple of the Divines, in the main chamber.
[2/6]	[2.25]	Skyborn Altar	On the altar in front of the Word Wall (prior to Main Quest: Dragon Rising).
[3/6]	[5.47]	Fort Sungard	Fort Sungard Shrine Interior, if the Imperials control the fort.
[4/6]	[6.A]	Shrine of Akatosh: Rorikstead	Sitting next to the ruin stones.
[5/6]	[7.R]	Shrine of Akatosh: Steamcrag Hillock	On the altar.
[6/6]	[8.G]	Shrine of Akatosh: Twilight Valley	On the edge of the stone overlook.

SHRINE OF ARKAY

Number	Zone #	Location	Description
[1/12]	[1.00]	Solitude	Temple of the Divines, in the main chamber.
[2/12]	[1.00]	Solitude	In the Hall of the Dead, on a table in the side area beyond the metal door.
[3/12]	[4.14]	Wayward Pass	On the narrow platform halfway through the pass.
[4/12]	[4.W]	Shrine of Arkay: Windhelm Hills	On the altar in the circle of stones, if the Stormcloak Camp is not present.
[5/12]	[5.00]	Markarth	In the Hall of the Dead, on the circular pedestal in the back room.
[6/12]	[5.07]	Druadach Redoubt	Sitting on a rock ledge near the wall by the ramps at the back of the cave.
[7/12]	[6.00]	Whiterun	In the Hall of the Dead, on an altar in the chapel area downstairs.
[8/12]	[7.00]	Windhelm	In the catacombs, in the center of the main hall.
[9/12]	[8.00]	Falkreath	On the porch outside the Hall of the Dead.
[10/12]	[8.00]	Falkreath	On the porch outside the Hall of the Dead.
[11/12]	[8.00]	Falkreath	In the Hall of the Dead, against the far wall.
[12/12]	[9.00]	Riften	In the Mausoleum, sitting on a narrow wooden table.

SHRINE OF DIBELLA

Number	Zone #	Location	Description
[1/8]	[1.00]	Solitude	Temple of the Divines, in the main chamber.
[2/8]	[4.A]	Shrine of Dibella: Watching Dawnstar	Exterior; on the altar near the statue.
[3/8]	[5.00]	Markarth	In the Temple of Dibella, on the altar near the wall.
[4/8]	[5.18]	Broken Tower Redoubt	Inside the tower atop the keep, at the base of the statue.

Number	Zone #	Location	Description
[5/8]	[5.Z]	Shrine of Dibella: Bridge at Old Hroldan	On the altar at the base of the stone pillar.
[6/8]	[7.04]	Morvunskar	In the small sleeping area off of the long corridor.
[7/8]	[7.A]	Lucky Lorenz's Shack	In one corner of the ruined shack.
[8/8]	[9.00]	Riften	In Haelga's Bunkhouse, at the foot of the bed in Haelga's bedroom

SHRINE OF JULIANOS

Number	Zone #	Location	Description
[1/5]	[1.00]	Solitude	Temple of the Divines, in the main chamber.
[2/5]	[3.N]	Julianos' Fallen	Sitting in the snow near a skeleton up in the mountains.
[3/5]	[5.09]	Harmugstahl	On the dresser in Kornalus Frey's quarters.
[4/5]	[6.29]	Fellglow Keep	During College of Winterhold Quest: Hitting the Books, behind the locked door at the foot of the stairs leading up to the Ritual Chamber.
[5/5]	[7.27]	Fort Amol	Before the Civil War begins, on a stone block in the courtyard.

SHRINE OF KYNARETH

Number	Zone #	Location	Description
[1/6]	[1.00]	Solitude	Temple of the Divines, in the main chamber.
[2/6]	[2.M]	Shrine of Kynareth: Hjaalmarch Hills	On the ruined stone platform.
[3/6]	[3.02]	Brinehammer	On the floor near the chest in the center of the ship.
[4/6]	[5.47]	Fort Sungard	Fort Sungard Shrine Interior, before the Civil War begins.
[5/6]	[6.00]	Whiterun	In the Temple of Kynareth, on the altar opposite the door.
[6/6]	[9.39]	Crystaldrift Cave	On a rock along the wall inside the cave.

SHRINE OF MARA

Number	Zone #	Location	Description
[1/5]	[1.00]	Solitude	Temple of the Divines, in the main chamber.
[2/5]	[3.06]	Nightcaller Temple	On Erandur's altar, on one side of the entry chamber.
[3/5]	[3.J]	Border Corner: Roadside Shrine of Mara	On the stone planter.
[4/5]	[5.V]	Lovers' Camp	After killing the animal here, leave the area and then return. The shrine will appear on the rock, by the two stone cairns.

Number	Zone #	Location	Description
[5/5]	[9.00]	Riften	In the Temple of Mara, on the central altar and several side altars.

SHRINE OF STENDARR

Number	Zone #	Location	Description
[1/5]	[1.00]	Solitude	Temple of the Divines, in the main chamber.
[2/5]	[3.09]	Hall of the Vigilant	On the altar table inside the Hall.
[3/5]	[6.I]	Shrine of Stendarr: The Two Pillars	On the small stone altar.
[4/5]	[9.26]	Fort Greenwall	On a dresser between two shelves inside the Captain's Quarters.
[5/5]	[9.46]	Stendarr's Beacon	On the small stone altar inside the tower.

SHRINE OF TALOS

Number	Zone #	Location	Description
[1/17]	[1.00]	Solitude	Temple of the Divines, in the main chamber, if the Stormcloaks have won the Civil War.
[2/17]	[3.18]	Weynon Stones	At the base of the statue.
[3/17]	[4.F]	Shrine of Talos: Winterhold Glaciers	At the base of the statue.
[4/17]	[4.J]	Shrine of Talos: Sea of Ghosts	On the ground behind the statue.
[5/17]	[4.K]	Shrine of Talos: Ilas-Tei's Last Stand	At the base of the statue.
[6/17]	[5.00]	Markarth	In the Shrine of Talos, at the base of the statue.
[7/17]	[5.47]	Fort Sungard	Fort Sungard Shrine Interior, if the Stormcloaks control the fort.
[8/17]	[6.00]	Whiterun	At the foot of the statue near the Gildergreen Tree.
[9/17]	[6.29]	Fellglow Keep	On the ruined altar in the chapel area, half-buried amid the rubble.
[10/17]	[6.T]	Shrine of Talos: White River Valley	On the altar near the statue.
[11/17]	[7.00]	Windhelm	In the Temple of Talos, at the base of the statue.
[12/17]	[7.B]	Shrine of Talos: Cradlecrush Pond	At the base of the statue.
[13/17]	[7.E]	Shrine of Talos: Watcher of Windhelm	On the circular pedestal behind the statue.
[14/17]	[8.12]	Bloated Man's Grotto	Prior to Daedric Quest: Ill Met by Moonlight, on the altar in the shrine area at the back of the grotto.
[15/17]	[8.Y]	Shrine of Talos: Ilinalta Foothills	On the rocks near the statue.
[16/17]	[9.00]	Riften	In the southeast corner of the city, near the graveyard.
[17/17]	[9.G]	Shrine of Talos: Froki's Peak	On the ground near the statue.

SHRINE OF ZENITHAR

Number	Zone #	Location	Description
[1/5]	[1.00]	Solitude	Temple of the Divines, in the main chamber.
[2/5]	[5.P]	Shrine of Zenithar: Four Skull Lookout	At the edge of the stone lookout.
[3/5]	[6.E]	Shrine of Zenithar: Ring of Boulders	On the stone platform at the base of the largest stone.
[4/5]	[6.G]	Shrine of Zenithar: Crumbling Bastion	On the crude stone altar under the archway.
[5/5]	[9.V]	Shrine of Zenithar: Fallowstone	On the altar in the remnants of the tower.

14.4 Appendix IV: Unique Weapons

Appendix IV: Unique Weapons

Unique Weapons, whether awarded as part of a quest, carried by a particular creature, or just stumbled upon, are listed below, and sorted by Hold for easy reference.

Number	Name	ZONE #	Location	DESCRIPTION
[1/80]	Headsman's Axe	[1.00]	Solitude	Carried by Ahtar, Solitude's jailor. Pickpocket it from him, or complete his favor and recruit him to obtain this weapon.
[2/80]	Firiniel's End	[1.00]	Solitude	Left by Gabriella on a balcony overlooking the Temple of the Divines, during Dark Brotherhood Quest: Bound Until Death.
[3/80]	The Rueful Axe	[1.02]	Rimerock Burrow	Found during Daedric Quest: A Daedra's Best Friend.
[4/80]	Dawnbreaker	[1.16]	Statue to Meridia (Killreath Ruins)	Reward for completing Daedric Quest: The Break of Dawn.
[5/80]	Windshear	[1.28]	The Katariah	Embedded in the far end of the forward mast.
[6/80]	Gauldur Blackblade	[2.08]	Folgunthur	Wielded by Mikrul Gauldurson at the end of the dungeon.
[7/80]	Grimsever	[2.18]	Mzinchaleft	Agree to help Mjoll the Lioness retrieve this sword as part of Miscellaneous Objective: Grimsever's Return.*
[8/80]	Drainblood Battleaxe	[2.23]	Labyrinthian	Carried by the spectral Draugr in Labyrinthian during College of Winterhold Quest: The Staff of Magnus.
[9/80]	Drainheart Sword	[2.23]	Labyrinthian	Carried by the spectral Draugr in Labyrinthian during College of Winterhold Quest: The Staff of Magnus.
[10/80]	Drainspell Bow	[2.23]	Labyrinthian	Carried by the spectral Draugr in Labyrinthian during College of Winterhold Quest: The Staff of Magnus.
[11/80]	Staff of Magnus	[2.23]	Labyrinthian	Obtained at the end of College of Winterhold Quest: The Staff of Magnus.
[12/80]	Skull of Corruption	[3.06]	Nightcaller Temple	Reward for completing Daedric Quest: Waking Nightmare.
[13/80]	The Pale Blade	[3.08]	Frostmere Crypt	Carried by Ra'jirr at the end of the dungeon.
[14/80]	Mehrunes' Razor	[3.11]	Shrine of Mehrunes Dagon	Reward for completing Daedric Quest: Pieces of the Past.
[15/80]	Ceremonial Sword	[3.13]	Volunruud	Inside Volunruud, one of the two weapons needed to open the Elder's Cairn Door in the dungeon.
[16/80]	Ceremonial Axe	[3.13]	Volunruud	Inside Volunruud, one of the two weapons needed to open the Elder's Cairn Door in the dungeon.
[17/80]	Eduj	[3.13]	Volunruud	May be carried by Knevel the Tongue at the end of the dungeon.
[18/80]	Okin	[3.13]	Volunruud	May be carried by Knevel the Tongue at the end of the dungeon.
[19/80]	Nightingale Bow	[3.29]	Bronze Water Cave	Reward from Karliah at the end of Thieves Guild Quest: Blindsighted.
[20/80]	Aegisbane	[3.32]	Raldbthar	Wielded by Alain Dufont, assassination victim. Kill him during Dark Brotherhood Quest: Sentenced to Death.
[21/80]	Nightingale Blade	[4.00]	Winterhold	Reward from Karliah at the end of Thieves Guild Quest: Hard Answers.
[22/80]	Staff of Arcane Authority	[4.00]	Winterhold (The Frozen Hearth)	Stolen for Malur Seloth as part of Favor: A Little Light Thievery.*
[23/80]	Staff of Jyrik Gauldurson	[4.12]	Saarthal	On the altar in front of Jyrik Gauldurson at the end of the dungeon.
[24/80]	Steel Battleaxe of Fiery Souls	[4.15]	Ironbind Barrow	Affixed to the back of the throne at the end of the dungeon.
[25/80]	Borvir's Dagger	[4.26]	Journeyman's Nook	Lying next to Borvir's body near the Alchemy Lab inside the domed ruin.

Number	Name	ZONE #	Location	DESCRIPTION
[26/80]	Rundi's Dagger	[4.O]	Rundi's Mistake	Lying on the edge of the small altar.
[27/80]	Rusty Mace	[5.00]	Markarth (Abandoned House)	Given to you during Daedric Quest: The House of Horrors.
[28/80]	Mace of Molag Bal	[5.00]	Markarth (Abandoned House)	Reward for completing Daedric Quest: The House of Horrors.
[29/80]	Shiv	[5.00]	Markarth (Cidhna Mine)	Optionally obtained during Side Quest: No One Escapes Cidhna Mine, from Grisvar.
[30/80]	Spider Control Rod	[5.00]	Markarth (Understone Keep)	During Thieves Guild Quest: Hard Answers, in Calcelmo's Laboratory, in a small room off to the side of the first chamber.
[31/80]	Bloodthorn	[5.02]	Deepwood Redoubt	Deepwood Vale, impaled in the body of the sacrificial victim on the upper level platform of Hag's End.
[32/80]	The Longhammer	[5.11]	Liar's Retreat	Lying next to the late bar owner's impaled corpse.
[33/80]	Eye of Melka	[5.24]	Blind Cliff Cave	Reward for completing Dungeon Quest: Blind Cliff Cave: Melka and Petra.
[34/80]	Red Eagle's Fury	[5.26]	Red Eagle Redoubt	Carried by the Forsworn leader at the summit of Red Eagle Redoubt.
[35/80]	Red Eagle's Bane	[5.28]	Rebel's Cairn	Retrieve this blade from the pedestal on your way out after slaying Red Eagle.
[36/80]	Dragonbane	[5.31]	Sky Haven Temple	On a table in Sky Haven Temple's armory.
[37/80]	Hevnoraak's Staff	[5.42]	Valthume	Carried by the Dragon Priest Hevnoraak at the end of the dungeon.
[38/80]	Trollsbane	[5.AB]	Cradle Stone Crag	On the corpse of Frofnir Trollsbane.
[39/80]	Balgruuf's Greatsword	[6.00]	Whiterun (Warmaiden's)	Given to you by Adrianne Avenicci to be delivered, during Miscellaneous Objective: Greatsword for a Great Man.*
[40/80]	Wuuthrad	[6.00]	Whiterun (Skyforge)	Forged by Eorlund during The Companions Quest: Glory of the Dead.
[41/80]	Ebony Blade	[6.00]	Whiterun (Dragonsreach)	Reward for completing Daedric Quest: The Whispering Door
[42/80]	Lunar Iron Mace	[6.16]	Silent Moons Camp	Four random Lunar Weapons can be found in Silent Moons Camp (some inside, some outside).
[43/80]	Lunar Iron Sword	[6.16]	Silent Moons Camp	Four random Lunar Weapons can be found in Silent Moons Camp (some inside, some outside).
[44/80]	Lunar Iron War Axe	[6.16]	Silent Moons Camp	Four random Lunar Weapons can be found in Silent Moons Camp (some inside, some outside).
[45/80]	Lunar Steel Mace	[6.16]	Silent Moons Camp	Four random Lunar Weapons can be found in Silent Moons Camp (some inside, some outside).
[46/80]	Lunar Steel Sword	[6.16]	Silent Moons Camp	Four random Lunar Weapons can be found in Silent Moons Camp (some inside, some outside).
[47/80]	Lunar Steel War Axe	[6.16]	Silent Moons Camp	Four random Lunar Weapons can be found in Silent Moons Camp (some inside, some outside).
[48/80]	Poacher's Axe	[6.17]	Halted Stream Camp	Carried by the Orc near the forge.
[49/80]	Froki's Bow	[6.30]	Graywinter Watch	Lying on a barrel near the tent at the back of the cave.
[50/80]	Notched Pickaxe	[6.38]	Throat of the World	Lodged in the rockface at the mountain's highest tip.
[51/80]	Sanguine Rose	[7.04]	Morvunskar (Misty Grove)	Reward for completing Daedric Quest: A Night to Remember.
[52/80]	Blade of Sacrifice	[7.12]	Sacellum of Boethiah	Given to you by a Priestess of Boethiah during Daedric Quest: Boethiah's Calling.
[53/80]	Ghostblade	[7.38]	Ansilvund	Given to you by Fjori and Holgeir at the end of the dungeon.
[54/80]	Valdr's Lucky Dagger	[8.05]	Moss Mother Cavern	Given to you by Valdr after you complete Dungeon Quest: Hunter and Hunted.*
[55/80]	Bolar's Oathblade	[8.12]	Bloated Man's Grotto	Prior to Daedric Quest: Ill Met by Moonlight; the blade is in the Shrine area, lying at the foot of the statue of Talos.
[56/80]	Halldir's Staff	[8.21]	Halldir's Cairn	Carried by Halldir at the end of the dungeon.
[57/80]	Blade of Woe	[8.22]	Dark Brotherhood Sanctuary	Taken from Astrid during Dark Brotherhood Quest: Death Incarnate OR Dark Brotherhood Quest: Destroy the Dark Brotherhood!
[58/80]	Angi's Bow	[8.29]	Angi's Camp	Exterior; Angi gives you her special bow after you complete all of her archery lessons.
[59/80]	Nettlebane	[8.35]	Orphan Rock	Can be obtained here during Temple Quest: The Blessings of Nature.
[60/80]	The Woodsman's Friend	[8.V]	The Conjuror's Altar: Lake Ilinalta	Lying next to a dead woodsman near the cut logs just southwest of the altar.
[61/80]	Chillrend	[9.00]	Riften (Riftweald Manor)	In a locked display case in Mercer's secret study room, below his house, during Thieves Guild Quest: The Pursuit.

Number	Name	ZONE #	Location	DESCRIPTION
[62/80]	Alessandra's Dagger	[9.00]	Riften (Hall of the Dead)	Given to you by Alessandra to be delivered, during Miscellaneous Objective: Pilgrimage.*
[63/80]	Steel Sword	[9.00]	Riften (The Scorched Hammer Blacksmith)	Retrieved from Balimund for Harrald as part of Miscellaneous Objective: Bring It!*
[64/80]	Dravin's Bow	[9.00]	Riften (Ratway Warrens)	Found during Miscellaneous Objective: Bow to the Master.*
[65/80]	Gauldur Blackbow	[9.04]	Geirmund's Hall	Wielded by Sigdis Gauldurson at the end of the dungeon.
[66/80]	Bow of the Hunt	[9.19]	Clearspring Tarn	Inside Clearspring Cave, mounted on the altar at the back of the cave.
[67/80]	Shagrol's Warhammer	[9.33]	Fallowstone Cave (Giant's Grove)	Found in the Giant's Grove during Daedric Quest: The Cursed Tribe.
[68/80]	Volendrung	[9.33]	Fallowstone Cave (Giant's Grove)	Reward for completing Daedric Quest: A Cursed Tribe.
[69/80]	Staff of Hag's Wrath	[9.37]	Darklight Tower	Carried by Silvia at the end of the dungeon.
[70/80]	Gadnor's Staff of Charming	[9.39]	Crystaldrift Cave	Lying atop the large rock near the body of Gadnor.
[71/80]	Dragon Priest Staff	[9.45]	Forelhost	Carried by the Dragon Priest Rahgot, at the end of Forelhost.
[72/80]	Wabbajack	[10.03]	Solitude (Blue Palace Pelagius Wing)	Reward for completing Daedric Quest: The Mind of Madness.
[73/80]	Dragon Priest Staff	[10.05]	Skuldfn	Carried by the Dragon Priest Nahkriin, near the portal to Sovngarde.
[74/80]	Amren's Family Sword	[Random]	[Random Bandit Camp]	The sword is in a [random] bandit camp. Favor: Item Retrieval (bandit camp): Speak to Amren first.
[75/80]	Ghorbash's Ancestral Axe	[Random]	[Random Dungeon]	Retrieve this axe from a [random dungeon] for Ghorbash of Dushnikh Yal, and he becomes a Follower.
[76/80]	Hjalti's Sword	[Random]	[Random Dungeon]	Found in a [random] dungeon as part of Miscellaneous Objective: The Ghost of Old Hroldan.*
[77/80]	Kahvozein's Fang	[Random]	[Random Dragon Priest Dungeon]	Found in a Dragon Priest Dungeon, as part of College of Winterhold Radiant Quest: Alteration Ritual Spell, given to you by Tolfdir.
[78/80]	Keening	[Random]	[Random Dungeon]	Found in a random dungeon during College of Winterhold Radiant Quest: Arniel's Endeavor (Part 4). Then dropped by Arniel.
[79/80]	Queen Freydis's Sword	[Random]	[Random Cave]	Oengul War-Anvil needs this returned from a [random] cave, during Favor: Item Retrieval (Cave).*
[80/80]	Staff of Tandil	[Random]	[Random Dungeon]	Found in a random dungeon during College of Winterhold Radiant Quest: Arniel's Endeavor (Part 2).

14.5 Appendix V: Unique Armor and Items

Appendix V: Unique Armor and Items

Unique Armor and Items, whether awarded as part of a quest, found on a particular foe, or just stumbled upon, are listed below, and sorted by Hold for easy reference.

Number	Name	ZONE #	Location	DESCRIPTION	Enchantment	Notes	
	[1/112]	Asgeir's Wedding Band	[1.00]	Solitude (Temple of the Divines)	Found on the body of Asgeir Snow-Shod if killed during his marriage to Vittoria Vici, during Dark Brotherhood Quest: Bound Until Death.		
	[2/112]	Vittoria's Wedding Band	[1.00]	Solitude (Temple of the Divines)	Found on the body of Vittoria Vici, during her marriage to Asgeir Snow-Shod, during Dark Brotherhood Quest: Bound Until Death.		
	[3/112]	Shield of Solitude	[1.00]	Solitude (The Blue Palace)	Gift from Falk Firebeard after completing Side Quest: The Wolf Queen Awakened	Resist Magic 10%, Improve Block 15%	Leveled
	[4/112]	Party Boots	[1.23]	Katla's Farm	Given during Main Quest: Diplomatic Immunity.		
	[5/112]	Party Clothes	[1.23]	Katla's Farm	Given during Main Quest: Diplomatic Immunity.		
	[6/112]	Gauldur Amulet Fragment (Folgunthur)	[2.08]	Folgunthur	Found on the corpse of Mikrul Gauldurson, during Side Quest: Forbidden Legend.	+30 Health	
	[7/112]	Execution Hood	[2.15]	Abandoned Shack	Worn by the three captives during Dark Brotherhood Quest: With Friends Like These…		
	[8/112]	Movarth's Boots	[2.19]	Movarth's Lair	Sitting by the bed in the sleeping nook at the back of the cave.	Fortify Sneaking 15	
	[9/112]	Ancient Helmet of the Unburned	[2.23]	Labyrinthian	During College of Winterhold Quest: The Staff of Magnus, found resting atop a sword in a nook behind a locked gate in the Labyrinthian Tribune.	Resist Fire 40%	
	[10/112]	Jester's Boots	[3.05]	Dawnstar Sanctuary	Found on a table in the Dawnstar Sanctuary, or in the Chapel of the Dark Brotherhood Sanctuary after Cicero joins.	Muffle	
	[11/112]	Jester's Clothes	[3.05]	Dawnstar Sanctuary	Found on a table in the Dawnstar Sanctuary, or in the Chapel of the Dark Brotherhood Sanctuary after Cicero joins.	Improve One-Handed 12%, Improve Prices 12%	
	[12/112]	Jester's Gloves	[3.05]	Dawnstar Sanctuary	Found on a table in the Dawnstar Sanctuary, or in the Chapel of the Dark Brotherhood Sanctuary after Cicero joins.	Double One-Handed sneak attack damage	
	[13/112]	Jester's Hat	[3.05]	Dawnstar Sanctuary	Found on a table in the Dawnstar Sanctuary, or in the Chapel of the Dark Brotherhood Sanctuary after Cicero joins.	Improve Sneak 30%	
	[14/112]	Cicero's Boots	[3.05]	Dawnstar Sanctuary	Worn by Cicero, Keeper for the Dark Brotherhood, if you kill him during Dark Brotherhood Quest: The Cure for Madness.	Muffle	
	[15/112]	Cicero's Clothes	[3.05]	Dawnstar Sanctuary	Worn by Cicero, Keeper for the Dark Brotherhood, if you kill him during Dark Brotherhood Quest: The Cure for Madness.	Improve One-Handed 20%, Improve Prices 20%	
	[16/112]	Cicero's Gloves	[3.05]	Dawnstar Sanctuary	Worn by Cicero, Keeper for the Dark Brotherhood, if you kill him during Dark Brotherhood Quest: The Cure for Madness.	Double One-Handed sneak attack damage	
	[17/112]	Cicero's Hat	[3.05]	Dawnstar Sanctuary	Worn by Cicero, Keeper for the Dark Brotherhood, if you kill him during Dark Brotherhood Quest: The Cure for Madness.	Improve Sneak 35%	
	[18/112]	Worn Shrouded Armor	[3.05]	Dawnstar Sanctuary	On a shelf in the Dawnstar Sanctuary, during or after Dark Brotherhood Quest: The Cure for Madness		
	[19/112]	Worn Shrouded Boots	[3.05]	Dawnstar Sanctuary	On a shelf in the Dawnstar Sanctuary, during or after Dark Brotherhood Quest: The Cure for Madness		
	[20/112]	Worn Shrouded Cowl	[3.05]	Dawnstar Sanctuary	On a shelf in the Dawnstar Sanctuary, during or after Dark Brotherhood Quest: The Cure for Madness		
	[21/112]	Worn Shrouded Gloves	[3.05]	Dawnstar Sanctuary	On a shelf in the Dawnstar Sanctuary, during or after Dark Brotherhood Quest: The Cure for Madness	Backstab does double damage	
	[22/112]	Tumblerbane Gloves	[3.05]	Dawnstar Sanctuary	Purchase the Dawnstar Sanctuary Bedroom Upgrade in Dark Brotherhood Radiant Quest: Where You Hang Your Enemy's Head...	Improve Lockpick 20%	

Number	Name	ZONE #	Location	DESCRIPTION	Enchantment	Notes	
	[23/112]	Jeweled Amulet	[3.13]	Volunruud	Given by Amaund Motierre during Dark Brotherhood Quest: The Silence Has Been Broken.		
	[24/112]	Jagged Crown	[3.22]	Korvanjund Crypt	Also known as the Bone Crown, found during Civil War Quest: The Jagged Crown		
	[25/112]	Skeleton Key	[3.31]	Irkngthand	During Thieves Guild Quest: Blindsighted	Unbreakable Lockpick	
	[26/112]	The Black Star	[4.00]	Winterhold (Frozen Hearth Inn)	Possible reward for completing Daedric Quest: The Black Star	Reusable Black Soul Gem	Black Soul Gems store human souls.
	[27/112]	Archmage's Robes	[4.00]	College of Winterhold	Given to you by Tolfdir at the end of College of Winterhold Quest: The Eye of Magnus.	All spells cost 15% less to cast	
	[28/112]	Mage's Circlet	[4.00]	College of Winterhold	Gift from the Arch-Mage during College of Winterhold Quest: Good Intentions	Fortify Magicka	Leveled
	[29/112]	Savos Aren's Amulet	[4.00]	College of Winterhold	Gift from Mirabelle Ervine after completing College of Winterhold Quest: Containment	+50 Magicka	
	[30/112]	Mystic Tuning Gloves	[4.00]	College of Winterhold	Given to you by Drevis Neloren during College Radiant Quest: Out of Balance*		
	[31/112]	Shield of Ysgramor	[4.11]	Ysgramor's Tomb	Found in the large chest next to Ysgramor's sarcophagus during The Companions Quest: Glory of the Dead.	+20 Health, Resist Magic 20%	
	[32/112]	Enchanted Ring	[4.12]	Saarthal	One of three to find during College of Winterhold Quest: Under Saarthal	+20 Health	
	[33/112]	Saarthal Amulet	[4.12]	Saarthal	Found during College of Winterhold Quest: Under Saarthal	Spells cost 3% less to cast.	
	[34/112]	Gauldur Amulet Fragment (Saarthal)	[4.12]	Saarthal	Found on the corpse of Jyrik Gauldurson, during Side Quest: Forbidden Legend.	+30 Magicka	
	[35/112]	Targe of the Blooded	[4.13]	Alftand (Alftand Cathedral)	Carried by Umana the adventurer.	Bashes do 3 Bleeding Damage / 5s.	
	[36/112]	Azura's Star	[4.18]	Shrine of Azura	Possible reward for completing Daedric Quest: The Black Star	Reusable Grand Soul Gem	
	[37/112]	Oghma Infinium	[4.20]	Septimus Signus's Outpost	Reward for completing Daedric Quest: Discerning the Transmundane	Once only, +5 Skill Increases to your choice of Combat, Magic, or Stealth skills.	
	[38/112]	Helm of Yngol	[4.30]	Yngol Barrow	Resting atop the head of the skeleton that sits upon the throne at the end of the dungeon.	Resist Frost 30%	
	[39/112]	Yisra's Necklace	[4.D]	Yisra’s Beachside Combustion	On the charred corpse of Yisra, part of Miscellaneous Objective: Lost Apprentices: Yisra.*		
	[40/112]	Ilas-Tei's Ring	[4.K]	Shrine of Talos: Ilas-Tei’s Last Stand	On the corpse of Ilas-Tei, part of Miscellaneous Objective: Lost Apprentices: Ilas-tei*		
	[41/112]	Calcelmo's Ring	[5.00]	Markarth (Kerah's Market Stall)	Given to you during Miscellaneous Objective: Calcelmo’s Ring*		
	[42/112]	Armor of the Old Gods	[5.00]	Markarth	Gift from Kaie and Madanach for siding with the Forsworn during Side Quest: No One Escapes Cidhna Mine.	Destruction spells cost 15% less to cast	
	[43/112]	Boots of the Old Gods	[5.00]	Markarth	Gift from Kaie and Madanach for siding with the Forsworn during Side Quest: No One Escapes Cidhna Mine.	Improve Sneak 20%	
	[44/112]	Gauntlets of the Old Gods	[5.00]	Markarth	Gift from Kaie and Madanach for siding with the Forsworn during Side Quest: No One Escapes Cidhna Mine.	Improve Archery 20%	
	[45/112]	Helmet of the Old Gods	[5.00]	Markarth	Gift from Kaie and Madanach for siding with the Forsworn during Side Quest: No One Escapes Cidhna Mine.	+30 Magicka	
	[46/112]	Silver-Blood Family Ring	[5.00]	Markarth	Reward for siding with Thonar Silver-Blood at the end of Side Quest: No One Escapes Cidhna Mine.	Improve Smithing 20%	
	[47/112]	Muiri's Ring	[5.00]	Markarth (Hag's Cure)	Given by Muiri as a bonus reward after completing Dark Brotherhood Quest: Sentenced to Death.	Improve Alchemy 15%	Bonus reward for Dark Brotherhood Quest: Sentenced to Death.

Number	Name	ZONE #	Location	DESCRIPTION	Enchantment	Notes	
	[48/112]	Ogmund's Amulet of Talos	[5.00]	Markarth (Understone Keep)	Find this to blackmail Ogmund during Miscellaneous Objective: Triumph Over Talos*	Time between Shouts reduced by 20%	
	[49/112]	Raerek's Inscribed Amulet of Talos	[5.00]	Markarth (Understone Keep)	Find this to blackmail Raerek during Civil War Quest: Compelling Tribute.	Time between Shouts reduced by 20%	
	[50/112]	Ancient Shrouded Armor	[5.03]	Hag's End	On the body of a slain assassin, found during Dark Brotherhood Radiant Quest: The Feeble Fortune* (and only then).	Resist Poison 100%	
	[51/112]	Ancient Shrouded Boots	[5.03]	Hag's End	On the body of a slain assassin, found during Dark Brotherhood Radiant Quest: The Feeble Fortune* (and only then).	Muffle	
	[52/112]	Ancient Shrouded Cowl	[5.03]	Hag's End	On the body of a slain assassin, found during Dark Brotherhood Radiant Quest: The Feeble Fortune* (and only then).	Improve Archery 35%	
	[53/112]	Ancient Shrouded Gloves	[5.03]	Hag's End	On the body of a slain assassin, found during Dark Brotherhood Radiant Quest: The Feeble Fortune* (and only then).	Double One-Handed sneak attack damage	
	[54/112]	Predator's Grace	[5.03]	Hag's End	Deepwood Vale Summit, near a chest on the upper level of the Vale from which the waterfall descends.	Muffle, +1% Stamina Regen	
	[55/112]	Spellbreaker	[5.06]	Bthardamz	Reward for completing Daedric Quest: The Only Cure.	Automatic Strength -50 spell ward while blocking	
	[56/112]	The Gauldur Amulet	[5.39]	Reachwater Rock	Reward at the end of Side Quest: Forbidden Legend.	+30 Health, +30 Magicka, +30 Stamina	
	[57/112]	Ring of Namira	[5.41]	Reachcliff Cave	Reward for completing Daedric Quest: The Taste of Death.	+50 Stamina. Feeding from NPC corpses raises Health by 50 and Health Regen by 50% for 4 hours	
	[58/112]	Andurs' Amulet of Arkay	[6.00]	Whiterun (Hall of the Dead)	Found during Miscellaneous Objective: Andurs' Arkay Amulet.*	+10 Health	
	[59/112]	Ironhand Gauntlets	[6.26]	White River Watch	Carried by Hajvarr Iron-Hand, the leader of the bandits here.	Improve Two-Handed 15%	
	[60/112]	Viola's Gold Ring	[7.00]	Windhelm (Gray Quarter)	Given by Revyn Sadri during Favor: A Little Light Burglary.*		
	[61/112]	Strange Amulet	[7.00]	Windhelm (Hjerim)	Found during Side Quest: Blood on the Ice. Becomes the Necromancer's Amulet once identified by Wuunferth.		
	[62/112]	Necromancer Amulet	[7.00]	Windhelm (Palace of the Kings)	During Side Quest: Blood on the Ice, Wuunferth identifies the Strange Amulet as a Necromancer's Amulet.	+50 Magicka, Improve Conjuration 25%, -75% Health and Stamina Regen	
	[63/112]	Fjotli's Silver Locket	[7.01]	Uttering Hills Cave	On the corpse of Linwe, during Thieves Guild City Influence Quest: Summerset Shadows.		
	[64/112]	Fjola's Wedding Band	[7.33]	Mistwatch	Carried by Fjola during Dungeon Quest: Forgetting About Fjola.		
	[65/112]	Cursed Ring of Hircine	[8.00]	Falkreath (Falkreath Jail)	Given to you by Sinding during Daedric Quest: Ill Met By Moonlight.	Random werewolf transformations.	No effect except on werewolves.
	[66/112]	Ring of Hircine	[8.00]	Falkreath (Falkreath Jail)	Given during, and possible reward for completing Daedric Quest: Ill Met By Moonlight.	+1 Werewolf Transform / Day	Must already be a werewolf to use this.
	[67/112]	Ebony Mail	[8.07]	Knifepoint Ridge	Reward for completing Daedric Quest: Boethiah's Calling.	Muffle while sneaking, Poison Cloak when in combat	
	[68/112]	Savior's Hide	[8.12]	Bloated Man's Grotto	Possible reward for completing Daedric Quest: Ill Met By Moonlight.	Resist Magic 15%, Resist Poison 50%	
	[69/112]	Shrouded Armor	[8.22]	Dark Brotherhood Sanctuary	Gift from Astrid at the end of Dark Brotherhood Quest: With Friends Like These…	Resist Poison 50%	
	[70/112]	Shrouded Boots	[8.22]	Dark Brotherhood Sanctuary	Gift from Astrid at the end of Dark Brotherhood Quest: With Friends Like These…	Muffle	
	[71/112]	Shrouded Cowl	[8.22]	Dark Brotherhood Sanctuary	Gift from Astrid at the end of Dark Brotherhood Quest: With Friends Like These…	Improve Archery 20%	
	[72/112]	Shrouded Gloves	[8.22]	Dark Brotherhood Sanctuary	Gift from Astrid at the end of Dark Brotherhood Quest: With Friends Like These…	Backstab does double damage	
	[73/112]	Shrouded Cowl Maskless	[8.22]	Dark Brotherhood Sanctuary	On a shelf in Astrid's foyer in the Dark Brotherhood Sanctuary.	Improve Archery 20%	
	[74/112]	Shrouded Hand Wraps	[8.22]	Dark Brotherhood Sanctuary	On a shelf in Astrid's foyer in the Dark Brotherhood Sanctuary.	Double One-Handed sneak attack damage	
	[75/112]	Shrouded Hood	[8.22]	Dark Brotherhood Sanctuary	On a shelf in Astrid's foyer in the Dark Brotherhood Sanctuary.	Improve Sneak 25%	

Number	Name	ZONE #	Location	DESCRIPTION	Enchantment	Notes	
[76/112]	Shrouded Robes	[8.22]	Dark Brotherhood Sanctuary	On a shelf in Astrid's foyer in the Dark Brotherhood Sanctuary.	Improve Destruction 15%		
[77/112]	Shrouded Shoes	[8.22]	Dark Brotherhood Sanctuary	On a shelf in Astrid's foyer in the Dark Brotherhood Sanctuary.	Muffle		
[78/112]	Nightweaver's Band	[8.22]	Dark Brotherhood Sanctuary	A bonus reward from Festus Krex, after completing Dark Brotherhood Quest: Recipe for Disaster.	Improve Sneak 10%, Destruction 10%		
[79/112]	Masque of Clavicus Vile	[8.37]	Haemar's Shame	Possible reward for completing Daedric Quest: A Daedra's Best Friend.	+10 Speech, +20% Better Prices, +5 Magicka Regen		
[80/112]	The Bond of Matrimony	[9.00]	Riften (Temple of Mara)	A wedding gift granted during Temple Quest: The Bonds of Matrimony.	Improve Restoration 10%		
[81/112]	Madesi's Silver Ring	[9.00]	Riften (Market)	Stolen during Thieves Guild Quest: A Chance Encounter.			
[82/112]	Gloves of the Pugilist	[9.00]	Riften	Carried by Gians in the Ratway.	+10 Unarmed damage		
[83/112]	Thieves Guild Armor	[9.00]	Riften (Ragged Flagon)	Gift from Tonilia just before completing Thieves Guild Quest: Loud and Clear.	+20 Carry Weight		
[84/112]	Thieves Guild Boots	[9.00]	Riften (Ragged Flagon)	Gift from Tonilia just before completing Thieves Guild Quest: Loud and Clear.	Improve Pickpocket 15%		
[85/112]	Thieves Guild Gloves	[9.00]	Riften (Ragged Flagon)	Gift from Tonilia just before completing Thieves Guild Quest: Loud and Clear.	Improve Lockpick 15%		
[86/112]	Thieves Guild Hood	[9.00]	Riften (Ragged Flagon)	Gift from Tonilia just before completing Thieves Guild Quest: Loud and Clear.	Improve Prices 10%		
[87/112]	Amulet of Articulation	[9.00]	Riften (Ratway Cistern)	Reward from Brynjolf during Thieves Guild Leadership Quest: Under New Management.*	Fortify Speech, Persuade checks always succeed	Leveled	
[88/112]	Guild Master's Armor	[9.00]	Riften (Ratway Cistern)	Reward from Tonilia during Thieves Guild Leadership Quest: Under New Management.*	+50 Carry Weight		
[89/112]	Guild Master's Boots	[9.00]	Riften (Ratway Cistern)	Reward from Tonilia during Thieves Guild Leadership Quest: Under New Management.*	Improve Pickpocket 35%		
[90/112]	Guild Master's Gloves	[9.00]	Riften (Ratway Cistern)	Reward from Tonilia during Thieves Guild Leadership Quest: Under New Management.*	Improve Lockpick 35%		
[91/112]	Guild Master's Hood	[9.00]	Riften (Ratway Cistern)	Reward from Tonilia during Thieves Guild Leadership Quest: Under New Management.*	Improve Prices 20%		
[92/112]	Thieves Guild Armor (Improved)	[9.00]	Riften (Ragged Flagon)	Gift from Tonilia (only one part of the outfit is available) after completing Thieves Guild Quest: Scoundrel's Folly.	+35 Carry Weight		
[93/112]	Thieves Guild Boots (Improved)	[9.00]	Riften (Ragged Flagon)	Gift from Tonilia (only one part of the outfit is available) after completing Thieves Guild Quest: Scoundrel's Folly.	Improve Pickpocket 25%		
[94/112]	Thieves Guild Gloves (Improved)	[9.00]	Riften (Ragged Flagon)	Gift from Tonilia (only one part of the outfit is available) after completing Thieves Guild Quest: Scoundrel's Folly.	Improve Lockpick 25%		
[95/112]	Thieves Guild Hood (Improved)	[9.00]	Riften (Ragged Flagon)	Gift from Tonilia (only one part of the outfit is available) after completing Thieves Guild Quest: Scoundrel's Folly.	Improve Prices 15%		
[96/112]	Reyda's Necklace	[9.01]	Ivarstead	After Narfi requests this in Miscellaneous Objective: The Straw That Broke,* find it in a satchel by a skeleton, just north of the bridge leading southeast out of town.			
[97/112]	Gauldur Amulet Fragment (Geirmund's Hall)	[9.04]	Geirmund's Hall	Found on the corpse of Sigdis Gauldurson, during Side Quest: Forbidden Legend.	+30 Stamina		
[98/112]	Diadem of the Savant	[9.15]	Froki's Shack	Exterior; resting atop the Wood Chopping Block.	All spells cost 5% less to cast.		
[99/112]	Kyne's Token	[9.15]	Froki's Shack	Reward for Side Quest: Kyne's Sacred Trials.	Improve Archery 5%, Damage from Animals -10%		
[100/112]	Nightingale Armor	[9.43]	Nightingale Hall	Awarded during Thieves Guild Quest: Trinity Restored.	Resist Frost, Improve Illusion	Leveled	
[101/112]	Nightingale Boots	[9.43]	Nightingale Hall	Awarded during Thieves Guild Quest: Trinity Restored.	Muffle	Leveled	
[102/112]	Nightingale Gloves	[9.43]	Nightingale Hall	Awarded during Thieves Guild Quest: Trinity Restored.	Improve Lockpick, Pickpocket	Leveled	
[103/112]	Nightingale Hood	[9.43]	Nightingale Hall	Awarded during Thieves Guild Quest: Trinity Restored.	Improve Prices	Leveled	
[104/112]	Charmed Necklace	[Random]	[World Encounter]	If you stumble across World Encounter: Drinking Companions, offer the drunks a	+25 Carry Weight		

Number	Name	ZONE #	Location	DESCRIPTION	Enchantment	Notes
					bottle of Honningbrew Mead to receive this necklace.	
	[105/112]	Helm of Winterhold	[Random]	[Random Dungeon]	Found in a [random] location after being requested by Jarl Korir of Winterhold during Favor: Jobs for the Jarls.*	
	[106/112]	Hrolfdir's Shield	[Random]	[Random Dungeon]	Found in a [random] location after being requested by Jarl Igmund during Favor: Jobs for the Jarls.*	
	[107/112]	Moon Amulet	[Random]	[Random Dungeon]	Found in a [random] location after being requested by Kharjo of Ahkari's Caravan.	
	[108/112]	Noster's Helmet	[Random]	[Random Dungeon]	Found in a [random] location after being requested by Noster during Favor: Item Retrieval (Cave).*	
	[109/112]	Ring of Pure Mixtures	[Random]	[Random Dungeon]	Found in a [random] location after being requested by Frida during Favor: Item Retrieval (Cave).*	Improve Alchemy 12%
	[110/112]	Roggi's Ancestral Shield	[Random]	[Random Dungeon]	Found in a [random] location after being requested by Roggi during Favor: Item Retrieval (Cave).*	
	[111/112]	Shahvee's Amulet of Zenithar	[Random]	[Random Dungeon]	Found in a [random] location after being requested by Shahvee during Favor: Item Retrieval (Bandit Camp).*	Improve Prices 10%
	[112/112]	The Forgemaster's Fingers	[Random]	[Random Dungeon]	During Side Quest: The Forgemaster's Fingers, find this gauntlet in a [random] dungeon.	Improve Smithing 15%

14.6 Appendix VI: Skill Books

Appendix VI: Skill Books

This table lists two sample locations for each of the 90 Skill Books. Many of these books are in towns or notable dungeons, making them among the most easily accessible copies. As there are no further improvements to a skill when you find the same book again, it isn't necessary to find them all. But there are more copies of each book out there in the wilds....

Number	Skill	Title	Zone #	Location	Description
[A1/10]	Alchemy	A Game at Dinner	[6.22]	Honningbrew Meadery	On the second floor of the Meadery, in the upstairs bedroom.
[A2/10]	Alchemy	A Game at Dinner	[7.00]	Windhelm	In the New Gnisis Cornerclub, on a table on the second floor.
[B1/10]	Alchemy	De Rerum Dirennis	[1.11]	Clearpine Pond	On the body of the Alchemist at Clearpine Pond.
[B2/10]	Alchemy	De Rerum Dirennis	[4.00]	Winterhold	In the College of Winterhold Midden Dark, resting on an Alchemy Lab.
[C1/10]	Alchemy	Herbalist's Guide to Skyrim	[5.00]	Markarth	In the Hag's Cure, on the shelf under the counter.
[C2/10]	Alchemy	Herbalist's Guide to Skyrim	[6.00]	Whiterun	In Arcadia's Cauldron, on a large wooden table downstairs.
[D1/10]	Alchemy	Mannimarco, King of Worms	[3.06]	Nightcaller Temple	On a table in the Alchemy Lab room.
[D2/10]	Alchemy	Mannimarco, King of Worms	[8.10]	Evergreen Grove	On a partially submerged altar near the body of a dead mage.
[E1/10]	Alchemy	Song of the Alchemists	[1.00]	Solitude	During Favor: Rare Item Hunt for Lami in Morthal, you can find this copy on the counter in the library of the Bards College.
[E2/10]	Alchemy	Song of the Alchemists	[8.19]	Anise's Cabin	On the shelf at the foot of the bed inside Anise's Cabin.
[A1/10]	Alteration	Breathing Water	[4.00]	Winterhold	Inside Kraldar's House, hidden inside the woven basket on the shelf.
[A2/10]	Alteration	Breathing Water	[8.15]	Ilinalta's Deep	In an underwater room about halfway through the keep, next to a submerged chest.
[B1/10]	Alteration	Daughter of the Niben	[5.00]	Markarth	Understone Keep, on a table at the top of the stairs, to the right of the Jarl's Throne Room.
[B2/10]	Alteration	Daughter of the Niben	[7.07]	Brandy-Mug Farm	Inside the farmhouse, atop fireplace mantel.
[C1/10]	Alteration	Reality & Other Falsehoods	[4.02]	Yngvild	On a table next to the throne in the Yngvild Throne Room.
[C2/10]	Alteration	Reality & Other Falsehoods	[9.41]	Snow-Shod Farm	Inside the farmhouse, on a shelf in the basement.
[D1/10]	Alteration	Sithis	[5.00]	Markarth	Next to Krag's corpse in Nchuand-Zel, on a metal bench in the large central cavern.
[D2/10]	Alteration	Sithis	[8.22]	Dark Brotherhood Sanctuary	On a bookshelf pedestal in Astrid's foyer.
[E1/10]	Alteration	The Lunar Lorkhan	[1.26]	Solitude Lighthouse	In Mazaka's quarters, on the shelf behind the bar.
[E2/10]	Alteration	The Lunar Lorkhan	[7.24]	Cragwallow Slope	On a table among other books in the central chamber, not far from the Arcane Enchanter.
[A1/10]	Archery	Father of the Niben	[3.02]	Wreck of the Brinehammer	On a crate near a skeleton in the ship's lower cargo hold.
[A2/10]	Archery	Father of the Niben	[8.06]	Hunter's Rest	Lying between two bedrolls inside the shack.
[B1/10]	Archery	The Black Arrow, v2	[6.00]	Whiterun	In the Drunken Huntsman, on the shelf under the counter.
[B2/10]	Archery	The Black Arrow, v2	[6.33]	Valtheim Towers	On an end table near the top of the north tower.
[C1/10]	Archery	The Gold Ribbon of Merit	[1.00]	Solitude	In the Fletcher's shop, on a small table in a corner of the room.
[C2/10]	Archery	The Gold Ribbon of Merit	[8.29]	Angi's Camp	On the end table near the bed inside the shack.
[D1/10]	Archery	The Marksmanship Lesson	[3.00]	Dawnstar Sanctuary	On the table with the map in the Dawnstar Sanctuary.
[D2/10]	Archery	The Marksmanship Lesson	[7.15]	Mixwater Mill	In Gilfre's House, on the small corner table.
[E1/10]	Archery	Vernaccus and Bourlor	[8.07]	Knifepoint Ridge	On a crude wooden table near the Blacksmith Forge.

Number	Skill	Title	Zone #	Location	Description
[E2/10]	Archery	Vernaccus and Bourlor	[9.15]	Froki's Shack	On a shelf inside the shack.
[A1/10]	Block	A Dance in Fire, v2	[2.10]	Fort Snowhawk	On the large table in the library area.
[A2/10]	Block	A Dance in Fire, v2	[7.10]	Traitor's Post	On a cupboard in the southwest part of the ruined inn.
[B1/10]	Block	Battle of Red Mountain	[8.33] and [8.34]	Skybound Watch Pass	On a shelf near a chest at one end of the pass.
[B2/10]	Block	Battle of Red Mountain	[9.23]	Tolvald's Crossing	On a stone pedestal near the remains of the decimated caravan, deep within the cave.
[C1/10]	Block	Death Blow of Abernanit	[6.00]	Whiterun	In the Hall of the Dead catacombs, inside a small chamber lined with candles.
[C2/10]	Block	Death Blow of Abernanit	[8.00]	Falkreath	On a side table in the war room.
[D1/10]	Block	The Mirror	[5.18]	Broken Tower Redoubt	On a shelf in the sleeping area.
[D2/10]	Block	The Mirror	[7.00]	Windhelm	During Favor: Rare Item Hunt for Captain Aldis of Solitude, you can find this book in Ulfric's bedroom in Windhelm's Palace of the Kings.
[E1/10]	Block	Warrior	[4.07]	Driftshade Refuge	On a small table near the fireplace, in the boss's chamber. Collect it on your way out.
[E2/10]	Block	Warrior	[4.19]	Fort Kastav	In the Captain's Quarters, on a bedside table.
[A1/10]	Conjuration	2920, Frostfall, v10	[7.00]	Windhelm	In Belyn Hlaalu's House, hidden in a dark corner behind the dresser in the upstairs bedroom.
[A2/10]	Conjuration	2920, Frostfall, v10	[8.02]	Sunderstone Gorge	On a pedestal in the final chamber with the Word Wall.
[B1/10]	Conjuration	2920, Hearth Fire, v9	[1.02]	Rimerock Burrow	On an end table in the final cavern with the large chest.
[B2/10]	Conjuration	2920, Hearth Fire, v9	[3.00]	Dawnstar	In the Mortar and Pestle, under the counter.
[C1/10]	Conjuration	Liminal Bridges	[2.23]	Labyrinthian	In Shalidor's Maze, on the ground at a short dead end within the maze (must enter from the north).
[C2/10]	Conjuration	Liminal Bridges	[8.24]	Falkreath Watchtower	In the tent atop the tower.
[D1/10]	Conjuration	The Doors of Oblivion	[5.41]	Reachcliff Cave	Inside the cave's ruins, partially covered by other books on a shelf in the small room with the sarcophagi.
[D2/10]	Conjuration	The Doors of Oblivion	[6.29]	Fellglow Keep	On the pedestal in the chapel area.
[E1/10]	Conjuration	The Warrior's Charge	[5.00]	Markarth	On the table next to the bed in the Jarl's Quarters.
[E2/10]	Conjuration	The Warrior's Charge	[8.13] and [8.14]	Brittleshin Pass	On the sacrificial altar near the Arcane Enchanter.
[A1/10]	Destruction	A Hypothetical Treachery	[3.01]	High Gate Ruins	Lying next to a skeleton in a dark corner of the large central chamber.
[A2/10]	Destruction	A Hypothetical Treachery	[7.00]	Windhelm	In the main room of the Aretino Residence, hidden behind a shelf.
[B1/10]	Destruction	Horrors of Castle Xyr	[6.09]	Rannveig's Fast	On the table with the Alchemy Lab in the prison area.
[B2/10]	Destruction	Horrors of Castle Xyr	[8.03]	Glenmoril Coven	Hidden in a crate in a tent near the large chest.
[C1/10]	Destruction	Mystery of Talara, v3	[1.05]	Upper Steepfall Burrow	Next to a skeleton in the cave with the large chest.
[C2/10]	Destruction	Mystery of Talara, v3	[4.00]	Winterhold	On a dresser on the second floor.
[D1/10]	Destruction	Response to Bero's Speech	[3.00]	Dawnstar	In Iron Breaker Mine, sitting atop a barrel near a bedroll.
[D2/10]	Destruction	Response to Bero's Speech	[8.37]	Haemar's Shame	In Haemar's Cavern, on a table in a nook surrounded by shelves, opposite the passage leading down to Haemar's Shame.
[E1/10]	Destruction	The Art of War Magic	[1.12]	Ravenscar Hollow	On a table near the large chest.
[E2/10]	Destruction	The Art of War Magic	[3.00]	Dawnstar	In the White Hall, on a small table on the upstairs landing.
[A1/10]	Enchanting	A Tragedy in Black	[8.03]	Glenmoril Coven	On the table with the Arcane Enchanter.
[A2/10]	Enchanting	A Tragedy in Black	[8.15]	Ilinalta's Deep	On a table across from the Arcane Enchanter and Alchemy Lab.
[B1/10]	Enchanting	Catalogue of Armor Enchantments	[2.00]	Morthal	On the shelf in Falion's house.
[B2/10]	Enchanting	Catalogue of Armor Enchantments	[7.05]	Kynsegrove	In Steamscorch Mine, on a table at the tunnel

Number	Skill	Title	Zone #	Location	Description
					junction.
	[C1/10]	Enchanting	Catalogue of Weapon Enchantments	[3.00]	Dawnstar	In the White Hall, between a large barrel and a mead barrel, in the room with the training dummy.
	[C2/10]	Enchanting	Catalogue of Weapon Enchantments	[8.23]	Roadside Ruins	Leaned up against the chest in the center of the ruins.
	[D1/10]	Enchanting	Enchanter's Primer	[4.05]	Hob's Fall Cave	On the Arcane Enchanter in the ritual room.
	[D2/10]	Enchanting	Enchanter's Primer	[6.00]	Whiterun	In Carlotta Valentia's House, on the floor between the upstairs bed and the end table.
	[E1/10]	Enchanting	Twin Secrets	[6.03]	Serpent's Bluff Redoubt	In the Hagraven's chamber inside the ruins, on the Arcane Enchanter.
	[E2/10]	Enchanting	Twin Secrets	[9.16]	Treva's Watch	On a table in the bandit chief's room at the top of the tower.
	[A1/10]	Heavy Armor	2920, MidYear, v6	[2.00]	Morthal	In the Morthal Guardhouse, hidden behind a basket and a barrel near the fireplace.
	[A2/10]	Heavy Armor	2920, MidYear, v6	[3.10]	Fort Dunstad	In the Fort Dunstad Prison, in the upper-level cell block, on a shelf next to the Alchemy Lab.
	[B1/10]	Heavy Armor	Chimarvamidium	[5.00]	Markarth	During Thieves Guild Quest: Hard Answers, on the the desk in Calcelmo's Tower.
	[B2/10]	Heavy Armor	Chimarvamidium	[7.31]	Darkwater Crossing	Atop a barrel near the bedroll in a small dead end.
	[C1/10]	Heavy Armor	Hallgerd's Tale	[6.00]	Whiterun	In Jorrvaskr, on a low shelf in the main hall.
	[C2/10]	Heavy Armor	Hallgerd's Tale	[9.08]	Rift Watchtower	On a table atop the tower.
	[D1/10]	Heavy Armor	Orsinium and the Orcs	[2.22]	Stonehills	On a short table atop the mine scaffolding.
	[D2/10]	Heavy Armor	Orsinium and the Orcs	[5.38]	Dushnikh Yal	In the cellar of the longhouse, atop a low shelf at the base of the wooden ramp.
	[E1/10]	Heavy Armor	The Knights of the Nine	[3.09]	Hall of the Vigilant	Inside the Hall, atop the short table near the wall map downstairs.
	[E2/10]	Heavy Armor	The Knights of the Nine	[7.00]	Windhelm	On the top shelf of the cupboard in the dining area.
	[A1/10]	Illusion	2920, Sun's Dawn, v2	[5.00]	Markarth	In the Inner Sanctum of the Temple of Dibella, on a shelf among many other books.
	[A2/10]	Illusion	2920, Sun's Dawn, v2	[9.37]	Darklight Tower	On the table near Hagraven's tent, just before the entrance to the Darklight Chambers area.
	[B1/10]	Illusion	Before the Ages of Man	[6.00]	Whiterun	In the Dragonsreach Jarl's Quarters, on the large desk in the study.
	[B2/10]	Illusion	Before the Ages of Man	[9.02]	Shroud Hearth Barrow	In Shroud Hearth Barrow, on the altar in the catacombs chamber with the four levers.
	[C1/10]	Illusion	Incident at Necrom	[1.10]	Pinemoon Cave	On a small table near the large chest at the cave's far end.
	[C2/10]	Illusion	Incident at Necrom	[8.40]	Bloodlet Throne	On a small table in the locked area near the Alchemy Lab.
	[D1/10]	Illusion	Mystery of Talara, Part 4	[5.00]	Markarth	In Nepos's House, on a stone shelf in Nepos's bedroom.
	[D2/10]	Illusion	Mystery of Talara, Part 4	[6.07]	Broken Fang Cave	On the small shelf near the Arcane Enchanter.
	[E1/10]	Illusion	The Black Arts on Trial	[7.00]	Windhelm	In the White Phial, on the shelf under the counter.
	[E2/10]	Illusion	The Black Arts on Trial	[8.00]	Falkreath	In Falkreath Jail, tucked between some crates and a small wall in the jail area.
	[A1/10]	Light Armor	Ice and Chitin	[5.00]	Markarth	In the Guard Tower, on a table hidden behind a pillar in the sleeping area.
	[A2/10]	Light Armor	Ice and Chitin	[7.00]	Windhelm	On a table in the guard room under the bridge that leads to the city's south gate.
	[B1/10]	Light Armor	Jornibret's Last Dance	[8.42]	Fort Neugrad	On a table in the Fort Neugrad library.
	[B2/10]	Light Armor	Jornibret's Last Dance	[9.14]	Autumnwatch Tower	On a small wooden crate atop the smaller of the two towers.
	[C1/10]	Light Armor	Rislav the Righteous	[6.15]	Fort Greymoor	On the podium in the second-floor training room.
	[C2/10]	Light Armor	Rislav the Righteous	[8.20]	Cracked Tusk Keep	On a bench in one of the side rooms in the Cracked Tusk Keep Vaults.
	[D1/10]	Light Armor	The Rear Guard	[1.00]	Solitude	In Castle Dour, on a table downstairs in the

Number	Skill	Title	Zone #	Location	Description
					barracks.
	[D2/10]	Light Armor	The Rear Guard	[5.07]	Druadach Redoubt	On a shelf near the fire pit, at the back of the cavern.
	[E1/10]	Light Armor	The Refugees	[1.00]	Solitude	In the Solitude Blacksmith's shop, atop the high wall shelf in the second-floor bedroom.
	[E2/10]	Light Armor	The Refugees	[5.24]	Blind Cliff Cave	Sitting atop the chest in an alcove on the collapsed tower.
	[A1/10]	Lockpicking	Advances in Lockpicking	[9.00]	Riften	In the Ragged Flagon Cistern, atop a barrel in the training room.
	[A2/10]	Lockpicking	Advances in Lockpicking	[9.00]	Riften	When escaping from Riften Jail through the sewers, on a barrel in a dark nook behind where you enter the sewers.
	[B1/10]	Lockpicking	Proper Lock Design	[5.00]	Markarth	In Cidhna Mine, on a shelf next to the Evidence Chest and Prisoner Belongings Chest.
	[B2/10]	Lockpicking	Proper Lock Design	[9.28]	Faldar's Tooth	Make your way through the keep to reach the ramparts, then climb the tower to reach the shack on top. On a table near the shack.
	[C1/10]	Lockpicking	Surfeit of Thieves	[4.31]	Wreck of the Winter War	On a crate on the second level of the War Winter.
	[C2/10]	Lockpicking	Surfeit of Thieves	[9.00]	Riften	On the end table near the bed in the Jarl's Chambers.
	[D1/10]	Lockpicking	The Locked Room	[2.00]	Morthal	Inside Highmoon Hall, on the top shelf of Joric's bedroom on the second floor.
	[D2/10]	Lockpicking	The Locked Room	[4.13]	Alftand	In the Animonculory's locked treasure room, in a locked alcove next to a skeleton.
	[E1/10]	Lockpicking	The Wolf Queen, v1	[3.00]	Dawnstar	In Dawnstar Jail, in a corner of the jail cell, behind a wooden pillar.
	[E2/10]	Lockpicking	The Wolf Queen, v1	[7.37]	Cragslane Cavern	Underneath the bar in Cragslane Cavern.
	[A1/10]	One-Handed	2920, Morning Star, v1	[1.01]	Northwatch Keep	On the shelf behind the bar in the bar area.
	[A2/10]	One-Handed	2920, Morning Star, v1	[1.06]	Lost Echo Cave	On the altar in the ruins chamber.
	[B1/10]	One-Handed	Fire and Darkness	[2.08]	Folgunthur	On the lower level of the large central chamber, next to a corpse.
	[B2/10]	One-Handed	Fire and Darkness	[9.00]	Riften	In Esbern's room in the Ratway Warrens.
	[C1/10]	One-Handed	Mace Etiquette	[2.06]	Orotheim	On a crate near the grindstone.
	[C2/10]	One-Handed	Mace Etiquette	[9.26]	Fort Greenwall	In the Fort Greenwall Captain's Quarters, on a shelf in the bedroom.
	[D1/10]	One-Handed	Night Falls on Sentinel	[6.05]	Swindler's Den	During Favor: Rare Item Hunt for Rustleif in Dawnstar, you can find this copy on the a crate overlooking the cave's dining area.
	[D2/10]	One-Handed	Night Falls on Sentinel	[8.X]	Bandit Camp: Ilinalta Foothills	On a small shelf in one of the tents.
	[E1/10]	One-Handed	The Importance of Where	[5.00]	Markarth	In the Guard Tower, on a stone table to one side of the sleeping area.
	[E2/10]	One-Handed	The Importance of Where	[6.23]	Chillfurrow Farm	Inside the farmhouse, on a dresser in the bedroom.
	[A1/10]	Pickpocket	Aevar Stone-Singer	[2.00]	Morthal	In Thonnir's House, on a shelf in the corner, hidden beneath a basket.
	[A2/10]	Pickpocket	Aevar Stone-Singer	[2.24]	Lost Valkygg	On the floor in the south holding cell, which is opened by a lever.
	[B1/10]	Pickpocket	Beggar	[9.00]	Riften	In the Ratway, on a table near the entrance to the Ragged Flagon.
	[B2/10]	Pickpocket	Beggar	[9.00]	Riften	In Haelga's Bunkhouse, on the dresser in the nook on the top floor.
	[C1/10]	Pickpocket	Purloined Shadows	[3.19]	Duskglow Crevice	On a table in the junk room in Duskglow Crevice.
	[C2/10]	Pickpocket	Purloined Shadows	[9.00]	Riften	In Honorhall Orphanage, tucked between the end table and bed in Constance's small bedroom.
	[D1/10]	Pickpocket	Thief	[7.00]	Windhelm	In the Argonian Assemblage; on the edge of a dresser.
	[D2/10]	Pickpocket	Thief	[8.18]	Bleak Falls Barrow	Inside the barrow, on the stone table near the chest just beyond the first glyph puzzle.
	[E1/10]	Pickpocket	Wulfmare's Guide to Better Thieving	[5.47]	Fort Sungard	At the bottom of the Fort Sunguard Oubliette.

Number	Skill	Title	Zone #	Location	Description
[E2/10]	Pickpocket	Wulfmare's Guide to Better Thieving	[7.03]	Mara's Eye Pond	Inside the cave, mixed in with other books in a small crate near the watery pond.
[A1/10]	Restoration	2920, Rain's Hand, v4	[2.00]	Morthal	On the bedside table in Falion's house.
[A2/10]	Restoration	2920, Rain's Hand, v4	[5.00]	Markarth	In the Hall of the Dead, on a stone shelf above the bed.
[B1/10]	Restoration	Mystery of Talara, v 2	[2.16]	Ustengrav	On a stone shelf in the small room that's filled with urns.
[B2/10]	Restoration	Mystery of Talara, v 2	[4.06]	Frostflow Lighthouse	On a dresser in the Lighthouse's Master Bedroom.
[C1/10]	Restoration	Racial Phylogeny	[2.00]	Morthal	In the Moorside Inn, hidden in a woven basket that sits atop a dresser in one of the two small rooms.
[C2/10]	Restoration	Racial Phylogeny	[8.00]	Falkreath	In Corpselight Farm, mixed in with other books on the shelf.
[D1/10]	Restoration	The Exodus	[4.00]	Winterhold	In the Frozen Hearth, hidden among a collection of crates and sacks in the cellar.
[D2/10]	Restoration	The Exodus	[9.46]	Stendarr's Beacon	Lying on one of the bedrolls inside the tower.
[E1/10]	Restoration	Withershins	[6.00]	Whiterun	In the Temple of Kynareth, on the shelf next to the chest.
[E2/10]	Restoration	Withershins	[9.13]	Arcwind Point	On a pedestal at the top of the tower at the end of Arcwind Point.
[A1/10]	Smithing	Cherim's Heart	[3.00]	Dawnstar	In Quicksilver Mine, hidden in a small crate on the ground floor of the deepest mine cavern.
[A2/10]	Smithing	Cherim's Heart	[7.04]	Morvunskar	On a table in the room with the forge.
[B1/10]	Smithing	Heavy Armor Forging	[6.16]	Silent Moons Camp	On a broken stone table within the domed ruin at the top of the camp.
[B2/10]	Smithing	Heavy Armor Forging	[7.23]	Gloombound Mine	On a table in the open-air hut just outside the mine entrance.
[C1/10]	Smithing	Last Scabbard of Akrash	[5.47]	Fort Sungard	In the Fort Sungard Muster, on a small table in the armory.
[C2/10]	Smithing	Last Scabbard of Akrash	[7.02]	Gallows Rock	On a table in the room with the large fireplace near the sleeping quarters.
[D1/10]	Smithing	Light Armor Forging	[8.00]	Falkreath	On a barrel in the basement of Lod's house.
[D2/10]	Smithing	Light Armor Forging	[8.31]	Embershard Mine	On a table in the forge area.
[E1/10]	Smithing	The Armorer's Challenge	[5.01]	Mor Khazgur	On the shelf near the Blacksmith's Forge.
[E2/10]	Smithing	The Armorer's Challenge	[9.00]	Whiterun	On the low platform next to the Skyforge.
[A1/10]	Sneak	2920, Last Seed, v8	[3.32]	Raldbthar	In the large chamber with Alain, on the long counter under the metal bars.
[A2/10]	Sneak	2920, Last Seed, v8	[6.14]	Redoran's Retreat	Lying on a crate in the back cavern with the large chest.
[B1/10]	Sneak	Legend of Krately House	[3.25]	Nightgate Inn	In the cellar, on the end table near the large bed.
[B2/10]	Sneak	Legend of Krately House	[9.35]	Black-Briar Lodge	On a shelf in the upstairs master bedroom.
[C1/10]	Sneak	Sacred Witness	[5.02]	Deepwood Redoubt	In Deepwood Vale, on a shelf in the tent with the Alchemy Lab.
[C2/10]	Sneak	Sacred Witness	[8.22]	Dark Brotherhood Sanctuary	On the counter in Babette's room.
[D1/10]	Sneak	The Red Kitchen Reader	[3.08]	Frostmere Crypt	Inside the ruins, on a bookshelf pedestal in the hall just before the dining room.
[D2/10]	Sneak	The Red Kitchen Reader	[7.00]	Windhelm	In the New Gnisis Cornerclub, tucked between the barrels beneath the stairs on the first floor.
[E1/10]	Sneak	Three Thieves	[4.28]	Snow Veil Sanctum	During Thieves Guild Quest: Speaking with Silence, on a shelf in the room filled with hanging rattles.
[E2/10]	Sneak	Three Thieves	[6.22]	Honningbrew Meadery	During Thieves Guild Quest: Dampened Spirits, lying on the chest near the Alchemy Lab in the basement cavern.
[A1/10]	Speech	2920, Second Seed, v5	[2.22]	Stonehills	In Sorli's House, atop the fireplace mantel.
[A2/10]	Speech	2920, Second Seed, v5	[7.00]	Windhelm	In Sadri's Used Wares, on the shelf under the counter.
[B1/10]	Speech	A Dance in Fire, v6	[2.01]	Meeko's Shack	On a barrel inside the shack.

Number	Skill	Title	Zone #	Location	Description
[B2/10]	Speech	A Dance in Fire, v6	[8.00]	Falkreath	In Dead Man's Drink, on the shelf under the counter.
[C1/10]	Speech	A Dance in Fire, v7	[5.00]	Markarth	In Arnleif and Sons Trading Company, on a crate near the counter.
[C2/10]	Speech	A Dance in Fire, v7	[9.00]	Riften	In Beggar's Row, lying on the ground in a nook, partially covered by a red fern.
[D1/10]	Speech	Biography of the Wolf Queen	[1.00]	Solitude	In the Blue Palace, on a shelf in the Jarl's bedchamber upstairs.
[D2/10]	Speech	Biography of the Wolf Queen	[6.00]	Whiterun	In Belethor's General Goods store, on the cupboard shelf near the counter.
[E1/10]	Speech	The Buying Game	[1.00]	Solitude	In one of the Bards College second floor classrooms, mixed in with a short stack of other books on the highest tier of a tall shelf.
[E2/10]	Speech	The Buying Game	[5.16]	Shrine to Peryite	On the table near the Alchemy Lab.
[A1/10]	Two-Handed	Battle of Sancre Tor	[5.34]	Old Hroldan	On an end table in the large bedroom.
[A2/10]	Two-Handed	Battle of Sancre Tor	[6.12]	Dustman's Cairn	On a table in the entry chamber.
[B1/10]	Two-Handed	King	[1.17]	Dragon Bridge	In the Penitus Oculatus Outpost, on a bedside table.
[B2/10]	Two-Handed	King	[5.33]	Bleakwind Bluff	Inside the tower, lying on the ground next to the cairn.
[C1/10]	Two-Handed	Song of Hrormir	[1.00]	Solitude	On the first floor of Jala's House, lying on the ground in some hay.
[C2/10]	Two-Handed	Song of Hrormir	[6.00]	Whiterun	In Jorrvaskar, on the table with the map in Kodlak's study.
[D1/10]	Two-Handed	The Legendary Sancre Tor	[1.01]	Northwatch Keep	On a crate in the bedroom on the lower level of the large central chamber.
[D2/10]	Two-Handed	The Legendary Sancre Tor	[8.00]	Falkreath	In the Barracks, atop a chest in the sleeping area upstairs.
[E1/10]	Two-Handed	Words and Philosophy	[7.26]	Lost Knife Hideout	On the table on the central wooden lookout in the large, watery cavern.
[E2/10]	Two-Handed	Words and Philosophy	[9.00]	Riften	On a dresser on the second floor of the Barracks.

14.7 Appendix VII Other Reference

Appendix VII: Other References

This final Appendix is a gathering of all the other major tables in this book, with an appropriate page number, so you know what else to look for and where it is.

Table	Description	Location	
	Books	Lists the functional and common books, and an example of where to find each of them	The Inventory
	Crafting Stations	Locations of two examples (where applicable) of every type of crafting station	Hold introductions, throughout the Atlas.
	Dragon Claws	The location of every Dragon Claw. These open Nordic Puzzle Doors or can be sold (ideally after the door is opened!).	The Inventory
	Dragon Priest Masks	The location of all ten masks, found during Side Quest: Masks of the Dragon Priests	Side Quest
	Followers	Where every person who can join you on your journey is located	Training
	Houses	A list of homes you can purchase and stay in, with your Housecarl and/or spouse	Training
	Ingredients	A complete list of every ingredient and their effects, along with three recommended locations to find them	The Inventory
	Larceny Targets	Hidden valuables you find during the Thieves Guild Side Quest: A Litany of Larceny*	Thieves Guild Quests
	Marriage Prospects	A complete list of possible spouses you can wed, during Temple Quest: The Bonds of Matrimony	
	Shouts and Word Walls	How every Shout is obtained, either from a Word Wall or a knowledgeable individual	Training
	Skill Trainers	Locations (and competence levels) of every trainer who can increase a skill for the right price	Training
	Standing Stones	Where each of the 13 Standing Stones are found	Training, or throughout the Atlas
	Treasure Maps	The locations of all 11 Treasure Maps, found during Side Quest: The Great Skyrim Treasure Hunt†	Side Quest
	Unusual Gems	The locations of the 24 Stones of Barenziah, gathering as part of Thieves Guild Side Quest: No Stone Unturned	Thieves Guild Quests

14.8 Language of the Dragons

The Dragon Alphabet

The Dragon alphabet consists of 34 distinct runic symbols. While most have direct English-letter equivalents, some represent sounds English uses two letters to represent, such as "*th*" and "*ch*". The complete alphabet is as follows:

Your first (purely optional) challenge is to take the words of the Song of the Dragonborn, at the beginning of this guide, and transcribe the Dragon words into Runes!

Common Words

With a passing familiarity of the alphabet, you can now learn the following common words, which are listed in Dragon first, and then their English equivalent.

Dragon Word - English Word
Aak - Guide
Aal - May (as in "May his soul")
Aan - a/an
Aar - Servant
Aav - Join
Aaz - Mercy
Ag - Burn
Ah - Hunter
Ahmik - Service
Ahmul - Husband
Ahkrin - Courage
Ahrk - And
Ahst - At
Ahzid - Bitter
Al - Destroyer
Alok - Arise
Alun - Ever
Aus - Suffer
Bah - Wrath
Bahlok - Hunger
Bein - Foul
Beyn - Scorn
Bodiis - Borrow
Bonaar - Humble
Bormah - Father
Bovul - Flee
Boziik - Bold(ly)
Brendon - Specter
Brii - Beauty
Briinah - Sister
Brit - Beautiful
Brod - Clan
Brom - North
Bron - Nord
Bruniik - Savage
Dah - Push
Dahmaan - Remember
Daal - Return
Daar - This/These
Denek - Soil
Dez - Fate
Diin - Freeze
Diivon - Swallow
Dir - Die
Dinok - Death
Dilon - Dead
Do - Of/About
Dok - Hound
Dov - Dragonkind (referring to the race of dragons)
Dovah - Dragon
Dovahgolz - Dragonstone
Dovahkiin - Dragonborn
Draal - Pray
Dreh - Do/Does
Drem - Peace
Drey - Did ("drey kod" - "did wield")
Drog - Lord
Drun - Bring
Du - Devour
Dukaan - Dishonor
Dun - Grace
Dwiin - Steel
Dwiirok - Carve
Ek - Her
Enook - Each
Ensosin - Bewitch
Evenaar - Extinguish
Evgir - Season
Faad - Warmth
Faal - The (formal, preceding a proper noun,"Faal Krein" - "The Sun")
Faas - Fear
Faasnu - Fearless
Fah - For
Fahdon - Friend
Fahliil - Elf
Feim - Fade
Fel - Feral
Fen - Will
Fent - Shall
Feykro - Forest
Feyn - Bane

Fiik - Mirror
Filok - Escape
Fin - The (rarely used)
Fo - Frost
Fod - When
Fodiiz - Hoar
Folaas - Wrong
Folook - Haunt
Fonaar - Charge
Frin - Hot
Frod - Field
Fron - Kin/Related
Frul - Ephemeral, Temporary
Ful - So
Fun - Told
Fundein - Unfurl(ed)
Funt - Fail
Fus - Force
Gaaf - Ghost
Gahrot - Steal
Geh - Yes
Gein - One (a single person or thing)
Geinmaar - Oneself
Gogil - Goblin
Gol - Earth
Golt - Ground
Govey - Remove
Graan - Rout (verb)
Grah - Battle
Gravuun - Autumn
Grik - Such
Grind - Meet
Grohiik - Wolf
Gron – Bind
Gut – Far
Haal - Hand
Haalvut - Touch (noun or verb)
Hahdrim - Mind
Hahkun - Axe
Hahnu - Dream
Heim - Forge
Het - Here
Hevno - Brutal
Heyv - Duty
Hind - Wish
Hin - Your (formal)
Hokoron - Enemy/Enemies
Hon - Hear (“nust hon” - “they hear”)
Hun – Hero
Huzrah - Hearken
Iiz - Ice
In - Master
Jer - East
Joor - Mortal
Jot - Maw
Jul - Man/Mankind/Humans
Jun - King
Junnesejer - The Kings of the East
Kaal - Champion
Kaan - Kyne
Kaaz - Cat/Khajiit
Kah - Pride
Kein - War
Keizaal - Skyrim
Kel - Elder Scroll
Kendov - Warrior
Kest - Tempest
Key - Horse
Keyn - Anvil
Kiin - Born
Kiir - Child
Kinbok - Leader
Klo - Sand
Klov - Head
Ko - In
Kod - Wield
Kol - Crag
Kodaav - Bear
Kogaan - Blessing
Kos - Be (“fen kos” - “will be”)
Komeyt - Issue(d)/let loose (verb)
Konahrik - Warlord
Koor – Summer
Kopraan - Body
Kotin - Into
Krah - Cold
Krasaar - Sickness
Kreh - Bend
Kren - Break
Krent - Broken
Krein - Sun (see also Shul)
Krif - Fight
Krii - Kill
Kriid - Slayer
Kril - Brave
Krilot - Valiant
Krin - Courageous
Kro - Sorceror
Kroniid = Conqueror
Krosis - Sorrow
Kruziik - Ancient

Kul - Son(s)
Kulaan - Prince
Kulaas - Princess
Laas - Life
Laat - Last
Lahney - Live
Lahvu - Army
Leh - Lest
Lein - World (Mundus - the universe, everything)
Liiv - Wither
Lingrah - Long (“lingrah vod” = “long ago”)
Lo - Deceive
Lok - Sky
Loost - Hath
Los - Is (Combine with other verbs for present tense: “is helping”, “is sworn”)
Lost - Have/Was
Lot - Great
Lovaas - Music/Song
Luft - Face
Lumnaar - Valley
Lun - Leech
Luv - Tear(s)
Maar - Terror
Mah - Fall/Fell
Mahfaeraak - Forever
Mal - Little
Med - Like/Similar To
Mey - Fool
Meyz - Come (become) (“meyz fundein” = “come unfurled”)
Miin - Eye(s)
Mir - Allegiance
Moro - Glory
Morokei - Glorious
Motaad - Shudder(ed)
Motmah - Slip
Mu - We
Mul - Strong
Mulaag - Strength
Mun - Man
Munax - Cruel
Muz - Men (plural of “man”, not “mankind”)
Naak - Eat
Naako - Eaten
Naal - By
Naan - Any
Nah - Fury
Nahgahdinok - Necromancer
Nahkriin - Vengeance
Nahl - Living (opposite of dead)
Nahlaas - Alive
Nahlot - Silenced
Nau - On
Nax - Cruelty
Ney - Both
Ni - Not
Nid - No
Nivahriin - Cowardly
Nimaar - Itself
Nin - Sting
Nir – Hunt
Nis - Cannot
Nok - Lie(s)
Nol - From
Nonvul - Noble
Norok - Fierce/Fiercest
Nu - Now
Nus – Statue
Nust - They
Nuz - But
Oblaan - End
Od - Snow
Odus - Snowy
Ofan - Give
Ogiim - Orc
Ok - His (used equally with the “ii” form of the possessive)
Ol - As
Okaaz - Sea
Om - Hair
Ond - Lo
Orin - Even (adverb, meaning “fully” or “quite”)
Osos - Some
Ov – Trust
Paal - Foe/Enemy
Paar - Ambition
Paaz - Fair
Pah - All
Peyt - Rose
Pindaar - Plain(s)
Pogaan - Many
Pogaas - Much
Pook - Stink
Praan - Rest
Prodah - Foretell/Foretold
Pruzah - Good
Pruzaan - Best
Qahnaar - Vanquish
Qeth - Bone
Qethsegol - Stone (literally “bone-of-the-earth”)
Qo - Lightning
Qolaas - Herald
Raan - Animal

Rahgol - Rage
Rein - Roar
Rek - She (used equally with the “ii” form of the possessive)
Revak - Sacred
Reyliik - Race/Races (heritage)
Riik - Gale
Rinik - Very
Ro - Balance
Rok - He
Ronax - Regiment
Ronaan - Archer
Ronaaz - Arrow
Ronit - Rival (verb)
Rovaan - Wander
Ru - Run
Rul - When
Ruvaak - Raven
Ruz - Then (“ahrk ruz” = “and then”)
Sadon - Gray
Sah - Phantom
Sahlo - Weak
Sahqo - Red
Sahqon - Crimson
Sahrot - Mighty
Sahsunaar - Villager(s)
Saviik - Savior
Shul - Sun (Word of Power; see also Krein)
Siiv - Find/Found
Sil - Soul
Sinak - Finger(s)
Sinon - Instead
Sivaas - Beast
Sizaan - Lost
Slen - Flesh
Smoliin - Passion
Sonaan - Bard
Sos - Blood
Sot - White
Spaan - Shield
Staadnau - Unbound
Stin - Free (adjective)
Strun - Storm
Strunmah - Mountain
Su - Air
Sul - Day
Suleyk - Power
Sunvaar - Beast(s)
Tah - Pack
Taazokaan - Tamriel (the physical land/continent)
Tafiir - Thief
Tahrodiis - Treacherous
Tey - Tale
Thur - Overlord
Thu’um - Shout (“Storm Voice”)
Tiid - Time
Togaat - Attempt
Tol - That
Toor - Inferno
Tu - Hammer
Tuz - Blade
Ufiik - Troll
Ul - Eternity
Unahzaal - Unending/Ceaseless/Eternal (much less common than Unslaad)
Unslaad - Unending/Ceaseless/Eternal
Unt - Try
Uznahgaar - Unbridled
Vaal - Bay (“ahst vaal” = “at bay”)
Vaat - Swear/Swore
Vah - Spring
Vahdin - Maiden
Vahlok - Guardian
Vahriin - Sworn
Vahrukt - Memory
Vahrukiv - Commemorate
Vahzah - True
Ved - Black
Ven - Wind
Vey - Cut
Veysun - Ship
Viik - Defeat
Viintaas - Shining
Viing - Wing
Vith - Serpent
Vo- - Un- (prefix meaning “opposite of”, e.g. unkind, unlikeable, etc.)
Vod - Ago (“lingrah vod” - “long ago”)
Vodahmin - Unremembered/Forgotten
Vokul - Evil (literally “ungood”)
Vokun - Shadow
Vol - Horror
Voth - With
“Voth Ahkrin” - Bravely (literally “with courage”)
Vukein - Combat
Vul - Dark
Vulom - Darkness
Vulon - Night
Wah - To
Wahl - Build/Create (past tense Wahlaan - Built/Created)
Wen - Whose
Werid - Praise
Win - Wage
Wo - Who

Wuld – Whirlwind
Yah - Seek
Yol - Fire
Yoriik - March
Yuvon - Gold/Golden (adjective)
Zaan - Shout (noun) (meaning yell, not use of Voice power)
Zah - Finite
Zahkrii - Sword
Zahrahmiik - Sacrifice
Zeim - Through
Zeymah - Brother(s)
Zii - Spirit
Zin - Honor
Zind - Triumph
Zindro - Triumph's
Zohungaar - Heroically
Zok - Most
Zoor - Legend
Zul - Voice (the actual mortal voice, not the power of the shouting)
Zun - Weapon